

Namespace **VoxelBusters.EssentialKit**

Classes

AchievementDefinition

Represents an object containing additional information related to game achievement.

AchievementDefinition.AndroidPlatformProperties

AchievementDefinition.IosPlatformProperties

AddressBook

The AddressBook class provides cross-platform interface to access the contact information.

AddressBookReadContactsResult

This class contains the information retrieved when `ReadContacts(EventCallback<AddressBookReadContactsResult>)` operation is completed.

AddressBookRequestContactsAccessResult

This class contains the information retrieved when `RequestContactsAccess(Boolean, EventCallback<AddressBookRequestContactsAccessResult>)` operation is completed.

AddressBookUnitySettings

AlertDialog

The AlertDialog class provides an interface to display an alert message to the user.

AlertDialogBuilder

Builder class for [AlertDialog](#) objects. Provides a convenient way to set the various fields of a [AlertDialog](#).

ApplicationSettings

BillingBuyProductErrorCode

Constants indicating the possible error that might occur when purchasing product.

BillingErrorDomain

Billing services error domain.

BillingInitializeStoreErrorCode

Constants indicating the possible error that might occur when initializing store.

BillingProductDefinition

Represents an object containing additional information related to billing product.

BillingProductDefinition.AndroidPlatformProperties

BillingProductDefinition.IosPlatformProperties

BillingRestorePurchasesErrorCode

Constants indicating the possible error that might occur when restoring old purchases.

BillingServices

BillingServicesInitializeStoreResult

This class contains the information retrieved when `InitializeStore()` operation is completed.

BillingServicesRestorePurchasesResult

This class contains the information retrieved when [OnRestorePurchasesComplete](#) event is triggered.

BillingServicesTransactionStateChangeResult

This class contains the information retrieved when [OnTransactionStateChange](#) event is triggered.

BillingServicesUnitySettings

BillingServicesUnitySettings.AndroidPlatformProperties

BillingServicesUnitySettings.IosPlatformProperties

CalendarNotificationTrigger

A trigger condition that causes a notification to be delivered at a specific date and time.

CloudServices

Provides a cross-platform interface to sync information across various devices by storing it in the cloud.

CloudServicesSavedDataChangeResult

This class contains the information related to [OnSavedDataChange](#) event.

CloudServicesSynchronizeResult

This class contains the information related to [OnSynchronizeComplete](#) event.

CloudServicesUnitySettings

CloudServicesUserChangeResult

This class contains the information related to [OnUserChange](#) event.

DatePicker

DatePickerResult

DeepLinkDefinition

DeepLinkServices

DeepLinkServicesDynamicLinkOpenResult

This class contains the information retrieved when deep link is opened.

DeepLinkServicesUnitySettings

DeepLinkServicesUnitySettings.AndroidPlatformProperties

DeepLinkServicesUnitySettings.IosPlatformProperties

EssentialKitManager

EssentialKitSettings

GameServices

Provides cross-platform interface to easily integrate popular social gaming functionalities such as achievements, leaderboards on your mobile games.

GameServicesAuthStatusChangeResult

This class contains the information retrieved when [Authenticate\(\)](#) operation is completed.

GameServicesLoadAchievementDescriptionsResult

This class contains the information retrieved when [LoadAchievements\(EventCallback<GameServicesLoadAchievementsResult>\)](#) operation is completed.

GameServicesLoadAchievementsResult

This class contains the information retrieved when [LoadAchievements\(EventCallback<GameServicesLoadAchievementsResult>\)](#) operation is completed.

GameServicesLoadExternalAuthenticationCredentialsResult

GameServicesLoadLeaderboardsResult

This class contains the information retrieved when [LoadLeaderboards\(EventCallback<GameServicesLoadLeaderboardsResult>\)](#) operation is completed.

GameServicesLoadPlayersResult

This class contains the information retrieved when [LoadPlayers\(String\[\], EventCallback<GameServicesLoadPlayersResult>\)](#) operation is completed.

GameServicesUnitySettings

GameServicesUnitySettings.AndroidPlatformProperties

GameServicesViewResult

This class contains the information retrieved when game view is closed.

LeaderboardDefinition

Represents an object containing additional information related to game leaderboard.

LeaderboardDefinition.AndroidPlatformProperties

LeaderboardDefinition.IosPlatformProperties

LeaderboardLoadScoresResult

This class contains the information retrieved when load scores operation is completed.

LocationNotificationTrigger

A trigger condition that causes a notification to be delivered when the user's device enters or exits the specified geographic region.

MailComposer

The MailComposer class provides an interface to compose and send an email message.

MailComposerExtensions

Mail composer extensions.

MailComposerResult

This class contains the result of the user action which caused [MailComposer](#) interface to dismiss.

MediaServices

Provides cross-platform interface to access devices's media gallery and camera for picking images and playing videos.

MediaServicesRequestCameraAccessResult

This class contains the information retrieved when [RequestCameraAccess\(Boolean, EventCallback<MediaServicesRequestCameraAccessResult>\)](#) operation is completed.

MediaServicesRequestGalleryAccessResult

This class contains the information retrieved when [RequestGalleryAccess\(GalleryAccessMode, Boolean, EventCallback<MediaServicesRequestGalleryAccessResult>\)](#) operation is completed.

[MediaServicesSaveImageToGalleryResult](#)

This class contains the information retrieved when [SaveImageToGallery\(Texture2D, EventCallback<MediaServicesSaveImageToGalleryResult>\)](#) operation is completed.

[MediaServicesUnitySettings](#)

[MessageComposer](#)

The MessageComposer class provides a standard interface for composing and sending SMS or MMS messages.

[MessageComposerExtensions](#)

[MessageComposerResult](#)

This class contains the result of the user action which caused [MessageComposer](#) interface to dismiss.

[NativeFeatureUsagePermissionSettings](#)

[NativeUI](#)

Provides a cross-platform interface to access native UI components.

[NativeUIUnitySettings](#)

[NativeUIUnitySettings.UnityUICollection](#)

[NetworkServices](#)

Provides cross-platform interface to check network connectivity status.

[NetworkServicesHostReachabilityStatusChangeResult](#)

This object contains the information retrieved when [OnHostReachabilityChange](#) event occurs.

[NetworkServicesInternetConnectivityStatusChangeResult](#)

This interface contains the information retrieved when [OnInternetConnectivityChange](#) event occurs.

[NetworkServicesUnitySettings](#)

[NetworkServicesUnitySettings.Address](#)

[NetworkServicesUnitySettings.PingTestSettings](#)

[NotificationAndroidProperties](#)

Notification properties specific to Android platform.

[NotificationBuilder](#)

Builder class for [INotification](#) objects. Provides a convenient way to set the various fields of a [INotification](#).

[NotificationIosProperties](#)

Notification properties specific to iOS platform.

[NotificationServices](#)

Provides cross-platform interface for scheduling, registering and handling notifications.

[NotificationServicesGetDeliveredNotificationsResult](#)

This class contains the information retrieved when

[GetDeliveredNotifications\(EventCallback<NotificationServicesGetDeliveredNotificationsResult>\)](#) request is completed.

[NotificationServicesGetScheduledNotificationsResult](#)

This class contains the information retrieved when

[GetScheduledNotifications\(EventCallback<NotificationServicesGetScheduledNotificationsResult>\)](#) request is completed.

[NotificationServicesGetSettingsResult](#)

This class contains the information retrieved when [GetSettings\(Callback<NotificationServicesGetSettingsResult>\)](#) is completed.

[NotificationServicesNotificationReceivedResult](#)

This class contains the information retrieved when notification message is received.

[NotificationServicesRegisterForPushNotificationsResult](#)

This class contains the information retrieved when

[RegisterForPushNotifications\(EventCallback<NotificationServicesRegisterForPushNotificationsResult>\)](#) operation is completed.

[NotificationServicesRequestPermissionResult](#)

This class contains the information retrieved when [RequestPermission\(NotificationPermissionOptions, Boolean, EventCallback<NotificationServicesRequestPermissionResult>\)](#) operation is completed.

[NotificationServicesUnitySettings](#)

[NotificationServicesUnitySettings.AndroidPlatformProperties](#)

[NotificationServicesUnitySettings.AndroidPlatformProperties.Keys](#)

[NotificationSettings](#)

[NotificationSettingsInternal](#)

[PushNotificationTrigger](#)

A trigger condition that indicates the notification was using a Push Notification Service.

[RateMyApp](#)

The RateMyApp class provides an unique way to prompt user to review the app.

[RateMyAppConfirmationDialogSettings](#)

[RateMyAppDefaultController](#)

[RateMyAppDefaultControllerSettings](#)

[RateMyAppDefaultControllerSettings.PromptConstraints](#)

[RateMyAppSettings](#)

[ShareItem](#)

Class internally used to pass data options into sharing functions.

[ShareSheet](#)

The ShareSheet class provides an interface to access standard services from your app.

[ShareSheetResult](#)

This class contains the result of the user action which caused [ShareSheet](#) interface to dismiss.

[SharingServices](#)

Provides a cross-platform interface to access sharing services.

SharingServicesUnitySettings

SocialShareComposer

The SocialShareComposer class provides an interface to compose a post for supported social networking services.

SocialShareComposerResult

This class contains the result of the user action which caused [SocialShareComposer](#) interface to dismiss.

TimeIntervalNotificationTrigger

A trigger condition that causes a notification to be delivered after the specified amount of time elapses.

Utilities

Provides a cross-platform interface to access commonly used native features.

WebView

Provides a cross-platform interface to display web contents inside your application.

WebViewExtensions

Web view extensions.

WebViewRunJavaScriptResult

This class contains the information retrieved when [RunJavaScript\(String, EventCallback<WebViewRunJavaScriptResult>\)](#) operation is completed.

WebViewUnitySettings

WebViewUnitySettings.AndroidPlatformProperties

Interfaces

IAchievement

Provides an interface to communicate with game server about local players progress towards completing achievement.

IAchievementDescription

Provides an interface to access an achievement's properties such as achievement's title, max points, image etc.

IAddressBookContact

Provides a cross-platform interface to access contact properties, such as contact's name, image, phone numbers etc.

IAddressBookContactsEnumerator

IBillingPayment

Provides an interface to access purchase request information.

IBillingProduct

Provides a cross-platform interface to access information about a product registered in Store.

IBillingTransaction

Provides an interface to access transaction information of the purchased product.

ICloudUser

Provides a cross-platform interface to access information related to cloud user.

IDeepLinkServicesDelegate

ILeaderboard

Provides interface to read data from a leaderboard stored on game server.

ILocalPlayer

Provides interface to access information about the authenticated player running your game on the device.

INotification

Provides a cross-platform interface to access properties of Notification object.

INotificationTrigger

Base interface for representing an event that triggers the delivery of a notification.

IPlayer

Provides a cross-platform interface to access information about a player playing your game.

IRateMyAppController

Provides an interface to create a custom component to control rating request behaviour.

IScore

Provides an interface to read the score that was earned by the user.

IUnityUIDatePicker

Enums

AddressBookContactsAccessStatus

An access status the user can grant for an app to access the contacts information.

AlertDialogStyle

An enumeration for the available alert dialog styles.

BillingProductType

An enumeration for the available billing product types.

BillingReceiptVerificationState

The state of a payment receipt verification.

BillingTransactionState

The state of a billing product payment.

CameraAccessStatus

An access status the user can grant for an app to access the camera.

CloudSavedDataChangeReasonCode

Possible reasons when cloud data changed event occurs.

CloudUserAccountStatus

Enumeration indicating the availability of the user's cloud account.

DatePickerMode

GalleryAccessMode

Enumeration values indicating the mode in which application wants to access user's gallery.

GalleryAccessStatus

An access status the user can grant for an app to access the gallery data.

GameServicesViewResultCode

Result codes returned when the game service interface is dismissed.

LeaderboardPlayerScope

The scope of player to be searched for scores.

LeaderboardTimeScope

The period of time to which user's best score are restricted.

LocalPlayerAuthStatus

Enumeration for determining [ILocalPlayer](#) auth status.

MailComposerResultCode

Result codes returned when the [MailComposer](#) interface is dismissed.

MessageComposerResultCode

Result codes returned when the [MessageComposer](#) interface is dismissed.

NotificationAlertStyle

Constants indicating the presentation styles for alerts.

NotificationPermissionOptions

Enumeration values for requesting authorization to interact with the user.

NotificationPermissionStatus

Constants indicating whether the app is allowed to schedule notifications.

NotificationPresentationOptions

Constants indicating how to present a notification in a foreground app.

NotificationPreviewStyle

Constants indicating the style previewing a notification's content.

NotificationSettingStatus

Enumeration values indicating the current status of a notification setting.

NotificationTriggerType

Constants indicating available trigger types.

PushNotificationServiceType

Push notification service type.

ShareItem.ShareItemType

ShareSheetResultCode

Result codes returned when the [ShareSheet](#) interface is dismissed.

SocialShareComposerResultCode

Possible values for the result, when [SocialShareComposer](#) interface is dismissed.

SocialShareComposerType

The enum specifies the sharing service you want to post to.

WebViewStyle

Enumeration for supported webview control styles.

Delegates

DatePicker.ValueChangeCallback

Class AchievementDefinition

Represents an object containing additional information related to game achievement.

Inheritance

System.Object
AchievementDefinition

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AchievementDefinition
```

Constructors

AchievementDefinition(String, String, NativePlatformConstantSet, String, Int32, AchievementDefinition.IosPlatformProperties, AchievementDefinition.AndroidPlatformProperties)

Declaration

```
public AchievementDefinition(string id = null, string platformId = null, NativePlatformConstantSet platformIdOverrides = null, string title = null, int numOfStepsToUnlock = 1, AchievementDefinition.IosPlatformProperties iosProperties = null, AchievementDefinition.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	
NativePlatformConstantSet	platformIdOverrides	
System.String	title	
System.Int32	numOfStepsToUnlock	
AchievementDefinition.IosPlatformProperties	iosProperties	
AchievementDefinition.AndroidPlatformProperties	androidProperties	

Properties

AndroidProperties

Declaration

```
public AchievementDefinition.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
AchievementDefinition.AndroidPlatformProperties	

Id

The string that identifies the achievement within Unity environment. (read-only)

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IosProperties

Declaration

```
public AchievementDefinition.IosPlatformProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
AchievementDefinition.IosPlatformProperties	

NumOfStepsToUnlock

The number of steps required to unlock the achievement.

Declaration

```
public int NumOfStepsToUnlock { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Title

The name of the achievement. (read-only)

Declaration

```
public string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetPlatformIdForActivePlatform()

Returns the achievement identifier for active platform.

Declaration

```
public string GetPlatformIdForActivePlatform()
```

Returns

TYPE	DESCRIPTION
System.String	

Class AchievementDefinition.AndroidPlatformProperties

Inheritance

System.Object
AchievementDefinition.AndroidPlatformProperties

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ToString()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties()

Declaration

```
public AndroidPlatformProperties()
```

Class AchievementDefinition.IosPlatformProperties

Inheritance

System.Object
AchievementDefinition.IosPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class IosPlatformProperties
```

Constructors

IosPlatformProperties()

Declaration

```
public IosPlatformProperties()
```

Class AddressBook

The AddressBook class provides cross-platform interface to access the contact information.

Inheritance

System.Object
AddressBook

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class AddressBook
```

Properties

UnitySettings

Declaration

```
public static AddressBookUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
AddressBookUnitySettings	

Methods

GetContactsAccessStatus()

Returns the current permission status provided to access the contact data.

Declaration

```
public static AddressBookContactsAccessStatus GetContactsAccessStatus()
```

Returns

TYPE	DESCRIPTION
AddressBookContactsAccessStatus	The current permission status to access the contact data.

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

ReadContacts(EventCallback<AddressBookReadContactsResult>)

Declaration

<pre>public static void ReadContacts(EventCallback<AddressBookReadContactsResult> callback)</pre>

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< AddressBookReadContactsResult >	callback	

ReadContactsWithUserPermission(EventCallback<AddressBookReadContactsResult>)

Retrieves all the contact information saved in address book database. This action checks user permission level and requests for permission if not provided before.

Declaration

<pre>public static void ReadContactsWithUserPermission(EventCallback<AddressBookReadContactsResult> callback)</pre>

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< AddressBookReadContactsResult >	callback	The callback that will be executed after the operation is completed.

Examples

The following code example demonstrates how to read contacts information.


```

using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        // initiate request to read contacts data
        AddressBook.ReadContactsWithUserPermission(OnReadContactsFinished);
    }

    // callback method executed when read request is finished
    private void OnReadContactsFinished(AddressBookReadContactsResult data, NativeResultException exception)
    {
        if (null == exception)
        {
            IAddressBookContact[] contacts = data.Contacts;
            foreach (IAddressBookContact entry in contacts)
            {
                Debug.Log(entry);
            }
        }
        else
        {
            // user didn't provide necessary permission
        }
    }
}

```

RequestContactsAccess(Boolean, EventCallback<AddressBookRequestContactsAccessResult>)

Requests permission to access contact data.

Declaration

```

public static void RequestContactsAccess(bool showPrepermissionDialog = true,
EventCallback<AddressBookRequestContactsAccessResult> callback = null)

```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	showPrepermissionDialog	Indicates whether pre-confirmation is required, before prompting system permission dialog.
EventCallback< AddressBookRequestContactsAccessResult >	callback	Callback method that will be invoked after operation is completed.

Enum AddressBookContactsAccessStatus

An access status the user can grant for an app to access the contacts information.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum AddressBookContactsAccessStatus
```

Fields

NAME	DESCRIPTION
Authorized	The application is authorized to access address book data.
Denied	The user explicitly denied access to address book data for this application.
NotDetermined	The user has not yet made a choice regarding whether this app can access the address book data.
Restricted	The application is not authorized to access the address book data.

Class AddressBookReadContactsResult

This class contains the information retrieved when [ReadContacts\(EventCallback<AddressBookReadContactsResult>\)](#) operation is completed.

Inheritance

System.Object
AddressBookReadContactsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AddressBookReadContactsResult
```

Properties

Contacts

Contains the contacts details retrieved from address book.

Declaration

```
public IAddressBookContact[] Contacts { get; }
```

Property Value

TYPE	DESCRIPTION
IAddressBookContact []	If the requested operation was successful, this property holds an array of IAddressBookContact objects; otherwise, this is null.

Class AddressBookRequestContactsAccessResult

This class contains the information retrieved when [RequestContactsAccess\(Boolean, EventCallback<AddressBookRequestContactsAccessResult>\)](#) operation is completed.

Inheritance

System.Object
AddressBookRequestContactsAccessResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AddressBookRequestContactsAccessResult
```

Properties

AccessStatus

Returns the permission granted to access address book.

Declaration

```
public AddressBookContactsAccessStatus AccessStatus { get; }
```

Property Value

TYPE	DESCRIPTION
AddressBookContactsAccessStatus	

Class AddressBookUnitySettings

Inheritance

System.Object

AddressBookUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AddressBookUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

AddressBookUnitySettings(Boolean)

Declaration

```
public AddressBookUnitySettings(bool enabled = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	

Properties

DefaultImage

Declaration

```
public Texture2D DefaultImage { get; }
```

Property Value

TYPE	DESCRIPTION
Texture2D	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class AlertDialog

The AlertDialog class provides an interface to display an alert message to the user.

Inheritance

System.Object

AlertDialog

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AlertDialog : NativeFeatureBehaviour
```

Examples

The following code example shows how to configure and present an alert dialog.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        AlertDialog newDialog  = AlertDialog.CreateInstance();
        newDialog.SetTitle(title);
        newDialog.SetMessage(message);
        newDialog.AddButton(button, OnAlertButtonClicked);
        newDialog.Show();
    }

    private void OnAlertButtonClicked()
    {
        // add your code
    }
}
```

Properties

Message

The message of the alert.

Declaration

```
public string Message { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	The message of the alert.

Title

The title of the alert.

Declaration

```
public string Title { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	The title of the alert.

Methods

AddButton(String, Callback)

Adds an action button to the alert. Here, the default style is used.

Declaration

```
public void AddButton(string title, Callback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the button.
Callback	callback	The method to execute when the user selects this button.

AddCancelButton(String, Callback)

Adds action button to the alert. This style type indicates the action cancels the operation and leaves things unchanged.

Declaration

```
public void AddCancelButton(string title, Callback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the button.
Callback	callback	The method to execute when the user selects this button.

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

CreateInstance(AlertDialogStyle)

Creates a new instance of the [AlertDialog](#) class.

Declaration

```
public static AlertDialog CreateInstance(AlertDialogStyle alertStyle = AlertDialogStyle.Default)
```

Parameters

TYPE	NAME	DESCRIPTION
AlertDialogStyle	alertStyle	The alert style to be used.

Returns

TYPE	DESCRIPTION
AlertDialog	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

Dismiss()

Dismisses the alert dialog before user selects an action.

Declaration

```
public void Dismiss()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Show()

Shows the alert dialog to the user.

Declaration

```
public void Show()
```

Class AlertDialogBuilder

Builder class for [AlertDialog](#) objects. Provides a convenient way to set the various fields of a [AlertDialog](#).

Inheritance

System.Object

AlertDialogBuilder

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AlertDialogBuilder
```

Examples

The following code example shows how to configure and present an alert dialog using builder.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        AlertDialog newDialog    = new Builder()
            .SetTitle(title);
            .SetMessage(message);
            .AddButton(button, OnAlertButtonClicked);
            .Build();
        newDialog.Show();
    }

    private void OnAlertButtonClicked()
    {
        // add your code
    }
}
```

Constructors

AlertDialogBuilder(AlertDialogStyle)

Initializes a new instance of the class.

Declaration

```
public AlertDialogBuilder(AlertDialogStyle alertStyle = AlertDialogStyle.Default)
```

Parameters

TYPE	NAME	DESCRIPTION
AlertDialogStyle	alertStyle	The alert style to be used.

Methods

AddButton(String, Callback)

Adds an action button to the alert. Here, the default style is used.

Declaration

```
public AlertDialogBuilder AddButton(string title, Callback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the button.
Callback	callback	The method to execute when the user selects this button.

Returns

TYPE	DESCRIPTION
AlertDialogBuilder	

AddCancelButton(String, Callback)

Adds action button to the alert. This style type indicates the action cancels the operation and leaves things unchanged.

Declaration

```
public AlertDialogBuilder AddCancelButton(string title, Callback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the button.
Callback	callback	The method to execute when the user selects this button.

Returns

TYPE	DESCRIPTION
AlertDialogBuilder	

Build()

Combines all of the options that have been set and return a new [AlertDialog](#) object.

Declaration

```
public AlertDialog Build()
```

Returns

TYPE	DESCRIPTION
AlertDialog	The build.

SetMessage(String)

Sets the message of the alert.

Declaration

```
public AlertDialogBuilder SetMessage(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The descriptive text that provides more details about the reason for the alert.

Returns

TYPE	DESCRIPTION
AlertDialogBuilder	

SetTitle(String)

Sets the title of the alert.

Declaration

```
public AlertDialogBuilder SetTitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The title of the alert.

Returns

TYPE	DESCRIPTION
AlertDialogBuilder	

Enum AlertDialogStyle

An enumeration for the available alert dialog styles.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum AlertDialogStyle
```

Fields

NAME	DESCRIPTION
ActionSheet	An action sheet style is used to display alert. (iOS feature)
Default	An overlay alert dialog is displayed.

Class ApplicationSettings

Inheritance

System.Object
ApplicationSettings

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class ApplicationSettings
```

Constructors

ApplicationSettings(NativePlatformConstantSet, RateMyAppSettings, NativeFeatureUsagePermissionSettings, DebugLogger.LogLevel)

Declaration

```
public ApplicationSettings(NativePlatformConstantSet appStoreIds = null, RateMyAppSettings rateMyAppSettings = null, NativeFeatureUsagePermissionSettings usagePermissionSettings = null, DebugLogger.LogLevel logLevel = null)
```

Parameters

TYPE	NAME	DESCRIPTION
NativePlatformConstantSet	appStoreIds	
RateMyAppSettings	rateMyAppSettings	
NativeFeatureUsagePermissionSettings	usagePermissionSettings	
DebugLogger.LogLevel	logLevel	

Properties

LogLevel

Declaration

```
public DebugLogger.LogLevel LogLevel { get; set; }
```

Property Value

TYPE	DESCRIPTION
DebugLogger.LogLevel	

RateMyAppSettings

Declaration

```
public RateMyAppSettings RateMyAppSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
RateMyAppSettings	

UsagePermissionSettings

Declaration

```
public NativeFeatureUsagePermissionSettings UsagePermissionSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
NativeFeatureUsagePermissionSettings	

Methods

GetAppStoreIdForActivePlatform()

Declaration

```
public string GetAppStoreIdForActivePlatform()
```

Returns

TYPE	DESCRIPTION
System.String	

GetAppStoreIdForPlatform(NativePlatform)

Declaration

```
public string GetAppStoreIdForPlatform(NativePlatform platform)
```

Parameters

TYPE	NAME	DESCRIPTION
NativePlatform	platform	

Returns

TYPE	DESCRIPTION
System.String	

Class BillingBuyProductErrorCode

Constants indicating the possible error that might occur when purchasing product.

Inheritance

System.Object
BillingBuyProductErrorCode

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class BillingBuyProductErrorCode
```

Fields

kUnknown

Error code indicating that an unknown or unexpected error occurred.

Declaration

```
public const int kUnknown = 0
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class BillingErrorDomain

Billing services error domain.

Inheritance

System.Object

BillingErrorDomain

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class BillingErrorDomain
```

Fields

kBuyProduct

Declaration

```
public const string kBuyProduct = "BuyProduct"
```

Field Value

TYPE	DESCRIPTION
System.String	

kInitializeStore

Declaration

```
public const string kInitializeStore = "InitializeStore"
```

Field Value

TYPE	DESCRIPTION
System.String	

kRestorePurchases

Declaration

```
public const string kRestorePurchases = "RestorePurchases"
```

Field Value

TYPE	DESCRIPTION
System.String	

Class BillingInitializeStoreErrorCode

Constants indicating the possible error that might occur when initializing store.

Inheritance

System.Object
BillingInitializeStoreErrorCode

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class BillingInitializeStoreErrorCode
```

Fields

kUnknown

Error code indicating that an unknown or unexpected error occurred.

Declaration

```
public const int kUnknown = 0
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class BillingProductDefinition

Represents an object containing additional information related to billing product.

Inheritance

System.Object
BillingProductDefinition

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class BillingProductDefinition
```

Constructors

BillingProductDefinition(String, String, NativePlatformConstantSet, BillingProductType, String, String, BillingProductDefinition.IosPlatformProperties, Object)

Creates the product settings object.

Declaration

```
public BillingProductDefinition(string id = null, string platformId = null, NativePlatformConstantSet platformIdOverrides = null, BillingProductType productType = BillingProductType.Consumable, string title = null, string description = null, BillingProductDefinition.IosPlatformProperties iosProperties = null, object tag = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	The string that identifies the product within Unity environment.
System.String	platformId	
NativePlatformConstantSet	platformIdOverrides	
BillingProductType	productType	The type of the product.
System.String	title	The name of the product.
System.String	description	The description of the product.

TYPE	NAME	DESCRIPTION
BillingProductDefinition.IosPlatformProperties	iosProperties	iOS platform specific settings.
System.Object	tag	Additional information associated with this product.

Properties

Description

The description of the product. (read-only)

Declaration

```
public string Description { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

The string that identifies the product within Unity environment. (read-only)

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IosProperties

Declaration

```
public BillingProductDefinition.IosPlatformProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
BillingProductDefinition.IosPlatformProperties	

ProductType

The type of the product. (read-only)

Declaration

```
public BillingProductType ProductType { get; }
```

Property Value

TYPE	DESCRIPTION
BillingProductType	

Tag

Additional information associated with this product. This information is provided by the developer.

Declaration

```
public object Tag { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Object	

Title

The name of the product. (read-only)

Declaration

```
public string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetPlatformIdForActivePlatform()

Returns the store identifier for active platform.

Declaration

```
public string GetPlatformIdForActivePlatform()
```

Returns

TYPE	DESCRIPTION
System.String	

Class BillingProductDefinition.AndroidPlatformProperties

Inheritance

System.Object
BillingProductDefinition.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties(String, String)

Declaration

```
public AndroidPlatformProperties(string publicKey = null, string developerPayload = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	publicKey	
System.String	developerPayload	

Properties

DeveloperPayload

Declaration

```
public string DeveloperPayload { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PublicKey

Declaration

```
public string PublicKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class BillingProductDefinition.IosPlatformProperties

Inheritance

System.Object
BillingProductDefinition.IosPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class IosPlatformProperties
```

Constructors

IosPlatformProperties()

Declaration

```
public IosPlatformProperties()
```


Enum BillingProductType

An enumeration for the available billing product types.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum BillingProductType
```

Fields

NAME	DESCRIPTION
Consumable	The consumable product.
NonConsumable	The non consumable product.

Enum BillingReceiptVerificationState

The state of a payment receipt verification.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum BillingReceiptVerificationState
```

Fields

NAME	DESCRIPTION
Failed	Receipt verification failed for some reason. Possible reasons can be network issue, mismatch of app build details etc.
NotDetermined	Receipt verification has not yet been done.
Success	Receipt was successfully verified.

Class BillingRestorePurchasesErrorCode

Constants indicating the possible error that might occur when restoring old purchases.

Inheritance

System.Object
BillingRestorePurchasesErrorCode

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class BillingRestorePurchasesErrorCode
```

Fields

kUnknown

Error code indicating that an unknown or unexpected error occurred.

Declaration

```
public const int kUnknown = 0
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Class BillingServices

Inheritance

System.Object
BillingServices

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public static class BillingServices
```

Properties

ProductDefinitions

Declaration

```
public static BillingProductDefinition[] ProductDefinitions { get; }
```

Property Value

TYPE	DESCRIPTION
BillingProductDefinition []	

Products

Declaration

```
public static IBillingProduct[] Products { get; }
```

Property Value

TYPE	DESCRIPTION
IBillingProduct []	

UnitySettings

Declaration

```
public static BillingServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
BillingServicesUnitySettings	

Methods

BuyProduct(String, Int32, String)

Initiates purchase process for the specified billing product.

Declaration

```
public static bool BuyProduct(string productId, int quantity = 1, string applicationUsername = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	productId	The product you want to purchase.
System.Int32	quantity	The number of units you want to purchase. Default quantity value is 1.
System.String	applicationUsername	Application provided username that initiated this request. (optional)

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if request was initiated, <code>false</code> otherwise failed. This can happen if product is not found

Remarks

\note The payment request must have a product identifier registered with the Store.

BuyProduct(IBillingProduct, Int32, String)

Initiates purchase process for the specified billing product.

Declaration

```
public static bool BuyProduct(IBillingProduct product, int quantity = 1, string tag = null)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingProduct	product	The product you want to purchase.
System.Int32	quantity	The number of units you want to purchase. Default quantity value is 1.
System.String	tag	Specify user data associated with the purchase. Eg: Application provided username that initiated this request. (optional)

Returns

TYPE	DESCRIPTION

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if request was initiated, <code>false</code> otherwise failed. This can happen if product is not found

Remarks

\note The payment request must have a product identifier registered with the Store.

CanMakePayments()

Determines whether the user is authorised to make payments.

Declaration

```
public static bool CanMakePayments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if the user is allowed to make product purchase payment; otherwise, <code>false</code> .

ClearPurchaseHistory()

Clears the purchase history.

Declaration

```
public static void ClearPurchaseHistory()
```

FinishTransactions(IBillingTransaction[])

Completes the pending transactions and removes it from transaction queue.

Declaration

```
public static void FinishTransactions( IBillingTransaction[] transactions)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction[]	transactions	An array of unfinished transactions.

GetProductWithId(String)

Gets the billing product with localized information, which was previously fetched from the Store.

Declaration

```
public static IBillingProduct GetProductWithId(string id)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	A string used to identify a billing product.

Returns

TYPE	DESCRIPTION
IBillingProduct	The billing product fetched with localized information.

GetProductWithTag(Object)

Gets the billing product with localized information, which was previously fetched from the Store.

Declaration

```
public static IBillingProduct GetProductWithTag(object tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	tag	A tag associated with billing product.

Returns

TYPE	DESCRIPTION
IBillingProduct	The billing product fetched with localized information.

GetTransactions()

Returns the pending transactions available in transaction queue.

Declaration

```
public static IBillingTransaction[] GetTransactions()
```

Returns

TYPE	DESCRIPTION
IBillingTransaction[]	An array of unfinished transactions.

Remarks

\note User needs to manually call this method after receiving completed transactions, incase if autoFinishTransactions flag is turned off in billing settings.

InitializeStore()

Sends a request to retrieve localized information about the billing products from the Store.

Declaration

```
public static void InitializeStore()
```

Remarks

\note When the request completes, [OnInitializeStoreComplete](#) is fired.

InitializeStore(BillingProductDefinition[])

Sends a request to retrieve localized information about the billing products from the Store.

Declaration

```
public static void InitializeStore(BillingProductDefinition[] productDefinitions)
```

Parameters

TYPE	NAME	DESCRIPTION
BillingProductDefinition []	productDefinitions	

Remarks

\note When the request completes, [OnInitializeStoreComplete](#) is fired.

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsProductPurchased(IBillingProduct)

Determines whether specified billing product is already purchased.

Declaration

```
public static bool IsProductPurchased(IBillingProduct product)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingProduct	product	The object identifies the billing product registered in the Store.

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if specified billing product is already purchased; otherwise, <code>false</code> .

Remarks

\note This works only for Non-Consumable (Managed) billing product. For Consumable products, this will always returns false.

RestorePurchases(String)

Sends a request to restore completed purchases.

Declaration

```
public static void RestorePurchases(string tag = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	tag	Application provided username that initiated this request. (optional)

Remarks

\note Internally this feature requires consumable product information. So ensure that [InitializeStore\(\)](#) is called prior to this.

Events

OnInitializeStoreComplete

Event that will be called when registered billing products are retrieved from the Store.

Declaration

```
public static event EventCallback<BillingServicesInitializeStoreResult> OnInitializeStoreComplete
```

Event Type

TYPE	DESCRIPTION
EventCallback< BillingServicesInitializeStoreResult >	

OnRestorePurchasesComplete

Event that will be called when restored transaction details are received from the Store.

Declaration

```
public static event EventCallback<BillingServicesRestorePurchasesResult> OnRestorePurchasesComplete
```

Event Type

TYPE	DESCRIPTION
EventCallback< BillingServicesRestorePurchasesResult >	

OnTransactionStateChange

Event that will be called when payment state changes.

Declaration

```
public static event Callback<BillingServicesTransactionStateChangeResult> OnTransactionStateChange
```

Event Type

TYPE	DESCRIPTION
Callback< BillingServicesTransactionStateChangeResult >	

Class BillingServicesInitializeStoreResult

This class contains the information retrieved when [InitializeStore\(\)](#) operation is completed.

Inheritance

System.Object
BillingServicesInitializeStoreResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class BillingServicesInitializeStoreResult
```

Properties

InvalidProductIds

An array of product identifiers not recongnized by the Store.

Declaration

```
public string[] InvalidProductIds { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

Products

An array of products returned by the Store.

Declaration

```
public IBillingProduct[] Products { get; }
```

Property Value

TYPE	DESCRIPTION
IBillingProduct []	

Class BillingServicesRestorePurchasesResult

This class contains the information retrieved when [OnRestorePurchasesComplete](#) event is triggered.

Inheritance

System.Object
BillingServicesRestorePurchasesResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class BillingServicesRestorePurchasesResult
```

Properties

Transactions

Gets the transactions.

Declaration

```
public IBillingTransaction[] Transactions { get; }
```

Property Value

TYPE	DESCRIPTION
IBillingTransaction[]	

Class BillingServicesTransactionStateChangeResult

This class contains the information retrieved when [OnTransactionStateChange](#) event is triggered.

