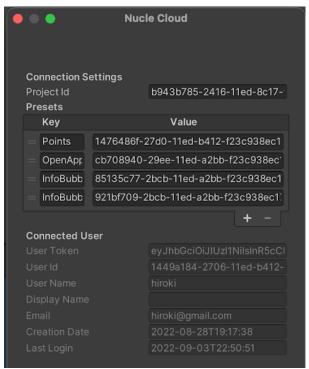


Nucle Cloud

Unity 3D Documentation

This guide will help implement the nucle cloud service in a Unity 3D application,

We have created a tool to make that easier for you, a Unity 3D plugin that is based on the nucle cloud .Net Library, the plugin will provide you with a user interface to connect to the nucle cloud service and also use the .Net library underneath it to communicate with the server .



Project Id: Can be found in the dashboard.

Presets:

Key: A descriptive string of the preset, it is used to lookup a specific presetld in the presets list.

Value: This is the presetld, it can be found in the dashboard.

Connected User: The currently connected user profile.

Scripting

Get the projectId

var projectId= NucleSettings.Instance.projectId;

• Get a specific presetld by its key

var presetId = NucleSettings.Instance.GetPresetId("YOUR_PRESET_KEY_HERE");

• Get the currently logged In user object

var loggedInUser= NucleSettings.Instance.user;

• Get the list of all the presets

var presetsList= NucleSettings.Instance.presets;

 Get User Token stored on the client machine (UserToken is required to send any nucle cloud authenticated request)

var userToken = NucleSettings.Instance.GetUserToken();

 Get User Token stored on the client machine (UserToken is required to send any nucle cloud authenticated request)

var userToken = NucleSettings.Instance.GetUserToken();

 Set User Token (Update the userToken value on the client machine by a new fresh user token from the server)

```
var newUserToken = "newUserToken";
NucleSettings.Instance.SetUserToken(newUserToken);
```

Perform a logout
 NucleSettings.Logout();

Unity 3D Demo

We have used the nucle unity plugin to create a demo that takes the most attractive features of the service into action, here is a list of what was covered.

- Anonymous users , Real Users.
- Upgrade the anonymous user to a real user.
- Real users password reset.
- Sync users progress to the cloud
- Leaderboards
- Events (open application event example)
- Remote Control (Hide/Display A customizable text value from the nucle cloud dashboard)

Here is a list of presets used:

name	Global value	value Type	Update Type
InfoBubbleText	Hi, This is a test Thanx	Text	Always Update
InfoBubble	True	Bool	Always Update
OpenApp (Event)	test	Text	Create New
Point	9	Integer	Update If New Is Max

Key: Points, Type: Integer

UpdateType: If new is max

Purpose: Store the users points in the cloud

Key: OpenApp, Type: string

UpdateType: Create new(Event)

Purpose: Store the users points in the cloud

Key: InfoBubble, Type: bool

UpdateType: Always Update

Purpose :Enable/disable the text field remotely from the nucle cloud dashboard

Key: InfoBubbleText,

Type: Text
UpdateType: Always Update
Purpose: the text field value remotely undated from the nucle cloud dashboard.

You can always get in touch with us at contact@nucle.cloud, or use the contact form on our web portal nucle.cloud.

Thank You