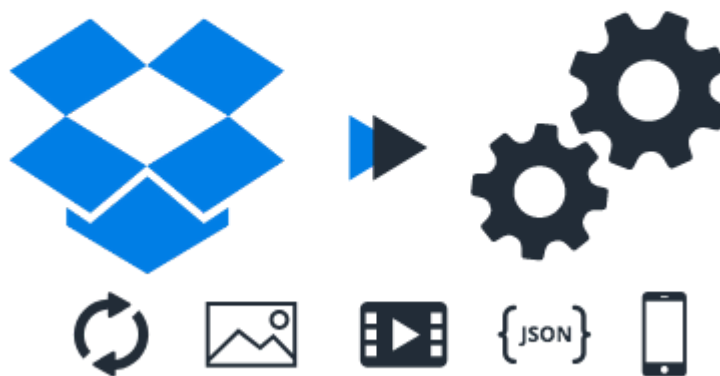




George Fedoseev

## DropboxSync v4.0 Tutorial

# DropboxSync



## Getting started

### Setting up Dropbox App Folder

#### Step 1

Navigate to [Dropbox App creating page](#) and click **Create app** button.



My apps

Create app

You haven't created any apps.

[API v2](#)

**My apps**

[API Explorer](#)

[Documentation](#)

[HTTP](#)

[.NET](#)

[Java](#)

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George Fedoseev ▾

#### Step 2

## Create new app folder

### 1. Choose an API

<input checked="" type="radio"/> <b>Dropbox API</b> For apps that need to access files in Dropbox. <a href="#">Learn more</a>		<input type="radio"/> <b>Dropbox Business API</b> For apps that need access to Dropbox Business team info. <a href="#">Learn more</a>	
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### 2. Choose the type of access you need

[Learn more about access types](#)


<input checked="" type="radio"/> <b>App folder</b> – Access to a single folder created specifically for your app.
<input type="radio"/> <b>Full Dropbox</b> – Access to all files and folders in a user's Dropbox.

### 3. Name your app

Create app

## Step 3

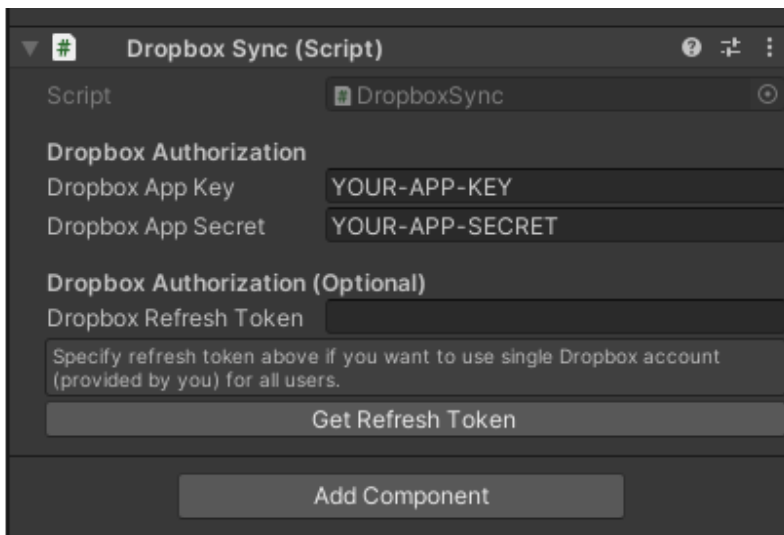
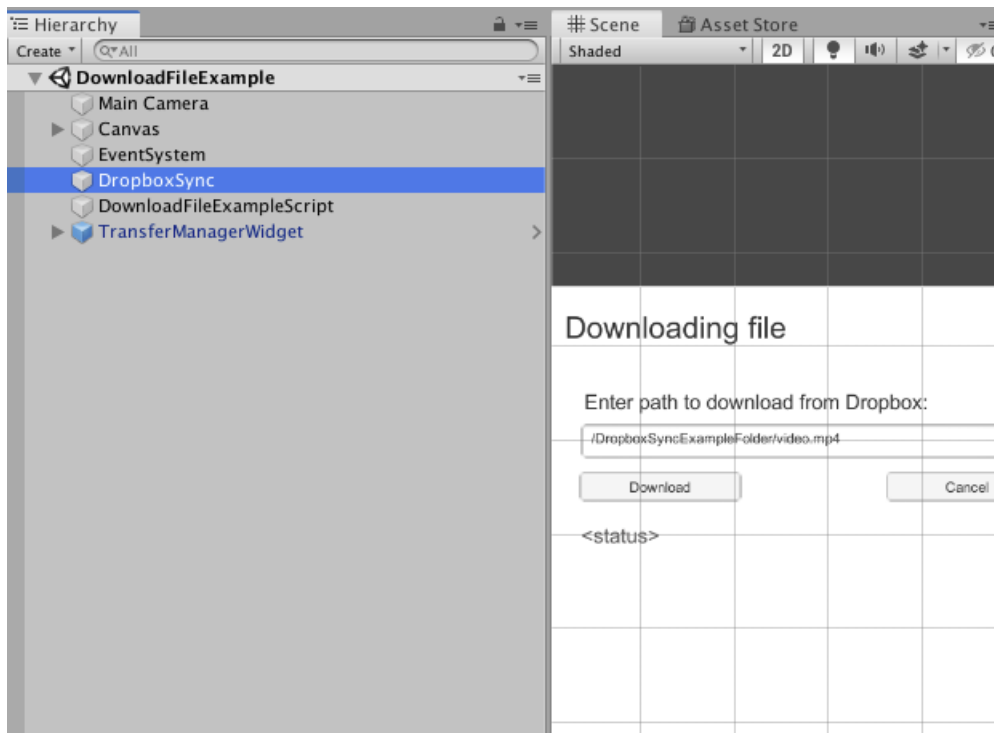
After creation you will be redirected to <https://www.dropbox.com/developers/apps/info/<your-app-key>>. Here you need to copy **App key** and **App secret** for your app that will be used by DropboxSync component parameters.

