New-Unity-For-ShareSDK

This is a UnityPackage for ShareSDK.It's an convenient tool for you to quickly implement SNS Share feature on your Unity Project on iOS/Android.

supported original ShareSDK version:

- Android – V3.4.1
- iOS – V4.2.2

Document Language : 中文 | English

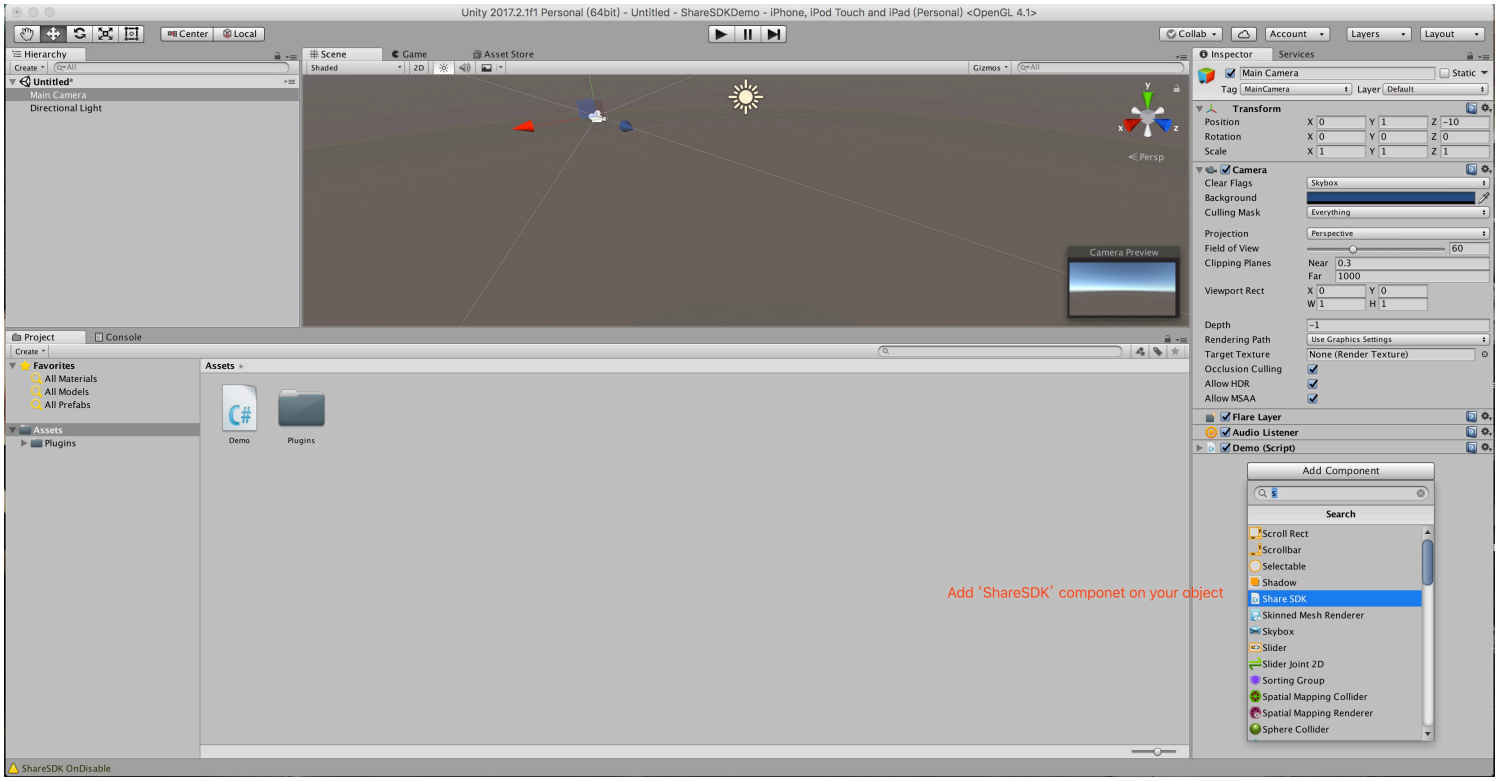
Integration of general part

Step 1 : Download ShareSDK.unitypackage

Download this git(master),import the ShareSDK.unitypackage to your Unity project. Please notice that this operation could cover your original existed files!

