

# Android Native Plugin

## Introduction:

So here are two versions of this plugin. In Free version you can open gallery and select Image of anytype + Android native toast , android dialog box and loading box. But Pro version provided you some additional functionality such as you can select any type of file i.e, audio,video,jpeg,png.fbx.txt and pdf by passing filter type as well as you can open camera for Image.

## Link:

<http://programminglearner143.blogspot.com/2017/10/android-native-plugin.html>

## Features:

- Show Toast.
- Show Dialog Box.
- Show android Spinner.
- Select Image of any type (free).
- Select File of any type (pro).
- Open Camera (pro).

## Documentation:

This plugin have a Scene name "AndroidNativeDemo". Open the scene and Switch to android plateform and run the project.

1. This scene have Gameobject name "AndroidNativePluginGO" which communicated with android library. All type of message pass to this gameobject.
2. Demo.cs script attach to Canvas object. All buttons "On Click" event refer to demo script.
3. You need to change player settings Go to player setting of android and change Install location to "Automatic", internal access to "Auto" and write permission to "External (SDCard)" or just attach "Change Settings" script to "AndroidNativePluginGO".
4. So if you want to integrate this plugin with your scene. Then create an empty game object having name "AndroidNativePluginGO" in your scene and attach two scripts name "AndroidNativeController" and "ChangeSettings". All set for this plugin now
5. If you are going to use File Picker or Image picker ( Open Gallery Function) then on file selection from device "OnFileSelectSuccess" event in "AndroidNativeController" fire.
6. For Further understanding see the Demo script and run the demo project.