

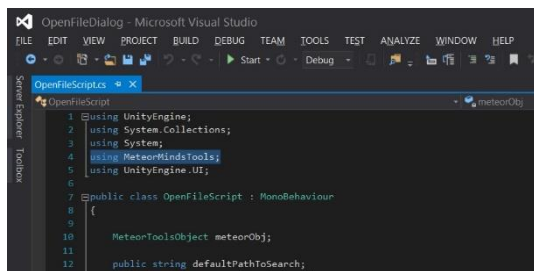
File Dialog by [Meteor Minds](#)

What it does:

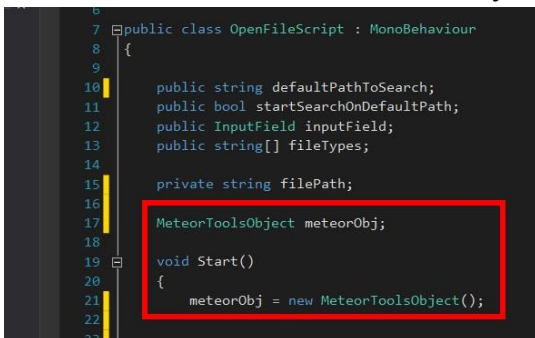
- Opens an external file dialog so you can browse and select/save a file.

How to use it:

First, add a reference to our library with “[using MeteorMindsTools;](#)” on your script.



Create and instantiate a **MeteorToolsObject** object.



You will then have 3 different methods available:

- **GetFileNameWithPathToOpen,**
- **GetFileNameWithPathToSave,**
- **LastKnownDirectory.**

GetFileNameWithPathToOpen(string *initialDirectory*, string[] *fileTypesFilter*)

- Displays a standard dialog box that prompts the user to select a file location to open
- Receives 2 parameters:
 - o *initialDirectory* – **string** with the directory to start the search
 - o *fileTypesFilter* – **string array** with file types to search (ex: “wav files (*.wav)|*.wav” , “All files (*.*)|*.*”)
- Returns a **string** with the file path chosen at the Open File Dialog

GetFileNameWithPathToSave(string *initialDirectory*, string[] *fileTypesFilter*)

- Displays a standard dialog box that prompts the user to select a location for saving a file
- Receives 2 parameters:
 - o *initialDirectory* – **string** with the directory to start the search
 - o *fileTypesFilter* – **string array** with file types to search (ex: “wav files (*.wav)|*.wav” , “png files (*.png)|*.png”)
- Returns a **string** with the file path chosen at the Save File Dialog

LastKnownDirectory()

- Returns a **string** correspondent to the previously selected directory’s path.

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Example:

Using **GetFileNameWithPathToOpen** method and storing the string resulted to an InputField text:

```
void OpenFile()
{
    string directoryToStartTheSearch = string.Empty;

    //Check the directory to start the search
    //IF it's NOT to start the search on default path, and the LastKnownDirectory is not null or empty
    //ELSE search on defaultPathToSearch
    if (!startSearchOnDefaultPath && !String.IsNullOrEmpty(meteorObj.LastKnownDirectory()))
    {
        directoryToStartTheSearch = meteorObj.LastKnownDirectory();
    }
    else
    {
        directoryToStartTheSearch = defaultPathToSearch;
    }

    //Store the file path that results from the Open File Dialog in 'filePath' variable
    filePath = meteorObj.GetFileNameWithPathToOpen(directoryToStartTheSearch, fileTypes);

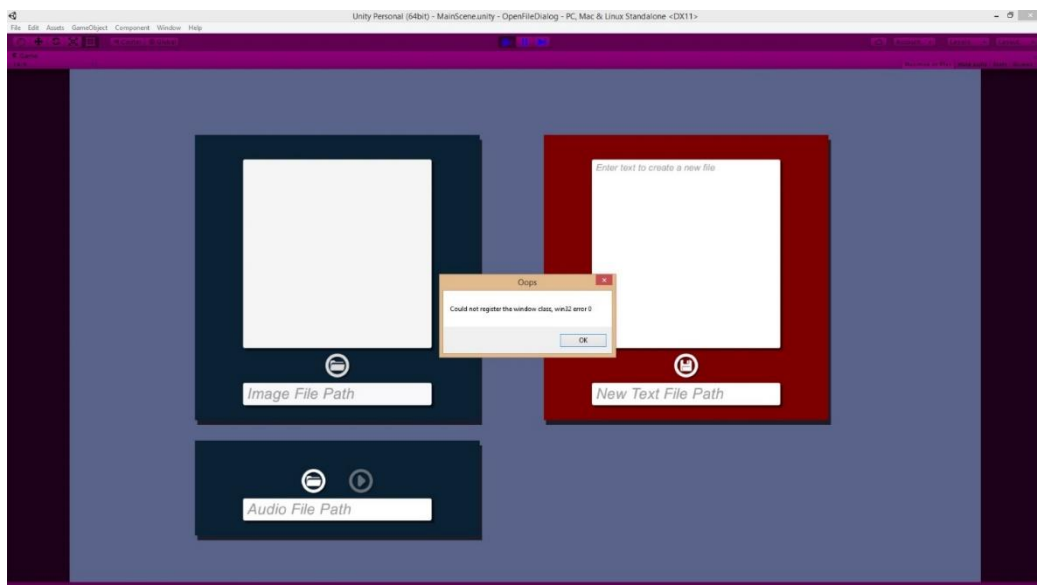
    //Set the file path to the inputField
    inputField.text = filePath;
}
```

IMPORTANT REMARK:

“Could not register the window class, win32 error 0”

Registering the new dialog window when in Unity’s **DEBUG** mode will cause failure. This is a persistent failure caused by the inability of the framework to handle the new window, although an error message is only visible sometimes (most of the times).

When this message is shown, click **OK** twice and your game/app will continue. No unhandled exceptions or other errors will propagate to the remaining of your code.



The error message above **WILL NOT OCCUR** after build/publish.