

# Easy Social for iOS

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An easy to integrate plugin for Social framework integration in Unity. Post to Twitter/ Facebook/ Sina Weibo/ Tencent Weibo from within your game.

## Document History

Date	Author	Version
<b>26 March 2014</b>	Preet Kamal Singh Minhas	Initial Release

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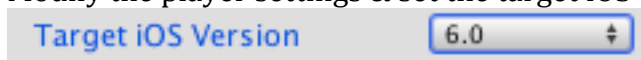
## Introduction

Apple's Social framework lets you integrate your app with supported social networking services.

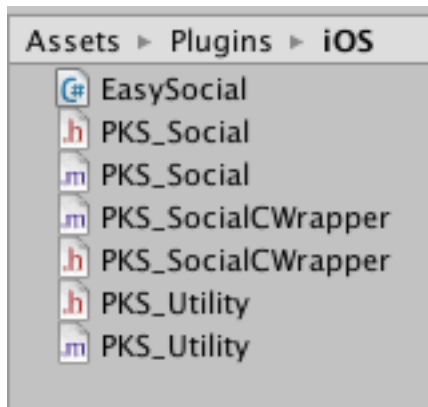
The EasySocial plugin makes the task of accessing these services very easy. EasySocial supports Twitter, Facebook & Sina Weibo, Tencent Weibo networking services. Content (text, image, url) can be posted to the supported services with only 2 lines of code. Moreover, you can also check whether the player really posted the content or tapped the cancel button.

## Integrating EasySocial with your Unity project

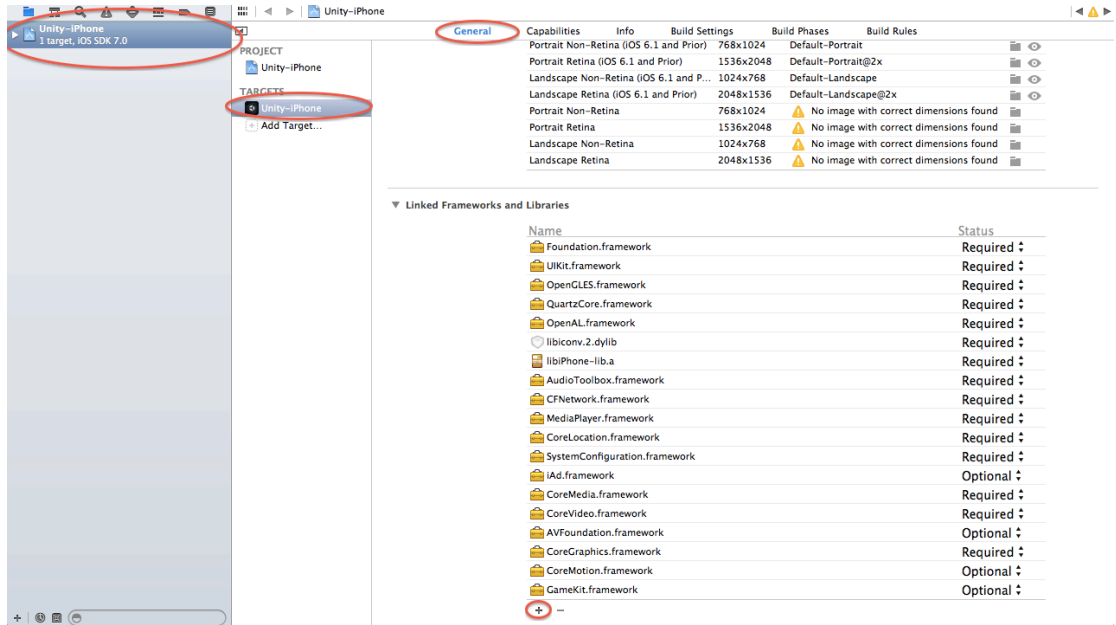
1. EasySocial uses the Social.framework which available in iOS 6.0+ only. Modify the player settings & set the target iOS version to a value  $\geq 6.0$ .

