

Resumable File Downloader Documentation

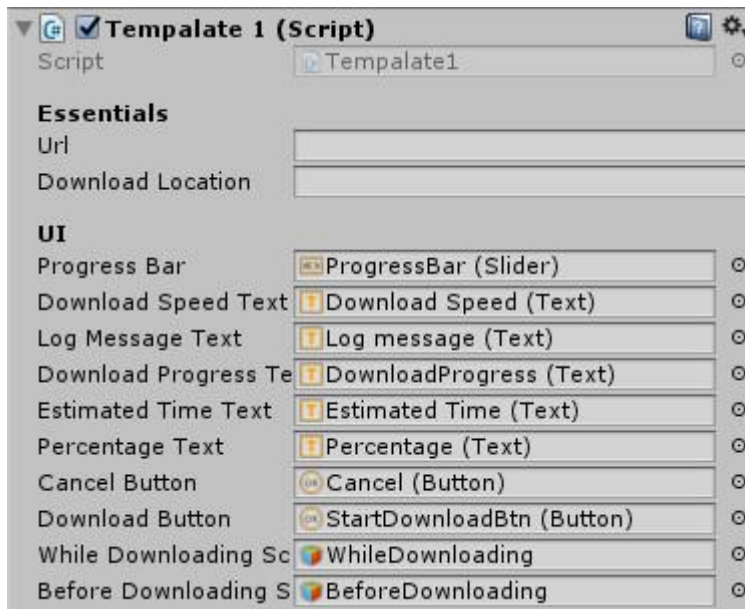
Property	Usage	
➔ namespace ribit.utils		
➔Public class DownloadClient		
Public class DownloadClient();	DownloadClient(string Url,string FileLocation,DownloadMode mode); DownloadClient(string Url,string FileLocation,DownloadMode mode,byte[] Buffer);	Creates a new instance with given parameters.
Public void DownloadFileAsync();	DownloadClient Client = new DownloadClient(params); Client.DownloadFileAsync();	Start Downloading File when called.
Public event ProgressChangedEvent;	Delegate OnProgressChanged(OnProgressChangedEvent e); Public OnProgressChanged ProgressChangedEvent;	Called when new set of bytes are downloaded from server.
DownloadCompletedEvent;	Delegate OnDownloadComplete(OnDownloadCompleteEvent e); Public OnDownloadCompleted DownloadCompletedEvent;	Called when download is complete or there is an error.
CancelAsync();	Client.CancelAsync();	Cancels the ongoing download for given instance.
SwitchPause();	Client.SwitchPause();	Pauses or Resumes Download depending on its last state.
➔Public class ConnectionChecker		
Public static ConnectionType GetConnectionType();	Public enum ConnectionType{ WIFI,MOBILENET,NOTREACHABLE};	Returns type of conection don't use this to check connectivity.
Public static bool GetConnectionStatus();		Returns true if there is active connection.
➔Classes		
➔Public class DownloadManager		
Public void DownloadFileAsync();	DownloadFileAsync(string Url,string FileLocation,DownloadMode mode); DownloadFileAsync(string Url,string FileLocation,DownloadMode mode,string FileName);	Starts a given download.
Public void CancelDownload();	CancelDownload();	Cancels the given download.
Public void SwitchPause();	SwitchPause();	Pauses or Resumes Download depending on its last state.
Public float GetFileDownloadedInBytes();	GetFileDownloadedInBytes();	Returns amount of file downloaded in bytes(B).
Public float GetFileDownloadedInKiloBytes();	GetFileDownloadedInkiloBytes();	Returns amount of file downloaded in Kilobytes(KB).
Public float GetFileDownloadedInMegaBytes();	GetFileDownloadedInMegaBytes();	Returns amount of file downloaded in Megabytes(MB).

