WebGL Native File Browser

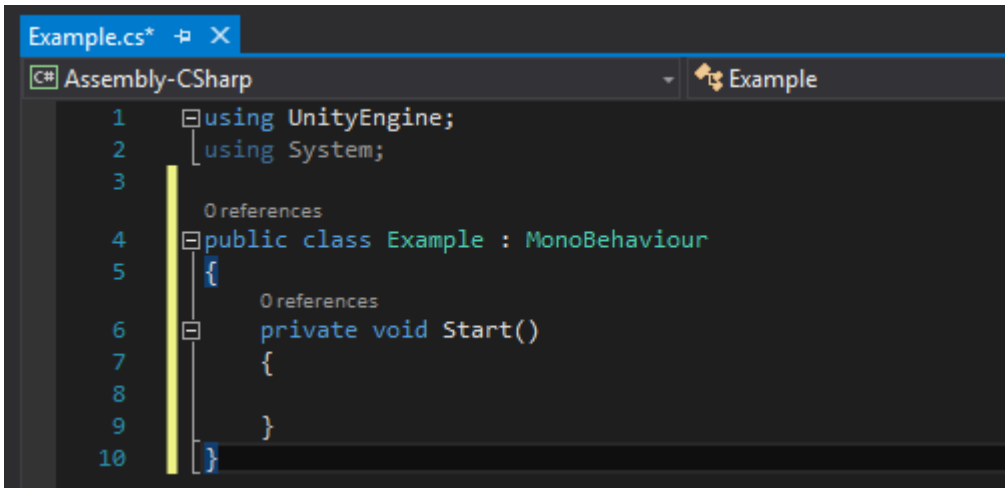
- Intro:

  WebGL Native File Browser a tool for Unity which provides functionality for:
  • Native File Browser for WebGL
  • Uploading Local Files into Unity app from the web

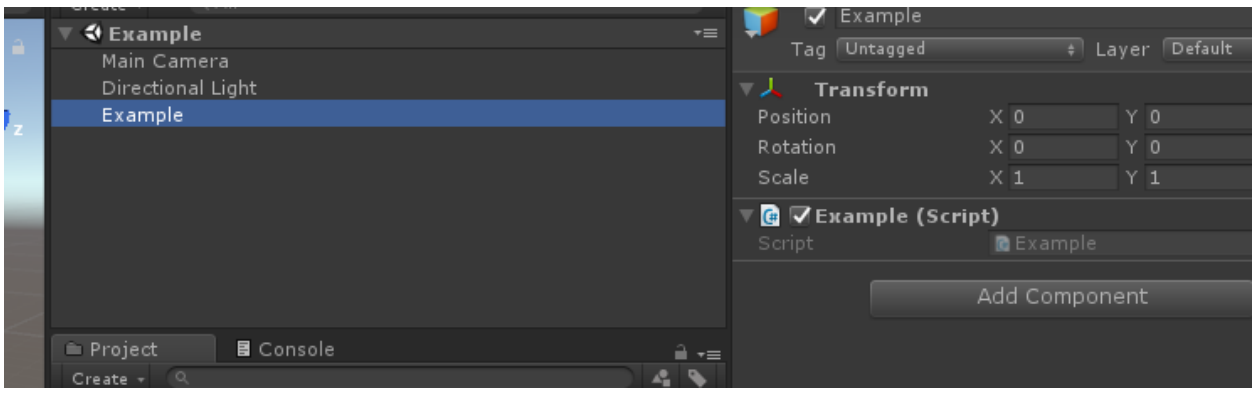
- How to use:

  Create you first an app example:

  Create the script with and name it ‘Example’:



  Attach it on Example object that was created in scene:



  Make handler for the Button onClick event:

```
1 reference
private void OpenFileDialogButtonOnClickHandler()
{
    FileBrowserDialogLib.FileWasOpenedEvent += FileWasOpenedEventHandler;
    FileBrowserDialogLib.OpenFileDialog();
}
```

