

# Readme - Complete Giphy API 1.06

**This package provides all Giphy APIs for accessing the world's largest GIF library from Giphy. Allows you to use your own API keys. Bring the power of GIF and GIF sticker to your app! Allows your app to upload GIFs to your Giphy channel if you have an upload key. And, share the uploaded GIF on up-to 15 social platforms!**

## Giphy API

All Giphy APIs with real complete json response for all API calls.

Includes Upload API, GIF APIs, and GIF Sticker APIs.

Easy to use!

Fully customizable (limit, offset, rating, language and so many other parameters). For details find the Giphy official documentation HERE: <https://developers.giphy.com/docs/>

## Social Share

Social sharing (GIF url and/or text message) for so many popular social platforms. Some of the most popular platforms like Facebook, Twitter, Tumblr, Skype and Pinterest etc., have good support for GIF url. However, some of the platforms may not support GIF url very well at this stage. This package includes 15 social platforms share links.

## Json Tool

Newtonsoft.Json, the best modern Json serialize/de-serialize tool is provided.

Work on multi-platforms including iOS, Android, Unity Editor and Standalones.

## Support Platform

Support Unity Editor, Android, iOS, Windows, Mac, Linux.

Tested on Unity 5.4.2, 5.5, 5.6 & 2017.1.1, Unity Pro/Plus & Personal

Written in C#.

## Requirement

To use this package, you need a Giphy account and API KEY, for using the GIF API and GIF Sticker API.

To use the Giphy Upload API, you need an Upload API Key as well.

APPLY HERE: <https://developers.giphy.com/dashboard>

## Reminders

Build iOS: **.NET 2.0** is required for Newtonsoft.Json to work properly on iOS, please select **.NET 2.0** in Player Settings before building XCode project (**File > Build Settings > Player Settings > Other Settings > Optimization > Api Compatibility Level**).

## Coding Example :

Demo scene included, suggest to study the demo script first(GiphyDemo.cs).

### —— GIF API ——

Search:

```
GiphyManager.Instance.Search(keyWordList, onCompleteAction);
```

GetById:

```
GiphyManager.Instance.GetById(giphyGifId, onCompleteAction);
```

GetByIds:

```
GiphyManager.Instance.GetByIds(giphyGifIdList, onCompleteAction);
```

Random:

```
GiphyManager.Instance.Random(onCompleteAction);
```

Translate:

```
GiphyManager.Instance.Translate(keyWord, onCompleteAction);
```

Trending

```
GiphyManager.Instance.Trending(onCompleteAction);
```

### —— Sticker API ——

Search:

```
GiphyManager.Instance.Search_Sticker(keyWordList, onCompleteAction);
```

Random:

```
GiphyManager.Instance.Random_Sticker(onCompleteAction);
```

Random (with tag):

```
GiphyManager.Instance.Random_Sticker(tag, onCompleteAction);
```

Translate:

```
GiphyManager.Instance.Translate_Sticker(keyWord, onCompleteAction);
```

Trending:

```
GiphyManager.Instance.Trending_Sticker(onCompleteAction);
```

### —— Upload API ——

```
GiphyManager.Instance.Upload(gifFilePath, tagList, onCompleteAction,  
onProgressAction);
```

### —— Social Share ——

```
GifSocialShare gifShare = new GifSocialShare();  
gifShare.ShareTo(socialPlatformType, title, description, url1, url2);
```

### Thank you for buying this package!

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