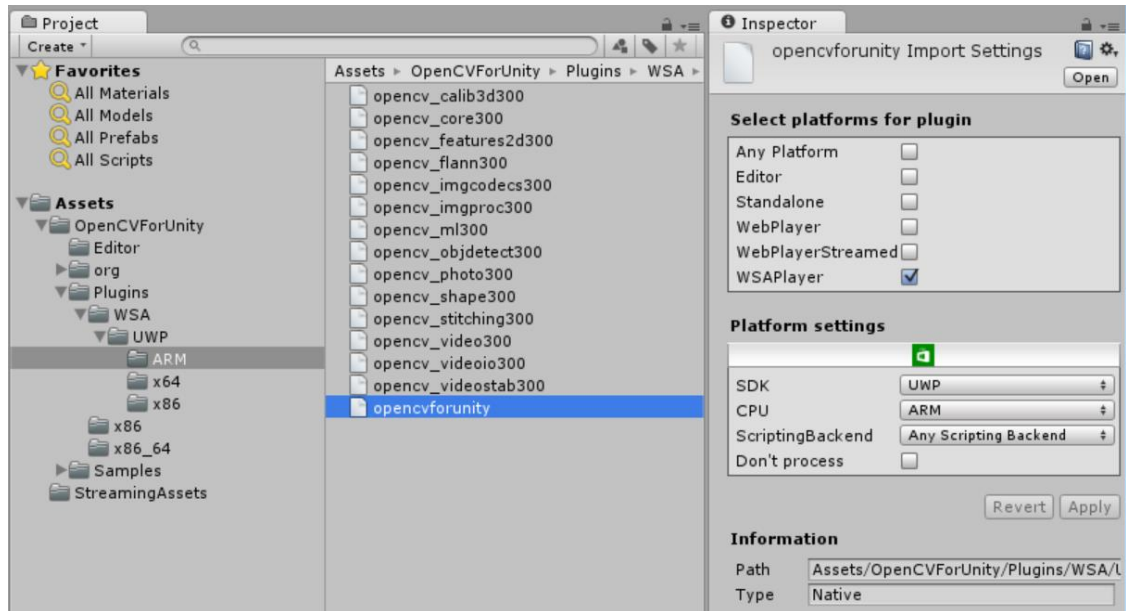## UWP Setup Procedure

- "OpenCVForUnity/Plugins/WSA/UWP/ARM/*.dll" - Select platform WSAPlayer and SDK81 and CPU ARM in Inspector. Set "x86" and "x64" in the same way as "ARM".

- Put the file that you want to use for Utils.getFilePath() in the "Aseets/StreamingAssets/". (haarcascade_frontalface_alt.xml etc is for OpenCVForUnitySample.scene. Please copy only when necessary.)

- If use webCamTextue class, Please choose "WebCam" in [PlayerSettings]-[PublishingSettings]-[Capabilities].