Property	Usage	
Public float GetFileDownloadedInGigaBytes();	GetFileDownloadedInGigaBytes();	Returns amount of file downloaded in Gigabytes(GB).
Public float GetFileSizeInBytes();	GetFileSizeInBytes();	Returns file size in bytes(B).
Public float GetFileSizeInKiloBytes();	GetFileSizeInKiloBytes();	Returns file size in KiloBytes(KB).
Public float GetFileSizeInMegaBytes();	GetFileSizeInMegaBytes();	Returns file size in MegaBytes(MB).
Public float GetFileSizeInGigaBytes();	GetFileSizeInGigaBytes();	Returns file size in GigaBytes(GB).
Public float GetDownloadSpeedInBytesPerSecond();	GetDownloadSpeedInBytesPerSecond();	Returns download speed in Bytes per second (B/s).
Public float GetDownloadSpeedInKiloBytesPerSecond();	GetDownloadSpeedInKiloBytesPerSecond();	Returns download speed in Kilo Bytes per second(KB/s).
Public float GetDownloadSpeedInMegaBytesPerSecond();	GetDownloadSpeedInMegaBytesPerSecond();	Returns download speed in Mega Bytes per second(MB/s).
Public float GetEstimatedTimeInSeconds();	GetEstimatedTimeInSeconds();	Returns remaining time in seconds.
Public float GetEstimatedTimeInMinutes();	GetEstimatedTimeInMinutes();	Returns remaining time in Minutes.
Public float GetEstimatedTimeInHours();	GetEstimatedTimeInHours();	Returns remaining time in Hours.
Public float GetEstimatedTimeInDays();	GetEstimatedTimeInDays();	Returns remaining time in Days.
Public float GetCurrentPorgress();	GetCurrentProgress();	Returns current download progress.
Public string GetDownloadSpeedStringFormatted();	GetDownloadSpeedStringFormatted();	Returns a well formatted string of download speed depending on units.
Public string GetRemainingTimeFormattedString(RemainingTimeFormat Format);	Public enum RemainingTimeFormat { Format1,Format2,Format3, } GetRemainingTimeFormattedString(Param);	Returns a well formatted string of Remaining Time depending on units. Format1: 0D 0hr 0min 0sec Format2: 00:00:00 Format3: Time with suitable units.
Public string GetFormattedDownloadProgress();	GetFormattedDownloadProgress();	Returns size download/total size with suitable units.
Public string GetDownloadFileName();	GetDownloadFileName();	Returns the file name from server.
Public bool GetDownloadCompletionStatus();	GetDownloadCompletionStatus();	Returns true when download is complete.
Public bool GetCancellationStatus();	GetCancellationStatus();	Returns true when download is cancelled.
Public string GetLogMessage()	GetLogMessage();	Returns current process DownloadClient is doing.

Manual Resumable File Downloader

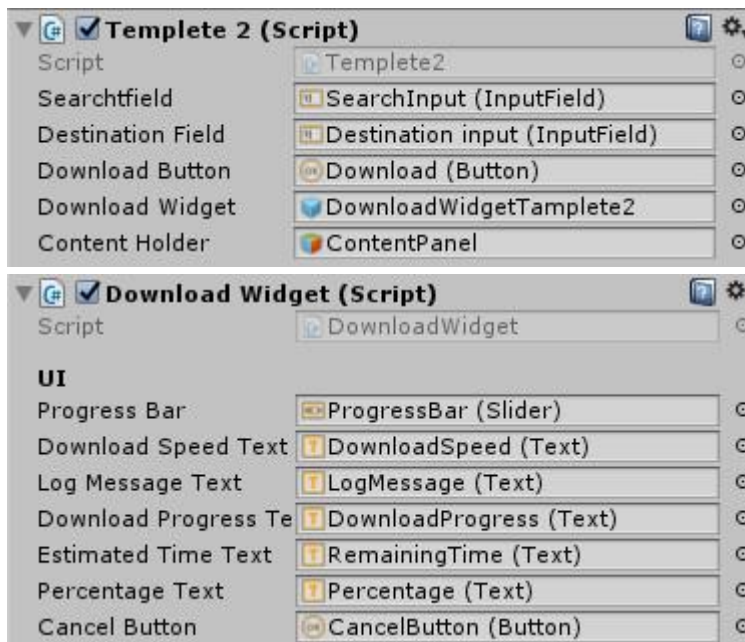
Template 1

Template 1 is a simple downloading template with progress bar , speed indicator,downloaded bytes and progress indication.simply put in the download link in the url field and Download location in the field below and run the program and click on start download to begin download.This is an example of non resumable download.Image below shows the inspector view of the template 1.



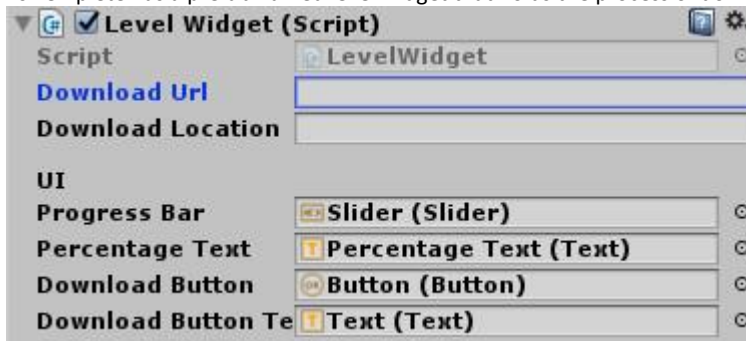
Template 2

Template 2 can be used to start a series of download just by adding url and download location and clicking the download button.A prefab named download widget is instantiated when a new download is started with the specified download link and download location.Image below shows the inspector view of Download widget and Template 2.



Template 3

Template 3 is an example showing how to download different levels for the game after player has downloaded the game and as per his need. This Template has a prefab named level widget that holds the process of download. Shown below is the inspector view of the level



widget.

Template 4

Template 4 is an example of resumable download with nice glint effect for better ui. It functions same as template one but has an additional feature to pause and resume a download and also restart the download. Shown below is the inspector view of template 4.