Inheritance

System.Object
BillingServicesTransactionStateChangeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class BillingServicesTransactionStateChangeResult
```

Properties

Transactions

An array of active transactions provided by the Store.

Declaration

```
public IBillingTransaction[] Transactions { get; }
```

Property Value

TYPE	DESCRIPTION
IBillingTransaction[]	

Class BillingServicesUnitySettings

Inheritance

System.Object

BillingServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class BillingServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

BillingServicesUnitySettings(Boolean, BillingProductDefinition[], Boolean, Boolean, Boolean, BillingServicesUnitySettings.IosPlatformProperties, BillingServicesUnitySettings.AndroidPlatformProperties)

Declaration

```
public BillingServicesUnitySettings(bool enabled = true, BillingProductDefinition[] products = null, bool maintainPurchaseHistory = true, bool autoFinishTransactions = true, bool verifyTransactionReceipts = true, BillingServicesUnitySettings.IosPlatformProperties iosProperties = null, BillingServicesUnitySettings.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
BillingProductDefinition[]	products	
System.Boolean	maintainPurchaseHistory	
System.Boolean	autoFinishTransactions	
System.Boolean	verifyTransactionReceipts	
BillingServicesUnitySettings.IosPlatformProperties	iosProperties	
BillingServicesUnitySettings.AndroidPlatformProperties	androidProperties	

Properties

AndroidProperties

Declaration

```
public BillingServicesUnitySettings.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
BillingServicesUnitySettings.AndroidPlatformProperties	

AutoFinishTransactions

Declaration

```
public bool AutoFinishTransactions { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IosProperties

Declaration

```
public BillingServicesUnitySettings.IosPlatformProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
BillingServicesUnitySettings.IosPlatformProperties	

MaintainPurchaseHistory

Declaration

```
public bool MaintainPurchaseHistory { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Products

Declaration

```
public BillingProductDefinition[] Products { get; }
```

Property Value

TYPE	DESCRIPTION
BillingProductDefinition[]	

VerifyPaymentReceipts

Declaration

```
public bool VerifyPaymentReceipts { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

GetFeatureName()

Declaration

protected override string GetFeatureName()

Returns

TYPE	DESCRIPTION
System.String	

Class BillingServicesUnitySettings.AndroidPlatformProperties

Inheritance

System.Object
BillingServicesUnitySettings.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties(String)

Declaration

```
public AndroidPlatformProperties(string publicKey = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	publicKey	

Properties

PublicKey

Declaration

```
public string PublicKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class BillingServicesUnitySettings.IosPlatformProperties

Inheritance

System.Object
BillingServicesUnitySettings.IosPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class IosPlatformProperties
```

Constructors

IosPlatformProperties(String)

Declaration

```
public IosPlatformProperties(string customVerificationServerURL = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	customVerificationServerURL	

Properties

CustomVerificationServerURL

Declaration

```
public string CustomVerificationServerURL { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Enum BillingTransactionState

The state of a billing product payment.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum BillingTransactionState
```

Fields

NAME	DESCRIPTION
Deferred	The transaction is in the queue, but its final status is pending external action.
Failed	Transaction was cancelled or failed before being added to the server queue.
Purchased	Transaction is in queue, user has been charged.
Purchasing	Transaction is being added to the server queue.
Refunded	This transaction was refunded back to the user. You can restrict/remove associated item.
Restored	This transaction restores content previously purchased by the user.

Class CalendarNotificationTrigger

A trigger condition that causes a notification to be delivered at a specific date and time.

Inheritance

System.Object
CalendarNotificationTrigger

Implements

[INotificationTrigger](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class CalendarNotificationTrigger : INotificationTrigger
```

Constructors

CalendarNotificationTrigger(DateComponents, Boolean, Nullable<DateTime>)

Creates a new instance of the [CalendarNotificationTrigger](#) class.

Declaration

```
public CalendarNotificationTrigger(DateComponents dateComponent, bool repeats, DateTime? nextTriggerDate = default(DateTime? ))
```

Parameters

TYPE	NAME	DESCRIPTION
DateComponents	dateComponent	Date component.
System.Boolean	repeats	If set to <code>true</code> repeats.
System.Nullable<DateTime>	nextTriggerDate	Next trigger date.

Properties

DateComponent

The temporal information to use when constructing the trigger. Provide only the date components that are relevant for your trigger.

Declaration

```
public DateComponents DateComponent { get; }
```

Property Value

TYPE	DESCRIPTION
DateComponents	

NextTriggerDate

The next date at which the trigger conditions will be met.

Declaration

```
public DateTime? NextTriggerDate { get; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Repeats

Declaration

```
public bool Repeats { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Implements

[INotificationTrigger](#)

Enum CameraAccessStatus

An access status the user can grant for an app to access the camera.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum CameraAccessStatus
```

Fields

NAME	DESCRIPTION
Authorized	The application is authorized to access camera.
Denied	The user explicitly denied access to camera for this application.
NotDetermined	The user has not yet made a choice regarding whether this app can access the camera.
Restricted	The application is not authorized to access the camera.

Enum CloudSavedDataChangeReasonCode

Possible reasons when cloud data changed event occurs.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum CloudSavedDataChangeReasonCode
```

Fields

NAME	DESCRIPTION
AccountChange	This occurs when user has changed the cloud service account. The keys and values in the local key-value store have been replaced with those from the new account.
InitialSyncChange	This occurs when an attempt to write to key-value storage was discarded because an initial download from cloud server has not yet happened.
QuotaViolationChange	This occurs when your app’s key-value store has exceeded its space quota on the cloud server.
ServerChange	This occurs when another instance of your app using same cloud service account, uploads a new value.

Class CloudServices

Provides a cross-platform interface to sync information across various devices by storing it in the cloud.

Inheritance

System.Object
CloudServices

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class CloudServices
```

Remarks

\note

On iOS, the total amount of space available to store key-value data, for a given user, is 1 MB. There is a per-key value size limit of 1 MB, and a maximum of 1024 keys. If you attempt to write data that exceeds these quotas, the write attempt fails and no change is made to your cloud. In this scenario, the system posts the [OnSavedDataChange](#) with a change reason of .

Properties

UnitySettings

Declaration

```
public static CloudServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
CloudServicesUnitySettings	

Methods

GetBool(String)

Returns the boolean value associated with the specified key.

Declaration

```
public static bool GetBool(string key)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.Boolean	The boolean value associated with the specified key, that value is returned. or <code>false</code> if the key was not found.

GetByteArray(String)

Returns the array object associated with the specified key.

Declaration

```
public static byte[] GetByteArray(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.Byte[]	Array object associated with the specified key, or <code>null</code> if the key was not found or its value is not an <code>Array</code> object.

GetDouble(String)

Returns the double value associated with the specified key.

Declaration

```
public static double GetDouble(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.Double	The double value associated with the specified key or <code>0</code> if the key was not found.

GetFloat(String)

Returns the float value associated with the specified key.

Declaration

```
public static float GetFloat(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.Single	The float value associated with the specified key or 0 if the key was not found.

GetInt(String)

Returns the integer value associated with the specified key.

Declaration

```
public static int GetInt(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.Int32	The integer value associated with the specified key, that value is returned. or false if the key was not found.

GetLong(String)

Returns the long value associated with the specified key.

Declaration

```
public static long GetLong(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.Int64	The long value associated with the specified key or <code>0</code> if the key was not found.

GetString(String)

Returns the string value associated with the specified key.

Declaration

```
public static string GetString(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	A string used to identify the value stored in the cloud data store.

Returns

TYPE	DESCRIPTION
System.String	The string associated with the specified key, or <code>null</code> if the key was not found or its value is not an <code>string</code> object.

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

RemoveKey(String)

Removes the value associated with the specified key from the cloud data store.

Declaration

```
public static void RemoveKey(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key corresponding to the value you want to remove.

SetBool(String, Boolean)

Sets a boolean value for the specified key in the cloud data store.

Declaration

```
public static void SetBool(string key, bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.Boolean	value	The boolean value to store.

SetByteArray(String, Byte[])

Sets an array object for the specified key in the cloud data store.

Declaration

```
public static void SetByteArray(string key, byte[] value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.Byte[]	value	Array object whose contents has to be stored. The objects in the list must be <code>primitive</code> , <code>IList</code> , <code>IDictionary</code> .

SetDouble(String, Double)

Sets a double value for the specified key in the cloud data store.

Declaration

```
public static void SetDouble(string key, double value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.Double	value	The double value to store.

SetFloat(String, Single)

Sets a float value for the specified key in the cloud data store.

Declaration

```
public static void SetFloat(string key, float value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.Single	value	The float value to store.

SetInt(String, Int32)

Sets a interger value for the specified key in the cloud data store.

Declaration

```
public static void SetInt(string key, int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.Int32	value	The integer value to store.

SetLong(String, Int64)

Sets a long value for the specified key in the cloud data store.

Declaration

```
public static void SetLong(string key, long value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.Int64	value	The long value to store.

SetString(String, String)

Sets a string value for the specified key in the cloud data store.

Declaration

```
public static void SetString(string key, string value)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.String	key	The key under which to store the value. The length of this key must not exceed 64 bytes.
System.String	value	The string value to store.

Synchronize(Callback<CloudServicesSynchronizeResult>)

Explicitly synchronizes in-memory data with those stored on disk.

Declaration

```
public static void Synchronize(Callback<CloudServicesSynchronizeResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Callback< CloudServicesSynchronizeResult >	callback	

Remarks

\note [OnSynchronizeComplete](#) is triggered, when your app has completed processing synchronisation request.

Events

OnSavedDataChange

Event that will be called when the value of one or more keys in the local key-value store changed due to incoming data pushed from cloud.

Declaration

```
public static event Callback<CloudServicesSavedDataChangeResult> OnSavedDataChange
```

Event Type

TYPE	DESCRIPTION
Callback< CloudServicesSavedDataChangeResult >	

OnSynchronizeComplete

Event that will be called when the synchronize request is finished.

Declaration

```
public static event Callback<CloudServicesSynchronizeResult> OnSynchronizeComplete
```

Event Type

TYPE	DESCRIPTION
Callback< CloudServicesSynchronizeResult >	

OnUserChange

Event that will be called when cloud user changed.

Declaration

```
public static event EventCallback<CloudServicesUserChangeResult> OnUserChange
```

Event Type

TYPE	DESCRIPTION
EventCallback< CloudServicesUserChangeResult >	

Class CloudServicesSavedDataChangeResult

This class contains the information related to [OnSavedDataChange](#) event.

Inheritance

System.Object
CloudServicesSavedDataChangeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class CloudServicesSavedDataChangeResult
```

Properties

ChangedKeys

An array of changed keys.

Declaration

```
public string[] ChangedKeys { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

ChangeReason

The reason causing local data change.

Declaration

```
public CloudSavedDataChangeReasonCode ChangeReason { get; }
```

Property Value

TYPE	DESCRIPTION
CloudSavedDataChangeReasonCode	

Class CloudServicesSynchronizeResult

This class contains the information related to [OnSynchronizeComplete](#) event.

Inheritance

System.Object
CloudServicesSynchronizeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class CloudServicesSynchronizeResult
```

Properties

Success

The value indicates whether synchronize request was successful.

Declaration

```
public bool Success { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if success; otherwise, <code>false</code> .

Class CloudServicesUnitySettings

Inheritance

System.Object

CloudServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class CloudServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

CloudServicesUnitySettings(Boolean, Boolean, Int32)

Declaration

```
public CloudServicesUnitySettings(bool enabled = true, bool synchronizeOnLoad = false, int syncInterval = 60)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
System.Boolean	synchronizeOnLoad	
System.Int32	syncInterval	

Properties

SynchronizeOnLoad

Declaration

```
public bool SynchronizeOnLoad { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

SyncInterval

Declaration

```
public int SyncInterval { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

GetFeatureName()

Declaration

protected override string GetFeatureName()

Returns

TYPE	DESCRIPTION
System.String	

Class CloudServicesUserChangeResult

This class contains the information related to [OnUserChange](#) event.

Inheritance

System.Object
CloudServicesUserChangeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class CloudServicesUserChangeResult
```

Properties

User

The cloud user.

Declaration

```
public ICloudUser User { get; }
```

Property Value

TYPE	DESCRIPTION
ICloudUser	

Enum CloudUserAccountStatus

Enumeration indicating the availability of the user’s cloud account.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum CloudUserAccountStatus
```

Fields

NAME	DESCRIPTION
Available	The user’s iCloud account is available and may be used by this app.
CouldNotDetermine	Indicates that an error occurred during an attempt to retrieve the account status.
NoAccount	The user’s iCloud account is not available because no account information has been provided for this device.
Restricted	The user’s iCloud account is not available. Access was denied due to Parental Controls.

Class DatePicker

Inheritance

System.Object

DatePicker

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class DatePicker : NativeFeatureBehaviour
```

Fields

OnCloseCallback

Declaration

```
public Callback<DatePickerResult> OnCloseCallback
```

Field Value

TYPE	DESCRIPTION
Callback< DatePickerResult >	

OnValueChanged

Declaration

```
public DatePicker.ValueChangeCallback OnValueChanged
```

Field Value

TYPE	DESCRIPTION
DatePicker.ValueChangeCallback	

Properties

SelectedDate

Declaration

```
public DateTime? SelectedDate { get; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Methods

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

CreateInstance(DatePickerMode)

Creates a new instance of the [DatePicker](#) class.

Declaration

```
public static DatePicker CreateInstance(DatePickerMode mode = DatePickerMode.DateAndTime)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePickerMode	mode	The picker mode to be used.

Returns

TYPE	DESCRIPTION
DatePicker	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

GetInitialDate()

Declaration

```
public DateTime? GetInitialDate()
```

Returns

TYPE	DESCRIPTION
System.Nullable<DateTime>	

GetKind()

Declaration

```
public DateTimeKind GetKind()
```

Returns

TYPE	DESCRIPTION
DateTimeKind	

GetMaximumDate()

Declaration

```
public DateTime? GetMaximumDate()
```

Returns

TYPE	DESCRIPTION
System.Nullable<DateTime>	

GetMinimumDate()

Declaration

```
public DateTime? GetMinimumDate()
```

Returns

TYPE	DESCRIPTION
System.Nullable<DateTime>	

GetMode()

Declaration

```
public DatePickerMode GetMode()
```

Returns

TYPE	DESCRIPTION
DatePickerMode	

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

SetInitialDate(Nullable<DateTime>)

Declaration

```
public DatePicker SetInitialDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Returns

TYPE	DESCRIPTION
DatePicker	

SetKind(DateTimeKind)

Declaration

public DatePicker SetKind(DateTimeKind value)

Parameters

TYPE	NAME	DESCRIPTION
DateTimeKind	value	

Returns

TYPE	DESCRIPTION
DatePicker	

SetMaximumDate(Nullable<DateTime>)

Declaration

public DatePicker SetMaximumDate(DateTime? value)

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Returns

TYPE	DESCRIPTION
DatePicker	

SetMinimumDate(Nullable<DateTime>)

Declaration

public DatePicker SetMinimumDate(DateTime? value)

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Returns

TYPE	DESCRIPTION
DatePicker	

SetOnCloseCallback(Callback<DatePickerResult>)

Declaration

```
public DatePicker SetOnCloseCallback(Callback<DatePickerResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
Callback< DatePickerResult >	callback	

Returns

TYPE	DESCRIPTION
DatePicker	

SetOnValueChanged(DatePicker.ValueChangeCallback)

Declaration

```
public DatePicker SetOnValueChanged(DatePicker.ValueChangeCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePicker.ValueChangeCallback	callback	

Returns

TYPE	DESCRIPTION
DatePicker	

Show()

Declaration

```
public void Show()
```

Delegate DatePicker.ValueChangeCallback

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ValueChangeCallback(DateTime? date);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	date	

Enum DatePickerMode

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum DatePickerMode
```

Fields

NAME	DESCRIPTION
Date	
DateAndTime	
Time	

Class DatePickerResult

Inheritance

System.Object

DatePickerResult

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class DatePickerResult
```

Properties

SelectedDate

Declaration

```
public DateTime? SelectedDate { get; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Class DeepLinkDefinition

Inheritance

System.Object

DeepLinkDefinition

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class DeepLinkDefinition
```

Constructors

DeepLinkDefinition(String, String, String, String, String)

Declaration

```
public DeepLinkDefinition(string identifier = null, string serviceType = null, string scheme = null, string host = null, string path = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	identifier	
System.String	serviceType	
System.String	scheme	
System.String	host	
System.String	path	

Properties

Host

Declaration

```
public string Host { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Identifier

Declaration

```
public string Identifier { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Path

Declaration

```
public string Path { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Scheme

Declaration

```
public string Scheme { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ServiceType

Declaration

```
public string ServiceType { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class DeepLinkServices

Inheritance

System.Object

DeepLinkServices

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class DeepLinkServices
```

Properties

Delegate

Declaration

```
public static IDeepLinkServicesDelegate Delegate { get; set; }
```

Property Value

TYPE	DESCRIPTION
IDeepLinkServicesDelegate	

UnitySettings

Declaration

```
public static DeepLinkServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkServicesUnitySettings	

Methods

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Events

OnCustomSchemeUrlOpen

Event that will be called when url scheme is opened.

Declaration

```
public static event Callback<DeepLinkServicesDynamicLinkOpenResult> OnCustomSchemeUrlOpen
```

Event Type

TYPE	DESCRIPTION
Callback< DeepLinkServicesDynamicLinkOpenResult >	

OnUniversalLinkOpen

Event that will be called when universal link is opened.

Declaration

```
public static event Callback<DeepLinkServicesDynamicLinkOpenResult> OnUniversalLinkOpen
```

Event Type

TYPE	DESCRIPTION
Callback< DeepLinkServicesDynamicLinkOpenResult >	

Class DeepLinkServicesDynamicLinkOpenResult

This class contains the information retrieved when deep link is opened.

Inheritance

System.Object
DeepLinkServicesDynamicLinkOpenResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class DeepLinkServicesDynamicLinkOpenResult
```

Properties

RawUrlString

Declaration

```
public string RawUrlString { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Url

The received notification.

Declaration

```
public Uri Url { get; }
```

Property Value

TYPE	DESCRIPTION
Uri	

Class DeepLinkServicesUnitySettings

Inheritance

System.Object
DeepLinkServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class DeepLinkServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

DeepLinkServicesUnitySettings(Boolean, DeepLinkServicesUnitySettings.IosPlatformProperties, DeepLinkServicesUnitySettings.AndroidPlatformProperties)

Declaration

```
public DeepLinkServicesUnitySettings(bool enabled = true, DeepLinkServicesUnitySettings.IosPlatformProperties iosProperties = null, DeepLinkServicesUnitySettings.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
DeepLinkServicesUnitySettings.IosPlatformProperties	iosProperties	
DeepLinkServicesUnitySettings.AndroidPlatformProperties	androidProperties	

Properties

AndroidProperties

Declaration

```
public DeepLinkServicesUnitySettings.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkServicesUnitySettings.AndroidPlatformProperties	

IosProperties

Declaration

```
public DeepLinkServicesUnitySettings.IosPlatformProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkServicesUnitySettings.IosPlatformProperties	

Methods

AddCustomSchemeUrl(DeepLinkDefinition, NativePlatform)

Declaration

```
public void AddCustomSchemeUrl(DeepLinkDefinition definition, NativePlatform platform)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition	definition	
NativePlatform	platform	

AddUniversalLink(DeepLinkDefinition, NativePlatform)

Declaration

```
public void AddUniversalLink(DeepLinkDefinition definition, NativePlatform platform)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition	definition	
NativePlatform	platform	

GetCustomSchemeUrlsForPlatform(NativePlatform)

Declaration

```
public DeepLinkDefinition[] GetCustomSchemeUrlsForPlatform(NativePlatform platform)
```

Parameters

TYPE	NAME	DESCRIPTION
NativePlatform	platform	

Returns

TYPE	DESCRIPTION
DeepLinkDefinition []	

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

GetUniversalLinksForPlatform(NativePlatform)

Declaration

```
public DeepLinkDefinition[] GetUniversalLinksForPlatform(NativePlatform platform)
```

Parameters

TYPE	NAME	DESCRIPTION
NativePlatform	platform	

Returns

TYPE	DESCRIPTION
DeepLinkDefinition []	

Class

DeepLinkServicesUnitySettings.AndroidPlatformProperties

Inheritance

System.Object
DeepLinkServicesUnitySettings.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties(DeepLinkDefinition[], DeepLinkDefinition[])

Declaration

```
public AndroidPlatformProperties(DeepLinkDefinition[] customSchemeUrls = null, DeepLinkDefinition[] universalLinks = null)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition[]	customSchemeUrls	
DeepLinkDefinition[]	universalLinks	

Properties

CustomSchemeUrls

Declaration

```
public DeepLinkDefinition[] CustomSchemeUrls { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkDefinition[]	

UniversalLinks

Declaration

```
public DeepLinkDefinition[] UniversalLinks { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkDefinition []	

Methods

AddCustomSchemeUrl(DeepLinkDefinition)

Declaration

```
public void AddCustomSchemeUrl(DeepLinkDefinition definition)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition	definition	

AddUniversalLink(DeepLinkDefinition)

Declaration

```
public void AddUniversalLink(DeepLinkDefinition definition)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition	definition	

Class DeepLinkServicesUnitySettings.IosPlatformProperties

Inheritance

System.Object
DeepLinkServicesUnitySettings.IosPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class IosPlatformProperties
```

Constructors

IosPlatformProperties(DeepLinkDefinition[], DeepLinkDefinition[])

Declaration

```
public IosPlatformProperties(DeepLinkDefinition[] customSchemeUrls = null, DeepLinkDefinition[] universalLinks = null)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition []	customSchemeUrls	
DeepLinkDefinition []	universalLinks	

Properties

CustomSchemeUrls

Declaration

```
public DeepLinkDefinition[] CustomSchemeUrls { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkDefinition []	

UniversalLinks

Declaration

```
public DeepLinkDefinition[] UniversalLinks { get; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkDefinition []	

Methods

AddCustomSchemeUrl(DeepLinkDefinition)

Declaration

```
public void AddCustomSchemeUrl(DeepLinkDefinition definition)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition	definition	

AddUniversalLink(DeepLinkDefinition)

Declaration

```
public void AddUniversalLink(DeepLinkDefinition definition)
```

Parameters

TYPE	NAME	DESCRIPTION
DeepLinkDefinition	definition	

Class EssentialKitManager

Inheritance

System.Object

EssentialKitManager

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class EssentialKitManager : PrivateSingletonBehaviour<EssentialKitManager>
```

Methods

OnSingletonAwake()

Declaration

```
protected override void OnSingletonAwake()
```

Class EssentialKitSettings

Inheritance

System.Object

EssentialKitSettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class EssentialKitSettings : ScriptableObject
```

Properties

AddressBookSettings

Declaration

```
public AddressBookUnitySettings AddressBookSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
AddressBookUnitySettings	

ApplicationSettings

Declaration

```
public ApplicationSettings ApplicationSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
ApplicationSettings	

BillingServicesSettings

Declaration

```
public BillingServicesUnitySettings BillingServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
BillingServicesUnitySettings	

CloudServicesSettings

Declaration

```
public CloudServicesUnitySettings CloudServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
CloudServicesUnitySettings	

DeepLinkServicesSettings

Declaration

```
public DeepLinkServicesUnitySettings DeepLinkServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
DeepLinkServicesUnitySettings	

GameServicesSettings

Declaration

```
public GameServicesUnitySettings GameServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
GameServicesUnitySettings	

Instance

Declaration

```
public static EssentialKitSettings Instance { get; }
```

Property Value

TYPE	DESCRIPTION
EssentialKitSettings	

MediaServicesSettings

Declaration

```
public MediaServicesUnitySettings MediaServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
MediaServicesUnitySettings	

NativeUISettings

Declaration

```
public NativeUIUnitySettings NativeUISettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
NativeUIUnitySettings	

NetworkServicesSettings

Declaration

```
public NetworkServicesUnitySettings NetworkServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
NetworkServicesUnitySettings	

NotificationServicesSettings

Declaration

```
public NotificationServicesUnitySettings NotificationServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
NotificationServicesUnitySettings	

SharingServicesSettings

Declaration

```
public SharingServicesUnitySettings SharingServicesSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
SharingServicesUnitySettings	

WebViewSettings

Declaration

```
public WebViewUnitySettings WebViewSettings { get; set; }
```

Property Value

TYPE	DESCRIPTION
WebViewUnitySettings	

Methods

GetAvailableFeatureNames()

Declaration

```
public string[] GetAvailableFeatureNames()
```

Returns

TYPE	DESCRIPTION
System.String[]	

GetUsedFeatureNames()

Declaration

```
public string[] GetUsedFeatureNames()
```

Returns

TYPE	DESCRIPTION
System.String[]	

IsFeatureUsed(String)

Declaration

```
public bool IsFeatureUsed(string name)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	

Returns

TYPE	DESCRIPTION
System.Boolean	

Enum GalleryAccessMode

Enumeration values indicating the mode in which application wants to access user's gallery.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum GalleryAccessMode
```

Fields

NAME	DESCRIPTION
Read	The ability to access gallery files.
ReadWrite	The ability to access and write files to gallery.

Enum GalleryAccessStatus

An access status the user can grant for an app to access the gallery data.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum GalleryAccessStatus
```

Fields

NAME	DESCRIPTION
Authorized	The application is authorized to access gallery data.
Denied	The user explicitly denied access to gallery data for this application.
NotDetermined	The user has not yet made a choice regarding whether this app can access the gallery data.
Restricted	The application is not authorized to access the gallery data.

Class GameServices

Provides cross-platform interface to easily integrate popular social gaming functionalities such as achievements, leaderboards on your mobile games.

Inheritance

System.Object
GameServices

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class GameServices
```

Properties

AchievementDefinitions

Declaration

```
public static AchievementDefinition[] AchievementDefinitions { get; }
```

Property Value

TYPE	DESCRIPTION
AchievementDefinition[]	

AchievementDescriptions

Returns the cached achievement description array.

Declaration

```
public static IAchievementDescription[] AchievementDescriptions { get; }
```

Property Value

TYPE	DESCRIPTION
IAchievementDescription[]	

Remarks

\note This property is invalid until a call to [LoadAchievementDescriptions\(EventCallback<GameServicesLoadAchievementDescriptionsResult>\)](#) is completed.

Achievements

Returns the cached achievements array.

Declaration

```
public static IAchievement[] Achievements { get; }
```

Property Value

TYPE	DESCRIPTION
IAchievement[]	

Remarks

\note This property is invalid until a call to [LoadAchievements\(EventCallback<GameServicesLoadAchievementsResult>\)](#) is completed.

IsAuthenticated

A boolean value indicating whether this local player is authenticated.

Declaration

```
public static bool IsAuthenticated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if is authenticated; otherwise, <code>false</code> .

LeaderboardDefinitions

Declaration

```
public static LeaderboardDefinition[] LeaderboardDefinitions { get; }
```

Property Value

TYPE	DESCRIPTION
LeaderboardDefinition[]	

Leaderboards

Returns the cached leaderboards array.

Declaration

```
public static ILeaderboard[] Leaderboards { get; }
```

Property Value

TYPE	DESCRIPTION
ILeaderboard[]	

Remarks

\note This property is invalid until a call to [LoadLeaderboards\(EventCallback<GameServicesLoadLeaderboardsResult>\)](#) is completed.

LocalPlayer

Returns the local player.

Declaration

```
public static ILocalPlayer LocalPlayer { get; }
```

Property Value

TYPE	DESCRIPTION
ILocalPlayer	The local player.

UnitySettings

Declaration

```
public static GameServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
GameServicesUnitySettings	

Methods

Authenticate()

Initiates authentication process for the local player on the device.

Declaration

```
public static void Authenticate()
```

CreateAchievement(String)

Creates a new instance of achievement object.

Declaration

```
public static IAchievement CreateAchievement(string achievementId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	achievementId	A string used to uniquely identify the achievement.

Returns

TYPE	DESCRIPTION
IAchievement	

CreateLeaderboard(String)

Creates a new instance of leaderboard object.

Declaration

```
public static ILeaderboard CreateLeaderboard(string leaderboardId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	A string used to uniquely identify the leaderboard.

Returns

TYPE	DESCRIPTION
ILeaderboard	

CreateScore(String)

Creates the score for specified leaderboard.

Declaration

```
public static IScore CreateScore(string leaderboardId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	A string used to uniquely identify the leaderboard.

Returns

TYPE	DESCRIPTION
IScore	The score object.

CreateScore(ILeaderboard)

Creates the score for specified leaderboard.

Declaration

```
public static IScore CreateScore(ILeaderboard leaderboard)
```

Parameters

TYPE	NAME	DESCRIPTION
ILeaderboard	leaderboard	The leaderboard object.

Returns

TYPE	DESCRIPTION
IScore	The score object.

Initialize()

Initializes game services.

Declaration

```
public static void Initialize()
```

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

LoadAchievementDescriptions(EventCallback<GameServicesLoadAchievementDescriptionsResult>)

Loads the achievement descriptions from game server.

Declaration

```
public static void LoadAchievementDescriptions(EventCallback<GameServicesLoadAchievementDescriptionsResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< GameServicesLoadAchievementDescriptionsResult >	callback	Callback method that will be invoked after operation is completed.

LoadAchievements(EventCallback<GameServicesLoadAchievementsResult>)

Loads previously submitted achievement progress for the current local player.

Declaration

```
public static void LoadAchievements(EventCallback<GameServicesLoadAchievementsResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< GameServicesLoadAchievementsResult >	callback	Callback method that will be invoked after operation is completed.

LoadLeaderboards(EventCallback<GameServicesLoadLeaderboardsResult>)

Loads the leaderboards.

Declaration

```
public static void LoadLeaderboards(EventCallback<GameServicesLoadLeaderboardsResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< GameServicesLoadLeaderboardsResult >	callback	Callback method that will be invoked after operation is completed.

LoadPlayers(String[], EventCallback<GameServicesLoadPlayersResult>)

Loads the player details from game server.

Declaration

```
public static void LoadPlayers(string[] playerIds, EventCallback<GameServicesLoadPlayersResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	playerIds	An array of player id's whose details has to be retrieved from game server.
EventCallback< GameServicesLoadPlayersResult >	callback	Callback that will be called after operation is completed.

ReportAchievementProgress(String, Double, CompletionCallback)

Reports the local user's achievement progress to game server, using platform specific id.

Declaration

```
public static void ReportAchievementProgress(string achievementId, double percentageCompleted, CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	achievementId	A string used to uniquely identify the achievement.
System.Double	percentageCompleted	The value indicates how far the player has progressed.
CompletionCallback	callback	Callback that will be called after operation is completed.

ReportAchievementProgress(IAchievement, Double, CompletionCallback)

Reports the local user's achievement progress to game server.

Declaration

```
public static void ReportAchievementProgress(IAchievement achievement, double percentageCompleted, CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
IAchievement	achievement	The achievement object.
System.Double	percentageCompleted	The value indicates how far the player has progressed.
CompletionCallback	callback	Callback that will be called after operation is completed.

ReportAchievementProgress(IAchievementDescription, Double, CompletionCallback)

Reports the local user's achievement progress to game server.

Declaration

```
public static void ReportAchievementProgress(IAchievementDescription achievementDescription, double percentageCompleted, CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
IAchievementDescription	achievementDescription	The achievement description object.
System.Double	percentageCompleted	The value indicates how far the player has progressed.
CompletionCallback	callback	Callback that will be called after operation is completed.

ReportScore(String, Int64, CompletionCallback)

Reports the score to game server.

Declaration

```
public static void ReportScore(string leaderboardId, long value, CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	A string used to uniquely identify the leaderboard.
System.Int64	value	
CompletionCallback	callback	Callback that will be called after operation is completed.

ReportScore(ILeaderboard, Int64, CompletionCallback)

Reports the score to game server.

Declaration

```
public static void ReportScore(ILeaderboard leaderboard, long value, CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ILeaderboard	leaderboard	The leaderboard object.
System.Int64	value	
CompletionCallback	callback	Callback that will be called after operation is completed.

ShowAchievements(EventCallback<GameServicesViewResult>)

Opens the standard view to display achievement progress screen for the local player.

Declaration

```
public static void ShowAchievements(EventCallback<GameServicesViewResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<GameServicesViewResult>	callback	Callback that will be called after operation is completed.

ShowLeaderboard(String, LeaderboardTimeScope, EventCallback<GameServicesViewResult>)

Opens the standard view to display leaderboard scores corresponding to given id.

Declaration

```
public static void ShowLeaderboard(string leaderboardId, LeaderboardTimeScope timescope = LeaderboardTimeScope.AllTime, EventCallback<GameServicesViewResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	A string used to identify the leaderboard.
LeaderboardTimeScope	timescope	A time filter used to restrict which scores are displayed to the player.
EventCallback<GameServicesViewResult>	callback	Callback that will be called after operation is completed.

Remarks

\note Incase, if you want to list out all the leaderboards that are used in your game, then pass `null` for leaderboard identifier.

ShowLeaderboard(ILeaderboard, LeaderboardTimeScope, EventCallback<GameServicesViewResult>)

Opens the standard view to display leaderboard scores corresponding to given leaderboard.

Declaration

```
public static void ShowLeaderboard(ILeaderboard leaderboard, LeaderboardTimeScope timescope =
LeaderboardTimeScope.AllTime, EventCallback<GameServicesViewResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
ILeaderboard	leaderboard	The leaderboard object.
LeaderboardTimeScope	timescope	A time filter used to restrict which scores are displayed to the player.
EventCallback<GameServicesViewResult>	callback	Callback that will be called after operation is completed.

Remarks

\note Incase, if you want to list out all the leaderboards that are used in your game, then pass `null` for leaderboard identifier.

ShowLeaderboards(LeaderboardTimeScope, EventCallback<GameServicesViewResult>)

Opens the standard view to display all the leaderboards.

Declaration

```
public static void ShowLeaderboards(LeaderboardTimeScope timescope = LeaderboardTimeScope.AllTime,
EventCallback<GameServicesViewResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
LeaderboardTimeScope	timescope	A time filter used to restrict which scores are displayed to the player.
EventCallback<GameServicesViewResult>	callback	Callback that will be called after operation is completed.

Events

OnAuthStatusChange

Event called on local player auth change.

Declaration

```
public static event EventCallback<GameServicesAuthStatusChangeResult> OnAuthStatusChange
```

Event Type

TYPE	DESCRIPTION
EventCallback<GameServicesAuthStatusChangeResult>	

Class GameServicesAuthStatusChangeResult

This class contains the information retrieved when [Authenticate\(\)](#) operation is completed.

Inheritance

System.Object
GameServicesAuthStatusChangeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesAuthStatusChangeResult
```

Properties

AuthStatus

The value is used to determine whether user is logged in to system.

Declaration

```
public LocalPlayerAuthStatus AuthStatus { get; }
```

Property Value

TYPE	DESCRIPTION
LocalPlayerAuthStatus	

LocalPlayer

The local player.

Declaration

```
public ILocalPlayer LocalPlayer { get; }
```

Property Value

TYPE	DESCRIPTION
ILocalPlayer	

Class GameServicesLoadAchievementDescriptionsResult

This class contains the information retrieved when [LoadAchievements\(EventCallback<GameServicesLoadAchievementsResult>\)](#) operation is completed.

Inheritance

System.Object
GameServicesLoadAchievementDescriptionsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesLoadAchievementDescriptionsResult
```

Properties

AchievementDescriptions

An array of achievement descriptions.

Declaration

```
public IAchievementDescription[] AchievementDescriptions { get; }
```

Property Value

TYPE	DESCRIPTION
IAchievementDescription[]	

Class GameServicesLoadAchievementsResult

This class contains the information retrieved when [LoadAchievements\(EventCallback<GameServicesLoadAchievementsResult>\)](#) operation is completed.

Inheritance

System.Object
GameServicesLoadAchievementsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesLoadAchievementsResult
```

Properties

Achievements

An array of registered achievements.

Declaration

```
public IAchievement[] Achievements { get; }
```

Property Value

TYPE	DESCRIPTION
IAchievement []	

Class

GameServicesLoadExternalAuthenticationCredentialsResult

Inheritance

System.Object
GameServicesLoadExternalAuthenticationCredentialsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesLoadExternalAuthenticationCredentialsResult
```

Class GameServicesLoadLeaderboardsResult

This class contains the information retrieved when [LoadLeaderboards\(EventCallback<GameServicesLoadLeaderboardsResult>\)](#) operation is completed.

Inheritance

System.Object
GameServicesLoadLeaderboardsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesLoadLeaderboardsResult
```

Properties

Leaderboards

An array of registered leaderboards.

