

Readme – Mobile Media Plugin 1.2.4

MobileMedia is a native plugin package for Android and iOS platforms. Gives the abilities for your Unity application to save/pick media files such as Image, Video, GIF, and Audio to/from the device gallery, and more!

This plugin provides simple, flexible, unified C# API interfaces for rich native functions, allowing you to use the same API for both Android and iOS platforms.

Features

- Save Image, Video, GIF to native gallery.
- Pick Image, Video, GIF from native gallery (single file picker).
- Save Audio to the Music folder (Android Only).
- Pick Audio from native folders (Android Only) (single file picker).
- Get thumbnail and full-size image for Image, Video, and GIF.
- Save files to specific folder in the Gallery.
- Save files with specific filename.
- Options for picking file from Cloud drives (Android Only).
- Options for picking GIF as a static image(first frame) or origin file.
- Check native storage permission and request permission.
- Prompt native Settings menu for changing permission.
- Handy external permission handler script and example.
- Detailed example scene included, ready-to-build for testing on devices.

Requirement & Setup

Requires **Android 4.4(API Level 19)** or later for Android platform.

Requires **iOS 8.0** or later for iOS platform.

For Android,

1. Set **Write Permission** to “External (SDCard)”

2. We have 2 Android aar plugin files includes in this asset:

(a) *MobileMedia-release-sdk29.zip* (default)

(b) *MobileMedia-release-sdk30+MANAGE_EXTERNAL_STORAGE.zip*

You can select one of the aar base on your need

* Set **Target API Level to 29** in Unity Player Settings, for using aar (a)

* Set **Target API Level to 30 or newer** in Unity Player Settings, for using aar (b)

For iOS14 and later, “**All Photos**”(Read-Write) permission is required for saving files, and loading thumbnail & full-size image(without media picker) from Photos library.

Mobile Media APIs

Below are the C# APIs/Methods of the Mobile Media Plugin. You can find them in this C# script: **MobileMedia.cs**

- **Save media file to native (Android, iOS)**

SaveBytes(byte[]: mediaBytes, string: folderName, string: fileName, string: extensionName, MediaType: mediaType);

CopyMedia(string: existingMediaPath, string: folderName, string: fileName, string: extensionName, MediaType: mediaType);

SaveImage(Texture2D: texture2d, string: folderName, string: fileName, ImageFormat: imageFormat, int: quality);

SaveVideo(byte[]: mediaBytes, string: folderName, string: fileName, string: extensionName);

* **MediaType** enum (Image, Video, Audio_Android)

- **Save Audio to native (Android Only)**

SaveAudioAndroid(byte[]: mediaBytes, string: folderName, string: fileName, string: extensionName);

- **Pick Image, Video, GIF from native (Android, iOS)**

PickImage(Action<string>: onReceived, string: title, string: androidMimeType, bool: iOS_UsePopup, string: iOS_TempFileName, bool: pickGifAsStaticImage);

PickVideo(Action<string>: onReceived, string: title, string: androidMimeType, bool: iOS_UsePopup);

- **Pick Audio from native (Android Only)**

PickAudioAndroid(Action<string>: onReceived, string: title, string: androidMimeType);

- **Get Image, Video, GIF thumbnail and full-size image (Android, iOS)**

GetMediaThumbnail(Action<string>: onReceived, int: mediaType, int: mediaIndex, int: targetSize, string: Android_TargetFolderName);

GetMediaPhoto(Action<string>: onReceived, int: mediaType, int: mediaIndex, string: Android_TargetFolderName);

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