QRCode/Barcode Scanner/Generator plugin

QRCode Scanner/Generator plugin is very useful if you want to decode a qrcode image by Webcam or static image ,There are some APIs which help you to scan the qrcode and get the result.

Integration Guide:

Follow these steps to integrate the plugin into your existing project

1). Import QRCode plugin into your project:

2). Check these important files should be there:
   -/Assets/QRcode/Animation/
   -/Assets/QRcode/CamMat/
   -/Assets/QRcode/CamMat/EasyWebCam/Plugins/Android/AndroidManifest.xml
   -/Assets/QRcode/CamMat/EasyWebCam/Plugins/Android/EasyWebCam.jar
   -/Assets/QRcode/CamMat/EasyWebCam/Plugins/Android/libEasyWebCam.so
   -/Assets/QRcode/CamMat/EasyWebCam/*.cs
   -/Assets/QRcode/Perfab/DeviceCamera.prefab
   -/Assets/QRcode/Perfab/QRCodeEncodeController.prefab
   -/Assets/QRcode/Perfab/QRController.prefab
   -/Assets/QRcode/Plugins/QRCode.dll
   -/Assets/QRcode/Plugins/Scene/*
   -/Assets/QRcode/Plugins/Scripts/*
   -/Assets/QRcode/Plugins/document.V..pdf

How to use Decode([Scan QRCode](#)):

(if you want use webcam video streaming to scan qrcode looks the step1 to step5)

1). Drag ”DeviceCamera” prefab into your hierarchy
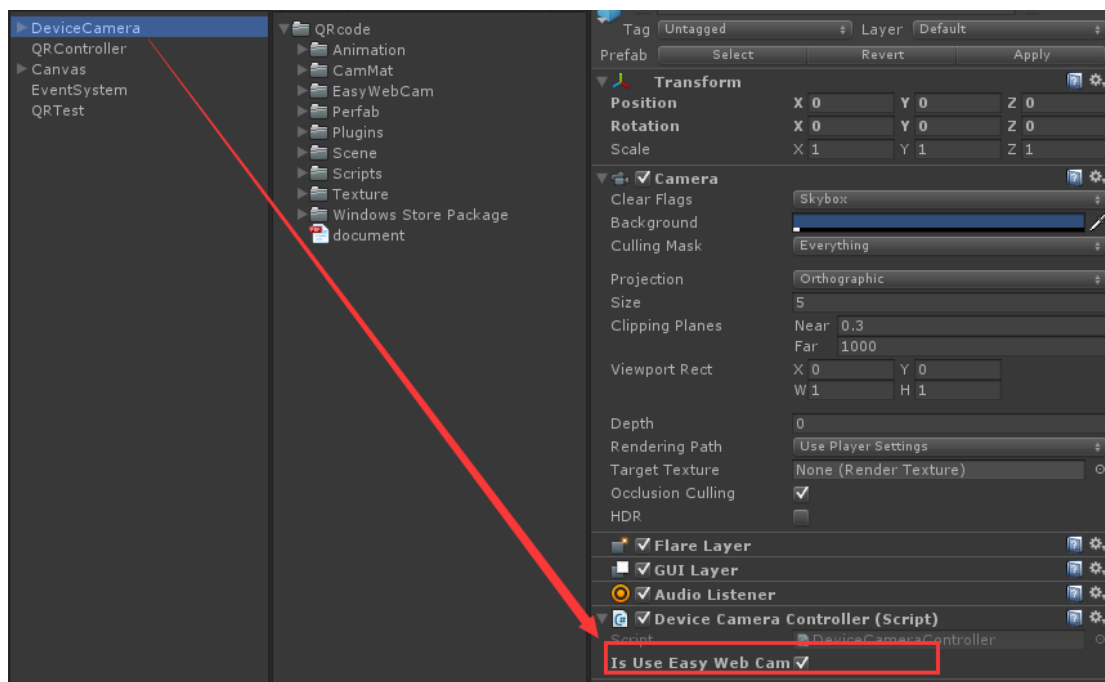
Checked the "IsUseEasyWebCam" variable.this will use the native webcam tool.and it supports autofocus and torch on/off features in android/ios platform.
If this setting can't work well or can't open webcam,please uncheck this variable and contact publisher by email (lycwalk@gmail.com).

