QR Code Scanner plugin for unity3d V2.2

By 52cwalk-2016/6/4

add some features.

1,add static image decode
2,Optimization scan efficiency
Note:

if you need the plugin work with AR(vuforia),You can Contact us ,and We can provide you with a special plugin of AR

QR Code Scanner plugin for unity3d V2.1

By 52cwalk-2016/5/4

add some important features.

1,add barcode scan feature.
2.add the Inverted QRCode image scan.
3,Optimization scan efficiency
4,fix the bug of device webcam orientation.

QR Code Scanner plugin for unity3d V1.3

By 52cwalk-2016/4/1

Hello everyone!

Now we have update the pack to version1.3.fix the bug of build on ios .and now is work fine. other steps is same as V1.2

QR Code Scanner plugin for unity3d V1.2

By 52cwalk-2016/3/22

Hello !

Now we have update the pack to version1.2,add a important function,that is QR Code Generator, Now Let me Show you How to QR Code Generator.

First note(important):

when you use the QRCodeScanner function to scan the target QRCode, after this,if you want go to other scene,You should Call the function named "StopWork()" of "QRCodeDecodeController.cs". otherwise ,it will crashed on Mobile device. And you can watch Sample Scene named "QRScanScene".and the script named "QRDecodeTest.cs"
public void GotoNextScene(string scenename)
{
if (e_qrController != null) {

```
        e_qrController.StopWork();
    }
    Application.LoadLevel (scenename);
}
```
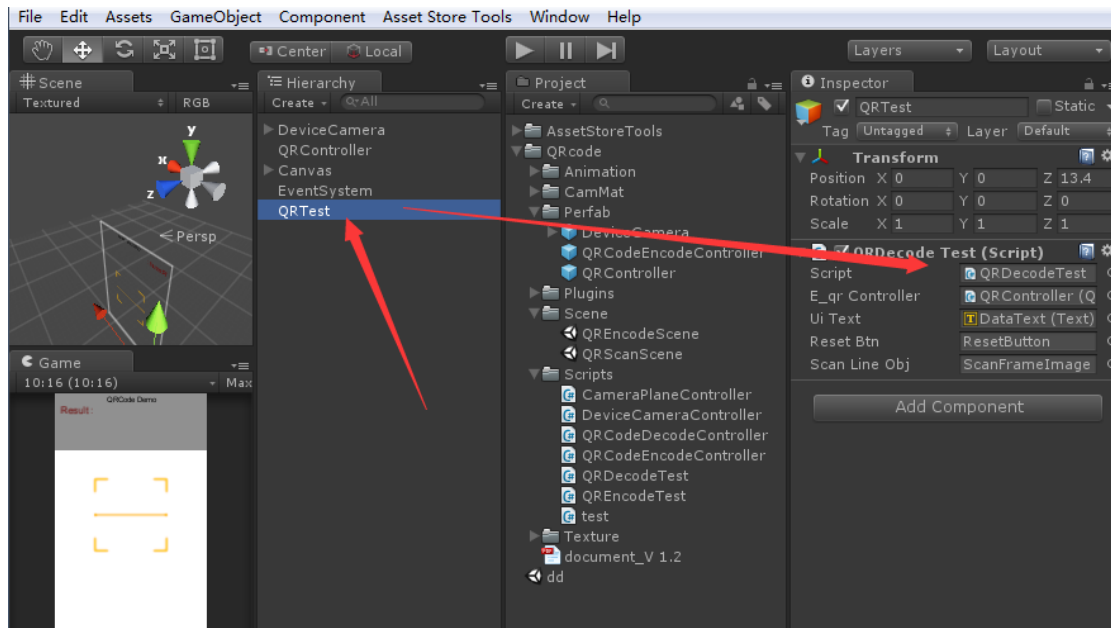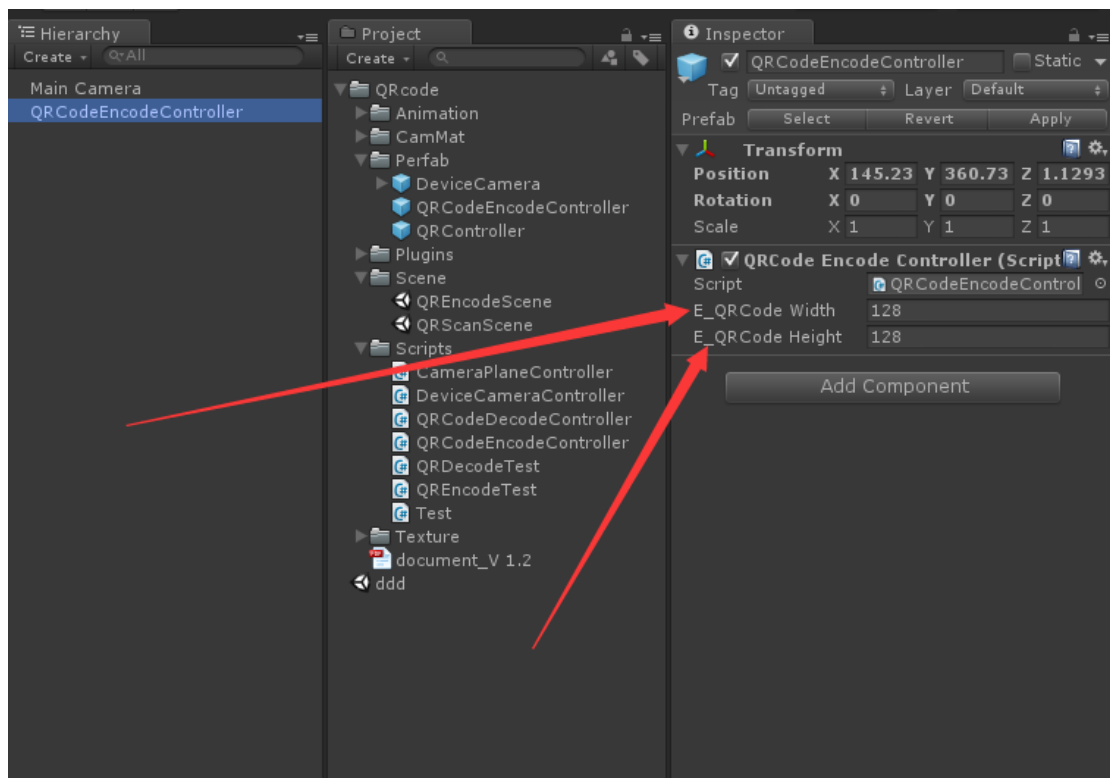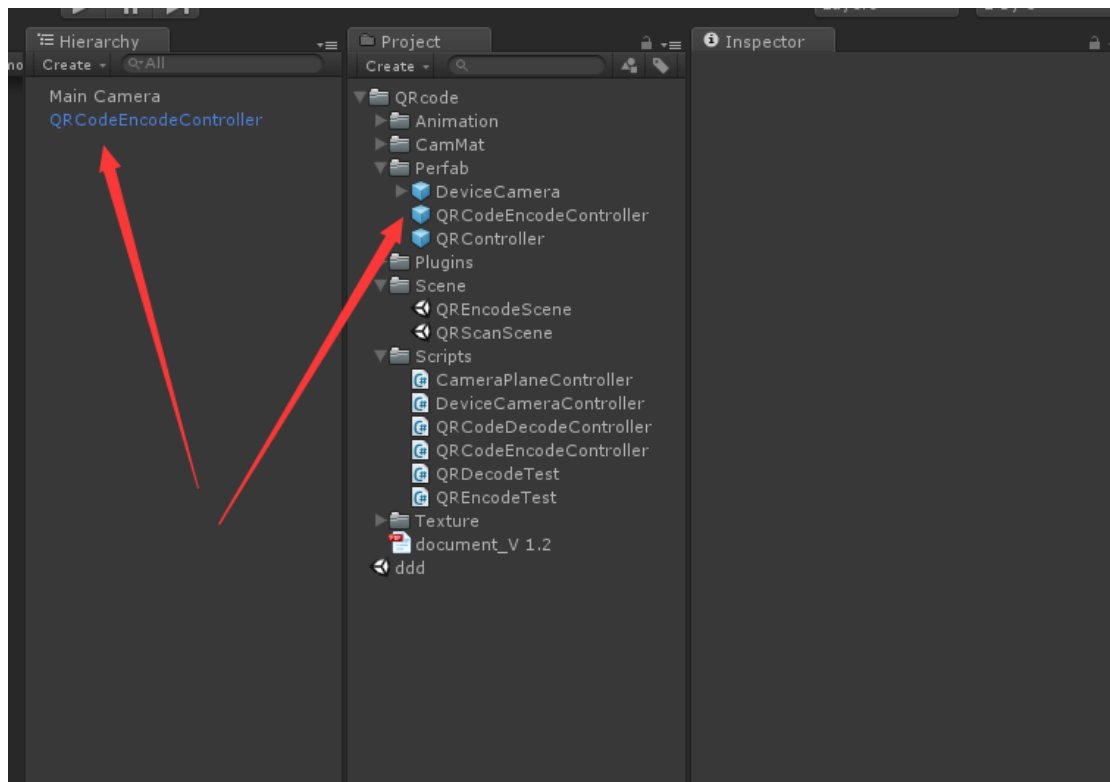

