Bridge : Postal Quickstart

As always, make sure you have the *WordPress for Unity Bridge* assets installed first since this asset is an extension of the Bridge asset. Also, make sure you have a login prefab inside each demo scene since everything is triggered to run after successful login.

Steps to getting started:
1. Install the asset into your project
2. If you have not already done so, install and activate the wub_postal plugin to your WordPress site.
   This is located in the *myBadStudois/*WordpressBridge/Wordpress/*Plugins* folder
3. Open the demo scripts and see how to construct a very wide variety of queries
4. Start making your own…

To utilize this extension you need to be familiar with the WP_Query class. Therefore, consider this link a manual for this asset:
WP_Query | Class | WordPress Developer Resources

Making Posts

With regards to making posts, the demo project is incredibly simple to follow so just look at the code in there and you will understand instantly. There is essentially only3 functions to learn so making posts is literally as easy as learning 3 lines of code…

1. To make a new post you simply call WUPostal.MakePost() and pass it your content as HTML. You are free to add shortcodes also. Anything that is valid in a WP post

2. To upload a new image to your site / media folder, specify the parent post id, the file's name and it's extension.

   The parent post id is the post that this image will link to if a user clicks on the file inside a post. In most cases you can just set this to 0.
   This does NOT assign this image to any post, however

3. To assign an image to be a post's thumbnail, simply call WUPostal.SpecifyFeaturedImage and pass it the ID of the post you want to assign an image to and also the ID of the image to use.

When you make a new post or upload an image to your website, it's ID value is returned to you so simply keep track of them and then pass them to the SpecifyFeaturedImage() function to link them together.

And that is that… Happy posting!