

File Browser

Native file browser for standalone



[Documentation](#)

crosstales LLC

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Thank you for using our asset "File Browser"!

If you have any questions about this asset, send an email to fb@crosstales.com.

Please don't forget to rate it or write a little review – it would be very much appreciated.

1. Overview

File Browser is a wrapper for native file dialogs on Windows, macOS and Linux.

For **UWP (WSA)**, Windows (**IL2CPP**), extended **support**, **PlayMaker** actions and also if you want to help the project to be kept alive, please consider buying the **PRO** edition:

<https://assetstore.unity.com/packages/slug/98713>

2. Features

- Works with **Windows**, **macOS**, **Linux** and **UWP (WSA)*** in editor and runtime
- Open **file/folder**, **save file** dialogs supported
- **Multiple file** selection
- **Multiple folder** selection on **macOS** and **Linux**
- File extension **filters**
- Powerful [API](#) for **maximum control**!
- Detailed **demo scenes**!
- Comprehensive [documentation](#) and **support***
- Compatible with **Unity 5.6 – Unity 2019**
- Full **C# source code**!
- [PlayMaker](#) actions!

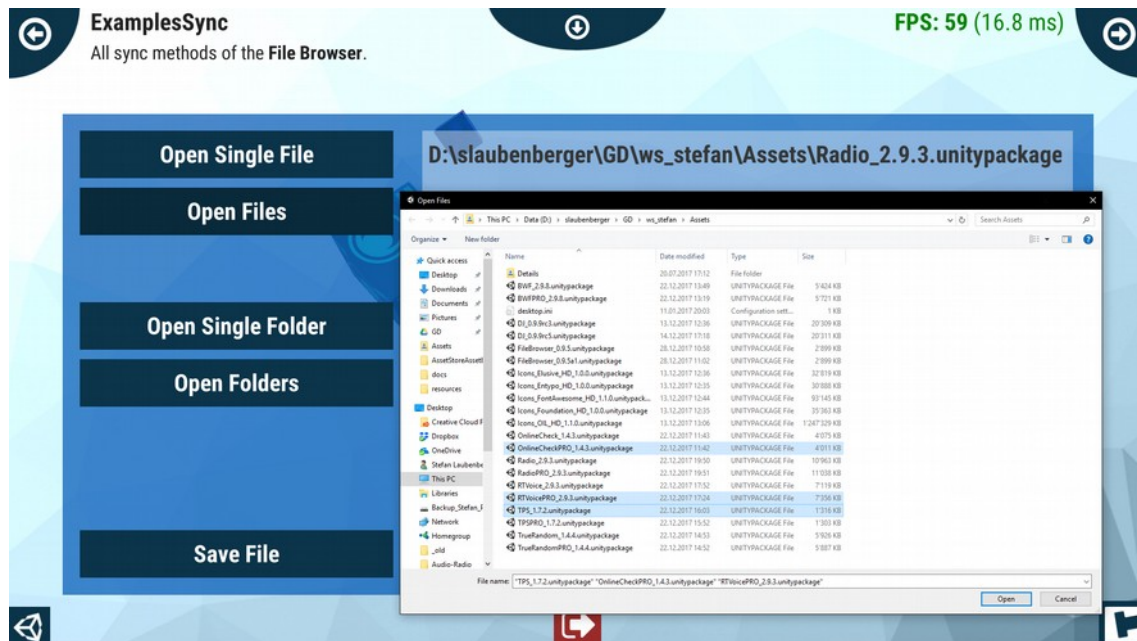
* only in the [PRO](#) version

3. Demonstration

The asset comes with two demo scenes to show the main usage.

3.1. ExampleSync

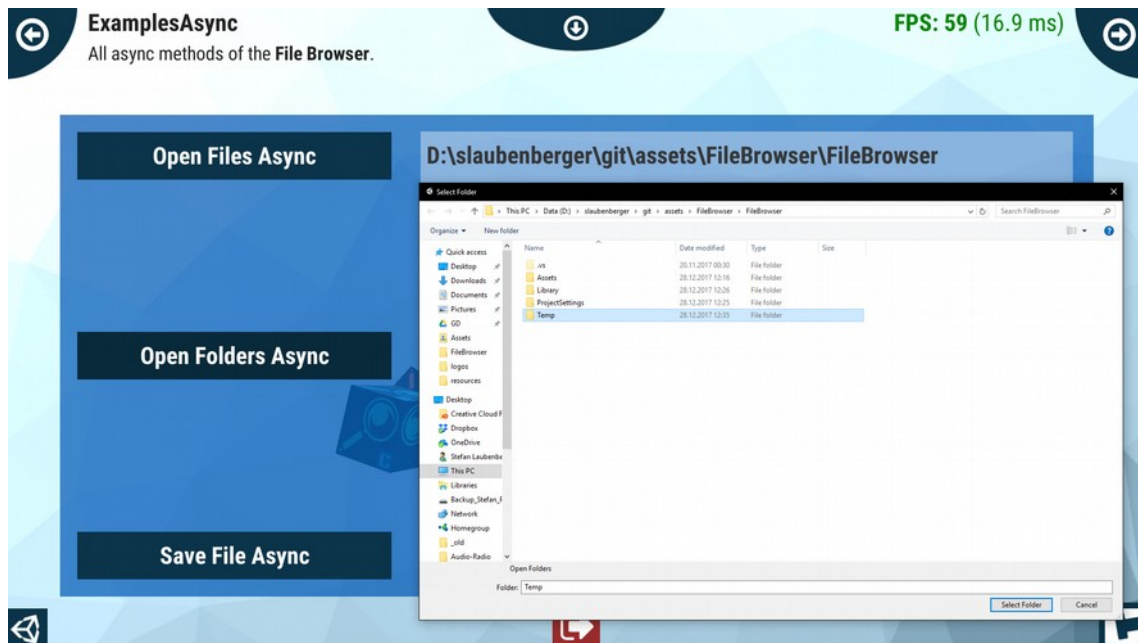
This scene shows open files/folders and a save dialogues.