Now Let me Show you How to QR Code Generator

Step1:

Drag   the   "QRCodeEncodeController.perfab"   from   Project   zone   into   Hierarchy
zone.

You can modify the para of qr image width and height at here.

Step 2:

Create a empty gameobject and create a C# script to attach it.

```csharp
using UnityEngine;

using System.Collections;

public class Test : MonoBehaviour {

    string inputStr = "";

    public QRCodeEncodeController e_QrcodeEncode;

    Texture2D targettex = null;

    // Use this for initialization

    void Start () {

        e_QrcodeEncode.e_QREncodeFinished += getTexture;

    }


    // Update is called once per frame

    void Update () {

    }

    void OnGUI()

    {

        inputStr = GUI.TextField (new Rect (0, 0, Screen.width, 200), inputStr);

        if (GUI.Button (new Rect (0, 200, Screen.width, 100), "Encode")) {

            e_QrcodeEncode.Encode(inputStr);

        }

        if (targettex != null) {

            GUI.DrawTexture(new Rect(0,300,200,200),targettex);
```

```
        }

    }


    void getTexture(Texture2D tex)

    {

        targettex = tex;

    }

}
```
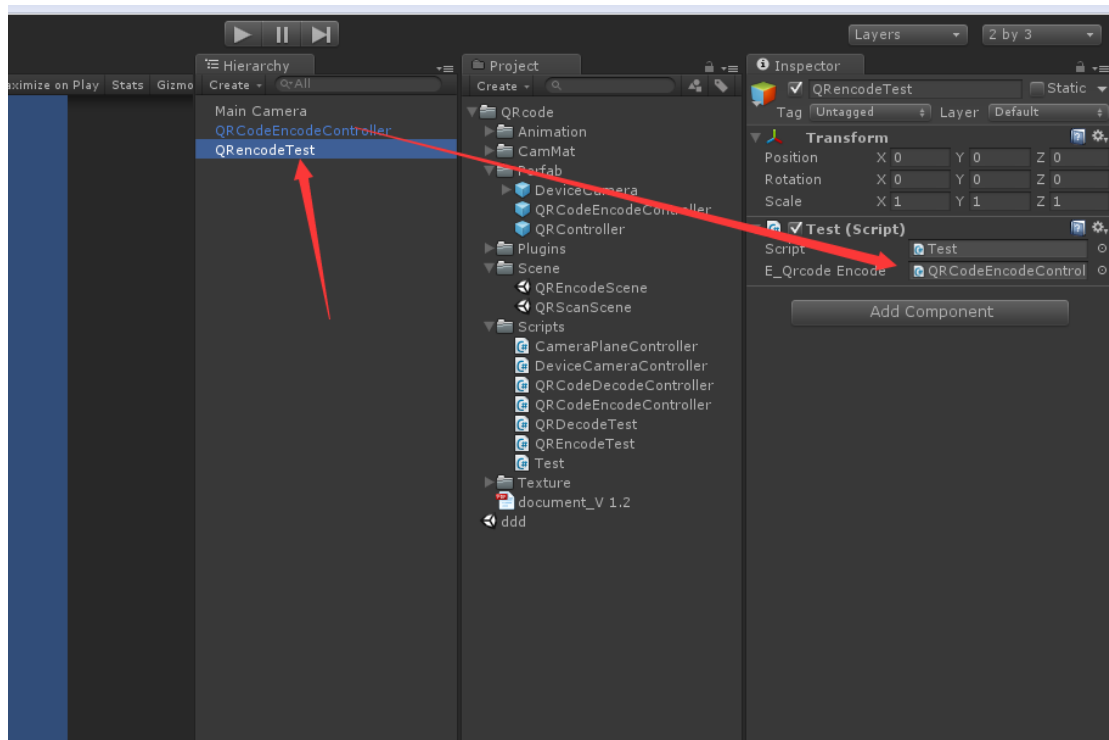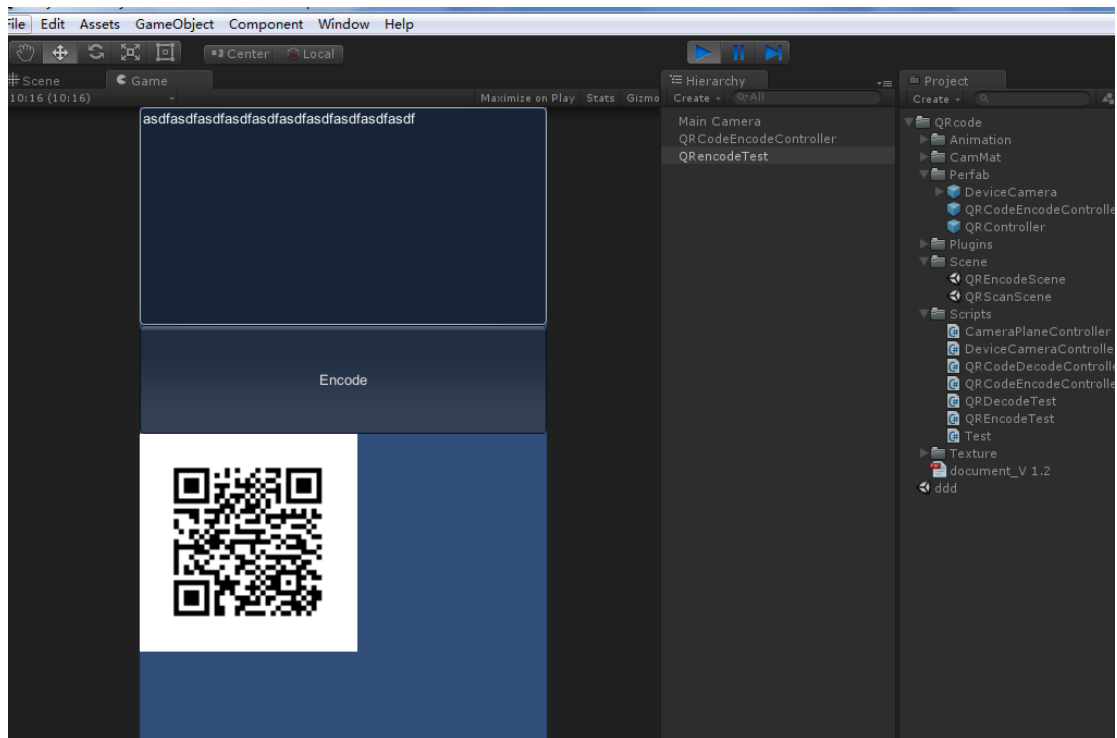

And then ,run it .

I have provide a new sence in pack.please see it.

