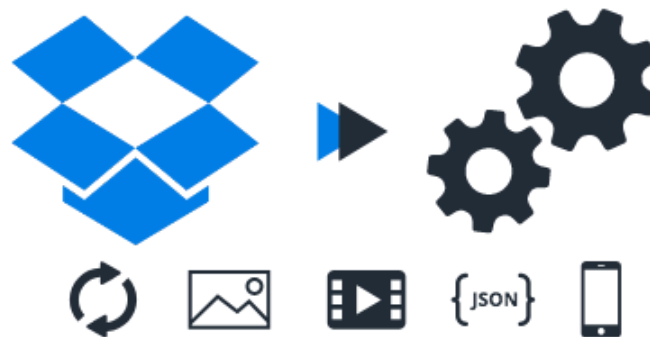




George Fedoseev

DropboxSync v3.0 Tutorial

DropboxSync



Contents

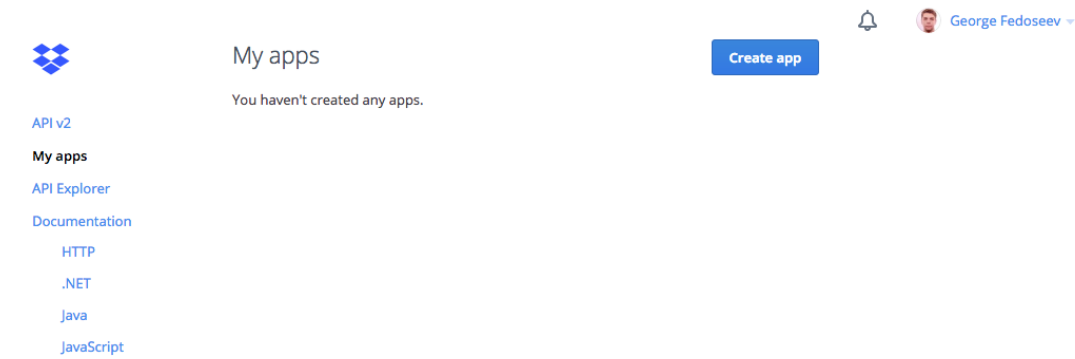
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Getting started

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

<input checked="" type="radio"/> Dropbox API For apps that need to access files in Dropbox. Learn more		<input type="radio"/> Dropbox Business API For apps that need access to Dropbox Business team info. Learn more	
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2. Choose the type of access you need

[Learn more about access types](#)

<input checked="" type="radio"/> App folder – Access to a single folder created specifically for your app.
<input type="radio"/> Full Dropbox – Access to all files and folders in a user's Dropbox.

