FlashLight for iOS And Android

Package will allow developers to access the flash light of the device directly from their Unity apps in iOS and Android. Package provides simple C# APIs to developers through which they can easily access the native flash light of the device. Read this document carefully. Take a look at the DemoScene in Scenes folder.

iOS SetUp:

Import the asset package in the assets folder. Ensure that following files exists in **FlashLight/Plugins/ iOS/** folder :

1. FlashLightManager.h
2. FlashLightManager.mm

Android SetUp:

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

1. FlashLightManager.aar

APIs

1. To set callback channel use the following code :

BrainCheck.FlashLightBridge.setCallBackMethod(string msgReceivingGameObjectName, string msgReceivingMethodName)

In above API **msgReceivingGameObjectName** represents the name of gameObject which will receive the message from native and **msgReceivingMethodName** represents the name of the method present in the script attached to above gameObject which will receive message from native. Following messages can be received via callback channel :
      a) **On** : It represents that flash light is on

b) **Off** : It represents that flash light is off
//---

2. To check flashlight state use the following code :

BrainCheck.FlashLightBridge.checkFlashlightStatus()

Developers can use this api to check the current status of flashlight. It will send
"On" if flashlight is on else "Off"
//---

3. To switch on flashlight state use the following code :

BrainCheck.FlashLightBridge.switchOnFlashLight()

Developers can use this api to switch on the flashlight. If flashlight is off it will
switch it on and if it is already on then it will not change its state

//---

4. To switch off flashlight state use the following code :

BrainCheck.FlashLightBridge.switchOffFlashLight()

Developers can use this api to switch off the flashlight. If flashlight is on it will
switch it off and if it is already off then it will not change its state
//---

5. To toggle flashlight state use the following code :

BrainCheck.FlashLightBridge.toggleFlashLight()

Developers can use this api to toggle the state of the flashlight. If flashlight is on
it will switch it off and if it is switched off then it will switch it on

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any query or clarifications please contact us at
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