

# File Browser

*Native file browser for standalone*



[Documentation](#)

**crosstales** LLC

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## Thank you for using our asset "File Browser"!

If you have any questions about this asset, send an email to [fb@crosstales.com](mailto:fb@crosstales.com).

Please don't forget to rate it or write a little review – it would be very much appreciated.

## 1. Overview

File Browser is a wrapper for native file dialogs on Windows, macOS and Linux.

For **UWP (WSA)**, extended **support**, **PlayMaker** actions and helping the project to be kept alive, please consider buying the **PRO** edition:

<https://www.assetstore.unity3d.com/#!/content/98713>

## 2. Features

- Works with **Windows**, **macOS**, **Linux** and **UWP (WSA)\*** in editor and runtime
- Open **file/folder**, **save file** dialogs supported
- **Multiple file** selection
- **Multiple folder** selection on **macOS** and **Linux**
- File extension **filters**
- Powerful [API](#) for **maximum control!**
- Detailed **demo scenes!**
- Comprehensive [documentation](#) and **support\***
- Compatible with **Unity 5.6 – Unity 2019**
- Full **C# source code!**
- [PlayMaker](#) actions!\*

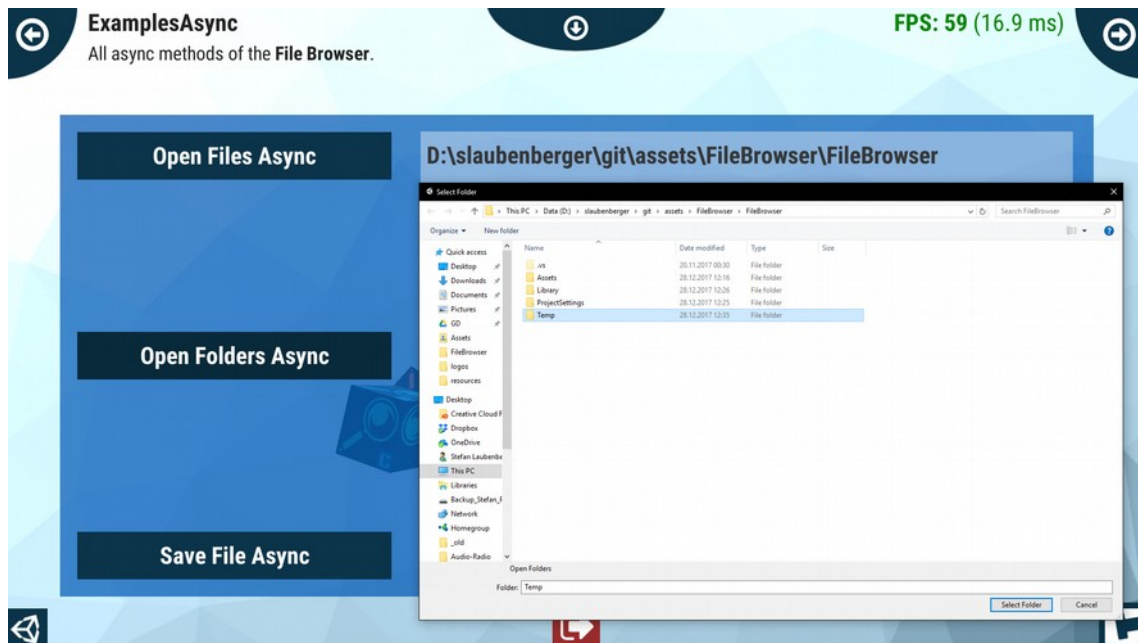
\* only in the [PRO](#) version



### 3.2. ExampleAsync

This scene shows asynchronous open files/folders and a save dialogues.