2). Drag ”QRController” prefab into your hierarchy and set values in inspector
like this:
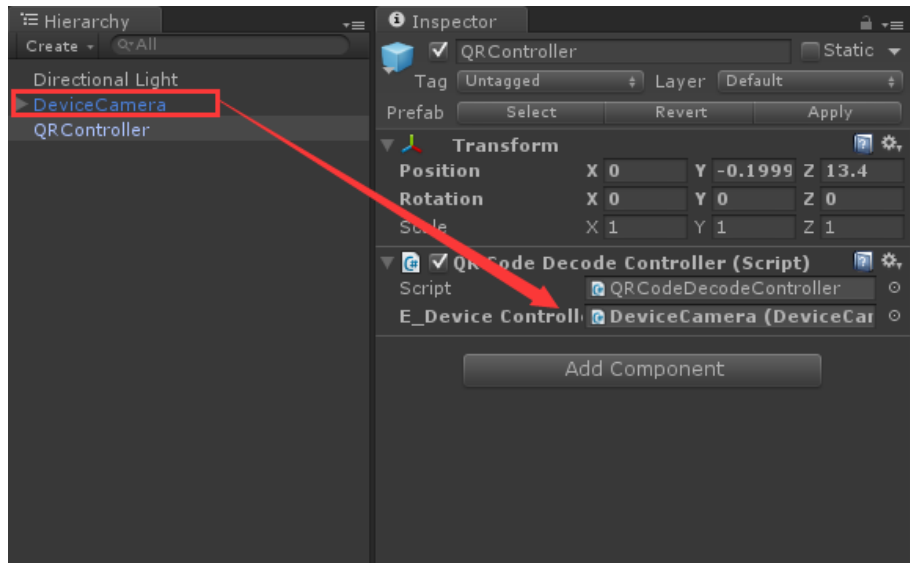
3). Create reference of QRCodeDecodeController script

```csharp
public QRCodeDecodeController qrcodecontroller;
```

you can drag the QRcontroller to this variable

4). Get Scan Result from "*QRCodeDecodeController.onQRScanFinished*" Event

```csharp
qrcodecontroller.onQRScanFinished += getResult;// write this code in start() function

void getResult(string resultStr)
{
    //do something with the resultStr
}
```
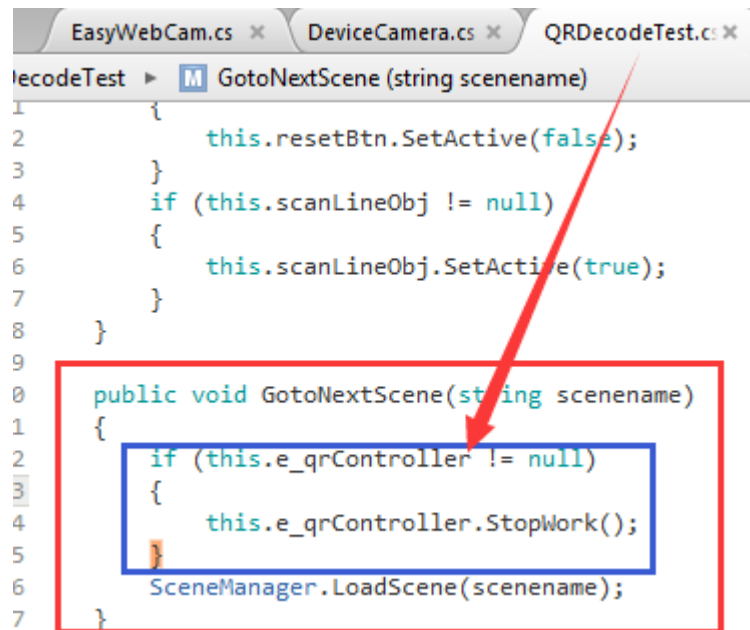
5).Load new Scene from QRCode Scaner :

Call the **QRCodeDecodeController** ->StopWork() before load other Scene.

Like this:

```
            {
                this.resetBtn.SetActive(false);
            }
            if (this.scanLineObj != null)
            {
                this.scanLineObj.SetActive(true);
            }
        }

    public void GotoNextScene(string scenename)
    {
        if (this.e_qrController != null)
        {
            this.e_qrController.StopWork();
        }
        SceneManager.LoadScene(scenename);
    }
```

6). Get Result From static picture

String codeStr = **QRCodeDecodeController**..DecodeByStaticPic(**Texture2d** tex);

