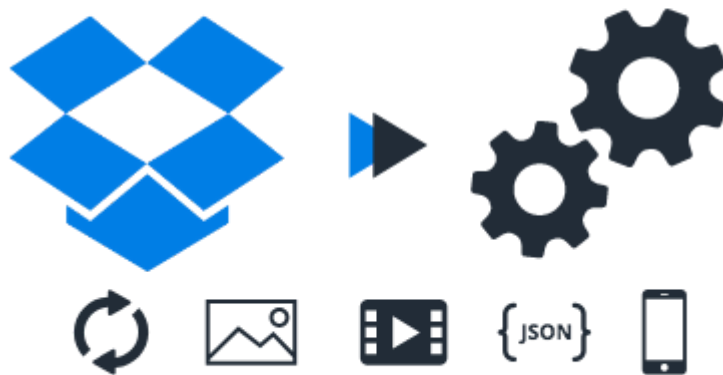# George Fedoseev

---

# DropboxSync v2.0 `Tutorial`

Contents

- [Setting up Dropbox App Folder](#)
- [Copying Example content for Example scenes](#)
- [Running Example scenes](#)
  - [Example scene 1 - DownloadExample](#)
  - [Example scene 2 - FileExplorerExample](#)
  - [Example scene 3 - UploadFileExample](#)
  - [Example scene 4 - UploadTextExample](#)
  - [Example scene 5 - TestMainMethods](#)
- [Setting up Custom Scene](#)

Getting started

Setting up Dropbox App Folder
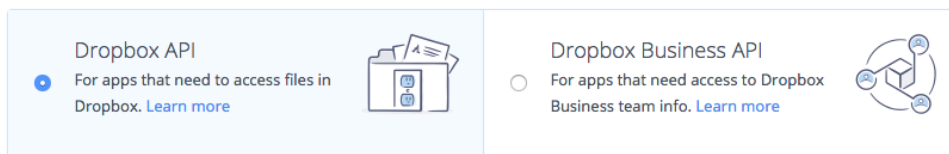
Step 1

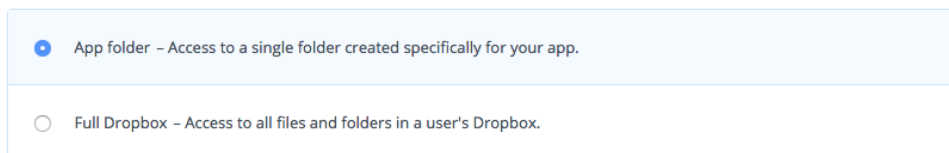Navigate to [Dropbox App creating page](#) and click **Create app** button.
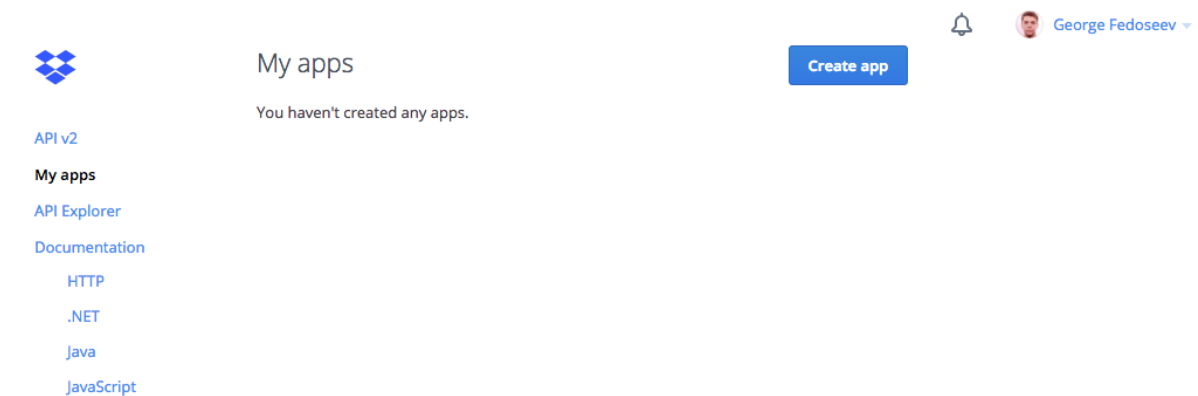
Step 2

Create new app folder

1. Choose an API

2. Choose the type of access you need

Learn more about access types

- App folder – Access to a single folder created specifically for your app.
- Full Dropbox – Access to all files and folders in a user's Dropbox.