QR Code Scanner plugin for unity3d V1.1
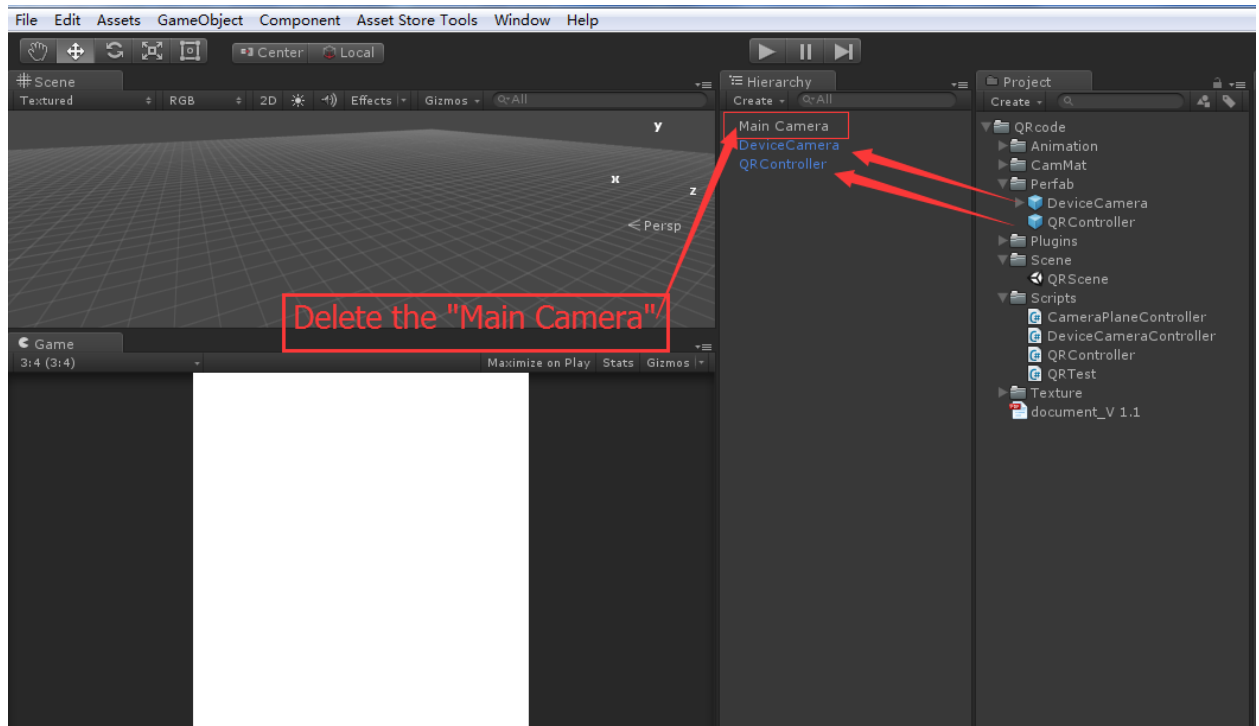
By 52cwalk

Hello !

