

# OpenCV for Unity

**iOS & Android** support

**Win & Mac** Standalone support(**Pro only**)

Support for preview in the **Editor**.(**Pro only**)

**Work with Unity Free & Pro**

## System Requirements

**Build Win Standalone & Preview Editor : Windows7 or later**

**Build Mac Standalone & Preview Editor : OSX 10.8 or later**

“OpenCV for Unity” is Assets Plugin for using the OpenCV from Unity3D.

- Since making as a clone of OpenCV Java, you can use as it is all the [API Reference](#) [OpenCV Java](#). (However, “org.opencv.android” and “SURF and SIFT of org.opencv.features2d(so nonfree)” are excluded.)
- Many classes of OpenCV for Unity implement IDisposable. You can be manage the resources by "using" statement.
- providing a method to interconversion of the Unity's Texture2D and OpenCV's Mat.
- You can image processing in real time by using the WebCamTexture of Unity. (real-time face detection are working smoothly in iPhone5.)

Please download [Demo Application](#) for Android and watch [tutorial video](#).

## Version changes

**1.0.6** [Android]Support for x86 build target.(Unity 4.6 or higher)

**1.0.5** [Common] Bug fixes SampleScene.

**1.0.4** [Common]Add Method `matToTexture2D( Mat mat, Texture2D texture2D, Color32[] bufferColors = null)`.

**1.0.3** [Common]Support for preview in the Editor.(Pro only) [Common]Support for Win & Mac Standalone.(Pro only) [Android]Change of location of the file that you want to use for `Utils.getPath()`.Changed to use “Aseets/StreamingAssets/” folder. [iOS] Add the file that you want to use for `Utils.getPath()` to Xcode project is no longer required.Changed to use“Aseets/StreamingAssets/” folder.

**1.0.2** [iOS]fix library(libjpeg,libpng) version coflicts.

**1.0.1** Initial version

## Upgrade Guide

**From 1.0.5** [Android]”OpenCVForUnity/Plugins/Android/”folder has been changed file configuration. Please delete “OpenCVForUnity/Plugins/Android/\*\*\*\*\*.so”.

**From 1.0.2** [Android] If “Error: Duplicate file(s) in apk” occurs , Please delete the file with the same name in the “Plugins/Android/assets/”folder. [iOS] Add the cascade file to Xcode project is no longer required.

### **Android Setup**

- Copy from “OpenCVForUnity/Plugins/Android/” to “Assets/Plugins/Android/” folder.( libnative\_camera\_r\*.\*.so is only required when using the VideoCapture.)
- Put the file that you want to use for Utils.getFilePath() in the “ Aseets/StreamingAssets/”folder. (haarcascade\_frontalface\_alt.xml is for OpenCVForUnitySample.scene. Please copy only when necessary.)

### **iOS Setup**

- Copy from “OpenCVForUnity/Plugins/iOS/” to “Assets/Plugin/iOS/” folder.
- Put the file that you want to use for Utils.getFilePath() in the “Aseets/StreamingAssets/”folder. (haarcascade\_frontalface\_alt.xml is for OpenCVForUnitySample.scene. Please copy only when necessary.)
- Link “OpenCVForUnity/iOS for Xcode/opencv2.framework” to Xcode project. (in Xcode project. Build Phases > Link Binary with Libraries > Add opencv2.framework . recommend to use PostprocessBuildPlayer.)

### **Win Standalone Setup**

- Copy from “OpenCVForUnity/Plugins/x86/” to “Assets/Plugins/x86/” folder.
- Copy from “OpenCVForUnity/Plugins/x86\_64/” to “Assets/Plugins/x86\_64/” folder.
- Put the file that you want to use for Utils.getFilePath() in the “Aseets/StreamingAssets/”.

### **Mac Standalone Setup**

- Copy from “OpenCVForUnity/Plugins/opencvforunity.bundle” to “Assets/Plugins/opencvforunity.bundle” folder.
- Put the file that you want to use for Utils.getFilePath() in the “Aseets/StreamingAssets/”.

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