Declaration

```
public ILeaderboard[] Leaderboards { get; }
```

Property Value

TYPE	DESCRIPTION
ILeaderboard[]	

Class GameServicesLoadPlayersResult

This class contains the information retrieved when [LoadPlayers\(String\[\], EventCallback<GameServicesLoadPlayersResult>\)](#) operation is completed.

Inheritance

System.Object
GameServicesLoadPlayersResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesLoadPlayersResult
```

Properties

Players

An array of requested players.

Declaration

```
public IPlayer[] Players { get; }
```

Property Value

TYPE	DESCRIPTION
IPlayer[]	

Class GameServicesUnitySettings

Inheritance

System.Object

GameServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

GameServicesUnitySettings(Boolean, Boolean, LeaderboardDefinition[], AchievementDefinition[], Boolean, GameServicesUnitySettings.AndroidPlatformProperties)

Declaration

```
public GameServicesUnitySettings(bool enabled = true, bool initializeOnStart = true, LeaderboardDefinition[] leaderboards = null, AchievementDefinition[] achievements = null, bool showAchievementCompletionBanner = true, GameServicesUnitySettings.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
System.Boolean	initializeOnStart	
LeaderboardDefinition[]	leaderboards	
AchievementDefinition[]	achievements	
System.Boolean	showAchievementCompletionBanner	
GameServicesUnitySettings.AndroidPlatformProperties	androidProperties	

Fields

m_achievements

Declaration

```
public AchievementDefinition[] m_achievements
```

Field Value

TYPE	DESCRIPTION
AchievementDefinition[]	

m_leaderboards

Declaration

```
public LeaderboardDefinition[] m_leaderboards
```

Field Value

TYPE	DESCRIPTION
LeaderboardDefinition[]	

Properties

Achievements

Declaration

```
public AchievementDefinition[] Achievements { get; }
```

Property Value

TYPE	DESCRIPTION
AchievementDefinition[]	

AndroidProperties

Declaration

```
public GameServicesUnitySettings.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
GameServicesUnitySettings.AndroidPlatformProperties	

Leaderboards

Declaration

```
public LeaderboardDefinition[] Leaderboards { get; }
```

Property Value

TYPE	DESCRIPTION
LeaderboardDefinition[]	

ShowAchievementCompletionBanner

Declaration

```
public bool ShowAchievementCompletionBanner { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```


Returns

TYPE	DESCRIPTION
System.String	

Class GameServicesUnitySettings.AndroidPlatformProperties

Inheritance

System.Object
GameServicesUnitySettings.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties(String, String, String[], Boolean, Boolean)

Declaration

```
public AndroidPlatformProperties(string playServicesApplicationID = null, string serverClientID = null, string[] achievedDescriptionFormats = null, bool showErrorDialogs = true, bool displayPopupsAtTop = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	playServicesApplicationID	
System.String	serverClientID	
System.String[]	achievedDescriptionFormats	
System.Boolean	showErrorDialogs	
System.Boolean	displayPopupsAtTop	

Properties

AchievedDescriptionFormats

Declaration

```
public string[] AchievedDescriptionFormats { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

DisplayPopupsAtTop

Declaration

```
public bool DisplayPopupsAtTop { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

PlayServicesApplicationID

Declaration

```
public string PlayServicesApplicationID { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ServerClientID

Declaration

```
public string ServerClientID { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ShowErrorDialogs

Declaration

```
public bool ShowErrorDialogs { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Class GameServicesViewResult

This class contains the information retrieved when game view is closed.

Inheritance

System.Object
GameServicesViewResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class GameServicesViewResult
```

Properties

ResultCode

Declaration

```
public GameServicesViewResultCode ResultCode { get; }
```

Property Value

TYPE	DESCRIPTION
GameServicesViewResultCode	

Enum GameServicesViewResultCode

Result codes returned when the game service interface is dismissed.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum GameServicesViewResultCode
```

Fields

NAME	DESCRIPTION
Done	The user successfully closed.
Unknown	The user action could not be determined. This occurs in platforms where there is no provision to find result.

Interface IAchievement

Provides an interface to communicate with game server about local players progress towards completing achievement.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IAchievement
```

Remarks

\note Your game must authenticate the local user before using any features.

Properties

Id

An unique identifier used to identify the achievement across all the supported platforms. (read-only)

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IsCompleted

The bool value indicates whether the current player has completed this achievement. (read-only)

Declaration

```
bool IsCompleted { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LastReportedDate

The last time that progress on the achievement was successfully reported to game server. (read-only)

Declaration

```
DateTime LastReportedDate { get; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

PercentageCompleted

The percentage describes how far the player has progressed on this achievement.

Declaration

```
double PercentageCompleted { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	

PlatformId

A string used to identify the achievement in the current platform. (read-only)

Declaration

```
string PlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

ReportProgress(CompletionCallback)

Reports the progress of this achievement.

Declaration

```
void ReportProgress(CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
CompletionCallback	callback	Callback that will be called after operation is completed.

Interface IAchievementDescription

Provides an interface to access an achievement's properties such as achievement's title, max points, image etc.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IAchievementDescription
```

Remarks

\note Your game must authenticate the local user before using any features.

Properties

AchievedDescription

A localized description to be used after the local player has completed the achievement. (read-only)

Declaration

```
string AchievedDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

An unique string used to identify the achievement across all the supported platforms. (read-only)

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IsHidden

A boolean that states whether this achievement is initially visible to users. (read-only)

Declaration

```
bool IsHidden { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsReplayable

A Boolean value that states whether this achievement can be earned multiple times. (read-only)

Declaration

```
bool IsReplayable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

MaximumPoints

The number of points the player earns by completing this achievement. (read-only)

Declaration

```
long MaximumPoints { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	

NumberOfStepsRequiredToUnlockAchievement

The number of steps required for completing this achievement.

Declaration

```
int NumberOfStepsRequiredToUnlockAchievement { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

PlatformId

A string used to identify the achievement in the current platform. (read-only)

Declaration

```
string PlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Title

A localized title for the achievement. (read-only)

Declaration

```
string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UnachievedDescription

A localized description of the achievement to be used when the local player has not completed the achievement. (read-only)

Declaration

```
string UnachievedDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

LoadImage(EventCallback<TextureData>)

Loads the image property for a completed achievement.

Declaration

```
void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

LoadIncompleteAchievementImage(EventCallback<TextureData>)

Loads the image property for an incomplete achievement.

Declaration

```
void LoadIncompleteAchievementImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

Interface IAddressBookContact

Provides a cross-platform interface to access contact properties, such as contact’s name, image, phone numbers etc.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IAddressBookContact
```

Properties

EmailAddresses

An array of email addresses of the contact. (read-only)

Declaration

```
string[] EmailAddresses { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

FirstName

The first name of the contact. (read-only)

Declaration

```
string FirstName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LastName

The last name of the contact. (read-only)

Declaration

```
string LastName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

MiddleName

The middle name of the contact. (read-only)

Declaration

```
string MiddleName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PhoneNumbers

An array of phone numbers of the contact. (read-only)

Declaration

<pre>string[] PhoneNumbers { get; }</pre>

Property Value

TYPE	DESCRIPTION
System.String[]	

Methods

LoadImage(EventCallback<TextureData>)

Asynchronously loads the profile picture of a contact.

Declaration

<pre>void LoadImage(EventCallback<TextureData> callback)</pre>
--

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	The callback to be executed when request is completed.

Interface IAddressBookContactsEnumerator

Inherited Members

System.Collections.IEnumerator.MoveNext()
System.Collections.IEnumerator.Reset()
System.Collections.IEnumerator.Current

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IAddressBookContactsEnumerator : IEnumerator
```

Properties

AvailableContactsCount

Declaration

```
int AvailableContactsCount { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

BlockSize

Declaration

```
int BlockSize { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

GetContact(Int32)

Declaration

```
IAddressBookContact GetContact(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Returns

TYPE	DESCRIPTION
IAddressBookContact	

Interface IBillingPayment

Provides an interface to access purchase request information.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IBillingPayment
```

Properties

ProductId

The string that identifies the product within Unity environment. (read-only)

Declaration

```
string ProductId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ProductPlatformId

The string that identifies the product registered in the Store (platform specific). (read-only)

Declaration

```
string ProductPlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Quantity

The number of units to be purchased. This should be a non-zero number.

Declaration

```
int Quantity { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Tag

An optional user information provided by the developer at the time of initiating purchase.

Declaration

```
string Tag { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Interface IBillingProduct

Provides a cross-platform interface to access information about a product registered in Store.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IBillingProduct
```

Properties

Id

The string that identifies the product within Unity environment. (read-only)

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LocalizedDescription

A description of the product. (read-only)

Declaration

```
string LocalizedDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LocalizedPrice

The cost of the product prefixed with local currency symbol. (read-only)

Declaration

```
string LocalizedPrice { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LocalizedTitle

The name of the product. (read-only)

Declaration

```
string LocalizedTitle { get; }
```


Property Value

TYPE	DESCRIPTION
System.String	

PlatformId

The string that identifies the product registered in the Store (platform specific). (read-only)

Declaration

<pre>string PlatformId { get; }</pre>

Property Value

TYPE	DESCRIPTION
System.String	

Price

The cost of the product. (read-only)

Declaration

<pre>string Price { get; }</pre>

Property Value

TYPE	DESCRIPTION
System.String	

Tag

Additional information associated with this product. This information is provided by the developer using [Tag](#) property.

Declaration

<pre>object Tag { get; }</pre>

Property Value

TYPE	DESCRIPTION
System.Object	The tag.

Interface IBillingTransaction

Provides an interface to access transaction information of the purchased product.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IBillingTransaction
```

Properties

Date

The local date and time, when user initiated this transaction.

Declaration

```
DateTime Date { get; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

DateUTC

The UTC date and time, when user initiated this transaction.

Declaration

```
DateTime DateUTC { get; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

Error

An object describing the error that occurred while processing the transaction. (read-only)

Declaration

```
Error Error { get; }
```

Property Value

TYPE	DESCRIPTION
Error	

Id

The string that uniquely identifies a payment transaction. (read-only)

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Payment

Returns the payment request associated with this transaction.

Declaration

IBillingPayment Payment { get; }

Property Value

TYPE	DESCRIPTION
IBillingPayment	

Receipt

Declaration

string Receipt { get; }

Property Value

TYPE	DESCRIPTION
System.String	

ReceiptVerificationState

The current state of the validation.

Declaration

BillingReceiptVerificationState ReceiptVerificationState { get; set; }
--

Property Value

TYPE	DESCRIPTION
BillingReceiptVerificationState	

TransactionState

The current state of the transaction. (read-only)

Declaration

BillingTransactionState TransactionState { get; }

Property Value

TYPE	DESCRIPTION
BillingTransactionState	

Interface ICloudUser

Provides a cross-platform interface to access information related to cloud user.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface ICloudUser
```

Properties

AccountStatus

The current status of user account.

Declaration

```
CloudUserAccountStatus AccountStatus { get; }
```

Property Value

TYPE	DESCRIPTION
CloudUserAccountStatus	

UserId

The string to identify active user.

Declaration

```
string UserId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Interface IDeepLinkServicesDelegate

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IDeepLinkServicesDelegate
```

Methods

CanHandleCustomSchemeUrl(Uri)

Declaration

```
bool CanHandleCustomSchemeUrl(Uri link)
```

Parameters

TYPE	NAME	DESCRIPTION
Uri	link	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanHandleUniversalLink(Uri)

Declaration

```
bool CanHandleUniversalLink(Uri link)
```

Parameters

TYPE	NAME	DESCRIPTION
Uri	link	

Returns

TYPE	DESCRIPTION
System.Boolean	

Interface ILeaderboard

Provides interface to read data from a leaderboard stored on game server.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface ILeaderboard
```

Remarks

\note Your game must authenticate the local user before using any features.

Properties

Id

An unique string used to identify the leaderboard across all the supported platforms. (read-only)

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LoadScoresQuerySize

The value indicates maximum entries that has to be fetched from search.

Declaration

```
int LoadScoresQuerySize { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

LocalPlayerScore

Returns the [IScore](#) earned by the local player. (read-only)

Declaration

```
IScore LocalPlayerScore { get; }
```

Property Value

TYPE	DESCRIPTION
IScore	

Remarks

\note This property is invalid until a call to load scores is completed.

PlatformId

An unique used to identify the leaderboard in the current platform. (read-only)

Declaration

```
string PlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PlayerScope

A filter used to restrict the search to a subset of the players on game server.

Declaration

```
LeaderboardPlayerScope PlayerScope { get; set; }
```

Property Value

TYPE	DESCRIPTION
LeaderboardPlayerScope	

TimeScope

A filter used to restrict the search to scores that were posted within a specific period of time.

Declaration

```
LeaderboardTimeScope TimeScope { get; set; }
```

Property Value

TYPE	DESCRIPTION
LeaderboardTimeScope	

Title

A localized title for the leaderboard. (read-only)

Declaration

```
string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

LoadImage(EventCallback<TextureData>)

Loads the image.

Declaration

```
void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

LoadNext(EventCallback<LeaderboardLoadScoresResult>)

Loads next set of scores.

Declaration

```
void LoadNext(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<LeaderboardLoadScoresResult>	callback	Callback method that will be invoked after operation is completed.

LoadPlayerCenteredScores(EventCallback<LeaderboardLoadScoresResult>)

Loads player-centered set of scores.

Declaration

```
void LoadPlayerCenteredScores(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<LeaderboardLoadScoresResult>	callback	Callback method that will be invoked after operation is completed.

LoadPrevious(EventCallback<LeaderboardLoadScoresResult>)

Loads previous set of scores.

Declaration

```
void LoadPrevious(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<LeaderboardLoadScoresResult>	callback	Callback method that will be invoked after operation is completed.

LoadTopScores(EventCallback<LeaderboardLoadScoresResult>)

Loads the top set of scores.

Declaration

```
void LoadTopScores(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<LeaderboardLoadScoresResult>	callback	Callback method that will be invoked after operation is completed.

Interface ILocalPlayer

Provides interface to access information about the authenticated player running your game on the device.

Inherited Members

- [IPlayer.Id](#)
- [IPlayer.Alias](#)
- [IPlayer.DisplayName](#)
- [IPlayer.LoadImage\(EventCallback<TextureData>\)](#)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface ILocalPlayer : IPlayer
```

Remarks

\note Your game must authenticate the local user before using any features.

Properties

IsAuthenticated

A bool value that indicates whether a local player is currently signed in to game service. (read-only)

Declaration

```
bool IsAuthenticated { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsUnderAge

A bool value that indicates whether a local player is underage. (read-only)

Declaration

```
bool IsUnderAge { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if is under age; otherwise, <code>false</code> .

Interface INotification

Provides a cross-platform interface to access properties of Notification object.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INotification
```

Properties

AndroidProperties

The object containing properties specific to android.

Declaration

```
NotificationAndroidProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationAndroidProperties	The android properties.

Badge

The number to display as the app’s icon badge.

Declaration

```
int Badge { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Body

The message included in the notification.

Declaration

```
string Body { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

The unique identifier for this notification.

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IosProperties

The object containing properties specific to android.

Declaration

```
NotificationIosProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationIosProperties	The android properties.

SoundFileName

The sound to play when the notification is delivered.

Declaration

```
string SoundFileName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Subtitle

The secondary description of the notification.

Declaration

```
string Subtitle { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Title

The short description of the notification.

Declaration

```
string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Trigger

The trigger associated with the notification.

Declaration

```
INotificationTrigger Trigger { get; }
```

Property Value

TYPE	DESCRIPTION
INotificationTrigger	

TriggerType

The type of the trigger associated with the notification.

Declaration

```
NotificationTriggerType TriggerType { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationTriggerType	

UserInfo

A dictionary of custom information associated with the notification.

Declaration

```
IDictionary UserInfo { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.IDictionary	

Interface INotificationTrigger

Base interface for representing an event that triggers the delivery of a notification.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INotificationTrigger
```

Properties

Repeats

A Boolean value indicating whether the system reschedules the notification after it is delivered.

Declaration

```
bool Repeats { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Interface IPlayer

Provides a cross-platform interface to access information about a player playing your game.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IPlayer
```

Properties

Alias

A string chosen by the player to identify themselves to others. (read-only)

Declaration

```
string Alias { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

DisplayName

A string to display for the player. (read-only)

Declaration

```
string DisplayName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

A string assigned by game service to uniquely identify a player. (read-only)

Declaration

```
string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

LoadImage(EventCallback<TextureData>)

Loads the player profile image.

Declaration

```
void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	Callback that will be called after operation is completed.

Interface IRateMyAppController

Provides an interface to create a custom component to control rating request behaviour.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IRateMyAppController
```

Methods

CanShowRateMyApp()

Returns a boolean value indicating whether rating window can be shown or not.

Declaration

```
bool CanShowRateMyApp()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if show rate my app can be displayed, <code>false</code> otherwise.

DidClickOnCancelButton()

Callback received when user clicks on cancel button.

Declaration

```
void DidClickOnCancelButton()
```

DidClickOnOkButton()

Callback received when user clicks on ok button.

Declaration

```
void DidClickOnOkButton()
```

DidClickOnRemindLaterButton()

Callback received when user clicks on remind later button.

Declaration

```
void DidClickOnRemindLaterButton()
```

Interface IScore

Provides an interface to read the score that was earned by the user.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IScore
```

Remarks

\note Your game must authenticate the local user before using any features.

Properties

FormattedValue

The players score as a localized string. (read-only)

Declaration

```
string FormattedValue { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LastReportedDate

The date and time when score was reported. (read-only)

Declaration

```
DateTime LastReportedDate { get; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

LeaderboardId

An unique string used to identify the leaderboard across all the supported platforms. (read-only)

Declaration

```
string LeaderboardId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LeaderboardPlatformId

A string used to identify the leaderboard in the current platform. (read-only)

Declaration

```
string LeaderboardPlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Player

The player that earned the score. (read-only)

Declaration

```
IPlayer Player { get; }
```

Property Value

TYPE	DESCRIPTION
IPlayer	

Rank

The position of the score in leaderboard. (read-only)

Declaration

```
long Rank { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	

Value

The score earned by the player.

Declaration

```
long Value { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	

Methods

ReportScore(CompletionCallback)

Reports the score to game server.

Declaration

```
void ReportScore(CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
CompletionCallback	callback	Callback that will be called after operation is completed.

Interface IUnityUIDatePicker

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IUnityUIDatePicker
```

Properties

InitialDate

Declaration

```
DateTime? InitialDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Kind

Declaration

```
DateTimeKind Kind { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTimeKind	

MaxDate

Declaration

```
DateTime? MaxDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

MinDate

Declaration

```
DateTime? MinDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Mode

Declaration

```
DatePickerMode Mode { get; set; }
```

Property Value

TYPE	DESCRIPTION
DatePickerMode	

SelectedDate

Declaration

```
DateTime SelectedDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

Methods

Dismiss()

Declaration

```
void Dismiss()
```

SetCompletionCallback(EventCallback<Nullable<DateTime>>)

Declaration

```
void SetCompletionCallback(EventCallback<DateTime? > callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<System.Nullable<DateTime>>	callback	

Show()

Declaration

```
void Show()
```

Class LeaderboardDefinition

Represents an object containing additional information related to game leaderboard.

Inheritance

System.Object
LeaderboardDefinition

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class LeaderboardDefinition
```

Constructors

LeaderboardDefinition(String, String, NativePlatformConstantSet, String, LeaderboardDefinition.IosPlatformProperties, LeaderboardDefinition.AndroidPlatformProperties)

Declaration

```
public LeaderboardDefinition(string id = null, string platformId = null, NativePlatformConstantSet platformIdOverrides = null, string title = null, LeaderboardDefinition.IosPlatformProperties iosProperties = null, LeaderboardDefinition.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	
NativePlatformConstantSet	platformIdOverrides	
System.String	title	
LeaderboardDefinition.IosPlatformProperties	iosProperties	
LeaderboardDefinition.AndroidPlatformProperties	androidProperties	

Properties

AndroidProperties

Declaration

```
public LeaderboardDefinition.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
LeaderboardDefinition.AndroidPlatformProperties	

Id

The string that identifies the leaderboard within Unity environment. (read-only)

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IosProperties

Declaration

```
public LeaderboardDefinition.IosPlatformProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
LeaderboardDefinition.IosPlatformProperties	

Title

The name of the leaderboard. (read-only)

Declaration

```
public string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetPlatformIdForActivePlatform()

Returns the leaderboard identifier for active platform.

Declaration

```
public string GetPlatformIdForActivePlatform()
```

Returns

TYPE	DESCRIPTION
System.String	

Class LeaderboardDefinition.AndroidPlatformProperties

Inheritance

System.Object
LeaderboardDefinition.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties()

Declaration

```
public AndroidPlatformProperties()
```

Class LeaderboardDefinition.IosPlatformProperties

Inheritance

System.Object
LeaderboardDefinition.IosPlatformProperties

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ToString()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class IosPlatformProperties
```

Constructors

IosPlatformProperties()

Declaration

```
public IosPlatformProperties()
```

Class LeaderboardLoadScoresResult

This class contains the information retrieved when load scores operation is completed.

Inheritance

System.Object
LeaderboardLoadScoresResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class LeaderboardLoadScoresResult
```

Properties

Scores

An array of score values.

Declaration

```
public IScore[] Scores { get; }
```

Property Value

TYPE	DESCRIPTION
IScore[]	

Enum LeaderboardPlayerScope

The scope of player to be searched for scores.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum LeaderboardPlayerScope
```

Fields

NAME	DESCRIPTION
FriendsOnly	Only friends of local player are considered for search.
Global	All the players are considered for search.

Enum LeaderboardTimeScope

The period of time to which user's best score are restricted.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum LeaderboardTimeScope
```

Fields

NAME	DESCRIPTION
AllTime	Best score of all user's recorded is returned.
Today	Best score of all user's recorded in past 24hrs is returned.
Week	Best score of all user's recorded in past week is returned.

Enum LocalPlayerAuthStatus

Enumeration for determining [ILocalPlayer](#) auth status.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum LocalPlayerAuthStatus
```

Fields

NAME	DESCRIPTION
Authenticated	Local player is signed in.
Authenticating	Local player auth process has been initiated.
NotAvailable	User authentication status is not found.

Class LocationNotificationTrigger

A trigger condition that causes a notification to be delivered when the user's device enters or exits the specified geographic region.

Inheritance

System.Object
LocationNotificationTrigger

Implements

[INotificationTrigger](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public sealed class LocationNotificationTrigger : INotificationTrigger
```

Constructors

LocationNotificationTrigger(CircularRegion, Boolean, Boolean, Boolean)

Creates a new instance of the [LocationNotificationTrigger](#) class.

Declaration

```
public LocationNotificationTrigger(CircularRegion region, bool notifyOnEntry, bool notifyOnExit, bool repeats)
```

Parameters

TYPE	NAME	DESCRIPTION
CircularRegion	region	Region.
System.Boolean	notifyOnEntry	If set to <code>true</code> notify on entry.
System.Boolean	notifyOnExit	If set to <code>true</code> notify on exit.
System.Boolean	repeats	If set to <code>true</code> repeats.

Properties

NotifyOnEntry

A Boolean indicating that notifications are generated upon entry into the region.

Declaration

```
public bool NotifyOnEntry { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

NotifyOnExit

A Boolean indicating that notifications are generated upon exit from the region.

Declaration

```
public bool NotifyOnExit { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Region

The region used to determine when the notification is sent.

Declaration

```
public CircularRegion Region { get; }
```

Property Value

TYPE	DESCRIPTION
CircularRegion	

Repeats

Declaration

```
public bool Repeats { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Implements

[INotificationTrigger](#)

Class MailComposer

The MailComposer class provides an interface to compose and send an email message.

Inheritance

System.Object

MailComposer

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class MailComposer : NativeFeatureBehaviour
```

Examples

The following code example shows how to compose mail.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        if (MailComposer.CanSendMail())
        {
            // create new instance and populate fields
            MailComposer newComposer = MailComposer.CreateInstance();
            newComposer.SetSubject("Example");
            newComposer.SetBody("Lorem ipsum dolor sit amet");
            newComposer.AddScreenshot("screenshot.jpg");
            newComposer.SetCompletionCallback(OnMailComposerClosed);
            newComposer.Show();
        }
        else
        {
            // device doesn't support sending emails
        }
    }

    private void OnMailComposerClosed(MailComposerResult result, Error error)
    {
        // add your code
    }
}
```

Methods

AddAttachment(Byte[], String, String)

Adds the specified data as an attachment of the email.

Declaration

```
public void AddAttachment(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	The data of the file that has to be added as an attachment.
System.String	mimeType	The MIME type of the specified data.
System.String	fileName	The filename of the specified data.

AddImage(Texture2D, String, TextureEncodingFormat)

Adds specified image as an attachment of the email.

Declaration

```
public void AddImage(Texture2D image, string fileName, TextureEncodingFormat textureEncodingFormat = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image that has to be added as an attachment.
System.String	fileName	The preferred filename to associate with the image.
TextureEncodingFormat	textureEncodingFormat	Texture encoding format.

AddScreenshot(String)

Captures a screenshot and adds it as an attachment of the email.

Declaration

```
public void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	The preferred filename to associate with the image.

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

CanSendMail()

Returns a Boolean indicating whether the current device is able to send email.

Declaration

```
public static bool CanSendMail()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device is configured for sending email, <code>false</code> otherwise.

CreateInstance()

Initializes a new instance of the [MailComposer](#) class.

Declaration

```
public static MailComposer CreateInstance()
```

Returns

TYPE	DESCRIPTION
MailComposer	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

SetBccRecipients(String[])

Sets the initial recipients to include in the email’s “Bcc” field.

Declaration

```
public void SetBccRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values, each of which contains the email address of a single recipient.

SetBody(String, Boolean)

Sets the initial body text to include in the email.

Declaration

```
public void SetBody(string value, bool isHtml = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The initial body text of the message. The text is interpreted as either plain text or HTML depending on the value of the isHTML parameter..
System.Boolean	isHtml	Specify YES if the body parameter contains HTML content or specify NO if it contains plain text.

SetCcRecipients(String[])

Sets the initial recipients to include in the email’s “Cc” field.

Declaration

```
public void SetCcRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values, each of which contains the email address of a single recipient.

SetCompletionCallback(EventCallback<MailComposerResult>)

Specify the action to execute after the composer is dismissed.

Declaration

```
public void SetCompletionCallback(EventCallback<MailComposerResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< MailComposerResult >	callback	The action to be called on completion.

SetSubject(String)

Sets the initial text for the subject line of the email.

Declaration

```
public void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The text to display in the subject line.

SetToRecipients(String[])

Sets the initial recipients to include in the email’s “To” field.

Declaration

```
public void SetToRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values, each of which contains the email address of a single recipient.

Show()

Shows the email composer interface with values initially set.

Declaration

```
public void Show()
```

Class MailComposerExtensions

Mail composer extensions.

Inheritance

System.Object
MailComposerExtensions

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class MailComposerExtensions
```

Class MailComposerResult

This class contains the result of the user action which caused [MailComposer](#) interface to dismiss.

Inheritance

System.Object
MailComposerResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class MailComposerResult
```

Properties

ResultCode

Gets the result of the user’s action.

Declaration

```
public MailComposerResultCode ResultCode { get; }
```

Property Value

TYPE	DESCRIPTION
MailComposerResultCode	The result code of user’s action.

Enum MailComposerResultCode

Result codes returned when the [MailComposer](#) interface is dismissed.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum MailComposerResultCode
```

Fields

NAME	DESCRIPTION
Cancelled	The user cancelled the operation. No email message was queued.
Failed	The email message was not saved or queued, possibly due to an error.
Saved	The email message was saved in the user’s Drafts folder.
Sent	The email message was queued in the user’s outbox.
Unknown	The user action could not be determined.

Class MediaServices

Provides cross-platform interface to access devices's media gallery and camera for picking images and playing videos.

Inheritance

System.Object
MediaServices

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public static class MediaServices
```

Properties

UnitySettings

Declaration

```
public static MediaServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
MediaServicesUnitySettings	

Methods

CanCaptureImageFromCamera()

Returns a boolean value indicating whether the device supports capturing photo using camera.

Declaration

```
public static bool CanCaptureImageFromCamera()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if device supports capturing photo using camera, <code>false</code> otherwise.

CanSaveImageToGallery()

Returns a boolean value indicating whether the device supports saving image to gallery.

Declaration

```
public static bool CanSaveImageToGallery()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if device supports saving image to gallery, <code>false</code> otherwise.

CanSelectImageFromGallery()

Returns a boolean value indicating whether the device supports picking media from gallery.

Declaration

```
public static bool CanSelectImageFromGallery()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device supports picking media from gallery, <code>false</code> otherwise.

CaptureImageFromCamera(Boolean, EventCallback<TextureData>)

Captures the photo from camera.

Declaration

```
public static void CaptureImageFromCamera(bool canEdit, EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	If set to <code>true</code> default edit options are shown.
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

CaptureImageFromCameraWithUserPermission(Boolean, EventCallback<TextureData>)

Captures the photo from camera after user grants required permissions.

Declaration

```
public static void CaptureImageFromCameraWithUserPermission(bool canEdit, EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	If set to <code>true</code> default edit options are shown.

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

GetCameraAccessStatus()

Returns the current authorization status provided to access the camera.

Declaration

```
public static CameraAccessStatus GetCameraAccessStatus()
```

Returns

TYPE	DESCRIPTION
CameraAccessStatus	

GetGalleryAccessStatus(GalleryAccessMode)

Returns the current authorization status provided to access the gallery.

Declaration

```
public static GalleryAccessStatus GetGalleryAccessStatus(GalleryAccessMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessMode	mode	The access mode your app is requesting.

Returns

TYPE	DESCRIPTION
GalleryAccessStatus	

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

RequestCameraAccess(Boolean, EventCallback<MediaServicesRequestCameraAccessResult>)

Requests for user permission to access the camera.

Declaration

```
public static void RequestCameraAccess(bool showPrepermissionDialog = true,
EventCallback<MediaServicesRequestCameraAccessResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	showPrepermissionDialog	Indicates whether pre-confirmation is required, before prompting system permission dialog.
EventCallback< MediaServicesRequestCameraAccessResult >	callback	Callback method that will be invoked after operation is completed.

RequestGalleryAccess(GalleryAccessMode, Boolean, EventCallback<MediaServicesRequestGalleryAccessResult>)

Requests for user permission to access the gallery data.

Declaration

```
public static void RequestGalleryAccess(GalleryAccessMode mode, bool showPrepermissionDialog = true,
EventCallback<MediaServicesRequestGalleryAccessResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessMode	mode	The access mode your app is requesting.
System.Boolean	showPrepermissionDialog	Indicates whether pre-confirmation is required, before prompting system permission dialog.
EventCallback< MediaServicesRequestGalleryAccessResult >	callback	Callback method that will be invoked after operation is completed.

SaveImageToGallery(String, Texture2D, EventCallback<MediaServicesSaveImageToGalleryResult>)

Saves the specified image to gallery.

Declaration

```
public static void SaveImageToGallery(string albumName, Texture2D image,
EventCallback<MediaServicesSaveImageToGalleryResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	albumName	The album name to which image has to saved.
Texture2D	image	Image to be saved.

TYPE	NAME	DESCRIPTION
EventCallback< MediaServicesSaveImageToGalleryResult >	callback	Callback method that will be invoked after operation is completed.

SaveImageToGallery(Texture2D, EventCallback<MediaServicesSaveImageToGalleryResult>)

Saves the specified image to gallery.

Declaration

```
public static void SaveImageToGallery(Texture2D image, EventCallback<MediaServicesSaveImageToGalleryResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	Image to be saved.
EventCallback< MediaServicesSaveImageToGalleryResult >	callback	Callback method that will be invoked after operation is completed.

SaveImageToGalleryWithUserPermission(String, Texture2D, EventCallback<MediaServicesSaveImageToGalleryResult>)

Saves the specified image to gallery after user grants required permissions.

Declaration

```
public static void SaveImageToGalleryWithUserPermission(string albumName, Texture2D image, EventCallback<MediaServicesSaveImageToGalleryResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	albumName	The album name to which image has to saved.
Texture2D	image	Image to be saved.
EventCallback< MediaServicesSaveImageToGalleryResult >	callback	Callback method that will be invoked after operation is completed.

SelectImageFromGallery(Boolean, EventCallback<TextureData>)

Opens the image picker window.

Declaration

```
public static void SelectImageFromGallery(bool canEdit, EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	If set to <code>true</code> default edit options are shown.
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

SelectImageFromGalleryWithUserPermission(Boolean, EventCallback<TextureData>)

Opens the image picker window after user grants required permissions.

Declaration

```
public static void SelectImageFromGalleryWithUserPermission(bool canEdit, EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	If set to <code>true</code> default edit options are shown.
EventCallback<TextureData>	callback	Callback method that will be invoked after operation is completed.

Class MediaServicesRequestCameraAccessResult

This class contains the information retrieved when [RequestCameraAccess\(Boolean, EventCallback<MediaServicesRequestCameraAccessResult>\)](#) operation is completed.

Inheritance

System.Object
MediaServicesRequestCameraAccessResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class MediaServicesRequestCameraAccessResult
```

Properties

AccessStatus

The access permission granted by the user.

Declaration

```
public CameraAccessStatus AccessStatus { get; }
```

Property Value

TYPE	DESCRIPTION
CameraAccessStatus	

Class MediaServicesRequestGalleryAccessResult

This class contains the information retrieved when [RequestGalleryAccess\(GalleryAccessMode, Boolean, EventCallback<MediaServicesRequestGalleryAccessResult>\)](#) operation is completed.

Inheritance

System.Object
MediaServicesRequestGalleryAccessResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class MediaServicesRequestGalleryAccessResult
```

Properties

AccessStatus

The access permission provided by the user.

Declaration

```
public GalleryAccessStatus AccessStatus { get; }
```

Property Value

TYPE	DESCRIPTION
GalleryAccessStatus	

Class MediaServicesSaveImageToGalleryResult

This class contains the information retrieved when [SaveImageToGallery\(Texture2D, EventCallback<MediaServicesSaveImageToGalleryResult>\)](#) operation is completed.

Inheritance

System.Object
MediaServicesSaveImageToGalleryResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class MediaServicesSaveImageToGalleryResult
```

Properties

Success

The status of requested operation.

Declaration

```
public bool Success { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if success; otherwise, <code>false</code> .

Class MediaServicesUnitySettings

Inheritance

System.Object

MediaServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class MediaServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

MediaServicesUnitySettings(Boolean, Boolean, Boolean, Boolean)

Declaration

```
public MediaServicesUnitySettings(bool enabled = true, bool usesCamera = true, bool usesGallery = true, bool savesFilesToGallery = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
System.Boolean	usesCamera	
System.Boolean	usesGallery	
System.Boolean	savesFilesToGallery	

Properties

SavesFilesToGallery

Declaration

```
public bool SavesFilesToGallery { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

UsesCamera

Declaration

```
public bool UsesCamera { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

UsesGallery

Declaration

```
public bool UsesGallery { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class MessageComposer

The MessageComposer class provides a standard interface for composing and sending SMS or MMS messages.

Inheritance

System.Object

MessageComposer

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class MessageComposer : NativeFeatureBehaviour
```

Examples

The following code example shows how to compose text message.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        if (MessageComposer.CanSendText())
        {
            // create new instance and populate fields
            MessageComposer newComposer = MessageComposer.CreateInstance();
            newComposer.SetBody("Lorem ipsum dolor sit amet");
            newComposer.SetCompletionCallback(OnMessageComposerClosed);
            newComposer.Show();
        }
        else
        {
            // device doesn't support sending emails
        }
    }

    private void OnMessageComposerClosed(MessageComposerResult result, Error error)
    {
        // add your code
    }
}
```

Methods

AddAttachment(Byte[], String, String)

Adds the specified data as an attachment of the message.

