PermissionProcessor

Use to control when should pop up native camera usage permission window, native photo access permission window.

If PermissionProcessor being used, the permission windows will not all pop up at beginning of first time the app run, instead it will pop up after each in app page explain to user why we need the permissions.

In order to use PermissionProcessor:

1. Go to **VuforiaConfiguration** file under resources folder, select Delayed Initialization.

2. Go to **ARCamera** Object in the main(First) scene, disable Vuforia Behavior script by un check mark it. Do not remove it!

3. If you are building to android, please do following change for you android build in your AndroidManifest.xml manually.

- **Change from:**
  <activity android:name="com.unity3d.player.UnityPlayerNativeActivity"
  To:
  <activity android:name="com.merge.unityandroidpermission.OverrideUnityActivity"

- **Add:**
  <uses-permission android:name="android.permission.RECORD_AUDIO" />
  Before:
  <application

- **Add:**
  <meta-data android:name="unityplayer.SkipPermissionsDialog" android:value="true" />
  Before:
          </application>
      </manifest>