Unisheets Documentation

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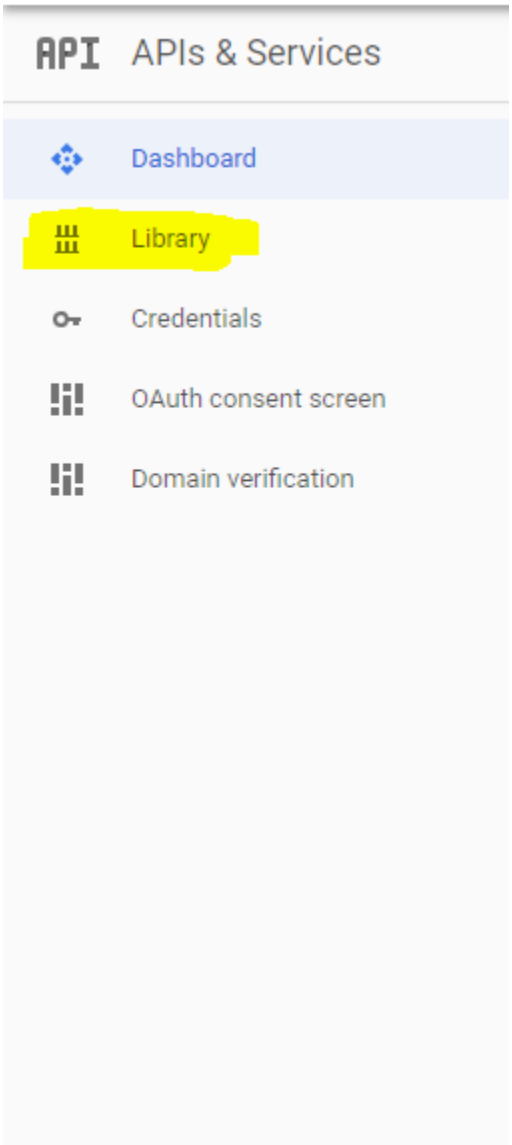
Be a Google Developer

