

Easy Mobile Phone Flashlight

Introduction:

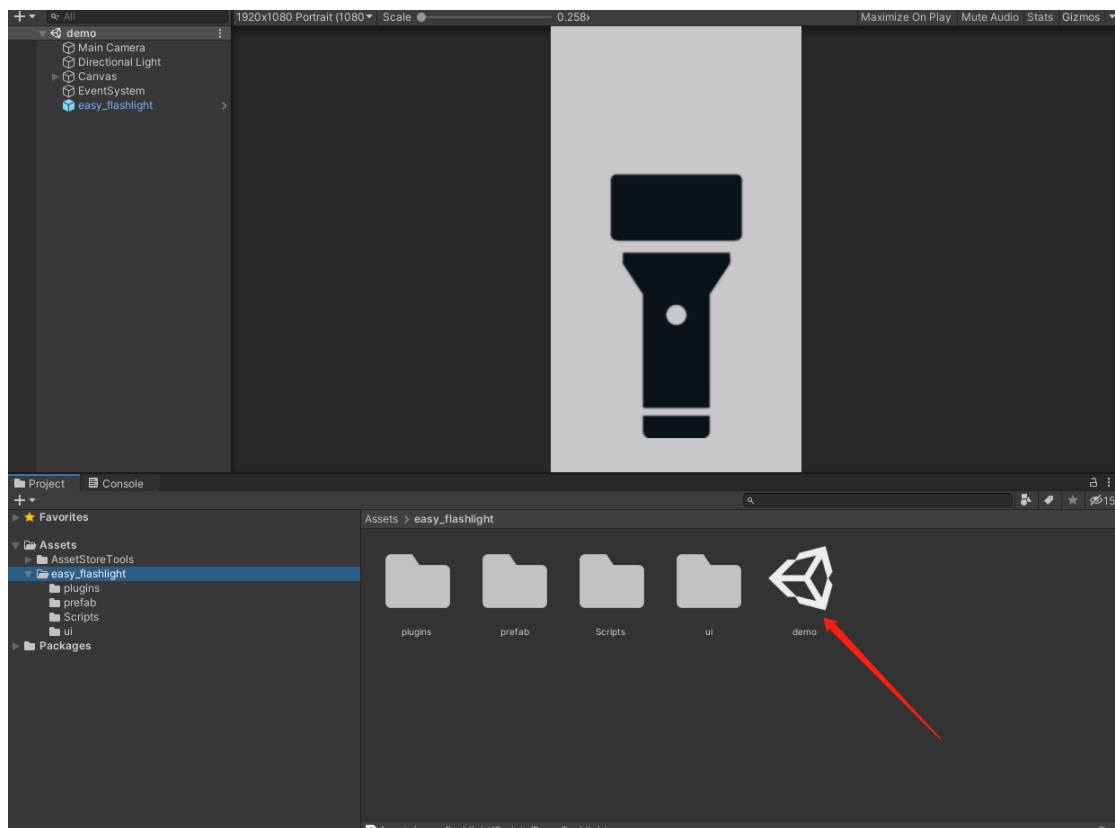
If you want to control the flashlight of the phone. Then this asset will be an excellent choice for you. I added the native code of Android and IOS to complete the function of controlling the flashlight of the mobile phone. It can turn on and off the flashlight function on the phone. It can also detect whether the device itself has flashlight hardware. On the IOS platform, the brightness of the flashlight can also be adjusted. It is fully compatible with IOS and Android phones. And it is very easy to use. Just add a line of code to your project.

