

# PlayMakerActions for OpenCVforUnity 1.1.2

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 : Windows7 or later  
Build Mac Standalone & Preview Editor : OSX 10.9 or later  
Build Linux Standalone & Preview Editor : Ubuntu16.04 or later  
Build Android : API level 21 or later  
Build iOS : iOS Version 8.0 or later

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

This asset requires [OpenCVforUnity](#) 2.4.2 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

**1.1.2** [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.)

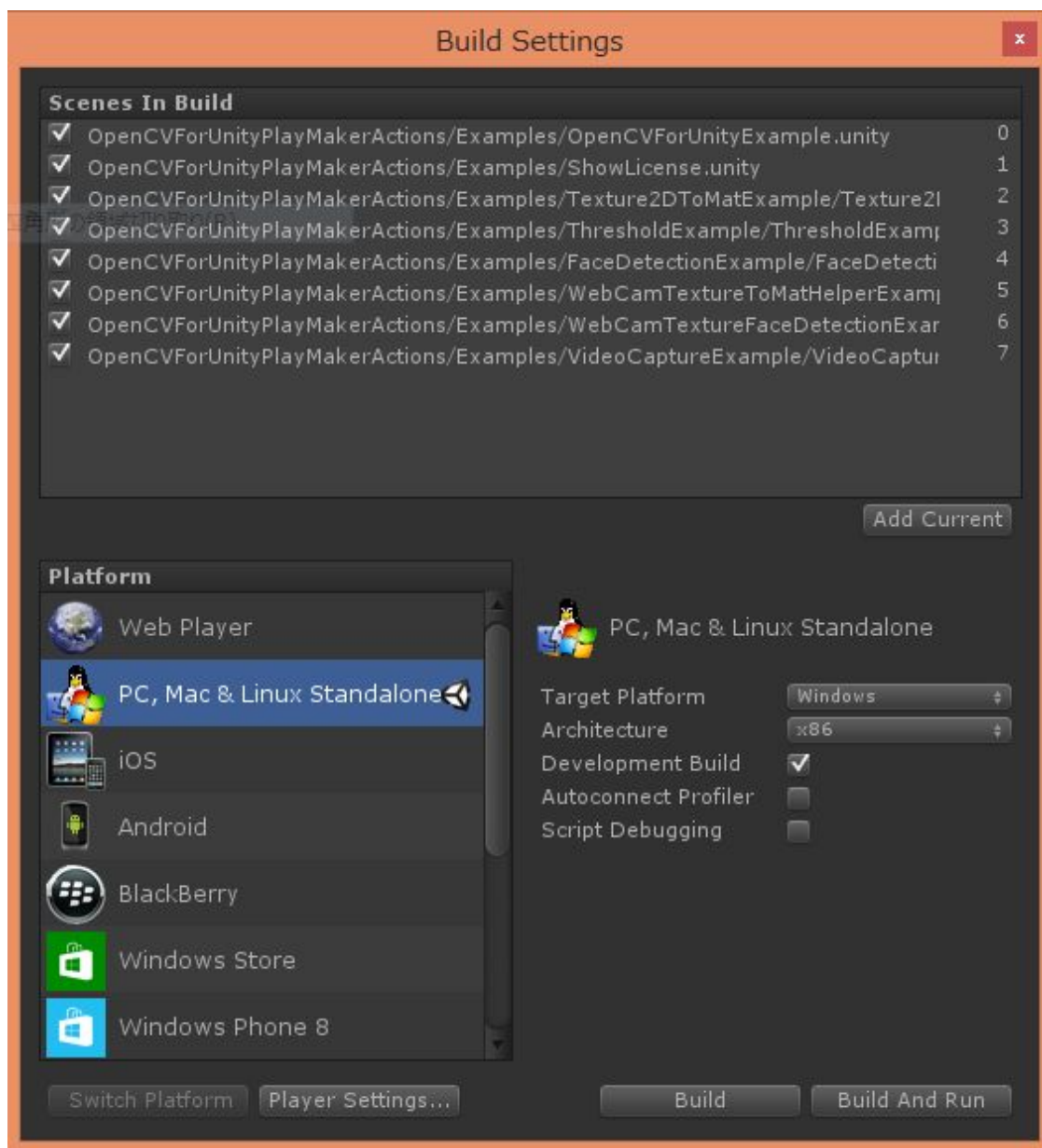
**1.0.2** [Common]Fixed the scroll delay of the Action Browser.

**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**

