Usage:

1. Include namespace Antares.QRCode
2. Use methods Methods:
   - Texture2D QRCodeProcessor.**Encode**(string contents, int width, int height)
   - Texture2D QRCodeProcessor.**Encode**(string contents, int width, int height, ErrorCorrectionLevel height, String characterSet)
   - Result QRCodeProcessor.**Decode**(Texture2D image)
3. Enjoy!

**Error correction capacity**

| ErrorCorrectionLevel.L | 7% of codewords can be restored. |
|---|---|
| ErrorCorrectionLevel.M | 15% of codewords can be restored. |
| ErrorCorrectionLevel.Q | 25% of codewords can be restored. |
| ErrorCorrectionLevel.H | 30% of codewords can be restored. |

Class CharacterSet contains supported encoding constants.

Example:

```
using Antares.QRCode;

…

Texture2D qrCodeTexture = QRCodeProcessor.Encode("Hello QRCode!", 256, 256);

…

string text = QRCodeProcessor.Decode(qrCodeTexture).Text;
```