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Background

This project provides both the code for the Shared Object (SO) Library as well as the Unity project files with sample usage of the invocation APIs.

Requirements

- BlackBerry 10.2.1+
- Unity 4.3.3f1+
- Momentics IDE 2.0+ (Optional)

Author(s)

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Contributing

To contribute code to this repository you must be [signed up as an official contributor](#).

How To Build

Momentics (Optional)

These steps are not required to use the Invocation API within Unity as the SO Library is provided within the Unity folder. However, these instructions are being provided to provide some background on the process of creating a Unity-BlackBerry extension.

1. Clone/download this repository to your PC.
2. Download and install the latest Momentics IDE from the following URL:
3. <https://developer.blackberry.com/native/downloads/>
4. Launch Momentics.
5. Navigate File > New > BlackBerry Project.
6. Choose Library > Shared, then click Next.
7. Enter a Project Name and select Language: C and Build: Makefile, then click Next.
8. Select API Level: 10.2, then click Finish.
9. From the momentics folder of this repository, copy BBInvoke.c to the root folder of your Momentics project.
10. From the momentics/public folder of this repository, copy BBInvoke.h to the public folder of your Momentics project.
11. In Momentics, In the Project Explorer panel, refresh the contents to see your new files.
12. Right-click on your project in the Project Explorer panel and navigate Build Configurations > Set Active > Device-Release.
13. Right-click on your project in the Project Explorer panel and select Build Project.
14. This should create the SO Library (i.e. libBBInvoke.so) under the arm/so.le-v7-g folder. This is the same file that is referenced in the Unity project.

Unity

1. Clone/download this repository to your PC.
2. Launch Unity and create a new project called BBInvoke.
3. Import the included BBInvoke.unitypackage asset into your new project by navigating:
4. Assets > Import Package > Custom Package; and selecting BBInvoke.unitypackage from the files you downloaded from this repository.
5. Note that the Asset files are also included, unpacked, for reference.
6. Double-click the BBInvoke scene to open the scene.

This sample must be run on a BlackBerry 10 device. The default sample performs Facebook invocation and requires configuration of a Facebook account on the device. The sample can be modified to perform other invocations as outlined here:

https://developer.blackberry.com/native/documentation/cascades/device_platform/invocation/invoking_core_apps.html

These modifications are made in BBInvokeTest.cs which is simply attached to the camera to execute an invocation on Awake.

For more information on configuring Unity and exporting to BlackBerry 10, please refer to the Getting Started guide here:

<http://docs.unity3d.com/Documentation/Manual/bb10-gettingstarted.html>

Additional Resources

- [Invoking Core Applications](#)

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