

FlashLight

this plugin can easy to integrate with your project, you just need to write a few code to complete your work. it support Turn On/Off FlashLight , Blinking,SOS , it available for Android And iOS platform.

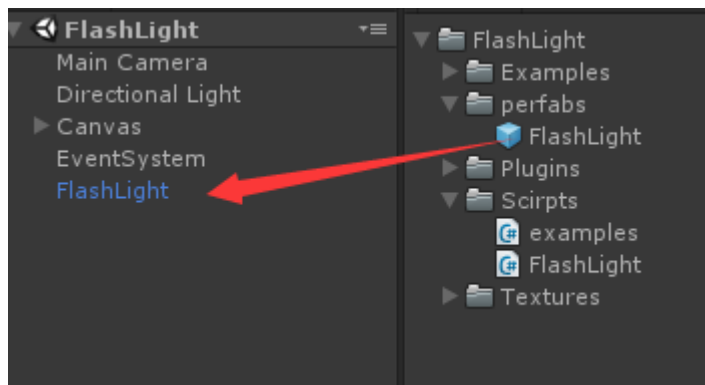
How to integration and use:

Please follow these steps to integrate this plugin with you project.

Step1: Please import this plugin into your project.

Step2: Drag the prefab named “**FlashLight**” from

Assets/FlashLight/prefabs/FlashLight ,



Step3:

(1) FlashLight Features:

1) Get **FlashLight** reference Object

```
FlashLight flctr= GameObject.FindObjectOfType<FlashLight> ();
```

2) API

```
//Open the FlashLight
```

```
2.1) flctr.OpenFlash();
```

```
//Close the Flashlight
```

```
2.2) flctr.CloseFlash();
```

```
//Start Blinking
```

```
2.3) flctr.StartBlink(float time);
```

```
//Start SOS Blinking
```

```
2.4) flctr.SOS();
```

```
//Get Light Status
```

```
2.5) flctr.isLightOn;
```

```
//check if mobile devices have flash features
```

```
2.6) flctr.isHasFlashLigth;
```

Step2:

build app for **Android or iOS**

Ok, we have provide some sample scenes for you ,you can see it for detail.

For support email me at: **lycwalk@gmail.com**