

AndroidGallery

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Install and usage instructions

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How to install

It's just two steps!

Step 1 :

Move the Plugins folder from the AndroidGallery folder to the root of your project folder (Where all of your other assets - and AndroidGallery - are stored)

Step 2:

You're done!

You can now use AndroidGallery using the information below.

Usage instructions

It's super easy. I promise!

Using AndroidGallery is super easy. First, add the following line of code to the top of every script that is going to be using AndroidGallery.

```
using LukeWaffel.AndroidGallery;
```

You'll also need a callback function for AndroidGallery to call when the image loading is done. This function can have any name you want, and can do whatever you want. The only two requirements are that it has **no parameters** and has a **return type of void**.

If you have made your callback function, you can use the following commands to interact with AndroidGallery. Note that they all start with '`AndroidGallery.Instance`'. This is because AndroidGallery is a **Singleton** and can thus always be easily accessed like this.

```
AndroidGallery.Instance.OpenGallery(AndroidGallery.OnImageLoadedCallback callback);
```

This function opens the Android image picker. The parameter you have to supply is the callback function you created earlier. When using it, it would look like this.

```
AndroidGallery.Instance.OpenGallery(YourCallbackName);
```

```
AndroidGallery.Instance.GetTexture();
```

This function returns the loaded image as a Texture. You can use this function as demonstrated below.

```
Texture myCustomImage = AndroidGallery.Instance.GetTexture();
```

```
AndroidGallery.Instance.GetSprite();
```

This function returns the loaded image as a Sprite. You can use this function as demonstrated below.

```
Sprite myCustomImageSprite = AndroidGallery.Instance.GetSprite();
```

```
AndroidGallery.Instance.ResetOutput();
```

This function resets the loaded Texture and Sprite to null. This can be used if you want to be sure you're only loading the image once, or to make sure your scripts don't load the wrong image on accident. Because this function has a return type of void, it can just be used as shown above.

Contact

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