File Browser

Native file browser for Windows and macOS

Documentation

crosstales LLC

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Version: 1.0.0

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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.

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

1. Overview

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

2. Features

- Works with **Windows** and **macOS** in editor and runtime
- Open **file/folder**, **save file** dialogs supported
- **Multiple file** selection
- **Multiple folder** selection on macOS
- File extension **filters**
- Powerful **API** for **maximum control**!
- Detailed **demo scenes**!
- Comprehensive **documentation**!
- Compatible with **Unity 5.3 – Unity 2017**
- Full **C# source code!**

3. Demonstration

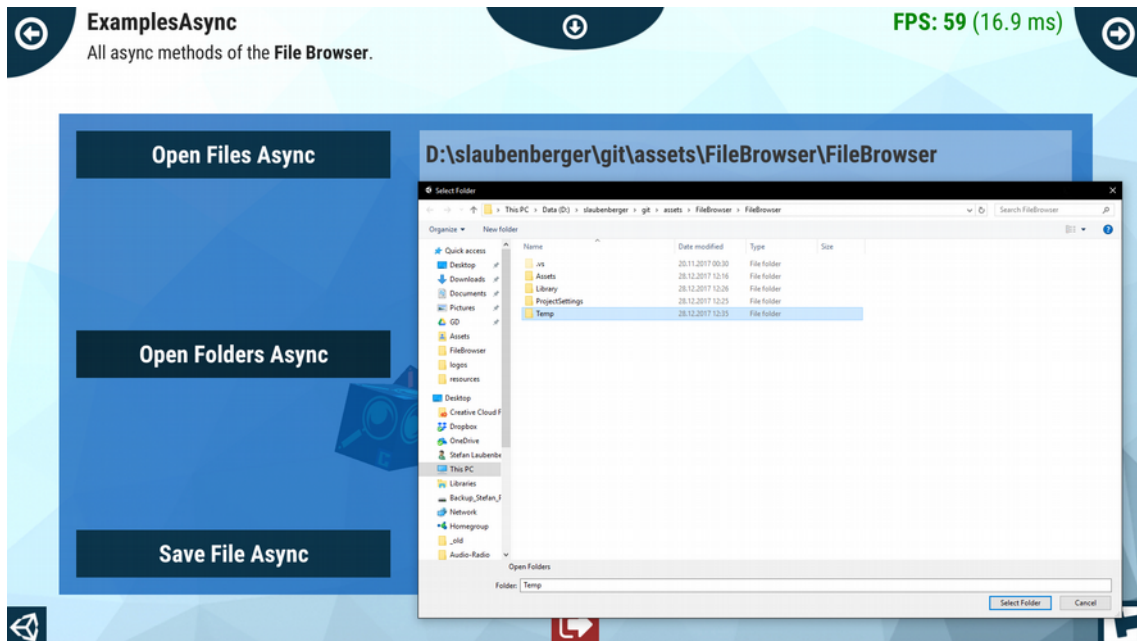The asset comes with two demo scenes to show the main usage.

3.1. ExampleSync

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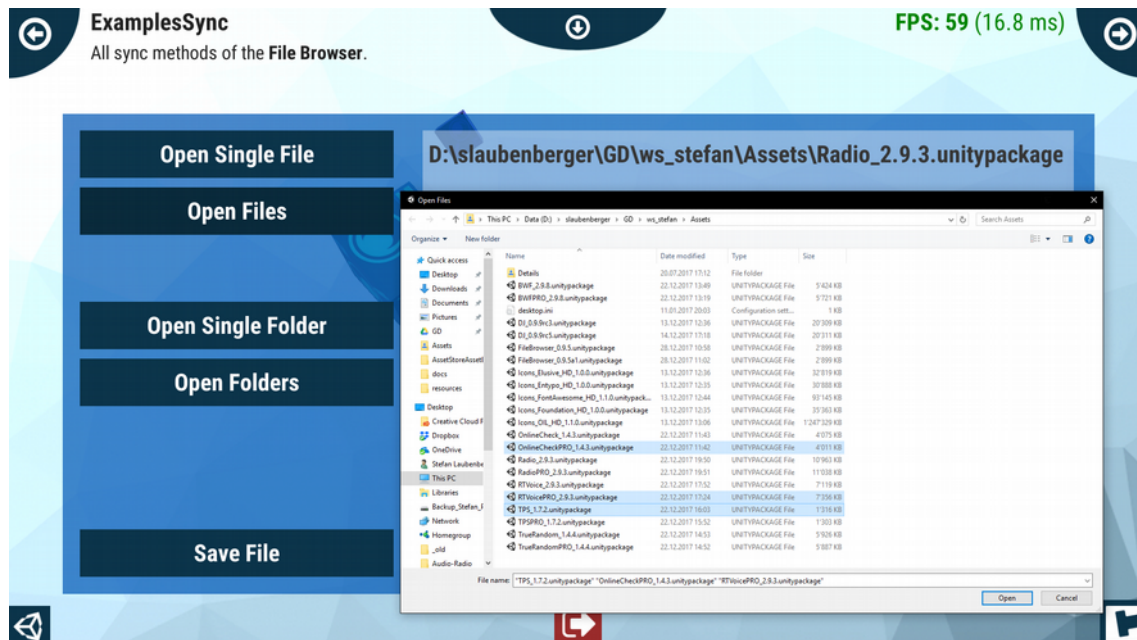
3.2. ExampleAsync

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 extensions = "";

    string path = FileBrowser.OpenSingleFile("Open File", "", extensions);

    Debug.Log("Selected file: " + path);
}
```

4.2. Open multiple files

```
public void OpenFiles() {
    string extensions = "";

    string[] paths = FileBrowser.OpenFiles("Open Files", "", extensions, true);

    foreach (string path in paths)
    {
        Debug.Log("Selected file: " + path);
    }
}
```

4.3. Open single folder

```
public void OpenSingleFolder() {
    string path = FileBrowser.OpenSingleFolder("Open Folder");

    Debug.Log("Selected folder: " + path);
}
```

4.4. Open multiple folders

```
public void OpenFolders() {
    string[] paths = FileBrowser.OpenFolders("Open Folders");

    foreach (string path in paths)
    {
        Debug.Log("Selected folder: " + path);
    }
}
```

Note: this works only under macOS

4.5. Save file

```
public void SaveFile() {
    string extensions = "txt";

    string path = FileBrowser.SaveFile("Save File", "", "MyFile", extensions);

    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. 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.

8. Release notes

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

9. Credits

Partially based on:

https://github.com/gkngkc/UnityStandaloneFileBrowser

Windows dialogs:

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

10. 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

11. Our other assets

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.
FontAwesome	FontAwesome is an open-source font that consists of over 690 icons. We created and exported images for every icon in various dimensions in the highest possible quality and prepared it to use in Unity as sprite or as texture.
OIL	OIL (short for Open Icon Library) is an open-source library that consists of over 2'600 icons. We created and exported images for every icon in various dimensions in the highest possible quality and prepared it to use in Unity as sprite or as texture.
Online Check	You need a reliable solution to check for **Internet availability**? Here it is!
RSockpol	Reliable Socket Policy Server which acts as replacement for Unitys own „sockpol.exe".
RTVoice	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.
TPS	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.
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.