Subscribe on event **`FileWasOpenedEvent`** via handler:

```
private void FileWasOpenedEventHandler(byte[] data, string name, string resolution)
{
    if(resolution.Contains(".png") || resolution.Contains(".jpeg") || resolution.Contains(".jpg"))
        contentRawImage.texture = FileBrowserDialogLib.GetTexture2D(data, name);

    fileNameText.text = name;
    fileInfoText.text = "File Name: " + name + "\nFile Resolution: " + resolution;

    FileBrowserDialogLib.FileWasOpenedEvent -= FileWasOpenedEventHandler;
}
```

For call the Native File Browser you should use **`FileBrowserDialogLib.OpenFileDialog();`** method.

For handle the data from the uploaded file into Unity you can write code like in the example:

```
if(resolution.Contains(".png") || resolution.Contains(".jpeg") || resolution.Contains(".jpg"))
    contentRawImage.texture = FileBrowserDialogLib.GetTexture2D(data, name);

fileNameText.text = name;
fileInfoText.text = "File Name: " + name + "\nFile Resolution: " + resolution;

FileBrowserDialogLib.FileWasOpenedEvent -= FileWasOpenedEventHandler;
```

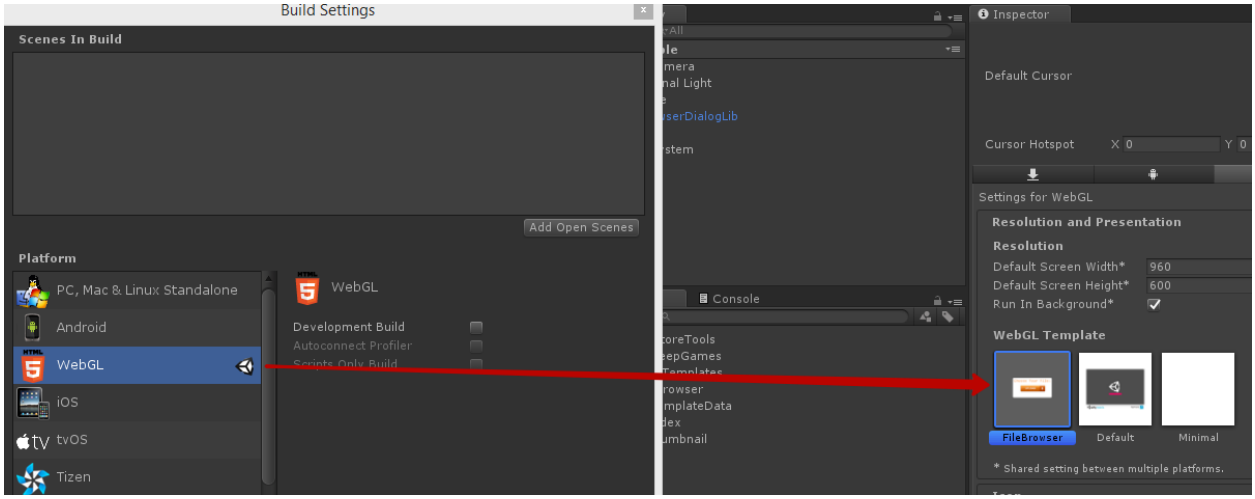
Where **resolution** is type of the uploaded file. **name** is name of file. **data** is the (binary)data of the file in bytes.

