# File Dialog Explorer

**4th** version 2020

# Official Documentation

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#### About

File Dialog Explorer is an Unity plugin to browse, edit and control files & directories in your drives. FDE allows you to read any file of any format & stream target data to specific component like reading image data [to sprite, UI Image...], reading text data [to TextMesh, UIText...], reading to C# variable, opening in explorer and more. The protection of your files in **FDE** is very high and you are very free to customize Dialog options if the user is able to create new files/ folders in specific directory or if is able to even manipulate with files/folders via dialog. There are many possibilities and it's just up to you how you use them.

## **Application**

To create simple **File Dialog Explorer**:

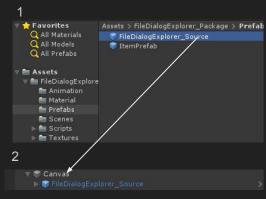
Use built-in Prefab in FileDialogExplorer\_Package/Prefabs.

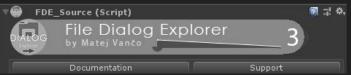
Just drag and drop prefab to exist Canvas.

Make sure you have read the documentation carefully!

#### Notice

Do not edit, rename or change hierarchy of the File Dialog Explorer GameObject Prefab. The main script is built for the specific hierarchy order of the FDE. But you can deactive/ active objects, change their look or even position/ scale.





## **API**

```
public void Action SHOW DIALOG(string)
- Show dialog panel with starting path
[leave it empty if you want to load default path]
public void Action CLOSE DIALOG()
- Close dialog panel
public void Action ChangeClickFileAction(FileAction)
- Change 'after click' action (when user presses file)
public void Action ChangeClickFileAction(int)
- Change 'after click' action in 'int' (when user presses file)
<u>List of actions:</u> (Each action represents it's index)
Open, OpenInExplorer, Text_ReadToVariable, Text_ReadTo3DText, Text_ReadToUIText,
Image_ReadImageToSprite, Image_ReadImageToUIImage, Image_ReadImageToRenderer,
CustomEvent
public void Action ChangeReadFileAction( ReadType)
- Change 'read type' action (when user presses file)
public void Action ChangeReadFileAction(int)
- Change 'read type' action in 'int' (when user presses file)
List of actions: (Each action represents it's index)
ReadFileContent, ReadFileName, ReadFileNameWithoutExtension, ReadFileExtensionOnly,
ReadFullFilePath, ReadFullFilePathWithoutFileName, ReadFileSizeInBytes,
ReadFileSizeInKiloBytes, ReadFileSizeInMegabytes
```

You can also use Tooltips if you move your cursor over any variable in the Inspector to see hints.

#### Content

Default startup path (otherwise you can edit your own startup path) •

If enabled, dialog will show up after start •

If disabled, dialog will be closed after action click •

If enabled, user will be able to use Right Mouse Button to create, edit or copy files/ folders in drives • [Recommended: enabled] If enabled, you won't be able to manipulate with exist files/folders in your computer. • But you will be able to manipulate with files/folders created in Dialog Explorer by you

Enable history dialog (show recently opened folders) •

- Show history dialog on application startup •
- Show history folders name only (without full path) •

Show loading panel with cancel button while loading folder content •

Default extension for created files •

- Default files image •
- Default folders image •
- Max stored history folders (max recent folders, 100 recommended)
  - Max image size •

[sometimes it might take longer to load image, if the size is beyond the limit, the Default Image will be assigned]

Registered custom extensions with custom images •

- Custom font for FDE text style •
- File item prefab (use created prefab)
  - Actions 'After File Click' •
- Read type (read file content? name? size? extension? full path?...) •

Default Dialog Path Application Startup Enable Dialog On Startup Keep Dialog On Action Enable Data Customization High Protection Level Enable History Dialog Show History Dialog On Start Show History Folders Name Only 🗸 Show Loading Panel 1 Default Extension Default Files • File Default Folders Folder Max Stored History Folders Max Image Size [kb] Default Image : TooBig Registered Extensions Use Custom Font FDE File Prefab 1 ItemPrefab Selected Action - Text\_ReadTo3DText Text\_Read To 3D Text Action Type Enter 3D Text Mesh Object None (Text Mesh) Read Type Read File Content After click - selected file will transfer data to the 3D text mesh

### **FAQ**

- Is FDE compatible with mobile device?
   Yes, FDE supports mobile devices
- Does FDE work in Unity 2018?
   Yes, FDE works in Unity 2017 and newer
- Do I need any programming experiences?
   No, you don't need any programming experiences.
   But the API for advanced functions is fully available
- Does FDE contain example scenes?
   Yes, FDE does contain example content
   You can also try the example demo scene here

If you have any more questions, contact me here right away!

# Thank you

Thank you for reading and I hope I saved your time by this little Unity plugin!

If you have any issues or questions, do not hesitate and contact me **here**.



