

File Browser

Native file browser for standalone



[Documentation](#)

crosstales LLC

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Thank you for using our asset "File Browser"!

If you have any questions about this asset, send an email to fb@crosstales.com.

Please don't forget to rate it or write a little review – it would be very much appreciated.

1. Overview

File Browser is a wrapper for native file dialogs on Windows, macOS and Linux.

If you need support or a file browser for **UWP (WSA)** consider buying the **PRO** edition:

<https://www.assetstore.unity3d.com/#!/content/98713>

2. Features

- Works with **Windows, macOS, Linux** and **UWP (WSA)**¹ in editor and runtime
- Open **file/folder**, **save file** dialogs supported
- **Multiple file** selection
- **Multiple folder** selection on **macOS** and **Linux**
- File extension **filters**
- Powerful [API](#) for **maximum control**!
- Detailed **demo scenes**!
- Comprehensive [documentation](#)!
- Compatible with **Unity 5.6 – Unity 2019**
- Full **C# source code**!

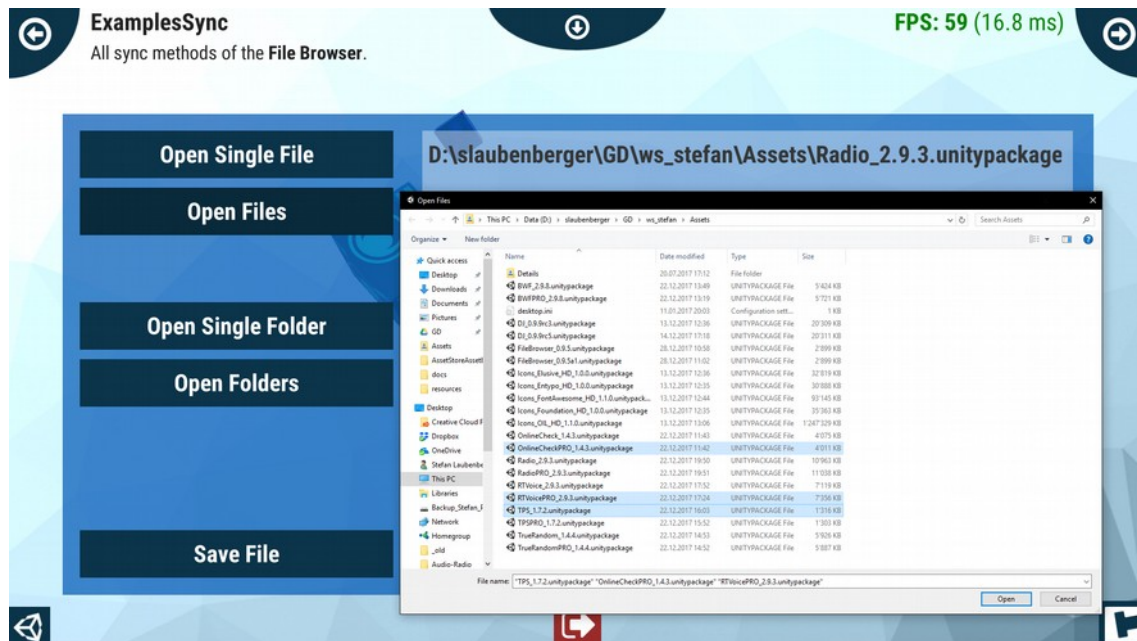
¹ Only in the [PRO version](#)

3. Demonstration

The asset comes with two demo scenes to show the main usage.

3.1. ExampleSync

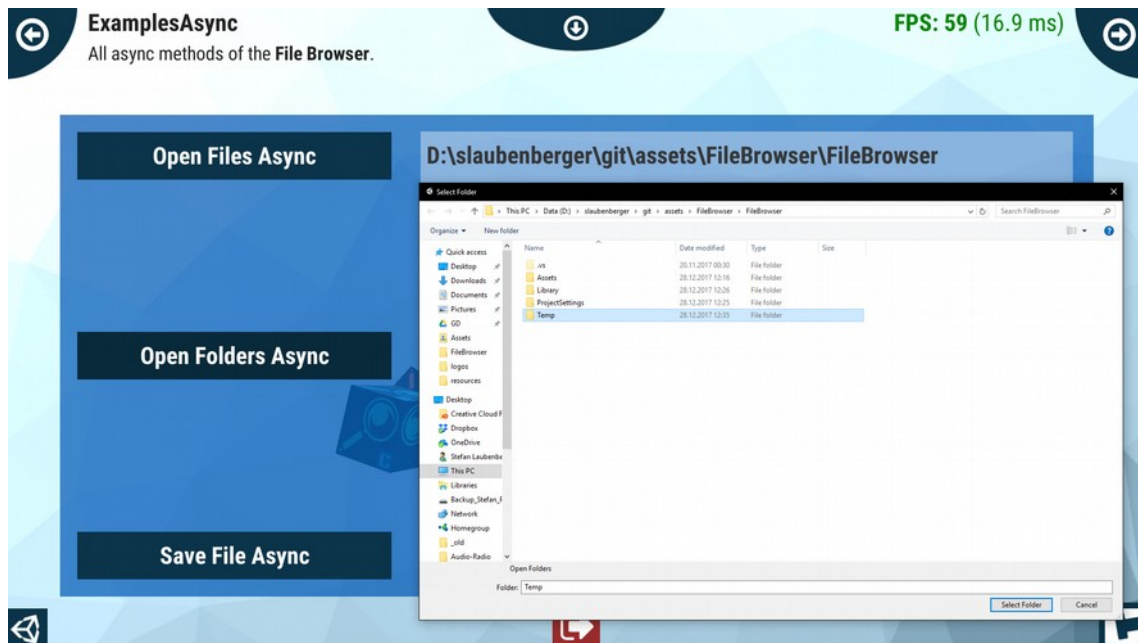
This scene shows open files/folders and a save dialogues.



