Mobile Native Pop-ups

Anyone can comment

Shot Overview

Plugin will allow you to add native platform popups and preloaders in your project. API is cross platform, so you need to implement it only once, and it will work on all supported mobile platforms. You also can use Playmaker actions as alternative to coding.

Supported platforms:

- IOS
- WP8
- Android

Pop-ups types:

- Rate App
- Dialog
- Message
- Preloader

Features:

- Cross Platform API
- PlayMaker Actions included
- Fully Documented
- Works out of the box
- Example scene included

Setup

All you have to do is move files from

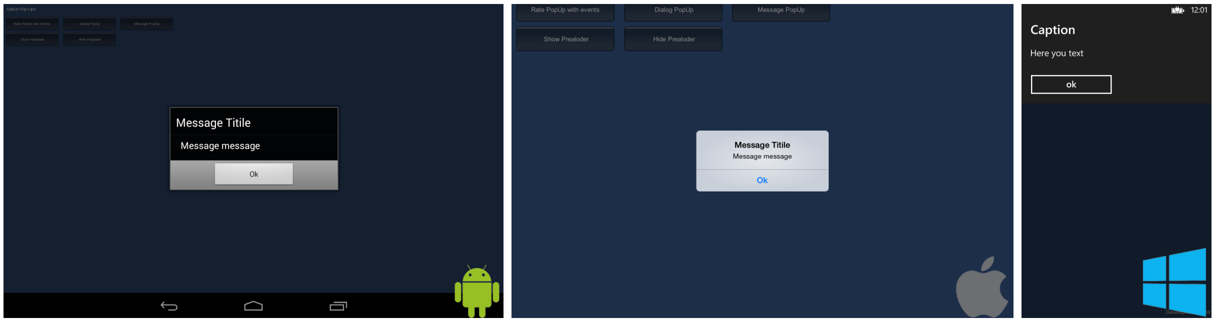
Assets/Plugins/StansAssets to → **Assets/Plugins**

API References

Showing message pop-up

```
MobileNativeMessage msg = new MobileNativeMessage("Message Titile", "Message message");
```

Result for this API call is showed below:



Message Titile

Message message

Caption

Here you text

If you need to find out when the message is closed you should add a listener:

```
msg.addEventListener(BaseEvent.COMPLETE, OnMessageClose);
```

OnMessageClose function will be called as soon as the pop-up is closed.

OnMessageClose function example:

```
    private void OnMessageClose(CEvent e) {
        //removing listener
        e.dispatcher.removeEventListener(BaseEvent.COMPLETE,  OnMessageClose);
        new MobileNativeMessage("Result", "Message Closed");
    }
```

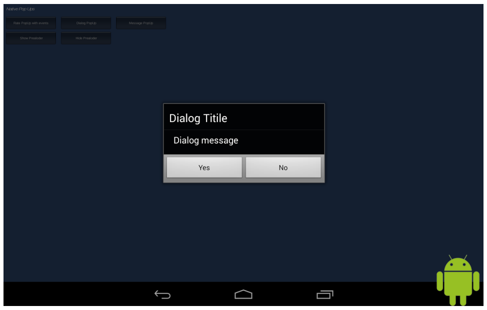
MobileNativeMessage contains 2 constructors, in case you need to set text for *"Ok"* button too

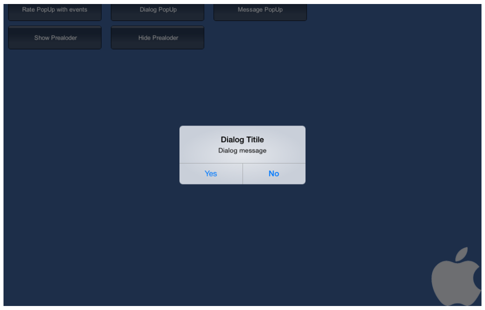
```
public MobileNativeMessage(string title, string message)
public MobileNativeMessage(string title, string message, string ok)
```

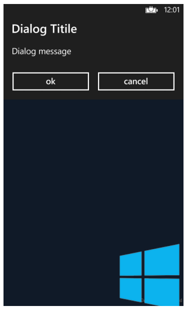
Showing dialog pop-up

```
MobileNativeDialog dialog = new MobileNativeDialog("Dialog Title", "Dialog message");
```

Result for this API call is showed below:







If you need to find out the dialog result you should add a listener:

```
dialog.addEventListener(BaseEvent.COMPLETE, OnDialogClose);
```

OnDialogClose function will be called as soon as the pop up is closed.

OnDialogClose function example:

```
private void OnDialogClose(CEvent e) {
        //removing listner
        e.dispatcher.removeEventListener(BaseEvent.COMPLETE, OnDialogClose);
        //parsing result
        switch((MNDialogResult)e.data) {
        case MNDialogResult.YES:
            Debug.Log ("Yes button pressed");
            break;
        case MNDialogResult.NO:
            Debug.Log ("No button pressed");
            break;
        }
    }
```

MobileNativeDialog contains 2 constructors, in case you need to set text for “Yes” and “No” buttons.

```
public MobileNativeDialog(string title, string message)
public MobileNativeDialog(string title, string message, string yes, string no)
```

Showing rate pop-up

```
MobileNativeRateUs ratePopUp =  new MobileNativeRateUs("Like this game?", "Please rate
to support future updates!");
```

if user will select “Rate” option, he will be redirected to the app rating page. So we need to specify your app data before starting pop up.

