PlayMakerActions for OpenCVforUnity 1.0.8

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 2.3.8 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
1.0.8 [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.)
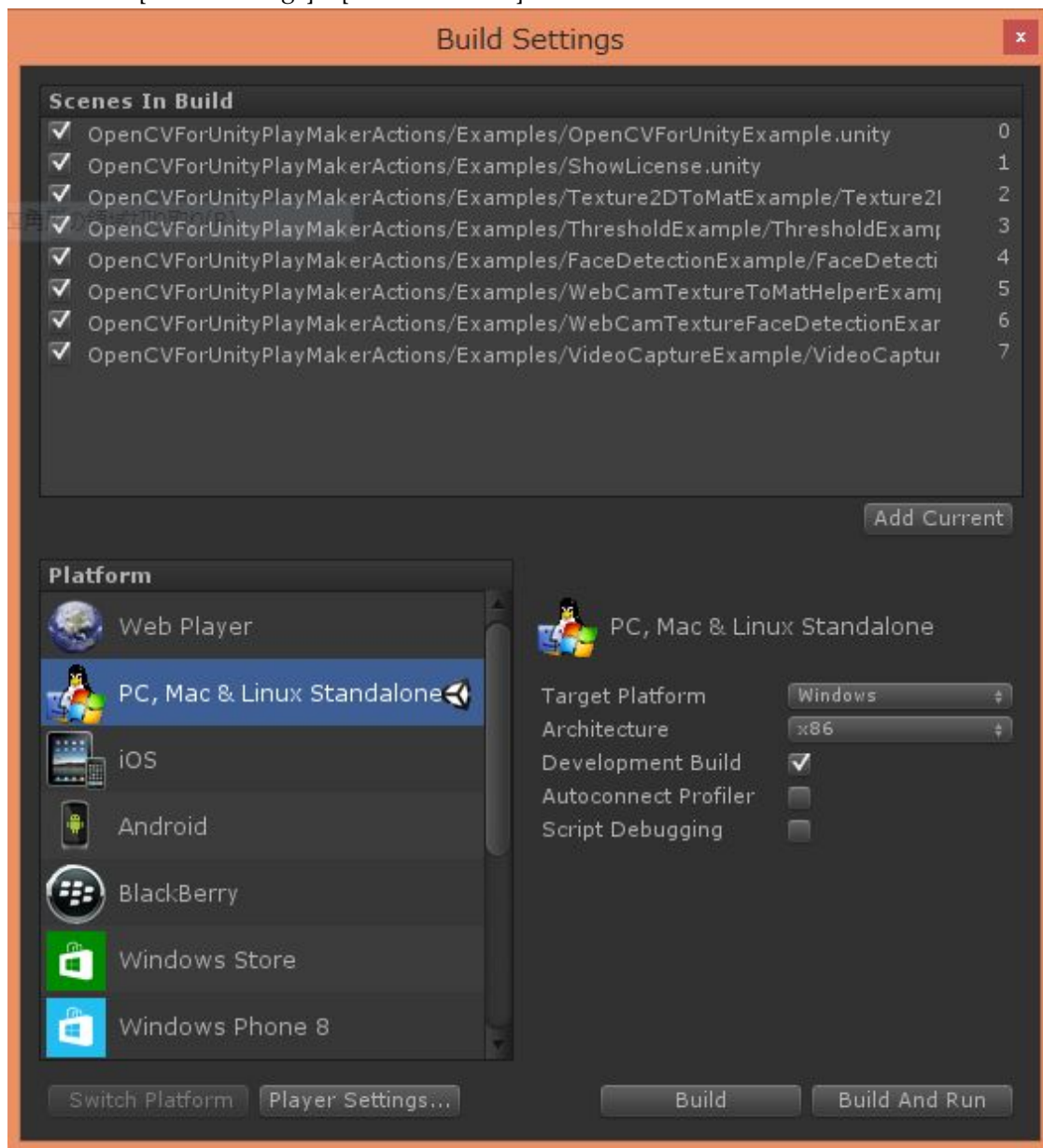**1.0.2** [Common]Fixed the scroll delay of the Action Browser.
1.0.1 [Common]Updated for OpenCV for Unity v2.2.1.(This asset requires OpenCVforUnity 2.2.1 or later.)
1.0.0 Initial release.

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