

# Namespace **VoxelBusters.NativePlugins**

## Classes

### **AddressBook**

The AddressBook class provides cross-platform interface to access the contact information.

### **AlertDialog**

The AlertDialog class provides an interface to display an alert message to the user.

### **MailComposer**

The MailComposer class provides an interface to compose and send an email message.

### **MessageComposer**

The MessageComposer class provides a standard interface for composing and sending SMS or MMS messages.

### **MimeType**

The MimeType class is a collection of most commonly used MIME types.

### **NativePluginsSettings**

### **RateMyApp**

The RateMyApp class provides an unique way to prompt user to review the app.

### **RateMyAppDefaultValidator**

### **RuntimePlatformValue**

The RuntimePlatformValue class represents an immutable, read-only object that combines a string value with a platform.

### **ShareSheet**

The ShareSheet class provides an interface to access standard services from your app.

### **SocialShareComposer**

The SocialShareComposer class provides an interface to compose a post for supported social networking services.

## Structs

### **URLString**

Struct value to represent the location of a resource, such as an item on a remote server or the path to a local file.

## Interfaces

### **IAddressBookContact**

This interface contains contact properties, such as contact's name, image, phone numbers etc.

### **IAddressBookReadContactsCallbackResult**

This interface contains the information retrieved when [ReadContacts\(GenericCallback<IAddressBookReadContactsCallbackResult>\)](#) operation is completed.

### **IAddressBookRequestAccessCallbackResult**

### **ICallbackResult**

Base interface to be implemented by the result object returned by the native operation.

## **IMailComposerClosedCallbackResult**

This interface contains the result of the user action which caused [MailComposer](#) interface to dismiss.

## **IMessageComposerClosedCallbackResult**

This interface contains the result of the user action which caused [MessageComposer](#) interface to dismiss.

## **IRateMyAppValidator**

## **IShareSheetClosedCallbackResult**

This interface contains the result of the user action which caused [ShareSheet](#) interface to dismiss.

## **ISocialShareComposerClosedCallbackResult**

This interface contains the result of the user action which caused [SocialShareComposer](#) interface to dismiss.

## **Enums**

### **AddressBookAuthorizationStatus**

An authorization status the user can grant for an app to access the contacts information.

### **MailComposerResultCode**

Result codes returned when the [MailComposer](#) interface is dismissed.

### **MessageComposerResultCode**

Result codes returned when the [MessageComposer](#) interface is dismissed.

### **RuntimePlatform**

The enum is used to indicate the platform application is running.

### **ShareSheetResultCode**

Result codes returned when the [ShareSheet](#) interface is dismissed.

### **SocialShareComposerResultCode**

Possible values for the result, when [SocialShareComposer](#) interface is dismissed.

### **SocialShareComposerType**

The enum specifies the sharing service you want to post to.

### **TextureEncoding**

This enum is used to define the texture encoding technique to be used by the plugin.

## **Delegates**

### **GenericCallback**

A zero argument generic callback.

### **GenericCallback<T>**

Generic callback contains the result returned by the native operation.

# Class AddressBook

The AddressBook class provides cross-platform interface to access the contact information.

## Inheritance

System.Object  
AddressBook

## Inherited Members

System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()  
System.Object.ToString()  
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public static class AddressBook
```

## Fields

### defaultImage

#### Declaration

```
public static readonly Texture2D defaultImage
```

#### Field Value

TYPE	DESCRIPTION
Texture2D	

## Methods

### GetAuthorizationStatus()

Returns the current authorization status provided to access the contact data.

#### Declaration

```
public static AddressBookAuthorizationStatus GetAuthorizationStatus()
```

#### Returns

TYPE	DESCRIPTION
<a href="#">AddressBookAuthorizationStatus</a>	The current authorization status to access the contact data.

### ReadContacts(GenericCallback<IAddressBookReadContactsCallbackResult>)

#### Declaration

```
public static void ReadContacts(GenericCallback<IAddressBookReadContactsCallbackResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">GenericCallback&lt;IAddressBookReadContactsCallbackResult&gt;</a>	callback	

# Enum AddressBookAuthorizationStatus

An authorization status the user can grant for an app to access the contacts information.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public enum AddressBookAuthorizationStatus
```

### Fields

NAME	DESCRIPTION
Authorized	The application is authorized to access address book data.
Denied	The user explicitly denied access to address book data for this application.
NotDetermined	The user has not yet made a choice regarding whether this app can access the address book data.
Restricted	The application is not authorized to access the address book data.

# Class AlertDialog

The AlertDialog class provides an interface to display an alert message to the user.

## Inheritance

System.Object

AlertDialog

## Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public class AlertDialog
```