Declaration

```
public void AddAttachment(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	The data of the file that has to be added as an attachment.

TYPE	NAME	DESCRIPTION
System.String	contentType	The MIME type of the specified data.
System.String	fileName	The filename of the specified data.

AddImage(Texture2D, String, TextureEncodingFormat)

Adds specified image as an attachment of the message.

Declaration

```
public void AddImage(Texture2D image, string fileName, TextureEncodingFormat textureEncodingFormat = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image that has to be added as an attachment.
System.String	fileName	The preferred filename to associate with the image.
TextureEncodingFormat	textureEncodingFormat	Texture encoding format.

AddScreenshot(String)

Captures a screenshot and adds it as an attachment of the message.

Declaration

```
public void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	The preferred filename to associate with the image.

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

CanSendAttachments()

Returns a Boolean value indicating whether or not messages can include attachments.

Declaration

```
public static bool CanSendAttachments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device can send attachments in MMS or iMessage messages, <code>false</code> otherwise.

CanSendSubject()

Returns a Boolean value indicating whether or not messages can include subject lines.

Declaration

```
public static bool CanSendSubject()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device can include subject lines in messages, <code>false</code> otherwise.

CanSendText()

Returns a Boolean value indicating whether the current device is capable of sending text messages.

Declaration

```
public static bool CanSendText()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device can send text messages, <code>false</code> otherwise.

CreateInstance()

Initializes a new instance of the [MessageComposer](#) class.

Declaration

```
public static MessageComposer CreateInstance()
```

Returns

TYPE	DESCRIPTION
MessageComposer	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

SetBody(String)

Sets the initial content of the message.

Declaration

```
public void SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The initial content in the body of a message.

SetCompletionCallback(EventCallback<MessageComposerResult>)

Specify the action to execute after the composer is dismissed.

Declaration

```
public void SetCompletionCallback(EventCallback<MessageComposerResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< MessageComposerResult >	callback	The action to be called on completion.

SetRecipients(String[])

Sets the initial recipients of the message..

Declaration

```
public void SetRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values containing the initial recipients of the message.

SetSubject(String)

Sets the initial subject of the message.

Declaration

```
public void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The initial subject for a message.

Show()

Shows the message composer interface with values initially set.

Declaration

```
public void Show()
```


Class MessageComposerExtensions

Inheritance

System.Object
MessageComposerExtensions

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public static class MessageComposerExtensions
```

Class MessageComposerResult

This class contains the result of the user action which caused [MessageComposer](#) interface to dismiss.

Inheritance

System.Object
MessageComposerResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class MessageComposerResult
```

Properties

ResultCode

Gets the result code.

Declaration

```
public MessageComposerResultCode ResultCode { get; }
```

Property Value

TYPE	DESCRIPTION
MessageComposerResultCode	The result code of user’s action.

Enum MessageComposerResultCode

Result codes returned when the [MessageComposer](#) interface is dismissed.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum MessageComposerResultCode
```

Fields

NAME	DESCRIPTION
Cancelled	The user canceled the composition.
Failed	The message was not saved or queued, possibly due to an error.
Sent	The user successfully queued or sent the message.
Unknown	The user action could not be determined. This occurs in platforms where there is no provision to find result.

Class NativeFeatureUsagePermissionSettings

Inheritance

System.Object
NativeFeatureUsagePermissionSettings

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class NativeFeatureUsagePermissionSettings
```

Constructors

NativeFeatureUsagePermissionSettings(NativeFeatureUsagePermissionDefinition, NativeFeatureUsagePermissionDefinition, NativeFeatureUsagePermissionDefinition, NativeFeatureUsagePermissionDefinition)

Declaration

```
public NativeFeatureUsagePermissionSettings(NativeFeatureUsagePermissionDefinition addressBookUsagePermission = null, NativeFeatureUsagePermissionDefinition cameraUsagePermission = null, NativeFeatureUsagePermissionDefinition galleryUsagePermission = null, NativeFeatureUsagePermissionDefinition galleryWritePermission = null, NativeFeatureUsagePermissionDefinition locationWhenInUsePermission = null)
```

Parameters

TYPE	NAME	DESCRIPTION
NativeFeatureUsagePermissionDefinition	addressBookUsagePermission	
NativeFeatureUsagePermissionDefinition	cameraUsagePermission	
NativeFeatureUsagePermissionDefinition	galleryUsagePermission	
NativeFeatureUsagePermissionDefinition	galleryWritePermission	
NativeFeatureUsagePermissionDefinition	locationWhenInUsePermission	

Properties

AddressBookUsagePermission

Declaration

```
public NativeFeatureUsagePermissionDefinition AddressBookUsagePermission { get; }
```

Property Value

TYPE	DESCRIPTION
NativeFeatureUsagePermissionDefinition	

CameraUsagePermission

Declaration

```
public NativeFeatureUsagePermissionDefinition CameraUsagePermission { get; }
```

Property Value

TYPE	DESCRIPTION
NativeFeatureUsagePermissionDefinition	

GalleryUsagePermission

Declaration

```
public NativeFeatureUsagePermissionDefinition GalleryUsagePermission { get; }
```

Property Value

TYPE	DESCRIPTION
NativeFeatureUsagePermissionDefinition	

GalleryWritePermission

Declaration

```
public NativeFeatureUsagePermissionDefinition GalleryWritePermission { get; }
```

Property Value

TYPE	DESCRIPTION
NativeFeatureUsagePermissionDefinition	

LocationWhenInUsePermission

Declaration

```
public NativeFeatureUsagePermissionDefinition LocationWhenInUsePermission { get; }
```

Property Value

TYPE	DESCRIPTION
NativeFeatureUsagePermissionDefinition	

Class NativeUI

Provides a cross-platform interface to access native UI components.

Inheritance

System.Object
NativeUI

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class NativeUI
```

Properties

NativeInterface

Declaration

```
public static INativeUIInterface NativeInterface { get; set; }
```

Property Value

TYPE	DESCRIPTION
INativeUIInterface	

UnitySettings

Declaration

```
public static NativeUIUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
NativeUIUnitySettings	

Methods

ShowAlertDialog(String, String, String, Callback, String, Callback)

Creates a new alert dialog with specified values.

Declaration

```
public static void ShowAlertDialog(string title, string message, string preferredActionLabel, Callback preferredActionCallback = null, string cancelActionLabel = null, Callback cancelActionCallback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the alert.
System.String	message	The descriptive text that provides more details.
System.String	preferredActionLabel	The title of the button.
Callback	preferredActionCallback	The method to execute when the user selects preferred action button.
System.String	cancelActionLabel	The title of the cancel button.
Callback	cancelActionCallback	The method to execute when the user selects cancel button.

Class NativeUIUnitySettings

Inheritance

System.Object

NativeUIUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NativeUIUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

NativeUIUnitySettings(Boolean)

Declaration

```
public NativeUIUnitySettings(bool enabled = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	

Properties

CustomUICollection

Declaration

```
public NativeUIUnitySettings.UnityUICollection CustomUICollection { get; set; }
```

Property Value

TYPE	DESCRIPTION
NativeUIUnitySettings.UnityUICollection	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class NativeUIUnitySettings.UnityUICollection

Inheritance

System.Object
NativeUIUnitySettings.UnityUICollection

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class UnityUICollection
```

Properties

AlertDialogPrefab

Declaration

```
public UnityUIAlertDialog AlertDialogPrefab { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityUIAlertDialog	

DatePickerPrefab

Declaration

```
public UnityUIDatePicker DatePickerPrefab { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityUIDatePicker	

RendererPrefab

Declaration

```
public UnityUIRenderer RendererPrefab { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityUIRenderer	

Class NetworkServices

Provides cross-platform interface to check network connectivity status.

Inheritance

System.Object

NetworkServices

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class NetworkServices
```

Examples

The following example illustrates how to use network service related events.

```

using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    private void OnEnable()
    {
        // registering for event
        NetworkServices.OnInternetConnectivityChange += OnInternetConnectivityChange;
        NetworkServices.OnHostReachabilityChange += OnHostReachabilityChange;
    }

    private void OnDisable()
    {
        // unregistering event
        NetworkServices.OnInternetConnectivityChange -= OnInternetConnectivityChange;
        NetworkServices.OnHostReachabilityChange -= OnHostReachabilityChange;
    }

    private void OnInternetConnectivityChange(NetworkServicesInternetConnectivityStatus data)
    {
        if (data.IsConnected)
        {
            // notify user that he/she is online
        }
        else
        {
            // notify user that he/she is offline
        }
    }

    private void OnHostReachabilityChange(NetworkServicesHostReachabilityStatus data)
    {
        Debug.Log("Host connectivity status: " + data.IsReachable);
    }
}

```

Properties

IsHostReachable

A boolean value that is used to determine whether host is reachable or not.

Declaration

```
public static bool IsHostReachable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if is host reachable; otherwise, <code>false</code> .

IsInternetActive

A boolean value that is used to determine internet connectivity status.

Declaration

```
public static bool IsInternetActive { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if connected to network; otherwise, <code>false</code> .

IsNotifierActive

A boolean value that is used to determine whether notifier is running or not.

Declaration

<pre>public static bool IsNotifierActive { get; }</pre>

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if notifier is active; otherwise, <code>false</code> .

UnitySettings

Declaration

<pre>public static NetworkServicesUnitySettings UnitySettings { get; }</pre>
--

Property Value

TYPE	DESCRIPTION
NetworkServicesUnitySettings	

Methods

IsAvailable()

Declaration

<pre>public static bool IsAvailable()</pre>

Returns

TYPE	DESCRIPTION
System.Boolean	

StartNotifier()

Starts the notifier.

Declaration

<pre>public static void StartNotifier()</pre>

StopNotifier()

Stops the notifier.

Declaration

```
public static void StopNotifier()
```

Events

OnHostReachabilityChange

Event that will be called whenever host reachability state changes.

Declaration

```
public static event Callback<NetworkServicesHostReachabilityStatusChangeResult> OnHostReachabilityChange
```

Event Type

TYPE	DESCRIPTION
Callback< NetworkServicesHostReachabilityStatusChangeResult >	

OnInternetConnectivityChange

Event that will be called whenever network state changes.

Declaration

```
public static event Callback<NetworkServicesInternetConnectivityStatusChangeResult> OnInternetConnectivityChange
```

Event Type

TYPE	DESCRIPTION
Callback< NetworkServicesInternetConnectivityStatusChangeResult >	

Class NetworkServicesHostReachabilityStatusChangeResult

This object contains the information retrieved when [OnHostReachabilityChange](#) event occurs.

Inheritance

System.Object
NetworkServicesHostReachabilityStatusChangeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NetworkServicesHostReachabilityStatusChangeResult
```

Properties

IsReachable

This boolean value is used to determine whether host is reachable.

Declaration

```
public bool IsReachable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if is reachable; otherwise, <code>false</code> .

Class NetworkServicesInternetConnectivityStatusChangeResult

This interface contains the information retrieved when [OnInternetConnectivityChange](#) event occurs.

Inheritance

System.Object
NetworkServicesInternetConnectivityStatusChangeResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NetworkServicesInternetConnectivityStatusChangeResult
```

Properties

IsConnected

This boolean value is used to determine whether internet connection is available.

Declaration

```
public bool IsConnected { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if is connected; otherwise, <code>false</code> .

Class NetworkServicesUnitySettings

Inheritance

System.Object
NetworkServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NetworkServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

NetworkServicesUnitySettings(Boolean, NetworkServicesUnitySettings.Address, Boolean, NetworkServicesUnitySettings.PingTestSettings)

Declaration

```
public NetworkServicesUnitySettings(bool enabled = true, NetworkServicesUnitySettings.Address hostAddress = null, bool autoStartNotifier = true, NetworkServicesUnitySettings.PingTestSettings pingSettings = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
NetworkServicesUnitySettings.Address	hostAddress	
System.Boolean	autoStartNotifier	
NetworkServicesUnitySettings.PingTestSettings	pingSettings	

Properties

AutoStartNotifier

Declaration

```
public bool AutoStartNotifier { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

HostAddress

Declaration

```
public NetworkServicesUnitySettings.Address HostAddress { get; }
```

Property Value

TYPE	DESCRIPTION
NetworkServicesUnitySettings.Address	

PingSettings

Declaration

```
public NetworkServicesUnitySettings.PingTestSettings PingSettings { get; }
```

Property Value

TYPE	DESCRIPTION
NetworkServicesUnitySettings.PingTestSettings	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class NetworkServicesUnitySettings.Address

Inheritance

System.Object
NetworkServicesUnitySettings.Address

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class Address
```

Constructors

Address(String, String)

Declaration

```
public Address(string ipv4 = "8.8.8.8", string ipv6 = "0:0:0:0:FFFF:0808:0808")
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	ipv4	
System.String	ipv6	

Properties

IpV4

Declaration

```
public string IpV4 { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IpV6

Declaration

```
public string IpV6 { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class NetworkServicesUnitySettings.PingTestSettings

Inheritance

System.Object
NetworkServicesUnitySettings.PingTestSettings

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class PingTestSettings
```

Constructors

PingTestSettings(Int32, Single, Single, Int32)

Declaration

```
public PingTestSettings(int maxRetryCount = 3, float timeGapBetweenPolling = 2F, float timeOutPeriod = 60F, int port = 53)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	maxRetryCount	
System.Single	timeGapBetweenPolling	
System.Single	timeOutPeriod	
System.Int32	port	

Properties

MaxRetryCount

Declaration

```
public int MaxRetryCount { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Port

Declaration

```
public int Port { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

TimeGapBetweenPolling

Declaration

```
public float TimeGapBetweenPolling { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

TimeOutPeriod

Declaration

```
public float TimeOutPeriod { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Enum NotificationAlertStyle

Constants indicating the presentation styles for alerts.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationAlertStyle
```

Fields

NAME	DESCRIPTION
Alert	Modal alerts.
Banner	Banner alerts.
None	No alert.

Class NotificationAndroidProperties

Notification properties specific to Android platform.

Inheritance

System.Object
NotificationAndroidProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationAndroidProperties
```

Properties

BigPicture

The image used as the big picture for notification.

Declaration

```
public string BigPicture { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Remarks

\note This will be the image used as the preview for notification.

LargeIcon

The image used as the large icon for notification.

Declaration

```
public string LargeIcon { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Remarks

\note This will be the icon thats displayed in the notification. If the value is not set, then default image will be used.

Tag

The tag of the notification.

Declaration

```
public string Tag { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class NotificationBuilder

Builder class for [INotification](#) objects. Provides a convenient way to set the various fields of a [INotification](#).

Inheritance

System.Object
NotificationBuilder

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationBuilder
```

Methods

Create()

Returns newly created instance.

Declaration

```
public INotification Create()
```

Returns

TYPE	DESCRIPTION
INotification	

CreateNotification(String)

Initializes a new instance of the [NotificationBuilder](#) class.

Declaration

```
public static NotificationBuilder CreateNotification(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	notificationId	The unique identifier for this notification.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetAndroidProperties(NotificationAndroidProperties)

Sets the android specific properties of notification.

Declaration

```
public NotificationBuilder SetAndroidProperties(NotificationAndroidProperties value)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationAndroidProperties	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetBadge(Int32)

Sets the badge property of notification.

Declaration

```
public NotificationBuilder SetBadge(int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetBody(String)

Sets the body property of notification.

Declaration

```
public NotificationBuilder SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetCalendarNotificationTrigger(DateComponents, Boolean)

Adds the date time based trigger.

Declaration

```
public NotificationBuilder SetCalendarNotificationTrigger(DateComponents dateComponent, bool repeats = false)
```

Parameters

TYPE	NAME	DESCRIPTION
DateComponents	dateComponent	The time when notification is triggered for first time.
System.Boolean	repeats	If set to <code>true</code> repeats.

Returns

TYPE	DESCRIPTION
NotificationBuilder	The date time based trigger.

SetIosProperties(NotificationIosProperties)

Sets the iOS specific properties of notification.

Declaration

```
public NotificationBuilder SetIosProperties(NotificationIosProperties value)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationIosProperties	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetLocationNotificationTrigger(CircularRegion, Boolean, Boolean, Boolean)

Adds the location based trigger.

Declaration

```
public NotificationBuilder SetLocationNotificationTrigger(CircularRegion region, bool notifyOnEntry, bool notifyOnExit, bool repeats = false)
```

Parameters

TYPE	NAME	DESCRIPTION
CircularRegion	region	The geographic region that must be entered or exited.
System.Boolean	notifyOnEntry	If set to <code>true</code> notify on entry.
System.Boolean	notifyOnExit	If set to <code>true</code> notify on exit.
System.Boolean	repeats	If set to <code>true</code> repeats.

Returns

TYPE	DESCRIPTION
NotificationBuilder	The location based trigger.

SetSoundFileName(String)

Sets the sound filename property of notification.

Declaration

```
public NotificationBuilder SetSoundFileName(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetSubtitle(String)

Sets the subtitle property of notification.

Declaration

```
public NotificationBuilder SetSubtitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.String	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetTimeIntervalNotificationTrigger(Double, Boolean)

Adds the time interval based trigger.

Declaration

```
public NotificationBuilder SetTimeIntervalNotificationTrigger(double interval, bool repeats = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	interval	The time (in seconds) that must elapse from the current time before the trigger fires.
System.Boolean	repeats	If set to <code>true</code> repeats.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetTitle(String)

Sets the title property of notification.

Declaration

```
public NotificationBuilder SetTitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetUserInfo(Dictionary<String, String>)

Sets the custom userinfo property of notification.

Declaration

```
public NotificationBuilder SetUserInfo(Dictionary<string, string> value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.Dictionary<System.String, System.String>	value	Value.

Returns

TYPE	DESCRIPTION
NotificationBuilder	

SetUserInfo(KeyValuePair<String, String>[])

Sets the custom userinfo property of notification.

Declaration

```
public NotificationBuilder SetUserInfo(params KeyValuePair<string, string>[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.KeyValuePair<System.String, System.String>[]	values	

Returns

TYPE	DESCRIPTION
NotificationBuilder	

Class NotificationIosProperties

Notification properties specific to iOS platform.

Inheritance

System.Object
NotificationIosProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationIosProperties
```

Constructors

NotificationIosProperties(String)

Declaration

```
public NotificationIosProperties(string launchImageFileName = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	launchImageFileName	

Properties

LaunchImageFileName

The name of the launch image to display when your app is launched in response to the notification

Declaration

```
public string LaunchImageFileName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Enum NotificationPermissionOptions

Enumeration values for requesting authorization to interact with the user.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationPermissionOptions
```

Fields

NAME	DESCRIPTION
Alert	The ability to display alerts.
All	
Announcement	The ability for Siri to automatically read out messages over AirPods.
Badge	The ability to update the app’s badge.
CarPlay	The ability to display notifications in a CarPlay environment.
CriticalAlert	The ability to play sounds for critical alerts.
None	
ProvidesAppNotificationSettings	An option indicating the system should display a button for in-app notification settings.
Provisional	The ability to post noninterrupting notifications provisionally to the Notification Center.
Sound	The ability to play sounds.

Enum NotificationPermissionStatus

Constants indicating whether the app is allowed to schedule notifications.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationPermissionStatus
```

Fields

NAME	DESCRIPTION
Authorized	The app is authorized to schedule or receive notifications.
Denied	The app isn't authorized to schedule or receive notifications.
NotDetermined	The user hasn't yet made a choice about whether the app is allowed to schedule notifications.
Provisional	The application is provisionally authorized to post noninterruptive user notifications.

Enum NotificationPresentationOptions

Constants indicating how to present a notification in a foreground app.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationPresentationOptions
```

Fields

NAME	DESCRIPTION
Alert	Display the alert using the content provided by the notification.
Badge	Apply the notification's badge value to the app's icon.
Sound	Play the sound associated with the notification.

Enum NotificationPreviewStyle

Constants indicating the style previewing a notification's content.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationPreviewStyle
```

Fields

NAME	DESCRIPTION
Always	The notification's content is always shown, even when the device is locked.
Never	The notification's content is never shown, even when the device is unlocked.
NotAccessible	
WhenAuthenticated	The notification's content is shown only when the device is unlocked.

Class NotificationServices

Provides cross-platform interface for scheduling, registering and handling notifications.

Inheritance

System.Object
NotificationServices

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class NotificationServices
```

Properties

CachedSettings

Declaration

```
public static NotificationSettings CachedSettings { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettings	

ScheduledNotifications

Returns the cached scheduled notification array.

Declaration

```
public static INotification[] ScheduledNotifications { get; }
```

Property Value

TYPE	DESCRIPTION
INotification[]	

Remarks

\note This property is invalid until a call to [GetScheduledNotifications\(EventCallback<NotificationServicesGetScheduledNotificationsResult>\)](#) is completed.

UnitySettings

Declaration

```
public static NotificationServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationServicesUnitySettings	

Methods

CancelAllScheduledNotifications()

Unscheduled all pending notification requests.

Declaration

```
public static void CancelAllScheduledNotifications()
```

CancelScheduledNotification(String)

Unscheduled the specified notification.

Declaration

```
public static void CancelScheduledNotification(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	notificationId	Notification id.

CancelScheduledNotification(INotification)

Unscheduled the specified notification.

Declaration

```
public static void CancelScheduledNotification(INotification notification)
```

Parameters

TYPE	NAME	DESCRIPTION
INotification	notification	Notification.

CreateNotificationWithId(String)

Creates a new instance of local notification.

Declaration

```
public static NotificationBuilder CreateNotificationWithId(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.String	notificationId	Notification identifier.

Returns

TYPE	DESCRIPTION
NotificationBuilder	The notification.

GetDeliveredNotifications(EventCallback<NotificationServicesGetDeliveredNotificationsResult>)

Returns a list of the app’s notifications that are still displayed in Notification Center.

Declaration

```
public static void GetDeliveredNotifications(EventCallback<NotificationServicesGetDeliveredNotificationsResult>
callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< NotificationServicesGetDeliveredNotificationsResult >	callback	Callback method that will be invoked after operation is completed.

GetScheduledNotifications(EventCallback<NotificationServicesGetScheduledNotificationsResult>)

Returns a list of all notification requests that are scheduled and waiting to be delivered.

Declaration

```
public static void GetScheduledNotifications(EventCallback<NotificationServicesGetScheduledNotificationsResult>
callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< NotificationServicesGetScheduledNotificationsResult >	callback	Callback method that will be invoked after operation is completed.

GetSettings(Callback<NotificationServicesGetSettingsResult>)

Gets the notification settings available for this application.

Declaration

```
public static void GetSettings(Callback<NotificationServicesGetSettingsResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
Callback< NotificationServicesGetSettingsResult >	callback	Callback method that will be invoked after operation is completed.

IsAuthorized()

Declaration

```
public static bool IsAuthorized()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsAuthorizedPermissionStatus(NotificationPermissionStatus)

Declaration

```
public static bool IsAuthorizedPermissionStatus(NotificationPermissionStatus accessStatus)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationPermissionStatus	accessStatus	

Returns

TYPE	DESCRIPTION
System.Boolean	

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsInitializedAndAuthorized()

Declaration

```
public static bool? IsInitializedAndAuthorized()
```

Returns

TYPE	DESCRIPTION
System.Nullable<System.Boolean>	

IsPermissionAvailable()

Declaration

```
public static bool IsPermissionAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsRegisteredForPushNotifications()

Returns the registration status for remote notifications.

Declaration

```
public static bool IsRegisteredForPushNotifications()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if registered for remote notifications, <code>false</code> otherwise.

RegisterForPushNotifications(EventCallback<NotificationServicesRegisterForPushNotificationsResult>)

Registers to receive remote notifications via Push Notification service.

Declaration

```
public static void
RegisterForPushNotifications(EventCallback<NotificationServicesRegisterForPushNotificationsResult> callback =
null)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< NotificationServicesRegisterForPushNotificationsResult >	callback	Callback method that will be invoked after operation is completed.

Remarks

\note If you want your app's remote notifications to display alerts, play sounds etc you must call the [RequestPermission\(NotificationPermissionOptions, Boolean, EventCallback<NotificationServicesRequestPermissionResult>\)](#) method before registering for remote notifications.

RemoveAllDeliveredNotifications()

Removes all of the app's delivered notifications from Notification Center.

Declaration

```
public static void RemoveAllDeliveredNotifications()
```

RequestPermission(NotificationPermissionOptions, Boolean, EventCallback<NotificationServicesRequestPermissionResult>)

Requests for permission to interact with the user when local and remote notifications are delivered to the user's device.

Declaration

```
public static void RequestPermission(NotificationPermissionOptions options, bool showPrepermissionDialog = true,
EventCallback<NotificationServicesRequestPermissionsResult> callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationPermissionOptions	options	The authorization options your app is requesting. You may combine the available constants to request authorization for multiple items.
System.Boolean	showPrepermissionDialog	Indicates whether pre-confirmation is required, before prompting system permission dialog.
EventCallback< NotificationServicesRequestPermissionsResult >	callback	Callback method that will be invoked after operation is completed.

ScheduleNotification(INotification, CompletionCallback)

Schedules a local notification for delivery.

Declaration

```
public static void ScheduleNotification(INotification notification, CompletionCallback callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
INotification	notification	Notification.
CompletionCallback	callback	Callback method that will be invoked after operation is completed.

TryRegisterForPushNotifications()

Declaration

```
public static void TryRegisterForPushNotifications()
```

UnregisterForPushNotifications()

Unregister for all remote notifications received via Push Notification service.

Declaration

```
public static void UnregisterForPushNotifications()
```

Remarks

\note Apps unregistered through this method can always re-register.

Events

OnNotificationReceived

Declaration

```
public static event Callback<NotificationServicesNotificationReceivedResult> OnNotificationReceived
```

Event Type

TYPE	DESCRIPTION
Callback<NotificationServicesNotificationReceivedResult>	

OnRegisterForPushNotificationsComplete

Declaration

```
public static event EventCallback<NotificationServicesRegisterForPushNotificationsResult> OnRegisterForPushNotificationsComplete
```

Event Type

TYPE	DESCRIPTION
EventCallback<NotificationServicesRegisterForPushNotificationsResult>	

OnSettingsUpdate

Declaration

```
public static event Callback<NotificationSettings> OnSettingsUpdate
```

Event Type

TYPE	DESCRIPTION
Callback<NotificationSettings>	

Class NotificationServicesGetDeliveredNotificationsResult

This class contains the information retrieved when [GetDeliveredNotifications\(EventCallback<NotificationServicesGetDeliveredNotificationsResult>\)](#) request is completed.

Inheritance

System.Object
NotificationServicesGetDeliveredNotificationsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesGetDeliveredNotificationsResult
```

Properties

Notifications

An array of delivered notifications.

Declaration

```
public INotification[] Notifications { get; }
```

Property Value

TYPE	DESCRIPTION
INotification[]	

Class NotificationServicesGetScheduledNotificationsResult

This class contains the information retrieved when [GetScheduledNotifications\(EventCallback<NotificationServicesGetScheduledNotificationsResult>\)](#) request is completed.

Inheritance

System.Object
NotificationServicesGetScheduledNotificationsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesGetScheduledNotificationsResult
```

Properties

Notifications

The scheduled notifications.

Declaration

```
public INotification[] Notifications { get; }
```

Property Value

TYPE	DESCRIPTION
INotification[]	

Class NotificationServicesGetSettingsResult

This class contains the information retrieved when [GetSettings\(Callback<NotificationServicesGetSettingsResult>\)](#) is completed.

Inheritance

System.Object
NotificationServicesGetSettingsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesGetSettingsResult
```

Properties

Settings

The runtime settings.

Declaration

```
public NotificationSettings Settings { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettings	

Class NotificationServicesNotificationReceivedResult

This class contains the information retrieved when notification message is received.

Inheritance

System.Object
NotificationServicesNotificationReceivedResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesNotificationReceivedResult
```

Properties

Notification

The received notification.

Declaration

```
public INotification Notification { get; }
```

Property Value

TYPE	DESCRIPTION
INotification	

Class NotificationServicesRegisterForPushNotificationsResult

This class contains the information retrieved when [RegisterForPushNotifications\(EventCallback<NotificationServicesRegisterForPushNotificationsResult>\)](#) operation is completed.

Inheritance

System.Object
NotificationServicesRegisterForPushNotificationsResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesRegisterForPushNotificationsResult
```

Properties

DeviceToken

The device token.

Declaration

```
public string DeviceToken { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class NotificationServicesRequestPermissionResult

This class contains the information retrieved when [RequestPermission\(NotificationPermissionOptions, Boolean, EventCallback<NotificationServicesRequestPermissionResult>\)](#) operation is completed.

Inheritance

System.Object
NotificationServicesRequestPermissionResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesRequestPermissionResult
```

Properties

PermissionStatus

The permission granted by the user.

Declaration

```
public NotificationPermissionStatus PermissionStatus { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationPermissionStatus	

Class NotificationServicesUnitySettings

Inheritance

System.Object
NotificationServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

NotificationServicesUnitySettings(Boolean, NotificationPresentationOptions, Boolean, PushNotificationServiceType, NotificationServicesUnitySettings.AndroidPlatformProperties)

Declaration

```
public NotificationServicesUnitySettings(bool enabled = true, NotificationPresentationOptions presentationOptions = (NotificationPresentationOptions)7, bool usesLocationBasedNotification = false, PushNotificationServiceType pushNotificationServiceType = PushNotificationServiceType.Custom, NotificationServicesUnitySettings.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
NotificationPresentationOptions	presentationOptions	
System.Boolean	usesLocationBasedNotification	
PushNotificationServiceType	pushNotificationServiceType	
NotificationServicesUnitySettings.AndroidPlatformProperties	androidProperties	

Properties

AndroidProperties

Declaration

```
public NotificationServicesUnitySettings.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationServicesUnitySettings.AndroidPlatformProperties	

PresentationOptions

Declaration

```
public NotificationPresentationOptions PresentationOptions { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationPresentationOptions	

PushNotificationServiceType

Declaration

```
public PushNotificationServiceType PushNotificationServiceType { get; }
```

Property Value

TYPE	DESCRIPTION
PushNotificationServiceType	

UsesLocationBasedNotification

Declaration

```
public bool UsesLocationBasedNotification { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class

NotificationServicesUnitySettings.AndroidPlatformProperties

Inheritance

System.Object
NotificationServicesUnitySettings.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties(Boolean, Boolean, Texture2D, Texture2D, Boolean, String, NotificationServicesUnitySettings.AndroidPlatformProperties.Keys**)**

Declaration

```
public AndroidPlatformProperties(bool needsBigStyle = false, bool allowVibration = true, Texture2D whiteSmallIcon = null, Texture2D colouredSmallIcon = null, bool allowNotificationDisplayWhenForeground = false, string accentColor = "#FFFFFF", NotificationServicesUnitySettings.AndroidPlatformProperties.Keys payloadKeys = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	needsBigStyle	
System.Boolean	allowVibration	
Texture2D	whiteSmallIcon	
Texture2D	colouredSmallIcon	
System.Boolean	allowNotificationDisplayWhenForeground	
System.String	accentColor	
NotificationServicesUnitySettings.AndroidPlatformProperties.Keys	payloadKeys	

Properties

AccentColor

Declaration

```
public string AccentColor { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

AllowNotificationDisplayWhenForeground

Declaration

```
public bool AllowNotificationDisplayWhenForeground { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

AllowVibration

Declaration

```
public bool AllowVibration { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ColouredSmallIcon

Declaration

```
public Texture2D ColouredSmallIcon { get; }
```

Property Value

TYPE	DESCRIPTION
Texture2D	

NeedsBigStyle

Declaration

```
public bool NeedsBigStyle { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

PayloadKeys

Declaration

```
public NotificationServicesUnitySettings.AndroidPlatformProperties.Keys PayloadKeys { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationServicesUnitySettings.AndroidPlatformProperties.Keys	

WhiteSmallIcon

Declaration

```
public Texture2D WhiteSmallIcon { get; }
```

Property Value

TYPE	DESCRIPTION
Texture2D	

Class NotificationServicesUnitySettings.AndroidPlatformProperties.Keys

Inheritance

System.Object
NotificationServicesUnitySettings.AndroidPlatformProperties.Keys

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class Keys
```

Constructors

Keys(String, String, String, String, String, String, String, String, String, String)

Declaration

```
public Keys(string tickerText = "ticker_text", string contentTitle = "content_title", string contentText = "content_text", string userInfo = "user_info", string tag = "tag", string badge = "badge", string priority = "priority", string sound = "sound", string bigPicture = "big_picture", string largeIcon = "large_icon")
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	tickerText	
System.String	contentTitle	
System.String	contentText	
System.String	userInfo	
System.String	tag	
System.String	badge	
System.String	priority	
System.String	sound	
System.String	bigPicture	

TYPE	NAME	DESCRIPTION
System.String	largeIcon	

Properties

BadgeKey

Declaration

```
public string BadgeKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

BigPictureKey

Declaration

```
public string BigPictureKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ContentTextKey

Declaration

```
public string ContentTextKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ContentTitleKey

Declaration

```
public string ContentTitleKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LargeIconKey

Declaration

```
public string LargeIconKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PriorityKey

Declaration

```
public string PriorityKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

SoundFileNameKey

Declaration

```
public string SoundFileNameKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

TagKey

Declaration

```
public string TagKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

TickerTextKey

Declaration

```
public string TickerTextKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UserInfoKey

Declaration

```
public string UserInfoKey { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class NotificationSettings

Inheritance

System.Object
NotificationSettings

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationSettings
```

Properties

AlertSetting

The authorization status for displaying alerts.

Declaration

```
public NotificationSettingStatus AlertSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

AlertStyle

The type of alert that the app may display when the device is unlocked.

Declaration

```
public NotificationAlertStyle AlertStyle { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationAlertStyle	

AnnouncementSetting

The setting that indicates whether Siri can announce your app’s notifications.

Declaration

```
public NotificationSettingStatus AnnouncementSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

BadgeSetting

The setting that indicates whether badges appear on your app’s icon.

Declaration

```
public NotificationSettingStatus BadgeSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

CarPlaySetting

The setting that indicates whether your app’s notifications appear in CarPlay.

Declaration

```
public NotificationSettingStatus CarPlaySetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

CriticalAlertSetting

The authorization status for playing sounds for critical alerts.

Declaration

```
public NotificationSettingStatus CriticalAlertSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

DeviceToken

The device token received while registering for remote notification service.

Declaration

```
public string DeviceToken { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LockScreenSetting

The setting that indicates whether your app’s notifications appear on a device’s Lock screen.

Declaration

```
public NotificationSettingStatus LockScreenSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

NotificationCenterSetting

The setting that indicates whether your app’s notifications appear in Notification Center.

Declaration

```
public NotificationSettingStatus NotificationCenterSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

PermissionStatus

The permission granted by the user.

Declaration

```
public NotificationPermissionStatus PermissionStatus { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationPermissionStatus	

PreviewStyle

The setting that indicates whether the app shows a preview of the notification's content.

Declaration

```
public NotificationPreviewStyle PreviewStyle { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationPreviewStyle	

PushNotificationEnabled

Gets a value indicating whether push notification is enabled.

Declaration

```
public bool PushNotificationEnabled { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

SoundSetting

The authorization status for playing sounds for incoming notifications.

Declaration

```
public NotificationSettingStatus SoundSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

Methods

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.Object.ToString()

Class NotificationSettingsInternal

Inheritance

System.Object
NotificationSettingsInternal

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class NotificationSettingsInternal
```

Properties

AlertSetting

Declaration

```
public NotificationSettingStatus AlertSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

AlertStyle

Declaration

```
public NotificationAlertStyle AlertStyle { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationAlertStyle	

AnnouncementSetting

Declaration

```
public NotificationSettingStatus AnnouncementSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

BadgeSetting

Declaration

```
public NotificationSettingStatus BadgeSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

CarPlaySetting

Declaration

```
public NotificationSettingStatus CarPlaySetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

CriticalAlertSetting

Declaration

```
public NotificationSettingStatus CriticalAlertSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

LockScreenSetting

Declaration

```
public NotificationSettingStatus LockScreenSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

NotificationCenterSetting

Declaration

```
public NotificationSettingStatus NotificationCenterSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

PermissionStatus

Declaration

```
public NotificationPermissionStatus PermissionStatus { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationPermissionStatus	

PreviewStyle

Declaration

```
public NotificationPreviewStyle PreviewStyle { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationPreviewStyle	

SoundSetting

Declaration

```
public NotificationSettingStatus SoundSetting { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationSettingStatus	

Enum NotificationSettingStatus

Enumeration values indicating the current status of a notification setting.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationSettingStatus
```

Fields

NAME	DESCRIPTION
Disabled	The notification setting is turned off.
Enabled	The notification setting is turned on.
NotAccessible	The platform unable to fetch this setting.
NotSupported	The app does not support this notification setting.