3. Name your app

MyApp

Create app

Step 3

After creation you will be redirected to `https://www.dropbox.com/developers/apps/info/<your-app-key>` . Here you need to generate **accessToken** for your app that will be used by DropboxSync.

MyApp_123

| Settings | Branding | Analytics |

Status	Development	Apply for production
Development users	Only you	Enable additional users
Permission type	App folder ⓘ	
App folder name	MyApp_123	Change
App key	bsvn3tdn6jmsvg0	
App secret	Show	

OAuth 2

Redirect URIs

| https:// (http allowed for localhost) | Add |

Allow implicit grant ⓘ

Allow ▾

Generated access token ⓘ

Generate ⟵

Step 4

Copy generated access token and paste into **DropboxSync Script** inspector field in **DownloadExample** scene in Unity.

App folder name	MyApp_123	Change

App key	bsvn3tdn6jmsvg0
App secret	Show

OAuth 2

Redirect URIs

https:// (http allowed for localhost)	Add

Allow implicit grant ⓘ

Allow ▾

Generated access token ⓘ

sVawC-LSz14AAAAAAAIfpF5QIOHRPYaIE

This access token can be used to access your account (spamgoga@gmail.com) via the API. Don't share your access token with anyone.
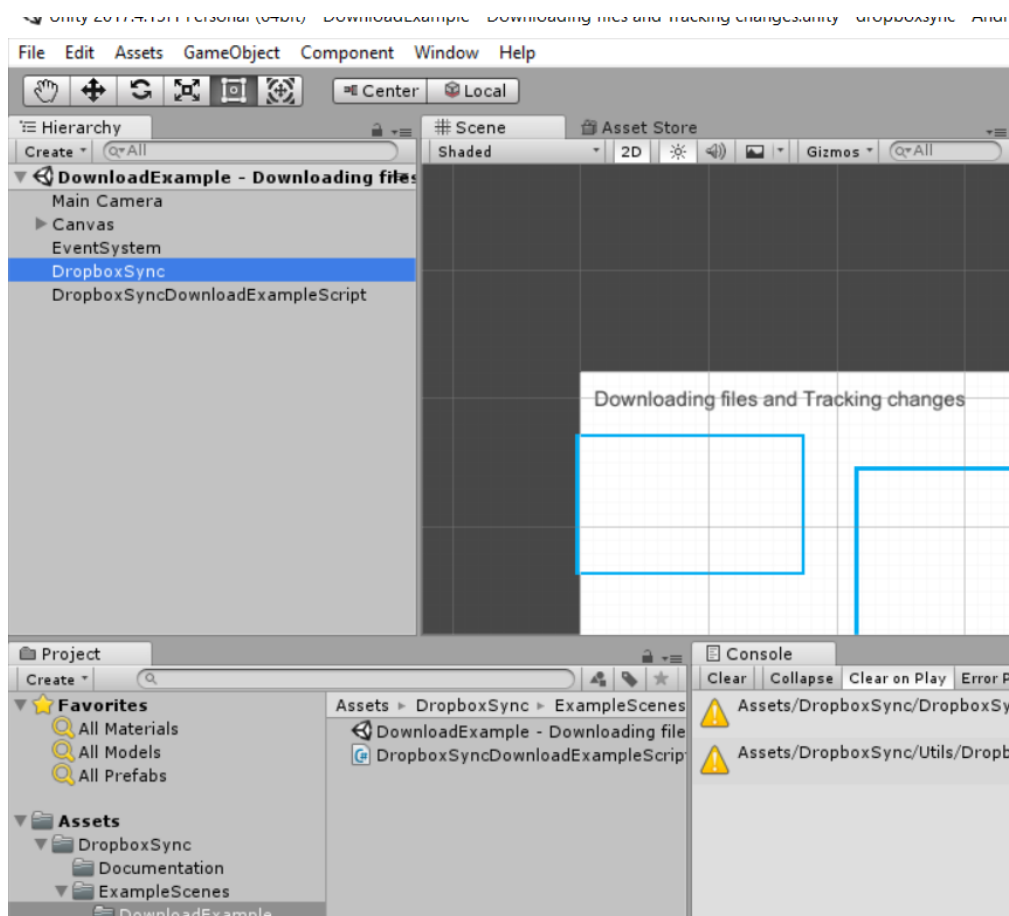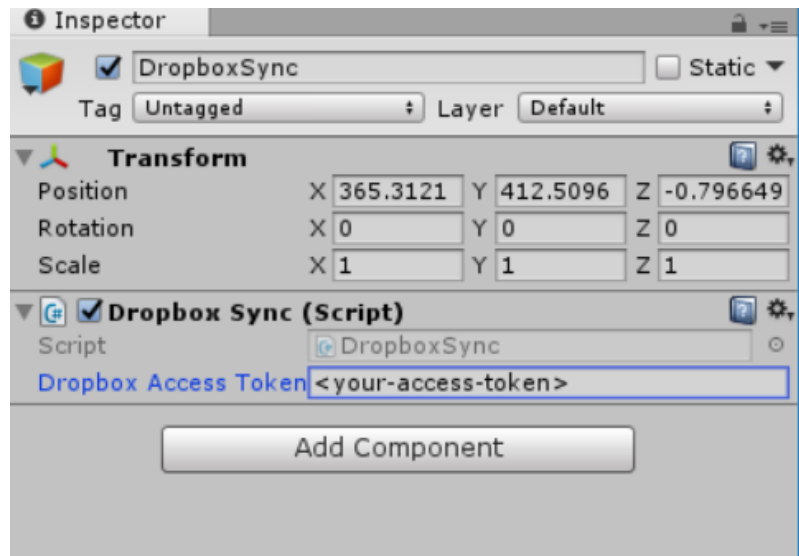
Now you have example scene connected to your app folder. To run example scenes you need to copy example content to your created app folder.
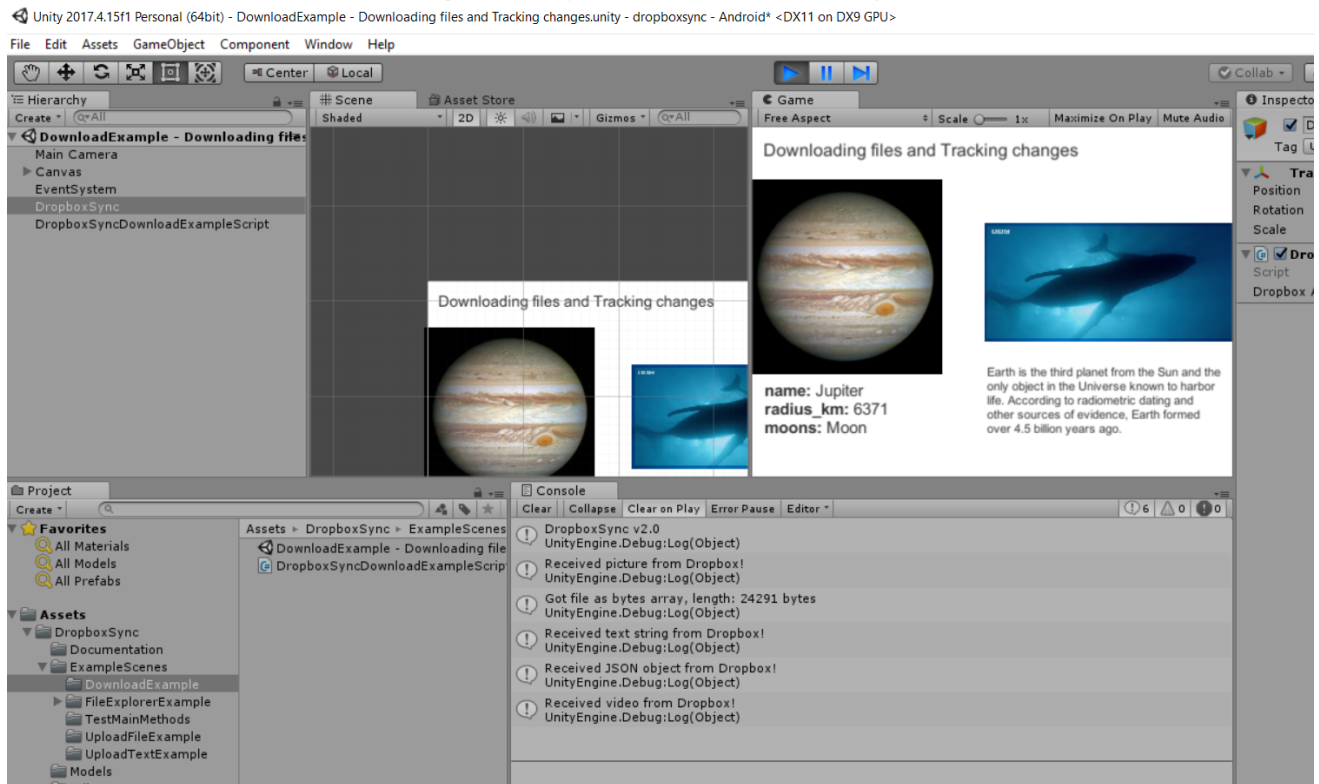
Copying Example content for Example scenes