 Documentation Guides Community & support App console

Status	Development	Apply for production
Development users	Only you	Enable additional users
Permission type	Scoped App (App Folder) ⓘ	
App folder name	YOUR APP	Change
App key	ty80zyetwmge7uc	
App secret	df43kj234	
OAuth 2	Redirect URIs	
	<input type="text" value="https:// (http allowed for localhost)"/>	Add

## Step 4

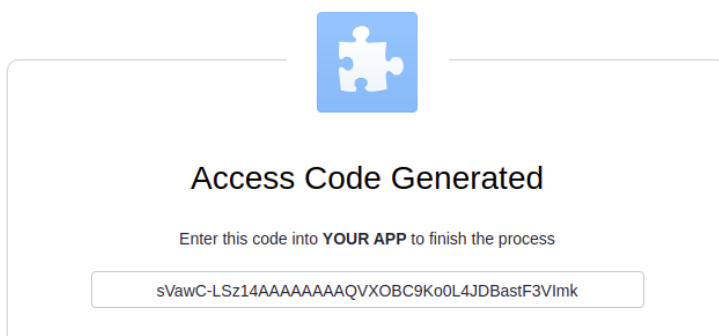
Paste app key and app secret into **DropboxSync Script** inspector field in **DownloadFileExample** scene in Unity (you will find the scene in /DropboxSync\_v3/Examples/).



### Step 5 (Optional)

If you want to use your own Dropbox account for all users of your app (in contrast with letting users to log in to their own), you should provide a refresh token in DropboxSync parameters.

To get the refresh token click **Get Refresh Token** button and follow steps in the web browser. Copy authorization **code** from final web OAuth2 flow step into respective DropboxSync component input and click **Submit**. After that **Dropbox Refresh Token** field should be filled.



**Dropbox Authorization (Optional)**

Dropbox Refresh Token

Specify refresh token above if you want to use single Dropbox account (provided by you) for all users.

Enter code

**Dropbox Authorization (Optional)**

Dropbox Refresh Token

Specify refresh token above if you want to use single Dropbox account (provided by you) for all users.

Now you have example scene connected to your app folder. To run example scenes you need to copy example content to your created app folder.

### Copying Example content for Example scenes

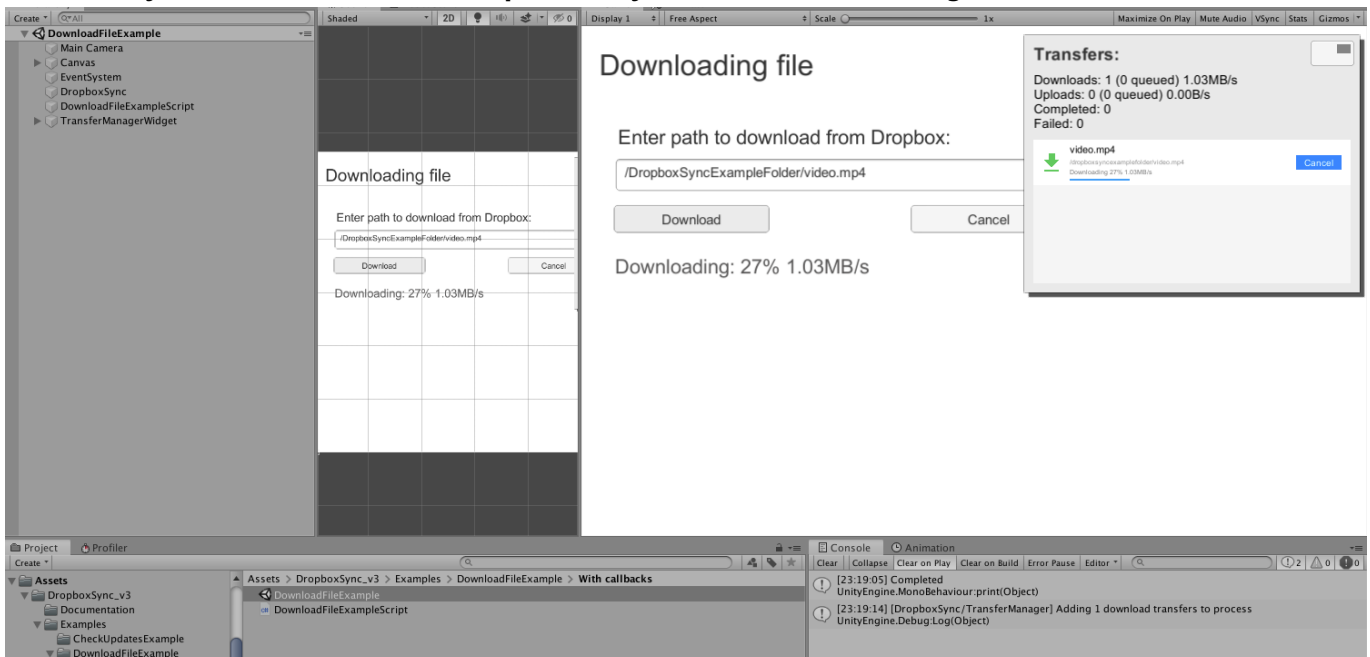
Save [this folder](#) to your Dropbox account **and then move it to created app folder** that you copied accessToken for on previous steps.

