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Android Goodies Docs PRO

Please read this document carefully before using the plugin.

For the full documentation please [visit the Wiki](#), or click on the class name in next section to open more detailed docs about the class. if you have any problems or lack some features please email me to leskiv.taras@gmail.com.

Running the demo scene

There is no special setup required, just add the **AndroidGoodiesExampleScene.unity** to your build settings and run it on Android device or emulator. Don't forget to change package name to your package.

AndroidManifest.xml Permissions and Jar files.

- Some of the methods or classes require you to add permissions to **AndroidManifest.xml** in **Plugins/Android** folder. Required permissions are stated below the class name.
- **android-support-v4.jar** that comes with the package is used **only for local push notifications**, you can remove it if you are not using them.
- **goodies-bridge-release.jar** is required to pick photos from gallery and other methods that require to process **onActivityResult** callback.

Features

This section is a brief overview of the functionality provided by API. Click on a class name to visit full class documentation.

App Interaction

Functionality that opens some other application to perform a certain task.

- [AGAlarmClock.cs](#) - Methods to show all alarms, set alarm with all properties or set timer.

Permissions:

- `<uses-permission android:name="com.android.alarm.permission.SET_ALARM" />`

- [AGApps.cs](#) - Open other apps, method to watch YouTube video in native app, open other app on device by package.
- [AGCalendar.cs](#) - Class that allows to create calendar event with all required params or open calendar app on the provided date
- [AGDialer.cs](#) - Dial or directly call phone number, check if user has phone app

Permissions:

- To make phone calls directly: `<uses-permission android:name="android.permission.CALL_PHONE" />`

- [AGMaps.cs](#) - Open maps location, address, check if user has maps app
- [AGSettings.cs](#) - Open any system settings screen

Permissions:

- `<!-- To open bluetooth settings on some devices -->`
- `<uses-permission android:name="android.permission.BLUETOOTH_ADMIN" />`

- [AGShare.cs](#) - Native share text, text+image, tweet, email, send SMS etc, check if user has twitter, sms, email app installed.
- [AGGallery.cs](#) - Pick photo from gallery and save image to gallery. Picking photo from gallery requires adding **AndroidGoodiesActivity** to you manifest file:
 - `<activity android:name="com.deadmosquitogames.AndroidGoodiesActivity" android:theme="@android:style/Theme.Translucent.NoTitleBar"></activity>`

Get Information

- [AGDeviceInfo.cs](#) - Various methods to get misc info
 - Inner SystemFeatures class allows to check if device has system feature available
 - Get Android Id method
 - Some android.os.Build class properties
 - Some android.os.Build\$Version class properties
 - Getting current app package
 - Checking if package is installed on device
- [AGEnvironment.cs](#) - Access to some [android.os.Environment](#) properties and methods
- [AGNetwork.cs](#) -
 - Check if internet available
 - Check if wifi enabled
 - Check if wifi connected
 - Check if mobile internet connected
 - Get wifi connection info
 - Get wifi signal level

Permissions:

To access info about network: `<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />`
To access info about wifi: `<uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />`

- [AGTelephony.cs](#) -

Permissions:

- `<uses-permission android:name="android.permission.READ_PHONE_STATE" />`

Hardware

- [AGBattery.cs](#) - Get device battery charge level
- [AGCamera.cs](#) - Take large photo or thumbnail photo from camera using intent and receive it as Texture2D, check if device has camera or certain camera feature.

Permissions: none. Requires **goodies-bridge-release.jar** in **Android/Plugins** folder.

- [AGFlashLight.cs](#) - Enable and disable camera flashlight (as torch), check if device has flashlight

Permissions:

- `<uses-permission android:name="android.permission.CAMERA" />`
 - `<uses-feature android:name="android.hardware.camera" />`
 - `<uses-permission android:name="android.permission.FLASHLIGHT"/>`
 - `<uses-feature android:name="android.hardware.camera.flash" android:required="false" />`
- [AGGPS.cs](#) - Listen to GPS location changes, check if GPS enabled, get last known location.

Permissions:

- `<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />`
- [AGVibrator.cs](#) - Check if device has vibrator, vibrate or vibrate pattern

Permissions:

- `<uses-permission android:name="android.permission.VIBRATE" />`

UI

- [AGLocalNotifications.cs](#) - Showing local notifications with info provided. Requires **android-support-v4.jar** in **Android/Plugins** folder.
- [AGUIMisc.cs](#) - Showing toasts and immersive mode methods.
- [AGAlertDialog.cs](#) - Showing native alert dialogs with buttons/radiobuttons/checkboxes
- [AGDateTimePicker.cs](#) - Showing date/time picker
- [AGProgressDialog.cs](#) - Show spinner/horizontal progress bar

Storage

- [AGFileUtils.cs](#) - Method to save Unity Texture2D to Android gallery

Other

- [AGPermissions.cs](#) - Method to check if user granted [runtime permission](#) and requesting permissions at runtime (Android 23 and higher). Requires **android-support-v4.jar** and **goodies-bridge-release.jar** in **Android/Plugins** folder.