## Examples

The following code example shows how to configure and present an alert dialog.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.NativePlugins;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        new AlertDialog()
            .SetTitle(title)
            .SetMessage(message)
            .AddButton(button, OnAlertButtonClicked)
            .Show();
    }

    private void OnAlertButtonClicked()
    {
        // add your code
    }
}
```

## Constructors

### AlertDialog()

Initializes a new instance of the [AlertDialog](#) class.

## Declaration

```
public AlertDialog()
```

## Properties

### Message

Gets the message of the alert.

#### Declaration

```
public string Message { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	The message of the alert.

### Title

Gets the title of the alert.

#### Declaration

```
public string Title { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	The title of the alert.

### Methods

#### AddButton(String, GenericCallback)

Attaches an action button to the alert. Here, the default style is used.

#### Declaration

```
public AlertDialog AddButton(string text, GenericCallback callback)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The title of the button.
<a href="#">GenericCallback</a>	callback	The method to execute when the user selects this button.

#### Returns

TYPE	DESCRIPTION
<a href="#">AlertDialog</a>	

#### AddCancelButton(String, GenericCallback)

Attaches action button to the alert. This style type indicates the action cancels the operation and leaves things unchanged.

#### Declaration

```
public AlertDialog AddCancelButton(string text, GenericCallback callback)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The title of the button.
<a href="#">GenericCallback</a>	callback	The method to execute when the user selects this button.

#### Returns

TYPE	DESCRIPTION
<a href="#">AlertDialog</a>	

### Dismiss()

Dismisses the alert dialog before user selects an action.

#### Declaration

```
public void Dismiss()
```

### Finalize()

#### Declaration

```
protected void Finalize()
```

### SetMessage(String)

Sets the message of the alert.

#### Declaration

```
public AlertDialog SetMessage(string value)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The descriptive text that provides more details about the reason for the alert.

#### Returns

TYPE	DESCRIPTION
<a href="#">AlertDialog</a>	

### SetTitle(String)

Sets the title of the alert.

#### Declaration

```
public AlertDialog SetTitle(string value)
```



Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The title of the alert.

Returns

TYPE	DESCRIPTION
<a href="#">AlertDialog</a>	

Show()

Shows the alert dialog to the user.

Declaration

```
public void Show()
```

Show(String, String, String, GenericCallback)

Creates a new alert dialog with specified values.

Declaration

```
public static void Show(string title, string message, string button = "Ok", GenericCallback callback = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	title	The title of the alert.
System.String	message	The descriptive text that provides more details.
System.String	button	The title of the button.
<a href="#">GenericCallback</a>	callback	The method to execute when the user selects this button.

# Delegate GenericCallback

A zero argument generic callback.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public delegate void GenericCallback();
```

# Delegate GenericCallback<T>

Generic callback contains the result returned by the native operation.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public delegate void GenericCallback<T>(T result)
    where T : ICallbackResult;
```

## Parameters

TYPE	NAME	DESCRIPTION
T	result	

## Type Parameters

NAME	DESCRIPTION
T	

# Interface IAddressBookContact

This interface contains contact properties, such as contact’s name, image, phone numbers etc.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface IAddressBookContact
```

## Properties

### EmailAddresses

An array of email addresses of the contact. (read-only)

#### Declaration

```
string[] EmailAddresses { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String[]	

### FirstName

The first name of the contact. (read-only)

#### Declaration

```
string FirstName { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	

### LastName

The last name of the contact. (read-only)

#### Declaration

```
string LastName { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	

### MiddleName

The middle name of the contact. (read-only)

#### Declaration

```
string MiddleName { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	

### PhoneNumbers

An array of phone numbers of the contact. (read-only)

#### Declaration

```
string[] PhoneNumbers { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String[]	

### Methods

#### GetImageAsync(GenericCallback<IGetImageAsyncCallbackResult>)

Asynchronously loads the profile picture of a contact.

#### Declaration

```
void GetImageAsync(GenericCallback<IGetImageAsyncCallbackResult> callback)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">GenericCallback</a> <IGetImageAsyncCallbackResult>	callback	The callback to be executed when request is completed.

# Interface IAddressBookReadContactsCallbackResult

This interface contains the information retrieved when [ReadContacts\(GenericCallback<IAddressBookReadContactsCallbackResult>\)](#) operation is completed.

