

## Mvx2Unity iOSCamera iOS Extension

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# Chapter 1

## Mantis Vision: Mvx2Unity\_iOSCamera\_ios\_ext

An extension of Mvx2Unity plugin providing support for grabbing and processing Mvx2 volumetric content from iOS depth camera

### Extension Description

The extension introduces native frameworks and other supplementary material for grabbing RGB and depth data from iOS depth camera.

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### Supported Platforms

Currently the extension works on these platforms:

- iOS.



## Chapter 2

# Main Scripts

None





## Chapter 3

# Project Setup

Following are necessary or recommended settings of projects that use the extension:

### Camera Usage Description

- the extension uses device's camera, hence for successful deploying of an app to the device the usage description must be provided
- found at *Project Settings* -> *Project/Player* -> *Other Settings*



## Chapter 4

# Release Notes

### 3.0.6.0

#### Extension

- **3.0.6.0\_E1** | versioning scheme extended to `Level1.Level2.Level3.LevelE`
  - `Level1.Level2.Level3` part indicates version of the core Mvx2Unity package, the extension is based on
- **3.0.6.0\_E2** | introduced standalone version file for the extension:
  - `Assets/Plugins/Mvx2/version_iOSCamera_ios_ext.txt`

#### Documentation

- **3.0.6.0\_D1** | introduced standalone documentation files independent from the core Mvx2Unity plugin
  - new documentation files reside in `Assets/Plugins/Mvx2/doc` folder
- **3.0.6.0\_D2** | added [Project Setup](#) section

### 3.1.0.0

#### Extension

- **3.1.0.0\_E1** | updated for the 3.1.0 version of the core Mvx2Unity package



## Chapter 5

# Sample Scenes

Sample scenes showing typical setup of the extension's scripts:

### iOSCameraStreamSample

Demonstrates a basic iOS camera data stream setup with visualization of grabbed RGB and depth data.