### Running Example scenes

**NOTE:** for each scene you'll need to insert accessCode of your Dropbox app.

### DownloadFileExample

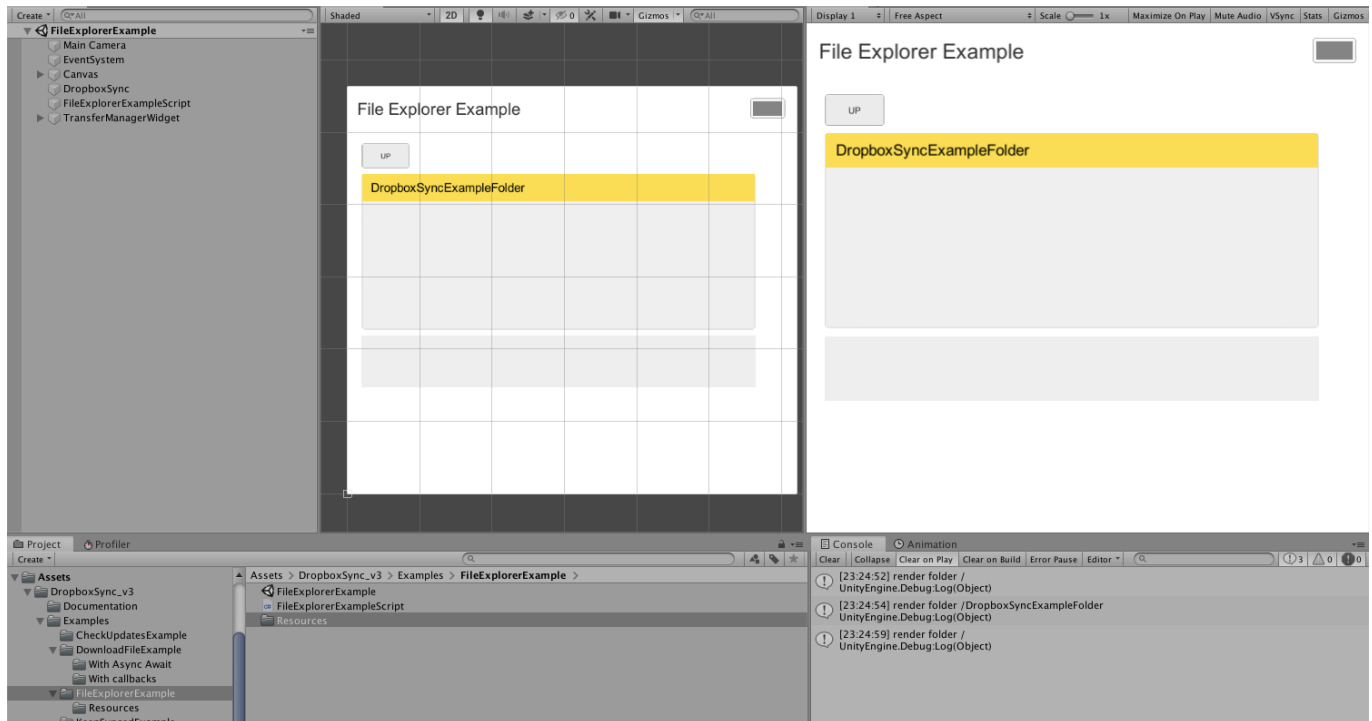
Now when you run **DownloadFileExample** scene you should see something like this:



(to open **Transfers pop-up** click on the button on the top right)

## FileExplorerExample

To run other example scene (**FileExplorerExample**) copy **accessToken** to DropboxSync inspector field same way and click play. You should see something like this:



## Setting up Custom Scene

To use DropboxSync asset in your own scenes create GameObject and attach DropboxSync script to it. Then use asset from your scripts through **DropboxSync.Main** instance.