Thank you very much for buying this plugin.if you need the decode QRCode,this Plugin is very suitable to you . this plugin is optimized.
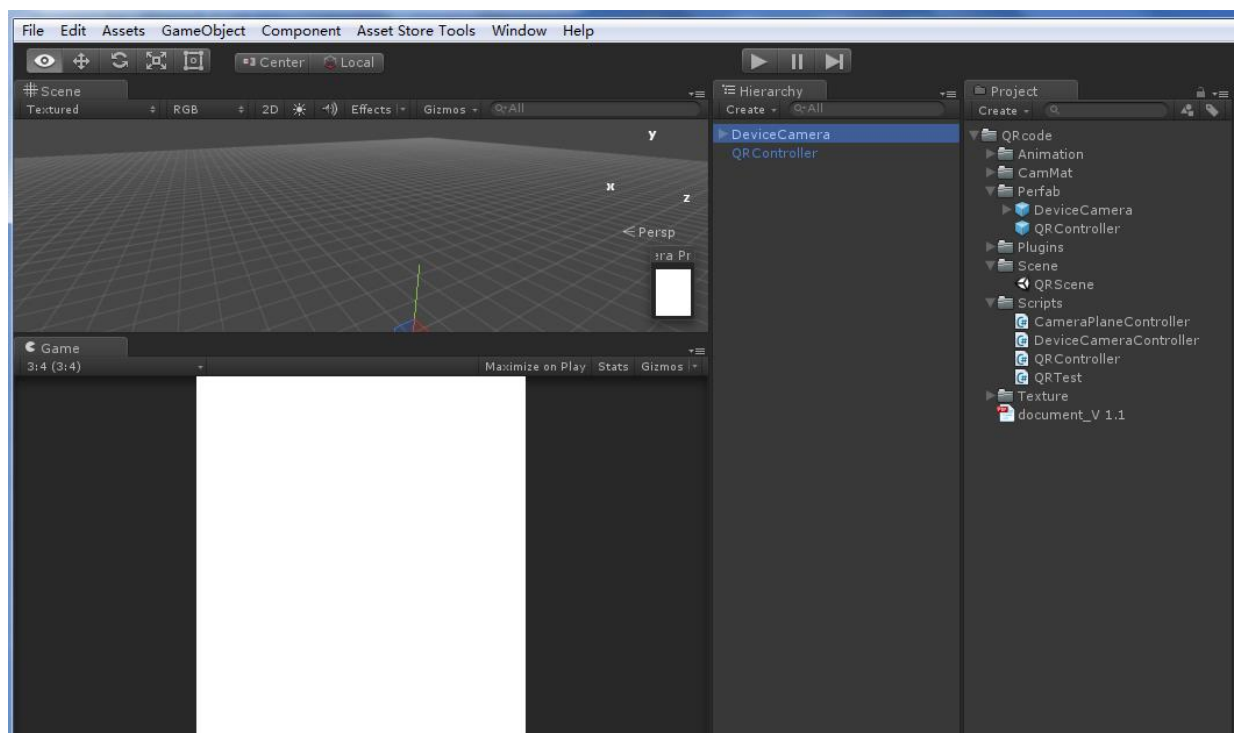
Now Let me Show you How to Use the Plugin into you project;

Step 1:

New a Sence and Drag the "DeviceCamera.perfab",and "QRController.perfab" from Project zone into Hierarchy zone.

Like this:

DeviceCamera.perfab:this prefab is Open the Device Camera controller;
QRController.perfab:this prefab is realtime analysis QRCode Image and decode the result.

Step 2:

Create a empty gameobject and create a C# script to attach it.

