File **D**ialog **E**xplorer

6th version 2021

Official Documentation
by Matej Vanco

DIALOG

Explorer

Version 6 *[27.6.2021]*

Updated API •
Added Video Player Support •
Updated Browsing Security •
Minor Code Refactor •
Updated Custom Event Trigger •
Improved File Protection •
Ready for Unity 19,20,21 •

About

File **D**ialog **E**xplorer allows you to browse, edit and control your computer folders & files with user-friendly settings directly in Unity Engine. You can read any file of any format & stream certain data to specific component such as reading image data *[to sprite, UI Image]*, reading text data *[to TextMesh, UI Text]*, reading to C# variable, reading to video player, 'open in explorer' and more. The FDE offers a few options related to file protection which prevents any file loss or file malfunction. It's also possible to create, duplicate, rename & remove any file or directory. However, be careful using the 'data customization' feature as you can easily remove any kind of data of any size.
The dialog is built modularly, so it's possible to change the dialog style on your own.

Application

To create a simple **File Dialog Explorer**:

Use built-in Prefab in
***FileDialogExplorer_Package/Prefab*s.**
(Just drag and drop the 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 style or even position/ scale.
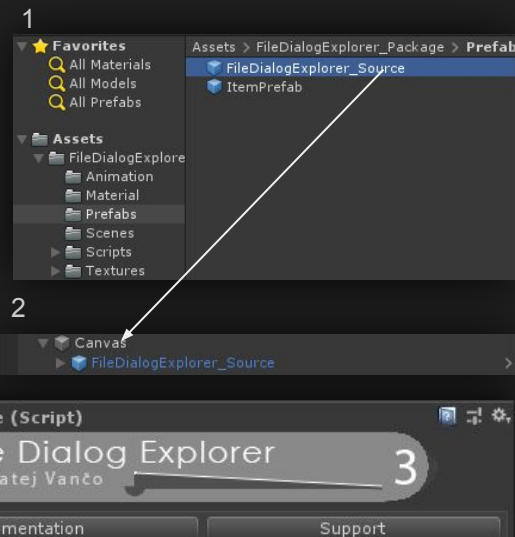
API

public void Action_SHOW_DIALOG(string)

- Show dialog panel with starting path
[leave the parameter 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)
List of actions: *(Each action represents it's index)*
Open, OpenInExplorer, Text_ReadToVariable, Text_ReadTo3DText, Text_ReadToUIText,
Image_ReadImageToSprite, Image_ReadImageToUIImage, Image_ReadImageToRenderer,
CustomEvent, Video_ReadVideoToVideoPlayer

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

```
 80        public GameObject FDE_ItemPrefab;
 81
 82        public _FileAction File_Action = _FileAction.Open;
 83        public _ReadType ReadType = _ReadType.ReadFileContent;
 84
 85        protected List<string> Disallowed_Folders = new List<string> { "$recycl
 86
 87        //----------Script content - UI requirements
 88    ⊞   UI Content
125
126        //----------Internal Functions
127    ⊞   Internal Variables
133
134        //----------Action Requirements
135    ⊞   Required Actions
155
156        //----------Start - Setting up dialog
           0 references
157    ⊞   void Awake () ...
186
187        //----------Public functions
188    ⊞   Actions - Public
238
239
240        //----------Movement of the dialog
241    ⊞   Dialog Drag Drop
254
255        //----------Correction of Dialog UI & Functionality
256    ⊞   Internal - Set Up Dialog Content
448
449        //----------DIALOG Content Refresher [Back, Add file etc]
450    ⊞   Dialog Content Refresher
1000
1001       //----------After File click functions
1002   ⊞   AfterFile Click processes
1183
1184       //----------Error
           6 references
1185   ⊞   private void FDE_Error(string Exception) ...
1190   }
```

Content

Default startup path (otherwise you can edit your own startup path) •
   Default Dialog Path
   Application Startup   ☑

If enabled, dialog will show up after start •
If disabled, dialog will be closed after action click •
   Enable Dialog On Startup   ☑
   Keep Dialog On Action   ☑

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 Data Customization   ☑
   High Protection Level   ☑

Enable history dialog (show recently opened folders) •
Show history dialog on application startup •
Show history folders name only (without full path) •
   Enable History Dialog   ☑
   Show History Dialog On Start   ☑
   Show History Folders Name Only   ☑

Show loading panel with cancel button while loading folder content •
   Show Loading Panel   ☑

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]
   Default Extension   txt
   Default Files   File
   Default Folders   Folder
   Max Stored History Folders   25
   Max Image Size [kb]   1024
   Default Image   TooBig

Registered custom extensions with custom images •
Custom font for FDE text style •
   ▸ Registered Extensions
   Use Custom Font

File item prefab (use created prefab) •
   FDE File Prefab   ItemPrefab

   🖱 Selected Action - Text_ReadTo3DText

Actions 'After File Click' •
   Action Type   Text_Read To 3D Text
   Enter 3D Text Mesh Object   None (Text Mesh)

Read type (read file content? name? size? extension? full path?...) •
   Read Type   Read File Content
   After click - selected file will transfer data to the 3D text mesh.

FAQ

- Is FDE compatible with mobile devices?
  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.
  However if you know coding, the API for advanced functions
  is fully available and the source code is well described

- Does FDE contain example scenes?
  Yes, FDE does contain example content
  You can also try the example demo scene here

- Is FDE compatible with WebGL?
  No, FDE is not compatible with WebGL as the WebGL has
  browsing local data 'privacy-protection'.

- Can I stream a video via FDE?
  Yes, since the FDE v6 came out, the video streaming is now
  available!

If you have any more questions, contact me!

Thank you

You are welcome to join my official Discord
channel for realtime support.

Just click the image below.

If you don't like Discord, you can contact
me directly [here](#).

by Matej Vanco 2017-2021