EasyWebViewTexture For Android

Note: Multimedia, such as Youtube or Video does not work.

Editor On the Android Platform API can not be used …. Only works with Android devices.

Supports Android 4.0 or later.

This plug-in has been using a WebView Class of Android.
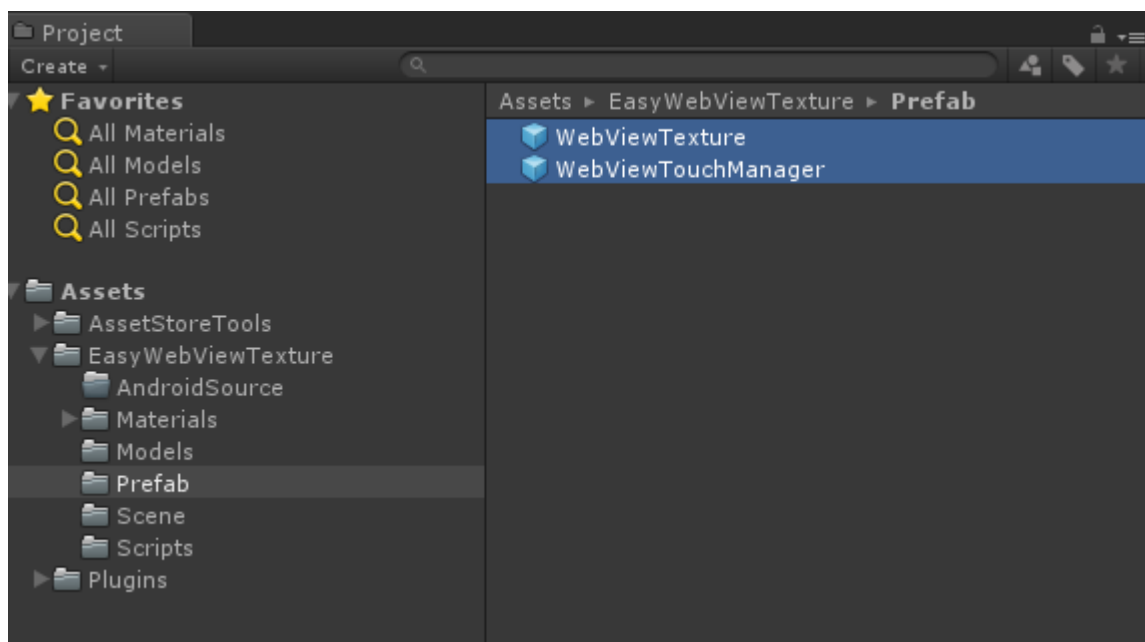
It is a plug-in that will process the screen of WebView of Android to the texture-like.

Touch operation is also available. (Note: If you use a touch of many objects, there is a possibility that a decrease in system performance occurs.)
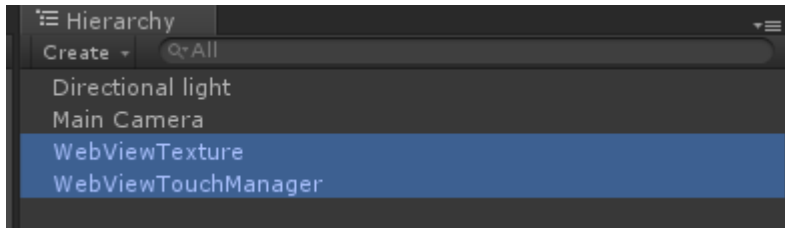
Contains Android Java Source. (If necessary, you can use to modify.)
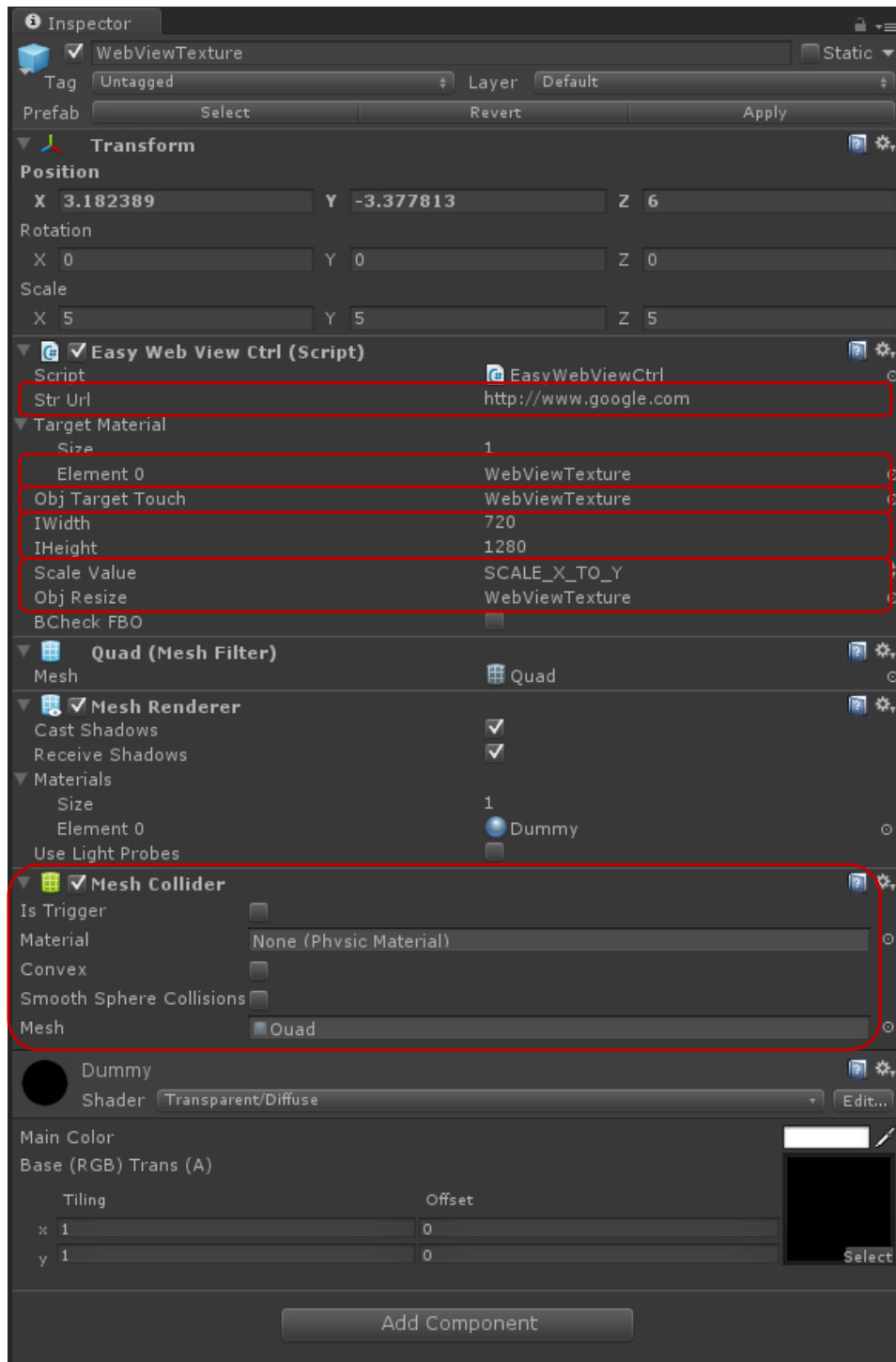
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➔ Select two of Prefab from Prefab folder.

