Unity File Hopper

QUICK START MANUAL

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File Hopper

Introduction

Thank you for downloading *File Hopper* for Unity.

File Hopper is a modified version of Mark Göbel's (Bunny83) "*UnityWindowsFileDrag-Drop*" Project on GitHub.

You can find the original here: https://github.com/Bunny83/UnityWindowsFileDrag-Drop

I have added Unity Oriented specific convenience methods and events that you can subscribe to.

WARNING:
This plugin only works on Windows and only in Builds. Do not try to use in the Editor or on other Platforms, you will not have much luck, but feel free to get the original from GitHub and modify it.
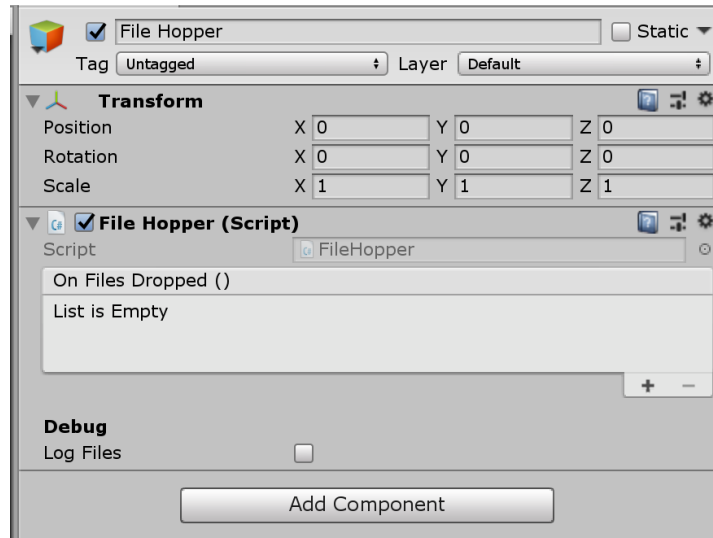

Quick Guide

1. Open the Sample Scene.
2. Create a Build of the Sample Scene.
3. Run the Build.
4. Drop Files onto the Panel
5. See Result.
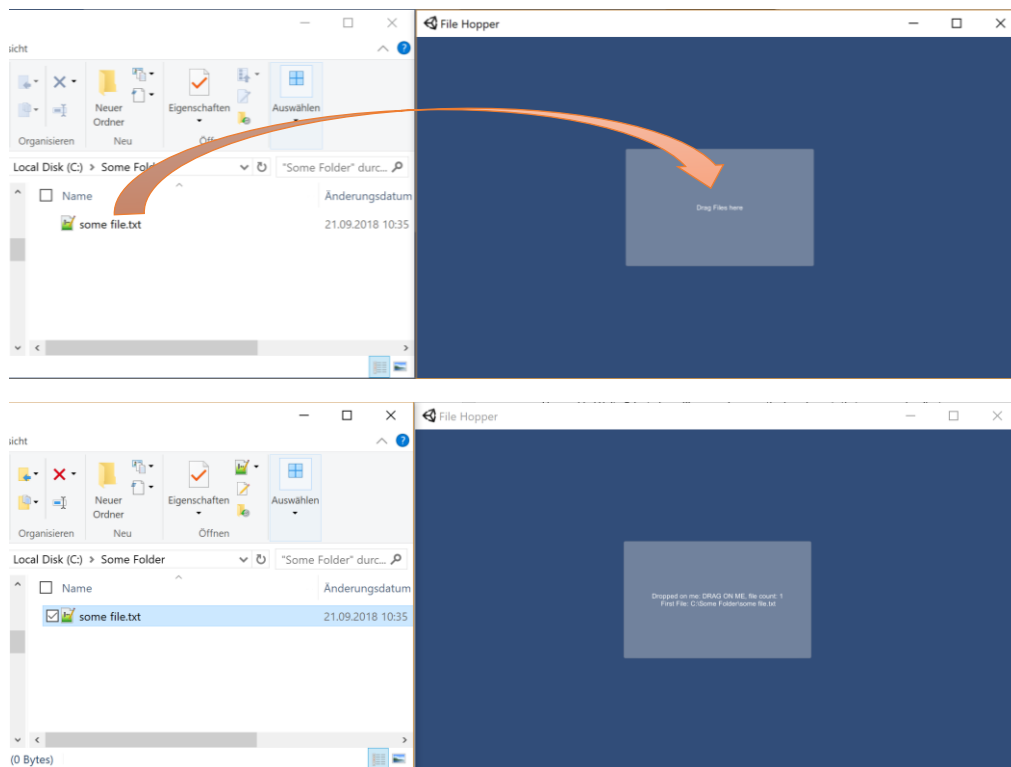
Getting Started

Attach the **File Hopper** Component to any GameObject.

After that you can either use the Editor to subscribe to the *OnFilesDropped()* UnityEvent or you can have a look at the *DragFilesOntoMe.cs* Script in the Examples Folder. When files or directories are dropped into the running application, the Event will be Invoked with a List of Strings, containing the Absolute Path to every File / Directory dropped, and a Vector2 with the Screen Position of the Mouse at that moment.

After that you need to manually handle each path and add logic what you wish to do with it.

Future Plans

I'm hoping to create more examples and ready to use UI Elements to handle all sorts of scenarios with files.

Stay tuned for more.

If you need assistance, have feedback or would like to suggest an idea, feel free to contact me at:

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With Kind Regards,

Atahan 'Toorah' Kiltan