For setting the filename, file resolution and the image(if file is the image) you can write this code:

```
0 references
public class Example : MonoBehaviour
{
    public RawImage contentRawImage;

    public Button openFileDialogButton;

    public Text fileNameText,
                fileInfoText;

    0 references
    private void Start()
    {
        openFileDialogButton.onClick.AddListener(OpenFileDialogButtonOnClickHandler);
    }
```

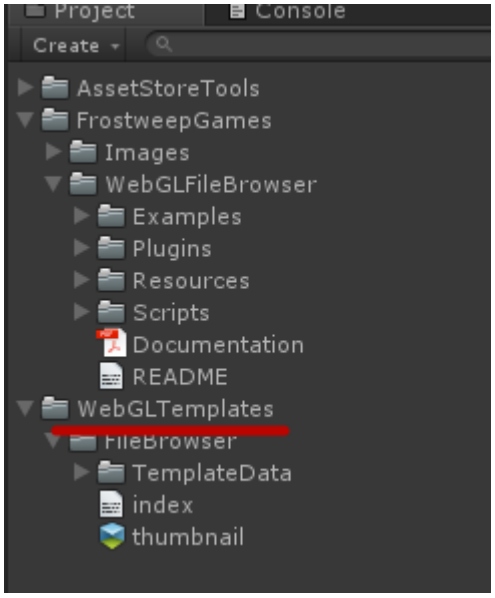
Where **RawImage** needs for the settings the image with type **Texture2D** into Unity UI.

For correct working of the plugin you should use Custom WebGL Template:

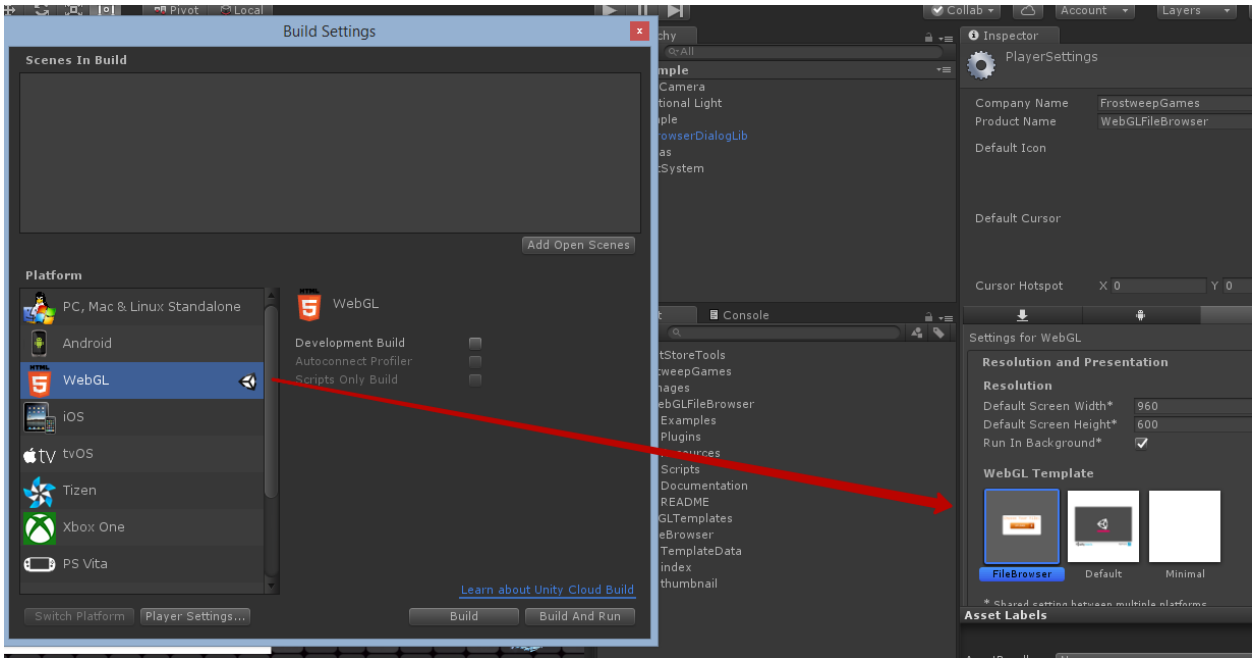


Warning:

Before building on WebGL you should move WebGLTemplates folder in the root folder of the project:



Then Select the template in the Player Settings:



- Versions changes:

  1.0 – Implemented WebGL Native File Browser