Save [this folder](#) to your Dropbox account **and then move it to created app folder** that you copied accessToken for on previous steps.
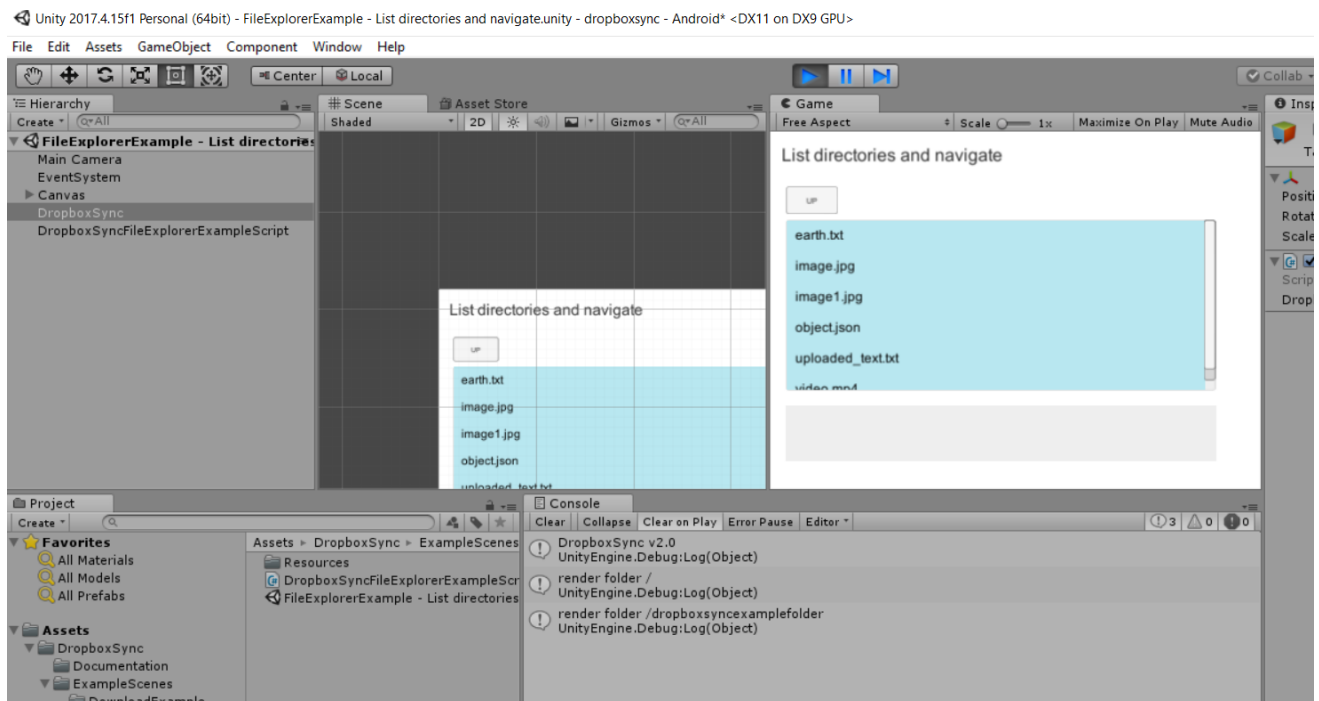
Running Example scenes

Example scene 1 - DownloadExample

Now when you run **DownloadExample** scene you should see something like this:


Example scene 2 - FileExplorerExample

To run other example scene (**FileExplorerExample**) copy **accessToken** to DropboxSync inspector field same way and click play. You should see something like this:
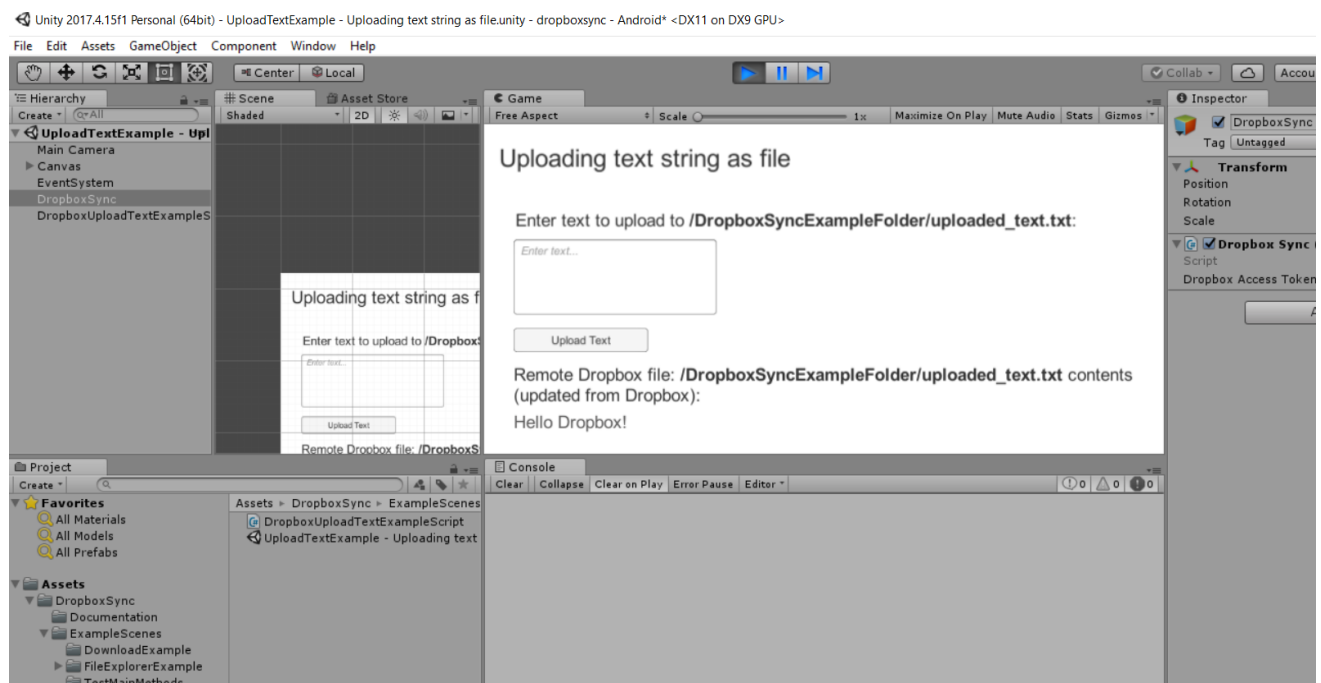