## Inherited Members

[ICallbackResult.Error](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface IAddressBookReadContactsCallbackResult : ICallbackResult
```

## Properties

### Contacts

Contains the contacts details retrieved from address book.

## Declaration

```
IAddressBookContact[] Contacts { get; }
```

## Property Value

TYPE	DESCRIPTION
<a href="#">IAddressBookContact</a> []	If the requested operation was successful, this property holds an array of <a href="#">IAddressBookContact</a> objects; otherwise, this is null.

# Interface IAddressBookRequestAccessCallbackResult

## Inherited Members

[ICallbackResult.Error](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface IAddressBookRequestAccessCallbackResult : ICallbackResult
```

## Properties

### AuthorizationStatus

#### Declaration

```
AddressBookAuthorizationStatus AuthorizationStatus { get; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">AddressBookAuthorizationStatus</a>	

# Interface ICallbackResult

Base interface to be implemented by the result object returned by the native operation.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface ICallbackResult
```

## Properties

### Error

Provides additional information about the kind of error and any underlying cause occurred while executing native operation.

## Declaration

```
string Error { get; }
```

## Property Value

TYPE	DESCRIPTION
System.String	If the requested operation was successful, this value is null; otherwise, this property holds the description of the problem that occurred.



# Interface IMailComposerClosedCallbackResult

This interface contains the result of the user action which caused [MailComposer](#) interface to dismiss.

## Inherited Members

[ICallbackResult.Error](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface IMailComposerClosedCallbackResult : ICallbackResult
```

## Properties

### ResultCode

Gets the result of the user’s action.

## Declaration

```
MailComposerResultCode ResultCode { get; }
```

## Property Value

TYPE	DESCRIPTION
<a href="#">MailComposerResultCode</a>	The result code of user’s action.

# Interface IMessageComposerClosedCallbackResult

This interface contains the result of the user action which caused [MessageComposer](#) interface to dismiss.

## Inherited Members

[ICallbackResult.Error](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface IMessageComposerClosedCallbackResult : ICallbackResult
```

## Properties

### ResultCode

Gets the result code.

## Declaration

```
MessageComposerResultCode ResultCode { get; }
```

## Property Value

TYPE	DESCRIPTION
<a href="#">MessageComposerResultCode</a>	The result code of user’s action.

# Interface IRateMyAppValidator

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface IRateMyAppValidator
```

## Methods

### CanShowRateMyApp()

#### Declaration

```
bool CanShowRateMyApp()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	

### DidClickOnCancelButton()

#### Declaration

```
void DidClickOnCancelButton()
```

### DidClickOnOkButton()

#### Declaration

```
void DidClickOnOkButton()
```

### DidClickOnRemindLaterButton()

#### Declaration

```
void DidClickOnRemindLaterButton()
```

# Interface IShareSheetClosedCallbackResult

This interface contains the result of the user action which caused [ShareSheet](#) interface to dismiss.

Inherited Members

[ICallbackResult.Error](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

Syntax

```
public interface IShareSheetClosedCallbackResult : ICallbackResult
```

Properties

ResultCode

Gets the result of the user’s action.

Declaration

```
ShareSheetResultCode ResultCode { get; }
```

Property Value

TYPE	DESCRIPTION
<a href="#">ShareSheetResultCode</a>	The result code of user’s action.

# Interface ISocialShareComposerClosedCallbackResult

This interface contains the result of the user action which caused [SocialShareComposer](#) interface to dismiss.

## Inherited Members

[ICallbackResult.Error](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public interface ISocialShareComposerClosedCallbackResult : ICallbackResult
```

## Properties

### ResultCode

Gets the result of the user’s action.

## Declaration

```
SocialShareComposerResultCode ResultCode { get; }
```

## Property Value

TYPE	DESCRIPTION
<a href="#">SocialShareComposerResultCode</a>	The result code of user’s action.

# Class MailComposer

The MailComposer class provides an interface to compose and send an email message.

## Inheritance

System.Object

MailComposer

## Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public class MailComposer
```

## Examples

The following code example shows how to compose mail.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.NativePlugins;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        if (MailComposer.CanSendMail())
        {
            // create new instance and populate fields
            new MailComposer()
                .SetSubject("Example")
                .SetBody("Lorem ipsum dolor sit amet")
                .AddScreenshot("screenshot.jpg")
                .SetCompletionCallback(OnMailComposerClosed)
                .Show();
        }
        else
        {
            // device doesn't support sending emails
        }
    }

    private void OnMailComposerClosed(IMailComposerClosedCallbackResult result)
    {
        // add your code
    }
}
```

## Constructors

### MailComposer()

Initializes a new instance of the [MailComposer](#) class.

Declaration

```
public MailComposer()
```

Methods

AddAttachment(Byte[], String, String)

Adds the specified data as an attachment of the email.

Declaration

```
public MailComposer AddAttachment(byte[] data, string mimeType, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	The data of the file that has to be added as an attachment.
System.String	mimeType	The MIME type of the specified data.
System.String	fileName	The filename of the specified data.

Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

AddImage(Texture2D, String)

Adds specified image as an attachment of the email.

Declaration

```
public MailComposer AddImage(Texture2D image, string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image that has to be added as an attachment.
System.String	fileName	The preferred filename to associate with the image.

Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

AddScreenshot(String)

Captures a screenshot and adds it as an attachment of the email.

Declaration

```
public MailComposer AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	The preferred filename to associate with the image.

Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

CanSendMail()

Returns a Boolean indicating whether the current device is able to send email.

Declaration

```
public static bool CanSendMail()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device is configured for sending email, <code>false</code> otherwise.

Finalize()

Declaration

```
protected void Finalize()
```

SetBccRecipients(String[])

Sets the initial recipients to include in the email’s “Bcc” field.

Declaration

```
public MailComposer SetBccRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values, each of which contains the email address of a single recipient.

Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	



SetBody(String, Boolean)

Sets the initial body text to include in the email.

Declaration

```
public MailComposer SetBody(string value, bool isHtml = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The initial body text of the message. The text is interpreted as either plain text or HTML depending on the value of the isHTML parameter..
System.Boolean	isHtml	Specify YES if the body parameter contains HTML content or specify NO if it contains plain text.

Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

SetCcRecipients(String[])

Sets the initial recipients to include in the email’s “Cc” field.

Declaration

```
public MailComposer SetCcRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values, each of which contains the email address of a single recipient.

Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

SetCompletionCallback(GenericCallback<IMailComposerClosedCallbackResult>)

Specify the action to execute after the composer is dismissed.

Declaration

```
public MailComposer SetCompletionCallback(GenericCallback<IMailComposerClosedCallbackResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
<a href="#">GenericCallback&lt;IMailComposerClosedCallbackResult&gt;</a>	callback	The action to be called on completion.

#### Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

### SetSubject(String)

Sets the initial text for the subject line of the email.

#### Declaration

```
public MailComposer SetSubject(string value)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The text to display in the subject line.

#### Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

### SetToRecipients(String[])

Sets the initial recipients to include in the email’s “To” field.

#### Declaration

```
public MailComposer SetToRecipients(params string[] values)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values, each of which contains the email address of a single recipient.

#### Returns

TYPE	DESCRIPTION
<a href="#">MailComposer</a>	

### Show()

Shows the email composer interface with values initially set.

#### Declaration

```
public void Show()
```

# Enum MailComposerResultCode

Result codes returned when the [MailComposer](#) interface is dismissed.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public enum MailComposerResultCode
```

### Fields

NAME	DESCRIPTION
Cancelled	The user cancelled the operation. No email message was queued.
Failed	The email message was not saved or queued, possibly due to an error.
Saved	The email message was saved in the user’s Drafts folder.
Sent	The email message was queued in the user’s outbox.
Unknown	The user action could not be determined.

# Class MessageComposer

The MessageComposer class provides a standard interface for composing and sending SMS or MMS messages.

## Inheritance

System.Object

MessageComposer

## Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public class MessageComposer
```

## Examples

The following code example shows how to compose text message.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.NativePlugins;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        if (MessageComposer.CanSendText())
        {
            // create new instance and populate fields
            new MessageComposer()
                .SetBody("Lorem ipsum dolor sit amet")
                .SetCompletionCallback(OnMessageComposerClosed)
                .Show();
        }
        else
        {
            // device doesn't support sending emails
        }
    }

    private void OnMessageComposerClosed(IMessageComposerClosedCallbackResult result)
    {
        // add your code
    }
}
```

## Constructors

### MessageComposer()

Initializes a new instance of the [MessageComposer](#) class.

## Declaration

```
public MessageComposer()
```

## Methods

### AddAttachment(Byte[], String, String)

Adds the specified data as an attachment of the message.

