

# Diffusion

Social networking made easy

---

## Features

Share text, links, and files on iOS!

### Supported platforms:

Uses the native iOS sharing menu to give access to all of the built in social networks. Compatible with iOS 6 and 7.

- Facebook
- Twitter
- Email
- Messages
- Camera Roll (for photos)
- ..and more!

### Easy integration

- Configure your messages and what platforms to share on through the inspector
- Start the sharing process with a single line of code!
- Check whether users are already logged into Facebook or Twitter
- Includes callbacks for when sharing is successful, or cancelled

### Custom UIActivities

Diffusion provides a simple interface for adding your own custom UIActivities for whatever platforms you may want to support!

## Upgrade Notes

### Caution

Diffusion 2.0 uses a [new PostProcessBuildPlayer](#) script to add it's dependencies. Upgrading from 1.x may have conflicts, so you should remove the old PostProcessor files:

- AddFrameworks.py
- mod\_pbxproj.py
- mod\_pbxproj.pyc
- PostProcessDiffusion.cs

Be cautious when removing these files though, as mod\_pbxproj is used by several other plugins. Removing them may accidentally break other plugins.

You can read more about the new PostProcessBuildPlayer on our blog [here](#).

# Support

For support or to report any issues, please contact us at [support@scarlet.io](mailto:support@scarlet.io) or [@scarlet\\_io](https://twitter.com/scarlet_io) on Twitter.

## Getting Started

Install the Unity package and drop the Diffusion prefab into your scene, then you're ready to go.

Send a `Share()` message to the prefab to share your content!

## Configuration

### Platforms to hide

The networking menu is generated automatically based on what type of data you want to share, and what platforms are available. If the user has not signed into Facebook, it will not show up in the list, for example. However, sometimes options will show up that you do not actually want. For example if you're only sharing text, you may get a "Copy" option which isn't very useful.

This selection will allow you to explicitly hide options that you do not want to show. Many are disabled by default.

### Custom platforms

Diffusion offers an interface for using external UIActivities. To use them, you need to include the files provided by the UIActivity into `Plugins/iOS` in your Unity project, and add the class to the Custom Platforms field on the Diffusion prefab.

In order for Diffusion to access the classes for your custom UIActivity, you'll need to create a new category that includes the headers. You can do this through the new file menu in Xcode, or by hand. A template is included in the `Custom Platforms` folder.

## Methods

### `Share()`

Shares the message and URL set in the inspector.

### `Share(string message, string filePath)`

Shares the message provided, and a file.

`Share(string message, string url, string filePath)`

Shares a message, URL, and file as provided.

`isFacebookConnected()`

Checks if the user has logged into Facebook.

`isTwitterConnected()`

Checks if the user has logged into Twitter.

## Events

If you connect a GameObject into the Event Receiver field on the Diffusion prefab, it will these messages will be sent to it.

Do **not** put your event receiver script on the prefab.

`OnCompleted(DiffusionPlatform platform)`

Sharing completed successfully. Returns the platform the user selected to share with.

`OnCancelled()`

User cancelled the sharing process.

### Delegates

For slightly better performance, or if multiple listeners are necessary, the above events are also exposed as delegates.

## Notes

- Twitter's URL shortener assumed any URL to be 22 characters (20, plus spaces). In reality, there is a bug in the UIActivity's character counting, and URLs show as 36 characters.
- There is an included ScarletPostProcessor script, which is used to enable Objective-C modules in your Xcode project. This is to link Social.framework, only to enable the `isFacebookConnected()` and `isTwitterConnected()` checks. If the post-process script is causing problems for your project you can

enable modules manually in Xcode's build settings.

---