GoSheets 2.2

Vancete.NET

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Usage

Import the package to your project and you are ready to do GoSheets.MethodName() calls!

Read below the available methods.

Contact me if you want specific methods to be added.

Methods

string[][] GetGoogleSheet(string url, string oid)

Pass a public Google Spreadsheet url to it, then you'll get a bidimensional array like this:

[0][0]: A1 value

[1][0]: A2 value

[2][0]: A3 value

[0][1]: B1 value Etc

string[][] GetGoogleSheetNative(string url, string oid)

Same as GetGoogleSheet but using Unity native API.

bool CellToBool(string cell)

Set your cell as {bool:true} or {bool:false}, then it will return a bool.

int CellToInt(string cell)

Returns an int of the given cell.

float CellToFloat(string cell)

Returns float of the given cell.

Vector2 CellToVector2(string cell)

Set your cell as {x:0,y:0}, then it will return a Vector2.

Vector3 CellToVector2(string cell)

Set your cell as {x:0,y:0,z:0}, then it will return a Vector3.

Vector4 CellToVector2(string cell)

Set your cell as {x:0,y:0,z:0,w:0}, then it will return a Vector4.

Color CellToColor(string cell)

Set your cell as {r:0,g:0,b:0,a:0}, then it will return a Color.

Notes

GetGoogleSheet() and GetGoogleSheetNative() works in a similar way but using different APIs, you should test which one works better in your project.

Here's some test results:

- GetGoogleSheet usually is faster than the Native one in a loop
- GetGoogleSheetNative is faster in a single call
- GetGoogleSheetNative works better than the Original in mobile platforms

Changelog

2.2:

-Added oid parameter to specify sheet page.

2.1:

-Added Native method to avoid doing tricks in mobile platforms.