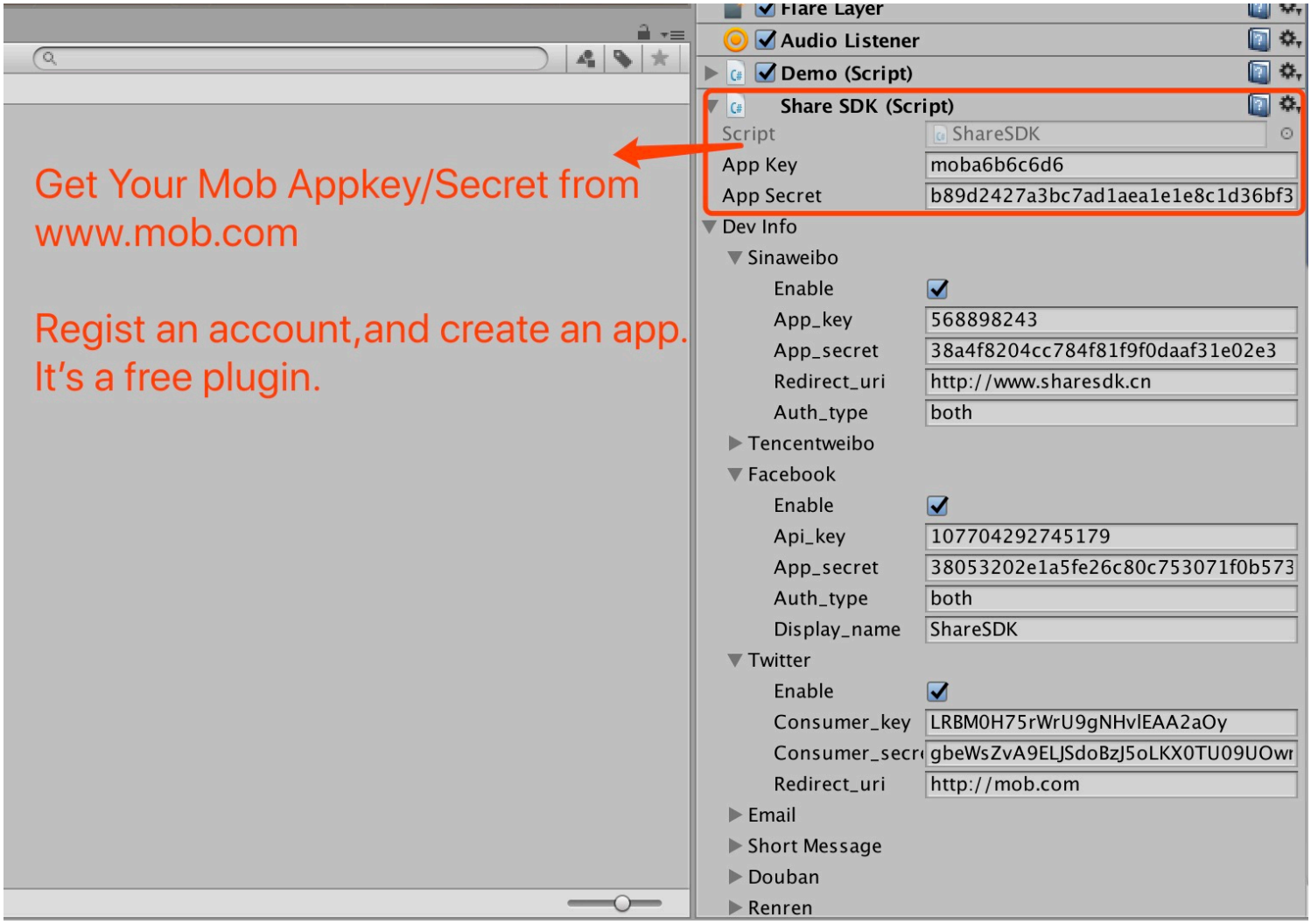
Step 2 : Set up script and configurations

Make sure that the 'ShareSDK' component was added to your GameObject(such as 'Main Camera').Click'Add Component' from the right–hand side bar, and choose 'ShareSDK'.

