PlayMakerActions for OpenCVforUnity 1.0.0

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

iOS & **Android** support

WindowsStoreApps8.1 & **WindowsPhone8.1** & **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.

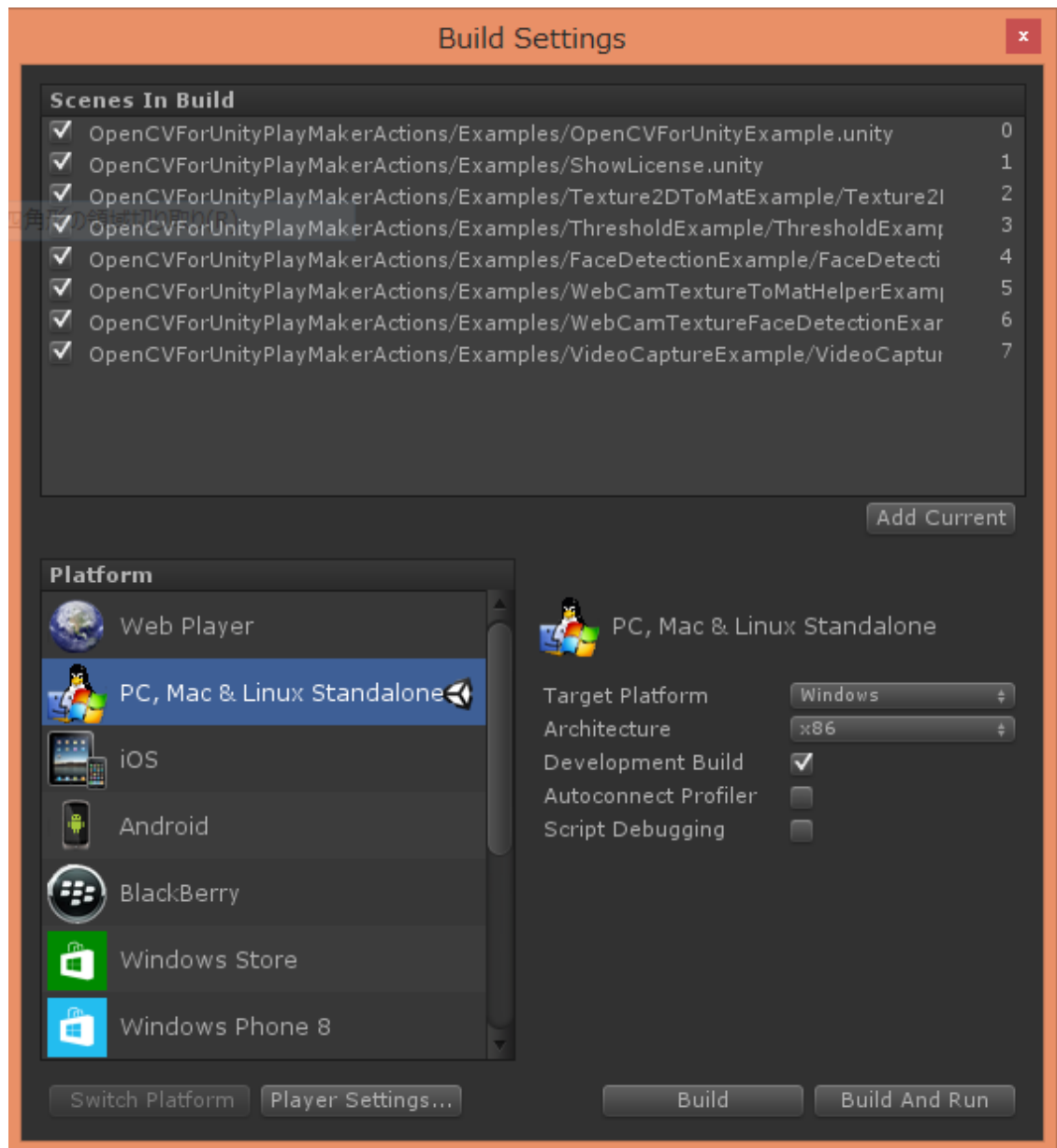This asset requires [OpenCVforUnity](#) 2.1.8 or later.

Features

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

Version changes

1.0.0 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