

Images uploader

Features

Upload your image/screenshot to remote server and get a link to it in 1 click!

Easy integration

Just a 4 short steps, and you have a link of your image, uploaded to hosting.

Platforms

Imgur uploader **works only on those platforms:**

- Windows/Mac
- iOS/Android

THE REST PLATFORMS, LIKE WEB BUILD ARE NOT SUPPORTED!!

Known Issues

We are aware that on some Windows computers, sometimes happens different errors, what are caused by Windows Security Settings, FireWalls, Antiviruses.

Known errors are:

- **Error:** SendFailure (Error writing request: The authentication or decryption has failed.)
Possible Fix: Check firewalls, antiviruses. They may restrict plugin activity, or use outcome port that plugin do use. Try to deactivate firewall/antivirus. Set your Windows Security Settings to more liberal ones. If nothing changes – please, [contact us](#).

This list contains errors that are not connected with our plugin. The reason of this error is your platform. Please, [contact us](#), and we will try to help you to solve this problem ASAP.

Support

For support or to report a bug, please contact us with:

<http://vizarion.com>

Email: <mailto:pavelbaslak@outlook.com>

Twitter: https://twitter.com/vizarion_soft

Versions history

Version	Changeset
1.1	<ul style="list-style-type: none">Added support of Android/Windows platforms.
1.01	<ul style="list-style-type: none">Changed supported versions to iOS/Mac only, before bugfix with Android/Windows.
1.0	<ul style="list-style-type: none">Initial release

Getting Started

Images uploader is a really easy in use plugin. Please, follow further instuctions, to setup your plugin correctly.

- 1) Go to [Imgur app registration](#) page, to register your app, and get Imgur Client ID.
Application Name – it is a name of your application;
Authorization type – in most cases choose 2nd option (without a callback URL).
- 2) Drop Images uploader prefab to your scene. If you dont want to have a nother one object in your hierarchy – you can just add an ImageUploader.cs script to any object you want.
- 3) Choose the prefab, or gameObject with the script, and set your ClientID from step 1 to the field of Imgur Client ID.
- 4) Send an **UPLOAD()** message to your prefab, to upload a screenshot, and get a link to it.

API

Methods

Upload()

Gets a screenshot, and upload it to imgur. After successful upload, store the an url to your uploaded image in LinkToScreenshot property, and the path to screenshot made on platform in PathToScreenshot.

Upload(string ImagePath)

Upload image, that is stored in provided path. After successful upload, store the an url to your uploaded image in LinkToScreenshot property.

MakeScreenshot()

Gets a screenshot, and store the path to it in PathToScreenshot property.

Properties

PathToScreenshot

Path to the screenshot made. For ios it is stored in documents folder.

LinkToScreenshot

Link to uploaded image on imgur.com .

Screenshot

Texture2D type object, that stores last screenshot that was made.

Events

OnUploadSucceed()

An event that is raised when an image was successfully uploaded to imgur .