ZCPhotoPickerViewTest 使用说明

1. 在项目中添加 AssetsLibrary.framework
2. 添加 ZCPhotoPickerView 文件夹到项目当中
3. 在需要添加图片选择器的页面当中添加ZCHeader.h 头文件，并添加 ZCPhotoViewControllerDelegate

self.\_viewCon = [[ZCPhotoViewController alloc] init];

[self.\_viewCon setDelegate:self];

[[ZCUnderWindowPreView sharedZCUnderWindowPreView] setZcPhotoType:ZCPhotoView\_NORMAL];

// [[ZCUnderWindowPreView sharedZCUnderWindowPreView] setZcPhotoType:ZCPhotoView\_UNDERWINDOW];

self.\_viewCon.selectWhenFullScreen = NO;//YES UINavigationController \*\_nav = [[UINavigationController alloc] initWithRootViewController:self.\_viewCon];

[self presentViewController:\_nav animated:YES completion:nil];

sdk共有两种选择方式：ZCPhotoView\_NORMAL和ZCPhotoView\_UNDERWINDOW，第一种为普通的选择方式，后者则为选择时可以在屏幕下方显示所有选择图片的预览图

selectWhenFullScreen 为在进行全屏预览时是否可以进行选择，yes为可选，no为非可选，默认为no；该选项只在ZCPhotoView\_NORMAL 方式下有效

添加

- (void)ZCPhotoViewImgChoose:(NSDictionary \*)\_dic;方法，即可在选择图片之后获得所有选择图片的信息：示例如下

\_dic = {

0 = (

"assets-library://asset/asset.JPG?id=00000000-0000-0000-0000-000000000A39&ext=JPG",

"<CGImage 0x171942e0>"

);

1 = (

"assets-library://asset/asset.JPG?id=00000000-0000-0000-0000-000000000A38&ext=JPG",

"<CGImage 0x17193d50>"

);

2 = (

"assets-library://asset/asset.JPG?id=00000000-0000-0000-0000-000000000A37&ext=JPG",

"<CGImage 0x171937c0>"

);

3 = (

"assets-library://asset/asset.JPG?id=00000000-0000-0000-0000-000000000A36&ext=JPG",

"<CGImage 0x17193230>"

);

}

assets-library://asset/asset.JPG?id=00000000-0000-0000-0000-000000000A36&ext=JPG 为图片的存储位置

<CGImage 0x17193230> 为图片的预览图，使用为

UIImage \*img =[UIImage imageWithCGImage:(CGImageRef)[[self.\_dic objectAtIndex:0] objectAtIndex:1]];