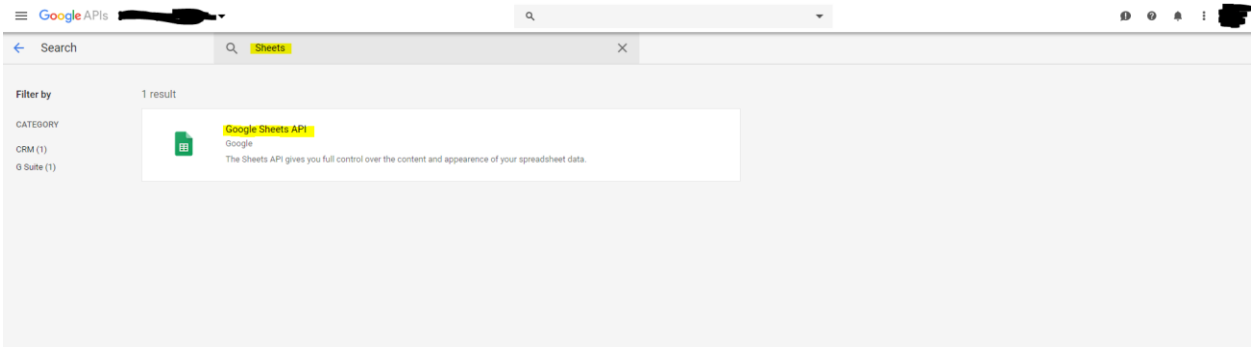
Adding Sheets to your API Library

1. Go to https://console.developers.google.com

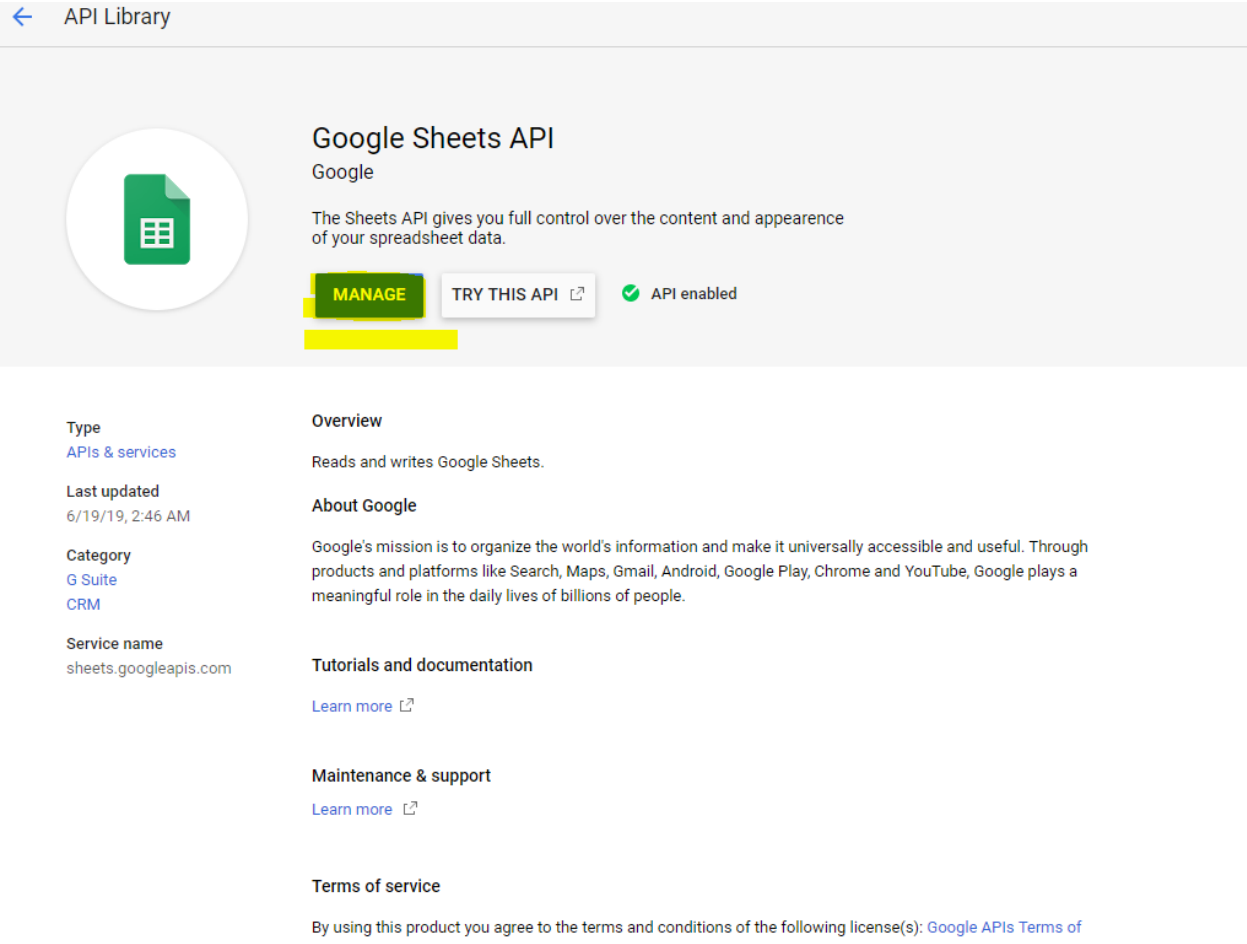
2. In the side menu, pick Library



