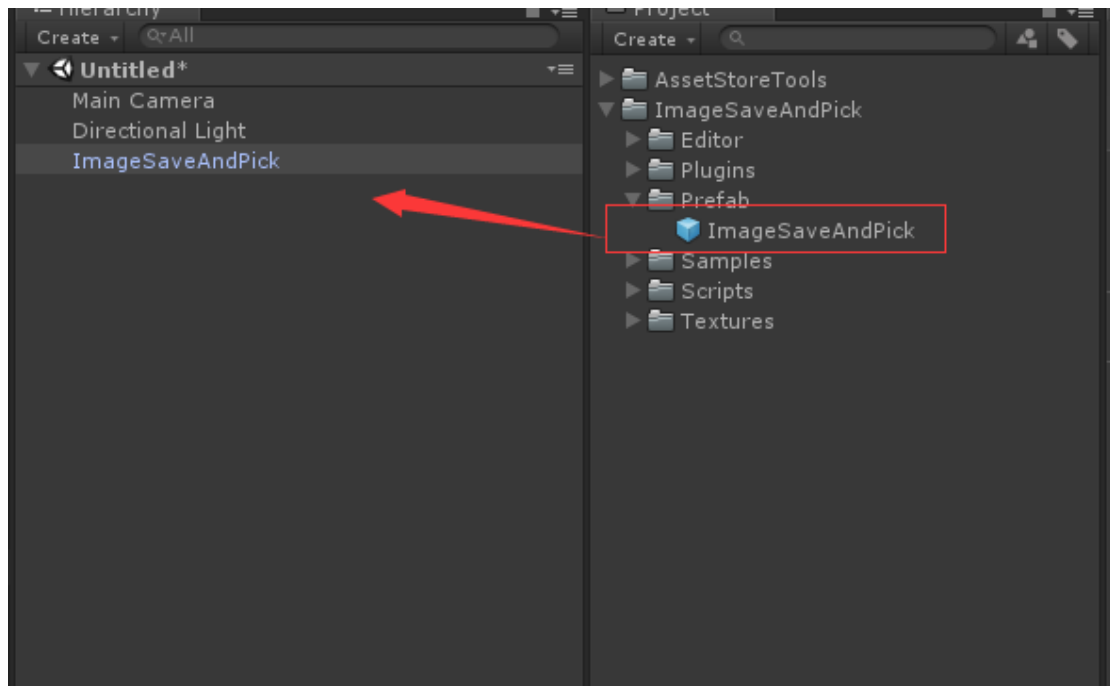# Image Save and Pick

this plugin can easy to integrate with your project, you just need to write a few code to complete your work.it can support capture screenshot , save texture to gallery ,and load images from gallery and camera roll, it available for Android And iOS platform.

How to integaration and use:

Please follow these steps to integrate this plugin with you project.

Step1: Please import this plugin into your project.

Step2: Drag the prefab named "**ImageSaveAndPick**" from Assets/ImageSaveAndPick/Prefab/ into hierarchy.

Step3:

    (1) Capture Screen Features:

        1) Get **ImageSaveAndPick** reference Object

ImagePickAndSave imageCtr

= GameObject.FindObjectOfType<ImagePickAndSave> ();

        2) Capture and Save

//Capture Full Screen With UI , Save it to gallery

2.1) *imagectr.CaptureScreen ();*

//Capture particular area (rect)With UI , Save it to gallery

2.2) *imagectr.CaptureScreen (new Rect(x,y,w,h));*

//Capture Full Screen Without UI by Target Camera , Save it to gallery

2.3) *imagectr.CaptureScreen (new Rect(x,y,w,h));*

//Capture particular area Without UI by Target Camera , Save it to gallery

2.4) *imagectr.CaptureScreen (new Rect(x,y,w,h));*

2.5) Save event:

imageCtr.SaveCompleted += onSaveCompleted;

void onSaveCompleted(string fpath)

{

*   // todo something by fpath , see the demo sample scene.*

}

(2) Save Particular texture to gallery

1) Get **ImageSaveAndPick** reference Object

ImagePickAndSave imageCtr

= GameObject.FindObjectOfType<ImagePickAndSave> ();

2) Save to Gallery

// "image" :target texture.

