Native Share

NativeShare is an plugin help to share file to other app.

Platform Support
 - Android
 - iOS

Feature
 - Multifiles sharing
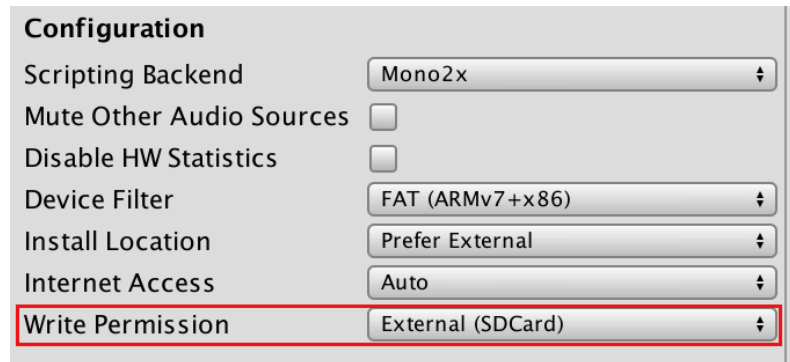 - Download & Share
 - Social Share
 - Callback After Share

* Android
- Request Android 4.0+
- Support Android 7.0 or Latest.

* iOS
- Can't share gif animation file to Facebook and Twitter.
- Sharing by specify application can share image file only.

Android Setup

1. Go into **Build Setting** and access the **Player Setting** Panel. Change **Write Permission** to External (SDCard)

2. Configure **AndroidManifest.xml**

Add this inside <application>…</application>

```
<activity
    android:name="com.draft.unityplugins.NativeShareActivity"
    android:theme="@android:styleTheme.Translucent.NoTitleBar.Fullscreen"
    android:configChanges="orientation|keyboardHidden|screenSize">
</activity>
```

Event

- call when downloading file form web or file form StramingAssets Folder;

```csharp
public delegate void DownloadingHanderler (float progress);
public static event DownloadingHanderler OnDownloading;
```

- call when download completed;

```csharp
public delegate void DownloadCompletedHanderler ();
public static event DownloadCompletedHanderler OnDownloadCompleted;
```

- call after share
-in Android. After share it will callback is "Unkown" only

```csharp
public delegate void ShareCompletedHanderler (SharingResult result);
public static event ShareCompletedHanderler OnShareCompleted;
```

Ex1

```csharp
void OnEnable(){
     NativeShare.OnShareCompleted += OnShareCompleted;
}

void OnDisable(){
     NativeShare.OnShareCompleted -= OnShareCompleted;
}

void OnShareCompleted(NativeShare.SharingResult result){

          switch (result) {
          case NativeShare.SharingResult.Success:
               break;
          case NativeShare.SharingResult.Cancel:
               break;
          case NativeShare.SharingResult.Fail:
               break;
          case NativeShare.SharingResult.Unknown:
               break;
          }

     }
```

How to use

Ex1 - Basic Share

- You can use file url form web.
```
string filepath = "https://www.image.com/image1.png";
```

- Or file in StreamingAssets Folder.
```
string filepath = Application.streamingAssetsPath+"/logo.png";
```

- Share file by code
```
NativeShare.ShareFile (filepath);
```

-You can share file extension another for example .gif .mp4 .mov .pdf and others.

Ex2 - Multifiles Sharing

- You can multi files share.

```
List<string> files = new List<string> ();
files.Add (Application.streamingAssetsPath+ "/video.mov");
files.Add ("https://www.image.com/image1.jpg");

NativeShare.ShareFiles(files.ToArray());
```

- multifiles sharing not support with twitter and instagram.

Ex3 - Share to Social App

-You can share to social app specified.
```
NativeShare.ShareTexture(m_texture,ShareApp.Facebook);
```

-For Android.
```
NativeShare.ShareTexture(m_texture,"com.facebook.katana");
```

-For iOS.
```
NativeShare.ShareTexture(m_texture,"com.apple.share.Facebook.post");
```


Finally thanks for purchasing this plugin and I hope that it helps you with your project

if you have questions please contact me
email: cinowacs@gmail.com