3. Name your app

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
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Status	Development	Apply for production
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Development users	Only you	Enable additional users
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Permission type	App folder <i>i</i>
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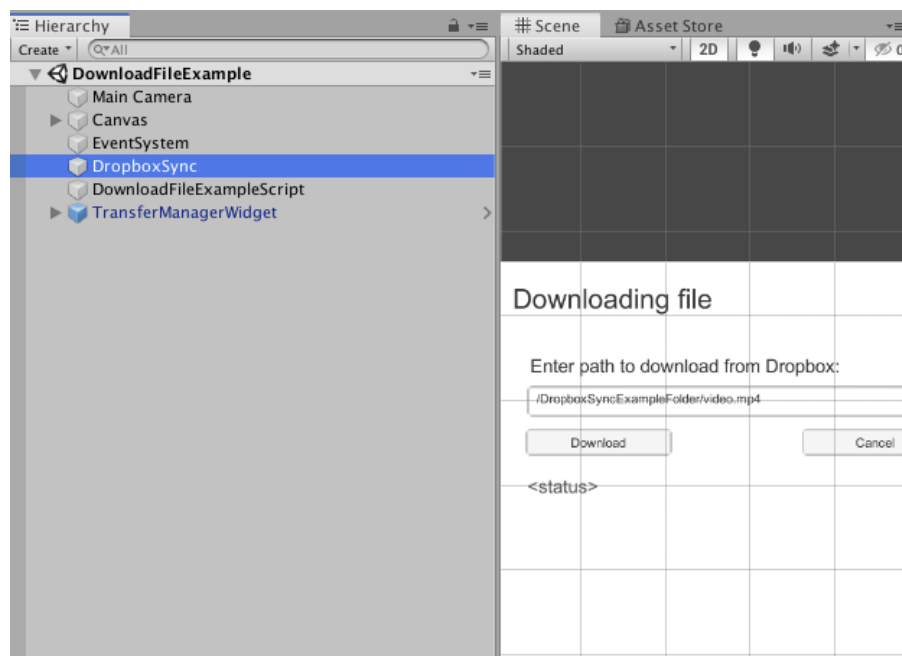
App folder name	MyApp_123	Change
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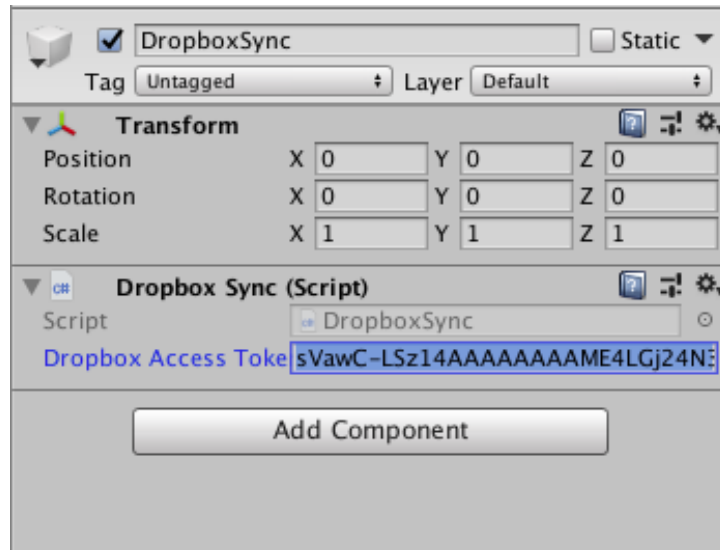
App key	bavn3tdn6jmsvg0
App secret	Show

OAuth 2	Redirect URIs
	<input type="text" value="https:// (http allowed for localhost)"/> <input type="button" value="Add"/>
	Allow implicit grant <i>i</i>
	<input type="button" value="Allow"/>
	Generated access token <i>i</i>
	<input type="button" value="Generate"/> 

Step 4

Copy generated access token and paste into **DropboxSync Script** inspector field in **DownloadFileExample** scene in Unity (you will find the scene in /DropboxSync_v3/Examples/).





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

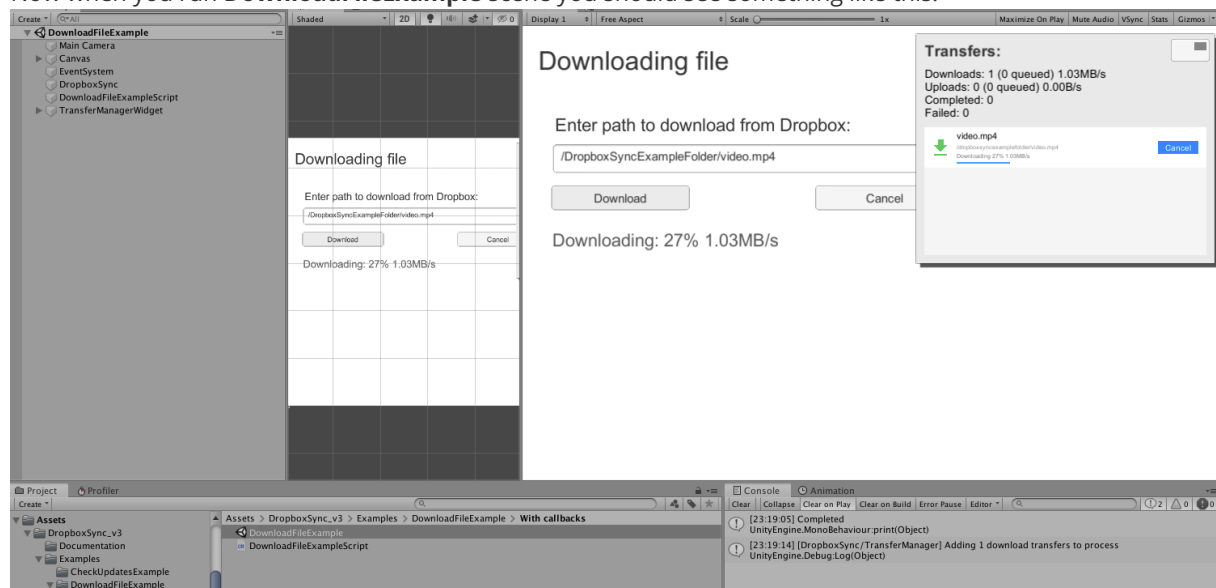
Save [this folder](#) to your Dropbox account **and then move it to created app folder** that you copied access token for on previous steps.

