

Unisheets Documentation

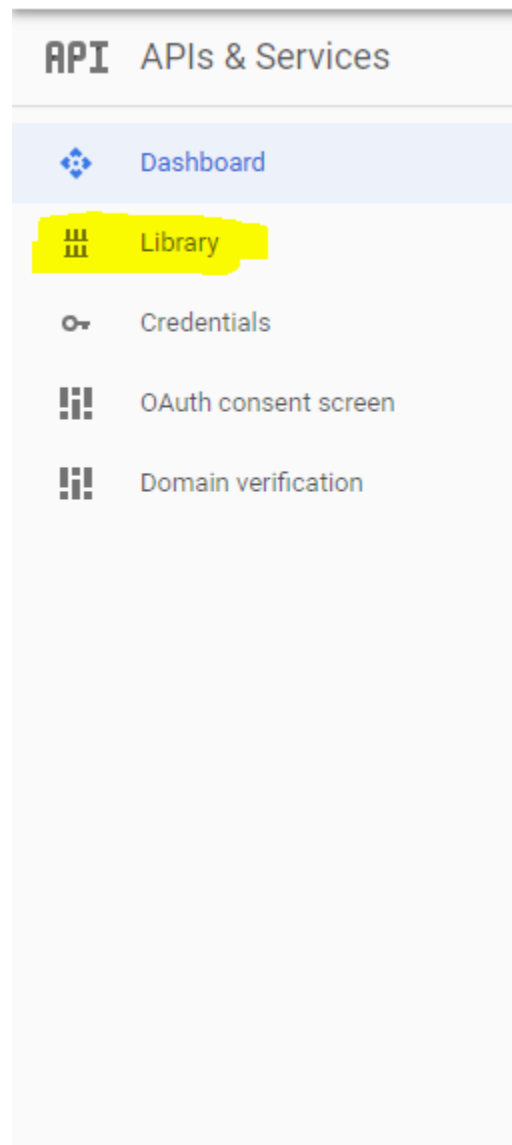
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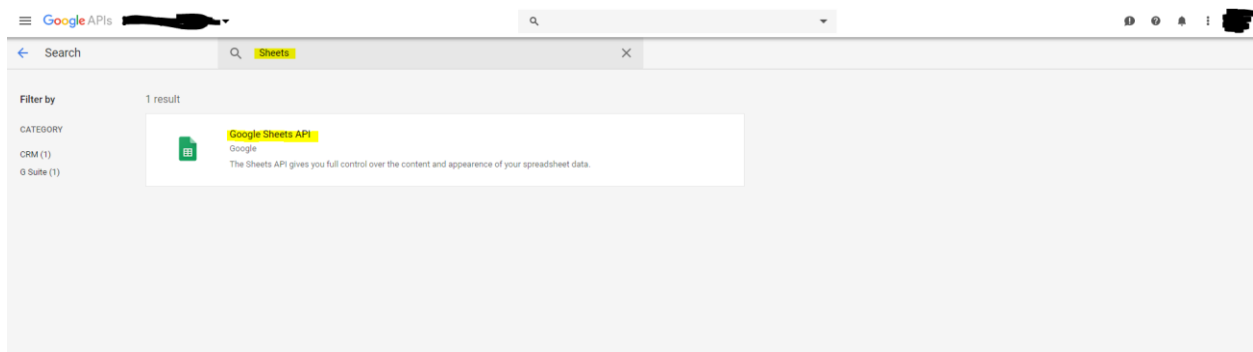
Be a Google Developer

