

WebGLSocialShare

WebGLSocialShare is a small JS+C# library that allows you to share posts on Facebook and Twitter from WebGL build of your Unity application.

Web Example: <https://kovnir.github.io/webglshare/>

⚠ The plugin works only in the WebGL. In the Unity Editor, you will only see the log with the text of the post in the Console.

Source code, new versions, and all additional data you can find here:

<https://github.com/Kovnir/UnityWebGLSocialShare>

API

Namespace

To use WebGLSocialShare you need to add a namespace in each class where you want to use it.

```
using Kovnir.WebGLSocialShare;
```

Function Call

All API is in the WebGLSocialShare class.

```
WebGLSocialShare.Facebook("This is post text", "http://your-site.com");  
WebGLSocialShare.Twitter("This is post text", "http://your-site.com", "hashtag");
```

Example

To see the example of plugin usage, open the SampleScene scene and check WebGLShareExample script.

