

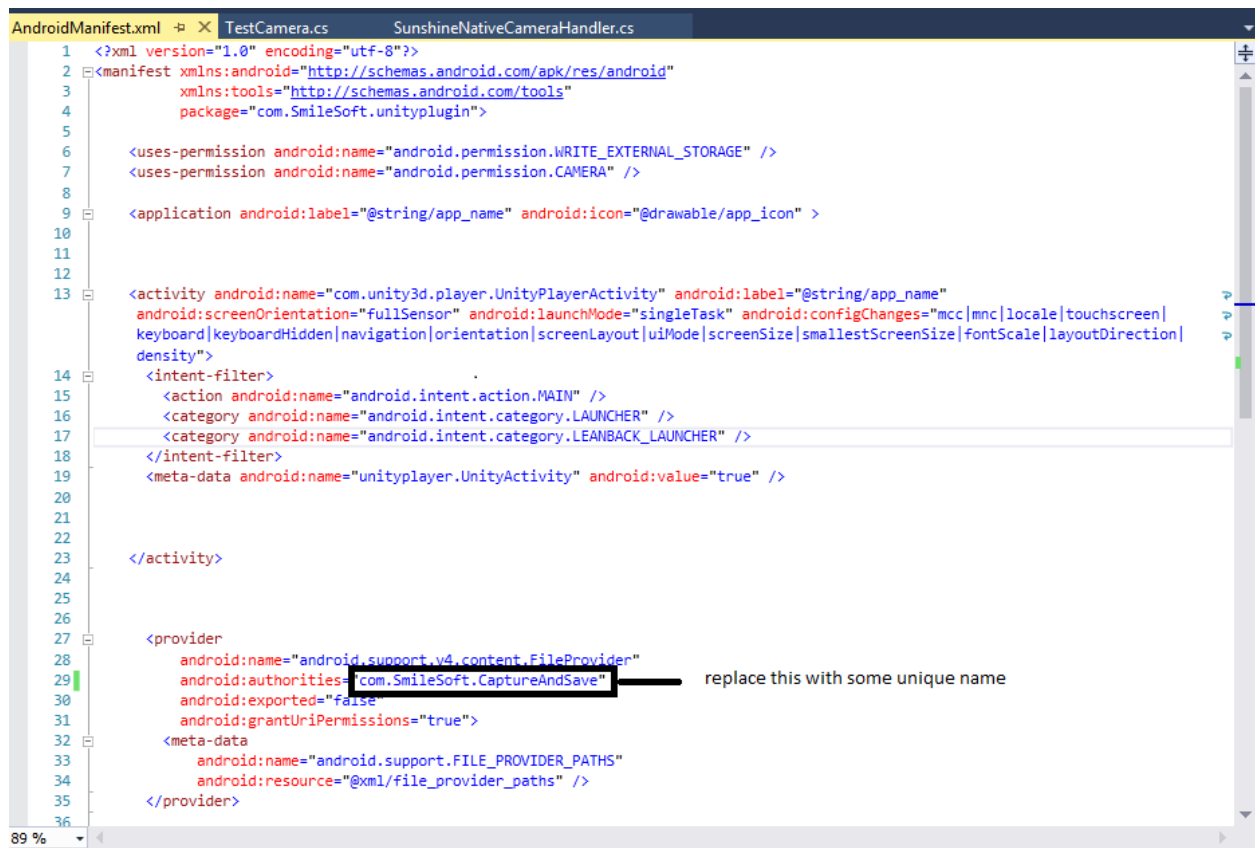
Sunshine Android Capture And Save:

Just import the package in your unity project and you are ready to use the plugin.

Video tutorial for setup is here <https://youtu.be/GuCw5plwxtI>

Setup: Open androidManifest.xml file from “Plugins / Android / androidManifest.xml”.

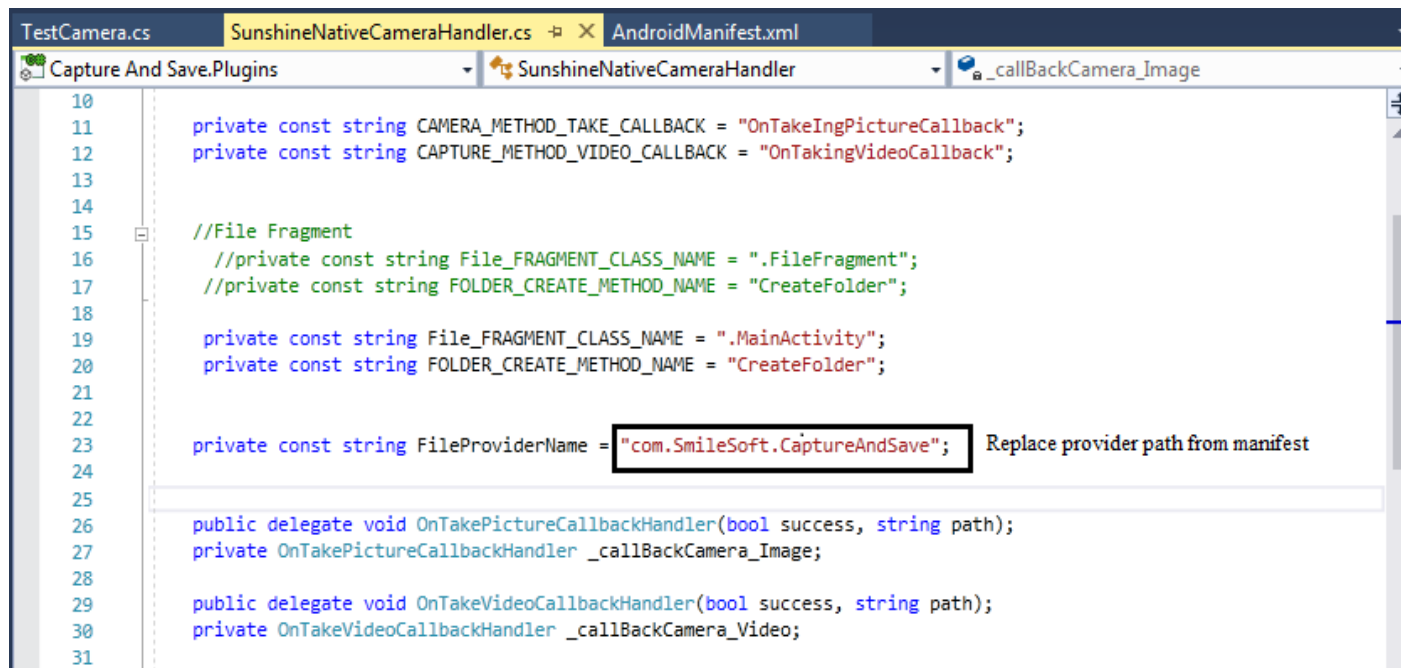
Replace the **android:authorities** name from provider block with some unique name. This will be your file provider path.