Enum NotificationTriggerType

Constants indicating available trigger types.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum NotificationTriggerType
```

Fields

NAME	DESCRIPTION
Calendar	Triggers notification at a specific date and time.
LocalNotification	
Location	Triggers notification after the user's device enters or exits the specified geographic region.
PushNotification	Notification received from Push Notification Service.
TimeInterval	Triggers notification after the specified amount of time elapses.
Undefined	

Enum PushNotificationServiceType

Push notification service type.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum PushNotificationServiceType
```

Fields

NAME	DESCRIPTION
Custom	Service type which is not yet supported by plugin.
None	Undefined.
OneSignal	Uses one signal service.

Class PushNotificationTrigger

A trigger condition that indicates the notification was using a Push Notification Service.

Inheritance

System.Object
PushNotificationTrigger

Implements

[INotificationTrigger](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public sealed class PushNotificationTrigger : INotificationTrigger
```

Constructors

PushNotificationTrigger()

Initializes a new instance of the [PushNotificationTrigger](#) class.

Declaration

```
public PushNotificationTrigger()
```

Properties

Repeats

Declaration

```
public bool Repeats { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Implements

[INotificationTrigger](#)

Class RateMyApp

The RateMyApp class provides an unique way to prompt user to review the app.

Inheritance

System.Object

RateMyApp

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class RateMyApp : SingletonBehaviour<RateMyApp>
```

Methods

AskForReviewNow()

Immediately prompts user to review. This method ignores IRateMyAppValidator conditions to be satisfied.

Declaration

```
public static void AskForReviewNow()
```

OnSingletonAwake()

Declaration

```
protected override void OnSingletonAwake()
```

Class RateMyAppConfirmationDialogSettings

Inheritance

System.Object
RateMyAppConfirmationDialogSettings

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class RateMyAppConfirmationDialogSettings
```

Constructors

RateMyAppConfirmationDialogSettings(Boolean, String, String, String, String, String, Boolean)

Declaration

```
public RateMyAppConfirmationDialogSettings(bool canShow = true, string title = null, string description = null, string okButtonLabel = null, string cancelButtonLabel = null, string remindLaterButtonLabel = null, bool canShowRemindMeLaterButton = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canShow	
System.String	title	
System.String	description	
System.String	okButtonLabel	
System.String	cancelButtonLabel	
System.String	remindLaterButtonLabel	
System.Boolean	canShowRemindMeLaterButton	

Properties

CancelButtonLabel

Declaration

```
public string CancelButtonLabel { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

CanShow

Declaration

```
public bool CanShow { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

CanShowRemindMeLaterButton

Declaration

```
public bool CanShowRemindMeLaterButton { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

OkButtonLabel

Declaration

```
public string OkButtonLabel { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PromptDescription

Declaration

```
public string PromptDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PromptTitle

Declaration

```
public string PromptTitle { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

RemindLaterButtonLabel

Declaration

```
public string RemindLaterButtonLabel { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class RateMyAppDefaultController

Inheritance

System.Object
RateMyAppDefaultController

Implements

[IRateMyAppController](#)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class RateMyAppDefaultController : MonoBehaviour, IRateMyAppController
```

Methods

CanShowRateMyApp()

Declaration

```
public bool CanShowRateMyApp()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

DidClickOnCancelButton()

Declaration

```
public void DidClickOnCancelButton()
```

DidClickOnOkButton()

Declaration

```
public void DidClickOnOkButton()
```

DidClickOnRemindLaterButton()

Declaration

```
public void DidClickOnRemindLaterButton()
```

Implements

[IRateMyAppController](#)

Class RateMyAppDefaultControllerSettings

Inheritance

System.Object
RateMyAppDefaultControllerSettings

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class RateMyAppDefaultControllerSettings
```

Constructors

RateMyAppDefaultControllerSettings()

Declaration

```
public RateMyAppDefaultControllerSettings()
```

RateMyAppDefaultControllerSettings(RateMyAppDefaultControllerSettings.PromptConstraints, RateMyAppDefaultControllerSettings.PromptConstraints)

Declaration

```
public RateMyAppDefaultControllerSettings(RateMyAppDefaultControllerSettings.PromptConstraints initialPromptConstraints, RateMyAppDefaultControllerSettings.PromptConstraints repeatPromptConstraints)
```

Parameters

TYPE	NAME	DESCRIPTION
RateMyAppDefaultControllerSettings.PromptConstraints	initialPromptConstraints	
RateMyAppDefaultControllerSettings.PromptConstraints	repeatPromptConstraints	

Properties

InitialPromptConstraints

Declaration

```
public RateMyAppDefaultControllerSettings.PromptConstraints InitialPromptConstraints { get; }
```

Property Value

TYPE	DESCRIPTION
RateMyAppDefaultControllerSettings.PromptConstraints	

RepeatPromptConstraints

Declaration

```
public RateMyAppDefaultControllerSettings.PromptConstraints RepeatPromptConstraints { get; }
```

Property Value

TYPE	DESCRIPTION
RateMyAppDefaultControllerSettings.PromptConstraints	

Class RateMyAppDefaultControllerSettings.PromptConstraints

Inheritance

System.Object
RateMyAppDefaultControllerSettings.PromptConstraints

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class PromptConstraints
```

Constructors

PromptConstraints(Int32, Int32)

Declaration

```
public PromptConstraints(int minHours, int minLaunches)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	minHours	
System.Int32	minLaunches	

Properties

MinHours

Declaration

```
public int MinHours { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

MinLaunches

Declaration

```
public int MinLaunches { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Class RateMyAppSettings

Inheritance

System.Object

RateMyAppSettings

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class RateMyAppSettings
```

Constructors

RateMyAppSettings(Boolean, RateMyAppConfirmationDialogSettings, RateMyAppDefaultControllerSettings)

Declaration

```
public RateMyAppSettings(bool isEnabled = true, RateMyAppConfirmationDialogSettings dialogSettings = null, RateMyAppDefaultControllerSettings defaultValidatorSettings = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isEnabled	
RateMyAppConfirmationDialogSettings	dialogSettings	
RateMyAppDefaultControllerSettings	defaultValidatorSettings	

Properties

ConfirmationDialogSettings

Declaration

```
public RateMyAppConfirmationDialogSettings ConfirmationDialogSettings { get; }
```

Property Value

TYPE	DESCRIPTION
RateMyAppConfirmationDialogSettings	

DefaultValidatorSettings

Declaration

```
public RateMyAppDefaultControllerSettings DefaultValidatorSettings { get; }
```

Property Value

TYPE	DESCRIPTION
RateMyAppDefaultControllerSettings	

IsEnabled

Declaration

```
public bool IsEnabled { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Class ShareItem

Class internally used to pass data options into sharing functions.

Inheritance

System.Object
ShareItem

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class ShareItem
```

Properties

ItemType

Declaration

```
public ShareItem.ShareItemType ItemType { get; }
```

Property Value

TYPE	DESCRIPTION
ShareItem.ShareItemType	

Methods

File(Byte[], String, String)

Option used to share an file content (image).

Declaration

```
public static ShareItem File(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	Image data.
System.String	mimeType	
System.String	fileName	

Returns

TYPE	DESCRIPTION
ShareItem	

GetFileData(out String, out String)

Declaration

```
public byte[] GetFileData(out string mimeType, out string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	mimeType	
System.String	fileName	

Returns

TYPE	DESCRIPTION
System.Byte[]	

GetText()

Declaration

```
public string GetText()
```

Returns

TYPE	DESCRIPTION
System.String	

GetURL()

Declaration

```
public URLString? GetURL()
```

Returns

TYPE	DESCRIPTION
System.Nullable<URLString>	

Image(Texture2D, TextureEncodingFormat, String)

Option used to share an image content.

Declaration

```
public static ShareItem Image(Texture2D image, TextureEncodingFormat textureEncodingFormat, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	Image.
TextureEncodingFormat	textureEncodingFormat	
System.String	fileName	

Returns

TYPE	DESCRIPTION
ShareItem	

Screenshot()

Option used to a share screenshot.

Declaration

```
public static ShareItem Screenshot()
```

Returns

TYPE	DESCRIPTION
ShareItem	

Text(String)

Option used to share a text content.

Declaration

```
public static ShareItem Text(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	Text.

Returns

TYPE	DESCRIPTION
ShareItem	

URL(URLString)

Option used to share a url.

Declaration

```
public static ShareItem URL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	URL.

Returns

TYPE	DESCRIPTION
ShareItem	

Enum ShareItem.ShareItemType

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum ShareItemType
```

Fields

NAME	DESCRIPTION
FileData	
ImageData	
None	
Screenshot	
Text	
URL	

Class ShareSheet

The ShareSheet class provides an interface to access standard services from your app.

Inheritance

System.Object

ShareSheet

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class ShareSheet : NativeFeatureBehaviour
```

Examples

The following code example shows how to use share sheet.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        ShareSheet newComposer = ShareSheet.CreateInstance();
        newComposer.AddText("Example");
        newComposer.AddScreenshot();
        newComposer.SetCompletionCallback(OnShareSheetClosed);
        newComposer.Show();
    }

    private void OnShareSheetClosed(ShareSheetResult result, Error error)
    {
        // add your code
    }
}
```

Methods

AddImage(Byte[], String)

Adds the specified image to the share sheet.

Declaration

```
public void AddImage(byte[] imageData, string mimeType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	The image to add to the post.
System.String	mimeType	

AddImage(Texture2D, TextureEncodingFormat)

Adds the specified image to the share sheet.

Declaration

```
public void AddImage(Texture2D image, TextureEncodingFormat textureEncodingFormat = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image to add.
TextureEncodingFormat	textureEncodingFormat	

AddScreenshot()

Creates a screenshot and adds it to the share sheet.

Declaration

```
public void AddScreenshot()
```

AddText(String)

Adds the initial text to the share sheet.

Declaration

```
public void AddText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The text to add.

AddURL(URLString)

Adds the URL to the share sheet.

Declaration

```
public void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	The URL to add.

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

CreateInstance()

Initializes a new instance of the [ShareSheet](#) class.

Declaration

```
public static ShareSheet CreateInstance()
```

Returns

TYPE	DESCRIPTION
ShareSheet	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

SetCompletionCallback(EventCallback<ShareSheetResult>)

Specify the action to execute after the share sheet is dismissed.

Declaration

```
public void SetCompletionCallback(EventCallback<ShareSheetResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< ShareSheetResult >	callback	The action to be called on completion.

Show()

Shows the share sheet interface, anchored at screen position (0, 0).

Declaration

```
public void Show()
```

Show(Vector2)

Shows the share sheet interface, anchored to given position.

Declaration

```
public void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	The position (in the coordinate system of screen) at which to anchor the share sheet menu. This property is used in iOS platform only.

Class ShareSheetResult

This class contains the result of the user action which caused [ShareSheet](#) interface to dismiss.

Inheritance

System.Object
ShareSheetResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class ShareSheetResult
```

Properties

ResultCode

Gets the result of the user’s action.

Declaration

```
public ShareSheetResultCode ResultCode { get; }
```

Property Value

TYPE	DESCRIPTION
ShareSheetResultCode	The result code of user’s action.

Enum ShareSheetResultCode

Result codes returned when the [ShareSheet](#) interface is dismissed.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum ShareSheetResultCode
```

Fields

NAME	DESCRIPTION
Cancelled	The user cancelled the operation.
Done	The user has completed action by selecting one of the service.
Unknown	The user action could not be determined. This occurs in platforms where there is no provision to find result.

Class SharingServices

Provides a cross-platform interface to access sharing services.

Inheritance

System.Object

SharingServices

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ToString()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class SharingServices
```

Properties

UnitySettings

Declaration

```
public static SharingServicesUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
SharingServicesUnitySettings	

Methods

IsAvailable()

Declaration

```
public static bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

ShowMailComposer(String[], String[], String[], String, String, Boolean, EventCallback<MailComposerResult>, ShareItem[])

Shows the mail composer.

Declaration

```
public static void ShowMailComposer(string[] toRecipients = null, string[] ccRecipients = null, string[] bccRecipients = null, string subject = null, string body = null, bool isHtmlBody = false, EventCallback<MailComposerResult> callback = null, params ShareItem[] shareItems)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	toRecipients	To recipients.
System.String[]	ccRecipients	Cc recipients.
System.String[]	bccRecipients	Bcc recipients.
System.String	subject	Subject.
System.String	body	Body.
System.Boolean	isHtmlBody	If set to <code>true</code> is html body.
EventCallback<MailComposerResult>	callback	Callback.
ShareItem[]	shareItems	Share items.

ShowMessageComposer(String[], String, String, EventCallback<MessageComposerResult>, ShareItem[])

Shows the message composer.

Declaration

```
public static void ShowMessageComposer(string[] recipients = null, string subject = null, string body = null,
EventCallback<MessageComposerResult> callback = null, params ShareItem[] shareItems)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	recipients	Recipients.
System.String	subject	Subject.
System.String	body	Body.
EventCallback<MessageComposerResult>	callback	Callback.

TYPE	NAME	DESCRIPTION
ShareItem []	shareItems	Share items.

ShowShareSheet(EventCallback<ShareSheetResult>, ShareItem[])

Declaration

```
public static void ShowShareSheet(EventCallback<ShareSheetResult> callback = null, params ShareItem[] shareItems)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< ShareSheetResult >	callback	
ShareItem []	shareItems	

ShowSocialShareComposer(SocialShareComposerType, EventCallback<SocialShareComposerResult>, ShareItem[])

Declaration

```
public static void ShowSocialShareComposer(SocialShareComposerType composerType,
EventCallback<SocialShareComposerResult> callback = null, params ShareItem[] shareItems)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	
EventCallback< SocialShareComposerResult >	callback	
ShareItem []	shareItems	

Class SharingServicesUnitySettings

Inheritance

System.Object

SharingServicesUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class SharingServicesUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

SharingServicesUnitySettings(Boolean)

Declaration

```
public SharingServicesUnitySettings(bool enabled = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class SocialShareComposer

The SocialShareComposer class provides an interface to compose a post for supported social networking services.

Inheritance

System.Object

SocialShareComposer

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class SocialShareComposer : NativeFeatureBehaviour
```

Examples

The following code example shows how to create composer for Facebook

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        SocialShareComposer newComposer = SocialShareComposer.CreateInstance(SocialShareComposerType.Facebook);
        newComposer.AddText("Example");
        newComposer.AddScreenshot();
        newComposer.SetCompletionCallback(OnShareComposerClosed);
        newComposer.Show();
    }

    private void OnShareComposerClosed(SocialShareComposerResult result, Error error)
    {
        // add your code
    }
}
```

Methods

AddImage(Byte[])

Adds an image to the post.

Declaration

```
public void AddImage(byte[] imageData)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	The image to add to the post.

AddImage(Texture2D, TextureEncodingFormat)

Adds an image to the post.

Declaration

```
public void AddImage(Texture2D image, TextureEncodingFormat textureEncodingFormat = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image to add to the post.
TextureEncodingFormat	textureEncodingFormat	

AddScreenshot()

Creates a screenshot and adds it to the post.

Declaration

```
public void AddScreenshot()
```

AddURL(URLString)

Adds a URL to the post.

Declaration

```
public void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	The URL to add to the post.

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

CreateInstance(SocialShareComposerType)

Initializes a new instance of the [SocialShareComposer](#) class.

Declaration

```
public static SocialShareComposer CreateInstance(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	Composer type.

Returns

TYPE	DESCRIPTION
SocialShareComposer	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsComposerAvailable(SocialShareComposerType)

Declaration

```
public static bool IsComposerAvailable(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
System.Boolean	

SetCompletionCallback(EventCallback<SocialShareComposerResult>)

Specify the action to execute after the share sheet is dismissed.

Declaration

```
public void SetCompletionCallback(EventCallback<SocialShareComposerResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< SocialShareComposerResult >	callback	The action to be called on completion.

SetText(String)

Adds the initial text to be posted.

Declaration

```
public void SetText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The text to add to the post.

Show()

Shows the share sheet interface, anchored at screen position (0, 0).

Declaration

```
public void Show()
```

Show(Vector2)

Shows the share sheet interface, anchored to given position.

Declaration

```
public void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	The position (in the coordinate system of screen) at which to anchor the share sheet menu. This property is used in iOS platform only.

Class SocialShareComposerResult

This class contains the result of the user action which caused [SocialShareComposer](#) interface to dismiss.

Inheritance

System.Object
SocialShareComposerResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class SocialShareComposerResult
```

Properties

ResultCode

Gets the result of the user’s action.

Declaration

```
public SocialShareComposerResultCode ResultCode { get; }
```

Property Value

TYPE	DESCRIPTION
SocialShareComposerResultCode	The result code of user’s action.

Enum SocialShareComposerResultCode

Possible values for the result, when [SocialShareComposer](#) interface is dismissed.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum SocialShareComposerResultCode
```

Fields

NAME	DESCRIPTION
Cancelled	The view controller is dismissed without sending the post. For example, the user selects Cancel or the account is not available.
Done	The composer view is dismissed and the message is being sent in the background. This occurs when the user selects Done.
Unknown	The composer view is dismissed, but system couldn't determine the result. This occurs in platforms where there is no provision to find result.

Enum SocialShareComposerType

The enum specifies the sharing service you want to post to.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum SocialShareComposerType
```

Fields

NAME	DESCRIPTION
Facebook	The value indicates Facebook platform.
Twitter	The value indicates Twitter platform.
WhatsApp	The value indicates WhatsApp platform.

Class TimeIntervalNotificationTrigger

A trigger condition that causes a notification to be delivered after the specified amount of time elapses.

Inheritance

System.Object
TimeIntervalNotificationTrigger

Implements

[INotificationTrigger](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class TimeIntervalNotificationTrigger : INotificationTrigger
```

Constructors

TimeIntervalNotificationTrigger(Double, Boolean, Nullable<DateTime>)

Initializes a new instance of the [TimeIntervalNotificationTrigger](#) class.

Declaration

```
public TimeIntervalNotificationTrigger(double timeInterval, bool repeats, DateTime? nextTriggerDate = default(DateTime? ))
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	timeInterval	Time interval.
System.Boolean	repeats	If set to <code>true</code> repeats.
System.Nullable<DateTime>	nextTriggerDate	Next trigger date.

Properties

NextTriggerDate

The next date at which the trigger conditions will be met.

Declaration

```
public DateTime? NextTriggerDate { get; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Repeats

Declaration

```
public bool Repeats { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

TimeInterval

The time (in seconds) that must elapse from the current time before the trigger fires. This value must be greater than zero.

Declaration

```
public double TimeInterval { get; }
```

Property Value

TYPE	DESCRIPTION
System.Double	

Implements

[INotificationTrigger](#)

Class Utilities

Provides a cross-platform interface to access commonly used native features.

Inheritance

System.Object
Utilities

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class Utilities
```

Methods

OpenApplicationSettings()

Declaration

```
public static void OpenApplicationSettings()
```

OpenAppStorePage()

Opens the app store website page associated with this app.

Declaration

```
public static void OpenAppStorePage()
```

OpenAppStorePage(PlatformConstant[])

Opens the app store page associated with the specified application id.

Declaration

```
public static void OpenAppStorePage(params PlatformConstant[] applicationIds)
```

Parameters

TYPE	NAME	DESCRIPTION
PlatformConstant[]	applicationIds	An array of string values, that holds app id's of each supported platform.

Examples

The following code example shows how to open store link.


```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public void OpenStorePage ()
    {
        Utility.OpenStoreLink(PlatformValue.Android("com.example.app"), PlatformValue.IOS("ios-app-id"));
    }
}
```

OpenAppStorePage(String)

Opens the app store website page associated with the specified application id.

Declaration

```
public static void OpenAppStorePage(string applicationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	applicationId	Application id.

RequestStoreReview()

Creates a request to open the store review window.

Declaration

```
public static void RequestStoreReview()
```

Class WebView

Provides a cross-platform interface to display web contents inside your application.

Inheritance

System.Object

WebView

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class WebView : NativeFeatureBehaviour
```

Examples

The following code illustrates how to load webpage using web view.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.EssentialKit;

public class ExampleClass : MonoBehaviour
{
    public WebView m_webView;

    private void Start()
    {
        // set web view properties
        m_webView = WebView.CreateInstance();
        m_webView.SetFullScreen();

        // start request
        m_webView.LoadRequest("http://www.google.com");
    }

    private void OnEnable()
    {
        // registering for event
        WebView.OnShow += OnShow;
        WebView.OnHide += OnHide;
        WebView.OnLoadStart += OnLoadStart;
        WebView.OnLoadFinish += OnLoadFinish;
    }

    private void OnDisable()
    {
        // unregistering event
        WebView.OnShow -= OnShow;
        WebView.OnHide -= OnHide;
        WebView.OnLoadStart -= OnLoadStart;
        WebView.OnLoadFinish -= OnLoadFinish;
    }

    private void OnShow(WebView result)
    {
        if (m_webView == result)
        {
            Debug.Log("Showing webview.");
        }
    }

    private void OnHide(WebView result)
    {
    }
}
```

```

        if (m_webView == result)
        {
            Debug.Log("Hiding webview.");
        }
    }

    private void OnLoadStart(WebView result)
    {
        if (m_webView == result)
        {
            Debug.Log("Started loading request with url:" + m_webView.URL);
        }
    }

    private OnWebViewLoadFinish(WebView result, Error error)
    {
        if (m_webView == result)
        {
            {
                if (error == null)
                {
                    Debug.Log("Webview did finish loading request successfully.");
                }
                else
                {
                    Debug.Log("Webview did fail to load request. Error: " + error.Description);
                }
            }
        }
    }
}

```

Properties

AutoShowOnLoadFinish

A boolean value indicating whether webview can auto show itself when load request is finished.

Declaration

```
public bool AutoShowOnLoadFinish { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

BackgroundColor

The background color of the webview.

Declaration

```
public Color BackgroundColor { get; set; }
```

Property Value

TYPE	DESCRIPTION
Color	

CanBounce

A Boolean value that controls whether the web view bounces past the edge of content and back again.

Declaration

```
public bool CanBounce { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Frame

The frame rectangle describes the webview’s position and size.

Declaration

```
public Rect Frame { get; set; }
```

Property Value

TYPE	DESCRIPTION
Rect	

IsLoading

A boolean value indicating whether this webview is loading content.

Declaration

```
public bool IsLoading { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

JavaScriptEnabled

A boolean value indicating whether this webview allows java script execution.

Declaration

```
public bool JavaScriptEnabled { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Progress

The value indicates the progress of load request.

Declaration

```
public double Progress { get; }
```

Property Value

TYPE	DESCRIPTION
System.Double	

ScalesPageToFit

A boolean value indicating whether web view scales webpages to fit the view and the user can change the scale.

Declaration

```
public bool ScalesPageToFit { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Style

An enum value that determines the appearance of webview.

Declaration

```
public WebViewStyle Style { get; set; }
```

Property Value

TYPE	DESCRIPTION
WebViewStyle	

Title

The page title. (read-only)

Declaration

```
public string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UnitySettings

Declaration

```
public static WebViewUnitySettings UnitySettings { get; }
```

Property Value

TYPE	DESCRIPTION
WebViewUnitySettings	

URL

The active URI.. (read-only)

THE ABOVE CODE (READ ONLY)

Declaration

```
public string URL { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

AwakeInternal(Object[])

Declaration

```
protected override void AwakeInternal(object[] args)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object[]	args	

ClearCache()

Clears all stored cached URL responses.

Declaration

```
public void ClearCache()
```

CreateInstance()

Initializes a new instance of the [MessageComposer](#) class.

Declaration

```
public static WebView CreateInstance()
```

Returns

TYPE	DESCRIPTION
WebView	

DestroyInternal()

Declaration

```
protected override void DestroyInternal()
```

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Hide()

Hides the web view.

Declaration

```
public void Hide()
```

IsAvailable()

Declaration

```
public override bool IsAvailable()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

LoadData(Byte[], String, String, Nullable<URLString>)

Declaration

```
public void LoadData(byte[] data, string mimeType, string textEncodingName, URLString? baseUrl = default(URLString? ))
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	textEncodingName	
System.Nullable<URLString>	baseUrl	

LoadHtmlString(String, Nullable<URLString>)

Loads the webpage contents.

Declaration

```
public void LoadHtmlString(string htmlString, URLString? baseUrl = default(URLString? ))
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	htmlString	The contents of the webpage.

TYPE	NAME	DESCRIPTION
System.Nullable<URLString>	baseUrl	The base URL for the content.

LoadURL(URLString)

Connects to a given URL and asynchronously loads the content.

Declaration

```
public void LoadURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	A URL identifying the location of the content to load.

Remarks

\note Don’t use this method to load local HTML files, instead use .

Reload()

Reloads the current page.

Declaration

```
public void Reload()
```

RunJavaScript(String, EventCallback<WebViewRunJavaScriptResult>)

Executes a JavaScript string.

Declaration

```
public void RunJavaScript(string script, EventCallback<WebViewRunJavaScriptResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	script	The JavaScript string to evaluate.
EventCallback< WebViewRunJavaScriptResult >	callback	Callback method that will be invoked after operation is completed.

Show()

Displays the webview on the top of Unity view.

Declaration

```
public void Show()
```

StartInternal()

Declaration

```
protected override void StartInternal()
```

StopLoading()

Stops loading the current page contents.

Declaration

```
public void StopLoading()
```

Events

OnHide

Event that will be called when webview is dismissed.

Declaration

```
public static event Callback<WebView> OnHide
```

Event Type

TYPE	DESCRIPTION
Callback< WebView >	

OnLoadFinish

Event that will be called when web view has finished loading.

Declaration

```
public static event EventCallback<WebView> OnLoadFinish
```

Event Type

TYPE	DESCRIPTION
EventCallback< WebView >	

OnLoadStart

Event that will be called when web view begins load request.

Declaration

```
public static event Callback<WebView> OnLoadStart
```

Event Type

TYPE	DESCRIPTION
Callback< WebView >	

OnShow

Event that will be called when webview is first displayed.

Declaration

public static event Callback<WebView> OnShow

Event Type

TYPE	DESCRIPTION
Callback< WebView >	

Class WebViewExtensions

Web view extensions.

Inheritance

System.Object

WebViewExtensions

Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class WebViewExtensions
```

Methods

LoadTexture(WebView, Texture2D, TextureEncodingFormat)

Declaration

```
public static void LoadTexture(this WebView webView, Texture2D texture, TextureEncodingFormat textureEncodingFormat)
```

Parameters

TYPE	NAME	DESCRIPTION
WebView	webView	
Texture2D	texture	
TextureEncodingFormat	textureEncodingFormat	

SetFullScreen(WebView)

Sets the webview frame to full screen size.

Declaration

```
public static void SetFullScreen(this WebView webView)
```

Parameters

TYPE	NAME	DESCRIPTION
WebView	webView	

SetNormalizedFrame(WebView, Rect)

Sets the frame rectangle describes the webview’s position and size in normalized coordinate system.

Declaration

```
public static void SetNormalizedFrame(this WebView webView, Rect normalizedRect)
```

Parameters

TYPE	NAME	DESCRIPTION
WebView	webView	
Rect	normalizedRect	

Class WebViewRunJavaScriptResult

This class contains the information retrieved when [RunJavaScript\(String, EventCallback<WebViewRunJavaScriptResult>\)](#) operation is completed.

Inheritance

System.Object
WebViewRunJavaScriptResult

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class WebViewRunJavaScriptResult
```

Properties

Result

The result returned on completing js code.

Declaration

```
public string Result { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Enum WebViewStyle

Enumeration for supported webview control styles.

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public enum WebViewStyle
```

Fields

NAME	DESCRIPTION
Browser	This option provides browser like appearence with 4 buttons for easy access to web view features.
Default	No controls are shown for web view. This appearence is ideal for banner ads like requirement.
Popup	This option creates a close button at top-right corner of the web view. On clicking this, web view gets dismissed.

Class WebViewUnitySettings

Inheritance

System.Object

WebViewUnitySettings

Namespace: [VoxelBusters.EssentialKit](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class WebViewUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

WebViewUnitySettings(Boolean, WebViewUnitySettings.AndroidPlatformProperties)

Declaration

```
public WebViewUnitySettings(bool enabled = true, WebViewUnitySettings.AndroidPlatformProperties androidProperties = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	
WebViewUnitySettings.AndroidPlatformProperties	androidProperties	

Properties

AndroidProperties

Declaration

```
public WebViewUnitySettings.AndroidPlatformProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
WebViewUnitySettings.AndroidPlatformProperties	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Class WebViewUnitySettings.AndroidPlatformProperties

Inheritance

System.Object
WebViewUnitySettings.AndroidPlatformProperties

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class AndroidPlatformProperties
```

Constructors

AndroidPlatformProperties(Boolean)

Declaration

```
public AndroidPlatformProperties(bool usesCamera = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	usesCamera	

Properties

UsesCamera

Declaration

```
public bool UsesCamera { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Namespace VoxelBusters.EssentialKit.AddressBookCore

Classes

[AddressBookContactBase](#)

[NativeAddressBookInterfaceBase](#)

Structs

[NativeAddressBookContactData](#)

Interfaces

[INativeAddressBookInterface](#)

Delegates

[GetContactsAccessStatusInternalCallback](#)

[ReadContactsInternalCallback](#)

[RequestContactsAccessInternalCallback](#)

Class AddressBookContactBase

Inheritance

System.Object
AddressBookContactBase

Implements

[IAddressBookContact](#)

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class AddressBookContactBase : NativeObjectBase, IAddressBookContact
```

Properties

EmailAddresses

Declaration

```
public string[] EmailAddresses { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

FirstName

Declaration

```
public string FirstName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LastName

Declaration

```
public string LastName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

MiddleName

Declaration

```
public string MiddleName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PhoneNumbers

Declaration

```
public string[] PhoneNumbers { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

Methods

GetEmailAddressesInternal()

Declaration

```
protected abstract string[] GetEmailAddressesInternal()
```

Returns

TYPE	DESCRIPTION
System.String[]	

GetFirstNameInternal()

Declaration

```
protected abstract string GetFirstNameInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetLastNameInternal()

Declaration

```
protected abstract string GetLastNameInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetMiddleNameInternal()

Declaration

```
protected abstract string GetMiddleNameInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetPhoneNumbersInternal()

Declaration

```
protected abstract string[] GetPhoneNumbersInternal()
```

Returns

TYPE	DESCRIPTION
System.String[]	

LoadImage(EventCallback<TextureData>)

Declaration

```
public void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	

LoadImageInternal(LoadImageInternalCallback)

Declaration

```
protected abstract void LoadImageInternal(LoadImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadImageInternalCallback	callback	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[IAddressBookContact](#)

Delegate GetContactsAccessStatusInternalCallback

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void GetContactsAccessStatusInternalCallback(AddressBookContactsAccessStatus accessStatus);
```

Parameters

TYPE	NAME	DESCRIPTION
AddressBookContactsAccessStatus	accessStatus	

Interface INativeAddressBookInterface

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeAddressBookInterface : INativeFeatureInterface
```

Methods

GetContactsAccessStatus()

Declaration

```
AddressBookContactsAccessStatus GetContactsAccessStatus()
```

Returns

TYPE	DESCRIPTION
AddressBookContactsAccessStatus	

ReadContacts(ReadContactsInternalCallback)

Declaration

```
void ReadContacts(ReadContactsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ReadContactsInternalCallback	callback	

RequestContactsAccess(RequestContactsAccessInternalCallback)

Declaration

```
void RequestContactsAccess(RequestContactsAccessInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
RequestContactsAccessInternalCallback	callback	

Struct NativeAddressBookContactData

Inherited Members

- System.ValueType.Equals(System.Object)
- System.ValueType.GetHashCode()
- System.ValueType.ToString()
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetType()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public struct NativeAddressBookContactData
```

Properties

EmailAddressesCount

Declaration

```
public int EmailAddressesCount { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

EmailAddressesPtr

Declaration

```
public IntPtr EmailAddressesPtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

FirstNamePtr

Declaration

```
public IntPtr FirstNamePtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

ImageDataPtr

Declaration

```
public IntPtr ImageDataPtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

LastNamePtr

Declaration

```
public IntPtr LastNamePtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

MiddleNamePtr

Declaration

```
public IntPtr MiddleNamePtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

NativeObjectPtr

Declaration

```
public IntPtr NativeObjectPtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

PhoneNumbersCount

Declaration

```
public int PhoneNumbersCount { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

PhoneNumbersPtr

Declaration

```
public IntPtr PhoneNumbersPtr { get; }
```

Property Value

TYPE	DESCRIPTION
IntPtr	

Class NativeAddressBookInterfaceBase

Inheritance

System.Object
NativeAddressBookInterfaceBase

Implements

[INativeAddressBookInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeAddressBookInterfaceBase : NativeFeatureInterfaceBase, INativeAddressBookInterface, INativeFeatureInterface
```

Constructors

NativeAddressBookInterfaceBase(Boolean)

Declaration

```
protected NativeAddressBookInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

GetContactsAccessStatus()

Declaration

```
public abstract AddressBookContactsAccessStatus GetContactsAccessStatus()
```

Returns

TYPE	DESCRIPTION
AddressBookContactsAccessStatus	

ReadContacts(ReadContactsInternalCallback)

Declaration

```
public abstract void ReadContacts(ReadContactsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ReadContactsInternalCallback	callback	

RequestContactsAccess(RequestContactsAccessInternalCallback)

Declaration

```
public abstract void RequestContactsAccess(RequestContactsAccessInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
RequestContactsAccessInternalCallback	callback	

Implements

[INativeAddressBookInterface](#)

INativeFeatureInterface

Delegate ReadContactsInternalCallback

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ReadContactsInternalCallback(IAddressBookContact[] contacts, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IAddressBookContact[]	contacts	
Error	error	

Delegate RequestContactsAccessInternalCallback

Namespace: [VoxelBusters.EssentialKit.AddressBookCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RequestContactsAccessInternalCallback(AddressBookContactsAccessStatus accessStatus, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
AddressBookContactsAccessStatus	accessStatus	
Error	error	

Namespace VoxelBusters.EssentialKit.BillingServicesCore

Classes

[BillingPayment](#)

[BillingProductBase](#)

[BillingTransactionBase](#)

[NativeBillingServicesInterfaceBase](#)

Interfaces

[INativeBillingServicesInterface](#)

Delegates

[PaymentStateChangeInternalCallback](#)

[RestorePurchasesInternalCallback](#)

[RetrieveProductsInternalCallback](#)

Class BillingPayment

Inheritance

System.Object
BillingPayment

Implements

[IBillingPayment](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public sealed class BillingPayment : IBillingPayment
```

Constructors

BillingPayment(String, Int32, String)

Declaration

```
public BillingPayment(string productPlatformId, int quantity, string tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	productPlatformId	
System.Int32	quantity	
System.String	tag	

BillingPayment(String, String, Int32, String)

Declaration

```
public BillingPayment(string productId, string productPlatformId, int quantity, string tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	productId	
System.String	productPlatformId	
System.Int32	quantity	

TYPE	NAME	DESCRIPTION
System.String	tag	

Properties

ProductId

Declaration

```
public string ProductId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ProductPlatformId

Declaration

```
public string ProductPlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Quantity

Declaration

```
public int Quantity { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Tag

Declaration

```
public string Tag { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Implements

[IBillingPayment](#)

Class BillingProductBase

Inheritance

System.Object
BillingProductBase

Implements

[IBillingProduct](#)

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class BillingProductBase : NativeObjectBase, IBillingProduct
```

Constructors

BillingProductBase(String, String, Object)

Declaration

```
protected BillingProductBase(string id, string platformId, object tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	
System.Object	tag	

Properties

Id

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LocalizedDescription

Declaration

```
public string LocalizedDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LocalizedPrice

Declaration

```
public string LocalizedPrice { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LocalizedTitle

Declaration

```
public string LocalizedTitle { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

PlatformId

Declaration

```
public string PlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Price

Declaration

```
public string Price { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Tag

