



# 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 .

Key	Value
Points	1476486f-27d0-11ed-b412-f23c938ec1
OpenApp	cb708940-29ee-11ed-a2bb-f23c938ec1
InfoBubb	85135c77-2bcb-11ed-a2bb-f23c938ec1
InfoBubb	921bf709-2bcb-11ed-a2bb-f23c938ec1

Connected User	
User Token	eyJhbGciOiJIUzI1NiIsInR5cCI
User Id	1449a184-2706-11ed-b412-
User Name	hiroki
Display Name	
Email	hiroki@gmail.com
Creation Date	2022-08-28T19:17:38
Last Login	2022-09-03T22:50:51

**Project Id:** Can be found in the dashboard.

**Presets:**

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

**Value :** This is the presetId, 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 presetId 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](mailto:contact@nucle.cloud) , or use the contact form on our web portal [nucle.cloud](https://nucle.cloud).

Thank You