#### Declaration

```
public MessageComposer AddAttachment(byte[] data, string mimeType, string fileName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.Byte[]	data	The data of the file that has to be added as an attachment.
System.String	mimeType	The MIME type of the specified data.
System.String	fileName	The filename of the specified data.

#### Returns

TYPE	DESCRIPTION
<a href="#">MessageComposer</a>	

### AddImage(Texture2D, String)

Adds specified image as an attachment of the message.

#### Declaration

```
public MessageComposer AddImage(Texture2D image, string fileName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image that has to be added as an attachment.
System.String	fileName	The preferred filename to associate with the image.

#### Returns

TYPE	DESCRIPTION
<a href="#">MessageComposer</a>	

### AddScreenshot(String)

Captures a screenshot and adds it as an attachment of the message.

Declaration

```
public MessageComposer AddScreenshot(string fileName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	fileName	The preferred filename to associate with the image.

Returns

TYPE	DESCRIPTION
<a href="#">MessageComposer</a>	

CanSendText()

Returns a Boolean value indicating whether the current device is capable of sending text messages.

Declaration

```
public static bool CanSendText()
```

Returns

TYPE	DESCRIPTION
System.Boolean	<code>true</code> , if the device can send text messages, <code>false</code> otherwise.

Finalize()

Declaration

```
protected void Finalize()
```

SetBody(String)

Sets the initial content of the message.

Declaration

```
public MessageComposer SetBody(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The initial content in the body of a message.

Returns

TYPE	DESCRIPTION
<a href="#">MessageComposer</a>	

SetCompletionCallback(GenericCallback<IMessageComposerClosedCallbackResult>)

Specify the action to execute after the composer is dismissed.

Declaration

```
public MessageComposer SetCompletionCallback(GenericCallback<IMessageComposerClosedCallbackResult> callback)
```

Parameters

TYPE	NAME	DESCRIPTION
GenericCallback<IMessageComposerClosedCallbackResult>	callback	The action to be called on completion.

Returns

TYPE	DESCRIPTION
MessageComposer	

SetRecipients(String[])

Sets the initial recipients of the message..

Declaration

```
public MessageComposer SetRecipients(params string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	values	An array of string values containing the initial recipients of the message.

Returns

TYPE	DESCRIPTION
MessageComposer	

SetSubject(String)

Sets the initial subject of the message.

Declaration

```
public MessageComposer SetSubject(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The initial subject for a message.

Returns



TYPE	DESCRIPTION
<a href="#">MessageComposer</a>	

**Show()**

Shows the message composer interface with values initially set.

**Declaration**

```
public void Show()
```

# Enum MessageComposerResultCode

Result codes returned when the [MessageComposer](#) interface is dismissed.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public enum MessageComposerResultCode
```

## Fields

NAME	DESCRIPTION
Cancelled	The user canceled the composition.
Failed	The message was not saved or queued, possibly due to an error.
Sent	The user successfully queued or sent the message.
Unknown	The user action could not be determined. This occurs in platforms where there is no provision to find result.

# Class MimeType

The MimeType class is a collection of most commonly used MIME types.

Inheritance

System.Object  
MimeType

Inherited Members

System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()  
System.Object.ToString()  
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

Syntax

```
public static class MimeType
```

Fields

kHtmlText

The MIME value used to determine normal web pages (Read Only).

Declaration

```
public const string kHtmlText = "text/html"
```

Field Value

TYPE	DESCRIPTION
System.String	

kJavaScriptText

The MIME value used to determine javascript content (Read Only).

Declaration

```
public const string kJavaScriptText = "text/javascript"
```

Field Value

TYPE	DESCRIPTION
System.String	

kJPGImage

The MIME value used to determine jpg image file (Read Only).

Declaration

```
public const string kJPGImage = "image/jpeg"
```

#### Field Value

TYPE	DESCRIPTION
System.String	

### kPDF

The MIME value used to determine Adobe® PDF documents (Read Only).

#### Declaration

```
public const string kPDF = "application/pdf"
```

#### Field Value

TYPE	DESCRIPTION
System.String	

### kPlainText

The MIME value used to determine plain text file (Read Only).

#### Declaration

```
public const string kPlainText = "text/plain"
```

#### Field Value

TYPE	DESCRIPTION
System.String	

### kPNGImage

The MIME value used to determine png image file (Read Only).

#### Declaration

```
public const string kPNGImage = "image/png"
```

#### Field Value

TYPE	DESCRIPTION
System.String	

# Class NativePluginsSettings

Inheritance

System.Object

NativePluginsSettings

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class NativePluginsSettings : ScriptableObject
```

## Properties

### AddressBookSettings

Declaration

```
public static AddressBookSettings AddressBookSettings { get; }
```

