

# PlayMakerActions for OpenCVforUnity 1.0.1

**WebGL support(Unity5.3 or later)**

**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 10.8 or later**

This asset requires [PlayMaker](#) 1.8.4 or later.

This asset requires [OpenCVforUnity](#) 2.2.1 or later.

## **Features**

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

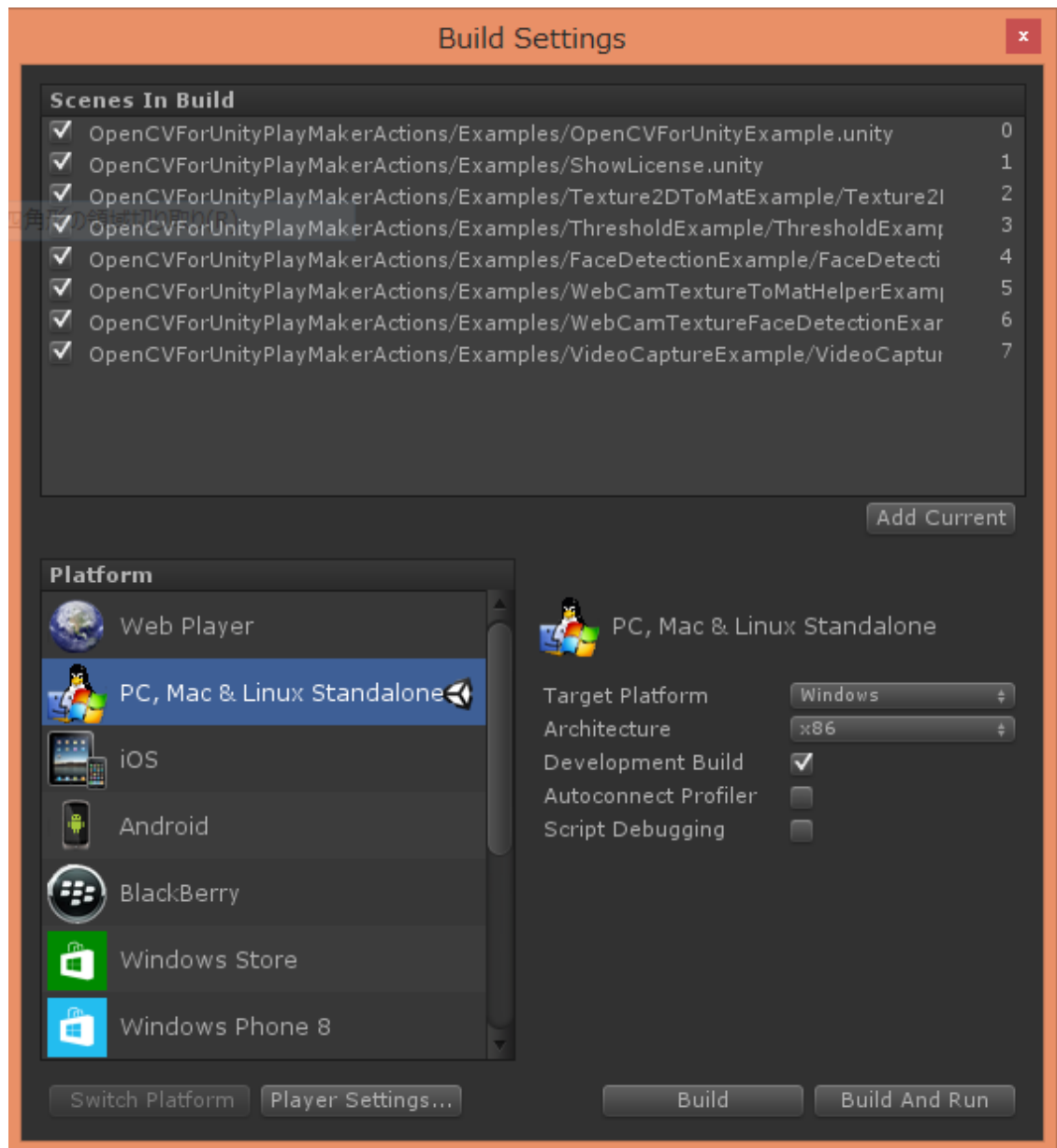
## **Version changes**

**1.0.1** [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