3. Search for google sheets API

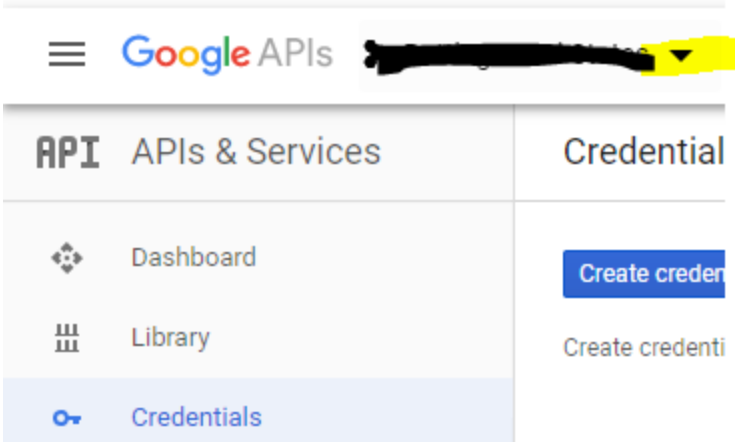


4. Click in the API to install it (Notice it will say “Enable” instead of “Manage”

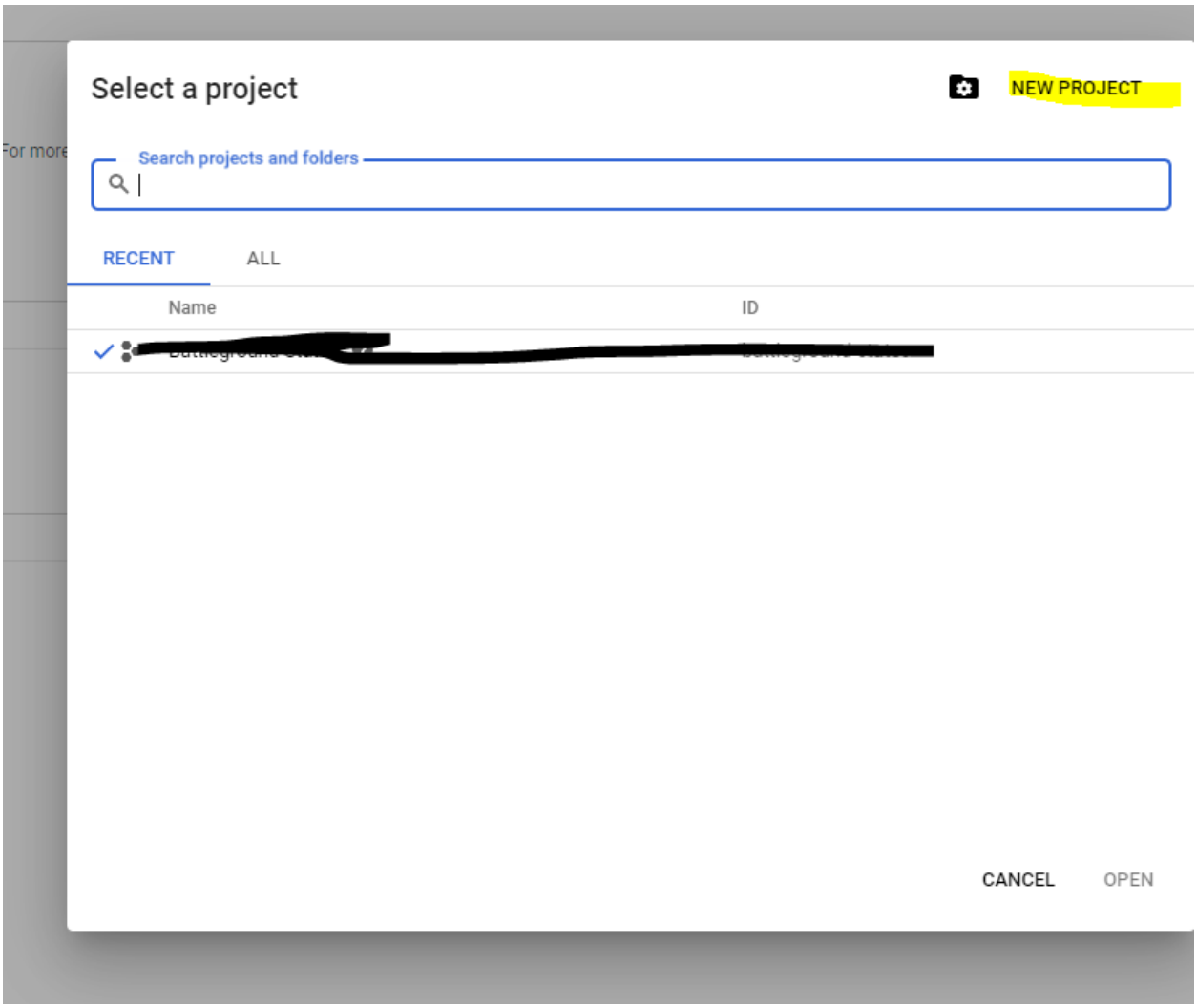


Create a Project

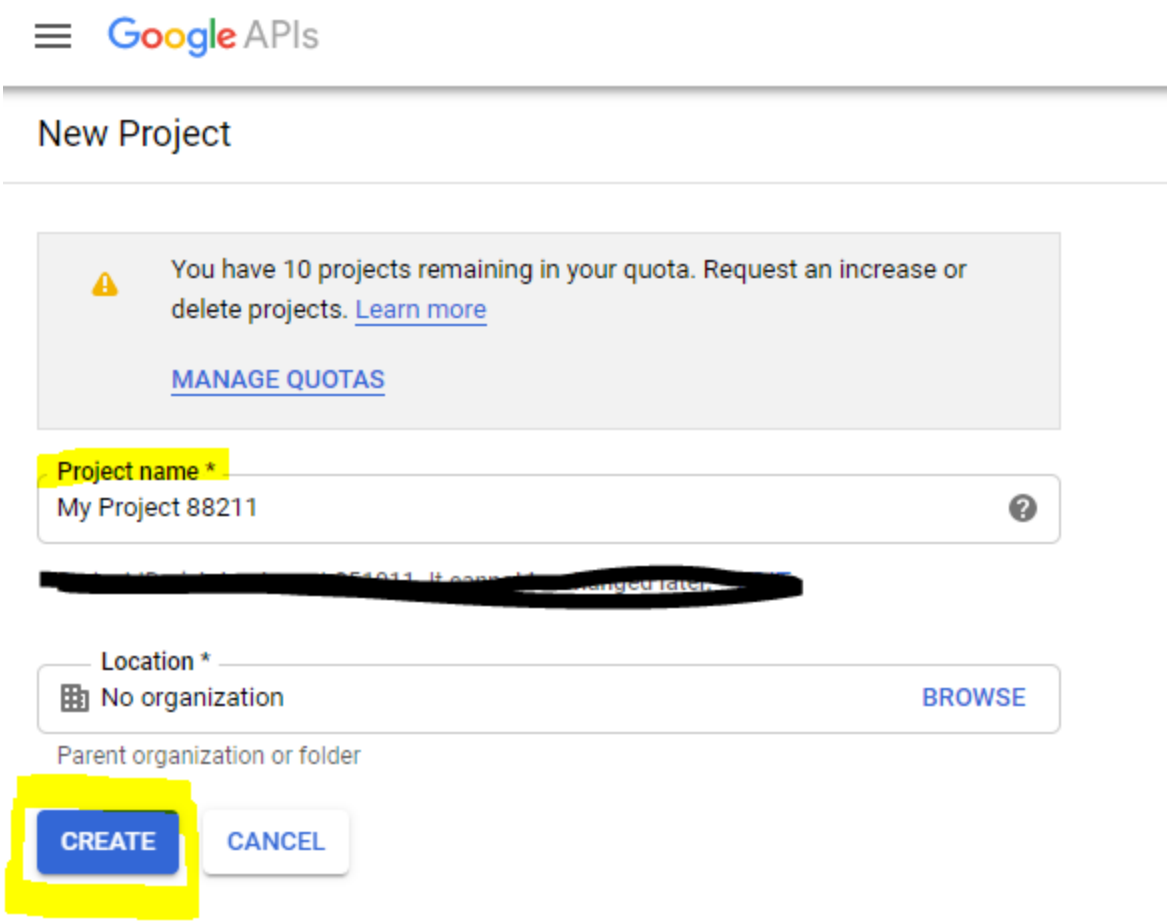
1. Click the arrow at the top left menu



2. Select “NEW PROJECT”

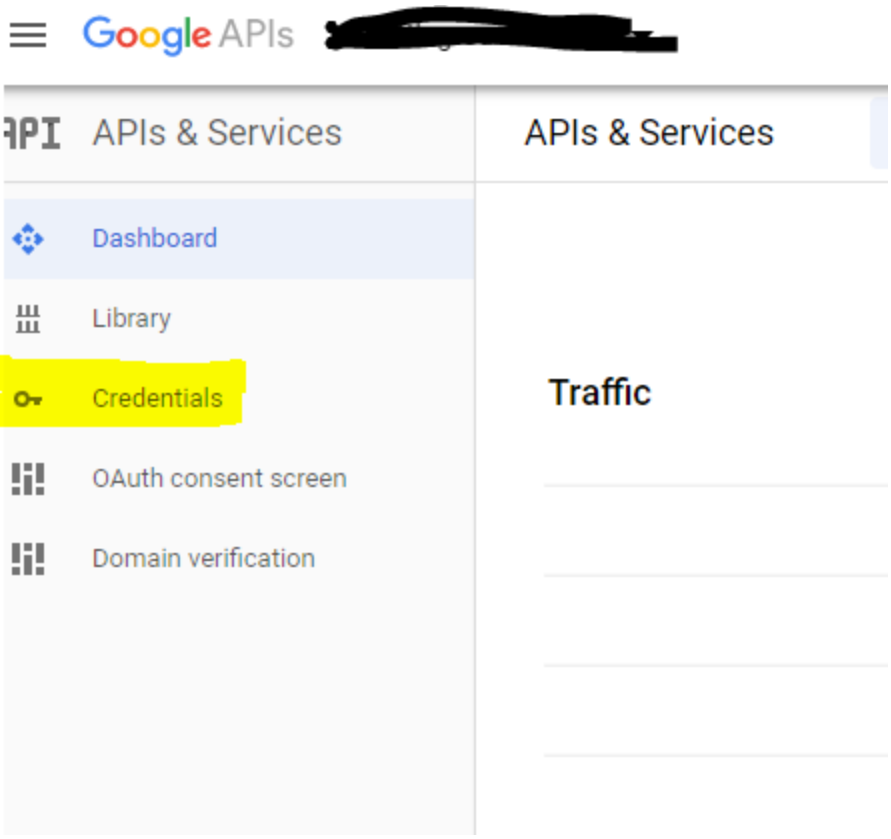