➜ Insert the selected Prefab in Hierarchy.

1. Str Url: Enter the address you want to use.
2. Target Material: Insert the GameObject to try to change the texture
3. Obj Target Touch: Insert the GameObject to receive touch input. (The GameObject will need to have a Mesh Collider.)
4. IWidth, IHeight: Set the size of the texture.
5. ScaleValue, ObjResize: Choose the GameObject that automatically adjusts the size and scale direction.
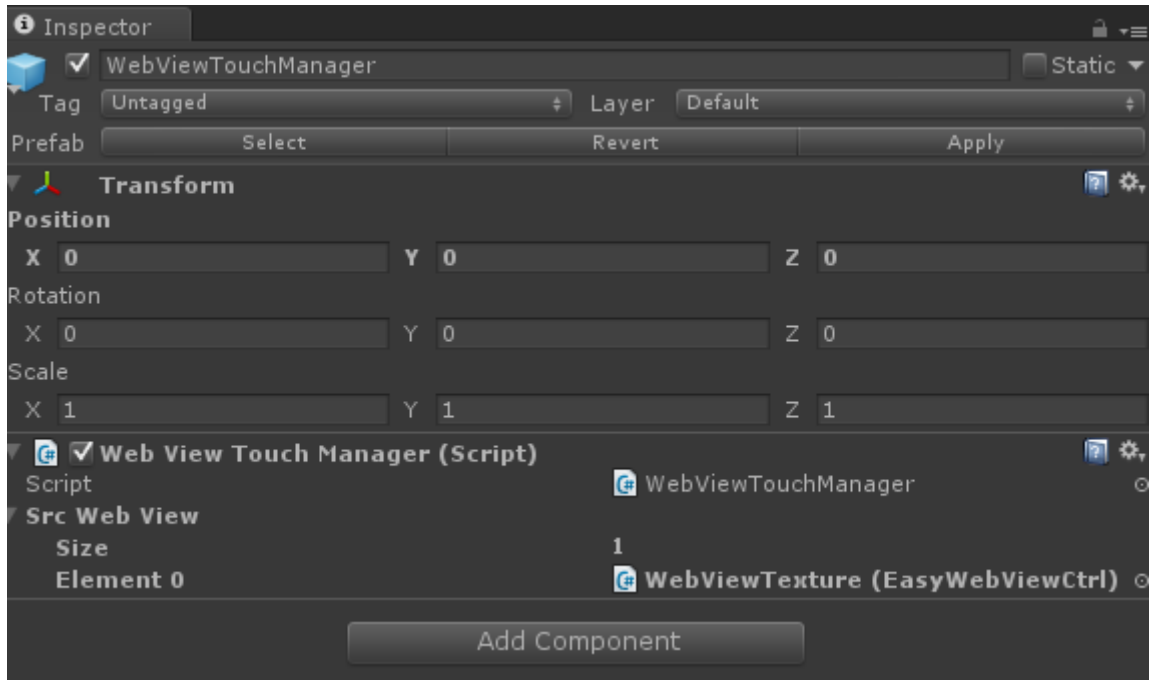
➜ Insert the GameObject that have EasyWebViewCtrl script.

Since then, please check the operation at Build after Android Device.

you use other plug-ins, please add the following to the androidmanifest.xml.

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

<meta-data android:name="unityplayer.ForwardNativeEventsToDalvik" android:value="true" />

(Add MainActivity)
android:hardwareAccelerated="true"