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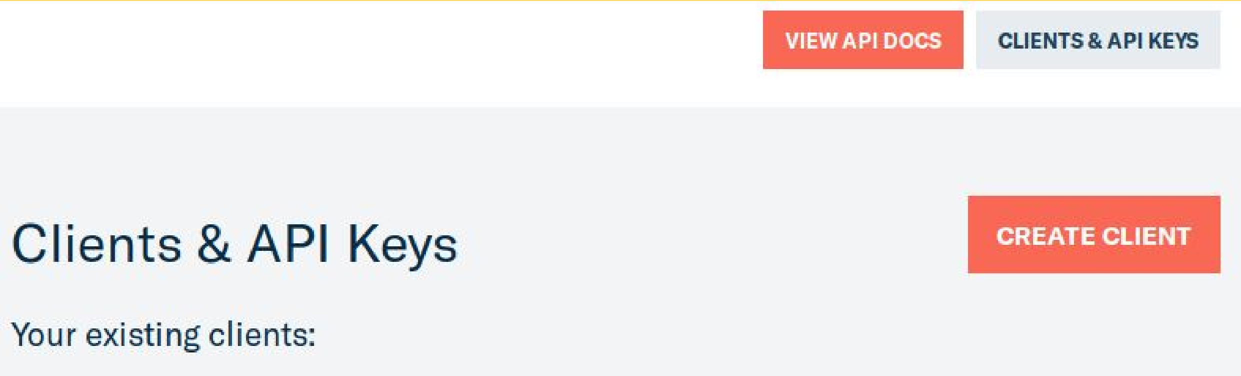
ABOUT

The goal of this tool is to simplify logging in patreon webpage to allow developers give rewards for their patreons.

PREPARING PATREON PAGE

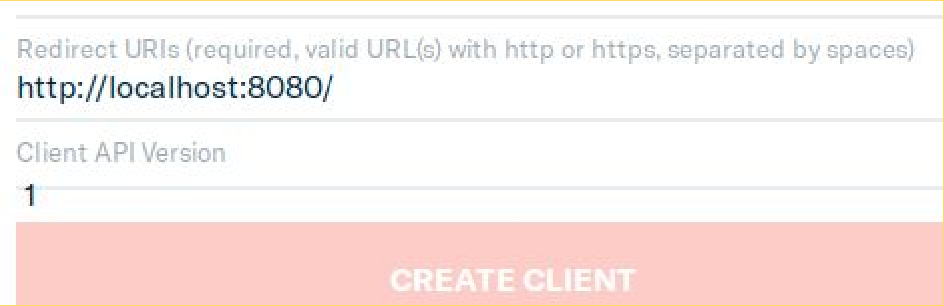
STEP 1:
Go to the developer portal to CREATE CLIENT
https://www.patreon.com/portal/registration/register-clients



Clients & API Keys

Your existing clients:

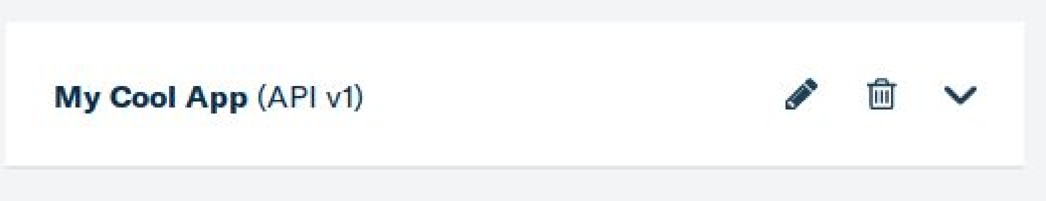
STEP2:
Fill in the information, and make sure you specify the redirect URIs to include **http://localhost:8080/** and click CREATE CLIENT



Redirect URIs (required, valid URL(s) with http or https, separated by spaces)
http://localhost:8080/

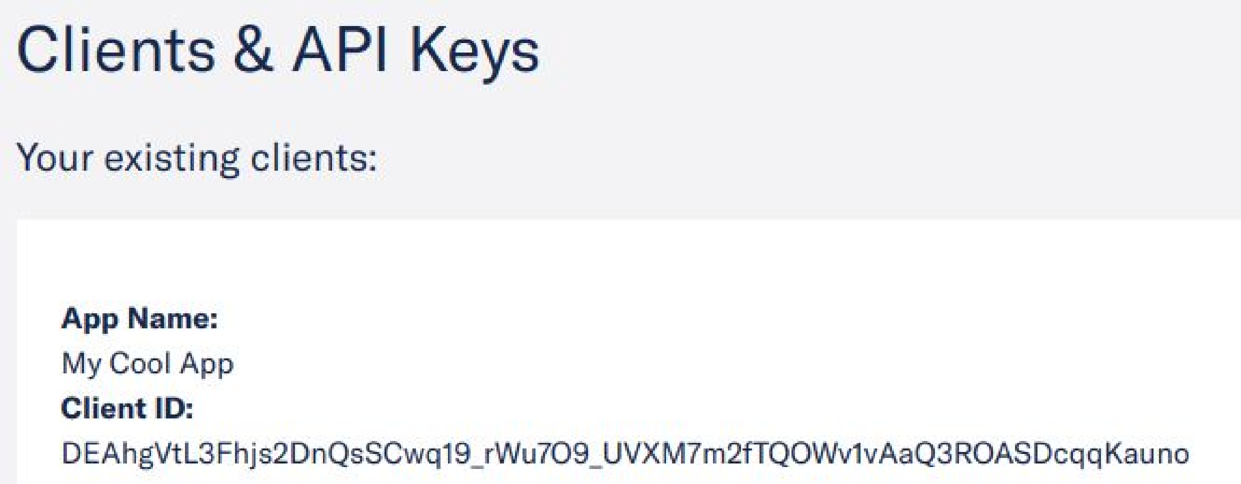
Client API Version
1

STEP3:
Hit the arrow in the right to get the keys



My Cool App (API v1)

