

Contacts for Android

Plugin will allow developers to fetch contacts from the address book of the device and use them in their application. Plugin fetches the contacts asynchronously so the UI of the game will not freeze and after fetching all contacts it will send a message to unity that all contacts are fetched. Developers can also use native contacts pickers for picking a contact. Read this document carefully. Take a look at the DemoScene in Scenes folder.

SetUp

Import the asset package in the assets folder. Ensure that following files exists in Plugins/ Android/ folder :

1. ContactsPlugin.aar

API Doc

To check the contacts permission use the following code :

ContactsBridge.checkContactsPermission();

Developers can use this API to check whether a user has given contacts permission to the app or not. Before invoking this api use

setUnityGameObjectNameAndMethodName api to set the callback method.

Developers will receive the status of contacts permission in the callback method.

Developers will receive either of the following message in the callback method :

1. Permission Granted
2. Permission Not Granted

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To request the contacts permission use the following code :

ContactsBridge.requestContactsPermission();

Developers can use this API to request for the contact permission from the user. This api will pop up a native dialog to the user where users can give permission to the application for the contacts. Before invoking this api use

setUnityGameObjectNameAndMethodName api to set the callback method.

Developers will receive the status of contacts permission in the callback method.

Developers will receive either of the following message in the callback method :

1. Permission Granted
2. Permission Not Granted

//-----

To start fetching contacts in background the following code :

ContactsBridge.startFetchingRequest();

Developers can use this API to start fetching the contacts from the address book. Plugin will start fetching the contacts in the background. Once the contacts are fetched, the plugin will send a message to the unity that contacts are fetched successfully. Before invoking this api use

setUnityGameObjectNameAndMethodName api to set the callback method.

Developers will receive following callback message once contacts fetched successfully :

1. Contacts Fetched Successfully

If user has not given permission then this method will send following callback message :

1. Permission Not Granted

//-----

To get list of contacts in unity use the following code :

ContactsBridge.getContactList();

Developers can use this API to get a list of contacts. Before invoking this api use **setUnityGameObjectNameAndMethodName** api to set the callback method. Developers will receive list of contacts separated by “#####”. Each contact will have two components name of the contact and number of the contact. Name and number will be separated by “##,##”. So for example two contacts have name abc, def with numbers 12345, 67890 so message will be **abc##,##12345#####def##,##67890**. This method will be sending the contacts in group of 5. So developers need to create the list of all the contacts at unity end. Developers can refer **parseContactLis** method of **UnityReceiveMessages.cs**.

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To open native contacts picker in unity use the following code :

Developers can use this API to open the native contacts picker in unity. When users select a contact from the list then unity scene will receive the selected contact's name and mobile number separated by “##,##” from the native plugin. Before invoking this api use **setUnityGameObjectNameAndMethodName** api to set the callback method. Please refer to the **SelectedContact** switch case in **passCallbackMessages** method of **UnityReceiveMessages.cs**.

Please refer **passCallbackMessages** method of **UnityReceiveMessages.cs** for the list of possible callback string and how to use them

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