Set apple Id for IOS app.

```
ratePopUp.SetAppleId(appleId);
```

Set Play Market Url for Android app

```
ratePopUp.SetAndroidAppUrl(apdroidAppUrl);
```

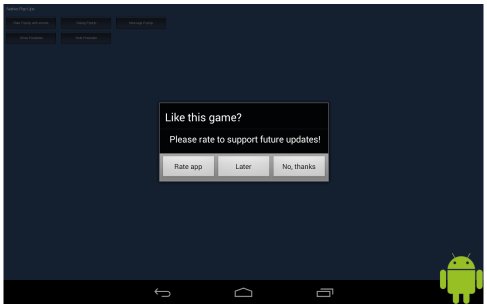
Do nothing for WP8.

And then we can start rate pop up by calling:

```
ratePopUp.Start();
```

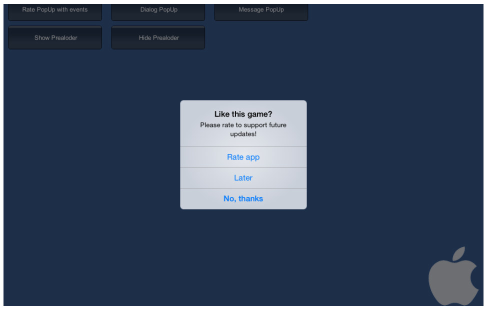
Result for this API call is showed below:

Note: For WP8 a dialog pop up will be created, but Yes option will redirect to the rating page as in the screenshot below



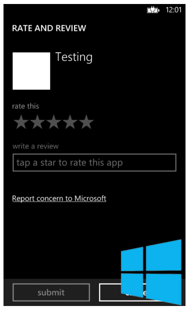
Like this game?

Please rate to support future updates!



Like this game?

Please rate to support future updates!



tap a star to rate this app

If you need to find out the pop-up result you should add a listener:

```
ratePopUp.addEventListener(BaseEvent.COMPLETE, OnRatePopUpClose);
```

OnRatePopUpClose function will be called as soon as pop up is closed.

OnRatePopUpClose function example:

```
    private void OnRatePopUpClose(CEvent e) {
        //removing listner
        e.dispatcher.removeEventListener(BaseEvent.COMPLETE, OnRatePopUpClose);
        //parsing result
        switch((MNDialogResult)e.data) {
        case MNDialogResult.RATED:
            Debug.Log ("Rate Option picked");
            break;
        case MNDialogResult.REMIND:
            Debug.Log ("Remind Option picked");
            break;
        case MNDialogResult.DECLINED:
            Debug.Log ("Declined Option picked");
            break;
        }
    }
```

MobileNativeRateUs contains 2 constructors, in case you need to set text for “Yes”, “Later” and “No” buttons.

```
public MobileNativeRateUs(string title, string message)
public MobileNativeRateUs(string title, string message, string yes, string later,
string no)
```

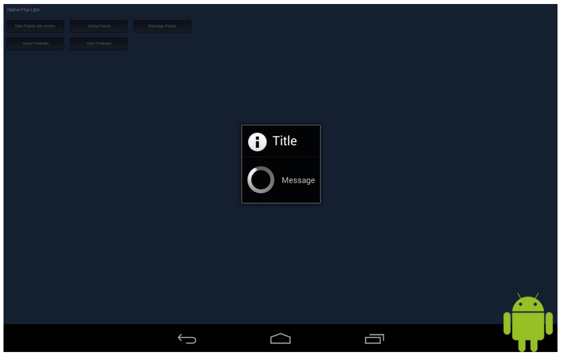
Native Preloader

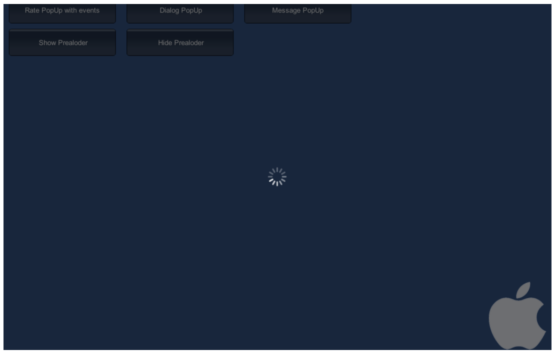
Warning: Not yet supported for WP8

If you want to show platform native preloader and disable all user interaction use:

```
MNP.ShowPreloader("Title", "Message");
```

Result for this API call is showed below:





When you need to disable preloader all allow user interaction, simply call:

```
MNP.HidePreloader();
```

PlayMaker Actions

As alternative to the coding you can use Playmaker actions.

Actions can be found in zip archive under:

Assets/Extensions/MobileNativePopUps/Addons/PlayMakerActions.zip

After extracting action files, you can use native pop-ups actions. In action browser actions can be found under the **Mobile Native Pop-ups** tab

Here is list of actions currently available with the plugin:

- MNP_MessagePopup
- MNP_DialogPopup
- MNP_RatePopup
- MNP_ShowPreloader
- MNP_HidePreloader