STEP4:
These are the information that are required to connect to patreon from the API. Notice that yours will display different number.



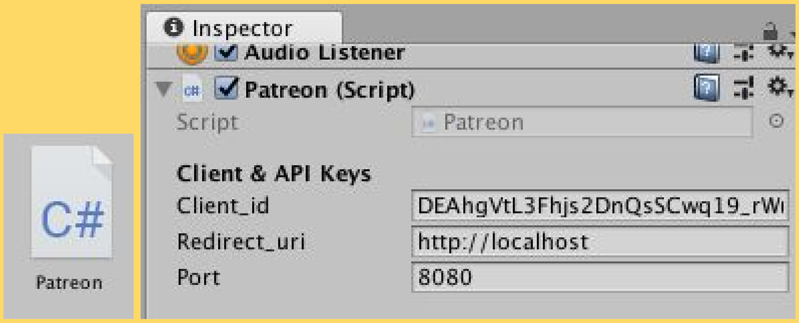
Clients & API Keys

Your existing clients:

App Name:
My Cool App
Client ID:
DEAhgVtL3Fhjs2DnQsSCwq19_rWu7O9_UVXM7m2fTQOWv1vAaQ3ROASDcqqKauno

CONNECTING UNITY TO PATREON

You'll first need to attach the Patreon script to an object and include the client ID:



Script: Patreon

Client & API Keys

Client_id: DEAhgVtL3Fhjs2DnQsSCwq19_rW

Redirect_uri: http://localhost

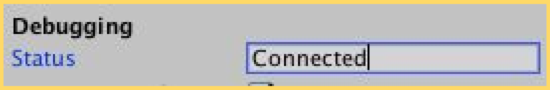
Port: 8080

Then, all you have to do to connect it to call the connect() function from your code.
For example, attach a new script to the object all write this in the Start() function:

```
patreon=GetComponent<Patreon>();
```

```
patreon.connect();
```

You'll notice the status change to indicate the authentication process



Debugging

Status: Connected

Once connected, you'll start to have access to the following:

```
patreon.email
```

Gets the current users email

```
patreon.pledge
```

Gets how much user pledging in dollars

```
 patreon.hasReward("reward title")
```

Returns true if current user is eligible for "reward title"

LISTENERS

To listen to connect or error events, you can use the onConnect and onError delegates. The delegate is defined as: `public delegate void onStatus(string text);`

For example, you can log the output of them as follows.
STEP 1:
Create a function to log the output

```
void logMe(string text){
    Debug.Log(text);
}
```

STEP 2:
Connect the events to that function as follows:

```
patreon.onConnect=logMe;
patreon.onError=logMe;
```

So, once connected to patreon or if there is an error, the logMe function will be called.

A good use case of onConnect could be to unlock some features for the patreon once it is connected.

Example:

```
void unlock(string text){
        awesomeWeapon=patreon.hasReward("Awesome Weapon!");
    }
```

Then, use:

```
p.onConnect=unlock;
```

awesomeWeapon variable will be set to true if the user has the “Awesome Weapon!” reward.

FUNCTION DETAILS

connect();
Initiates the connection to patreon
cancel();
After using connect, this function eliminates the connection.
hasReward(string rewardTitle);
Returns true if rewardTitle is available
refreshToken();
After connection, this can be used before end of the month to get new token and avoid the need to connect again.
string getTokenAsJson();
Returns the received token as a JSON string.You can save it and use it later to avoid using connect and letting the user go to patreon page to authenticate.
setTokenFromJson(string jsontext , bool loaduserdata_=true)
Initialize the token using the provided text and loads user data.
Example use:

```
setTokenFromJson(mySavedJsonTokenString);
```

It will fire onConnect once it gets user data.
getUserJsonData()
Returns a JsonValue formatted object which allows getting user data.

ADVANCED USE

If you are familiar with the Patreon returned JSON format, you can use the following to access the JSON result returned:

```
patreon.getUserJsonData()
```

Then, you can access the value you need using its get function.
Example:

```
patreon.getUserJsonData().get(“data”,”attributes”,”email”);
```

This will read the json format of:

```
{
        data:{
                attribute : {
                        email:”guzuligo@gmail.com”
                }
        }
}
```

SUPPORT DEVELOPER

If you'd like to support the developer, you can donate on paypal to guzuligo@gmail.com
Or maybe you'd like to give a free pass to some of your content =)
Or maybe you'd just let me know that it was a helpful tool to you. That'd make me happy.

Though, you don't have to if you don't want to. It's all cool.