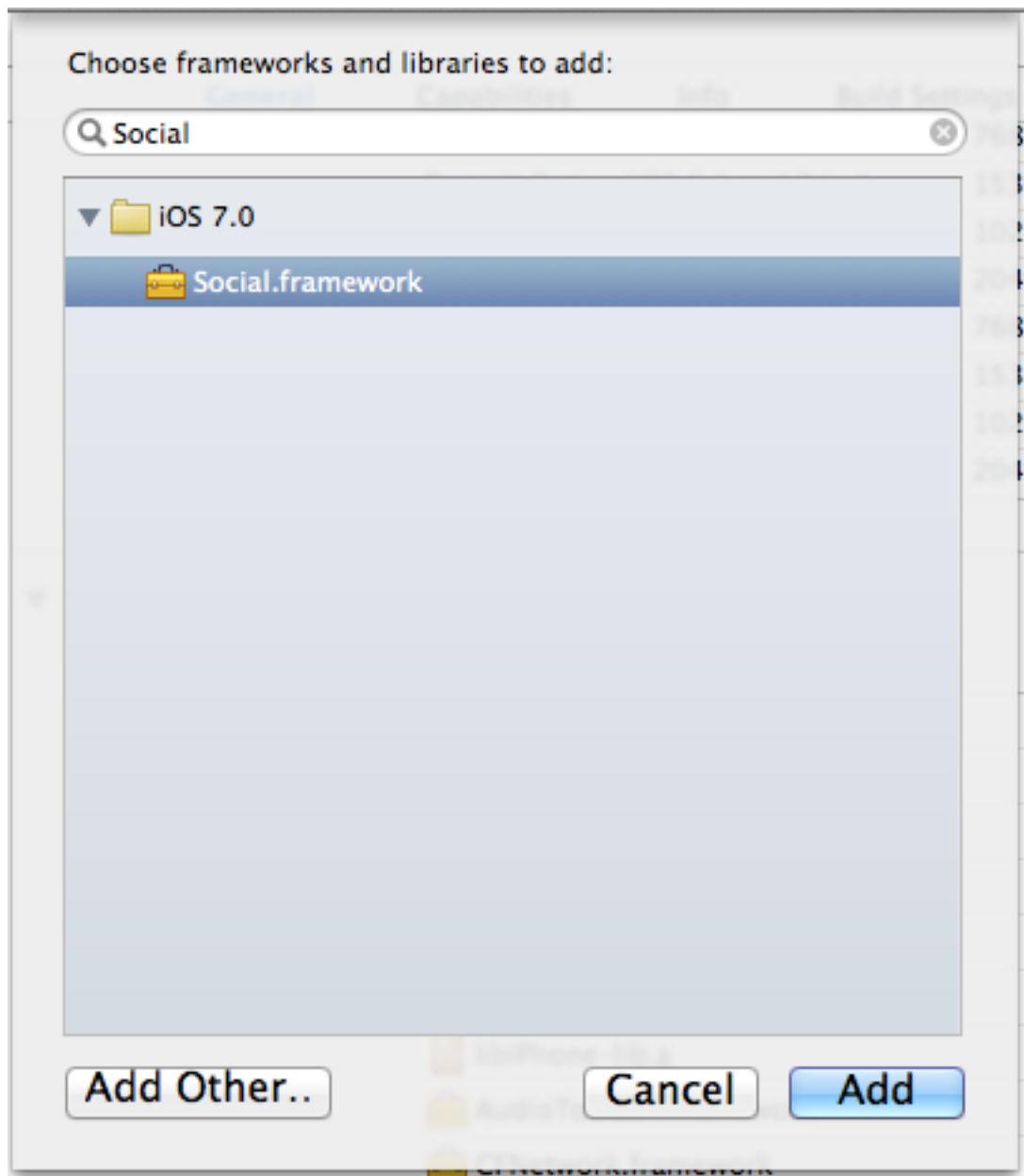


2. Once you have imported the EasySocial package into your project, you must ensure that Assets->Plugins->iOS folder contains the files listed in the screenshot below:



3. **(One time step only)** Build your project and then add the Social.framework to your generated Xcode project.





