

# Readme – Mobile Media Plugin 1.2.3

**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 greater** 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);

# THANK YOU

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