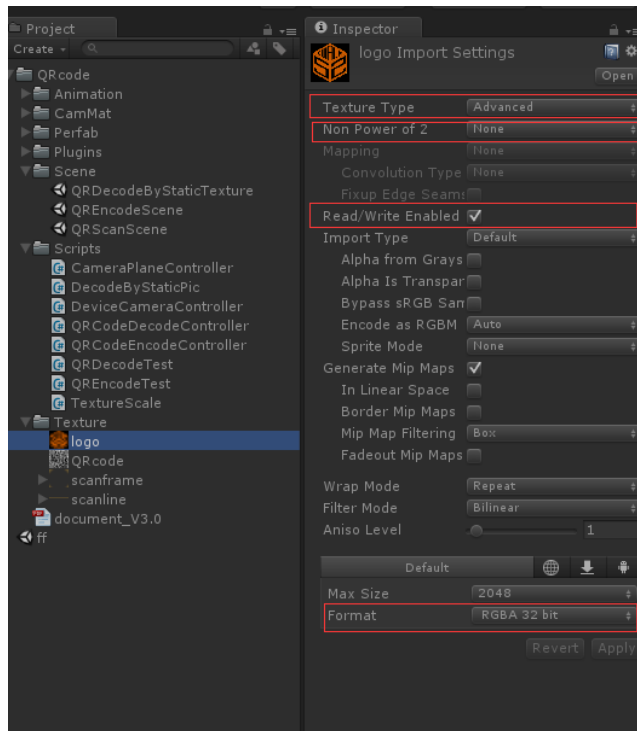## # How to use Encode(Generator QRCode):

1). Drag "QRCodeEncodeController" prefab into your hierarchy, and set values in inspector

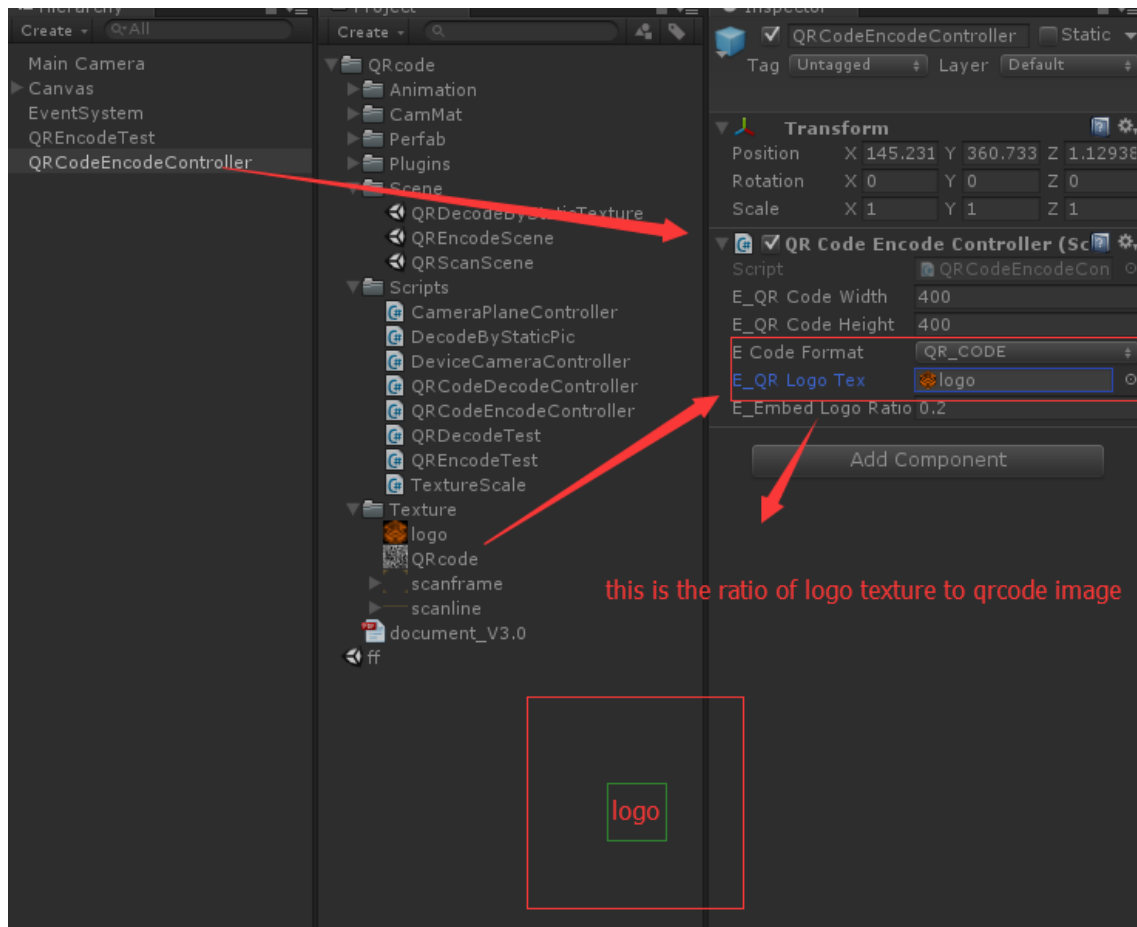select a code type/format you want to encode
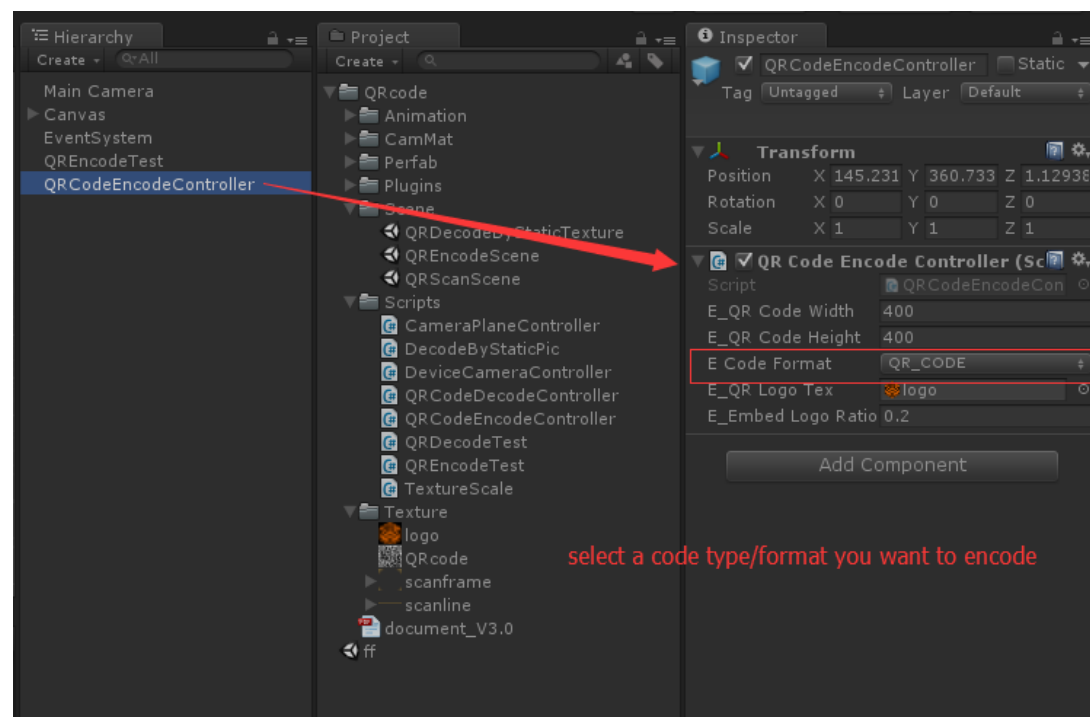
Add logo to QR Image:

