

WRP Dialog Box and Toast for Android

or Unity Android Projects

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Please read this read me thoroughly as it contains vital information for setting up the project.

1. Import the package to a Unity Android project.
2. Place the icon file for dialog box in .png format in Assets>Plugins>Android>res>drawable folder.
Also keep in mind the following rules:

- Make sure that the image file name consists only of lower case alphabets (a - z), numbers (0 - 9) and / or the underscore (_). Uppercase case characters and spaces are not allowed.
- You can make other folders besides the "drawable" folder, named drawable-hdpi, drawable-ldpi, drawable-mdpi, drawable-xhdpi and drawable-xxhdpi. You can place different resolution images in these folders to be used for different resolution devices, depending on display resolutions.

For example:

```
res/drawable-mdpi/test_dialog_icon.png // for medium density
res/drawable-hdpi/test_dialog_icon.png // for high density
res/drawable-xhdpi/test_dialog_icon.png // for extra high density
```

3. Run the demo scene (Plugins>AndroidDialogAndToast>TestScene>TestScene) and take a look at the GuiManager.cs script (Plugins>AndroidDialogAndToast>TestScene>Script) and AndroidDialogAndToastBinding.cs (Plugins>AndroidDialogAndToast>Script) to check out the working of the plugin.

Usage:

1. Drag and drop the AndroidVideoPlayer prefab from the Project pane (Assets>Plugins>AndroidVideoPlugin>Prefab>AndroidDialogAndToast) to the Hierarchy pane in Unity.
2. Call the functions on this object like following:

```
AndroidDialogAndToastBinding.instance.toastShort( TestMessage );
```

List of Functions:

public void dialogBoxWithThreeButtons(string title, string message, string positiveButtonText, string negativeButtonText, string neutralButtonText, string iconName, string Tag)

- To show a dialog box with three buttons
- Set arguments to change the text of dialog box
- Set 'iconName' as the name of the icon file in drawable folder. No icon will be set if the string 'iconName' will not match with the name of the file.
- Set a 'Tag' to identify your dialog box in callback functions.
- On pressing positive button (Left Most), 'pressedPositive' function will be called
- On pressing neutral button (Mid One), 'pressedNeutral' function will be called
- On pressing negative button (Right Most), 'pressedNegative' function will be called

public void dialogBoxWithTwoButtons(string title, string message, string positiveButtonText, string negativeButtonText, string iconName, string Tag)

- To show a dialog box with two buttons
- Set arguments to change the text of dialog box
- Set 'iconName' as the name of the icon file in drawable folder. No icon will be set if the string 'iconName' will not match with the name of the file.
- Set a 'Tag' to identify your dialog box in callback functions.
- On pressing positive button (Left Most), 'pressedPositive' function will be called
- On pressing negative button (Right Most), 'pressedNegative' function will be called

public void dialogBoxWithOneButton(string title, string message, string positiveButtonText, string iconName, string Tag)

- To show a dialog box with a single button
- Set arguments to change the text of dialog box
- Set 'iconName' as the name of the icon file in drawable folder. No icon will be set if the string 'iconName' will not match with the name of

the file.

- Set a 'Tag' to identify your dialog box in callback functions.
- On pressing the dialog single button, 'pressedPositive' function will be called

public void toastLong(string message)

- To show a text in toast for long duration

public void toastShort(string message)

- To show a text in toast for short duration

One of the following event is called when a button of dialog box will be pressed.

```
public static event Action <string> pressedPositiveEvent;  
public static event Action <string> pressedNegativeEvent;  
public static event Action <string> pressedNeutralEvent;
```

These events are listed near the end of the AndroidDialogAndToastBinding.cs file (Plugins>AndroidDialogAndToast>Script).

For more Unity plugins and tools, please visit our [website](#).

For further queries or information, please email us at unitysupport@werplay.com.

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