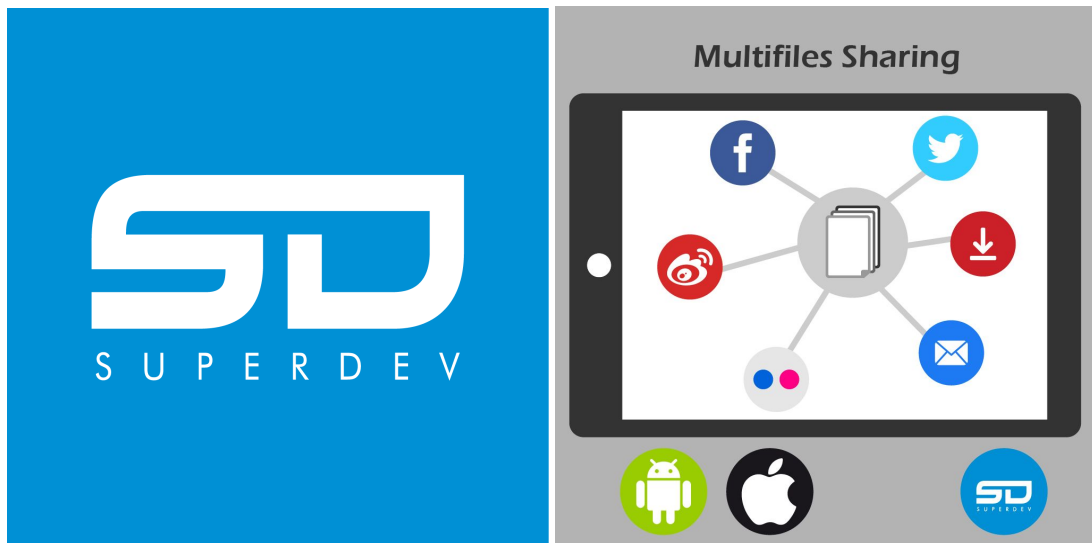


Multifiles Sharing - Documentation

<https://docs.google.com/document/d/1KetniDJfRdX7rKvpF4lBW7RZxozczdQeBTL3---tCuc/edit?usp=sharing>



Features and restrictions :

Compatible Unity 5.0 and higher.

This plugin allow the sharing many files at the same time in native on Android and IOS.

You can share on :

App Share / Features	EMail	Facebook	Flickr	Save Photo in internal	Twitter	Weibo
One Image						
Many Images					Twitter Application allows only one image	Only Android
Many Images and Files (pdf, txt,...)		Files are not allowed	Files are not allowed	Files are not allowed	Files are not allowed	Files are not allowed

WARNINGS :

- **For EMail** : The subject and Body work. You can get To recipients but work only android.
- You can manage other app sharing but you should change the code.
- For work this App should be install (facebook, twitter, Flickr, Weibo, Gmail or Mail)

Use Plugin :

1. Import Package
2. Attach script "Sharing" to GameObject and configure.
3. Create a button for share.
4. Add Event "Onclick" to button and attach the game object with component " Sharing"
5. Select function "OnShare" of script "Sharing".
6. Build and Run in IOS or Android.

If you can, you can listen event finish :

```
public void Start()
{
    Sharing sharing = GetComponent<Sharing>();
    sharing.SendPicturesFinishHandler += SendImagesFinish;
}
private void SendImagesFinish(object sender, EventArgs ev)
{
    Debug.Log("IsFinish");
}
```

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