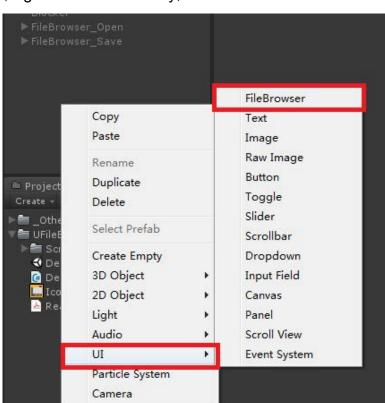
HomePage:

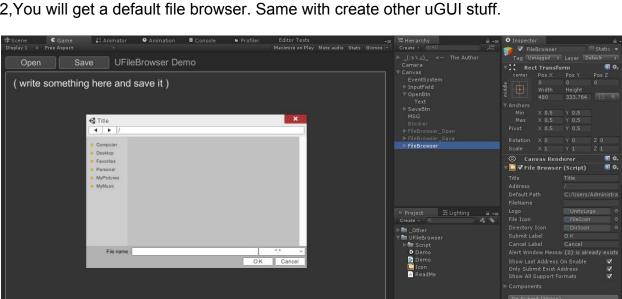
https://ufilebrowser.codeplex.com/

How To Use:

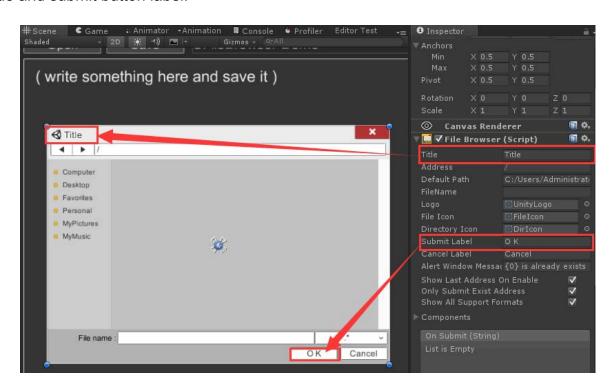
1, Right click on Hierarchy, click "UI -> FileBrowser".



2, You will get a default file browser. Same with create other uGUI stuff.

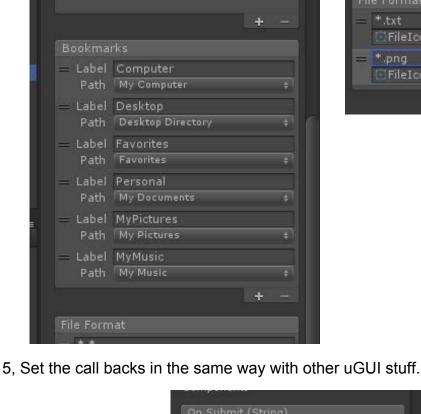


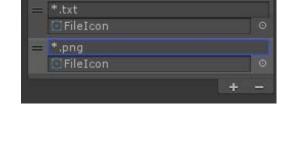
3,Set those thing to what you want. The scene object will reflect immediately. Such as title and submit button label.



Set the format to " *. " if you want to load a folder.

4, You can add your own bookmark here. And set the file format you want to browse.





Runtime C‡ GameObject.SetActive ‡