3.2. ExampleAsync

This scene shows asynchronous open files/folders and a save dialogues.

Note: async methods are currently disabled



4. API

The asset contains various methods and the most important are explained here. Make sure to **include** the **name space** in your relevant source files:

```
using Crosstales.FB;
```

4.1. Open single file

```
public void openSingleFile() {  
    string path = FileBrowser.OpenSingleFile("txt");  
  
    Debug.Log("Selected file: " + path);  
}
```

4.2. Open multiple files

```
public void OpenFiles() {  
    string extensions = "";  
  
    string[] paths = FileBrowser.OpenFiles("txt");  
  
    foreach (string path in paths)  
    {  
        Debug.Log("Selected file: " + path);  
    }  
}
```

4.3. Open single folder

```
public void openSingleFolder() {  
    string path = FileBrowser.OpenSingleFolder();  
  
    Debug.Log("Selected folder: " + path);  
}
```

4.4. Open multiple folders

```
public void openFolders() {  
    string[] paths = FileBrowser.OpenFolders();  
  
    foreach (string path in paths)  
    {  
        Debug.Log("Selected folder: " + path);  
    }  
}
```

Note: this works does not work under Windows

4.5. Save file

```
public void SaveFile() {  
    string path = FileBrowser.SaveFile("MyFile", "txt");  
  
    Debug.Log("Save file: " + path);  
}
```

4.6. Complete API

Please read the [FileBrowser-api.pdf](#) for more details.

5. Verify installation

Check if File Browser is installed:

```
#if CT_FB  
    Debug.Log("File Browser installed: " + Util.Constants.ASSET_VERSION);  
#else  
    Debug.LogWarning(" File Browser NOT installed!");  
#endif
```

6. Upgrade to new version

Follow this steps to upgrade your version of "File Browser":

1. Update "File Browser" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/Plugins/crosstales/FileBrowser" folder from the Project-view
3. Import the latest version downloaded from the "Unity AssetStore"

7. Important notes

7.1. Windows

- Unity 2018 and newer: **.NET 4.6** api compatibility level required
- Unity 5.6 - 2017: **.NET 2.0** api compatibility level required
- IL2CPP is only supported in the [PRO](#) version!

7.2. macOS

- Sync calls can throw exceptions in development builds after the panel loses and gains focus. Use async calls to avoid this.
- The provided library works with x86_64. If you need x86 support, please replace it with the version inside "FileBrowser.bundle_x86.zip"

7.3. Linux

- The provided library uses GTK3+. If you need an older version, please replace it with the version inside "GTK2.zip"

8. Problems, improvements etc.

If you encounter any problems with this asset, just [send us an email](#) with a problem description and we will try to solve it.

9. Release notes

See "VERSIONS.txt" under "Assets/Plugins/crosstales/FileBrowser/Documentation" or online:

<https://crosstales.com/media/data/assets/FileBrowser/VERSIONS.txt>

10. Credits

Partially based on:

<https://github.com/gkngkc/UnityStandaloneFileBrowser>

Windows dialogs:

<http://www.ookii.org/software/dialogs/>

11. Contact and further information

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AssetStore: <https://assetstore.unity.com/lists/crosstales-42213>

Forum: <https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/>

Documentation: <https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf>


API: <https://www.crosstales.com/media/data/assets/FileBrowser/api/>

Windows-Demo: https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip

Mac-Demo: https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip

Linux-Demo: https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_linux.zip

12. Our other assets

 <p>Bad Word Filter</p>	<p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p>
 <p>DJ</p>	<p>DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.</p>
 <p>Online Check</p>	<p>You need a reliable solution to check for Internet availability? Here it is!</p>
 <p>Radio</p>	<p>Radio allows implementing free music from Internet radio stations into your project..</p>
 <p>RT-Voice</p>	<p>RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.</p>
 <p>True Random</p>	<p>True Random can generate "true random" numbers for you and your application. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs.</p>
 <p>Turbo Backup</p>	<p>Turbo Backup is the fastest and safest way to backup your Unity project. It only stores the difference between the last backup, this makes it incredible fast.</p>
 <p>Turbo Switch</p>	<p>Turbo Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.</p>