Declaration

```
public object Tag { get; }
```

Property Value

TYPE	DESCRIPTION
System.Object	

Methods

Finalize()

Declaration

```
protected void Finalize()
```

GetLocalizedDescriptionInternal()

Declaration

```
protected abstract string GetLocalizedDescriptionInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetLocalizedPriceInternal()

Declaration

```
protected abstract string GetLocalizedPriceInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetLocalizedTitleInternal()

Declaration

```
protected abstract string GetLocalizedTitleInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetPriceInternal()

Declaration

```
protected abstract string GetPriceInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[IBillingProduct](#)

Class BillingTransactionBase

Inheritance

System.Object
BillingTransactionBase

Implements

[IBillingTransaction](#)

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class BillingTransactionBase : NativeObjectBase, IBillingTransaction
```

Constructors

BillingTransactionBase(String, IBillingPayment)

Declaration

```
protected BillingTransactionBase(string transactionId, IBillingPayment payment)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	transactionId	
IBillingPayment	payment	

Properties

Date

Declaration

```
public DateTime Date { get; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

DateUTC

Declaration

```
public DateTime DateUTC { get; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

Error

Declaration

```
public Error Error { get; }
```

--

Property Value

TYPE	DESCRIPTION
Error	

Id

Declaration

public string Id { get; }

Property Value

TYPE	DESCRIPTION
System.String	

Payment

Declaration

public IBillingPayment Payment { get; }

Property Value

TYPE	DESCRIPTION
IBillingPayment	

Receipt

Declaration

public string Receipt { get; }

Property Value

TYPE	DESCRIPTION
System.String	

ReceiptVerificationState

Declaration

public BillingReceiptVerificationState ReceiptVerificationState { get; set; }

Property Value

TYPE	DESCRIPTION
BillingReceiptVerificationState	

TransactionState

Declaration

public BillingTransactionState TransactionState { get; }
--

Property Value

TYPE	DESCRIPTION
BillingTransactionState	

Methods

Finalize()

Declaration

```
protected void Finalize()
```

GetErrorInternal()

Declaration

```
protected abstract Error GetErrorInternal()
```

Returns

TYPE	DESCRIPTION
Error	

GetReceiptInternal()

Declaration

```
protected abstract string GetReceiptInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetReceiptVerificationStateInternal()

Declaration

```
protected abstract BillingReceiptVerificationState GetReceiptVerificationStateInternal()
```

Returns

TYPE	DESCRIPTION
BillingReceiptVerificationState	

GetTransactionDateUTCInternal()

Declaration

```
protected abstract DateTime GetTransactionDateUTCInternal()
```

Returns

TYPE	DESCRIPTION
DateTime	

GetTransactionStateInternal()

Declaration

```
protected abstract BillingTransactionState GetTransactionStateInternal()
```

Returns

TYPE	DESCRIPTION
BillingTransactionState	

SetReceiptVerificationStateInternal(BillingReceiptVerificationState)

Declaration

```
protected abstract void SetReceiptVerificationStateInternal(BillingReceiptVerificationState value)
```

Parameters

TYPE	NAME	DESCRIPTION
BillingReceiptVerificationState	value	

Implements

[IBillingTransaction](#)

Interface INativeBillingServicesInterface

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeBillingServicesInterface : INativeFeatureInterface
```

Methods

CanMakePayments()

Declaration

```
bool CanMakePayments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

FinishTransactions(IBillingTransaction[])

Declaration

```
void FinishTransactions( IBillingTransaction[] transactions)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction[]	transactions	

GetTransactions()

Declaration

```
IBillingTransaction[] GetTransactions()
```

Returns

TYPE	DESCRIPTION
IBillingTransaction[]	

RestorePurchases(String)

Declaration

```
void RestorePurchases(string tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	tag	

RetrieveProducts(BillingProductDefinition[])

Declaration

```
void RetrieveProducts(BillingProductDefinition[] productDefinitions)
```

Parameters

TYPE	NAME	DESCRIPTION
BillingProductDefinition[]	productDefinitions	

StartPayment(IBillingPayment, out Error)

Declaration

```
bool StartPayment(IBillingPayment payment, out Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingPayment	payment	
Error	error	

Returns

TYPE	DESCRIPTION
System.Boolean	

TryClearingUnfinishedTransactions()

Declaration

```
bool TryClearingUnfinishedTransactions()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Events

OnRestorePurchasesComplete

Declaration

```
event RestorePurchasesInternalCallback OnRestorePurchasesComplete
```

Event Type

TYPE	DESCRIPTION
RestorePurchasesInternalCallback	

OnRetrieveProductsComplete

Declaration

```
event RetrieveProductsInternalCallback OnRetrieveProductsComplete
```

Event Type

TYPE	DESCRIPTION
RetrieveProductsInternalCallback	

OnTransactionStateChange

Declaration

event PaymentStateChangeInternalCallback OnTransactionStateChange

Event Type

TYPE	DESCRIPTION
PaymentStateChangeInternalCallback	

Class NativeBillingServicesInterfaceBase

Inheritance

System.Object
NativeBillingServicesInterfaceBase

Implements

[INativeBillingServicesInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeBillingServicesInterfaceBase : NativeFeatureInterfaceBase,
    INativeBillingServicesInterface, INativeFeatureInterface
```

Constructors

NativeBillingServicesInterfaceBase(Boolean)

Declaration

```
protected NativeBillingServicesInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

CanMakePayments()

Declaration

```
public abstract bool CanMakePayments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

FinishTransactions(IBillingTransaction[])

Declaration

```
public abstract void FinishTransactions(IBillingTransaction[] transactions)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction[]	transactions	

GetTransactions()

Declaration

```
public abstract IBillingTransaction[] GetTransactions()
```

Returns

TYPE	DESCRIPTION
IBillingTransaction []	

RestorePurchases(String)

Declaration

```
public abstract void RestorePurchases(string tag)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	tag	

RetrieveProducts(BillingProductDefinition[])

Declaration

```
public abstract void RetrieveProducts(BillingProductDefinition[] productDefinitions)
```

Parameters

TYPE	NAME	DESCRIPTION
BillingProductDefinition []	productDefinitions	

SendPaymentStateChangeEvent(IBillingTransaction[])

Declaration

```
protected void SendPaymentStateChangeEvent(IBillingTransaction[] transactions)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction []	transactions	

SendRestorePurchasesCompleteEvent(IBillingTransaction[], Error)

Declaration

```
protected void SendRestorePurchasesCompleteEvent(IBillingTransaction[] transactions, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction []	transactions	
Error	error	

SendRetrieveProductsCompleteEvent(IBillingProduct[], String[], Error)

Declaration

```
protected void SendRetrieveProductsCompleteEvent(IBillingProduct[] products, string[] invalidProductIds, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingProduct[]	products	
System.String[]	invalidProductIds	
Error	error	

StartPayment([IBillingPayment](#), out Error)

Declaration

```
public abstract bool StartPayment(IBillingPayment payment, out Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingPayment	payment	
Error	error	

Returns

TYPE	DESCRIPTION
System.Boolean	

TryClearingUnfinishedTransactions()

Declaration

```
public abstract bool TryClearingUnfinishedTransactions()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Events

OnRestorePurchasesComplete

Declaration

```
public event RestorePurchasesInternalCallback OnRestorePurchasesComplete
```

Event Type

TYPE	DESCRIPTION
RestorePurchasesInternalCallback	

OnRetrieveProductsComplete

Declaration

```
public event RetrieveProductsInternalCallback OnRetrieveProductsComplete
```

Event Type

TYPE	DESCRIPTION
RetrieveProductsInternalCallback	

OnTransactionStateChange

Declaration

```
public event PaymentStateChangeInternalCallback OnTransactionStateChange
```

Event Type

TYPE	DESCRIPTION
PaymentStateChangeInternalCallback	

Implements

[INativeBillingServicesInterface](#)

INativeFeatureInterface

Delegate PaymentStateChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void PaymentStateChangeInternalCallback(IBillingTransaction[] transactions);
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction[]	transactions	

Delegate RestorePurchasesInternalCallback

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RestorePurchasesInternalCallback(
    IBillingTransaction[] transactions,
    Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingTransaction[]	transactions	
Error	error	

Delegate RetrieveProductsInternalCallback

Namespace: [VoxelBusters.EssentialKit.BillingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RetrieveProductsInternalCallback(
    IBillingProduct[] products,
    string[] invalidIds,
    Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IBillingProduct[]	products	
System.String[]	invalidIds	
Error	error	

Namespace **VoxelBusters.EssentialKit.CloudServicesCore**

Classes

[CloudUser](#)

[NativeCloudServicesInterfaceBase](#)

[NullCloudServicesInterface](#)

Interfaces

[INativeCloudServicesInterface](#)

Delegates

[SavedDataChangeInternalCallback](#)

[SynchronizeInternalCallback](#)

[UserChangeInternalCallback](#)

Class CloudUser

Inheritance

System.Object
CloudUser

Implements

[ICloudUser](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ToString()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.EssentialKit.CloudServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class CloudUser : ICloudUser
```

Constructors

CloudUser(String, CloudUserAccountStatus)

Declaration

```
public CloudUser(string userId, CloudUserAccountStatus accountStatus)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userId	
CloudUserAccountStatus	accountStatus	

Properties

AccountStatus

Declaration

```
public CloudUserAccountStatus AccountStatus { get; }
```

Property Value

TYPE	DESCRIPTION
CloudUserAccountStatus	

UserId

Declaration

```
public string UserId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Implements

[ICloudUser](#)

Interface INativeCloudServicesInterface

Namespace: [VoxelBusters.EssentialKit.CloudServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeCloudServicesInterface : INativeFeatureInterface
```

Methods

GetBool(String)

Declaration

```
bool GetBool(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetByteArray(String)

Declaration

```
byte[] GetByteArray(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Byte[]	

GetDouble(String)

Declaration

```
double GetDouble(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Double	

GetLong(String)

Declaration

long GetLong(string key)

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Int64	

GetSnapshot()

Declaration

IDictionary GetSnapshot()

Returns

TYPE	DESCRIPTION
System.Collections.IDictionary	

GetString(String)

Declaration

string GetString(string key)

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.String	

RemoveKey(String)

Declaration

void RemoveKey(string key)

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

SetBool(String, Boolean)

Declaration

```
void SetBool(string key, bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Boolean	value	

SetByteArray(String, Byte[])

Declaration

```
void SetByteArray(string key, byte[] value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Byte[]	value	

SetDouble(String, Double)

Declaration

```
void SetDouble(string key, double value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Double	value	

SetLong(String, Int64)

Declaration

```
void SetLong(string key, long value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Int64	value	

SetString(String, String)

Declaration

```
void SetString(string key, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.String	value	

Synchronize(SynchronizeInternalCallback)

Declaration

```
void Synchronize(SynchronizeInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
SynchronizeInternalCallback	callback	

Events

OnSavedDataChange

Declaration

```
event SavedDataChangeInternalCallback OnSavedDataChange
```

Event Type

TYPE	DESCRIPTION
SavedDataChangeInternalCallback	

OnUserChange

Declaration

```
event UserChangeInternalCallback OnUserChange
```

Event Type

TYPE	DESCRIPTION
UserChangeInternalCallback	

Class NativeCloudServicesInterfaceBase

Inheritance

System.Object
NativeCloudServicesInterfaceBase
[NullCloudServicesInterface](#)

Implements

[INativeCloudServicesInterface](#)
INativeFeatureInterface

Namespace: **VoxelBusters.EssentialKit.CloudServicesCore**
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeCloudServicesInterfaceBase : NativeFeatureInterfaceBase,
INativeCloudServicesInterface, INativeFeatureInterface
```

Constructors

NativeCloudServicesInterfaceBase(Boolean)

Declaration

```
protected NativeCloudServicesInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

GetBool(String)

Declaration

```
public abstract bool GetBool(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Boolean	

GetByteArray(String)

Declaration

```
public abstract byte[] GetByteArray(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Byte[]	

GetDouble(String)

Declaration

```
public abstract double GetDouble(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Double	

GetLong(String)

Declaration

```
public abstract long GetLong(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Int64	

GetSnapshot()

Declaration

```
public abstract IDictionary GetSnapshot()
```

Returns

TYPE	DESCRIPTION
System.Collections.IDictionary	

GetString(String)

Declaration

```
public abstract string GetString(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.String	

RemoveKey(String)

Declaration

```
public abstract void RemoveKey(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

SendSavedDataChangeEvent(CloudSavedDataChangeReasonCode, String[])

Declaration

```
protected void SendSavedDataChangeEvent(CloudSavedDataChangeReasonCode changeReason, string[] changedKeys)
```

Parameters

TYPE	NAME	DESCRIPTION
CloudSavedDataChangeReasonCode	changeReason	
System.String[]	changedKeys	

SendUserChangeEvent(CloudUser, Error)

Declaration

```
protected void SendUserChangeEvent(CloudUser user, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
CloudUser	user	
Error	error	

SetBool(String, Boolean)

Declaration

```
public abstract void SetBool(string key, bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Boolean	value	

SetByteArray(String, Byte[])

Declaration

```
public abstract void SetByteArray(string key, byte[] value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Byte[]	value	

SetDouble(String, Double)

Declaration

```
public abstract void SetDouble(string key, double value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Double	value	

SetLong(String, Int64)

Declaration

```
public abstract void SetLong(string key, long value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Int64	value	

SetString(String, String)

Declaration

```
public abstract void SetString(string key, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.String	value	

Synchronize(SynchronizeInternalCallback)

Declaration

```
public abstract void Synchronize(SynchronizeInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
SynchronizeInternalCallback	callback	

Events

OnSavedDataChange

Declaration

```
public event SavedDataChangeInternalCallback OnSavedDataChange
```

Event Type

TYPE	DESCRIPTION
SavedDataChangeInternalCallback	

OnUserChange

Declaration

```
public event UserChangeInternalCallback OnUserChange
```

Event Type

TYPE	DESCRIPTION
UserChangeInternalCallback	

Implements

- [INativeCloudServicesInterface](#)
- [INativeFeatureInterface](#)

Class NullCloudServicesInterface

Inheritance

System.Object
[NativeCloudServicesInterfaceBase](#)
NullCloudServicesInterface

Implements

[INativeCloudServicesInterface](#)
INativeFeatureInterface

Inherited Members

[NativeCloudServicesInterfaceBase.OnUserChange](#)
[NativeCloudServicesInterfaceBase.OnSavedDataChange](#)
[NativeCloudServicesInterfaceBase.SendUserChangeEvent\(CloudUser, Error\)](#)
[NativeCloudServicesInterfaceBase.SendSavedDataChangeEvent\(CloudSavedDataChangeReasonCode, String\[\]\)](#)

Namespace: [VoxelBusters.EssentialKit.CloudServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class NullCloudServicesInterface : NativeCloudServicesInterfaceBase, INativeCloudServicesInterface, INativeFeatureInterface
```

Constructors

NullCloudServicesInterface()

Declaration

```
public NullCloudServicesInterface()
```

Methods

GetBool(String)

Declaration

```
public override bool GetBool(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[NativeCloudServicesInterfaceBase.GetBool\(String\)](#)

GetByteArray(String)

Declaration

```
public override byte[] GetByteArray(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Byte[]	

Overrides

[NativeCloudServicesInterfaceBase.GetByteArray\(String\)](#)

GetDouble(String)

Declaration

public override double GetDouble(string key)
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Double	

Overrides

[NativeCloudServicesInterfaceBase.GetDouble\(String\)](#)

GetLong(String)

Declaration

public override long GetLong(string key)
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.Int64	

Overrides

[NativeCloudServicesInterfaceBase.GetLong\(String\)](#)

GetSnapshot()

Declaration


```
public override IDictionary GetSnapshot()
```

Returns

TYPE	DESCRIPTION
System.Collections.IDictionary	

Overrides

[NativeCloudServicesInterfaceBase.GetSnapshot\(\)](#)

GetString(String)

Declaration

```
public override string GetString(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Returns

TYPE	DESCRIPTION
System.String	

Overrides

[NativeCloudServicesInterfaceBase.GetString\(String\)](#)

RemoveKey(String)

Declaration

```
public override void RemoveKey(string key)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	

Overrides

[NativeCloudServicesInterfaceBase.RemoveKey\(String\)](#)

SetBool(String, Boolean)

Declaration

```
public override void SetBool(string key, bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Boolean	value	

Overrides

[NativeCloudServicesInterfaceBase.SetBool\(String, Boolean\)](#)

SetByteArray(String, Byte[])

Declaration

```
public override void SetByteArray(string key, byte[] value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Byte[]	value	

Overrides

[NativeCloudServicesInterfaceBase.SetByteArray\(String, Byte\[\]\)](#)

SetDouble(String, Double)

Declaration

```
public override void SetDouble(string key, double value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Double	value	

Overrides

[NativeCloudServicesInterfaceBase.SetDouble\(String, Double\)](#)

SetLong(String, Int64)

Declaration

```
public override void SetLong(string key, long value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.Int64	value	

Overrides

[NativeCloudServicesInterfaceBase.SetLong\(String, Int64\)](#)

SetString(String, String)

Declaration

```
public override void SetString(string key, string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	key	
System.String	value	

Overrides

[NativeCloudServicesInterfaceBase.SetString\(String, String\)](#)

Synchronize(SynchronizeInternalCallback)

Declaration

```
public override void Synchronize(SynchronizeInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
SynchronizeInternalCallback	callback	

Overrides

[NativeCloudServicesInterfaceBase.Synchronize\(SynchronizeInternalCallback\)](#)

Implements

[INativeCloudServicesInterface](#)

[INativeFeatureInterface](#)

Delegate SavedDataChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.CloudServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void SavedDataChangeInternalCallback(CloudSavedDataChangeReasonCode changeReason, string[] changedKeys);
```

Parameters

TYPE	NAME	DESCRIPTION
CloudSavedDataChangeReasonCode	changeReason	
System.String[]	changedKeys	

Delegate SynchronizeInternalCallback

Namespace: [VoxelBusters.EssentialKit.CloudServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void SynchronizeInternalCallback(bool success, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	success	
Error	error	

Delegate UserChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.CloudServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void UserChangeInternalCallback(CloudUser user, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
CloudUser	user	
Error	error	

Namespace **VoxelBusters.EssentialKit.DeepLinkServicesCore**

Classes

[NativeDeepLinkServicesInterfaceBase](#)

[NullDeepLinkServicesInterface](#)

Interfaces

[INativeDeepLinkServicesInterface](#)

Delegates

[CanHandleDynamicLinkInternal](#)

[DynamicLinkOpenInternalCallback](#)

Delegate CanHandleDynamicLinkInternal

Namespace: [VoxelBusters.EssentialKit.DeepLinkServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate bool CanHandleDynamicLinkInternal(string url);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Returns

TYPE	DESCRIPTION
System.Boolean	

Delegate DynamicLinkOpenInternalCallback

Namespace: [VoxelBusters.EssentialKit.DeepLinkServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void DynamicLinkOpenInternalCallback(string url);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Interface INativeDeepLinkServicesInterface

Namespace: [VoxelBusters.EssentialKit.DeepLinkServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeDeepLinkServicesInterface : INativeFeatureInterface
```

Methods

Init()

Declaration

```
void Init()
```

SetCanHandleCustomSchemeUrl(CanHandleDynamicLinkInternal)

Declaration

```
void SetCanHandleCustomSchemeUrl(CanHandleDynamicLinkInternal handler)
```

Parameters

TYPE	NAME	DESCRIPTION
CanHandleDynamicLinkInternal	handler	

SetCanHandleUniversalLink(CanHandleDynamicLinkInternal)

Declaration

```
void SetCanHandleUniversalLink(CanHandleDynamicLinkInternal handler)
```

Parameters

TYPE	NAME	DESCRIPTION
CanHandleDynamicLinkInternal	handler	

Events

OnCustomSchemeUrlOpen

Declaration

```
event DynamicLinkOpenInternalCallback OnCustomSchemeUrlOpen
```

Event Type

TYPE	DESCRIPTION
DynamicLinkOpenInternalCallback	

OnUniversalLinkOpen

Declaration

```
event DynamicLinkOpenInternalCallback OnUniversalLinkOpen
```

Event Type

TYPE	DESCRIPTION
DynamicLinkOpenInternalCallback	

Class NativeDeepLinkServicesInterfaceBase

Inheritance

System.Object
NativeDeepLinkServicesInterfaceBase
[NullDeepLinkServicesInterface](#)

Implements

[INativeDeepLinkServicesInterface](#)
INativeFeatureInterface

Namespace: **VoxelBusters.EssentialKit.DeepLinkServicesCore**

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeDeepLinkServicesInterfaceBase : NativeFeatureInterfaceBase,
INativeDeepLinkServicesInterface, INativeFeatureInterface
```

Constructors

NativeDeepLinkServicesInterfaceBase(Boolean)

Declaration

```
protected NativeDeepLinkServicesInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

CanHandleCustomSchemeUrl(String)

Declaration

```
protected bool CanHandleCustomSchemeUrl(string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanHandleUniversalLink(String)

Declaration

```
protected bool CanHandleUniversalLink(string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Returns

TYPE	DESCRIPTION
System.Boolean	

Init()

Declaration

```
public abstract void Init()
```

SendCustomSchemeUrlOpenEvent(String)

Declaration

```
protected void SendCustomSchemeUrlOpenEvent(string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

SendUniversalLinkOpenEvent(String)

Declaration

```
protected void SendUniversalLinkOpenEvent(string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

SetCanHandleCustomSchemeUrl(CanHandleDynamicLinkInternal)

Declaration

```
public void SetCanHandleCustomSchemeUrl(CanHandleDynamicLinkInternal handler)
```

Parameters

TYPE	NAME	DESCRIPTION
CanHandleDynamicLinkInternal	handler	

SetCanHandleUniversalLink(CanHandleDynamicLinkInternal)

Declaration

```
public void SetCanHandleUniversalLink(CanHandleDynamicLinkInternal handler)
```

Parameters

TYPE	NAME	DESCRIPTION
CanHandleDynamicLinkInternal	handler	

Events

OnCustomSchemeUrlOpen

Declaration

```
public event DynamicLinkOpenInternalCallback OnCustomSchemeUrlOpen
```

Event Type

TYPE	DESCRIPTION
DynamicLinkOpenInternalCallback	

OnUniversalLinkOpen

Declaration

```
public event DynamicLinkOpenInternalCallback OnUniversalLinkOpen
```

Event Type

TYPE	DESCRIPTION
DynamicLinkOpenInternalCallback	

Implements

[INativeDeepLinkServicesInterface](#)

INativeFeatureInterface

Class NullDeepLinkServicesInterface

Inheritance

System.Object
[NativeDeepLinkServicesInterfaceBase](#)
NullDeepLinkServicesInterface

Implements

[INativeDeepLinkServicesInterface](#)
INativeFeatureInterface

Inherited Members

[NativeDeepLinkServicesInterfaceBase.OnCustomSchemeUrlOpen](#)
[NativeDeepLinkServicesInterfaceBase.OnUniversalLinkOpen](#)
[NativeDeepLinkServicesInterfaceBase.SetCanHandleCustomSchemeUrl\(CanHandleDynamicLinkInternal\)](#)
[NativeDeepLinkServicesInterfaceBase.SetCanHandleUniversalLink\(CanHandleDynamicLinkInternal\)](#)
[NativeDeepLinkServicesInterfaceBase.CanHandleCustomSchemeUrl\(String\)](#)
[NativeDeepLinkServicesInterfaceBase.CanHandleUniversalLink\(String\)](#)
[NativeDeepLinkServicesInterfaceBase.SendCustomSchemeUrlOpenEvent\(String\)](#)
[NativeDeepLinkServicesInterfaceBase.SendUniversalLinkOpenEvent\(String\)](#)

Namespace: [VoxelBusters.EssentialKit.DeepLinkServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class NullDeepLinkServicesInterface : NativeDeepLinkServicesInterfaceBase,
    INativeDeepLinkServicesInterface, INativeFeatureInterface
```

Constructors

NullDeepLinkServicesInterface()

Declaration

```
public NullDeepLinkServicesInterface()
```

Methods

Init()

Declaration

```
public override void Init()
```

Overrides

[NativeDeepLinkServicesInterfaceBase.Init\(\)](#)

Implements

[INativeDeepLinkServicesInterface](#)
INativeFeatureInterface

Namespace **VoxelBusters.EssentialKit.ExtrasCore**

Classes

[NativeUtilityInterfaceBase](#)

[NullNativeUtilityInterface](#)

[UtilityUnitySettings](#)

Interfaces

[INativeUtilityInterface](#)

Interface INativeUtilityInterface

Namespace: [VoxelBusters.EssentialKit.ExtrasCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeUtilityInterface : INativeFeatureInterface
```

Methods

OpenApplicationSettings()

Declaration

```
void OpenApplicationSettings()
```

OpenAppStorePage(String)

Declaration

```
void OpenAppStorePage(string applicationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	applicationId	

RequestStoreReview()

Declaration

```
void RequestStoreReview()
```

Class NativeUtilityInterfaceBase

Inheritance

System.Object
NativeUtilityInterfaceBase
[NullNativeUtilityInterface](#)

Implements

[INativeUtilityInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.ExtrasCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeUtilityInterfaceBase : NativeFeatureInterfaceBase, INativeUtilityInterface, INativeFeatureInterface
```

Constructors

NativeUtilityInterfaceBase(Boolean)

Declaration

```
protected NativeUtilityInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

OpenApplicationSettings()

Declaration

```
public abstract void OpenApplicationSettings()
```

OpenAppStorePage(String)

Declaration

```
public abstract void OpenAppStorePage(string applicationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	applicationId	

RequestStoreReview()

Declaration

```
public abstract void RequestStoreReview()
```

Implements

[INativeUtilityInterface](#)
INativeFeatureInterface

Class NullNativeUtilityInterface

Inheritance

System.Object
[NativeUtilityInterfaceBase](#)
NullNativeUtilityInterface

Implements

[INativeUtilityInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.ExtrasCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NullNativeUtilityInterface : NativeUtilityInterfaceBase, INativeUtilityInterface,
INativeFeatureInterface
```

Constructors

NullNativeUtilityInterface()

Declaration

```
public NullNativeUtilityInterface()
```

Methods

OpenApplicationSettings()

Declaration

```
public override void OpenApplicationSettings()
```

Overrides

[NativeUtilityInterfaceBase.OpenApplicationSettings\(\)](#)

OpenAppStorePage(String)

Declaration

```
public override void OpenAppStorePage(string applicationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	applicationId	

Overrides

[NativeUtilityInterfaceBase.OpenAppStorePage\(String\)](#)

RequestStoreReview()

Declaration

```
public override void RequestStoreReview()
```

Overrides

[NativeUtilityInterfaceBase.RequestStoreReview\(\)](#)

Implements

INativeUtilityInterface

INativeFeatureInterface

Class UtilityUnitySettings

Inheritance

System.Object

UtilityUnitySettings

Namespace: [VoxelBusters.EssentialKit.ExtrasCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class UtilityUnitySettings : NativeFeatureUnitySettingsBase
```

Constructors

UtilityUnitySettings(Boolean)

Declaration

```
public UtilityUnitySettings(bool enabled = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	enabled	

Methods

GetFeatureName()

Declaration

```
protected override string GetFeatureName()
```

Returns

TYPE	DESCRIPTION
System.String	

Namespace **VoxelBusters.EssentialKit.GameServicesCore**

Classes

[AchievementBase](#)

[AchievementDescriptionBase](#)

[LeaderboardBase](#)

[NativeGameServicesInterfaceBase](#)

[PlayerBase](#)

[ScoreBase](#)

Interfaces

[INativeGameServicesInterface](#)

Delegates

[AuthChangeInternalCallback](#)

[LoadAchievementDescriptionsInternalCallback](#)

[LoadAchievementsInternalCallback](#)

[LoadExternalAuthenticationCredentialsInternalCallback](#)

[LoadLeaderboardsInternalCallback](#)

[LoadPlayersInternalCallback](#)

[LoadScoresInternalCallback](#)

[LocalPlayerAuthChangeInternalCallback](#)

[ReportAchievementProgressInternalCallback](#)

[ReportScoreInternalCallback](#)

[ViewClosedInternalCallback](#)

Class AchievementBase

Inheritance

System.Object

AchievementBase

Implements

[IAchievement](#)

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class AchievementBase : NativeObjectBase, IAchievement
```

Constructors

AchievementBase(String, String)

Declaration

```
protected AchievementBase(string id, string platformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	

Properties

Id

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IsCompleted

Declaration

```
public bool IsCompleted { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

LastReportedDate

Declaration

```
public DateTime LastReportedDate { get; }
```

--

Property Value

TYPE	DESCRIPTION
DateTime	

PercentageCompleted

Declaration

```
public double PercentageCompleted { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Double	

PlatformId

Declaration

```
public string PlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetIsCompletedInternal()

Declaration

```
protected abstract bool GetIsCompletedInternal()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetLastReportedDateInternal()

Declaration

```
protected abstract DateTime GetLastReportedDateInternal()
```

Returns

TYPE	DESCRIPTION
DateTime	

GetPercentageCompletedInternal()

Declaration

```
protected abstract double GetPercentageCompletedInternal()
```


Returns

TYPE	DESCRIPTION
System.Double	

ReportProgress(CompletionCallback)

Declaration

```
public void ReportProgress(CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
CompletionCallback	callback	

ReportProgressInternal(ReportAchievementProgressInternalCallback)

Declaration

```
protected abstract void ReportProgressInternal(ReportAchievementProgressInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ReportAchievementProgressInternalCallback	callback	

SetPercentageCompletedInternal(Double)

Declaration

```
protected abstract void SetPercentageCompletedInternal(double value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	value	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[IAchievement](#)

Class AchievementDescriptionBase

Inheritance

System.Object
AchievementDescriptionBase

Implements

[IAchievementDescription](#)

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class AchievementDescriptionBase : NativeObjectBase, IAchievementDescription
```

Constructors

AchievementDescriptionBase(String, String, Int32)

Declaration

```
protected AchievementDescriptionBase(string id, string platformId, int numOfStepsToUnlock)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	
System.Int32	numOfStepsToUnlock	

Properties

AchievedDescription

Declaration

```
public string AchievedDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IsHidden

Declaration

```
public bool IsHidden { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsReplayable

Declaration

```
public bool IsReplayable { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

MaximumPoints

Declaration

```
public long MaximumPoints { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int64	

NumberOfStepsRequiredToUnlockAchievement

Declaration

```
public int NumberOfStepsRequiredToUnlockAchievement { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

PlatformId

Declaration

```
public string PlatformId { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Title

Declaration

```
public string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

UnachievedDescription

Declaration

```
public string UnachievedDescription { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetAchievedDescriptionInternal()

Declaration

```
protected abstract string GetAchievedDescriptionInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetIsHiddenInternal()

Declaration

```
protected abstract bool GetIsHiddenInternal()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetIsReplayableInternal()

Declaration

```
protected abstract bool GetIsReplayableInternal()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetMaximumPointsInternal()

Declaration

```
protected abstract long GetMaximumPointsInternal()
```

Returns

TYPE	DESCRIPTION
System.Int64	

GetTitleInternal()

Declaration

```
protected abstract string GetTitleInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetUnachievedDescriptionInternal()

Declaration

```
protected abstract string GetUnachievedDescriptionInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

LoadImage(EventCallback<TextureData>)

Declaration

```
public void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	

LoadImageInternal(LoadImageInternalCallback)

Declaration

```
protected abstract void LoadImageInternal(LoadImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadImageInternalCallback	callback	

LoadIncompleteAchievementImage(EventCallback<TextureData>)

Declaration

```
public void LoadIncompleteAchievementImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	

LoadIncompleteAchievementImageInternal(LoadImageInternalCallback)

Declaration

```
protected abstract void LoadIncompleteAchievementImageInternal(LoadImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadImageInternalCallback	callback	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[IAchievementDescription](#)

Delegate AuthChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void AuthChangeInternalCallback(LocalPlayerAuthStatus authStatus, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
LocalPlayerAuthStatus	authStatus	
Error	error	

Interface INativeGameServicesInterface

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeGameServicesInterface : INativeFeatureInterface
```

Methods

Authenticate()

Declaration

```
void Authenticate()
```

CreateAchievement(String, String)

Declaration

```
IAchievement CreateAchievement(string id, string platformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	

Returns

TYPE	DESCRIPTION
IAchievement	

CreateLeaderboard(String, String)

Declaration

```
ILeaderboard CreateLeaderboard(string id, string platformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	

Returns

TYPE	DESCRIPTION
ILeaderboard	

CreateScore(String, String)

Declaration

```
IScore CreateScore(string leaderboardId, string leaderboardPlatformId)
```


Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	
System.String	leaderboardPlatformId	

Returns

TYPE	DESCRIPTION
IScore	

GetLocalPlayer()

Declaration

<code>ILocalPlayer GetLocalPlayer()</code>
--

Returns

TYPE	DESCRIPTION
ILocalPlayer	

LoadAchievementDescriptions(LoadAchievementDescriptionsInternalCallback)

Declaration

<code>void LoadAchievementDescriptions(LoadAchievementDescriptionsInternalCallback callback)</code>

Parameters

TYPE	NAME	DESCRIPTION
LoadAchievementDescriptionsInternalCallback	callback	

LoadAchievements(LoadAchievementsInternalCallback)

Declaration

<code>void LoadAchievements(LoadAchievementsInternalCallback callback)</code>

Parameters

TYPE	NAME	DESCRIPTION
LoadAchievementsInternalCallback	callback	

LoadLeaderboards(LoadLeaderboardsInternalCallback)

Declaration

<code>void LoadLeaderboards(LoadLeaderboardsInternalCallback callback)</code>

Parameters

TYPE	NAME	DESCRIPTION
LoadLeaderboardsInternalCallback	callback	

LoadPlayers(String[], LoadPlayersInternalCallback)

Declaration

```
void LoadPlayers(string[] playerIds, LoadPlayersInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	playerIds	
LoadPlayersInternalCallback	callback	

SetAuthChangeCallback(AuthChangeInternalCallback)

Declaration

```
void SetAuthChangeCallback(AuthChangeInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
AuthChangeInternalCallback	callback	

SetCanShowAchievementCompletionBanner(Boolean)

Declaration

```
void SetCanShowAchievementCompletionBanner(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

ShowAchievements(ViewClosedInternalCallback)

Declaration

```
void ShowAchievements(ViewClosedInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ViewClosedInternalCallback	callback	

ShowLeaderboard(String, String, LeaderboardTimeScope, ViewClosedInternalCallback)

Declaration

```
void ShowLeaderboard(string leaderboardId, string leaderboardPlatformId, LeaderboardTimeScope timeScope, ViewClosedInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	
System.String	leaderboardPlatformId	
LeaderboardTimeScope	timeScope	
ViewClosedInternalCallback	callback	

Class LeaderboardBase

Inheritance

System.Object

LeaderboardBase

Implements

[ILeaderboard](#)

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class LeaderboardBase : NativeObjectBase, ILeaderboard
```

Constructors

LeaderboardBase(String, String)

Declaration

```
protected LeaderboardBase(string id, string platformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	

Properties

Id

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LoadScoresQuerySize

Declaration

```
public int LoadScoresQuerySize { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

LocalPlayerScore

Declaration

```
public IScore LocalPlayerScore { get; }
```

--

Property Value

TYPE	DESCRIPTION
IScore	

PlatformId

Declaration

public string PlatformId { get; }

Property Value

TYPE	DESCRIPTION
System.String	

PlayerScope

Declaration

public LeaderboardPlayerScope PlayerScope { get; set; }

Property Value

TYPE	DESCRIPTION
LeaderboardPlayerScope	

TimeScope

Declaration

public LeaderboardTimeScope TimeScope { get; set; }

Property Value

TYPE	DESCRIPTION
LeaderboardTimeScope	

Title

Declaration

public string Title { get; }

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetLocalPlayerScoreInternal()

Declaration

protected abstract IScore GetLocalPlayerScoreInternal()

Returns

TYPE	DESCRIPTION
IScore	

GetPlayerScopeInternal()

Declaration

```
protected abstract LeaderboardPlayerScope GetPlayerScopeInternal()
```

Returns

TYPE	DESCRIPTION
LeaderboardPlayerScope	

GetTimeScopeInternal()

Declaration

