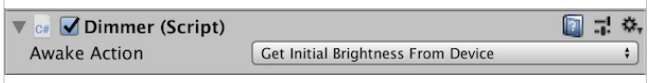
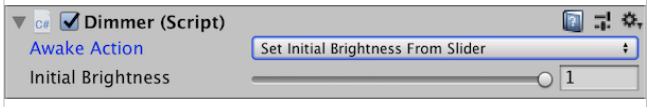
Dimmer

Introduction
Dimmer gives you control over the brightness of your mobile device screen by interfacing directly with the Android or iOS API.

Usage
Add the *Dimmer* component to a GameObject in your Unity scene. The *Dimmer* Component can be found under the Unity menu item *Components/Virtual Escapes/Dimmer.*

The Component Inspector
The *Dimmer* components editor inspector presents some options for how *Dimmer* should behave when it becomes active, or is disabled.

Awake: *Get Initial Brightness From Device* Dimmer will not adjust the screen brightness and the current screen brightness of the device will be assigned to the Dimmer.brightness property.	
Awake: *Set Initial Brightness From Slider* Dimmer will set the screen brightness of your device to the initial brightness value specified in the Dimmer components editor inspector. The current brightness of your device will be overridden.	
OnDisable Action The action taken when the Dimmer component becomes disabled. The default is to restore the system brightness, but you can also set it to Keep App Brightness.	

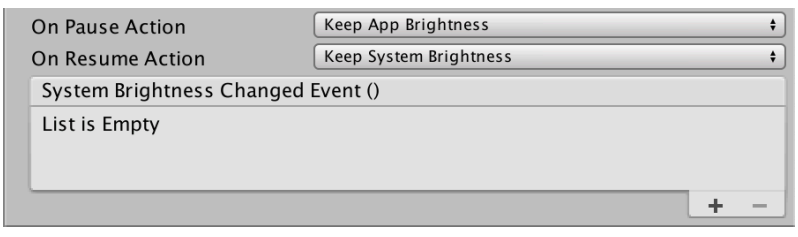
Screen Sleep Timeout
By design, *Dimmer* does not affect the *Screen.sleepTimeout* setting. If you want to ensure that the screen of your device does not go into a sleep state while your game/application is running, use:

```
Screen.sleepTimeout = SleepTimeout.NeverSleep;
```

in your application script in order to maintain predictable control of the screen brightness of your device. However, *Dimmer* will still work well in combination with the operating systems sleep timeout settings if desired.

Platform Differences
Due to differences between the iOS and Android platforms, *Dimmer* works slightly differently on each.
iOS - *Dimmer* will set the ***devices*** screen brightness, as iOS allows applications to do this without requiring permissions. Individual games/applications do not store their own screen brightness value. When the application is suspended/quit, the screen brightness set using *Dimmer* can remain in effect if desired.

The Editor Inspector gives you some extra options when building for iOS:
- ***On Pause Action***. This tells Dimmer what to do when the application is paused/suspended. You can either *Keep App Brightness* (The Default. ie do nothing), or *Restore System Brightness* to how it was set before your application started.
- ***On Resume Action***. What to do when the application resumes from a pause state. *Restore App Brightness* is the default behaviour, or you can choose to *Keep System Brightness,* in which case an additional Event property will be shown which allows you to optionally set a method to call when the app resumes, and after the brightness has changed. This allows you to update your UI with the new Dimmer.brightness value, if so desired.



Android - *Dimmer* will set the screen brightness for your ***game/application*** only. The devices user-specified screen brightness will remain unaffected. While your application is active it will use the screen brightness set with *Dimmer* and when the user quits your application the device will restore the screen brightness from the users settings.

Script API

Dimmer

class in VirtualEscapes.Common / Inherits from MonoBehaviour

Description

Control mobile device screen brightness.

This class contains static methods for getting and setting screen brightness values.

Static Properties

brightness	*public float*. Set or get the brightness of the screen. 0 is the lowest brightness and 1 is the highest.
overrideInitialBrightness	*public bool*. If *true*, the brightness of the device is overridden by the value of the Dimmer.brightness property. If *false*, the Dimmer.brightness property is initially set from the brightness of the device.

Limitations
Dimmer only works for iOS and Android mobile devices. Mac/PC etc are not supported and using *Dimmer* will have no effect on these platforms.

The *Dimmer* folder and its contents should be located in the *Plugins* folder of your Unity project. Moving it to another folder is not recommended as it may affect operation. Items in the *Plugins* folder are not recompiled each time a game script is changed, so compilation times are sped-up. Also and more importantly, *Dimmer* relies on platform-specific iOS and Android plugin code, so keeping the entire *Dimmer* folder in the *Plugins* folder ensures that this platform code is also in the correct place.

If you have any feature requests or bug reports please get in touch: chris@virtualescapes.no