3. Give your project a name and hit “Create”

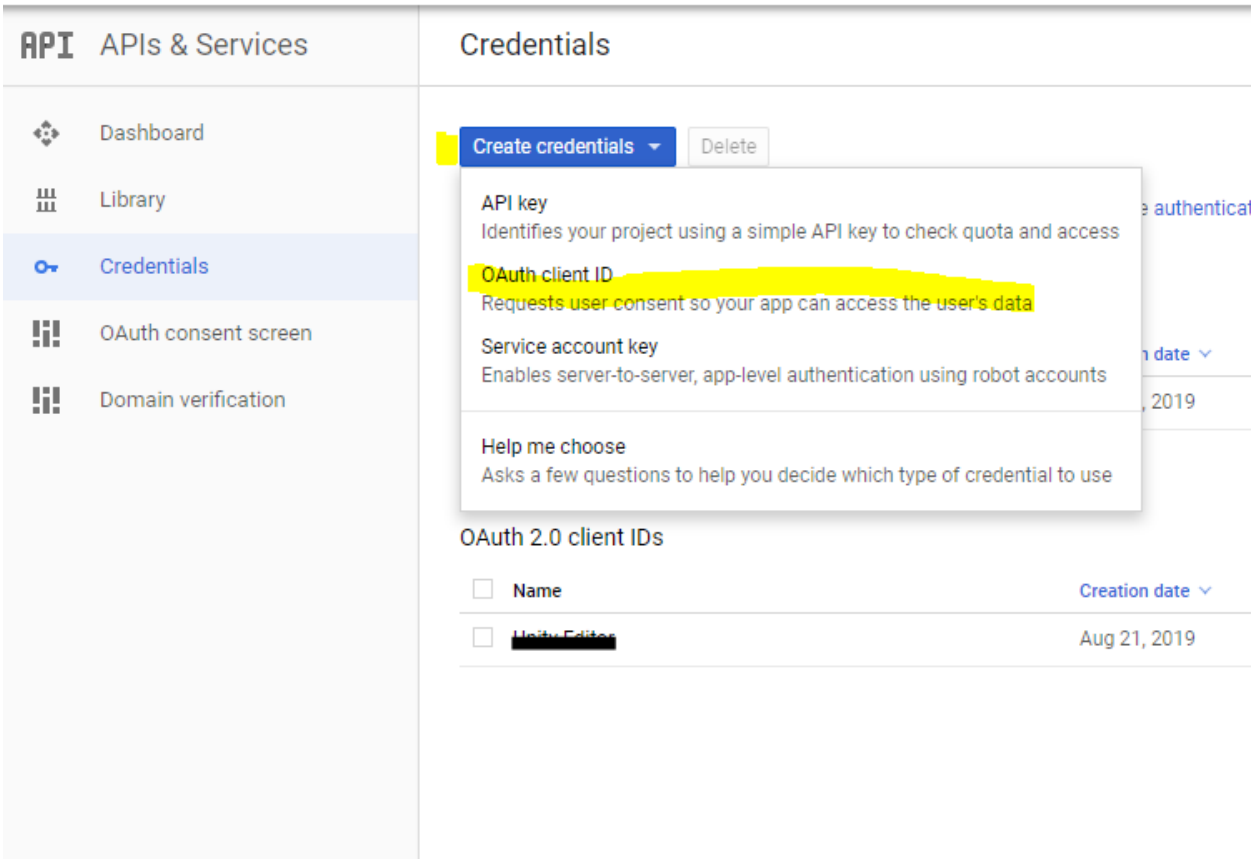


Create & Credentials for your Project

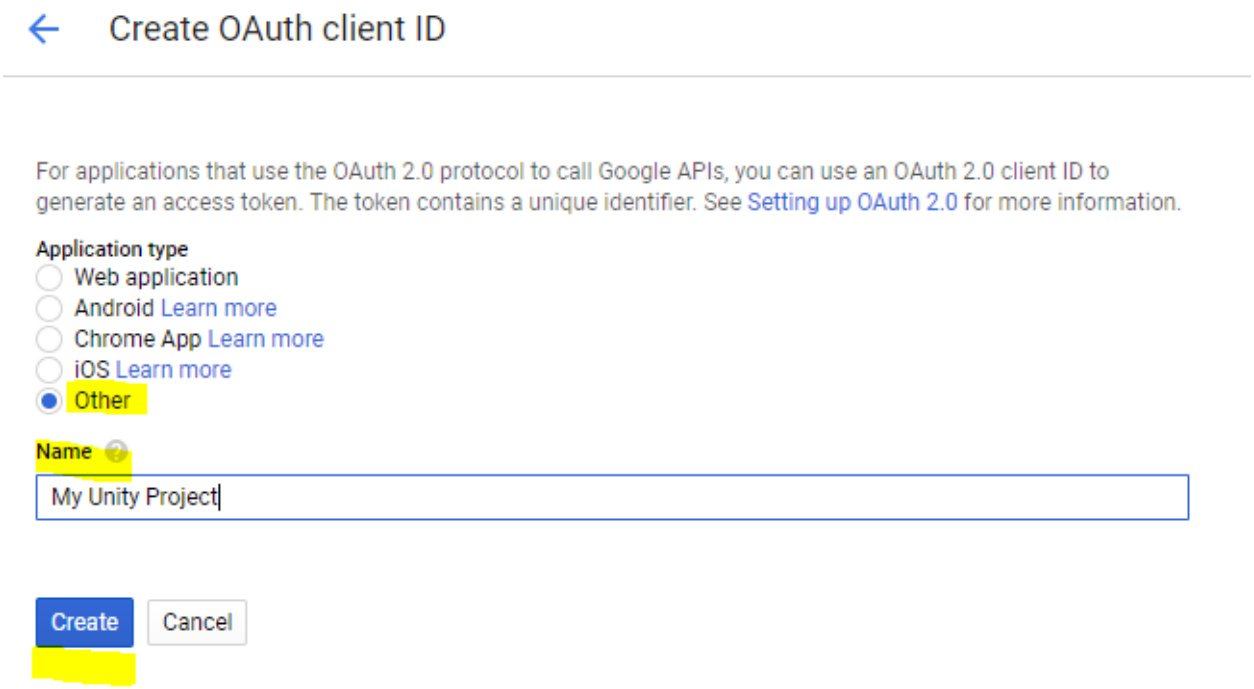
