

# Native Mobile Input

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## Unity Plugin Documentation

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### Features

- Move Canvas: Moves the entire canvas up when the keyboard appears
- Platform-specific handling for Android and iOS
- Smooth animations for all transitions
- Automatic scroll view handling by passing events from input fields to scroll view.
- Editor simulation with keyboard overlay
- Support for both regular InputField and TextMeshPro InputField, but Text MeshPro is Highly recommended! Regular inputField does not hide virtual input box. We provide Tool to easily convert your regular fields to TextMeshPro fields using **Tools>Native Mobile Input>Convert Legacy Input Fields to TMP**
- Configurable movement limits for portrait and landscape modes
- Option to ignore specific input fields

### Installation

1. Import the 'Native Mobile Input' package into your Unity project
2. Add the NativeMobileInput prefab from package prefabs folder to your scene. That's it! You can play around with settings now to get best results, even at runtime, no need to reload the scene. If you want to ignore some fields from our plugin, you can, read that in another section in documentation.

### Usage - Basic Setup

1. Add the NativeMobileInput prefab to your scene
2. Configure settings if needed.

### Configuration Options - General Settings

- Extra Offset: Additional space between keyboard and input field
- Enable For Android: Toggle keyboard handling for Android devices
- Enable For iOS: Toggle keyboard handling for iOS devices

## Animation Settings

- Enable Smooth Animation: Toggle smooth transitions
- Animation Duration: Duration of smooth animations in seconds

## Movement Limits

- Portrait Max Movement: Maximum canvas movement in portrait mode (0-1)
- Landscape Max Movement: Maximum canvas movement in landscape mode (0-1)

## Editor Simulation

- Enable Editor Simulation: Toggle keyboard overlay in Unity Editor

## Ignoring Specific Input Fields

To exclude specific input fields from the plugin's behavior:

1. Add the IgnoreNativeMobileInput component to the input field GameObject
2. The plugin will now ignore this input field and won't adjust its position or zoom

Example (code):

```
inputField.gameObject.AddComponent<IgnoreNativeMobileInput>();
```

## Scroll View Integration

- Passing drag events from input fields to their parent ScrollRect
- Allowing natural scrolling behavior when touching input fields
- Maintaining proper scroll position during keyboard visibility

## Best Practices

### 1. Canvas Setup:

- Use Screen Space - Overlay Camera render mode
- Ensure your UI elements are properly anchored

### 2. Input Fields:

- Place input fields within ScrollRects if you want to handle scrolling interruption from input fields, it works by passing events from input field to parent scrollrects. This is only required for scrolling, if you don't use scroll ignore.
- Use the IgnoreNativeMobileInput component for fields that shouldn't be adjusted

### 3. Performance:

- Enable smooth animations for better user experience
- Adjust movement limits based on your UI layout

## Platform Support

- Android: Fully supported with native keyboard handling
- iOS: Fully supported with native keyboard handling
- Editor: Includes keyboard overlay simulation for testing

## Requirements

- Unity 2019.4 or later
- TextMeshPro (for TMP\_InputField support)

## Troubleshooting

### 1. Input Fields Not Moving:

- Verify the canvas render mode
- Ensure the input field isn't marked with IgnoreNativeMobileInput
- Adjust native mobile inputs settings

### 2. Keyboard Overlay Not Showing in Editor:

- Verify the keyboard image is in the Resources/Keyboard folder
- Check if editor simulation is enabled

### 3. Scrolling Issues:

- Ensure input fields are properly nested within ScrollRects
- Check if the ScrollRect's content size fits properly.

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