Example scene 3 - UploadFileExample

This scene demonstrates ability to upload file to Dropbox from local filesystem. Same as with previous scenes - **don't forget to input your valid accessToken** into DropboxSync script.
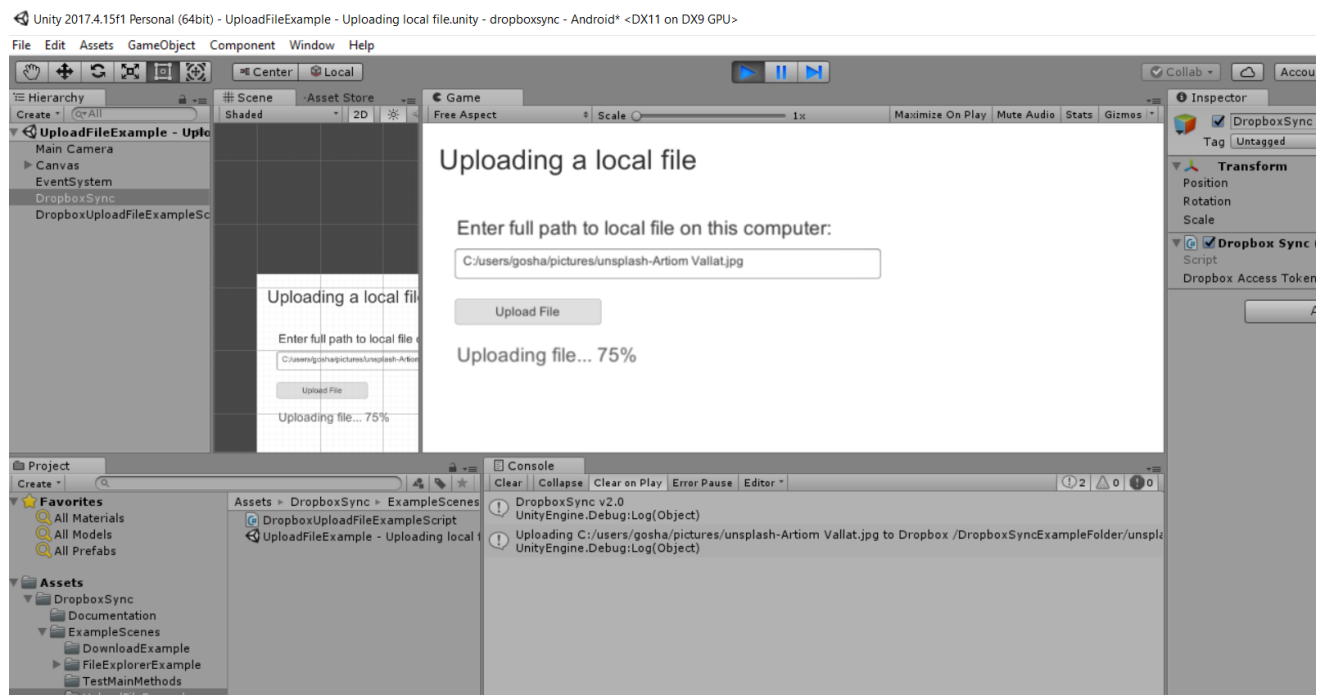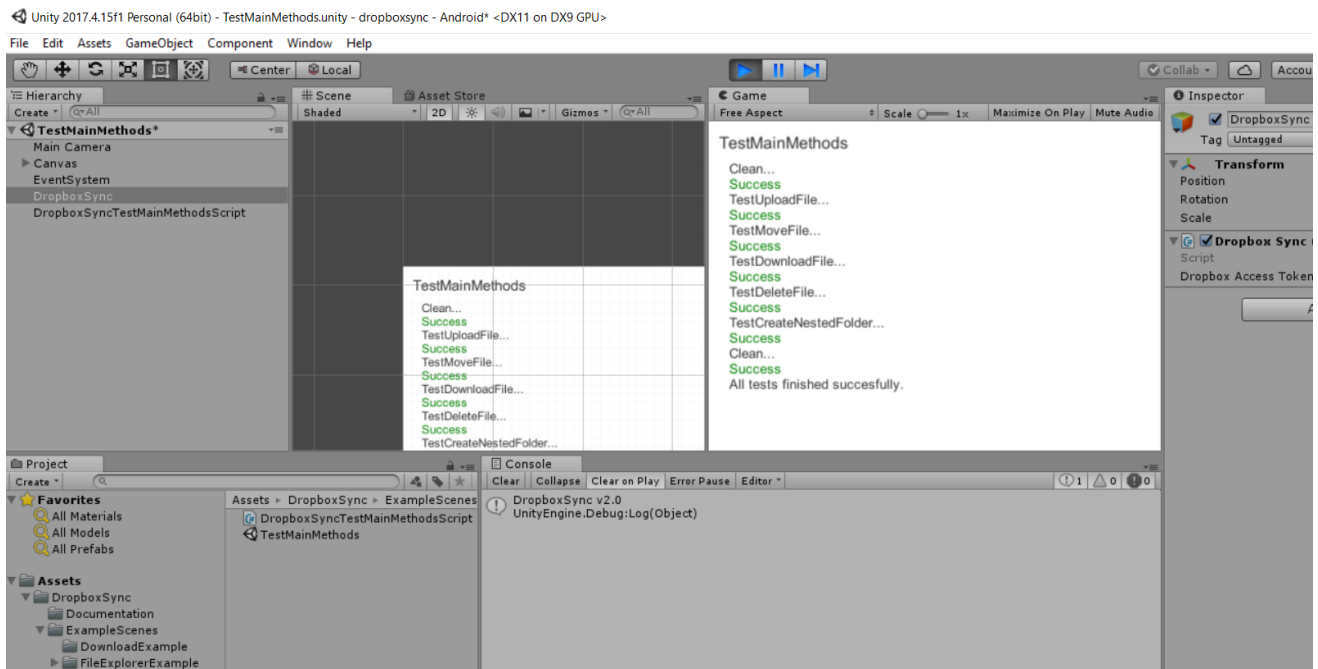

Example scene 4 - UploadTextExample

This scene demonstrates uploading byte array of text to Dropbox as a text file.

Example scene 5 - TestMainMethods

This scene allows to test all main methods like uploading, downloading, moving and deleting in one run. **Don't forget to input valid accessToken** or you will get Bad Request error.

Setting up Custom Scene

To use DropboxSync asset in your own scenes create GameObject and attach DropboxSync script to it. Then use asset from your scripts through `DropboxSync.Main` instance.