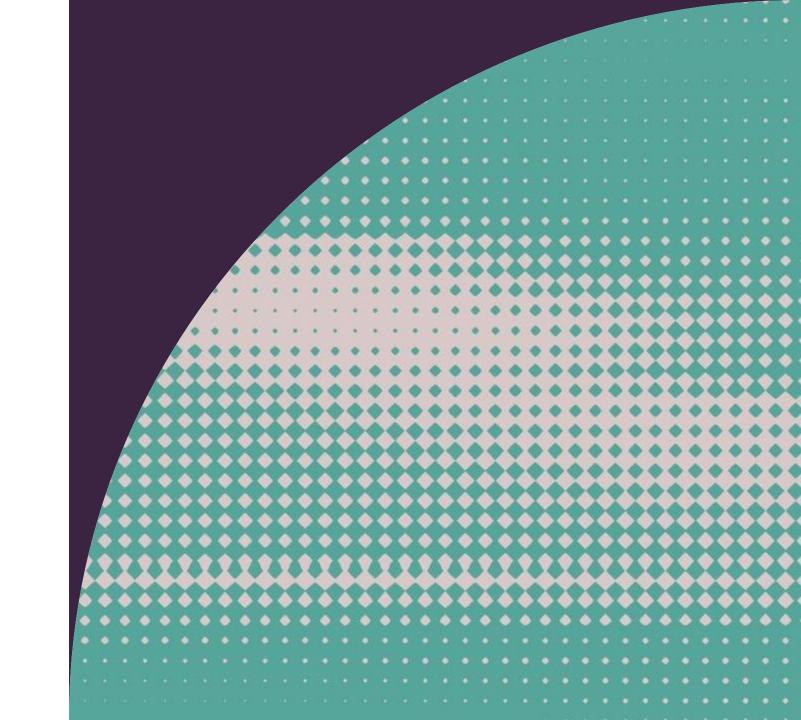
Download the RadImagenet Dataset from Google Drive



The Variables in Brackets

[FileID]: Replace this with your file ID as fetched in the first step.

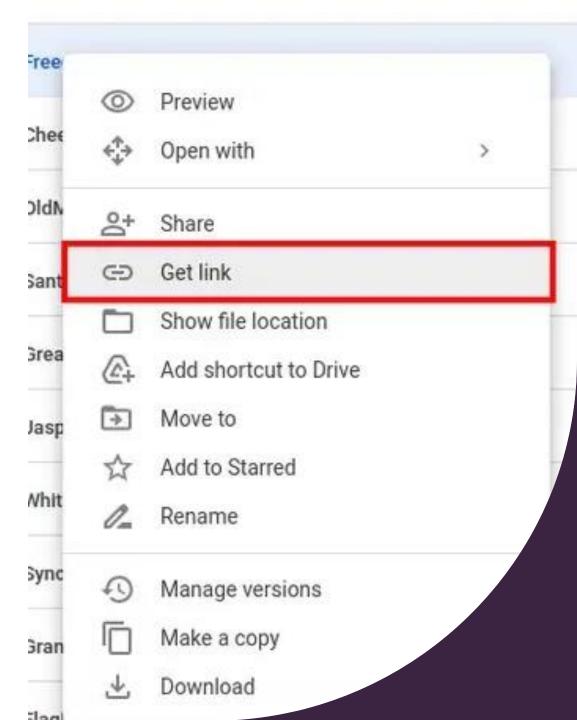
[AccessToken]: Replace this with the access token you generated from the OAuth playground.

[FileName]: Replace this with whatever you want your local copy to be named. Don't forget the file extension! So "DownloadedVideoProject.mp4" or whatever you prefer.

