

Native Dialogs for Android and iOS

Description

You can fast and easily show native alert dialogs with buttons such as alert, confirmation, question, and 3 buttons dialogs.

Features

- easy to use and implement, source code included
- no dependencies
- thread-safe
- error safe handling
- using async/await pattern for API methods
- unity editor dialog for unity runtime
- well-tested code
- iOS simulator compatible

How to use

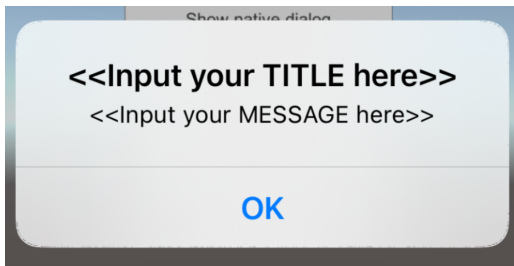
In your button click event or listener copy this lines and change title and message:

```
using (NativeAlertDialog dialog = new NativeAlertDialog())
{
    DialogParams dialogParams = new DialogParams("<<Input your TITLE here>>",
"<<Input your MESSAGE here>>");
    dialog.ShowNativeDialogAsync(dialogParams).ContinueWith(task =>
    {
        if (task.Result.Item2 != ButtonErrorCode.NoError)
        {
            //your error handling here
        }
        else
        {
            //check your pressed button here
        }
    });
}
```

Code available here:

<https://gist.github.com/protorius42/d9175bdfc62629c33b4927f844e2eb6d>

Your title and message will be displayed as follows when built and run on ios:



For more examples see the Demo scene with buttons and implementation in code.