

- Available Classes:
- Android Core:
 - Make Call
 - Dial
 - Compose Message
 - Compose Mail
 - Share
 - Check Application Installed
 - Open Application
 - Open Application View
 - Alert Dialog
 - Android File
 - Device info
 - Flash
 - Toast
 - Notification Manager
 - Notification builder
 - Notification channels
 - Network Manager
 - Vibrator
 - Pickers :
 - Date Picker
 - Time Picker
- Configurations:
- Add android permissions

Basic documentation

Visit detailed documentation on online

To use these classes you need add **AndroidNativeCore** namespace to your c# file.

Examples

Alet Dialog

```
1
2 using AndroidNativeCore;
3 using UnityEngine;
4
5 public class Android:MonoBehaviour{
6
7     void Start(){
8         ShowAlert();
9     }
10    public void ShowAlert()
11    {
12        AlertDialog alertDialog = new AlertDialog();
13
14        alertDialog.build(AlertDialog.THEME_HOLO_DARK)
15        .setTitle("Hi")
16        .setMessage("This Alert Dialog")
17        .setNegitiveButtion("Cansel", () => { Toast.show("NegitiveButtion", Toast.LENGTH_SHORT); })
18        .setPositiveButtion("Ok", () => { Toast.show("PositiveButtion", Toast.LENGTH_SHORT); })
19        .show();
20    }
21 }
22
23
```

Notifications:

!You need to add android support-compat Library to use this feature.Check [how to add library](#).

```
1
2 using AndroidNativeCore;
3 using UnityEngine;
4 public class Android:MonoBehaviour{
5     private NotificationManager notifyManager;
6     private NotificationManager.Channel channel;
7
8     void Start(){
9
10        //Create notification channel;
11        networkManager = new NetworkManager();
12        notifyManager = new NotificationManager();
13        channel = new NotificationManager.Channel();
14        channel.id = "notification_0";
15        channel.name = "Game Notification";
16        channel.importance = NotificationManager.IMPORTANCE_MAX;
17        channel.lockScreenVisibility = NotificationManager.VISIBILITY_PUBLIC;
18        channel.enableLights = true;
19        channel.enableVibration = true;
20        channel.enableBadge = true;
21        channel.lightColor = "#ffff";
22        channel.description = "Notifications from Android Native Core Unity3d Plugin";
23        notifyManager.createChannel(channel);
24
25        //Issue notification
26        notification = new Notification();
27        if(condition)
28            NotificationBigImage();
29        else
30            NotificationBigUrl();
31    }
32    public void NotificationBigImage()
33    {
34        NotificationManager.Builder notfi = new NotificationManager.Builder();
35        notfi.Create(notifyManager,"notification_0")
36        .setTitle("Android Native Core")
37        .setContentText("this notification with bigImage")
38        .setAutoCansel(true)
39        .setIcon("android_native_core")
40        .setSound("notification_sound")
41        .setGroup("Samples",true)
42        .setPriority(NotificationManager.PRIORITY_MAX)
43        .setGroup("GreatDeals",true)
44        .setBigImage(NotifiBigIcon)
45        .notify(1);
46    }
47    public void NotificationBigUrl()
48    {
49        NotificationManager.Builder notfi = new NotificationManager.Builder();
50        notfi.Create(notifyManager,"notification_0")
51        .setTitle("Android Native Core")
52        .setContentText("this notification with bigImage")
53        .setAutoCansel(true)
54        .setIcon("android_native_core")
55        .setSound("notification_sound")
56        .setGroup("Samples",true)
57        .setPriority(NotificationManager.PRIORITY_MAX)
58        .setGroup("GreatDeals",true)
59        .setBigImage("https://imaging.nikon.com/lineup/dslr/d800/img/sample01/img_01.png")
60        .notify(2);
61    }
62 }
63
```