File Browser PRO

Native file browser for standalone

Documentation

crosstales LLC

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Thank you for buying our asset "File Browser PRO"!

If you have any questions about this asset, send an email to 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, Linux and UWP (WSA).

2. Features

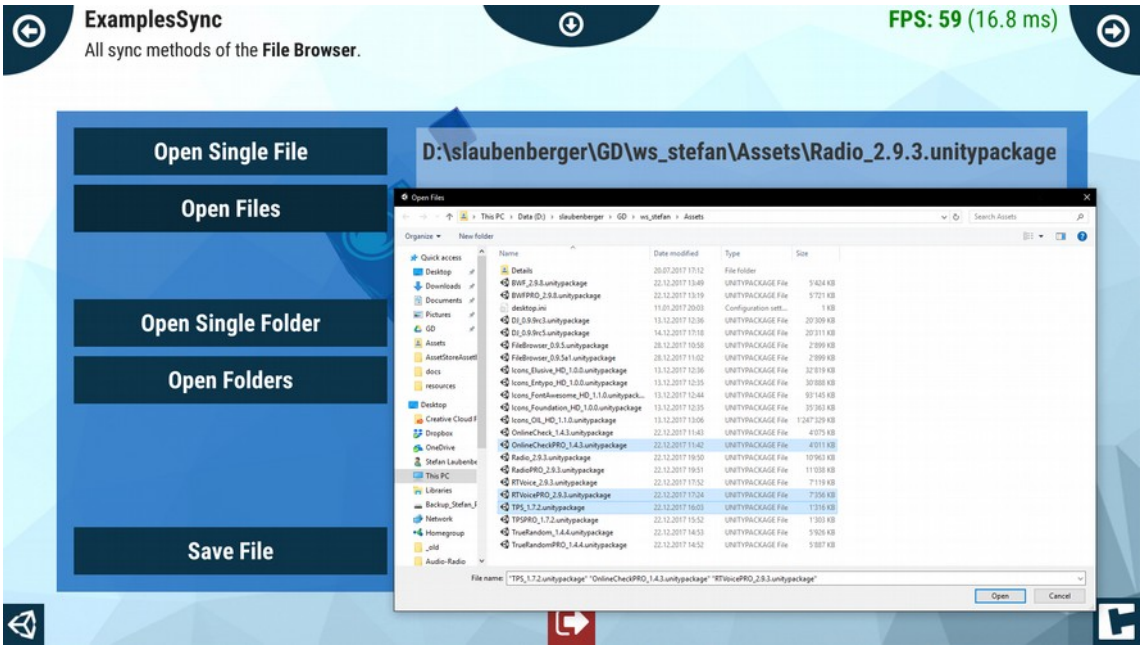
- Works with **Windows**, **macOS**, **Linux** and **UWP (WSA)** in editor and runtime
- Full **IL2CPP-support**
- Open **file/folder**, **save file** dialogs supported
- **Multiple file** selection
- **Multiple folder** selection on **macOS** and **Linux**
- **Synchronous** and **asynchronous** (non-blocking) methods
- File extension **filters**
- Powerful **API** for **maximum control**!
- Detailed **demo scenes**!
- Comprehensive **documentation** and **support**!
- Compatible with **Unity 2017.4 – Unity 2019**
- Full **C# source code**!
- **PlayMaker actions**!

3. Demonstration

The asset comes with two demo scenes to show the main usage.

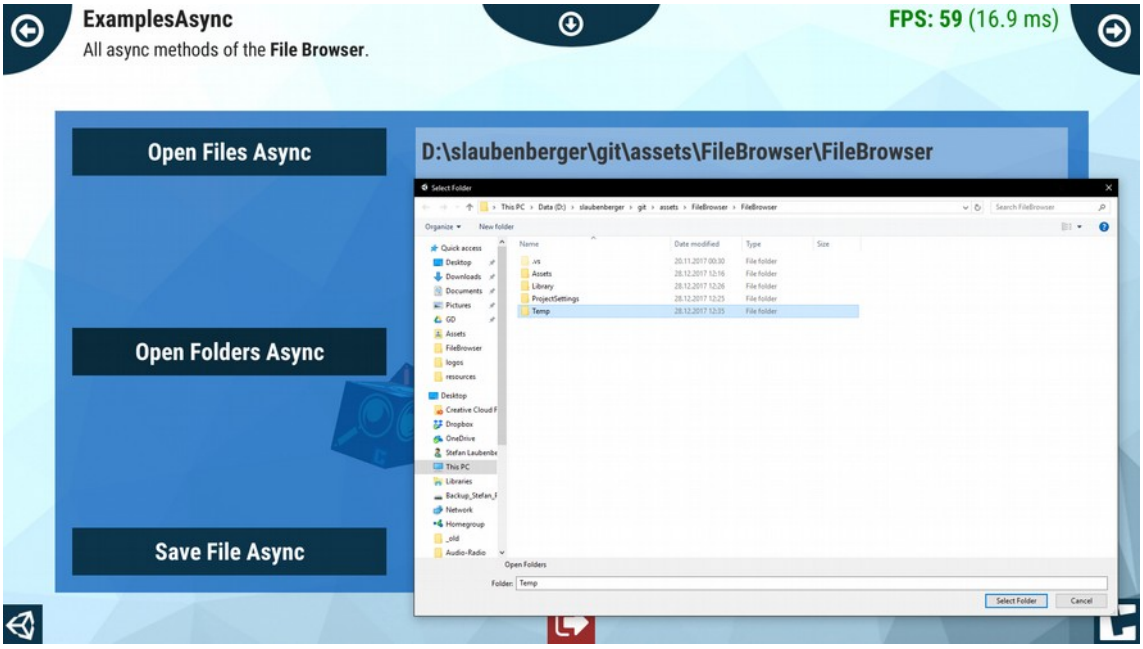
3.1. ExampleSync

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



3.2. ExampleAsync

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



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 does not 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. macOS

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

7.2. Linux

- The provided library uses GTK3+; please make sure it's installed.

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" or online:

https://crosstales.com/media/data/assets/FileBrowser/VERSIONS.txt

10. Credits

Partially based on:

https://github.com/gkngkc/UnityStandaloneFileBrowser

Improvements for the Linux version:

Yinon Oshrat

11. Contact and further information

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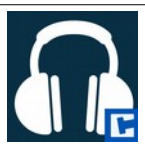
Forum:	https://forum.unity.com/threads/file-browser-native-file-browser-for-windows-and-macos.510403/
Documentation:	https://www.crosstales.com/media/data/assets/FileBrowser/FileBrowser-doc.pdf
API:	https://www.crosstales.com/media/data/assets/FileBrowser/api/
Windows-Demo:	https://www.crosstales.com/media/data/assets/FileBrowser/downloads/FileBrowser_win.zip
Mac-Demo:	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

12. Our other assets

3D Skybox	Those beautiful packages contain professional 8k, HDR, stereoscopic 360° real-world skyboxes for your projects.
Bad Word Filter	The "Bad Word Filter" (aka profanity or obscenity filter) is exactly what the title suggests: a tool to filter swearwords and other "bad sentences".
 **DJ**	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.
Online Check	You need a reliable solution to check for **Internet availability**? Here it is!
Radio	Radio allows implementing free music from Internet radio stations into your project..
RT-Voice	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.
True Random	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.
Turbo Backup	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.
Turbo Switch	Turbo 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.