Fetching Your File ID

Paste this link somewhere you can store it, like in a text document. It will look something like this:

https://drive.google.com/file/d/[FIL EID]/view?usp=sharing

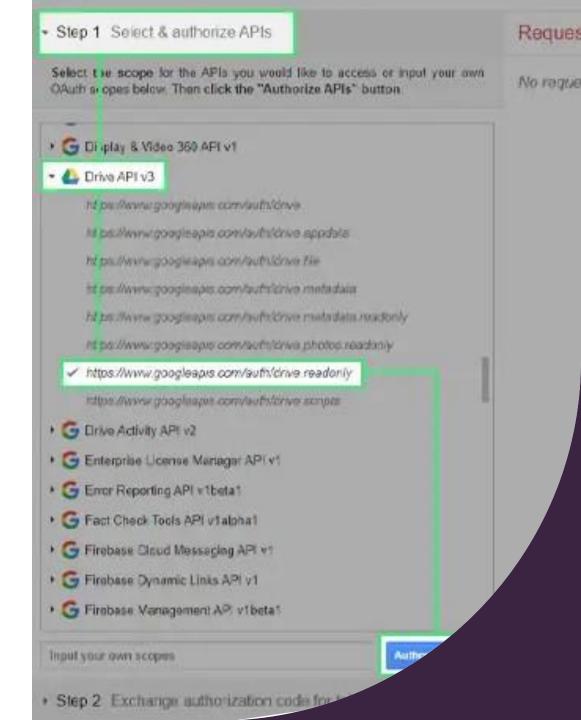


The OAuth Method

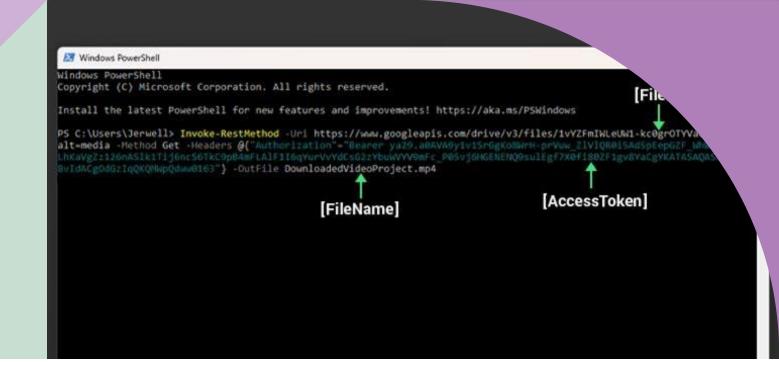
First, you'll need your API key. This time, you want an OAuth API key <u>from the OAuth playground</u>. This dashboard is a developer testing ground for creating and testing applications. Once you're logged into the Playground, scroll down in the box on the left until you find Drive V3. Open that menu and find the API for "drive.readonly".

Click to Authorize the API, and you'll be asked to log in again, providing credentials to the API; this will generate a key for you to use.

Find the Access Token and copy it and store it somewhere safe.



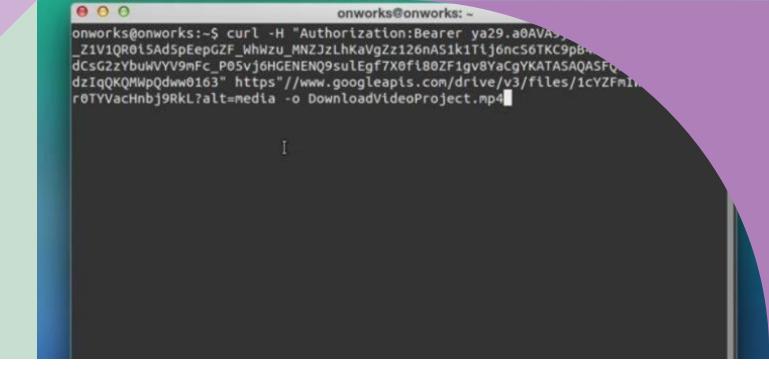
The PowerShell Method



Next, open up Windows PowerShell. This tool may be a daunting command line utility if you haven't experienced such a thing before, but it's quite easy to use.

Invoke-RestMethod -Uri https://www.googleapis.com/drive/v3/files/[FileID]?alt=media -Method Get -Headers @{"Authorization"="Bearer [AccessToken]"} -OutFile [FileName]

The Terminal Method



Once you've fetched your file ID and generated your OAuth access token, you'll want to open the terminal and use this command:

curl -H "Authorization: Bearer [AccessToken]" https://www.googleapis.com/drive/v3/files/[FileID]?alt=media -o [FileName]

You'll note the same three variables in this command as in the PowerShell command above. Again, specify your file ID, access token, and file name in this command to download the file to your local machine.