1. Go to googles developers console >> Credentials (side menu)



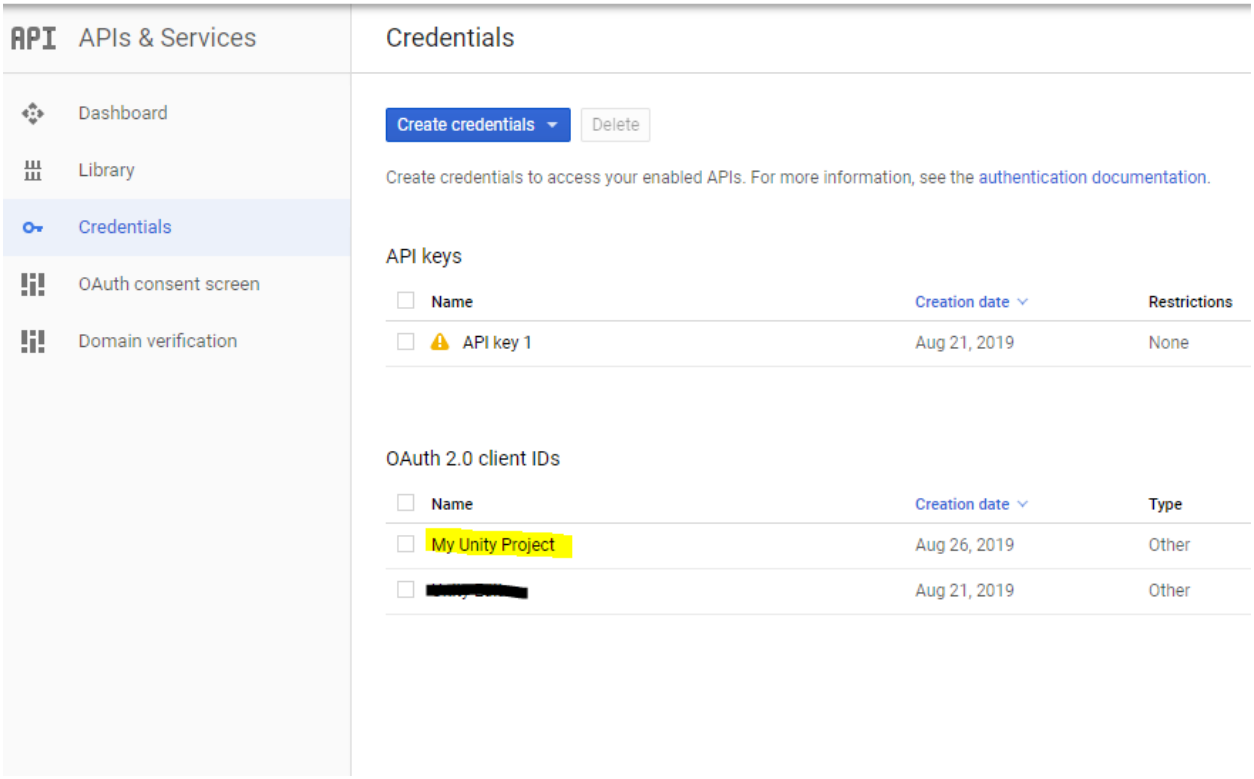
2. Click the “Create Credentials” button and choose “OAuth client ID”



