



Native Toolkit

iOS / Android / Windows Phone 8 Plugin

This Unity plugin allows easy access to native mobile functionality on iOS and Android devices. There are specific setup steps for each platform so please read this document carefully and study the demo scene and scripts before using the plugin in your project. Native Toolkit has been tested to compile with the Unity IL2CPP backend and works great on 64-bit devices. There is a demo scene located in the Assets/Native Toolkit/Examples folder.

A scripting reference for Native Toolkit can be found at: <http://secondfury.com/nativetoolkit/>

It contains a description of each function, what it does, the parameters it takes and any callbacks and/or return values.

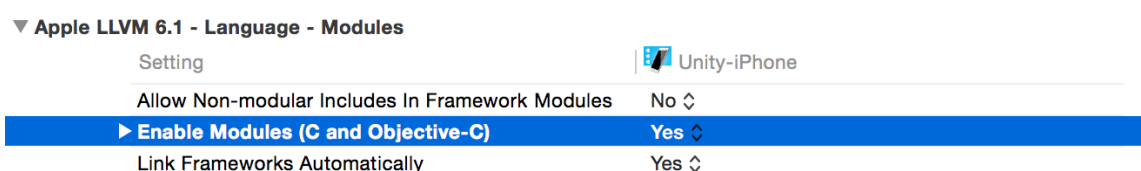
A GitHub repo containing source code can be found at: <https://github.com/ryanw3bb/unity-native-toolkit>

If you like the plugin please support the developer by starring the repo and/or forking.

iOS setup

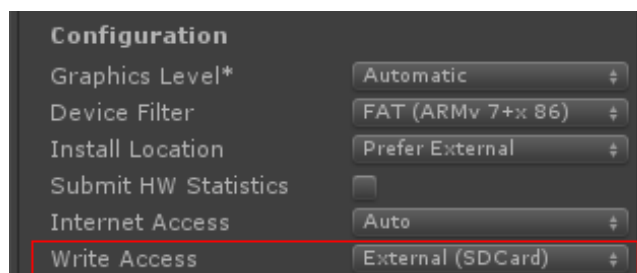
You will need to add the correct permissions to the Xcode Plist to use certain features of Native Toolkit on iOS 10 devices. Please refer to the scripting reference site to see what permission is required for each function.

Also sometimes Xcode may throw errors due to Packages not being included (this can happen when you upgrade Xcode). To automatically include used packages, make sure you have Enable Modules set to “Yes” under Xcode Build Settings.



Android setup

If you are using Android, you will need to go into **Build Settings** and access the **Player Settings** panel. Change **Write Access to External (SDCard)** to allow your app to save images and screenshots to the users device.





If you are using the provided version of AndroidManifest.xml, this will already be pre-populated with the necessary permissions and activities required to run Native Toolkit and all of its functionality. If you are making the additions manually the following is required:

```
<activity android:name="com.secondfury.nativetoolkit.MainActivity"
android:configChanges="orientation|screenSize" />
<activity android:name="com.secondfury.nativetoolkit.LocalNotificationResult" />
<receiver android:name="com.secondfury.nativetoolkit.LocalNotification"/>
```

The following permissions should also be added to the manifest. If you are not using a certain feature of Native Toolkit, it's fine to remove that particular permission:

```
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.CAMERA" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
<uses-permission android:name="android.permission.READ_CONTACTS"/>
<uses-permission android:name="android.permission.VIBRATE"/>
```

Support

If you're experiencing difficulties with the plugin, we recommend you take a good look through the demo scenes and scripts, and also the scripting reference, the URL of which is above. If this doesn't answer your question please refer to the issue tracker on the GitHub repository linked above.

If you have any requests or suggestions about how to improve the plugin, we'd be happy to hear from you.