Property Value

TYPE	DESCRIPTION
AddressBookSettings	

### ApplicationSettings

Declaration

```
public static ApplicationSettings ApplicationSettings { get; }
```

Property Value

TYPE	DESCRIPTION
ApplicationSettings	

### MobilePopupSettings

Declaration

```
public static MobilePopupSettings MobilePopupSettings { get; }
```

Property Value

TYPE	DESCRIPTION
MobilePopupSettings	

### RateMyAppSettings

Declaration

```
public static RateMyAppSettings RateMyAppSettings { get; }
```

Property Value

TYPE	DESCRIPTION
RateMyAppSettings	

## SharingSettings

### Declaration

```
public static SharingSettings SharingSettings { get; }
```

### Property Value

TYPE	DESCRIPTION
SharingSettings	

# Class RateMyApp

The RateMyApp class provides an unique way to prompt user to review the app.

## Inheritance

System.Object

RateMyApp

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public class RateMyApp : MonoBehaviour
```

## Methods

### AskForReviewNow()

Immediately prompts user to review. This method ignores IRateMyAppValidator conditions to be satisfied.

## Declaration

```
public static void AskForReviewNow()
```

# Class RateMyAppDefaultValidator

Inheritance

System.Object  
RateMyAppDefaultValidator

Implements

[IRateMyAppValidator](#)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class RateMyAppDefaultValidator : MonoBehaviour, IRateMyAppValidator
```

Methods

CanShowRateMyApp()

Declaration

```
public bool CanShowRateMyApp()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

DidClickOnCancelButton()

Declaration

```
public void DidClickOnCancelButton()
```

DidClickOnOkButton()

Declaration

```
public void DidClickOnOkButton()
```

DidClickOnRemindLaterButton()

Declaration

```
public void DidClickOnRemindLaterButton()
```

Implements

[IRateMyAppValidator](#)



# Enum RuntimePlatform

The enum is used to indicate the platform application is running.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public enum RuntimePlatform
```

### Fields

NAME	DESCRIPTION
All	
Android	The runtime platform is Android.
Editor	The runtime platform is Unity Editor.
iOS	The runtime platform is iOS.
tvOS	The runtime platform is tvOS.
Unknown	The runtime platform could not be determined.

# Class RuntimePlatformValue

The RuntimePlatformValue class represents an immutable, read-only object that combines a string value with a platform.

### Inheritance

System.Object

RuntimePlatformValue

### Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public class RuntimePlatformValue
```

### Properties

#### Platform

Gets the runtime platform associated with string value.

#### Declaration

```
public RuntimePlatform Platform { get; }
```

#### Property Value

TYPE	DESCRIPTION
<a href="#">RuntimePlatform</a>	The enum value indicates the platform to which string value belongs.

### Value

Gets the string value.

#### Declaration

```
public string Value { get; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	The string value.

### Methods

#### All(String)

Returns a new instance of [RuntimePlatformValue](#), containing a string value functional on all supported platform.

Declaration

```
public static RuntimePlatformValue All(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The string value associated with all supported platforms.

Returns

TYPE	DESCRIPTION
<a href="#">RuntimePlatformValue</a>	The instance of <a href="#">RuntimePlatformValue</a> .

Android(String)

Returns a new instance of [RuntimePlatformValue](#), containing a string value functional only on Android platform.

Declaration

```
public static RuntimePlatformValue Android(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The string value associated with Android platform.

Returns

TYPE	DESCRIPTION
<a href="#">RuntimePlatformValue</a>	The instance of <a href="#">RuntimePlatformValue</a> .

iOS(String)

Returns a new instance of [RuntimePlatformValue](#), containing a string value functional only on iOS platform.

Declaration

```
public static RuntimePlatformValue iOS(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The string value associated with iOS platform.

Returns

TYPE	DESCRIPTION
<a href="#">RuntimePlatformValue</a>	The instance of <a href="#">RuntimePlatformValue</a> .

**IsEqualToPlatform(RuntimePlatform)**

Declaration

```
public bool IsEqualToPlatform(RuntimePlatform other)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">RuntimePlatform</a>	other	

Returns

TYPE	DESCRIPTION
System.Boolean	

**ToString()**

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.Object.ToString()

**tvOS(String)**

Returns a new instance of [RuntimePlatformValue](#), containing a string value functional only on tvOS platform.

