

PlayMakerActions for OpenCVforUnity 1.2.0



WebGL support
iOS & Android support
Windows10 UWP support
Win & Mac & Linux Standalone support
Support for preview in the **Editor**
Work with Unity Free & Pro

System Requirements
Build Win Standalone & Preview Editor : Windows8 or later
Build Mac Standalone & Preview Editor : OSX 10.11 or later
Build Linux Standalone & Preview Editor : Ubuntu16.04 or later
Build Android : API level 24 or later
Build iOS : iOS Version 9.0 or later

This asset requires [PlayMaker](#) 1.9.0 or later.

This asset requires [OpenCVforUnity](#) 2.5.1 or later.

Features:

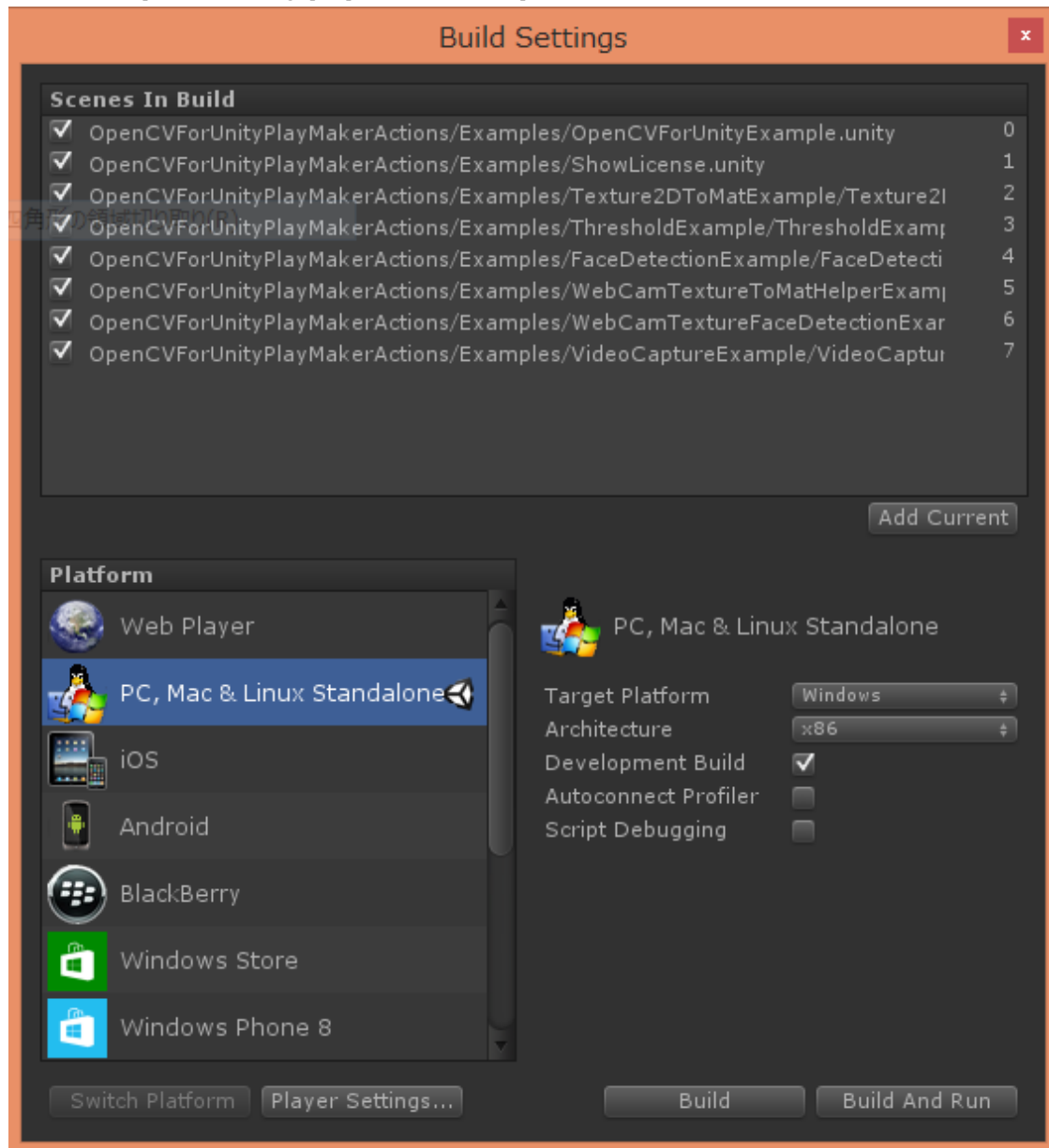
- You can use **All** methods of **OpenCVforUnity** in **PlayMaker**.
- Several basic templates are shipped in this Asset.(Texture2DExampleTemplate, WebCamTextureToMatHelperExampleTemplate, VideoCaptureExampleTemplate)