Adding Sheets to your API Library

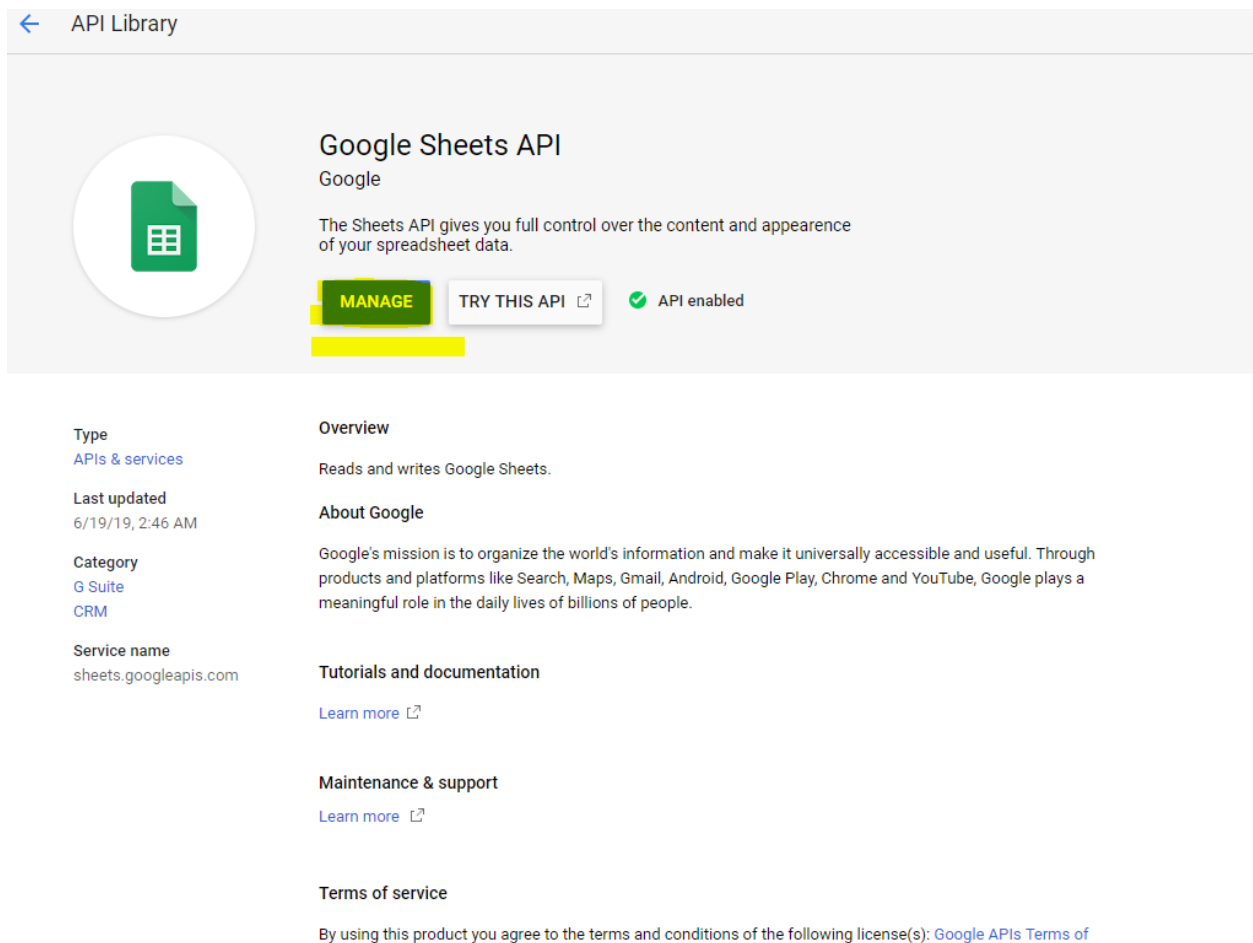
1. Go to <https://console.developers.google.com>
2. In the side menu, pick Library



