

## **Sunshine Android Native Gallery:**

Just import the package in your unity project and you are ready to use the plugin. Then do the following:

1. Drag and drop the “Gallery Item Picker” prefab from “Plugins / SunShine Android Native Gallery / Prefab / Gallery Item Picker” in the project.
2. Drag and drop the “Gallery Item Panel” prefab from “Plugins / SunShine Android Native Gallery / Prefab / Gallery Item Panel” in the Canvas of your project. It is for showing the picked Items.

Very Easy to use. To understand the code and implementation you just need to show the “TestGallery.cs” script. Here there is a function named “OpenGallery”. In this function We call our native Gallery open code.

To understand the plugin just explore the demo scene.