```
protected abstract LeaderboardTimeScope GetTimeScopeInternal()
```

Returns

TYPE	DESCRIPTION
LeaderboardTimeScope	

GetTitleInternal()

Declaration

```
protected abstract string GetTitleInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

LoadImage(EventCallback<TextureData>)

Declaration

```
public void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	

LoadImageInternal(LoadImageInternalCallback)

Declaration

```
protected abstract void LoadImageInternal(LoadImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadImageInternalCallback	callback	

LoadNext(EventCallback<LeaderboardLoadScoresResult>)

Declaration

```
public void LoadNext(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< LeaderboardLoadScoresResult >	callback	

LoadNextInternal(LoadScoresInternalCallback)

Declaration

```
protected abstract void LoadNextInternal(LoadScoresInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadScoresInternalCallback	callback	

LoadPlayerCenteredScores(EventCallback<LeaderboardLoadScoresResult>)

Declaration

```
public void LoadPlayerCenteredScores(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< LeaderboardLoadScoresResult >	callback	

LoadPlayerCenteredScoresInternal(LoadScoresInternalCallback)

Declaration

```
protected abstract void LoadPlayerCenteredScoresInternal(LoadScoresInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadScoresInternalCallback	callback	

LoadPrevious(EventCallback<LeaderboardLoadScoresResult>)

Declaration

```
public void LoadPrevious(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< LeaderboardLoadScoresResult >	callback	

LoadPreviousInternal(LoadScoresInternalCallback)

Declaration

```
protected abstract void LoadPreviousInternal(LoadScoresInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadScoresInternalCallback	callback	

LoadTopScores(EventCallback<LeaderboardLoadScoresResult>)

Declaration

```
public void LoadTopScores(EventCallback<LeaderboardLoadScoresResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback< LeaderboardLoadScoresResult >	callback	

LoadTopScoresInternal(LoadScoresInternalCallback)

Declaration

```
protected abstract void LoadTopScoresInternal(LoadScoresInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadScoresInternalCallback	callback	

SetPlayerScopeInternal(LeaderboardPlayerScope)

Declaration

```
protected abstract void SetPlayerScopeInternal(LeaderboardPlayerScope value)
```

Parameters

TYPE	NAME	DESCRIPTION
LeaderboardPlayerScope	value	

SetTimeScopeInternal(LeaderboardTimeScope)

Declaration

```
protected abstract void SetTimeScopeInternal(LeaderboardTimeScope value)
```

Parameters

TYPE	NAME	DESCRIPTION
LeaderboardTimeScope	value	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[ILeaderboard](#)

Delegate LoadAchievementDescriptionsInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LoadAchievementDescriptionsInternalCallback(IAchievementDescription[] achievementDescriptions, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IAchievementDescription[]	achievementDescriptions	
Error	error	

Delegate LoadAchievementsInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LoadAchievementsInternalCallback(IAchievement[] achievements, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IAchievement[]	achievements	
Error	error	

Delegate

LoadExternalAuthenticationCredentialsInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LoadExternalAuthenticationCredentialsInternalCallback(Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

Delegate LoadLeaderboardsInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LoadLeaderboardsInternalCallback(ILeaderboard[] leaderboards, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
ILeaderboard[]	leaderboards	
Error	error	

Delegate LoadPlayersInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LoadPlayersInternalCallback(IPlayer[] players, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IPlayer[]	players	
Error	error	

Delegate LoadScoresInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LoadScoresInternalCallback(IScore[] scores, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
IScore[]	scores	
Error	error	

Delegate LocalPlayerAuthChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void LocalPlayerAuthChangeInternalCallback(ILocalPlayer localPlayer, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
ILocalPlayer	localPlayer	
Error	error	

Class NativeGameServicesInterfaceBase

Inheritance

System.Object
NativeGameServicesInterfaceBase

Implements

[INativeGameServicesInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeGameServicesInterfaceBase : NativeFeatureInterfaceBase, INativeGameServicesInterface, INativeFeatureInterface
```

Constructors

NativeGameServicesInterfaceBase(Boolean)

Declaration

```
protected NativeGameServicesInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

Authenticate()

Declaration

```
public abstract void Authenticate()
```

CreateAchievement(String, String)

Declaration

```
public abstract IAchievement CreateAchievement(string id, string platformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	

Returns

TYPE	DESCRIPTION
IAchievement	

CreateLeaderboard(String, String)

Declaration

```
public abstract ILeaderboard CreateLeaderboard(string id, string platformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	
System.String	platformId	

Returns

TYPE	DESCRIPTION
ILeaderboard	

CreateScore(String, String)

Declaration

```
public abstract IScore CreateScore(string leaderboardId, string leaderboardPlatformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	
System.String	leaderboardPlatformId	

Returns

TYPE	DESCRIPTION
IScore	

GetLocalPlayer()

Declaration

```
public abstract ILocalPlayer GetLocalPlayer()
```

Returns

TYPE	DESCRIPTION
ILocalPlayer	

LoadAchievementDescriptions(LoadAchievementDescriptionsInternalCallback)

Declaration

```
public abstract void LoadAchievementDescriptions(LoadAchievementDescriptionsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadAchievementDescriptionsInternalCallback	callback	

LoadAchievements(LoadAchievementsInternalCallback)

Declaration

```
public abstract void LoadAchievements(LoadAchievementsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadAchievementsInternalCallback	callback	

LoadLeaderboards(LoadLeaderboardsInternalCallback)

Declaration

```
public abstract void LoadLeaderboards(LoadLeaderboardsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadLeaderboardsInternalCallback	callback	

LoadPlayers(String[], LoadPlayersInternalCallback)

Declaration

```
public abstract void LoadPlayers(string[] playerIds, LoadPlayersInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	playerIds	
LoadPlayersInternalCallback	callback	

SetAuthChangeCallback(AuthChangeInternalCallback)

Declaration

```
public abstract void SetAuthChangeCallback(AuthChangeInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
AuthChangeInternalCallback	callback	

SetCanShowAchievementCompletionBanner(Boolean)

Declaration

```
public abstract void SetCanShowAchievementCompletionBanner(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

ShowAchievements(ViewClosedInternalCallback)

Declaration

```
public abstract void ShowAchievements(ViewClosedInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ViewClosedInternalCallback	callback	

ShowLeaderboard(String, String, LeaderboardTimeScope, ViewClosedInternalCallback)

Declaration

```
public abstract void ShowLeaderboard(string leaderboardId, string leaderboardPlatformId, LeaderboardTimeScope timeScope, ViewClosedInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	
System.String	leaderboardPlatformId	
LeaderboardTimeScope	timeScope	
ViewClosedInternalCallback	callback	

Implements

[INativeGameServicesInterface](#)

INativeFeatureInterface

Class PlayerBase

Inheritance

System.Object
PlayerBase

Implements

[IPlayer](#)

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class PlayerBase : NativeObjectBase, IPlayer
```

Properties

Alias

Declaration

```
public string Alias { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

DisplayName

Declaration

```
public string DisplayName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Methods

GetAliasInternal()

Declaration

```
protected abstract string GetAliasInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetDisplayNameInternal()

Declaration

```
protected abstract string GetDisplayNameInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetIdInternal()

Declaration

```
protected abstract string GetIdInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

LoadImage(EventCallback<TextureData>)

Declaration

```
public void LoadImage(EventCallback<TextureData> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<TextureData>	callback	

LoadImageInternal(LoadImageInternalCallback)

Declaration

```
protected abstract void LoadImageInternal(LoadImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
LoadImageInternalCallback	callback	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[IPlayer](#)

Delegate ReportAchievementProgressInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ReportAchievementProgressInternalCallback(Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

Delegate ReportScoreInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ReportScoreInternalCallback(Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

Class ScoreBase

Inheritance

System.Object
ScoreBase

Implements

IScore

Namespace: **VoxelBusters.EssentialKit.GameServicesCore**

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class ScoreBase : NativeObjectBase, IScore
```

Constructors

ScoreBase(String)

Declaration

```
protected ScoreBase(string leaderboardPlatformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardPlatformId	

ScoreBase(String, String)

Declaration

```
protected ScoreBase(string leaderboardId, string leaderboardPlatformId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leaderboardId	
System.String	leaderboardPlatformId	

Properties

FormattedValue

Declaration

```
public string FormattedValue { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LastReportedDate

Declaration

```
public DateTime LastReportedDate { get; }
```

--

Property Value

TYPE	DESCRIPTION
DateTime	

LeaderboardId

Declaration

public string LeaderboardId { get; }

Property Value

TYPE	DESCRIPTION
System.String	

LeaderboardPlatformId

Declaration

public string LeaderboardPlatformId { get; }
--

Property Value

TYPE	DESCRIPTION
System.String	

Player

Declaration

public IPlayer Player { get; }

Property Value

TYPE	DESCRIPTION
IPlayer	

Rank

Declaration

public long Rank { get; }

Property Value

TYPE	DESCRIPTION
System.Int64	

Value

Declaration

public long Value { get; set; }

Property Value

TYPE	DESCRIPTION
System.Int64	

Methods

GetLastReportedDateInternal()

Declaration

```
protected abstract DateTime GetLastReportedDateInternal()
```

Returns

TYPE	DESCRIPTION
DateTime	

GetPlayerInternal()

Declaration

```
protected abstract IPlayer GetPlayerInternal()
```

Returns

TYPE	DESCRIPTION
IPlayer	

GetRankInternal()

Declaration

```
protected abstract long GetRankInternal()
```

Returns

TYPE	DESCRIPTION
System.Int64	

GetValueInternal()

Declaration

```
protected abstract long GetValueInternal()
```

Returns

TYPE	DESCRIPTION
System.Int64	

ReportScore(CompletionCallback)

Declaration

```
public void ReportScore(CompletionCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
CompletionCallback	callback	

ReportScoreInternal(ReportScoreInternalCallback)

Declaration

```
protected abstract void ReportScoreInternal(ReportScoreInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
ReportScoreInternalCallback	callback	

SetValueInternal(Int64)

Declaration

```
protected abstract void SetValueInternal(long value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int64	value	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[IScore](#)

Delegate ViewClosedInternalCallback

Namespace: [VoxelBusters.EssentialKit.GameServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ViewClosedInternalCallback(Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

Namespace **VoxelBusters.EssentialKit.MediaServicesCore**

Classes

[NativeMediaServicesInterfaceBase](#)

Interfaces

[INativeMediaServicesInterface](#)

Delegates

[RequestCameraAccessInternalCallback](#)

[RequestGalleryAccessInternalCallback](#)

[SaveImageToGalleryInternalCallback](#)

[SelectImageInternalCallback](#)

Interface INativeMediaServicesInterface

Namespace: [VoxelBusters.EssentialKit.MediaServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeMediaServicesInterface : INativeFeatureInterface
```

Methods

CanCaptureImageFromCamera()

Declaration

```
bool CanCaptureImageFromCamera()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSaveImageToGallery()

Declaration

```
bool CanSaveImageToGallery()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSelectImageFromGallery()

Declaration

```
bool CanSelectImageFromGallery()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CaptureImageFromCamera(Boolean, SelectImageInternalCallback)

Declaration

```
void CaptureImageFromCamera(bool canEdit, SelectImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	
SelectImageInternalCallback	callback	

GetCameraAccessStatus()

Declaration

```
CameraAccessStatus GetCameraAccessStatus()
```

Returns

TYPE	DESCRIPTION
CameraAccessStatus	

GetGalleryAccessStatus(GalleryAccessMode)

Declaration

```
GalleryAccessStatus GetGalleryAccessStatus(GalleryAccessMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessMode	mode	

Returns

TYPE	DESCRIPTION
GalleryAccessStatus	

RequestCameraAccess(RequestCameraAccessInternalCallback)

Declaration

```
void RequestCameraAccess(RequestCameraAccessInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
RequestCameraAccessInternalCallback	callback	

RequestGalleryAccess(GalleryAccessMode, RequestGalleryAccessInternalCallback)

Declaration

```
void RequestGalleryAccess(GalleryAccessMode mode, RequestGalleryAccessInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessMode	mode	
RequestGalleryAccessInternalCallback	callback	

SaveImageToGallery(String, Texture2D, SaveImageToGalleryInternalCallback)

Declaration

```
void SaveImageToGallery(string albumName, Texture2D image, SaveImageToGalleryInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	albumName	
Texture2D	image	
SaveImageToGalleryInternalCallback	callback	

SelectImageFromGallery(Boolean, SelectImageInternalCallback)

Declaration

```
void SelectImageFromGallery(bool canEdit, SelectImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	
SelectImageInternalCallback	callback	

Class NativeMediaServicesInterfaceBase

Inheritance

System.Object
NativeMediaServicesInterfaceBase

Implements

[INativeMediaServicesInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.MediaServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeMediaServicesInterfaceBase : NativeFeatureInterfaceBase,
    INativeMediaServicesInterface, INativeFeatureInterface
```

Constructors

NativeMediaServicesInterfaceBase(Boolean)

Declaration

```
protected NativeMediaServicesInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

CanCaptureImageFromCamera()

Declaration

```
public abstract bool CanCaptureImageFromCamera()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSaveImageToGallery()

Declaration

```
public abstract bool CanSaveImageToGallery()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSelectImageFromGallery()

Declaration

```
public abstract bool CanSelectImageFromGallery()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CaptureImageFromCamera(Boolean, SelectImageInternalCallback)

Declaration

```
public abstract void CaptureImageFromCamera(bool canEdit, SelectImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	
SelectImageInternalCallback	callback	

GetCameraAccessStatus()

Declaration

```
public abstract CameraAccessStatus GetCameraAccessStatus()
```

Returns

TYPE	DESCRIPTION
CameraAccessStatus	

GetGalleryAccessStatus(GalleryAccessMode)

Declaration

```
public abstract GalleryAccessStatus GetGalleryAccessStatus(GalleryAccessMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessMode	mode	

Returns

TYPE	DESCRIPTION
GalleryAccessStatus	

RequestCameraAccess(RequestCameraAccessInternalCallback)

Declaration

```
public abstract void RequestCameraAccess(RequestCameraAccessInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
RequestCameraAccessInternalCallback	callback	

RequestGalleryAccess(GalleryAccessMode, RequestGalleryAccessInternalCallback)

Declaration

```
public abstract void RequestGalleryAccess(GalleryAccessMode mode, RequestGalleryAccessInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessMode	mode	
RequestGalleryAccessInternalCallback	callback	

SaveImageToGallery(String, Texture2D, SaveImageToGalleryInternalCallback)

Declaration

```
public abstract void SaveImageToGallery(string albumName, Texture2D image, SaveImageToGalleryInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	albumName	
Texture2D	image	
SaveImageToGalleryInternalCallback	callback	

SelectImageFromGallery(Boolean, SelectImageInternalCallback)

Declaration

```
public abstract void SelectImageFromGallery(bool canEdit, SelectImageInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	canEdit	
SelectImageInternalCallback	callback	

Implements

[INativeMediaServicesInterface](#)

INativeFeatureInterface

Delegate RequestCameraAccessInternalCallback

Namespace: [VoxelBusters.EssentialKit.MediaServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RequestCameraAccessInternalCallback(CameraAccessStatus status, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
CameraAccessStatus	status	
Error	error	

Delegate RequestGalleryAccessInternalCallback

Namespace: [VoxelBusters.EssentialKit.MediaServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RequestGalleryAccessInternalCallback(GalleryAccessStatus status, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
GalleryAccessStatus	status	
Error	error	

Delegate SaveImageToGalleryInternalCallback

Namespace: [VoxelBusters.EssentialKit.MediaServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void SaveImageToGalleryInternalCallback(bool success, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	success	
Error	error	

Delegate SelectImageInternalCallback

Namespace: [VoxelBusters.EssentialKit.MediaServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void SelectImageInternalCallback(byte[] imageData, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	
Error	error	

Namespace VoxelBusters.EssentialKit.NativeUICore

Classes

[NativeAlertDialogInterfaceBase](#)

[NativeDatePickerInterfaceBase](#)

[NativeUIInterfaceBase](#)

[UnityUIAlertDialogInterface](#)

[UnityUIDatePicker](#)

[UnityUIDatePickerInterface](#)

[UnityUIInterface](#)

Interfaces

[INativeAlertDialogInterface](#)

[INativeDatePickerInterface](#)

[INativeUIInterface](#)

Delegates

[AlertButtonClickInternalCallback](#)

[DatePickerClosedInternalCallback](#)

Delegate AlertButtonClickInternalCallback

Namespace: [VoxelBusters.EssentialKit.NativeUITCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void AlertButtonClickInternalCallback(int selectedButtonIndex);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	selectedButtonIndex	

Delegate DatePickerClosedInternalCallback

Namespace: [VoxelBusters.EssentialKit.NativeUITCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void DatePickerClosedInternalCallback(DateTime? selectedDate, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	selectedDate	
Error	error	

Interface INativeAlertDialogInterface

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeAlertDialogInterface : INativeObject
```

Methods

AddButton(String, Boolean)

Declaration

```
void AddButton(string text, bool isCancelType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	
System.Boolean	isCancelType	

Dismiss()

Declaration

```
void Dismiss()
```

GetMessage()

Declaration

```
string GetMessage()
```

Returns

TYPE	DESCRIPTION
System.String	

GetTitle()

Declaration

```
string GetTitle()
```

Returns

TYPE	DESCRIPTION
System.String	

SetMessage(String)

Declaration

```
void SetMessage(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetTitle(String)

Declaration

```
void SetTitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Show()

Declaration

```
void Show()
```

Events

OnButtonClick

Declaration

```
event AlertButtonClickInternalCallback OnButtonClick
```

Event Type

TYPE	DESCRIPTION
AlertButtonClickInternalCallback	

Interface INativeDatePickerInterface

Namespace: [VoxelBusters.EssentialKit.NativeUITCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeDatePickerInterface : INativeObject
```

Properties

Mode

Declaration

```
DatePickerMode Mode { get; }
```

Property Value

TYPE	DESCRIPTION
DatePickerMode	

Methods

SetInitialDate(Nullable<DateTime>)

Declaration

```
void SetInitialDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

SetKind(DateTimeKind)

Declaration

```
void SetKind(DateTimeKind value)
```

Parameters

TYPE	NAME	DESCRIPTION
DateTimeKind	value	

SetMaximumDate(Nullable<DateTime>)

Declaration

```
void SetMaximumDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

SetMinimumDate(Nullable<DateTime>)

Declaration

```
void SetMinimumDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Show()

Declaration

```
void Show()
```

Events

OnClose

Declaration

```
event DatePickerClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION
DatePickerClosedInternalCallback	

Interface INativeUIInterface

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeUIInterface : INativeFeatureInterface
```

Methods

CreateAlertDialog(AlertDialogStyle)

Declaration

```
INativeAlertDialogInterface CreateAlertDialog(AlertDialogStyle style)
```

Parameters

TYPE	NAME	DESCRIPTION
AlertDialogStyle	style	

Returns

TYPE	DESCRIPTION
INativeAlertDialogInterface	

CreateDatePicker(DatePickerMode)

Declaration

```
INativeDatePickerInterface CreateDatePicker(DatePickerMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePickerMode	mode	

Returns

TYPE	DESCRIPTION
INativeDatePickerInterface	

Class NativeAlertDialogInterfaceBase

Inheritance

System.Object
NativeAlertDialogInterfaceBase
[UnityUIAlertDialogInterface](#)

Implements

[INativeAlertDialogInterface](#)
INativeObject

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeAlertDialogInterfaceBase : NativeObjectBase, INativeAlertDialogInterface, INativeObject
```

Methods

AddButton(String, Boolean)

Declaration

```
public abstract void AddButton(string text, bool isCancelType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	
System.Boolean	isCancelType	

Dismiss()

Declaration

```
public abstract void Dismiss()
```

GetMessage()

Declaration

```
public abstract string GetMessage()
```

Returns

TYPE	DESCRIPTION
System.String	

GetTitle()

Declaration

```
public abstract string GetTitle()
```

Returns

TYPE	DESCRIPTION
System.String	

SendButtonClickEvent(Int32)

Declaration

```
protected void SendButtonClickEvent(int selectedButtonIndex)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	selectedButtonIndex	

SetMessage(String)

Declaration

```
public abstract void SetMessage(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetTitle(String)

Declaration

```
public abstract void SetTitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Show()

Declaration

```
public abstract void Show()
```

Events

OnButtonClick

Declaration

```
public event AlertButtonClickInternalCallback OnButtonClick
```

Event Type

TYPE	DESCRIPTION
AlertButtonClickInternalCallback	

Implements

INativeAlertDialogInterface

INativeObject

Class NativeDatePickerInterfaceBase

Inheritance

System.Object
NativeDatePickerInterfaceBase
[UnityUIDatePickerInterface](#)

Implements

[INativeDatePickerInterface](#)
INativeObject

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeDatePickerInterfaceBase : NativeObjectBase, INativeDatePickerInterface, INativeObject
```

Constructors

NativeDatePickerInterfaceBase(DatePickerMode)

Declaration

```
protected NativeDatePickerInterfaceBase(DatePickerMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePickerMode	mode	

Properties

Mode

Declaration

```
public DatePickerMode Mode { get; }
```

Property Value

TYPE	DESCRIPTION
DatePickerMode	

Methods

SendCloseEvent(Nullable<DateTime>, Error)

Declaration

```
protected void SendCloseEvent(DateTime? selectedDate, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	selectedDate	
Error	error	

SetInitialDate(Nullable<DateTime>)

Declaration

```
public abstract void SetInitialDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

SetKind(DateTimeKind)

Declaration

```
public abstract void SetKind(DateTimeKind value)
```

Parameters

TYPE	NAME	DESCRIPTION
DateTimeKind	value	

SetMaximumDate(Nullable<DateTime>)

Declaration

```
public abstract void SetMaximumDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

SetMinimumDate(Nullable<DateTime>)

Declaration

```
public abstract void SetMinimumDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Show()

Declaration

```
public abstract void Show()
```

Events

OnClose

Declaration

```
public event DatePickerClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION
DatePickerClosedInternalCallback	

Implements

[INativeDatePickerInterface](#)

INativeObject

Class NativeUIInterfaceBase

Inheritance

System.Object
NativeUIInterfaceBase
[UnityUIInterface](#)

Implements

[INativeUIInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeUIInterfaceBase : NativeFeatureInterfaceBase, INativeUIInterface, INativeFeatureInterface
```

Constructors

NativeUIInterfaceBase(Boolean)

Declaration

```
protected NativeUIInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

CreateAlertDialog(AlertDialogStyle)

Declaration

```
public abstract INativeAlertDialogInterface CreateAlertDialog(AlertDialogStyle style)
```

Parameters

TYPE	NAME	DESCRIPTION
AlertDialogStyle	style	

Returns

TYPE	DESCRIPTION
INativeAlertDialogInterface	

CreateDatePicker(DatePickerMode)

Declaration

```
public abstract INativeDatePickerInterface CreateDatePicker(DatePickerMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePickerMode	mode	

Returns

TYPE	DESCRIPTION
INativeDatePickerInterface	

Implements

[INativeUIInterface](#)

INativeFeatureInterface

Class UnityUIAlertDialogInterface

Inheritance

System.Object
[NativeAlertDialogInterfaceBase](#)
UnityUIAlertDialogInterface

Implements

[INativeAlertDialogInterface](#)
INativeObject

Inherited Members

[NativeAlertDialogInterfaceBase.OnButtonClick](#)
[NativeAlertDialogInterfaceBase.SendButtonClickEvent\(Int32\)](#)

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public sealed class UnityUIAlertDialogInterface : NativeAlertDialogInterfaceBase, INativeAlertDialogInterface, INativeObject
```

Constructors

UnityUIAlertDialogInterface(UnityUIAlertDialog, RectTransform)

Declaration

```
public UnityUIAlertDialogInterface(UnityUIAlertDialog dialogPrefab, RectTransform parent)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityUIAlertDialog	dialogPrefab	
RectTransform	parent	

Methods

AddButton(String, Boolean)

Declaration

```
public override void AddButton(string text, bool isCancelType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	
System.Boolean	isCancelType	

Overrides

[NativeAlertDialogInterfaceBase.AddButton\(String, Boolean\)](#)

Dismiss()

Declaration

```
public override void Dismiss()
```

Overrides

[NativeAlertDialogInterfaceBase.Dismiss\(\)](#)

Dispose(Boolean)

Declaration

```
protected override void Dispose(bool disposing)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	disposing	

Finalize()

Declaration

```
protected void Finalize()
```

GetMessage()

Declaration

```
public override string GetMessage()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

[NativeAlertDialogInterfaceBase.GetMessage\(\)](#)

GetTitle()

Declaration

```
public override string GetTitle()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

[NativeAlertDialogInterfaceBase.GetTitle\(\)](#)

SetMessage(String)

Declaration

```
public override void SetMessage(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Overrides

[NativeAlertDialogInterfaceBase.SetMessage\(String\)](#)

SetTitle(String)

Declaration

```
public override void SetTitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Overrides

[NativeAlertDialogInterfaceBase.SetTitle\(String\)](#)

Show()

Declaration

```
public override void Show()
```

Overrides

[NativeAlertDialogInterfaceBase.Show\(\)](#)

Implements

[INativeAlertDialogInterface](#)

[INativeObject](#)

Class UnityUIDatePicker

Inheritance

System.Object
UnityUIDatePicker

Implements

[IUnityUIDatePicker](#)

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class UnityUIDatePicker : MonoBehaviour, IUnityUIDatePicker
```

Properties

InitialDate

Declaration

```
public DateTime? InitialDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

IsShowing

Declaration

```
public bool IsShowing { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Kind

Declaration

```
public DateTimeKind Kind { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTimeKind	

MaxDate

Declaration

```
public DateTime? MaxDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

MinDate

Declaration

```
public DateTime? MinDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Nullable<DateTime>	

Mode

Declaration

```
public DatePickerMode Mode { get; set; }
```

Property Value

TYPE	DESCRIPTION
DatePickerMode	

SelectedDate

Declaration

```
public DateTime SelectedDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
DateTime	

Methods

Awake()

Declaration

```
protected virtual void Awake()
```

Dismiss()

Declaration

```
public virtual void Dismiss()
```

DismissInternal()

Declaration

```
protected void DismissInternal()
```

GetCurrentDateTime(DateTimeKind)

Declaration

```
protected DateTime GetCurrentDateTime(DateTimeKind kind)
```

Parameters

TYPE	NAME	DESCRIPTION
DateTimeKind	kind	

Returns

TYPE	DESCRIPTION
DateTime	

SendCompletionResult(Nullable<DateTime>, Error)

Declaration

```
protected void SendCompletionResult(DateTime? result, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	result	
Error	error	

SetCompletionCallback(EventCallback<Nullable<DateTime>>)

Declaration

```
public void SetCompletionCallback(EventCallback<DateTime? > callback)
```

Parameters

TYPE	NAME	DESCRIPTION
EventCallback<System.Nullable<DateTime>>	callback	

Show()

Declaration

```
public virtual void Show()
```

Start()

Declaration

```
protected virtual void Start()
```

Implements

[IUnityUIDatePicker](#)

Class UnityUIDatePickerInterface

Inheritance

System.Object
[NativeDatePickerInterfaceBase](#)
UnityUIDatePickerInterface

Implements

[INativeDatePickerInterface](#)
INativeObject

Inherited Members

[NativeDatePickerInterfaceBase.Mode](#)
[NativeDatePickerInterfaceBase.OnClose](#)
[NativeDatePickerInterfaceBase.SendCloseEvent\(Nullable<DateTime>, Error\)](#)

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public class UnityUIDatePickerInterface : NativeDatePickerInterfaceBase, INativeDatePickerInterface, INativeObject
```

Constructors

UnityUIDatePickerInterface(DatePickerMode, UnityUIDatePicker, RectTransform)

Declaration

```
public UnityUIDatePickerInterface(DatePickerMode mode, UnityUIDatePicker datePickerPrefab, RectTransform parent)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePickerMode	mode	
UnityUIDatePicker	datePickerPrefab	
RectTransform	parent	

Methods

Dispose(Boolean)

Declaration

```
protected override void Dispose(bool disposing)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	disposing	

Finalize()

Declaration

```
protected void Finalize()
```

SetInitialDate(Nullable<DateTime>)

Declaration

```
public override void SetInitialDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Overrides

[NativeDatePickerInterfaceBase.SetInitialDate\(Nullable<DateTime>\)](#)

SetKind(DateTimeKind)

Declaration

```
public override void SetKind(DateTimeKind value)
```

Parameters

TYPE	NAME	DESCRIPTION
DateTimeKind	value	

Overrides

[NativeDatePickerInterfaceBase.SetKind\(DateTimeKind\)](#)

SetMaximumDate(Nullable<DateTime>)

Declaration

```
public override void SetMaximumDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Overrides

[NativeDatePickerInterfaceBase.SetMaximumDate\(Nullable<DateTime>\)](#)

SetMinimumDate(Nullable<DateTime>)

Declaration

```
public override void SetMinimumDate(DateTime? value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Nullable<DateTime>	value	

Overrides

[NativeDatePickerInterfaceBase.SetMinimumDate\(Nullable<DateTime>\)](#)

Show()

Declaration

```
public override void Show()
```

Overrides

[NativeDatePickerInterfaceBase.Show\(\)](#)

Implements

[INativeDatePickerInterface](#)

[INativeObject](#)

Class UnityUIInterface

Inheritance

System.Object

[NativeUIInterfaceBase](#)

UnityUIInterface

Implements

[INativeUIInterface](#)

INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.NativeUICore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class UnityUIInterface : NativeUIInterfaceBase, INativeUIInterface, INativeFeatureInterface
```

Constructors

UnityUIInterface()

Declaration

```
public UnityUIInterface()
```

Methods

CreateAlertDialog(AlertDialogStyle)

Declaration

```
public override INativeAlertDialogInterface CreateAlertDialog(AlertDialogStyle style)
```

Parameters

TYPE	NAME	DESCRIPTION
AlertDialogStyle	style	

Returns

TYPE	DESCRIPTION
INativeAlertDialogInterface	

Overrides

[NativeUIInterfaceBase.CreateAlertDialog\(AlertDialogStyle\)](#)

CreateDatePicker(DatePickerMode)

Declaration

```
public override INativeDatePickerInterface CreateDatePicker(DatePickerMode mode)
```

Parameters

TYPE	NAME	DESCRIPTION
DatePickerMode	mode	

Returns

TYPE	DESCRIPTION
INativeDatePickerInterface	

Overrides

[NativeUIInterfaceBase.CreateDatePicker\(DatePickerMode\)](#)

Implements

[INativeUIInterface](#)

INativeFeatureInterface

Namespace **VoxelBusters.EssentialKit.NetworkServicesCore**

Classes

[NativeNetworkServicesInterfaceBase](#)

Interfaces

[INativeNetworkServicesInterface](#)

Delegates

[HostReachabilityChangeInternalCallback](#)

[InternetConnectivityChangeInternalCallback](#)

Delegate HostReachabilityChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.NetworkServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void HostReachabilityChangeInternalCallback(bool isReachable);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isReachable	

Interface INativeNetworkServicesInterface

Namespace: [VoxelBusters.EssentialKit.NetworkServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeNetworkServicesInterface : INativeFeatureInterface
```

Methods

StartNotifier()

Declaration

```
void StartNotifier()
```

StopNotifier()

Declaration

```
void StopNotifier()
```

Events

OnHostReachabilityChange

Declaration

```
event HostReachabilityChangeInternalCallback OnHostReachabilityChange
```

Event Type

TYPE	DESCRIPTION
HostReachabilityChangeInternalCallback	

OnInternetConnectivityChange

Declaration

```
event InternetConnectivityChangeInternalCallback OnInternetConnectivityChange
```

Event Type

TYPE	DESCRIPTION
InternetConnectivityChangeInternalCallback	

Delegate InternetConnectivityChangeInternalCallback

Namespace: [VoxelBusters.EssentialKit.NetworkServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void InternetConnectivityChangeInternalCallback(bool isConnected);
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isConnected	

Class NativeNetworkServicesInterfaceBase

Inheritance

System.Object
NativeNetworkServicesInterfaceBase

Implements

[INativeNetworkServicesInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.NetworkServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeNetworkServicesInterfaceBase : NativeFeatureInterfaceBase,
    INativeNetworkServicesInterface, INativeFeatureInterface
```

Constructors

NativeNetworkServicesInterfaceBase(Boolean)

Declaration

```
protected NativeNetworkServicesInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

SendHostReachabilityChangeEvent(Boolean)

Declaration

```
protected void SendHostReachabilityChangeEvent(bool isReachable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isReachable	

SendInternetConnectivityChangeEvent(Boolean)

Declaration

```
protected void SendInternetConnectivityChangeEvent(bool isConnected)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isConnected	

StartNotifier()

Declaration

```
public abstract void StartNotifier()
```

StopNotifier()

Declaration

```
public abstract void StopNotifier()
```

Events

OnHostReachabilityChange

Declaration

```
public event HostReachabilityChangeInternalCallback OnHostReachabilityChange
```

Event Type

TYPE	DESCRIPTION
HostReachabilityChangeInternalCallback	

OnInternetConnectivityChange

Declaration

```
public event InternetConnectivityChangeInternalCallback OnInternetConnectivityChange
```

Event Type

TYPE	DESCRIPTION
InternetConnectivityChangeInternalCallback	

Implements

[INativeNetworkServicesInterface](#)

INativeFeatureInterface

Namespace **VoxelBusters.EssentialKit.NotificationServicesCore**

Classes

[NativeNotificationCenterInterfaceBase](#)

[NotificationBase](#)

Interfaces

[IMutableNotification](#)

[INativeNotificationCenterInterface](#)

Delegates

[GetNotificationsInternalCallback](#)

[GetSettingsInternalCallback](#)

[NotificationReceivedInternalCallback](#)

[RegisterForPushNotificationsInternalCallback](#)

[RequestPermissionInternalCallback](#)

[ScheduleNotificationInternalCallback](#)

Delegate GetNotificationsInternalCallback

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void GetNotificationsInternalCallback(INotification[] notifications, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
INotification []	notifications	
Error	error	

Delegate GetSettingsInternalCallback

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void GetSettingsInternalCallback(NotificationSettingsInternal settings);
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationSettingsInternal	settings	

Interface IMutableNotification

Inherited Members

- [INotification.Id](#)
- [INotification.Title](#)
- [INotification.Subtitle](#)
- [INotification.Body](#)
- [INotification.Badge](#)
- [INotification.UserInfo](#)
- [INotification.SoundFileName](#)
- [INotification.TriggerType](#)
- [INotification.Trigger](#)
- [INotification.IosProperties](#)
- [INotification.AndroidProperties](#)

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IMutableNotification : INotification
```

Methods

SetAndroidProperties(NotificationAndroidProperties)

Declaration

```
void SetAndroidProperties(NotificationAndroidProperties value)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationAndroidProperties	value	

SetBadge(Int32)

Declaration

```
void SetBadge(int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	

SetBody(String)

Declaration

```
void SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetIosProperties(NotificationIosProperties)

Declaration

```
void SetIosProperties(NotificationIosProperties value)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationIosProperties	value	

SetSoundFileName(String)

Declaration

```
void SetSoundFileName(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetSubtitle(String)

Declaration

```
void SetSubtitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetTitle(String)

Declaration

```
void SetTitle(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetTrigger(INotificationTrigger)

Declaration

```
void SetTrigger(INotificationTrigger trigger)
```

Parameters

TYPE	NAME	DESCRIPTION
INotificationTrigger	trigger	

SetUserInfo(IDictionary)

Declaration

```
void SetUserInfo(IDictionary value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.IDictionary	value	

Interface INativeNotificationCenterInterface

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeNotificationCenterInterface : INativeFeatureInterface
```

Methods

CancelAllScheduledNotifications()

Declaration

```
void CancelAllScheduledNotifications()
```

CancelScheduledNotification(String)

Declaration

```
void CancelScheduledNotification(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	notificationId	

CreateMutableNotification(String)

Declaration

```
IMutableNotification CreateMutableNotification(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	notificationId	

Returns

TYPE	DESCRIPTION
IMutableNotification	

GetDeliveredNotifications(GetNotificationsInternalCallback)

Declaration