Main features

1. Very easy to integrate into your program, Just add a line of code to your project
2. Complete cross-platform functions by adding native code , Support Android and IOS. So you do not need write any native codes.
3. Can turn on and off the flashlight on the phone
4. Complete documentation, clear demo
5. Cheap price

How to run:

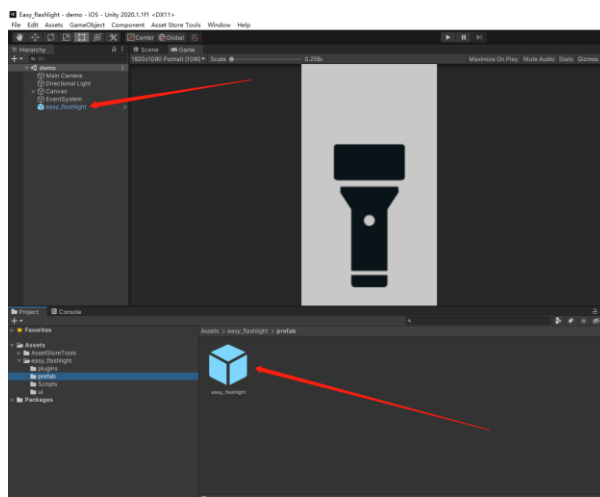
Find the scene indicated in the figure below. And then build it on Android or IOS



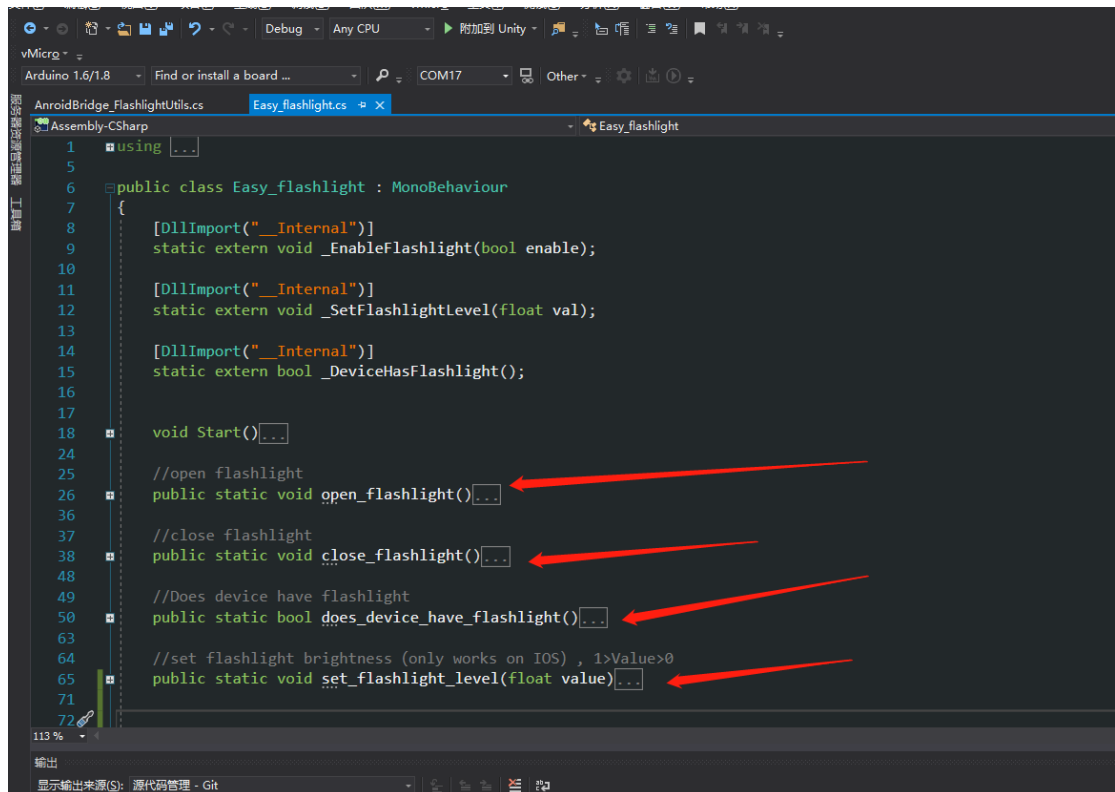
How to use:

1. Drag the "easy_flashlight" prefab to your game scene. Like the image

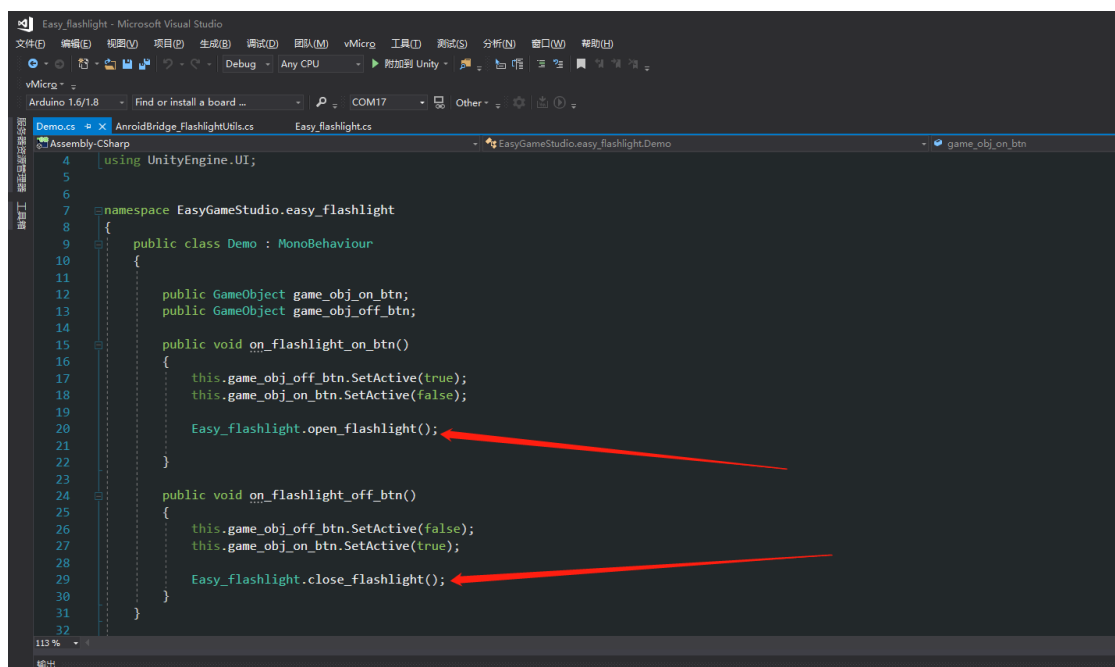
below:



2. Where you need, call and control the function of the flashlight, just like the demo code



```
1 using UnityEngine;
2
3
4
5
6 public class Easy_flashlight : MonoBehaviour
7 {
8     [DllImport("__Internal")]
9     static extern void _EnableFlashlight(bool enable);
10
11     [DllImport("__Internal")]
12     static extern void _SetFlashlightLevel(float val);
13
14     [DllImport("__Internal")]
15     static extern bool _DeviceHasFlashlight();
16
17
18     void Start()
19     {
20
21
22
23
24
25
26     public static void open_flashlight()
27     {
28
29
30
31
32
33
34
35
36
37     //close flashlight
38     public static void close_flashlight()
39     {
40
41
42
43
44
45
46
47
48
49     //Does device have flashlight
50     public static bool does_device_have_flashlight()
51     {
52
53
54
55
56
57
58
59
60
61
62
63
64     //set flashlight brightness (only works on IOS) , 1>Value>0
65     public static void set_flashlight_level(float value)
66     {
67
68
69
70
71
72
73
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```



```
1 using UnityEngine;
2
3
4 using UnityEngine.UI;
5
6
7 namespace EasyGameStudio.easy_flashlight
8 {
9     public class Demo : MonoBehaviour
10     {
11
12         public GameObject game_obj_on_btn;
13         public GameObject game_obj_off_btn;
14
15         public void on_flashlight_on_btn()
16         {
17             this.game_obj_off_btn.SetActive(true);
18             this.game_obj_on_btn.SetActive(false);
19
20             Easy_flashlight.open_flashlight();
21
22         }
23
24         public void on_flashlight_off_btn()
25         {
26             this.game_obj_off_btn.SetActive(false);
27             this.game_obj_on_btn.SetActive(true);
28
29             Easy_flashlight.close_flashlight();
30
31         }
32
33     }
34
35 }
```

If you have any questions, please feel free to contact
me

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