3.2. ExampleAsync

This scene shows asynchronous open files/folders and a save dialogues.

Note: async methods are currently disabled



4. API

The asset contains various methods and the most important are explained here.
Make sure to **include** the **name space** in your relevant source files:

```
using Crosstales.FB;
```

4.1. Open single file

```
public void openSingleFile() {  
    string path = FileBrowser.OpenSingleFile("txt");  
  
    Debug.Log("Selected file: " + path);  
}
```

4.2. Open multiple files

```
public void OpenFiles() {  
    string extensions = "";  
  
    string[] paths = FileBrowser.OpenFiles("txt");  
  
    foreach (string path in paths)  
    {  
        Debug.Log("Selected file: " + path);  
    }  
}
```

4.3. Open single folder

```
public void openSingleFolder() {  
    string path = FileBrowser.OpenSingleFolder();  
  
    Debug.Log("Selected folder: " + path);  
}
```

4.4. Open multiple folders

```
public void openFolders() {  
    string[] paths = FileBrowser.OpenFolders();  
  
    foreach (string path in paths)  
    {  
        Debug.Log("Selected folder: " + path);  
    }  
}
```

Note: this works doesn't work under Windows

4.5. Save file

```
public void SaveFile() {  
    string path = FileBrowser.SaveFile("MyFile", "txt");  
  
    Debug.Log("Save file: " + path);  
}
```

4.6. Complete API

Please read the [FileBrowser-api.pdf](#) for more details.

5. Verify installation

Check if File Browser is installed:

```
#if CT_FB  
    Debug.Log("File Browser installed: " + Util.Constants.ASSET_VERSION);  
#else  
    Debug.LogWarning(" File Browser NOT installed!");  
#endif
```

6. Upgrade to new version

Follow this steps to upgrade your version of "File Browser":

1. Update "File Browser" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/Plugins/crosstales/FileBrowser" folder from the Project-view
3. Import the latest version downloaded from the "Unity AssetStore"

7. Important notes

7.1. Windows

- Unity 2018 and newer: **.NET 4.6** api compatibility level required
- Unity 5.6 - 2017: **.NET 2.0** api compatibility level required
- IL2CPP is currently not supported

7.2. macOS

Sync calls can throw exceptions in development builds after the panel loses and gains focus. Use async calls to avoid this.

8. Problems, improvements etc.

If you encounter any problems with this asset, just [send us an email](#) with a problem description and we will try to solve it.

We will try and make a version for all platforms as well, please bear with us.

9. Release notes

See "VERSIONS.txt" under "Assets/Plugins/crosstales/FileBrowser/Documentation".

10. Credits

Partially based on:

<https://github.com/gkngkc/UnityStandaloneFileBrowser>

Windows dialogs:

<http://www.ookii.org/software/dialogs/>

11. Contact and further information

crosstales LLC

Schanzeneggstrasse 1

CH-8002 Zürich

Homepage: <https://www.crosstales.com/>

Email: fb@crosstales.com

AssetStore: <https://goo.gl/qwtXyb>

Forum: <https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/>

Documentation: <https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf>










API: <https://www.crosstales.com/media/data/assets/FileBrowser/api/>

Windows-Demo: https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip

Mac-Demo: https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip

Linux-Demo: https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_linux.zip

12. Our other assets

 <p><u>Bad Word Filter</u></p>	<p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p>
 <p><u>DJ</u></p>	<p>DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.</p>
 <p><u>Online Check</u></p>	<p>You need a reliable solution to check for Internet availability? Here it is!</p>
 <p><u>Radio</u></p>	<p>Radio allows implementing free music from Internet radio stations into your project..</p>
 <p><u>RSockpol</u></p>	<p>Reliable Socket Policy Server which acts as replacement for Unitys own „sockpol.exe“.</p>
 <p><u>RTVoice</u></p>	<p>RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.</p>
 <p><u>TPS</u></p>	<p>Turbo Platform Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.</p>
 <p><u>True Random</u></p>	<p>True Random can generate "true random" numbers for you and your application. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs.</p>
 <p><u>Turbo Backup</u></p>	<p>Turbo Backup is the fastest and safest way to backup your Unity project. It only stores the difference between the last backup, this makes it incredible fast.</p>