(1),need some setting for the logo image.like this:

(2) drag the logo texture to the QRCodeEncodeController component.like this

2). Create reference of QRCodeEncodeController script

```
public QRCodeEncodeController qrEncodeController;
```

3). Get Scan Result from "QRCodeEncodeController. onQREncodeFinished" Event

```
qrEncodeController.onQREncodeFinished += qrEncodeFinished;//Add Event

void qrEncodeFinished(Texture2D tex)
    {
        if (tex != null && tex != null) {
            //do something you want to do.
        } else {


        }
    }
```
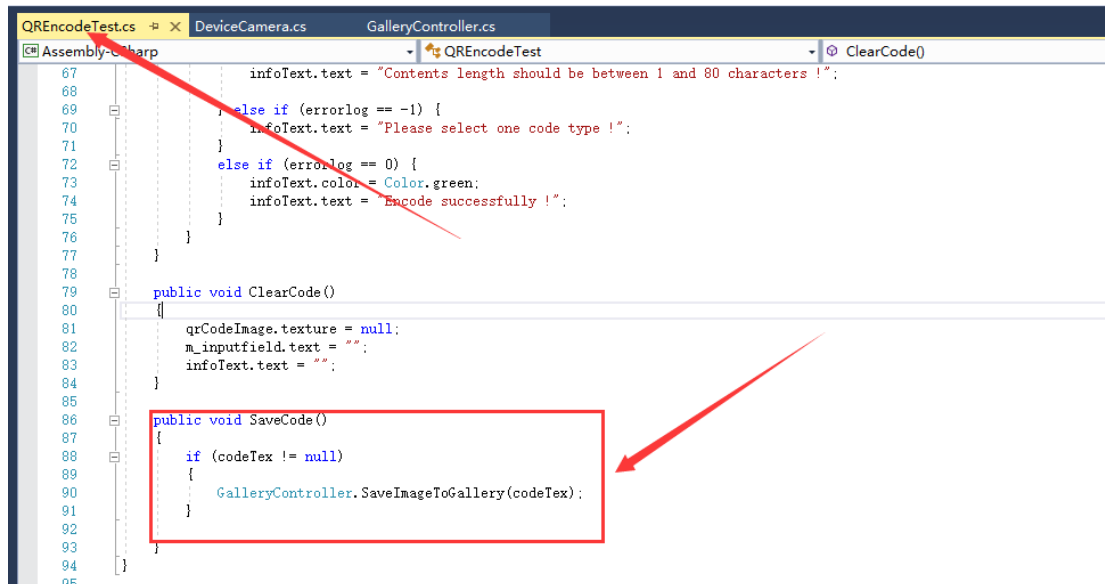
4).Save QRCode Image to Gallery