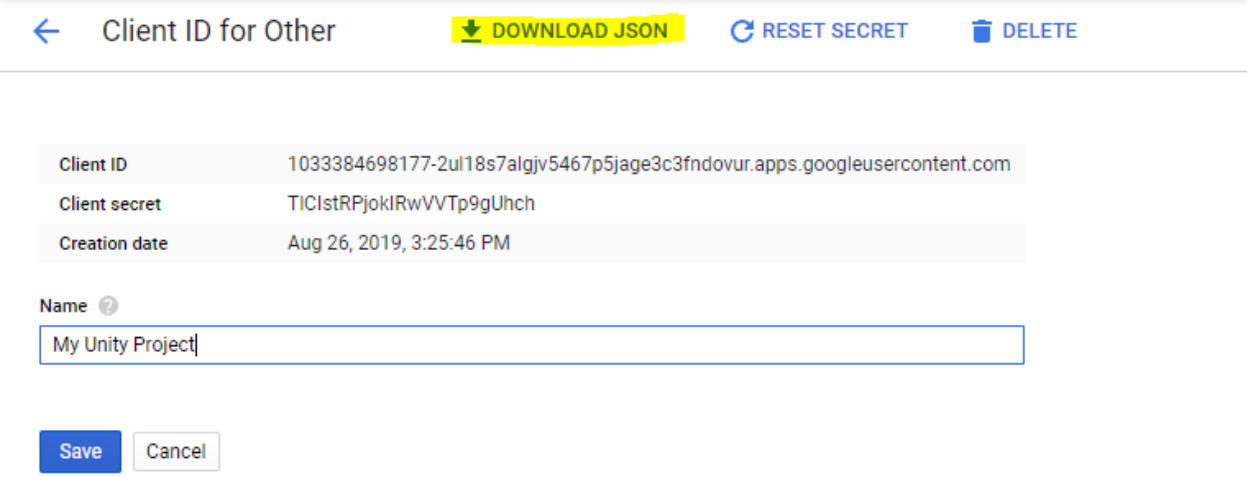
3. Choose “other” as the app type and pick a name for your auth client ID (any will do). It is a good practice to choose the same name as your project name. Click the “Create” button when finished.



4. Your credentials will now be under the ID's list. Click on it.



5. Choose "DOWNLOAD JSON" to download your credentials localy.



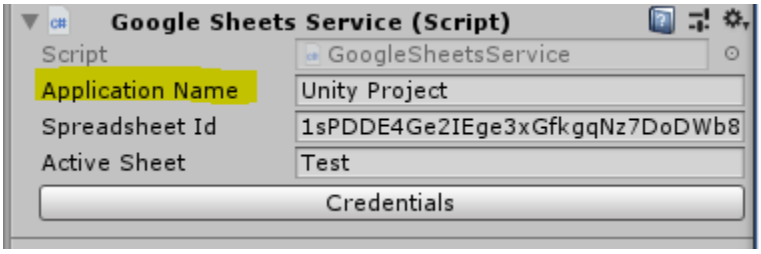
6. Place your credentials wherever you want, but remember where!

