Readme – Mobile Media Plugin 1.2.6

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. There are 3 Android aar plugin files included as below, select base on your need, import the package to replace the existing MobileMedia.aar.

(a) *MobileMedia-release-sdk29* (default)
(b) *MobileMedia-release-sdk30+MANAGE_EXTERNAL_STORAGE*
(c) *MobileMedia-release-sdk33+MANAGE_EXTERNAL_STORAGE*
* 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)** or **(c)**

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)**

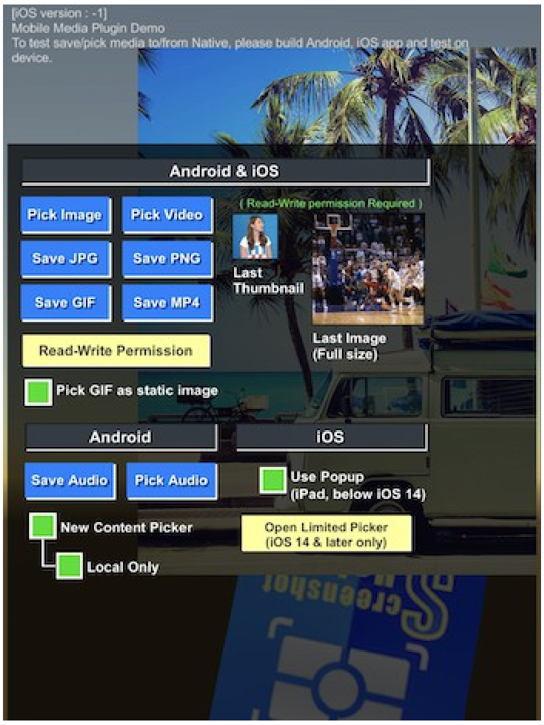
  GetMediaThumbnail(Action<string>: onReceived, int: mediaType,
  int: mediaIndex, int: targetSize, string: Android_TargetFolderName);

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

Test the plugin

Please find the **MobileMediaTest.unity** demo scene with its script in the “Scenes” folder:

- ../SWAN Dev/MobileMedia/Scenes



[iOS version : -1]
Mobile Media Plugin Demo
To test save/pick media to/from Native, please build Android, iOS app and test on device.

After following the **Requirement & Setup** part (page 1) to setup your project, build Android/iOS app to test the demo on your devices.

Manually request Read-Write permission

Newer mobile phone OS may auto disable the permissions of the app in some cases (e.g. the app has not been used for a long time), making your users unable to access the native storage in your app when they want to use the app again. In such case, we have to pop a dialog to inform the user and ask to grant the permission again. Here we will show you how...

Drag the **ExternalPermissionHandler** prefab from the folder(../SWAN Dev/MobileMedia/Scripts) into your scene, make sure to enable the “Auto Permission On Start” boolean flag in the prefab inspector. Done!
Test : Build your app to test on the devices, manually disable your app's permission in OS settings. Open your app again, the permission dialog should pop up to ask for permission.

The related script is **ExternalPermissionHandler.cs**, and a simple Dialog prefab is provided too(you can re-skin the dialog if you want). The logic and methods used for requesting the permission can be found in this script so you can follow the related logic to integrate the methods in your own scripts if you are good at coding.

THANK YOU

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