If you want to save the qrcode image to gallery , please drag the "GalleryController" prefab into your scene.
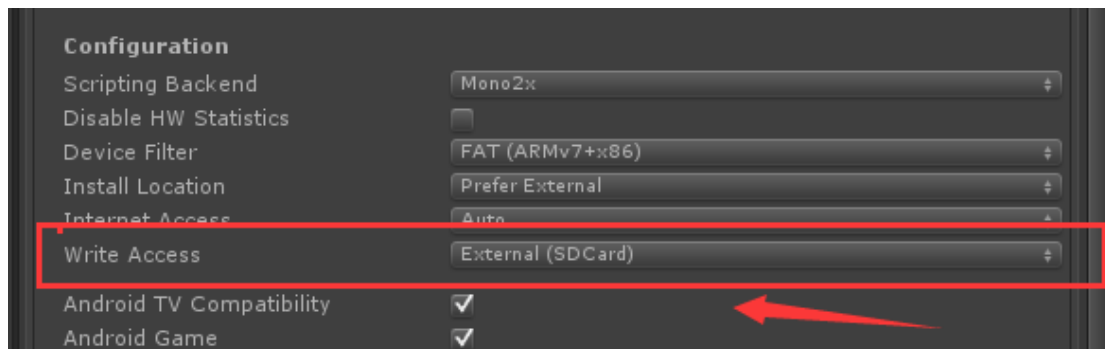
```
Use function : GalleryController.SaveImageToGallery(Texture2d  qrcode)
```

You can see the demo scene and sample scripts.

Save image in android :

You need to set "**Write Access**" as "**External(SDCard)**" in Player setting,it will permit you access the gallery.

Save image in iOS :

If you want save image to iOS gallery ,You need do like this:

Add "**Privacy – Photo Library Usage Description**" to info.plist

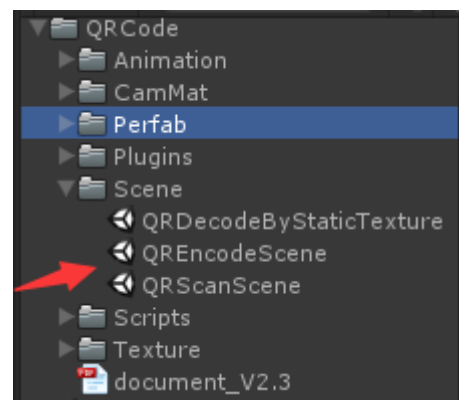Add "**Privacy – Photo Library Additions Usage Description**" to info.plist

build for IOS:

if you want to build on ios device(ios 10.x),you must
  Add "Privacy – Camera Usage Desciption" to the Info.plist Property List.if you do not
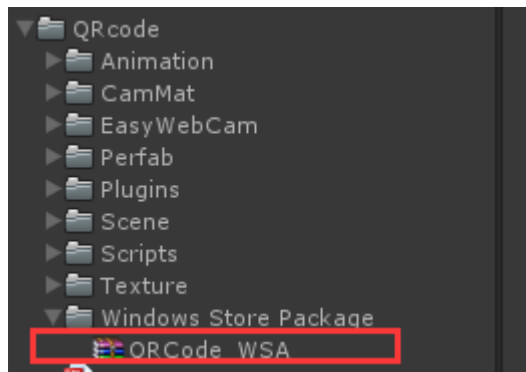set the item ,it will crash in startup.

Notes:
- See the Example scene for more details of function calling.

build for WSA:

if you want build for WSA platform, you need to use the special package :

you must remove all the QRCode Assets in current project,and import the QRCode_WSA package again.

Thank you for your support again,you can contact us with email (lycwalk@gmail.com)