

Android Image Share by StuckPixel Games

Thanks for purchasing Android Image Share! This simple little plug-in will help you share images and screenshots natively on Android devices! All registered applications that allow for image sharing should appear on the list view.

Set-Up Instructions:

- 1) Place "SPAndroidShare.cs" into your "Plugins" folder. This will allow any script you write to access the code
- 2) You MUST add the "WRITE_EXTERNAL_STORAGE" permission to your AndroidManifest.xml. This allows your game to read and write images to disc
Simply add: `<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>`

How To Use:

- 1) From any script that compiles after "Plugins", call a method such as:
StuckPixel.SPAndroidShare.METHOD(params)

Available Methods:

Terminology:

string subject = header of message, where applicable. Use "" if not needed

string body = text body of message, where applicable. Use "" if not needed

bool unique = if false, images will overwrite a default image called "SPScreenshot.png"; otherwise, it will create a unique name for the file

string path = complete file path of image

TextureFormat textureFormat = Unity TextureFormat variables, RGB24 by default

<http://docs.unity3d.com/ScriptReference/TextureFormat.html>

- 1) ShareFile(**string** path, **string** subject, **string** body)
 - a) Simple share method if the image is already on disc
- 2) ShareByteArray(**byte[]** picBytes, **string** subject, **string** body, **bool** unique)
 - a) Convert the provided bytes to a file and share
- 3) ShareScreenBytes(**string** subject, **string** body, **bool** unique, **TextureFormat** textureFormat)
 - a) Takes the current screen bytes, writes them to file, then shares
- 4) ShareScreenshot(**string** subject, **string** body, **bool** unique)
 - a) Takes a Unity screenshot and shares
- 5) ShareRenderTexture(**Camera** renderCamera, **RenderTexture** thisRenderTexture, **string** subject, **string** body, **bool** unique, **TextureFormat** textureFormat)
 - a) Writes the provided RenderTexture from the provided Camera, saves to file, and shares
- 6) GetScreenBytes(**TextureFormat** textureFormat)
 - a) Helper method to get the current screen bytes
- 7) SaveByteArray(**byte[]** picBytes, **string** fileName)
 - a) Helper method to save bytes to file