4. You are now ready to use EasySocial!

### Using EasySocial to post content

1. Check whether the app can post to the service.  
Use the appropriate `CanPostTo...()` method:  
`CanPostToTwitter();`  
`CanPostToFacebook();`  
`CanPostToSinaWeibo();`  
`CanPostToTencentWeibo();`
2. Post content to the service using any of the following methods:  
`PostToTwitter(string text, string imagePath, string urlString);`

```

PostToFacebook(string text, string imagePath, string urlString);
PostToSinaWeibo(string text, string imagePath, string urlString);
PostToTencentWeibo(string text, string imagePath, string urlString);

```

## Example Usage

The following examples post to the twitter service. Same steps apply to other services too.

### 1. Post Text only:

```

if(EasySocial.CanPostToTwitter()) {
    EasySocial.PostToTwitter("EasySocial post to twitter.", null, null);
} else {
    Debug.Log("Cannot post to twitter. Check device settings");
}

```

### 2. Post Text + URL:

```

if(EasySocial.CanPostToTwitter()) {
    EasySocial.PostToTwitter("EasySocial post to twitter.", null,
    "http://pksarena.com");
} else {
    Debug.Log("Cannot post to twitter. Check device settings");
}

```

### 3. Post Text + URL + Screenshot: (JS example)

```

if(EasySocial.CanPostToTwitter()) {
    var screenshotName : String = "SS";
    Application.CaptureScreenshot(screenshotName);
    //Easy social expects the complete path to the screenshot
    var screenshotCompletePath : String = EasySocial.CompletePathForScreenshots(screenshotName);
    EasySocial.PostToTwitter("EasySocial post to twitter with screenshot.",
    screenshotCompletePath, "http://pksarena.com");
} else {
    Debug.Log("Cannot post to twitter. Check device settings");
}

```

## Checking whether the user tapped the ‘Done’ or ‘Cancel’ button

1. **Important:** In order to check whether the user tapped the ‘Done’ or ‘Cancel’ button while making the post, the EasySocial.cs script must be attached to a GameObject in the scene.

2. Configure the events in the script which checks for the user behavior:

```

function OnEnable() {
    //register for the events.

```

*//NOTE: the events will only be called if the EasySocial.cs script is attached to a GameObject in this scene*

```
EasySocial.facebookPostEvent += FacebookEvent;
EasySocial.twitterPostEvent += TwitterEvent;
EasySocial.sinaWeiboPostEvent += SWEvent;
EasySocial.tencentWeiboPostEvent += TWEvent;
}
```

```
function OnDisable() {
    EasySocial.facebookPostEvent -= FacebookEvent;
    EasySocial.twitterPostEvent -= TwitterEvent;
    EasySocial.sinaWeiboPostEvent -= SWEvent;
    EasySocial.tencentWeiboPostEvent -= TWEvent;
}
```

3. Evaluate the result. The result can be either *SocialResult.Done* or *SocialResult.Cancelled*:

JS Example:

*//EasySocial events*

```
public function FacebookEvent(result : SocialResult) {
    Debug.Log("FB event result: " + result);
}
```

```
public function TwitterEvent(result : SocialResult) {
    Debug.Log("twitter event result: " + result);
}
```

```
public function SWEvent(result : SocialResult) {
    Debug.Log("SW event result: " + result);
}
```

```
public function TWEvent(result : SocialResult) {
    Debug.Log("TW event result: " + result);
}
```

## FAQ

1. **The CanPostTo...() method is returning false on device.**
  - a) Check whether the user has logged on to the specific service in the iOS Settings app.
  - b) Check whether the user has disabled access to the app under Settings->Privacy->Service Name.
2. **The console logs print "... too large to fit. Consult social service documentation for limits." where ... may be Text, Image or URL.**  
The social services have different limits for text, url & image size. Consult the individual service documentation available on their website & try reducing the number of characters/ image size.

### **3. This plugin is awesome! What should I do?**

Leave a review on the Asset Store & help us spread the word.

## **Advanced**

### **Plugin Architecture**

PKS\_SocialCWrapper : C Wrapper over the Objective-C methods.

PKS\_Social : Methods to expose Social framework functionality as a plugin.

PKS\_Utility : Utility methods to convert char\* to NSString\* and vice versa.

## **Suggestions/Queries?**

Please write in to [mobile@pksarena.com](mailto:mobile@pksarena.com)