```
void GetDeliveredNotifications(GetNotificationsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GetNotificationsInternalCallback	callback	

GetScheduledNotifications(GetNotificationsInternalCallback)

Declaration

```
void GetScheduledNotifications(GetNotificationsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GetNotificationsInternalCallback	callback	

GetSettings(GetSettingsInternalCallback)

Declaration

```
void GetSettings(GetSettingsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GetSettingsInternalCallback	callback	

IsRegisteredForPushNotifications()

Declaration

```
bool IsRegisteredForPushNotifications()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

RegisterForPushNotifications(RegisterForPushNotificationsInternalCallback)

Declaration

```
void RegisterForPushNotifications(RegisterForPushNotificationsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
RegisterForPushNotificationsInternalCallback	callback	

RemoveAllDeliveredNotifications()

Declaration

```
void RemoveAllDeliveredNotifications()
```

RequestPermission(NotificationPermissionOptions, RequestPermissionInternalCallback)

Declaration

```
void RequestPermission(NotificationPermissionOptions options, RequestPermissionInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
NotificationPermissionOptions	options	
RequestPermissionInternalCallback	callback	

ScheduleNotification(INotification, ScheduleNotificationInternalCallback)

Declaration

```
void ScheduleNotification(INotification notification, ScheduleNotificationInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
INotification	notification	
ScheduleNotificationInternalCallback	callback	

UnregisterForPushNotifications()

Declaration

```
void UnregisterForPushNotifications()
```

Events

OnNotificationReceived

Declaration

```
event NotificationReceivedInternalCallback OnNotificationReceived
```

Event Type

TYPE	DESCRIPTION
NotificationReceivedInternalCallback	

Class NativeNotificationCenterInterfaceBase

Inheritance

System.Object
NativeNotificationCenterInterfaceBase

Implements

[INativeNotificationCenterInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeNotificationCenterInterfaceBase : NativeFeatureInterfaceBase,
    INativeNotificationCenterInterface, INativeFeatureInterface
```

Constructors

NativeNotificationCenterInterfaceBase(Boolean)

Declaration

```
protected NativeNotificationCenterInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

CancelAllScheduledNotifications()

Declaration

```
public abstract void CancelAllScheduledNotifications()
```

CancelScheduledNotification(String)

Declaration

```
public abstract void CancelScheduledNotification(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	notificationId	

CreateMutableNotification(String)

Declaration

```
public abstract IMutableNotification CreateMutableNotification(string notificationId)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	notificationId	

Returns

TYPE	DESCRIPTION
ImmutableNotification	

GetDeliveredNotifications(GetNotificationsInternalCallback)

Declaration

```
public abstract void GetDeliveredNotifications(GetNotificationsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GetNotificationsInternalCallback	callback	

GetScheduledNotifications(GetNotificationsInternalCallback)

Declaration

```
public abstract void GetScheduledNotifications(GetNotificationsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GetNotificationsInternalCallback	callback	

GetSettings(GetSettingsInternalCallback)

Declaration

```
public abstract void GetSettings(GetSettingsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GetSettingsInternalCallback	callback	

IsRegisteredForPushNotifications()

Declaration

```
public abstract bool IsRegisteredForPushNotifications()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

RegisterForPushNotifications(RegisterForPushNotificationsInternalCallback)

Declaration

```
public abstract void RegisterForPushNotifications(RegisterForPushNotificationsInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
RegisterForPushNotificationsInternalCallback	callback	

RemoveAllDeliveredNotifications()

Declaration

```
public abstract void RemoveAllDeliveredNotifications()
```

RequestPermission(NotificationPermissionOptions, RequestPermissionInternalCallback)

Declaration

```
public abstract void RequestPermission(NotificationPermissionOptions options, RequestPermissionInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationPermissionOptions	options	
RequestPermissionInternalCallback	callback	

ScheduleNotification(INotification, ScheduleNotificationInternalCallback)

Declaration

```
public abstract void ScheduleNotification(INotification notification, ScheduleNotificationInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
INotification	notification	
ScheduleNotificationInternalCallback	callback	

SendNotificationReceivedEvent(INotification)

Declaration

```
protected void SendNotificationReceivedEvent(INotification notification)
```

Parameters

TYPE	NAME	DESCRIPTION
INotification	notification	

UnregisterForPushNotifications()

Declaration

```
public abstract void UnregisterForPushNotifications()
```

Events

OnNotificationReceived

Declaration

```
public event NotificationReceivedInternalCallback OnNotificationReceived
```

Event Type

TYPE	DESCRIPTION
NotificationReceivedInternalCallback	

Implements

[INativeNotificationCenterInterface](#)

[INativeFeatureInterface](#)

Class NotificationBase

Inheritance

System.Object

NotificationBase

Implements

[INotification](#)

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NotificationBase : NativeObjectBase, INotification
```

Constructors

NotificationBase(String)

Declaration

```
protected NotificationBase(string id)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	id	

Properties

AndroidProperties

Declaration

```
public NotificationAndroidProperties AndroidProperties { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationAndroidProperties	

Badge

Declaration

```
public int Badge { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Body

Declaration

```
public string Body { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Id

Declaration

```
public string Id { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

IosProperties

Declaration

```
public NotificationIosProperties IosProperties { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationIosProperties	

SoundFileName

Declaration

```
public string SoundFileName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Subtitle

Declaration

```
public string Subtitle { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Title

Declaration

```
public string Title { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Trigger

Declaration

```
public INotificationTrigger Trigger { get; }
```

Property Value

TYPE	DESCRIPTION
INotificationTrigger	

TriggerType

Declaration

```
public NotificationTriggerType TriggerType { get; }
```

Property Value

TYPE	DESCRIPTION
NotificationTriggerType	

UserInfo

Declaration

```
public IDictionary UserInfo { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.IDictionary	

Methods

GetAndroidPropertiesInternal()

Declaration

```
protected abstract NotificationAndroidProperties GetAndroidPropertiesInternal()
```

Returns

TYPE	DESCRIPTION
NotificationAndroidProperties	

GetBadgeInternal()

Declaration

```
protected abstract int GetBadgeInternal()
```

Returns

TYPE	DESCRIPTION
System.Int32	

GetBodyInternal()

Declaration

```
protected abstract string GetBodyInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetIosPropertiesInternal()

Declaration

```
protected abstract NotificationIosProperties GetIosPropertiesInternal()
```

Returns

TYPE	DESCRIPTION
NotificationIosProperties	

GetSoundFileNameInternal()

Declaration

```
protected abstract string GetSoundFileNameInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetSubtitleInternal()

Declaration

```
protected abstract string GetSubtitleInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetTitleInternal()

Declaration

```
protected abstract string GetTitleInternal()
```

Returns

TYPE	DESCRIPTION
System.String	

GetTriggerInternal()

Declaration

```
protected abstract INotificationTrigger GetTriggerInternal()
```

Returns

TYPE	DESCRIPTION
INotificationTrigger	

GetUserInfoInternal()

Declaration

```
protected abstract IDictionary GetUserInfoInternal()
```

Returns

TYPE	DESCRIPTION
System.Collections.IDictionary	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Implements

[INotification](#)

Delegate NotificationReceivedInternalCallback

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void NotificationReceivedInternalCallback(INotification notification);
```

Parameters

TYPE	NAME	DESCRIPTION
INotification	notification	

Delegate RegisterForPushNotificationsInternalCallback

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RegisterForPushNotificationsInternalCallback(string deviceToken, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	deviceToken	
Error	error	

Delegate RequestPermissionInternalCallback

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RequestPermissionInternalCallback(NotificationPermissionStatus permissionStatus, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
NotificationPermissionStatus	permissionStatus	
Error	error	

Delegate ScheduleNotificationInternalCallback

Namespace: [VoxelBusters.EssentialKit.NotificationServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ScheduleNotificationInternalCallback(Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

Namespace **VoxelBusters.EssentialKit.SharingServicesCore**

Classes

[NativeMailComposerBase](#)

[NativeMessageComposerBase](#)

[NativeShareSheetBase](#)

[NativeSharingInterfaceBase](#)

[NativeSocialShareComposerBase](#)

[NullMailComposer](#)

[NullMessageComposer](#)

[NullShareSheet](#)

[NullSharingInterface](#)

[NullSocialShareComposer](#)

Interfaces

[INativeMailComposer](#)

[INativeMessageComposer](#)

[INativeShareSheet](#)

[INativeSharingInterface](#)

[INativeSocialShareComposer](#)

Delegates

[MailComposerClosedInternalCallback](#)

[MessageComposerClosedInternalCallback](#)

[ShareSheetClosedInternalCallback](#)

[SocialShareComposerClosedInternalCallback](#)

Interface INativeMailComposer

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeMailComposer : INativeObject
```

Methods

AddAttachmentData(Byte[], String, String)

Declaration

```
void AddAttachmentData(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	fileName	

AddScreenshot(String)

Declaration

```
void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	

SetBccRecipients(String[])

Declaration

```
void SetBccRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

SetBody(String, Boolean)

Declaration

```
void SetBody(string value, bool isHtml)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	
System.Boolean	isHtml	

SetCcRecipients(String[])

Declaration

```
void SetCcRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

SetSubject(String)

Declaration

```
void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetToRecipients(String[])

Declaration

```
void SetToRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

Show()

Declaration

```
void Show()
```

Events

OnClose

Declaration

```
event MailComposerClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION

TYPE	DESCRIPTION
MailComposerClosedInternalCallback	

Interface INativeMessageComposer

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeMessageComposer : INativeObject
```

Methods

AddAttachmentData(Byte[], String, String)

Declaration

```
void AddAttachmentData(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	fileName	

AddImage(Texture2D, String)

Declaration

```
void AddImage(Texture2D image, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	
System.String	fileName	

AddScreenshot(String)

Declaration

```
void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	

SetBody(String)

Declaration

```
void SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetRecipients(String[])

Declaration

void SetRecipients(params string[] values)
--

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

SetSubject(String)

Declaration

void SetSubject(string value)

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Show()

Declaration

void Show()

Events

OnClose

Declaration

event MessageComposerClosedInternalCallback OnClose

Event Type

TYPE	DESCRIPTION
MessageComposerClosedInternalCallback	

Interface INativeShareSheet

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeShareSheet : INativeObject
```

Methods

AddImage(Byte[], String)

Declaration

```
void AddImage(byte[] imageData, string mimeType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	
System.String	mimeType	

AddScreenshot()

Declaration

```
void AddScreenshot()
```

AddText(String)

Declaration

```
void AddText(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

AddURL(URLString)

Declaration

```
void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	

Show(Vector2)

Declaration

```
void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	

Events

OnClose

Declaration

event ShareSheetClosedInternalCallback OnClose
--

Event Type

TYPE	DESCRIPTION
ShareSheetClosedInternalCallback	

Interface INativeSharingInterface

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeSharingInterface : INativeFeatureInterface
```

Methods

CanSendAttachments()

Declaration

```
bool CanSendAttachments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSendMail()

Declaration

```
bool CanSendMail()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSendSubject()

Declaration

```
bool CanSendSubject()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSendText()

Declaration

```
bool CanSendText()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CreateMailComposer()

Declaration

```
INativeMailComposer CreateMailComposer()
```

Returns

TYPE	DESCRIPTION
<code>INativeMailComposer</code>	

CreateMessageComposer()

Declaration

```
INativeMessageComposer CreateMessageComposer()
```

Returns

TYPE	DESCRIPTION
<code>INativeMessageComposer</code>	

CreateShareSheet()

Declaration

```
INativeShareSheet CreateShareSheet()
```

Returns

TYPE	DESCRIPTION
INativeShareSheet	

CreateSocialShareComposer(SocialShareComposerType)

Declaration

```
INativeSocialShareComposer CreateSocialShareComposer(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
INativeSocialShareComposer	

IsSocialShareComposerAvailable(SocialShareComposerType)

Declaration

```
bool IsSocialShareComposerAvailable(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
System.Boolean	

Interface INativeSocialShareComposer

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeSocialShareComposer : INativeObject
```

Methods

AddImage(Byte[])

Declaration

```
void AddImage(byte[] imageData)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	

AddScreenshot()

Declaration

```
void AddScreenshot()
```

AddURL(URLString)

Declaration

```
void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	

SetText(String)

Declaration

```
void SetText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Show(Vector2)

Declaration

```
void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	

Events

OnClose

Declaration

event SocialShareComposerClosedInternalCallback OnClose

Event Type

TYPE	DESCRIPTION
SocialShareComposerClosedInternalCallback	

Delegate MailComposerClosedInternalCallback

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void MailComposerClosedInternalCallback(MailComposerResultCode resultCode, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
MailComposerResultCode	resultCode	
Error	error	

Delegate MessageComposerClosedInternalCallback

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void MessageComposerClosedInternalCallback(MessageComposerResultCode resultCode, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
MessageComposerResultCode	resultCode	
Error	error	

Class NativeMailComposerBase

Inheritance

System.Object
NativeMailComposerBase
[NullMailComposer](#)

Implements

[INativeMailComposer](#)
INativeObject

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeMailComposerBase : NativeObjectBase, INativeMailComposer, INativeObject
```

Methods

AddAttachmentData(Byte[], String, String)

Declaration

```
public abstract void AddAttachmentData(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	fileName	

AddScreenshot(String)

Declaration

```
public abstract void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	

SendCloseEvent(MailComposerResultCode, Error)

Declaration

```
protected void SendCloseEvent(MailComposerResultCode resultCode, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
MailComposerResultCode	resultCode	

TYPE	NAME	DESCRIPTION
Error	error	

SetBccRecipients(String[])

Declaration

```
public abstract void SetBccRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

SetBody(String, Boolean)

Declaration

```
public abstract void SetBody(string value, bool isHtml)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	
System.Boolean	isHtml	

SetCcRecipients(String[])

Declaration

```
public abstract void SetCcRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

SetSubject(String)

Declaration

```
public abstract void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetToRecipients(String[])

Declaration

```
public abstract void SetToRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

Show()

Declaration

```
public abstract void Show()
```

Events

OnClose

Declaration

```
public event MailComposerClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION
MailComposerClosedInternalCallback	

Implements

[INativeMailComposer](#)

INativeObject

Class NativeMessageComposerBase

Inheritance

System.Object
NativeMessageComposerBase
[NullMessageComposer](#)

Implements

[INativeMessageComposer](#)
INativeObject

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeMessageComposerBase : NativeObjectBase, INativeMessageComposer, INativeObject
```

Methods

AddAttachmentData(Byte[], String, String)

Declaration

```
public abstract void AddAttachmentData(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	fileName	

AddImage(Texture2D, String)

Declaration

```
public abstract void AddImage(Texture2D image, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	
System.String	fileName	

AddScreenshot(String)

Declaration

```
public abstract void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.String	fileName	

SendCloseEvent(MessageComposerResultCode, Error)

Declaration

```
protected void SendCloseEvent(MessageComposerResultCode resultCode, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
MessageComposerResultCode	resultCode	
Error	error	

SetBody(String)

Declaration

```
public abstract void SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

SetRecipients(String[])

Declaration

```
public abstract void SetRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

SetSubject(String)

Declaration

```
public abstract void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Show()

Declaration

```
public abstract void Show()
```

Events

OnClose

Declaration

```
public event MessageComposerClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION
MessageComposerClosedInternalCallback	

Implements

[INativeMessageComposer](#)

INativeObject

Class NativeShareSheetBase

Inheritance

System.Object
NativeShareSheetBase
[NullShareSheet](#)

Implements

[INativeShareSheet](#)
INativeObject

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeShareSheetBase : NativeObjectBase, INativeShareSheet, INativeObject
```

Methods

AddImage(Byte[], String)

Declaration

```
public abstract void AddImage(byte[] imageData, string mimeType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	
System.String	mimeType	

AddScreenshot()

Declaration

```
public abstract void AddScreenshot()
```

AddText(String)

Declaration

```
public abstract void AddText(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

AddURL(URLString)

Declaration

```
public abstract void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	

SendCloseEvent(ShareSheetResultCode, Error)

Declaration

```
protected void SendCloseEvent(ShareSheetResultCode resultCode, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
ShareSheetResultCode	resultCode	
Error	error	

Show(Vector2)

Declaration

```
public abstract void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	

Events

OnClose

Declaration

```
public event ShareSheetClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION
ShareSheetClosedInternalCallback	

Implements

[INativeShareSheet](#)

INativeObject

Class NativeSharingInterfaceBase

Inheritance

System.Object
NativeSharingInterfaceBase
[NullSharingInterface](#)

Implements

[INativeSharingInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeSharingInterfaceBase : NativeFeatureInterfaceBase, INativeSharingInterface, INativeFeatureInterface
```

Constructors

NativeSharingInterfaceBase(Boolean)

Declaration

```
protected NativeSharingInterfaceBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

CanSendAttachments()

Declaration

```
public abstract bool CanSendAttachments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSendMail()

Declaration

```
public abstract bool CanSendMail()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSendSubject()

Declaration


```
public abstract bool CanSendSubject()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CanSendText()

Declaration

```
public abstract bool CanSendText()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CreateMailComposer()

Declaration

```
public abstract INativeMailComposer CreateMailComposer()
```

Returns

TYPE	DESCRIPTION
INativeMailComposer	

CreateMessageComposer()

Declaration

```
public abstract INativeMessageComposer CreateMessageComposer()
```

Returns

TYPE	DESCRIPTION
INativeMessageComposer	

CreateShareSheet()

Declaration

```
public abstract INativeShareSheet CreateShareSheet()
```

Returns

TYPE	DESCRIPTION
INativeShareSheet	

CreateSocialShareComposer(SocialShareComposerType)

Declaration

```
public abstract INativeSocialShareComposer CreateSocialShareComposer(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
INativeSocialShareComposer	

IsSocialShareComposerAvailable(SocialShareComposerType)

Declaration

```
public abstract bool IsSocialShareComposerAvailable(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
System.Boolean	

Implements

[INativeSharingInterface](#)

INativeFeatureInterface

Class NativeSocialShareComposerBase

Inheritance

System.Object
NativeSocialShareComposerBase
[NullSocialShareComposer](#)

Implements

[INativeSocialShareComposer](#)
INativeObject

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeSocialShareComposerBase : NativeObjectBase, INativeSocialShareComposer, INativeObject
```

Methods

AddImage(Byte[])

Declaration

```
public abstract void AddImage(byte[] imageData)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	

AddScreenshot()

Declaration

```
public abstract void AddScreenshot()
```

AddURL(URLString)

Declaration

```
public abstract void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	

SendCloseEvent(SocialShareComposerResultCode, Error)

Declaration

```
protected void SendCloseEvent(SocialShareComposerResultCode resultCode, Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerResultCode	resultCode	

TYPE	NAME	DESCRIPTION
Error	error	

SetText(String)

Declaration

```
public abstract void SetText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Show(Vector2)

Declaration

```
public abstract void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	

Events

OnClose

Declaration

```
public event SocialShareComposerClosedInternalCallback OnClose
```

Event Type

TYPE	DESCRIPTION
SocialShareComposerClosedInternalCallback	

Implements

[INativeSocialShareComposer](#)

INativeObject

Class NullMailComposer

Inheritance

System.Object
[NativeMailComposerBase](#)
NullMailComposer

Implements

[INativeMailComposer](#)
INativeObject

Inherited Members

[NativeMailComposerBase.OnClose](#)
[NativeMailComposerBase.SendCloseEvent\(MailComposerResultCode, Error\)](#)

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class NullMailComposer : NativeMailComposerBase, INativeMailComposer, INativeObject
```

Constructors

NullMailComposer()

Declaration

```
public NullMailComposer()
```

Methods

AddAttachmentData(Byte[], String, String)

Declaration

```
public override void AddAttachmentData(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	fileName	

Overrides

[NativeMailComposerBase.AddAttachmentData\(Byte\[\], String, String\)](#)

AddScreenshot(String)

Declaration

```
public override void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
System.String	fileName	

Overrides

[NativeMailComposerBase.AddScreenshot\(String\)](#)

SetBccRecipients(String[])

Declaration

```
public override void SetBccRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

Overrides

[NativeMailComposerBase.SetBccRecipients\(String\[\]\)](#)

SetBody(String, Boolean)

Declaration

```
public override void SetBody(string value, bool isHtml)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	
System.Boolean	isHtml	

Overrides

[NativeMailComposerBase.SetBody\(String, Boolean\)](#)

SetCcRecipients(String[])

Declaration

```
public override void SetCcRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

Overrides

[NativeMailComposerBase.SetCcRecipients\(String\[\]\)](#)

SetSubject(String)

Declaration

```
public override void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Overrides

[NativeMailComposerBase.SetSubject\(String\)](#)

SetToRecipients(String[])

Declaration

```
public override void SetToRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

Overrides

[NativeMailComposerBase.SetToRecipients\(String\[\]\)](#)

Show()

Declaration

```
public override void Show()
```

Overrides

[NativeMailComposerBase.Show\(\)](#)

Implements

[INativeMailComposer](#)

[INativeObject](#)

Class NullMessageComposer

Inheritance

System.Object
[NativeMessageComposerBase](#)
NullMessageComposer

Implements

[INativeMessageComposer](#)
INativeObject

Inherited Members

[NativeMessageComposerBase.OnClose](#)
[NativeMessageComposerBase.SendCloseEvent\(MessageComposerResultCode, Error\)](#)

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class NullMessageComposer : NativeMessageComposerBase, INativeMessageComposer, INativeObject
```

Constructors

NullMessageComposer()

Declaration

```
public NullMessageComposer()
```

Methods

AddAttachmentData(Byte[], String, String)

Declaration

```
public override void AddAttachmentData(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	fileName	

Overrides

[NativeMessageComposerBase.AddAttachmentData\(Byte\[\], String, String\)](#)

AddImage(Texture2D, String)

Declaration

```
public override void AddImage(Texture2D image, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
Texture2D	image	
System.String	fileName	

Overrides

[NativeMessageComposerBase.AddImage\(Texture2D, String\)](#)

AddScreenshot(String)

Declaration

```
public override void AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	

Overrides

[NativeMessageComposerBase.AddScreenshot\(String\)](#)

SetBody(String)

Declaration

```
public override void SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Overrides

[NativeMessageComposerBase.SetBody\(String\)](#)

SetRecipients(String[])

Declaration

```
public override void SetRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	

Overrides

[NativeMessageComposerBase.SetRecipients\(String\[\]\)](#)

SetSubject(String)

Declaration

```
public override void SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Overrides

[NativeMessageComposerBase.SetSubject\(String\)](#)

Show()

Declaration

```
public override void Show()
```

Overrides

[NativeMessageComposerBase.Show\(\)](#)

Implements

[INativeMessageComposer](#)

INativeObject

Class NullShareSheet

Inheritance

System.Object
[NativeShareSheetBase](#)
NullShareSheet

Implements

[INativeShareSheet](#)
INativeObject

Inherited Members

[NativeShareSheetBase.OnClose](#)
[NativeShareSheetBase.SendCloseEvent\(ShareSheetResultCode, Error\)](#)

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public sealed class NullShareSheet : NativeShareSheetBase, INativeShareSheet, INativeObject
```

Constructors

NullShareSheet()

Declaration

```
public NullShareSheet()
```

Methods

AddImage(Byte[], String)

Declaration

```
public override void AddImage(byte[] imageData, string mimeType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	
System.String	mimeType	

Overrides

[NativeShareSheetBase.AddImage\(Byte\[\], String\)](#)

AddScreenshot()

Declaration

```
public override void AddScreenshot()
```

Overrides

[NativeShareSheetBase.AddScreenshot\(\)](#)

AddText(String)

Declaration

```
public override void AddText(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

Overrides

[NativeShareSheetBase.AddText\(String\)](#)

AddURL(URLString)

Declaration

```
public override void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	

Overrides

[NativeShareSheetBase.AddURL\(URLString\)](#)

Show(Vector2)

Declaration

```
public override void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	

Overrides

[NativeShareSheetBase.Show\(Vector2\)](#)

Implements

[INativeShareSheet](#)

INativeObject

Class NullSharingInterface

Inheritance

System.Object
[NativeSharingInterfaceBase](#)
NullSharingInterface

Implements

[INativeSharingInterface](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public sealed class NullSharingInterface : NativeSharingInterfaceBase, INativeSharingInterface,
INativeFeatureInterface
```

Constructors

NullSharingInterface()

Declaration

```
public NullSharingInterface()
```

Methods

CanSendAttachments()

Declaration

```
public override bool CanSendAttachments()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[NativeSharingInterfaceBase.CanSendAttachments\(\)](#)

CanSendMail()

Declaration

```
public override bool CanSendMail()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[NativeSharingInterfaceBase.CanSendMail\(\)](#)

CanSendSubject()

Declaration

```
public override bool CanSendSubject()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[NativeSharingInterfaceBase.CanSendSubject\(\)](#)

CanSendText()

Declaration

```
public override bool CanSendText()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[NativeSharingInterfaceBase.CanSendText\(\)](#)

CreateMailComposer()

Declaration

```
public override INativeMailComposer CreateMailComposer()
```

Returns

TYPE	DESCRIPTION
INativeMailComposer	

Overrides

[NativeSharingInterfaceBase.CreateMailComposer\(\)](#)

CreateMessageComposer()

Declaration

```
public override INativeMessageComposer CreateMessageComposer()
```

Returns

TYPE	DESCRIPTION
INativeMessageComposer	

Overrides

[NativeSharingInterfaceBase.CreateMessageComposer\(\)](#)

CreateShareSheet()

Declaration

```
public override INativeShareSheet CreateShareSheet()
```

Returns

TYPE	DESCRIPTION
INativeShareSheet	

Overrides

[NativeSharingInterfaceBase.CreateShareSheet\(\)](#)

CreateSocialShareComposer(SocialShareComposerType)

Declaration

```
public override INativeSocialShareComposer CreateSocialShareComposer(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
INativeSocialShareComposer	

Overrides

[NativeSharingInterfaceBase.CreateSocialShareComposer\(SocialShareComposerType\)](#)

IsSocialShareComposerAvailable(SocialShareComposerType)

Declaration

```
public override bool IsSocialShareComposerAvailable(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

[NativeSharingInterfaceBase.IsSocialShareComposerAvailable\(SocialShareComposerType\)](#)

Implements

[INativeSharingInterface](#)

[INativeFeatureInterface](#)

Class NullSocialShareComposer

Inheritance

System.Object
[NativeSocialShareComposerBase](#)
NullSocialShareComposer

Implements

[INativeSocialShareComposer](#)
INativeObject

Inherited Members

[NativeSocialShareComposerBase.OnClose](#)
[NativeSocialShareComposerBase.SendCloseEvent\(SocialShareComposerResultCode, Error\)](#)

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public sealed class NullSocialShareComposer : NativeSocialShareComposerBase, INativeSocialShareComposer, INativeObject
```

Constructors

NullSocialShareComposer(SocialShareComposerType)

Declaration

```
public NullSocialShareComposer(SocialShareComposerType composerType)
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerType	composerType	

Methods

AddImage(Byte[])

Declaration

```
public override void AddImage(byte[] imageData)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	imageData	

Overrides

[NativeSocialShareComposerBase.AddImage\(Byte\[\]\)](#)

AddScreenshot()

Declaration

```
public override void AddScreenshot()
```

Overrides

[NativeSocialShareComposerBase.AddScreenshot\(\)](#)

AddURL(URLString)

Declaration

```
public override void AddURL(URLString url)
```

Parameters

TYPE	NAME	DESCRIPTION
URLString	url	

Overrides

[NativeSocialShareComposerBase.AddURL\(URLString\)](#)

SetText(String)

Declaration

```
public override void SetText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	

Overrides

[NativeSocialShareComposerBase.SetText\(String\)](#)

Show(Vector2)

Declaration

```
public override void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	

Overrides

[NativeSocialShareComposerBase.Show\(Vector2\)](#)

Implements

[INativeSocialShareComposer](#)

[INativeObject](#)

Delegate ShareSheetClosedInternalCallback

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void ShareSheetClosedInternalCallback(ShareSheetResultCode resultCode, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
ShareSheetResultCode	resultCode	
Error	error	

Delegate SocialShareComposerClosedInternalCallback

Namespace: [VoxelBusters.EssentialKit.SharingServicesCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void SocialShareComposerClosedInternalCallback(SocialShareComposerResultCode resultCode, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
SocialShareComposerResultCode	resultCode	
Error	error	

Namespace VoxelBusters.EssentialKit.WebViewCore

Classes

[NativeWebViewBase](#)

Interfaces

[INativeWebView](#)

Delegates

[RunJavaScriptInternalCallback](#)

[URLSchemeMatchFoundInternalCallback](#)

[WebViewInternalCallback](#)

Interface INativeWebView

Namespace: [VoxelBusters.EssentialKit.WebViewCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface INativeWebView : INativeFeatureInterface
```

Methods

AddURLScheme(String)

Declaration

```
void AddURLScheme(string urlScheme)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	urlScheme	

ClearCache()

Declaration

```
void ClearCache()
```

GetIsLoading()

Declaration

```
bool GetIsLoading()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetProgress()

Declaration

```
double GetProgress()
```

Returns

TYPE	DESCRIPTION
System.Double	

GetTitle()

Declaration

```
string GetTitle()
```

Returns

TYPE	DESCRIPTION
System.String	

GetURL()

Declaration

string GetURL()

Returns

TYPE	DESCRIPTION
System.String	

Hide()

Declaration

void Hide()

LoadData(Byte[], String, String, String)

Declaration

void LoadData(byte[] data, string mimeType, string textEncodingName, string baseUrl)
--

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	textEncodingName	
System.String	baseUrl	

LoadHtmlString(String, String)

Declaration

void LoadHtmlString(string htmlString, string baseUrl)
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	htmlString	
System.String	baseUrl	

LoadURL(String)

Declaration

void LoadURL(string url)

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Reload()

Declaration

```
void Reload()
```

RunJavaScript(String, RunJavaScriptInternalCallback)

Declaration

```
void RunJavaScript(string script, RunJavaScriptInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	script	
RunJavaScriptInternalCallback	callback	

SetBackgroundColor(Color)

Declaration

```
void SetBackgroundColor(Color value)
```

Parameters

TYPE	NAME	DESCRIPTION
Color	value	

SetCanBounce(Boolean)

Declaration

```
void SetCanBounce(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

SetFrame(Rect)

Declaration

```
void SetFrame(Rect value)
```

Parameters

TYPE	NAME	DESCRIPTION
Rect	value	

SetJavaScriptEnabled(Boolean)

Declaration

```
void SetJavaScriptEnabled(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

SetScalesPageToFit(Boolean)

Declaration

```
void SetScalesPageToFit(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

SetStyle(WebViewStyle)

Declaration

```
void SetStyle(WebViewStyle style)
```

Parameters

TYPE	NAME	DESCRIPTION
WebViewStyle	style	

Show()

Declaration

```
void Show()
```

StopLoading()

Declaration

```
void StopLoading()
```

Events

OnHide

Declaration

```
event WebViewInternalCallback OnHide
```

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnLoadFinish

Declaration

event WebViewInternalCallback OnLoadFinish
--

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnLoadStart

Declaration

event WebViewInternalCallback OnLoadStart

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnShow

Declaration

event WebViewInternalCallback OnShow
--

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnURLSchemeMatchFound

Declaration

event URLSchemeMatchFoundInternalCallback OnURLSchemeMatchFound

Event Type

TYPE	DESCRIPTION
URLSchemeMatchFoundInternalCallback	

Class NativeWebViewBase

Inheritance

System.Object
NativeWebViewBase

Implements

[INativeWebView](#)
INativeFeatureInterface

Namespace: [VoxelBusters.EssentialKit.WebViewCore](#)
Assembly: cs.temp.dll.dll

Syntax

```
public abstract class NativeWebViewBase : NativeFeatureInterfaceBase, INativeWebView, INativeFeatureInterface
```

Constructors

NativeWebViewBase(Boolean)

Declaration

```
protected NativeWebViewBase(bool isAvailable)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	isAvailable	

Methods

AddURLScheme(String)

Declaration

```
public abstract void AddURLScheme(string urlScheme)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	urlScheme	

ClearCache()

Declaration

```
public abstract void ClearCache()
```

GetIsLoading()

Declaration

```
public abstract bool GetIsLoading()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

GetProgress()

Declaration

```
public abstract double GetProgress()
```

Returns

TYPE	DESCRIPTION
System.Double	

GetTitle()

Declaration

```
public abstract string GetTitle()
```

Returns

TYPE	DESCRIPTION
System.String	

GetURL()

Declaration

```
public abstract string GetURL()
```

Returns

TYPE	DESCRIPTION
System.String	

Hide()

Declaration

```
public abstract void Hide()
```

LoadData(Byte[], String, String, String)

Declaration

```
public abstract void LoadData(byte[] data, string mimeType, string textEncodingName, string baseUrl)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	
System.String	mimeType	
System.String	textEncodingName	
System.String	baseUrl	

LoadHtmlString(String, String)

Declaration

```
public abstract void LoadHtmlString(string htmlString, string baseUrl)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	htmlString	
System.String	baseUrl	

LoadURL(String)

Declaration

```
public abstract void LoadURL(string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Reload()

Declaration

```
public abstract void Reload()
```

RunJavaScript(String, RunJavaScriptInternalCallback)

Declaration

```
public abstract void RunJavaScript(string script, RunJavaScriptInternalCallback callback)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	script	
RunJavaScriptInternalCallback	callback	

SendHideEvent(Error)

Declaration

```
protected void SendHideEvent(Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

SendLoadFinishEvent(Error)

Declaration

```
protected void SendLoadFinishEvent(Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

SendLoadStartEvent(Error)

Declaration

```
protected void SendLoadStartEvent(Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

SendShowEvent(Error)

Declaration

```
protected void SendShowEvent(Error error)
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	

SendURLSchemeMatchFoundEvent(String)

Declaration

```
protected void SendURLSchemeMatchFoundEvent(string url)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

SetBackgroundColor(Color)

Declaration

```
public abstract void SetBackgroundColor(Color value)
```

Parameters

TYPE	NAME	DESCRIPTION
Color	value	

SetCanBounce(Boolean)

Declaration

```
public abstract void SetCanBounce(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

SetFrame(Rect)

Declaration

```
public abstract void SetFrame(Rect value)
```

Parameters

TYPE	NAME	DESCRIPTION
Rect	value	

SetJavaScriptEnabled(Boolean)

Declaration

```
public abstract void SetJavaScriptEnabled(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

SetScalesPageToFit(Boolean)

Declaration

```
public abstract void SetScalesPageToFit(bool value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	value	

SetStyle(WebViewStyle)

Declaration

```
public abstract void SetStyle(WebViewStyle style)
```

Parameters

TYPE	NAME	DESCRIPTION
WebViewStyle	style	

Show()

Declaration

```
public abstract void Show()
```

StopLoading()

Declaration

```
public abstract void StopLoading()
```

Events

OnHide

Declaration

```
public event WebViewInternalCallback OnHide
```

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnLoadFinish

Declaration

```
public event WebViewInternalCallback OnLoadFinish
```

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnLoadStart

Declaration

```
public event WebViewInternalCallback OnLoadStart
```

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnShow

Declaration

```
public event WebViewInternalCallback OnShow
```

Event Type

TYPE	DESCRIPTION
WebViewInternalCallback	

OnURLSchemeMatchFound

Declaration

```
public event URLSchemeMatchFoundInternalCallback OnURLSchemeMatchFound
```

Event Type

TYPE	DESCRIPTION
URLSchemeMatchFoundInternalCallback	

Implements

[INativeWebView](#)

INativeFeatureInterface

Delegate RunJavaScriptInternalCallback

Namespace: [VoxelBusters.EssentialKit.WebViewCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void RunJavaScriptInternalCallback(string result, Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	result	
Error	error	

Delegate URLSchemeMatchFoundInternalCallback

Namespace: [VoxelBusters.EssentialKit.WebViewCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void URLSchemeMatchFoundInternalCallback(string url);
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	url	

Delegate WebViewInternalCallback

Namespace: [VoxelBusters.EssentialKit.WebViewCore](#)

Assembly: cs.temp.dll.dll

Syntax

```
public delegate void WebViewInternalCallback(Error error);
```

Parameters

TYPE	NAME	DESCRIPTION
Error	error	