3. Search for google sheets API

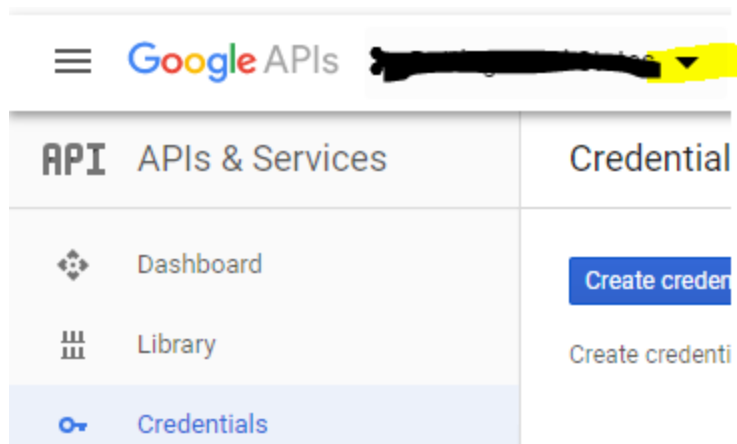


4. Click in the API to install it (Notice it will say “Enable” instead of “Manage”)

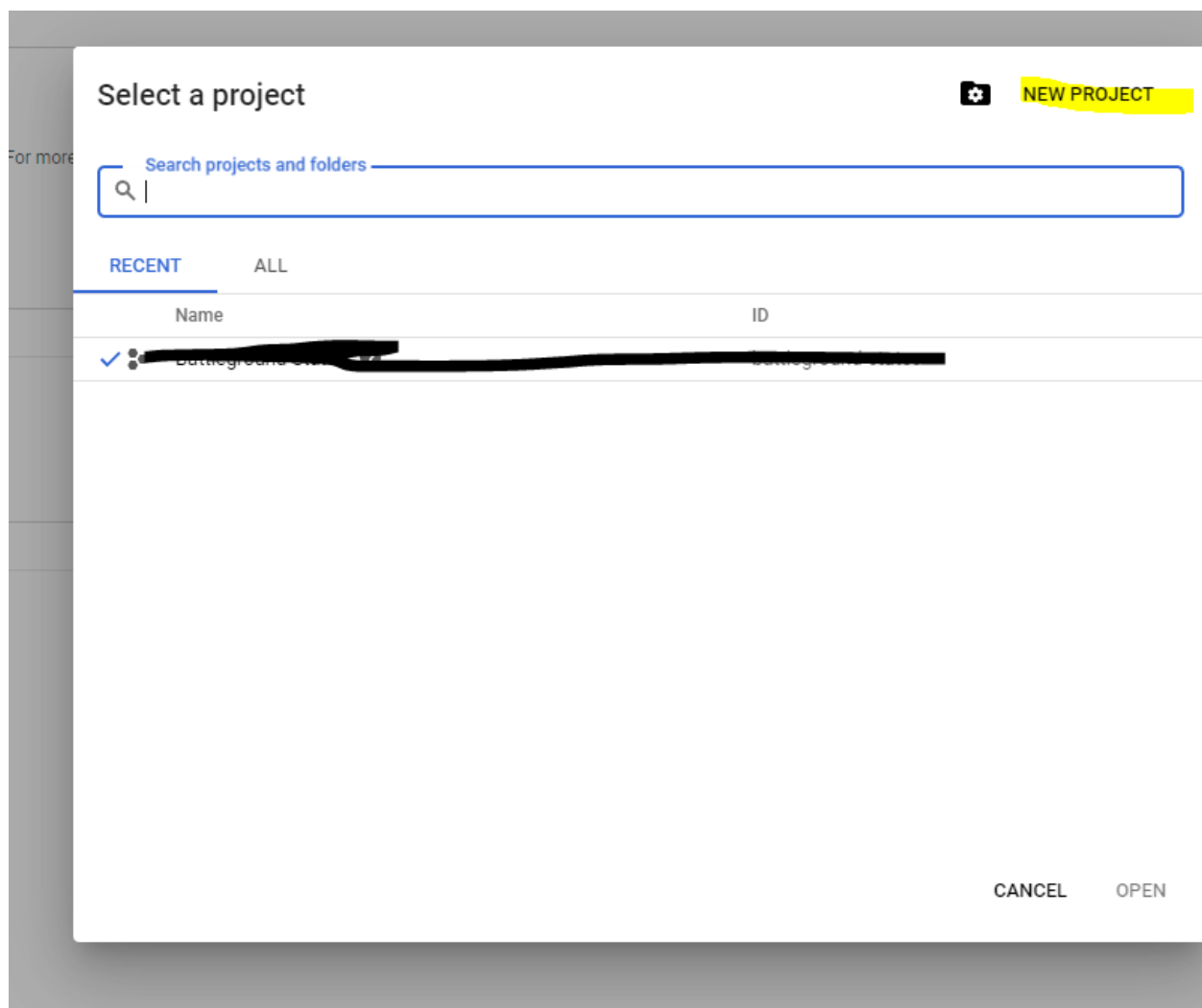


Create a Project

1. Click the arrow at the top left menu



2. Select "NEW PROJECT"



3. Give your project a name and hit "Create"

New Project



You have 10 projects remaining in your quota. Request an increase or delete projects. [Learn more](#)

[MANAGE QUOTAS](#)

Project name *

My Project 88211



~~Project ID: 88211. It cannot be changed later.~~

Location *



No organization

[BROWSE](#)

Parent organization or folder

CREATE

CANCEL

Create & Credentials for your Project

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

APIs & Services

Dashboard

Library

Credentials

OAuth consent screen

Domain verification

APIs & Services

Traffic

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

API

APIs & Services

Dashboard

Library

Credentials

OAuth consent screen

Domain verification

Credentials

Create credentials

Delete

API key

Identifies your project using a simple API key to check quota and access

OAuth client ID

Requests user consent so your app can access the user's data

Service account key

Enables server-to-server, app-level authentication using robot accounts

Help me choose

Asks a few questions to help you decide which type of credential to use

OAuth 2.0 client IDs

☐

