

PDFReader Manual

PDFReader v.1.37

This plugin provides iOS native API `UIDocumentInteractionController`. Now you can add documentation to your projects, just like you do on your desktop. View files from local folder or remote address. In addition you can open files in third party applications like Pages, iBooks, Evernote and other applications supporting file format.

New:

- Android 7.0 support
- Fixed `WebViewPageOffset` API

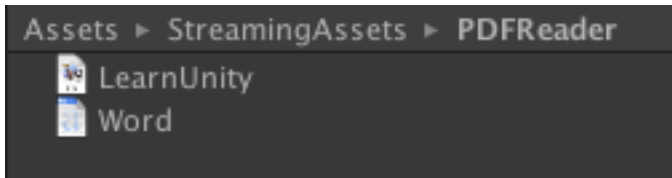
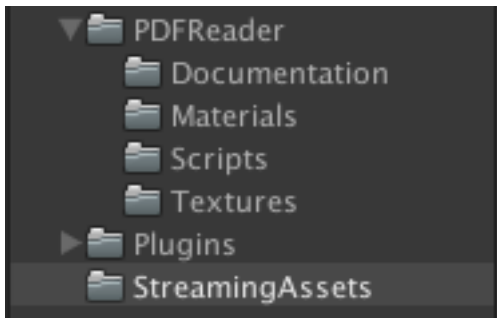
Features:

- Now you needn't add PDFs files to Xcode project, import files directly in Unity
- Reliably viewing PDF files using native iOS code (`UIWebView` or `UIDocumentInteractionController`)
- Support iOS 6.0 or higher
- Open files in third party applications
- Cache downloaded pdf files (iOS)
- Write and read pdf from `PersistentDataPath`
- Support opening local HTML pages (iOS)
- Support Android methods
- Callback methods on `WebView` (iOS)
- Render separate pages for `OpenDocCG` method (iOS)
- Cached pdf data from remote server without init and draw `UIWebView`
- Bitcode support

Required link framework in Xcode:

-`MessageUI.framework`

!!! Import PDFs files to the Unity “StreamingAssets” folder, if folder does not exist, create it.



!!! If you want to write and read PDFs files on runtime, use folder path:
string pdfPath = PDFReader.AppDataPath + "/" + "name.pdf";
(StreamingAssets folder)

How to use (C# Script):

Example code:

```
using UnityEngine;  
using System.Collections;
```

```
public class Example : MonoBehaviour  
{
```

```
    public string remotePdf="http://developer.apple.com/iphone/library/documentation/UIKit/Reference/UIWebView_Class/UIWebView_Class.pdf";  
    private string streamingPdf = "";
```

```
void Start()  
{  
    streamingPdf = PDFReader.AppDataPath + "/" + "test.pdf";  
}
```

```
void OnGUI()  
{  
    //method OpenDocInMenu using UIDocumentInteractionContoller (iOS API),  
    //so you can open .pdf, .doc, .txt and other formats which supports applications  
    //on your device
```

```
#if UNITY_IPHONE
```

```
    if (GUI.Button (new Rect (210, 80, 170, 40), "OpenInMenu"))  
        PDFReader.OpenDocInMenu (streamingPdf, false);
```

```
    if (GUI.Button (new Rect (390, 80, 170, 40), "OpenInThirdPartyApp"))  
        PDFReader.OpenDocInMenu (streamingPdf, true);
```

```
    if (GUI.Button (new Rect (570, 80, 170, 40), "OpenInWebViewLocal"))  
        ActivityView.OpenDocInWebViewLocal (streamingPdf, "Test Title", "Back", true);
```

```

        if (GUI.Button (new Rect (750, 180, 170, 40), "OpenInWebViewRemote"))
            ActivityView.OpenDocInWebViewRemote ("Test Title", remotePdf, "Back");
    #endif

    #if UNITY_ANDROID
        if (GUI.Button (new Rect (570, 80, 170, 40), "OpenInWebViewLocal"))
            ActivityView.OpenDocInWebViewRemote (remotePdf);

        if (GUI.Button (new Rect (750, 180, 170, 40), "OpenInGoogleDocs"))
            ActivityView.OpenDocInWebViewRemote (remotePdf, true);
    #endif
    }
}

```

Plugin methods:

1. PDFReader.OpenDocInMenu (string docPath, bool onlyThirdPartyApp)

Variable **docPath** - string, gets path to document. Variable **onlyThirdPartyApp** - bool, if value = true, open document only in third party application, else in third party applications + native iOS applications. Method is used to open .pdf, .doc, .txt and other formats that support applications on your device.

2. PDFReader.OpenDocInWebViewLocal (string docPath, string docTitle)

Variable **docPath** - string, gets path to document. Variable **docTitle** - string, sets title of pdf file. Method is used to open only local .pdf files in UIWebView from device.

