

PlatformDialog Class Reference

Plugin will allow you to add multi platform simple dialog in your project.

Supported Platforms:

iOS

Android

Web Player

Unity Editor

Inherits MonoBehaviour.

Public Types

enum **Type** { **SubmitOnly** =0, **OKCancel** =1 }
Dialog Button Types [More...](#)

Static Public Member Functions

static void **Show** (string message, **PlatformDialog.Type** buttonType, Action positiveDelegate, Action negativeDelegate=null)
Show Platform Dialog [More...](#)

static void **Show** (string title, string message, **PlatformDialog.Type** buttonType, Action positiveDelegate, Action negativeDelegate=null)
Show Platform Dialog with title [More...](#)

static void **Dismiss** ()
Dismiss this dialog, removing it from the screen. [More...](#)

static void **SetButtonLabel** (string positive, string negative=null)
Set button Label [More...](#)

Properties

static **PlatformDialog** **Instance** [get]

Member Enumeration Documentation

enum **PlatformDialog.Type**

Dialog Button Types

Member Function Documentation

```
static void PlatformDialog.Dismiss ( )
```

static

Dismiss this dialog, removing it from the screen.

```
static void PlatformDialog.SetButtonLabel ( string positive,  
                                           string negative = null  
                                           )
```

static

Set button Label

Parameters

positive positive button label

negative negative button label

```
static void  
PlatformDialog.Show ( string message,  
                     PlatformDialog.Type buttonType,  
                     Action positiveDelegate,  
                     Action negativeDelegate = null  
                     )
```

static

Show Platform Dialog

Parameters

message dialog message

buttonType dialog button type : submit only or OK and Cancel

positiveDelegate delegate: on click positive button

negativeDelegate delegate: on click negative button

```
static void
PlatformDialog.Show      ( string          title,
                          string          message,
                          PlatformDialog.Type buttonType,
                          Action          positiveDelegate,
                          Action          negativeDelegate = null
                          )
```

static

Show Platform Dialog with title

You can display the title, only Android and iOS. Not supported UnityEditor and Web Player.

Parameters

title	dialog title
message	dialog message
buttonType	dialog button type : submit only or OK and Cancel
positiveDelegate	delegate: on click positive button
negativeDelegate	delegate: on click negative button