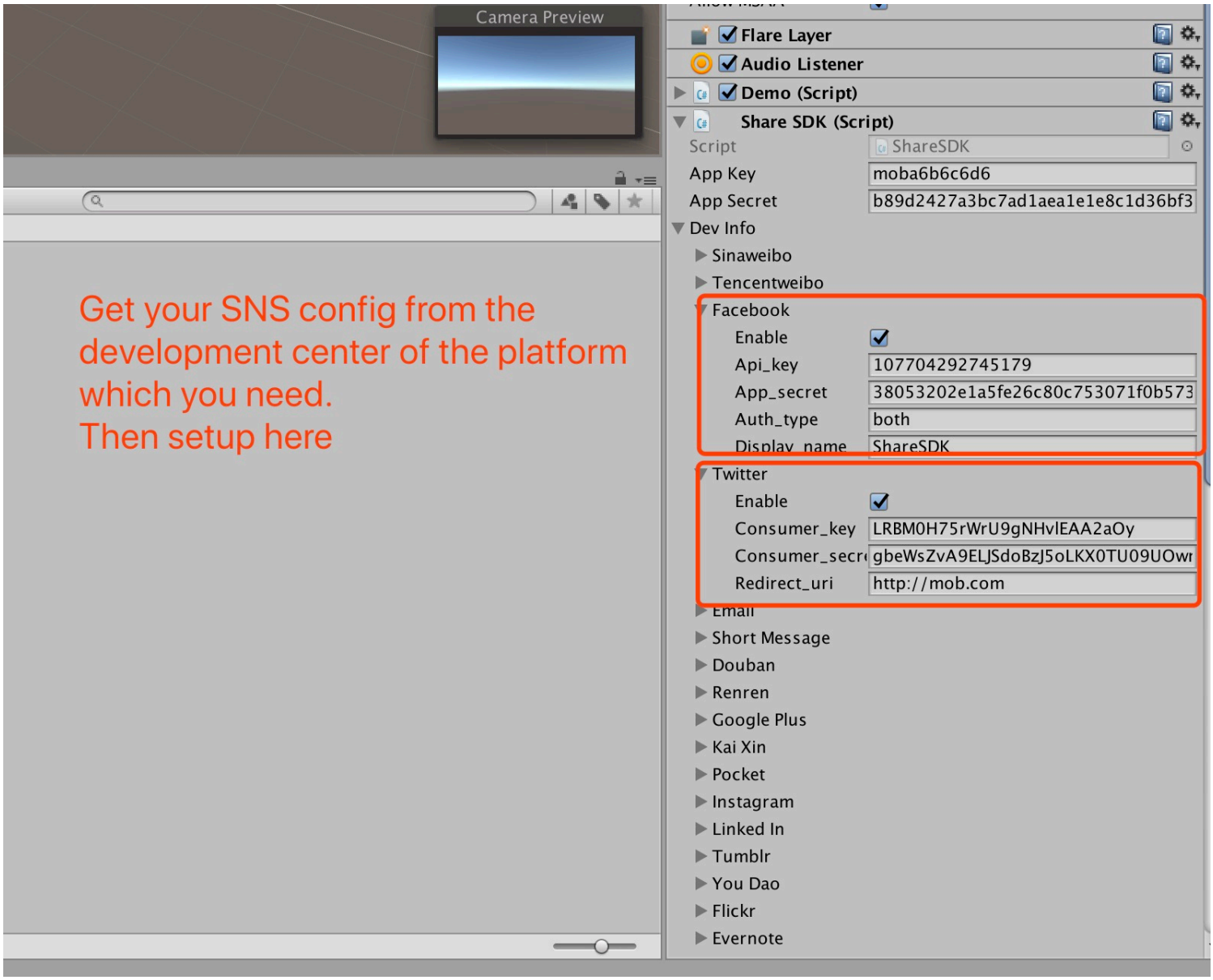


Then you will see some configurations under the ShareSDK Script.
You should setup your own configuration by editing the fields.Setup Your MOBAppKey/MOBAppSecret and other SNS's config which you want, such as Facebook's key/secret, Wechat's, Twitter's etc.

Setup Mob AppKey/Secret.



Setup SNS's Config



Please differentiate the compiler environment between Android or the iOS, cause some SNS's fields are different.