3. PDFReader.OpenDocInWebViewLocal (string docPath, string docTitle, string goName, string callbackMethod)

Variable **docPath** - string, gets path to document. Variable **docTitle** - string, sets title of pdf file. Variable **goName** - string, gets GameObject name, which include callback method. Variable **callbackMethod** - string, gets name of the callback method. Method is used to open only local .pdf files in UIWebView from device (*with callback*).

4. PDFReader.OpenDocInWebViewRemote (string docTitle, string docRemoteURL)

Variable **docTitle** - string, sets title of pdf file. Variable **docRemoteURL** - string, gets url address of pdf file. Method is used to open only remote .pdf files in UIWebView.

If you get error on open remote PDF file:

“App Transport Security has blocked a cleartext HTTP (http://) resource load since it is insecure. Temporary exceptions can be configured via your app's Info.plist file.”

Add to Info.plist:

```
<key>NSAppTransportSecurity</key>
<dict>
    <key>NSAllowsArbitraryLoads</key>
    <true/>
</dict>
```

For example, if you write:

```
ActivityView.OpenDocInWebViewRemote ("Test Title",
"http://developer.apple.com/iphone/library/documentation/UIKit/Reference/UIWebView_Class/UIWebView_Class.pdf ");
```

Result

Back

Test Title

If you allow the user to move back and forward through the webpage history, then you can use the [goBack](#) (page 16) and [goForward](#) (page 16) methods as actions for buttons. Use the [canGoBack](#) (page 8) and [canGoForward](#) (page 9) properties to disable the buttons when the user can't move in a direction.

By default, a web view automatically converts telephone numbers that appear in web content to Phone links. When a Phone link is tapped, the Phone application launches and dials the number. Set the [detectsPhoneNumbers](#) (page 23) property to NO to turn off this default behavior.

You can also use the [scalesPageToFit](#) (page 14) property to programmatically set the scale of web content the first time it is displayed in a web view. Thereafter, the user can change the scale using gestures.

Set the [delegate](#) (page 10) property to an object conforming to the [UIWebViewDelegate](#) protocol if you want to track the loading of web content.

Important: You should not embed [UIWebView](#) or [UITableView](#) objects in [UIScrollView](#) objects. If you do so, unexpected behavior can result because touch events for the two objects can be mixed up and wrongly handled.

5. **PDFReader.OpenDocInWebViewRemote** (string docTitle, string docRemoteURL, string backTitle, string goName, string callbackMethod)

Variable **docTitle** - string, sets title of pdf file. Variable **docRemoteURL** - string, gets url address of pdf file. Variable **backTitle** - string, sets title of iOS navigation back button. Variable **goName** - string, gets GameObject name, which include callback method. Variable **callbackMethod** - string, gets name of the callback method. Method is used to open only remote .pdf files in UIWebView (*with callback*).

6. **PDFReader.OpenDocCG** (string docPath)

Variable **docPath** - string, gets path to pdf file. Method is used to open local .pdf files, with horizontal scroll, by native iOS class CGPDFDocument (*experimental feature*).

7. **PDFReader.OpenHTMLLocal** (string docPath, string navbarTitle)

Variable **docPath** - string, gets path to html page. Variable **navbarTitle** - string, sets title of iOS navigation bar. Method is used to open local html pages in UIWebView.

Android methods (min API 9)

!!! If you get error "File is not valid PDF" or "The document path is not valid", set android player setting in Unity to "External (SDCard)".

8. IEnumerator **PDFReader.OpenDocLocal** (string docName)

Variable **docName** - string, gets name of pdf file without extension. Routine is used to open local .pdf files in all supported applications.

9. **PDFReader.OpenDocRemote** (string docURL)

Variable **docURL** - string, gets url address of pdf file. Method is used to open remote .pdf files.

10. **PDFReader.OpenDocRemote** (string docURL, bool useGoogleDocs)

Variable **docURL** - string, gets url address of pdf file. Method is used to open remote .pdf files in android WebView using Google Docs Service.

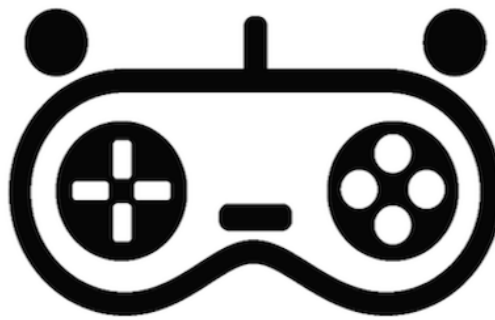
Demo Video:

http://www.youtube.com/watch?feature=player_detailpage&v=S6pXHPbnEJE

Support: <https://indieyp.com/qa/>

Twitter : <https://twitter.com/IndieYPDev>

RoadMap : <https://trello.com/b/xXHzdj9B/unity-asset-store>



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