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using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
#if PLATFORM_ANDROID
using UnityEngine.Android;
#endif

# N.A

public class Locations : MonoBehaviour
{
    Text statusPaikka;
    Text m_longi;
    Text lat;
    GameObject dialog = null;

    // Start is called before the first frame update
    void Start()
    {
        #if PLATFORM_ANDROID
        if (!Permission.HasUserAuthorizedPermission(Permission.FineLocation))
        {
            Permission.RequestUserPermission(Permission.FineLocation);
            dialog = new GameObject();
        }
        #endif

        statusPaikka = GameObject.Find("status").GetComponent<Text>();
        m_longi = GameObject.Find("long").GetComponent<Text>();
        lat = GameObject.Find("lat").GetComponent<Text>();
        StartCoroutine("LocationHandler");
    }
    IEnumerator LocationHandler()
    {
        yield return new WaitForSeconds(1f);
        Debug.Log("paikka tieto kaynnistetty" + Input.location.status);
        statusPaikka.text = ""+Input.location.status;

        if(Input.location.isEnabledByUser == false)
        {
            statusPaikka.text = "User not enabling status: "+Input.location.status;
            yield break;
        }
        Input.location.Start();
    }
}

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    bool statusOK = false;
    for (int i = 0; i < 20; i++)
    {
        yield return new WaitForSeconds(1f);
        if(Input.location.status != statusPaikka.Initializing)
        {
            i = 20;
            statusOK = true;
        }
    }

    if(statusOK == false)
    {
        statusPaikka.text = "No connection ";
        yield break;
    }

    if(Input.location.status == LocationServicesStatus.Failed)
    {
        statusPaikka.text = "Paasy estetty ";
    }
    else
    {
        statusPaikka.text = "Connection established " + Input.location.lastData
.timestamp;
        lat.text = "Lat: " + Input.location.lastData.latitude;
        m_longi.text = "Long: " + Input.location.lastData.longitude;
    }

}
// Update is called once per frame
void Update()
{

}

void OnGUI ()
{
    #if PLATFORM_ANDROID
    if (!Permission.HasUserAuthorizedPermission(Permission.FineLocation))
    {
        // The user denied permission to use the FineLocation.
        // Display a message explaining why you need it with Yes/No buttons.
        // If the user says yes then present the request again
        // Display a dialog here.
        dialog.AddComponent<LocationPermisssion>();
        return;
    }
    else if (dialog != null)

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        {
            Destroy(dialog);
        }
    #endif
using UnityEngine;
#if PLATFORM_ANDROID
using UnityEngine.Android;
#endif

public class LocationPermisssion : MonoBehaviour
{
    const int kDialogWidth = 300;
    const int kDialogHeight = 100;
    private bool windowOpen = true;

    void DoMyWindow(int windowID)
    {
        GUI.Label(new Rect(10, 20, kDialogWidth - 20, kDialogHeight - 50), "Please
let me use the microphone.");
        GUI.Button(new Rect(10, kDialogHeight - 30, 100, 20), "No");
        if (GUI.Button(new Rect(kDialogWidth - 110, kDialogHeight - 30, 100, 20), "
Yes"))
        {
            #if PLATFORM_ANDROID
            Permission.RequestUserPermission(Permission.Microphone);
            #endif
            windowOpen = false;
        }
    }

    void OnGUI ()
    {
        if (windowOpen)
        {
            Rect rect = new Rect((Screen.width / 2) - (kDialogWidth / 2), (Screen.h
eight / 2) - (kDialogHeight / 2), kDialogWidth, kDialogHeight);
            GUI.ModalWindow(0, rect, DoMyWindow, "Permissions Request Dialog");
        }
    }
}

```