Declaration

```
public static RuntimePlatformValue tvOS(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The string value associated with tvOS platform.

Returns

TYPE	DESCRIPTION
<a href="#">RuntimePlatformValue</a>	The instance of <a href="#">RuntimePlatformValue</a> .

# Class ShareSheet

The ShareSheet class provides an interface to access standard services from your app.

## Inheritance

System.Object

ShareSheet

## Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public class ShareSheet
```

## Examples

The following code example shows how to use share sheet.

```
using UnityEngine;
using System.Collections;
using VoxelBusters.NativePlugins;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        new ShareSheet()
            .AddText("Example")
            .AddScreenshot()
            .SetCompletionCallback(OnShareSheetClosed)
            .Show();
    }

    private void OnShareSheetClosed(IShareSheetClosedCallbackResult result)
    {
        // add your code
    }
}
```

## Constructors

### ShareSheet()

Initializes a new instance of the [ShareSheet](#) class.

## Declaration

```
public ShareSheet()
```

## Methods

### AddImage(Texture2D)

Adds the specified image to the share sheet.

Declaration

```
public ShareSheet AddImage(Texture2D image)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image to add.

Returns

TYPE	DESCRIPTION
<a href="#">ShareSheet</a>	

AddScreenshot()

Creates a screenshot and adds it to the share sheet.

Declaration

```
public ShareSheet AddScreenshot()
```

Returns

TYPE	DESCRIPTION
<a href="#">ShareSheet</a>	

AddText(String)

Adds the initial text to the share sheet.

Declaration

```
public ShareSheet AddText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The text to add.

Returns

TYPE	DESCRIPTION
<a href="#">ShareSheet</a>	

AddURL(URLString)

Adds the URL to the share sheet.

Declaration

```
public ShareSheet AddURL(URLString url)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">URLString</a>	url	The URL to add.

#### Returns

TYPE	DESCRIPTION
<a href="#">ShareSheet</a>	

### Finalize()

#### Declaration

```
protected void Finalize()
```

### SetCompletionCallback(GenericCallback<IShareSheetClosedCallbackResult>)

Specify the action to execute after the share sheet is dismissed.

#### Declaration

```
public ShareSheet SetCompletionCallback(GenericCallback<IShareSheetClosedCallbackResult> callback)
```

#### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">GenericCallback&lt;IShareSheetClosedCallbackResult&gt;</a>	callback	The action to be called on completion.

#### Returns

TYPE	DESCRIPTION
<a href="#">ShareSheet</a>	

### Show()

Shows the share sheet interface, anchored at screen position (0, 0).

#### Declaration

```
public void Show()
```

### Show(Vector2)

Shows the share sheet interface, anchored to given position.

#### Declaration

```
public void Show(Vector2 screenPosition)
```

#### Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	The position (in the coordinate system of screen) at which to anchor the share sheet menu. This property is used in iOS platform only.



# Enum ShareSheetResultCode

Result codes returned when the [ShareSheet](#) interface is dismissed.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public enum ShareSheetResultCode
```

### Fields

NAME	DESCRIPTION
Cancelled	The user cancelled the operation.
Done	The user has completed action by selecting one of the service.
Unknown	The user action could not be determined. This occurs in platforms where there is no provision to find result.

# Class SocialShareComposer

The SocialShareComposer class provides an interface to compose a post for supported social networking services.

## Inheritance

System.Object

SocialShareComposer

## Inherited Members

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ToString()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public class SocialShareComposer
```

## Examples

The following code example shows how to create composer for Facebook

```
using UnityEngine;
using System.Collections;
using VoxelBusters.NativePlugins;

public class ExampleClass : MonoBehaviour
{
    public void Start()
    {
        new SocialShareComposer(SocialShareComposerType.Facebook)
            .AddText("Example")
            .AddScreenshot()
            .SetCompletionCallback(OnShareComposerClosed)
            .Show();
    }

    private void OnShareComposerClosed(ISocialShareComposerClosedCallbackResult result)
    {
        // add your code
    }
}
```

## Constructors

### SocialShareComposer(SocialShareComposerType)

Initializes a new instance of the [SocialShareComposer](#) class.

## Declaration

```
public SocialShareComposer(SocialShareComposerType composerType)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">SocialShareComposerType</a>	composerType	Composer type.

Methods

AddImage(Texture2D)

Adds an image to the post.

Declaration

```
public SocialShareComposer AddImage(Texture2D image)
```

Parameters

TYPE	NAME	DESCRIPTION
Texture2D	image	The image to add to the post.

Returns

TYPE	DESCRIPTION
<a href="#">SocialShareComposer</a>	

AddScreenshot()

Creates a screenshot and adds it to the post.