Running Example scenes

NOTE: for each scene you'll need to insert accessCode of your Dropbox app.

DownloadFileExample

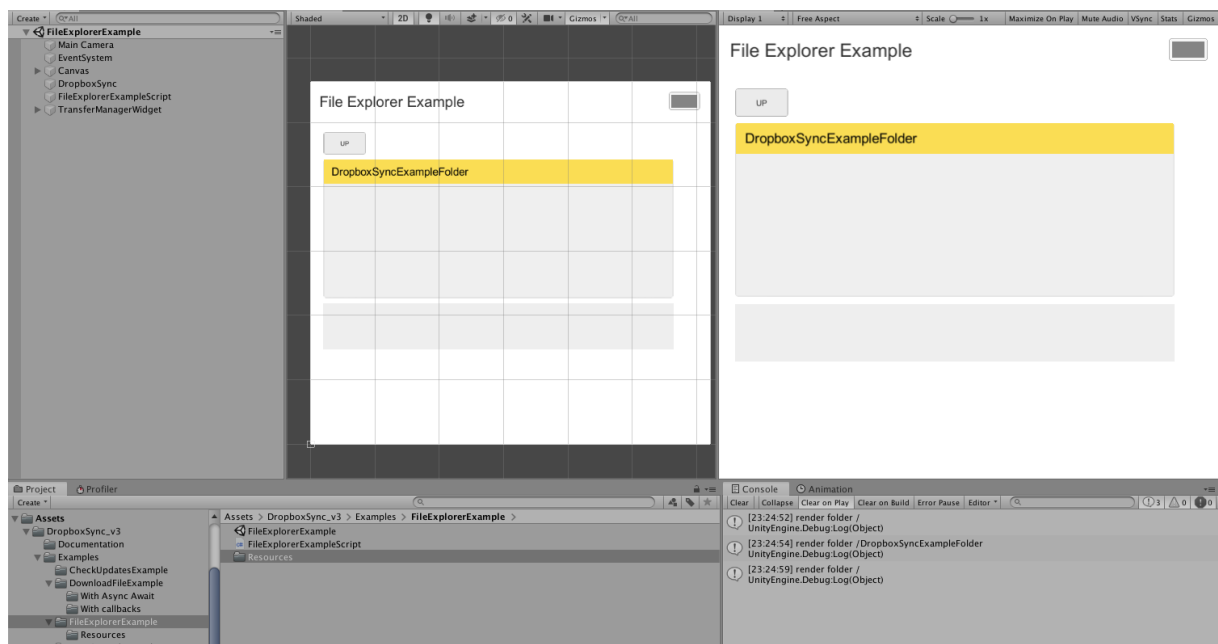
Now when you run **DownloadFileExample** scene you should see something like this:



(to open **Transfers** pop-up click on the button on the top right)

FileExplorerExample

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



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.