Scripts:

```
using UnityEngine;
using System.Collections;

public class Test : MonoBehaviour {

    public QRController e_Controller;
    string DataText = "";
    // Use this for initialization
    void Start () {
        if (e_Controller != null) {
            e_Controller.e_QRScanFinished += onScanFinished;//receive the
QRController result data from Sanned the realtime video streaming
        }
    }

    // Update is called once per frame
    void Update () {

    }

    void OnGUI()
    {
        if (GUI.Button (new Rect (0, 0, Screen.width, Screen.height / 10),"Reset"))
{
            Reset();
        }
        GUI.Box (new Rect (0, Screen.height / 10, Screen.width, Screen.height /
10),"");
        GUI.Label (new Rect (0, Screen.height / 10, Screen.width, Screen.height
/ 10),DataText);
    }

    void onScanFinished(string str)
    {
        DataText = str;
    }

    void Reset()
    {
        if (e_Controller != null) {
            DataText = "";
```
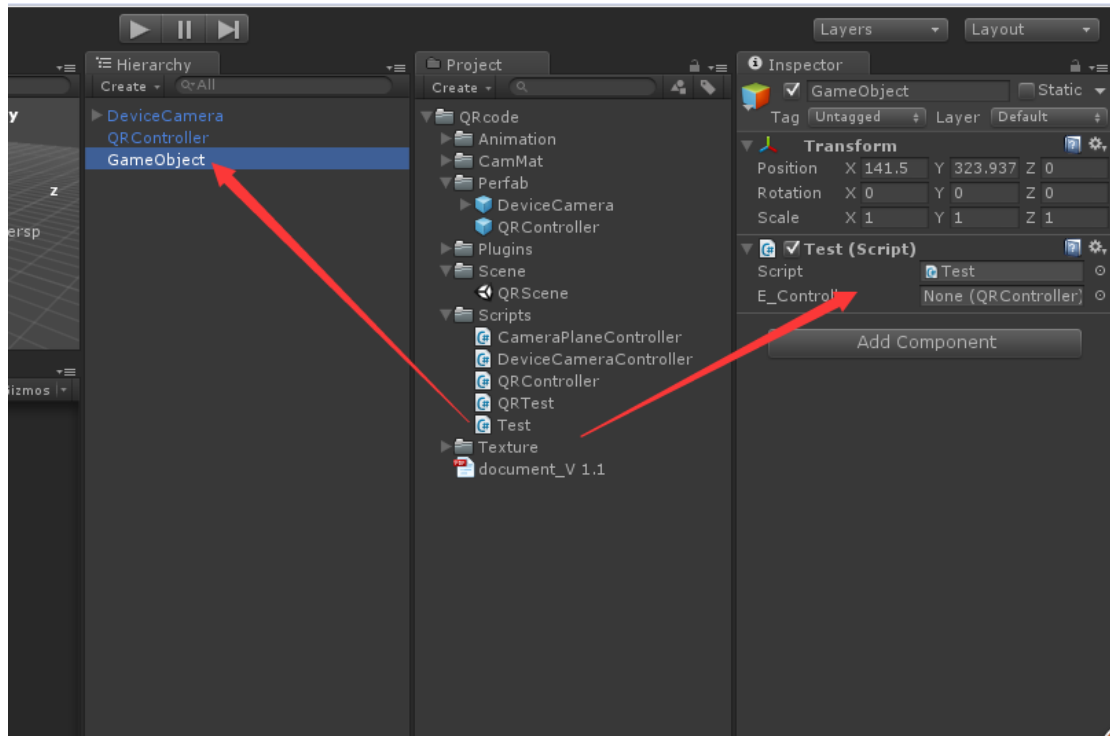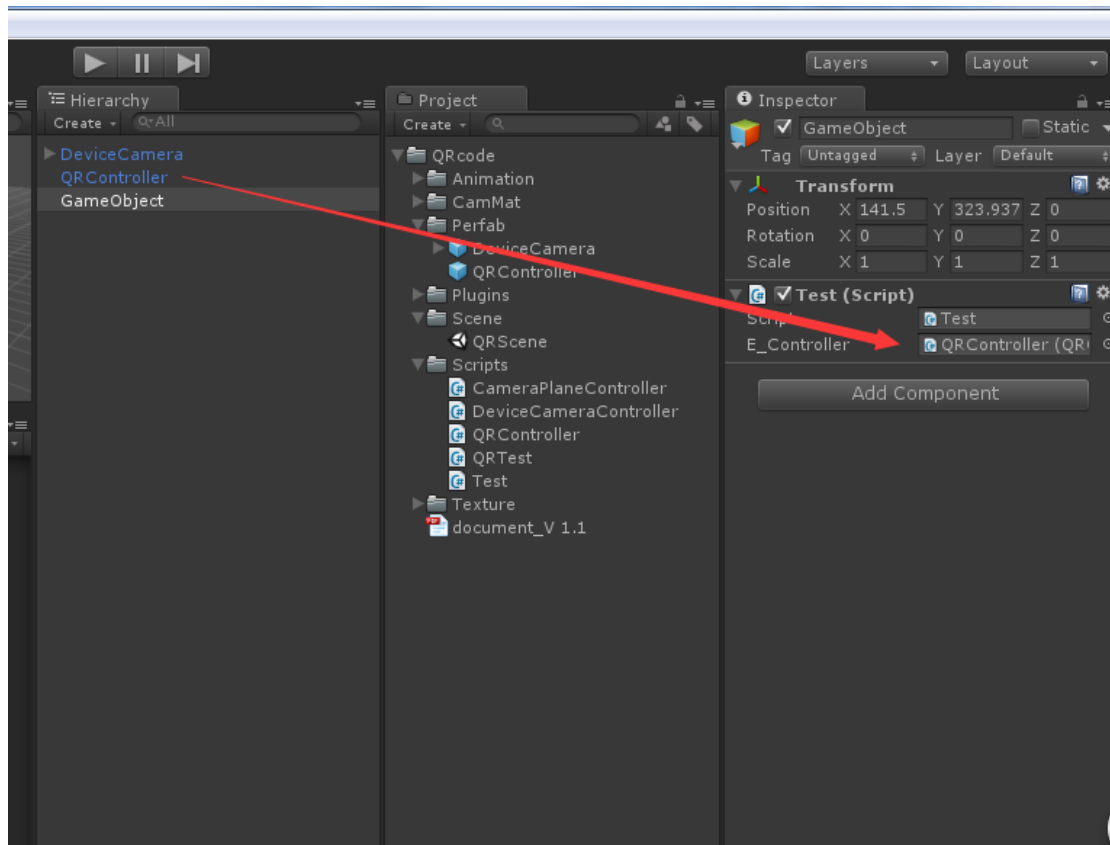
```
                    e_Controller.Reset();
            }
      }
}
```