Declaration

```
public SocialShareComposer AddScreenshot()
```

Returns

TYPE	DESCRIPTION
<a href="#">SocialShareComposer</a>	

AddText(String)

Adds the initial text to be posted.

Declaration

```
public SocialShareComposer AddText(string value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	value	The text to add to the post.

Returns

TYPE	DESCRIPTION
<a href="#">SocialShareComposer</a>	

**AddURL(URLString)**

Adds a URL to the post.

**Declaration**

```
public SocialShareComposer AddURL(URLString url)
```

**Parameters**

TYPE	NAME	DESCRIPTION
<a href="#">URLString</a>	url	The URL to add to the post.

**Returns**

TYPE	DESCRIPTION
<a href="#">SocialShareComposer</a>	

**Finalize()**

**Declaration**

```
protected void Finalize()
```

**IsComposerAvailable(SocialShareComposerType)**

**Declaration**

```
public static bool IsComposerAvailable(SocialShareComposerType composerType)
```

**Parameters**

TYPE	NAME	DESCRIPTION
<a href="#">SocialShareComposerType</a>	composerType	

**Returns**

TYPE	DESCRIPTION
System.Boolean	

**SetCompletionCallback(GenericCallback<ISocialShareComposerClosedCallbackResult>)**

Specify the action to execute after the share sheet is dismissed.

**Declaration**

```
public SocialShareComposer SetCompletionCallback(GenericCallback<ISocialShareComposerClosedCallbackResult> callback)
```

**Parameters**

TYPE	NAME	DESCRIPTION
<a href="#">GenericCallback&lt;ISocialShareComposerClosedCallbackResult&gt;</a>	callback	The action to be called on completion.

Returns

TYPE	DESCRIPTION
<a href="#">SocialShareComposer</a>	

Show()

Shows the share sheet interface, anchored at screen position (0, 0).

Declaration

```
public void Show()
```

Show(Vector2)

Shows the share sheet interface, anchored to given position.

Declaration

```
public void Show(Vector2 screenPosition)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector2	screenPosition	The position (in the coordinate system of screen) at which to anchor the share sheet menu. This property is used in iOS platform only.

# Enum SocialShareComposerResultCode

Possible values for the result, when [SocialShareComposer](#) interface is dismissed.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public enum SocialShareComposerResultCode
```

## Fields

NAME	DESCRIPTION
Cancelled	The view controller is dismissed without sending the post. For example, the user selects Cancel or the account is not available.
Done	The composer view is dismissed and the message is being sent in the background. This occurs when the user selects Done.
Unknown	The composer view is dismissed, but system couldn't determine the result. This occurs in platforms where there is no provision to find result.

# Enum SocialShareComposerType

The enum specifies the sharing service you want to post to.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

## Syntax

```
public enum SocialShareComposerType
```

## Fields

NAME	DESCRIPTION
Facebook	The value indicates Facebook platform.
Twitter	The value indicates Twitter platform.
WhatsApp	The value indicates WhatsApp platform.

# Enum TextureEncoding

This enum is used to define the texture encoding technique to be used by the plugin.

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public enum TextureEncoding
```

### Fields

NAME	DESCRIPTION
ToJPG	Encodes the given texture into JPEG format.
ToPNG	Encodes the given texture into PNG format.



# Struct URLString

Struct value to represent the location of a resource, such as an item on a remote server or the path to a local file.

### Inherited Members

- System.ValueType.Equals(System.Object)
- System.ValueType.GetHashCode()
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetType()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [VoxelBusters.NativePlugins](#)

Assembly: cs.temp.dll.dll

### Syntax

```
public struct URLString
```

### Properties

#### IsValid

Gets a value indicating whether this [URLString](#) is valid.

### Declaration

```
public bool IsValid { get; }
```

### Property Value

TYPE	DESCRIPTION
System.Boolean	<code>true</code> if is valid; otherwise, <code>false</code> .

### Methods

#### FileURLWithPath(String)

Returns a newly created object as a file URL with a specified path.

### Declaration

```
public static URLString FileURLWithPath(string path)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.String	path	The path should be a valid system path.

### Returns

TYPE	DESCRIPTION
<a href="#">URLString</a>	

#### ToString()

Returns the URL representation in string format. This value is null, if given URL is invalid.

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	The URL string.

Overrides

System.ValueType.ToString()

URLWithPath(String)

Returns a newly created object as a http URL with specified path.

Declaration

```
public static URLString URLWithPath(string path)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	path	The path should be a valid web URL path.

Returns

TYPE	DESCRIPTION
<a href="#">URLString</a>	