

Wifi Manager for Android

Plugin will allow developers to use Android native API to check the status of the network (i.e. user is connected to network or not) and get list of available wifi networks. Plugin provides a simple C# interface for all these functionalities.

SetUp

Import the asset package in the assets folder. Ensure that following files exists in WifiManagerUnity/Plugins/Android/ folder :

1. WifiManager.aar

API

1. To check wifi permission use following code:

BrainCheck.WiFiManagerBridge.checkWifiPermissions()

This api will check whether the user has given the required permissions or not. It will provide true if all permissions are provided else false.

//=====

2. To request wifi permission use following code:

BrainCheck.WiFiManagerBridge.requestWifiPermissions()

With help of this api, developers can request the wifi permissions from the users.

//=====

3. To start wifi scan :

BrainCheck.WiFiManagerBridge.startWiFiScan()

With the help of this api developers can start the wifi scan. Once the scan is complete api will send the wifi list one by one through the callback channel. To set up a callback channel refer to the next api.

//=====

4. To set the name of game object which will receive the callback from plugin is :

BrainCheckWiFiManagerBridge.SetUnityGameObjectNameAndMethodName(string gameObjectName,string methodName);

To set the name of the game object which will receive the callback from the plugin, provide the name of the game object and method attached to this gameObject in which callback will be received. Please have a look in DemoScript.cs for illustration.

//=====

5. To get wifi list :

BrainCheck.WiFiManagerBridge.getWifiList()

With the help of this developers can get the scanned wifi list. This api will send the wifi list one by one through the callback channel. To set up a callback channel refer to the api no. 4.

//=====

6. To check if Internet is connected or not :

BrainCheck.WiFiManagerBridge.isInternetConnected()

With the help of this api developers can check whether the device is connected to the internet or not. This api will return a boolean where true means device is connected to internet.

//=====

7. To check if wifi is connected or not :

BrainCheck.WiFiManagerBridge.isWifiConnected()

With the help of this api developers can check whether the device is connected to the wifi or not. Connected to wifi does not guarantee that the user is connected to the internet.

//=====

8. To check if internet is connected via wifi :

BrainCheck.WiFiManagerBridge.isInternetConnectedvViaWifi()

With the help of this api developers can check whether the device is connected to the internet via wifi. This api will return true and false where true means the user is connected to the internet via wi-fi and false means either the user is not connected to the internet or connected via some other mode like mobile network.

//=====

9. To check if internet is connected via mobile network :

BrainCheck.WiFiManagerBridge.isInternetConnectedvViaMobile()

With the help of this api developers can check whether the device is connected to the internet via mobile network. This api will return true and false where true means the user is connected to the internet via mobile network and false means either user is not connected to the internet or connected via some other mode like wifi.

//=====

10. To open wifi setting page :

BrainCheck.WiFiManagerBridge.openWifiPage()

This api will take users to the wifi setting page of android.

Please share your valuable feedback on asset store and in case of any query or clarifications contact us at **guptamayank516@gmail.com**