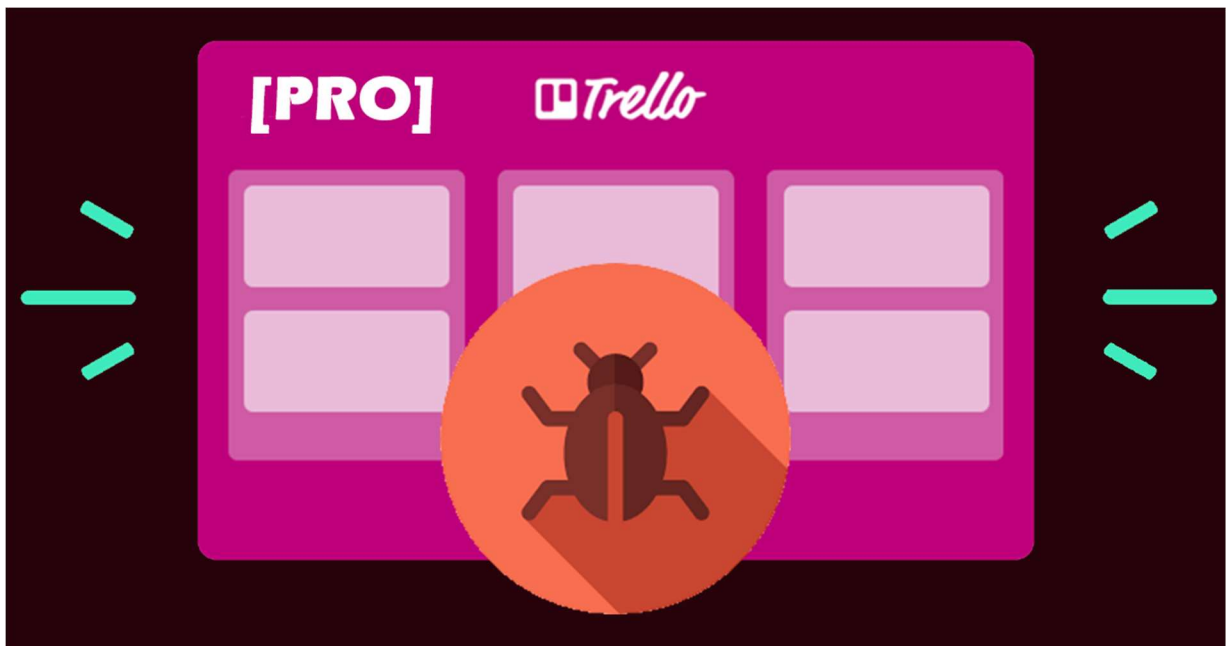


Trello Bug Tracker [PRO]



Huge thanks for buying Trello Bug Tracker [PRO], multi-purpose
Trello integration for Unity3D!

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Setup and Connection

First you will need to get your Trello Application Key from:

<https://trello.com/1/appKey/generate>.

Developer API Keys

Key:

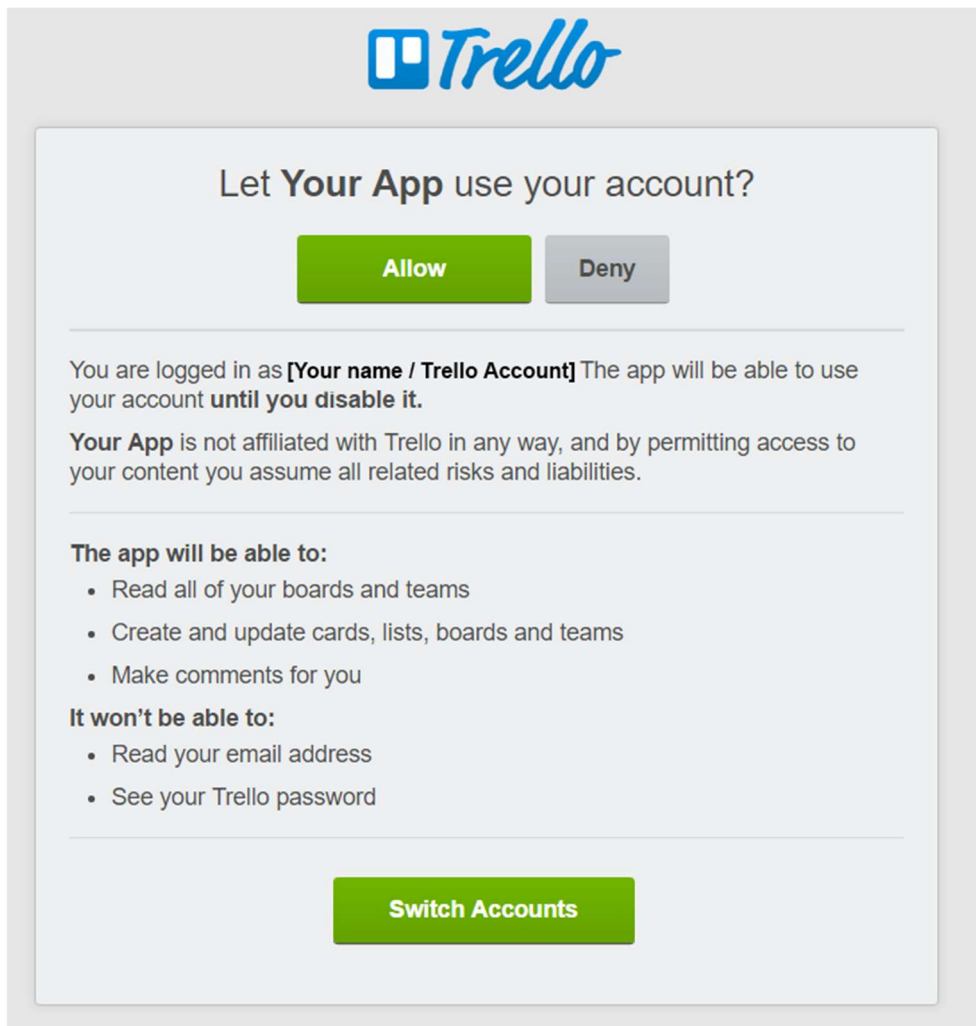
[Your Key]