Name

Creation date

☐

Unity Editor

Aug 21, 2019

- 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.

[←](#) Create OAuth client ID

For applications that use the OAuth 2.0 protocol to call Google APIs, you can use an OAuth 2.0 client ID to generate an access token. The token contains a unique identifier. See [Setting up OAuth 2.0](#) for more information.

Application type

- ☐ Web application
- ☐ Android [Learn more](#)
- ☐ Chrome App [Learn more](#)
- ☐ iOS [Learn more](#)
- ☒ Other

Name

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

API

APIs & Services

Dashboard

Library

Credentials

OAuth consent screen

Domain verification

Credentials

Create credentials

Delete

Create credentials to access your enabled APIs. For more information, see the [authentication documentation](#).

API keys

<input type="checkbox"/> Name	Creation date	Restrictions
<input type="checkbox"/> API key 1	Aug 21, 2019	None

OAuth 2.0 client IDs

<input type="checkbox"/> Name	Creation date	Type
<input type="checkbox"/> My Unity Project	Aug 26, 2019	Other
<input type="checkbox"/> [REDACTED]	Aug 21, 2019	Other

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

[←](#) Client ID for Other [↓ DOWNLOAD JSON](#) [↺ RESET SECRET](#) [🗑 DELETE](#)

Client ID	1033384698177-2ul18s7algjv5467p5jage3c3fndovur.apps.googleusercontent.com
Client secret	TiCistRPjokIRwVVTP9gUhch
Creation date	Aug 26, 2019, 3:25:46 PM

Name [?](#)

