BlackBerry Invocation Framework for Unity

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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.

The original open-source files can be found on Github.

Requirements

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

Author(s)

- Erik Oros | Twitter

Contributing

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

How To Build

Unity

1. Clone/download the [Github repository](#) to your PC.

2. Launch Unity and create a new project called **BlackBerryInvoke**.

3. Import the included **BlackBerryInvoke.unitypackage** asset into your new project by navigating:

   Assets > Import Package > Custom Package; and
   selecting **BBInvoke.unitypackage** from the files you downloaded from this repository.

   Note that the **Assets** files are also included, unpacked, for reference.

4. Double-click the **BlackBerryInvoke** scene to open the scene.

   This sample must be run on a BlackBerry 10 device. The default sample provides a variety of sample Invocation implementations to show a subset of the functionality that can be included within your own Unity application. 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 **BlackBerryInvokeTest.cs** which is simply attached to the camera to make use of its GUILayer.

   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

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 and refer to the original open-source files [on Github](#).

1. Clone/download this repository to your PC.

2. Download and install the latest Momentics IDE from the following
   URL: https://developer.blackberry.com/native/downloads/

3. Launch Momentics.

4. Navigate **File > New > BlackBerry Project**.

5. Choose **Library > Shared**, then click **Next**.

6. Enter a **Project Name** and select **Language: C** and **Build: Makefile**, then click **Next**.

7. Select **API Level: 10.2**, then click **Finish**.

8. From the **momentics** folder of this repository, copy **BlackBerryInvoke.c** to the **root** folder or your Momentics project.

9. From the **momentics/public** folder of this repository, copy **BlackBerryInvoke.h** to the **public** folder of your Momentics project.

10. In Momentics, In the **Project Explorer** panel, refresh the contents to see your new files.

11. Right-click on your project in the **Project Explorer** panel and navigate **Build Configurations > Set Active > Device-Release**.

12. Right-click on your project in the **Project Explorer** panel and select **Build Project**.

    This should create the SO Library (i.e. **libBlackBerryInvoke.so**) under the **arm/so.le-v7** folder. This is the same file that is referenced in the Unity project.

Additional Resources

- [Invoking Core Applications](#)

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