// "directoryName" : the directory name which the image will save into.

// "fname" ,the image's name which will save into gallery

2.1) *imageCtr .SaveToGallery(Texture2D image,*

string directoryName,string fname)

// save save the image to gallery by image path.

2.2) *imageCtr .SaveToGallery(string fPath)*

2.3) Save event:

imageCtr.SaveCompleted += onSaveCompleted;

void onSaveCompleted(string fpath)

{

// todo something by fpath , see the demo sample scene.

}

(3) Pick Image from Gallery And Camera roll

1) Get **ImageSaveAndPick** reference Object

ImagePickAndSave imageCtr =

= GameObject.FindObjectOfType<ImagePickAndSave> ();

2) Open Gallery Browser:

imageCtr.Browse ();

3) Open Camera Roll:

imageCtr.OpenCamera ();

4)Pick Event:

imageCtr.PickCompleted += OnPickCompleted;
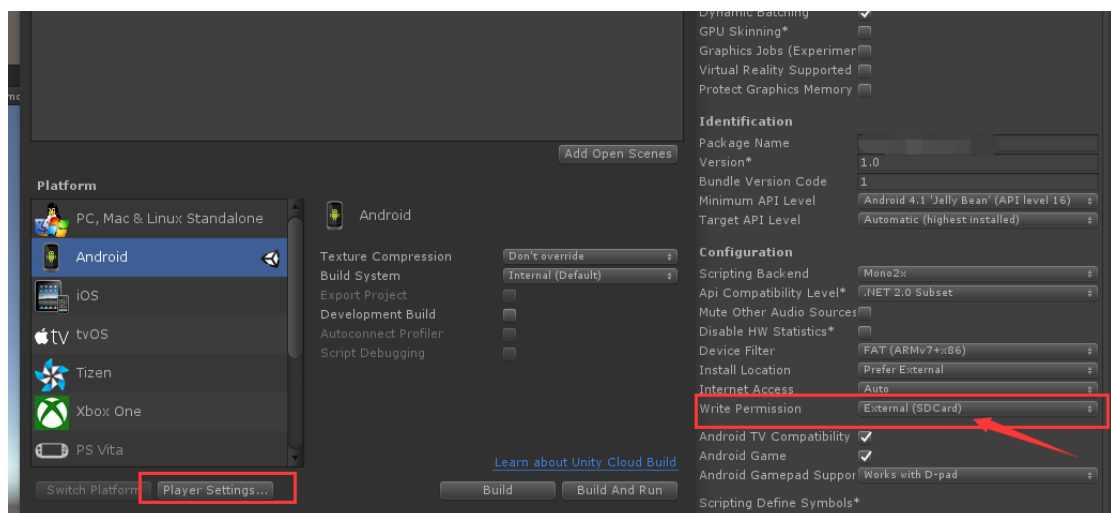
void OnPickCompleted(string path)

{

// todo something by path, see the demo sample scene.

}

Build app

Android:

1，Please set the "**Write Permission**" as "**External(SDCard)**" in the

player setting.because the plugin need to access the SDCard when taking photo

to gallery. If not ,it can't save image to gallery success

2，Edit the AndroidManifest.xml file (**Important**)

1) Open the AndroidManifest.xml in the Assets/Plugins/Android/ folder.

And edit it.

2) Locate at the node

```xml
<provider
  android:name="android.support.v4.content.FileProvider"
  android:authorities="com.Company.ProductName.provider"
  android:exported="false"
  android:grantUriPermissions="true" >
<meta-data android:name="android.support.FILE_PROVIDER_PATHS
" android:resource="@xml/provider_paths"/>
</provider>
```

3) Edit the "**com.Company.ProductName**" with **your project**

packagename.

Ok, we have provide some sample scenes for you ,you can see them for detail.

For support email me at wiliamheart@gmail.com