**iOS分享回调的处理方案**

**分享结果的回调处理**

找了一个Unity打包出来的Xcode工程，通过对以下代码的分析，可以看出来，第三方app打开我们自己的app后，会给Unity发送一个名称为kUnityOnOpenURL的通知，Unity端需要在收到kUnityOnOpenURL的通知后，告知原生，并将url参数一并传过来，然后原生在收到分享结果的通知后，回调给Unity

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| Objective-C  // UIApplicationOpenURLOptionsKey was added only in ios10 sdk, while we still support ios9 sdk  - (**BOOL**)application:(UIApplication\*)app openURL:(NSURL\*)url options:(NSDictionary<NSString\*, **id**>\*)options  {  **id** sourceApplication = options[UIApplicationOpenURLOptionsSourceApplicationKey], annotation = options[UIApplicationOpenURLOptionsAnnotationKey];    NSMutableDictionary<NSString\*, **id**>\* notifData = [NSMutableDictionary dictionaryWithCapacity: 3];  **if** (url) notifData[@"url"] = url;  **if** (sourceApplication) notifData[@"sourceApplication"] = sourceApplication;  **if** (annotation) notifData[@"annotation"] = annotation;    AppController\_SendNotificationWithArg(kUnityOnOpenURL, notifData);  **return** **YES**;  } |

后来用了一种不太严谨的处理方案：

唤起分享后，flag标记为true

监听app进入前台后，检查flag，如果为true，则认为是分享成功，重置flag为false