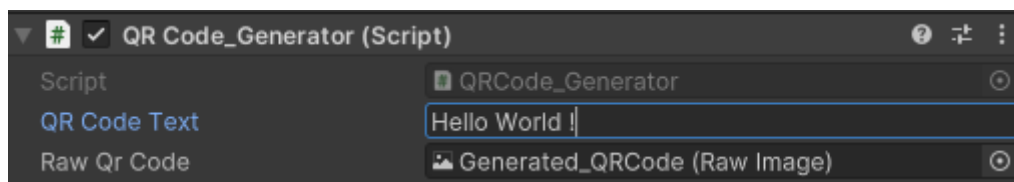# Easy QR Code

- How to use the QR Code Generator -

1) Drag and drop the " QRCode_Generator " prefab in your scene.

**2) Select** the " Generated_QRCode " GameObject in the Prefab :

- QR Code Text: It's where you write the text you want to convert into a QR Code

(by default it's " Hello World ! ").

- Raw Qr Code: The reference to the generated QR Code (Raw Image).

- How to use the QR Code Scanner / Reader -

1) Drag and drop the " QRCode_Scanner " prefab in your scene.

2) Select the " QRCode_Scanner " GameObject in the Prefab (the one with the script):
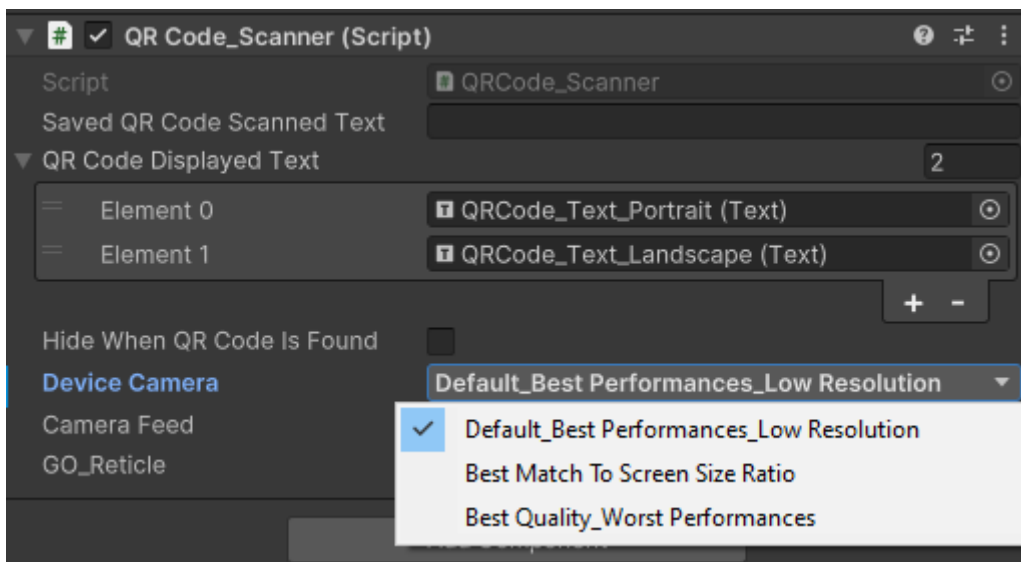
- Saved QR Code Scanned Text: It will contain the last scanned QR code text.

- QR Code Displayed Text: This array references the 2 GameObjects where the scanned QR Code text is displayed (1 for portrait mode and 1 for landscape mode).

- Hide When QR Code Is Found: If checked, it will hide the Prefab once a QR Code is found.

- Device Camera:

   - Default_BestPerformances_LowResolution : It will found the lowest camera resolution available for the best performances. Selected by default and I suggest to always use this.

   - BestMatchToScreenSizeRatio : It will found the best camera resolution available to match the screen size.

   - BestQuality_WorstPerformance : Useful when you have to read a very dense QR codes (like more than 2000 characters).

- Camera Feed: The reference to the Raw Image where the camera feed is displayed.

- GO_Reticle: The reference to the animated reticle UI image parent.