In Unity

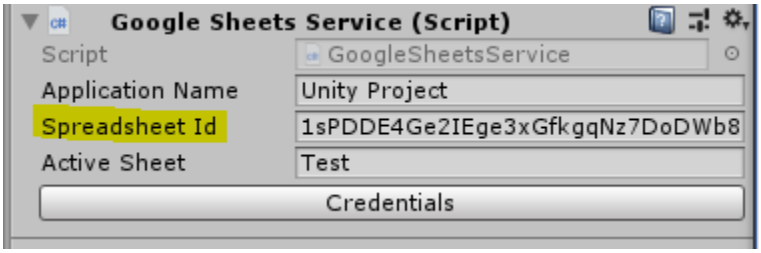
Validating the Service Component

1. In Unity, place the `GoogleSheetsService` script in a scene.

2. Give the application a name, any will do.

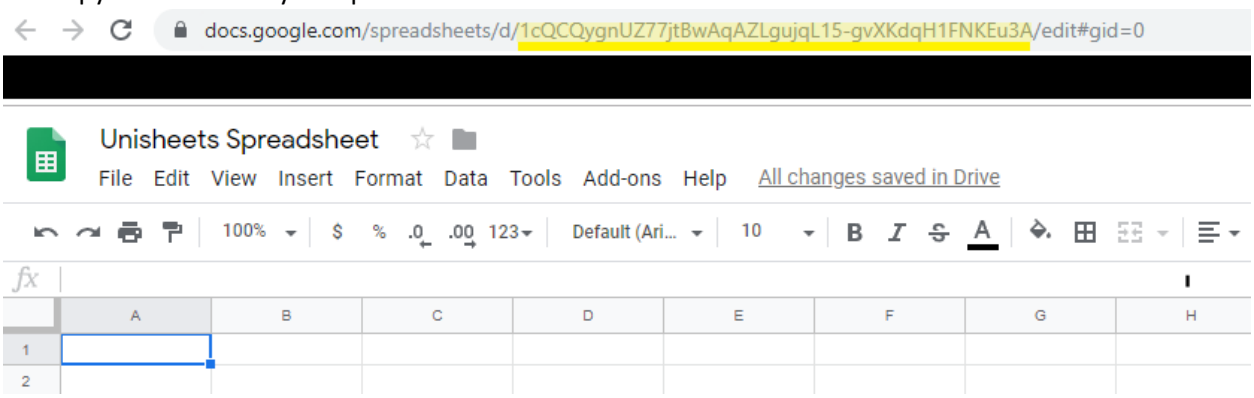


4. Get the spreadsheet ID for the spreadsheet you wish to work on and paste it here.

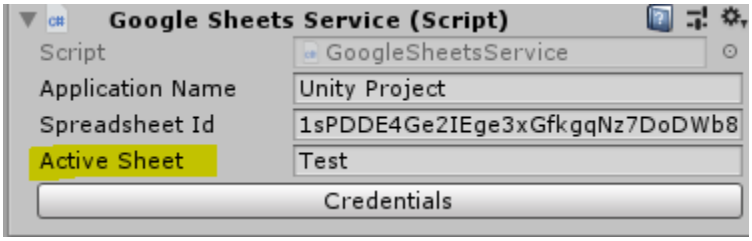


4a. Locate the spreadsheet your wish to work on and open it in your google drive.

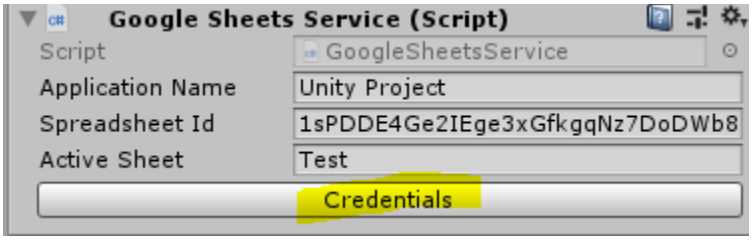
4b. Copy the URL from your spreadsheet



5. give the name of the sheet you wish to work on.



6. use the dialog to find your credentials file



Working with the Service Component

GoogleServices.GoogleSheetsService Class Reference

Public Member Functions

- IList< IList< Object > > **GetData** (string range)
  Gets data from a given range.

- object **GetCellData** (string cell)
  Gets data from a specific cell

- void **WriteRow** (string startingCell, IList< Object > rowData)
  Inserts (overwrite) a row anywhere

- void **WriteData** (IList< IList< Object >> values, string startCell)
  Writes data starting from a specific cell

Public Attributes

- string **applicationName** = "Unity Project"
- string **spreadsheetId** = "Your Sheet ID"
- string **activeSheet** = ""

Member Function Documentation

object GoogleServices.GoogleSheetsService.GetCellData (string cell*) [inline]*

Gets data from a specific cell

Parameters

cell	given as "X1"

Returns

returns the object contained in the cell

IList<IList<Object> > GoogleServices.GoogleSheetsService.GetData (string range*) [inline]*

Gets data from a given range.

Parameters

range	The range given as "X1:Y2"

Returns

rows[Columns][Cell]

void GoogleServices.GoogleSheetsService.WriteData (IList< IList< Object >> values*, string* startCell*) [inline]*

Writes data starting from a specific cell

Parameters

values	
startCell	given as "X1"

void GoogleServices.GoogleSheetsService.WriteRow (string startingCell*, IList< Object >* rowData*) [inline]*

Inserts (overwrite) a row anywhere

Parameters

startingCell	given as "X1"
rowData	

References

API Docs - https://developers.google.com/sheets/api/