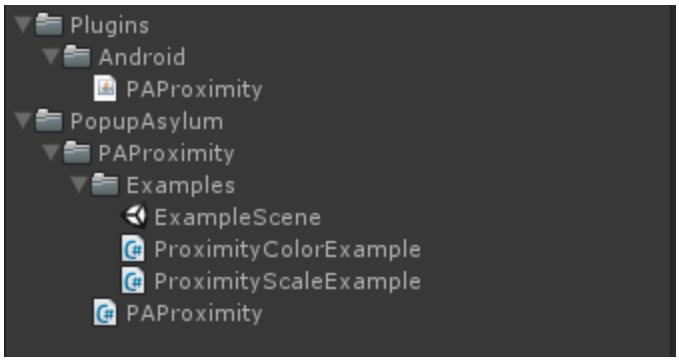
PAProximity

About

PAProximity is an Android plugin giving access to the proximity sensor.

To Use PAProximity

After importing the package your Project window should look like this;



These are all the files required to work with PAProximity, for plugins the folder structure is important so the PAProximity.jar cannot be moved.

A script can register to proximity events in two ways, assigning a message receiver, or a delegate method. Both ways can be used simultaneously and will require a method with the following method signature.

```
void OnProximityChange(PAProximity.Proximity proximity)
```

Using a Message Receiver

A message receiver is simply a gameobject that will receive a call to "`OnProximityChange`" via Unity's built in SendMessage method. A method on any of the scripts attached to that gameobject that matches that name exactly and has the method signature will be called.

To assign a message receiver use the static variable messageReceiver

```
PAProximity.messageReceiver = gameObject;
```

Using Delegates

Delegates are more performant than messages but require more management. PAProximity has a static delegate "`onProximityChange`", using the same method signature as above.

To assign a delegate function use

```
PAProximity.onProximityChange = MyFunction;
```

When the object is destroyed it is important to clean up the delegate method

```
PAProximity.onProximityChange = null;
```
or
```
PAProximity.onProximityChange -= MyFunction;
```

If the delegate is not cleaned when the object is destroyed, proximity events will still be sent to the missing object causing errors.

More information on using delegates can be found at
http://unity3d.com/learn/tutorials/modules/intermediate/scripting/delegates