Apple Dark Mode Detection

by Piotr Zmudzinski

ptr.zmudzinski@gmail.com

http://www.kokosoft.eu

About

This plugin lets you detect if user has turned on dark mode on his iOS or OSX system. You can use this information in order to turn your UI elements to match that palette.

Keep in mind that dark mode is being announced for iOS 13, although you can prepare your games beforehand so they will switch UI on a release day!

Use iOS or Desktop OSX build platform in order to test this functionality. It will return mock *false* value while using in Editor.
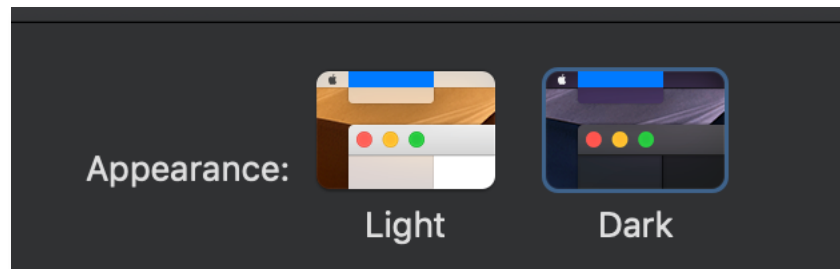
Quick Start

Open example scene

Go to *DarkModeDetection/Example* folder inside Unity and open *ExampleScene.*

It shows basic usage of a plugin which is checking if user has turned on dark mode and displaying this information on a screen.

Setup project

1. Move files from *DarkModeDetection/Plugins* folder into your Plugins directory. If it doesn't exist in your project simply move it to root directory.

API Overview

Before using plugin's API make sure you are using *DarkModeDetection* namespace:

```
using DarkModeDetection;
```

API is pretty simple as it consist of one method:

```
bool DarkModeDetection.IsInDarkMode()
```

This is all you need for checking if user has turned dark mode on a device.

Future plans

Once Apple will release iOS 13 plugin will get API for listening changes for Dark Mode preference.

Contact

Do you meet issues while using this plugin?

Do you have suggestions how to improve API?

Feel free to use our support forum at: http://www.kokosoft.eu/forums/forum/unity-plugins/