Version changes:

- 1.2.0** [Common]Updated for OpenCV for Unity v2.5.1.(This asset requires OpenCVforUnity 2.5.1 or later.)
- 1.1.9** [Common]Updated for OpenCV for Unity v2.5.0.(This asset requires OpenCVforUnity 2.5.0 or later.)
- 1.1.8** [Common]Updated for OpenCV for Unity v2.4.8.(This asset requires OpenCVforUnity 2.4.8 or later.)
- 1.1.7** [Common]Updated for OpenCV for Unity v2.4.7.(This asset requires OpenCVforUnity 2.4.7 or later.)
- 1.1.6** [Common]Fixed the array conversion process.
- 1.1.5** [Common]Updated for OpenCV for Unity v2.4.6.(This asset requires OpenCVforUnity 2.4.6 or later.)
- 1.1.4** [Common]Updated for OpenCV for Unity v2.4.5.(This asset requires OpenCVforUnity 2.4.5 or later.)
- 1.1.3** [Common]Updated for OpenCV for Unity v2.4.4.(This asset requires OpenCVforUnity 2.4.4 or later.)
- 1.1.2** [Common]Updated for OpenCV for Unity v2.4.2.(This asset requires OpenCVforUnity 2.4.2 or later.) [Common]Added Assembly Definitions.
- 1.1.1** [Common]Updated for OpenCV for Unity v2.4.1.(This asset requires OpenCVforUnity 2.4.1 or later.)
- 1.1.0** [Common]Updated for OpenCV for Unity v2.4.0.(This asset requires OpenCVforUnity 2.4.0 or later.)
- 1.0.9** [Common]Updated for OpenCV for Unity v2.3.9.(This asset requires OpenCVforUnity 2.3.9 or later.)
- 1.0.8** [Common]Updated for OpenCV for Unity v2.3.8.(This asset requires OpenCVforUnity 2.3.8 or later.)
- 1.0.7** [Common]Updated for OpenCV for Unity v2.3.5.(This asset requires OpenCVforUnity 2.3.5 or later.)
- 1.0.6** [Common]Updated for OpenCV for Unity v2.3.3.(This asset requires OpenCVforUnity 2.3.3 or later.)
- 1.0.5** [Common]Updated for OpenCV for Unity v2.3.1.(This asset requires OpenCVforUnity 2.3.1 or later.)
- 1.0.4** [Common]Updated for OpenCV for Unity v2.2.7.(This asset requires OpenCVforUnity 2.2.7 or later.)
- 1.0.3** [Common]Updated for OpenCV for Unity v2.2.4.(This asset requires OpenCVforUnity 2.2.4 or later.)
- 1.0.2** [Common]Fixed the scroll delay of the Action Browser.
- 1.0.1** [Common]Updated for OpenCV for Unity v2.2.1.(This asset requires OpenCVforUnity 2.2.1 or later.)
- 1.0.0** Initial release.

Quick setup procedure to run the example scene:

1. Import and Setup PlayMaker package.
2. Import and Setup OpenCVforUnity package.
3. Import PlayMakerActions for OpenCVforUnity package.
4. Add all of the “*.unity” in the “OpenCVForUnityPlayMakerActions/Example” folder to [Build Settings] – [Scene In Build].



Screenshot after the setup