**Note:** async methods are currently disabled



## 4. API

The asset contains various methods and the most important are explained here. Make sure to **include** the **name space** in your relevant source files:

```
using Crosstales.FB;
```

### 4.1. Open single file

```
public void openSingleFile() {  
    string path = FileBrowser.OpenSingleFile("txt");  
  
    Debug.Log("Selected file: " + path);  
}
```

### 4.2. Open multiple files

```
public void OpenFiles() {  
    string extensions = "";  
  
    string[] paths = FileBrowser.OpenFiles("txt");  
  
    foreach (string path in paths)  
    {  
        Debug.Log("Selected file: " + path);  
    }  
}
```

### 4.3. Open single folder

```
public void openSingleFolder() {  
    string path = FileBrowser.OpenSingleFolder();  
  
    Debug.Log("Selected folder: " + path);  
}
```

#### 4.4. Open multiple folders

```
public void openFolders() {  
    string[] paths = FileBrowser.OpenFolders();  
  
    foreach (string path in paths)  
    {  
        Debug.Log("Selected folder: " + path);  
    }  
}
```

Note: this works doesn't work under Windows

#### 4.5. Save file

```
public void SaveFile() {  
    string path = FileBrowser.SaveFile("MyFile", "txt");  
  
    Debug.Log("Save file: " + path);  
}
```

#### 4.6. Complete API

Please read the [FileBrowser-api.pdf](#) for more details.

### 5. Verify installation

Check if File Browser is installed:

```
#if CT_FB  
    Debug.Log("File Browser installed: " + Util.Constants.ASSET_VERSION);  
#else  
    Debug.LogWarning(" File Browser NOT installed!");  
#endif
```

## 6. Upgrade to new version

Follow this steps to upgrade your version of "File Browser":

1. Update "File Browser" to the latest version from the "Unity AssetStore"
2. Delete the "Assets/Plugins/crosstales/FileBrowser" folder from the Project-view
3. Import the latest version downloaded from the "Unity AssetStore"

## 7. Important notes

### 7.1. Windows

- Unity 2018 and newer: **.NET 4.6** api compatibility level required
- Unity 5.6 - 2017: **.NET 2.0** api compatibility level required
- IL2CPP is currently not supported

### 7.2. macOS

Sync calls can throw exceptions in development builds after the panel loses and gains focus. Use async calls to avoid this.

## 8. Problems, improvements etc.

If you encounter any problems with this asset, just [send us an email](#) with a problem description and we will try to solve it.

We will try and make a version for all platforms as well, please bear with us.

## 9. Release notes

See "VERSIONS.txt" under "Assets/Plugins/crosstales/FileBrowser/Documentation".



## 10. Credits

Partially based on:

<https://github.com/gkngkc/UnityStandaloneFileBrowser>

Windows dialogs:

<http://www.ookii.org/software/dialogs/>

## 11. Contact and further information

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Email: [fb@crosstales.com](mailto:fb@crosstales.com)

AssetStore: <https://goo.gl/qwtXyb>

Forum: <https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/>

Documentation: <https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf>





API: <https://www.crosstales.com/media/data/assets/FileBrowser/api/>

Windows-Demo: [https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser\\_win.zip](https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip)

Mac-Demo: [https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser\\_mac.zip](https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_mac.zip)

Linux-Demo: [https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser\\_linux.zip](https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_linux.zip)

## 12. Our other assets

 <p><a href="#"><u>Bad Word Filter</u></a></p>	<p>The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".</p>
 <p><a href="#"><u>DJ</u></a></p>	<p>DJ is a player for external music-files. It allows a user to play his own sound inside any Unity-app. It can also read ID3-tags.</p>
 <p><a href="#"><u>Online Check</u></a></p>	<p>You need a reliable solution to check for <b>Internet availability</b>? Here it is!</p>
 <p><a href="#"><u>Radio</u></a></p>	<p>Radio allows implementing free music from Internet radio stations into your project..</p>
 <p><a href="#"><u>RTVoice</u></a></p>	<p>RT-Voice uses the computer's (already implemented) TTS (text-to-speech) voices to turn the written lines into speech and dialogue at run-time! Therefore, all text in your game/app can be spoken out loud to the player.</p>
 <p><a href="#"><u>TPS</u></a></p>	<p>Turbo Platform Switch is a Unity editor extension to reduce the time for assets to import during platform switches. We measured speed improvements up to 100x faster than the built-in switch in Unity.</p>
 <p><a href="#"><u>True Random</u></a></p>	<p>True Random can generate "true random" numbers for you and your application. The randomness comes from atmospheric noise, which for many purposes is better than the pseudo-random number algorithms typically used in computer programs.</p>
 <p><a href="#"><u>Turbo Backup</u></a></p>	<p>Turbo Backup is the fastest and safest way to backup your Unity project. It only stores the difference between the last backup, this makes it incredible fast.</p>