Token:

Most developers will need to ask each user to [authorize](#) your application. If you are looking to build an application for yourself, or are doing local testing, you can manually generate a [Token](#).

Save the Key code in a .txt, or as you like, we are going to need it in a bit.

The picture above shows what you should be seeing, below where your Key code should be, there is a link that says “Token” and we are going click there to generate one.



Now we are going to click the  button to permit the tool access to your Trello account.

In this new page, you will find a verification code which is going to be your token.

This is what you should be seeing:

You have granted access to your Trello information.

To complete the process, please give this verification code:

[Your Token will appear here]

Please keep the token and key at hand, you are going to need them to create a Trello object and make API calls.

Usage Example

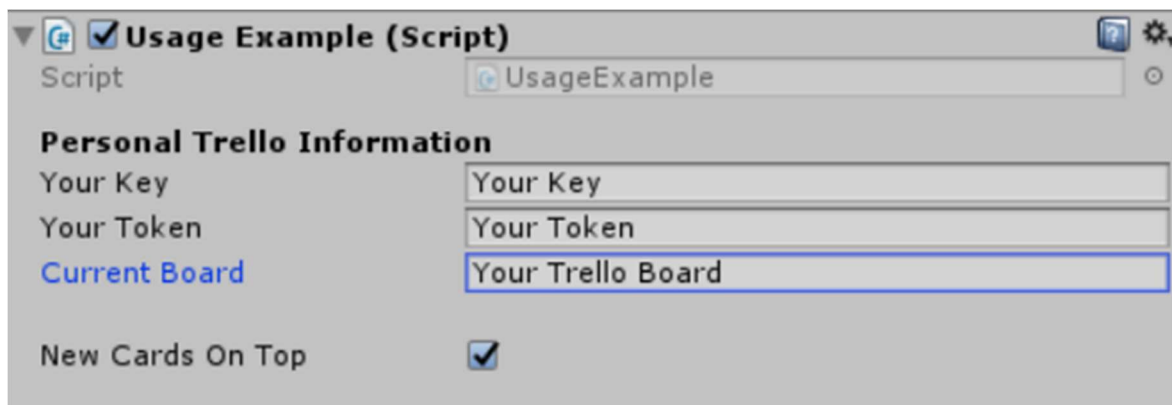
Under the Example/Scenes folder there is a scene called “ExampleUsage” which showcases how could the asset be used.

However, for it to work you will need to first fill in your key, token and the Trello board where you want the cards to appear.

On the hierarchy will be an object called “Trello Tool” which is going to be our main asset and has a Script attached called “Usage Example”.

On the first part of the script we are going to save the Key, Token and Trello Board name.

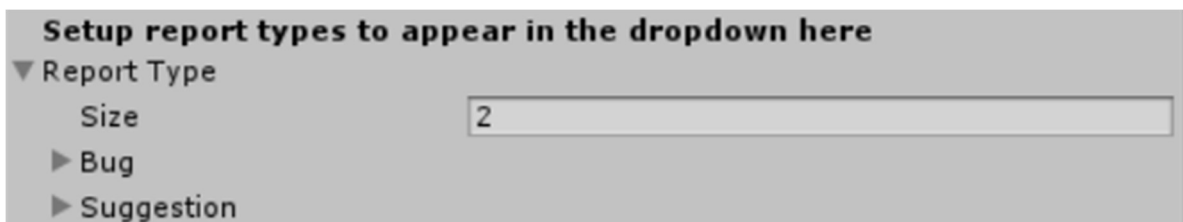
You can also decide here if you want the new cards created to be put on top of the list or bottom.