My Unity Project

Save

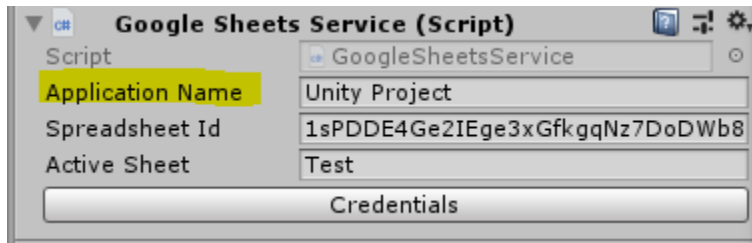
Cancel

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

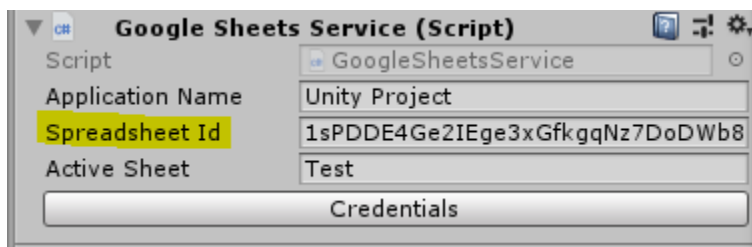
In Unity

Validating the Service Component

1. In Unity, place the [GoogleSheetsService](#) script in a scene.
2. Give the application a name, any will do.

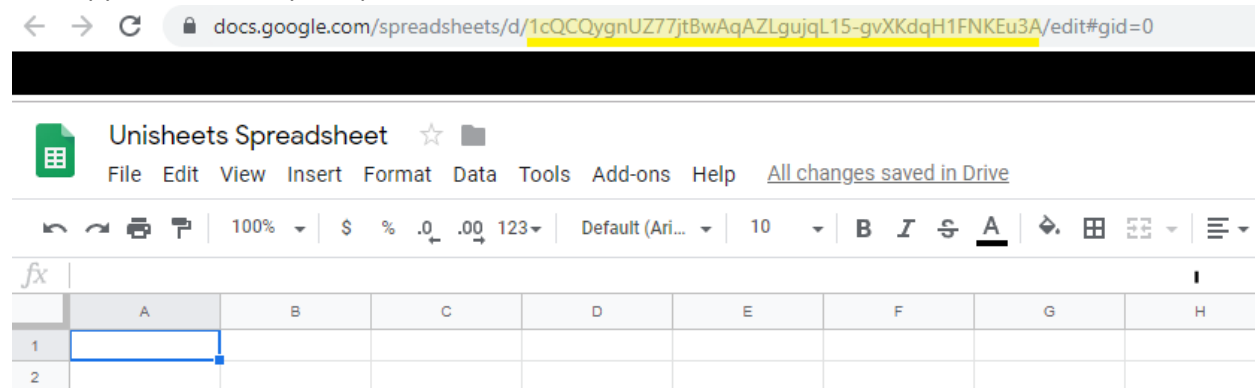


4. Get the spreadsheet ID for the spreadsheet you wish to work on and paste it here.

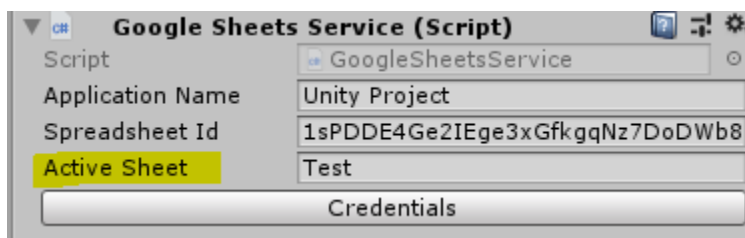


- 4a. Locate the spreadsheet your wish to work on and open it in your google drive.

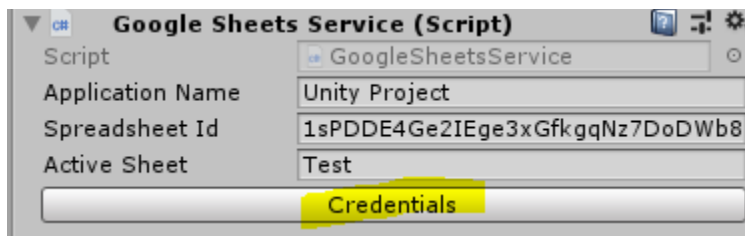
4b. Copy the URL from your spreadsheet



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< 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

<i>cell</i>	given as "X1"
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Returns

returns the object contained in the cell

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

Gets data from a given range.

Parameters

<i>range</i>	The range given as "X1:Y2"
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Returns

rows[Columns][Cell]

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

Writes data starting from a specific cell

Parameters

<i>values</i>	
<i>startCell</i>	given as "X1"

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

Inserts (overwrite) a row anywhere

Parameters

<i>startingCell</i>	given as "X1"
<i>rowData</i>	

References

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