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3         xmlns:tools="http://schemas.android.com/tools"
4         package="com.SmileSoft.unityplugin">
5
6     <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
7     <uses-permission android:name="android.permission.CAMERA" />
8
9     <application android:label="@string/app_name" android:icon="@drawable/app_icon" >
10
11
12
13     <activity android:name="com.unity3d.player.UnityPlayerActivity" android:label="@string/app_name"
14             android:screenOrientation="fullSensor" android:launchMode="singleTask" android:configChanges="mcc|mnc|locale|touchscreen|
15             keyboard|keyboardHidden|navigation|orientation|screenLayout|uiMode|screenSize|smallestScreenSize|fontScale|layoutDirection|
16             density">
17         <intent-filter>
18             <action android:name="android.intent.action.MAIN" />
19             <category android:name="android.intent.category.LAUNCHER" />
20             <category android:name="android.intent.category.LEANBACK_LAUNCHER" />
21         </intent-filter>
22         <meta-data android:name="unityplayer.UnityActivity" android:value="true" />
23     </activity>
24
25
26
27     <provider
28         android:name="android.support.v4.content.FileProvider"
29         android:authorities="com.SmileSoft.CaptureAndSave"
30         android:exported="false"
31         android:grantUriPermissions="true">
32         <meta-data
33             android:name="android.support.FILE_PROVIDER_PATHS"
34             android:resource="@xml/file_provider_paths" />
35     </provider>
36
```

Then again open [SunshineNativeCameraHandler.cs](#) script from “Plugins / SunShine Android Native Camera And Save / SunshineNativeCameraHandler.cs”. Copy the provider path from **androidmanifest** file and paste it in “**FileProviderName**” variable.

**** Strongly recommended that you should use your package name as your provider name ****



```
TestCamera.cs | SunshineNativeCameraHandler.cs | AndroidManifest.xml
Capture And Save.Plugins | SunshineNativeCameraHandler | _callBackCamera_Image

10
11 private const string CAMERA_METHOD_TAKE_CALLBACK = "OnTakeIngPictureCallback";
12 private const string CAPTURE_METHOD_VIDEO_CALLBACK = "OnTakingVideoCallback";
13
14
15 //File Fragment
16 //private const string File_FRAGMENT_CLASS_NAME = ".FileFragment";
17 //private const string FOLDER_CREATE_METHOD_NAME = "CreateFolder";
18
19 private const string File_FRAGMENT_CLASS_NAME = ".MainActivity";
20 private const string FOLDER_CREATE_METHOD_NAME = "CreateFolder";
21
22
23 private const string FileProviderName = "com.SmileSoft.CaptureAndSave"; Replace provider path from manifest
24
25
26 public delegate void OnTakePictureCallbackHandler(bool success, string path);
27 private OnTakePictureCallbackHandler _callBackCamera_Image;
28
29 public delegate void OnTakeVideoCallbackHandler(bool success, string path);
30 private OnTakeVideoCallbackHandler _callBackCamera_Video;
31
```

After setting up the provider path then do the following:

1. Drag and drop the “Camera Controller” prefab from “Plugins / SunShine Android Native Camera And Save / Prefabs / Camera Controller” in the project.
2. Drag and drop the “Preview” prefab from “Plugins / SunShine Android Native Camera And Save / Prefabs / Preview” in the Canvas of your project. It is for showing the preview.

Very Easy to use. To understand the code and implementation you just need to show the “TestCamera.cs” script. Here there are some functions named “TakePicture”, “TakeVideo”, “SaveFile” and “PreviewFile”. In those functions we call our native Camera open and save code. To understand the plugin just explore the demo scene.

**** As I use default Unity video Player on raw image for preview recorded video, so sometime the video may glitch and video playback has no sound. But if you check the video from your device, it will play smoothly with sounds. ****