On the second part, we can specify which report types we want, “Bug” and “Suggestion” are going to be there by default.

Note that the report types specified here will appear in the UI dropdown for the user to choose.

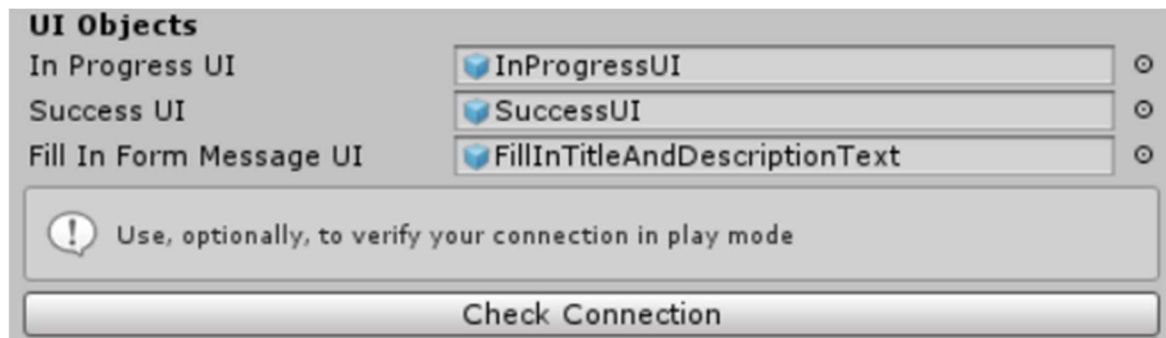
The tool will automatically search for lists with the same name on your Trello Board as the report types you set here. If it doesn't find the lists in the current board it will create new ones.



The third and last part consists of some UI objects that are used to inform the user about the state of the report sent. Customization of these items to suit your game aesthetic is encouraged.

At the end of the inspector there is a button to check the connection with Trello servers.

You can use it on play mode to save time in case you accidentally made a mistake typing your Trello token or key before.



We are almost done, now we need to check the connection by pressing “Play”.

If no errors appeared in the console you should now be able to successfully submit reports and check them out on your Trello board, else check the Errors section at the end of the doc.

Customization

Once here, it should be straight forward to adapt the functionalities to your game needs.

To take full advantage of the asset it is encouraged to add additional attachments with important data about your game that would make easier to replicate and debug your player reports i.e. save files.

You can do so in the “ExampleUsage” script, under SendReportRoutine at line 146 under the space I set up.

```
/**
 *   Attach more convinient data to the card here
 *
 **/
```

You can make the attachments by directly passing the data in as a string using the following function call:

```
yield return trello.SetupAttachmentInCard(
string cardID, string attachmentName, string relevantData);
```

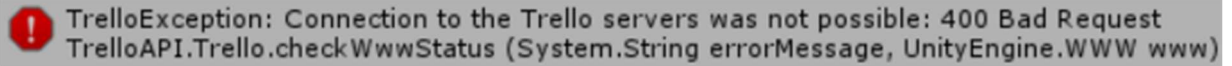
Or you can choose to pass the folder path to the file to be attached using a similar function call:

```
yield return trello.SetupAttachmentInCardFromFile(
string cardID, string attachmentName, string newLogPath);
```

Note: The Unity log only gets attached to the card in standalone builds.

Errors and Solutions

400 Bad Request:



This means the key and/or token under UsageExample are incorrect.

To fix this error you will need to fill in a gain your Token and Key under UsageExample and try again.

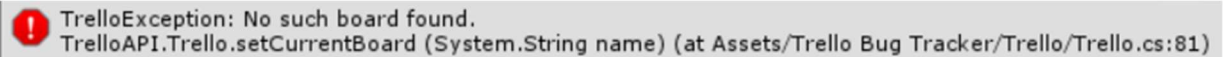
No such list found:



This means the list filled under UsageExample is incorrect.

To fix this error you will need to fill in a gain your Trello list under UsageExample and try again.

No such board found:



This means the board filled under UsageExample is incorrect.

To fix this error you will need to fill in a gain your Trello board under UsageExample and try again.

401 Unauthorized:

It likely means your key or token are invalid or have expired. Try generating new ones and test the connection again.

If you are having trouble or want to suggest a feature, please get in touch with me at cardenasrdiego@gmail.com.