Your could also setup the SNS's config in the file 'ShareSDKDevInfo.cs'.**The effect is the same as the Mentioned above.**

Setup SNS's Config by change the string VALUE (NOT THE KEY) – example:

```
public class SinaWeiboDevInfo : DevInfo
{
    #if UNITY_ANDROID
    public const int type = (int) PlatformType.SinaWeibo;
    public string SortId = "1";
    public string AppKey = "568898243";
    public string AppSecret = "38a4f8204cc784f81f9f0daaf31e02e3";
    public string RedirectUrl = "http://www.sharesdk.cn";
    public string ShareByAppClient = "false";
```

```
    #elif UNITY_IPHONE
    public const int type = (int) PlatformType.SinaWeibo;
    public string app_key = "568898243"; //
    public string app_secret ="38a4f8204cc784f81f9f0daaf31e02e3";
    public string redirect_uri = "http://www.sharesdk.cn";
    public string auth_type = "both";
    #endif
}
```

Step 3 : Code for Sharing and Authorization

Please import Name Space first :

```
using cn.sharesdk.unity3d;
```

and declare the Class 'ShareSDK'

```
private ShareSDK ssdk;
```

About Sharing

i.Customize the sharing information :

```
ShareContent content = new ShareContent();
content.SetText("this is a test string.");
content.SetImageUrl("https://f1.webshare.mob.com/code/demo/img/1.jpg");
content.SetTitle("test title");
content.SetShareType(ContentType.Image);
```

ii.If you need, you can customize the ShareContent for some detail platform, such as setup SinaWeibo:

```
ShareContent customizeShareParams = new ShareContent();
customizeShareParams.SetText("Sina share content");
customizeShareParams.SetImageUrl("http://git.oschina.net/alexyu.yxj/MyTmpFiles/
raw/master/kmk_pic_fld/small/107.JPG");
customizeShareParams.SetShareType(ContentType.Image);
customizeShareParams.SetObjectID("SinaID");
content.SetShareContentCustomize(PlatformType.SinaWeibo, customizeShareParams);
```

iii.Define the callback, then setup the shareHandler.

set up handler:

```
ssdk.shareHandler = ShareResultHandler;
```

define callback:

```
void ShareResultHandler (int reqID, ResponseState state, PlatformType type, Has
htable result)
{
    if (state == ResponseState.Success)
    {
    print ("share result :");
    print (MiniJSON.jsonEncode(result));
    }
    else if (state == ResponseState.Fail)
    {
    print ("fail! error code = " + result["error_code"] + "; error msg = " + re
sult["error_msg"]);
    }
    else if (state == ResponseState.Cancel)
    {
    print ("cancel !");
    }
}
```

iv.Pass the content params, and Share.

```
//Share by the menu
ssdk.ShowPlatformList (null, content, 100, 100);

//share by the content editor
ssdk.ShowShareContentEditor (PlatformType.SinaWeibo, content);

//share directly
ssdk.ShareContent (PlatformType.SinaWeibo, content);
```

About Authorization

i. Set the auth call back :

```
ssdk.authHandler = AuthResultHandler;
```

define callback:

```
void AuthResultHandler(int reqID, ResponseState state, PlatformType type, Hasht
able result)
{
    if (state == ResponseState.Success)
    {
    print ("authorize success !");
    }
    else if (state == ResponseState.Fail)
    {
    print ("fail! error code = " + result["error_code"] + "; error msg = " + re
sult["error_msg"]);
    }
    else if (state == ResponseState.Cancel)
    {
    print ("cancel !");
    }
}
```

ii. now you can make an Authorization:

```
ssdk.Authorize(reqID, PlatformType.SinaWeibo);
```

About Get User's information

i. Set the call back :

```
sdk.showUserHandler = GetUserInfoResultHandler;
```

define callback:

```
void GetUserInfoResultHandler (int reqID, ResponseState state, PlatformType typ
e, Hashtable result)
{
    if (state == ResponseState.Success)
    {
    print ("get user info result :");
    print (MiniJSON.jsonEncode(result));
```

```
    }
    else if (state == ResponseState.Fail)
    {
    print ("fail! error code = " + result["error_code"] + "; error msg = " + re
sult["error_msg"]);
    }
    else if (state == ResponseState.Cancel)
    {
    print ("cancel !");
    }
}
```

ii. now you can get the user's info:

```
ssdk.GetUserInfo(reqID, PlatformType.SinaWeibo);
```

About iOS

If you finished setup ShareSDK for your project, you can just build a Xcode Project, then test it.That's All!

About Android

AndroidManifest.xml
Please make sure that the Package Name was changed to your own's.Setup the value of Mob-AppKey/Mob-AppSecret as same as 'MOBAppKey/MOBAppSecret' which mentioned in Step 2.

Now you can build your .apk and test it!

Please refer to the Demo.cs in the git and know the detail usage
Finally, if you have any other questions, please contact us on 7x24 hours.We will provide FREE Technical supports:
Service QQ : 4006852216
Email : support@mob.com