

Bluetooth Android Plugin

Introduction:

Bluetooth Android Plugin package is a Package for Unity and Unity Pro supports android versions. This package is designed to aim for new Unity and Unity Pro learners and use for show and use Bluetooth android feature.

How to use:

`Bluetooth.Instance().PluginStart()`//Start to initialize the plugin.

`Bluetooth.Instance().Send(string message)`//Send specific message to the connected device.

`Bluetooth.Instance().SearchDevice()`//Search Device Function to search for other devices.

`Bluetooth.Instance().GetDeviceConnectedName()`//Get Device Connected Name Function to retrieve the name of the connected device.

`Bluetooth.Instance().Discoverable()`//To make sure the current Bluetooth is discoverable.

`Bluetooth.Instance().Connect(string Address)`//To connect to another device.

`Bluetooth.Instance().EnableBluetooth()`//To enable the Bluetooth if it's available.

`Bluetooth.Instance().DisableBluetooth()`//To disable the Bluetooth if it's enabled.

`Bluetooth.Instance().DeviceName()`//Get current Bluetooth device name.

`Bluetooth.Instance().IsEnabled()`//Is the Bluetooth enabled.

`Bluetooth.Instance().IsConnected()`//Is the current Bluetooth device connected.

Bluetooth Android Plugin very easy to use.

Convert your games to multiplayer game now without any trouble.

Features:

- Supports all Android Versions.
- Clean, short and simple C# code.

- Extensively optimized
- Works on Unity free version and pro version.
- Full documentation included.
- Documented demo examples.
- All Bluetooth events included like:

Search Devices Events

- Search for devices finish event.
- Found new device event.
- Found zero device events.

Send/ Receive Message Events

- Done reading event.
- Done writing event.

Connection Events

- Connecting event.....
- Successful connection event.
- Unable to connect event.

Functionality:

- Is Enabled.
- Is Connected.
- Get device name.
- Get connected device name.
- Enabled Bluetooth.
- Disable Bluetooth.
- Set Bluetooth Discoverable.
- Search for the devices.

-Send message to the connected device.

Thanks for purchasing,

For any further details, contact me at eng.belal.badr@hotmail.com .

I will be glad to help you, just ask.