

# Mobile Native Popups for Unity plugin

Welcome to Mobile Native Popups for Unity! This plugin provides easy access from Unity to the native functionality of iOS and Android for displaying popups. We take care of the scary native integration details for you.

**Important:** Plugins in general do not work in the Simulator. This one is no exception and will fail with an *EntryPointNotFoundException*. Please do all the testing on a real device.

## Documentation

In order to access the functionality provided by Mobile Native Popups, you need to import the Asset Store package into your project. This will give you access to the classes in the `TheNextFlow.UnityPlugins` namespace. From there, opening native popups from the C# side is as easy as calling the appropriate function.

The `MobileNativePopups` class exposes a single set of APIs for accessing common functionality across iOS and Android. If this does not suffice your needs you can access the `IosNativePopups` and `AndroidNativePopups` classes directly.

The available functionality per platform is described in the next section.

You can find a sample scene in the package called `TestScene` with examples of every functionality available in the plugin.

## Cross-platform

The `MobileNativePopups` class exposes functionality to create popups with 1, 2 and 3 buttons:

```
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string cancel,  
    Action onCancel);  
  
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string ok,  
    string cancel,  
    Action onOk,  
    Action onCancel);  
  
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string ok,  
    string neutral,  
    string cancel,  
    Action onOk,  
    Action onNeutral,  
    Action onCancel);
```

## iOS

The `IosNativePopups` class exposes functionality to create popups with any number of buttons:

```
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string cancelButtonTitle,  
    string[] otherButtonTitles,  
    CompletionHandler completion);
```

## Android

The `AndroidNativePopups` class exposes functionality to create more types of popups (date pickers, time pickers, progress dialogs and toasts):

```
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string cancel,  
    Action onCancel);  
  
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string ok,  
    string cancel,  
    Action onOk,  
    Action onCancel);  
  
public static void OpenAlertDialog(  
    string title,  
    string message,  
    string ok,  
    string neutral,  
    string cancel,  
    Action onOk,  
    Action onNeutral,  
    Action onCancel);  
  
public static void OpenDatePickerDialog(  
    int year,  
    int month,  
    int day,  
    Action<int, int, int> onDateSet);  
  
public static void OpenTimePickerDialog(  
    int hour,  
    int minute,  
    bool use24HourFormat,  
    Action<int, int> onTimeSet);  
  
public static void OpenProgressDialog(  
    string title,  
    string message);  
  
public static void CloseProgressDialog();  
  
public static void OpenToast(  
    string text,  
    ToastDuration duration);
```

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