In-App Browser

Basic usage

InAppBrowser.OpenURL("http://www.google.com");

Don't forget about protocol (*http://* or *https://*) in your URL!

Setup

iOS
No steps required.

Android
Go to *Player Settings* (*File->Build Settings->Player Settings*) , click on Android icon and set *Internet Access* setting to *Require*:

Internet Access   Require

Advanced usage

You can specify back button text, page title and text and bar background color by using *DisplayOptions* struct:

DisplayOptions displayOptions = new DisplayOptions();
displayOptions.displayURLAsPageTitle = false;
displayOptions.backButtonText = "Go back!";
displayOptions.pageTitle = "My title";
displayOptions.barBackgroundColor = "#FF0000";
displayOptions.textColor = "#00FF00";
InAppBrowser.OpenURL(URL, displayOptions);

If *displayURLAsPageTitle* is set to *true*, URL is set as page title. That's default value.
In order to use custom title, set it to *false* and pass new title to *pageTitle*.

Playing HTML5 Video

HTML5 Videos are supported on both iOS and Android, although on Android it requires one additional setup step.
You need to add hardware acceleration flag to your *AndroidManifest.xml* file, as specified here:
http://developer.android.com/guide/topics/graphics/hardware-accel.html

If you already use custom AndroidManifest.xml:
If you already have *AndroidManifest.xml* file in your *Plugins/Android* directory, simply add *android:hardwareAccelerated="true"* on *Application* or *Activity* level:
<application android:hardwareAccelerated="true" android:theme…/>

If you don't use custom AndroidManifest.xml:
If you don't use custom custom manifest file, you can copy and paste generated manifest file from *Temp/StagingArea* (in your project's directory) into *Plugins/Android*. Then you can modify it by

adding *hardwareAccelerated* flag. Keep in mind you have to build Android version in order to see generated file there.

Performance issues on Android

If you noticed that your page runs slow on Android try to set *hardwareAccelerated* flag to *true*. That step is described in *"Playing HTML5 Video"* section.

More info

Plugin supports Android 3.0+ and iOS7. It doesn't use any private API on iOS, so you can able to submit it to AppStore.

Contact

In case of questions, please send me an email at: ptr.zmudzinski@gmail.com
Thanks for using my plugin!