Like this:

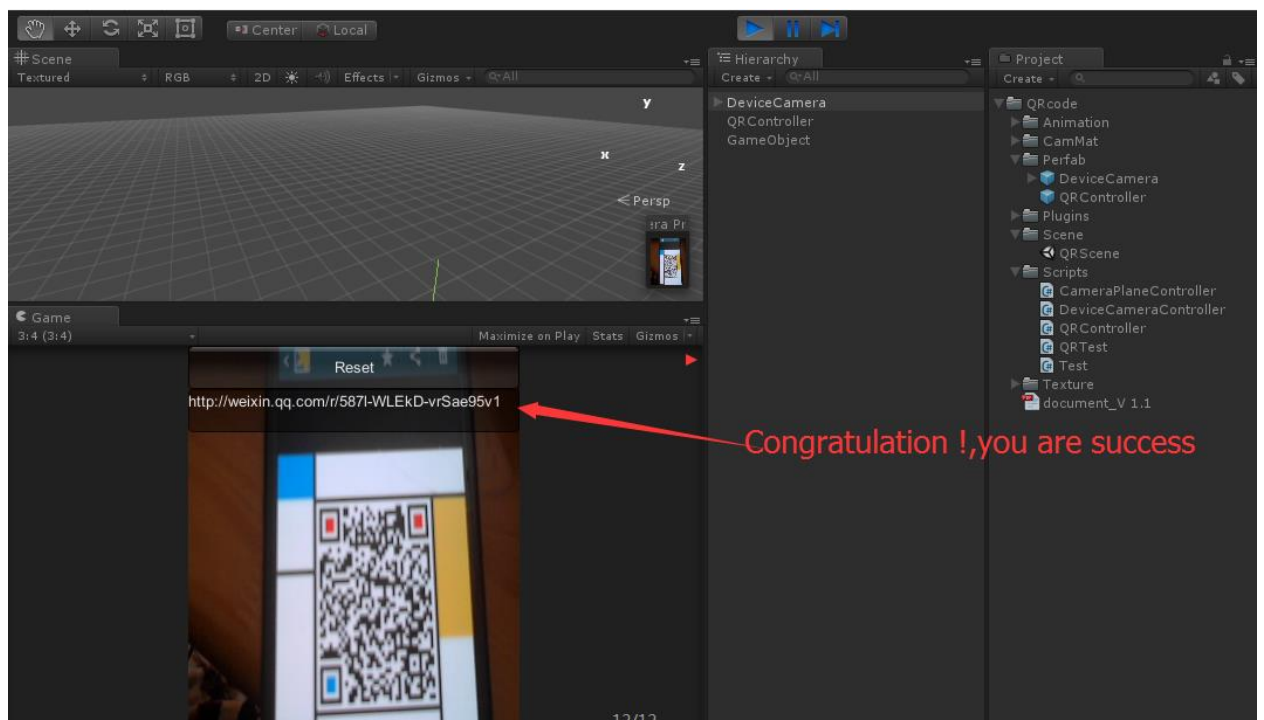And then drag the "QRController " object to the "e_Controller" variable of Test.cs ,

Like this:

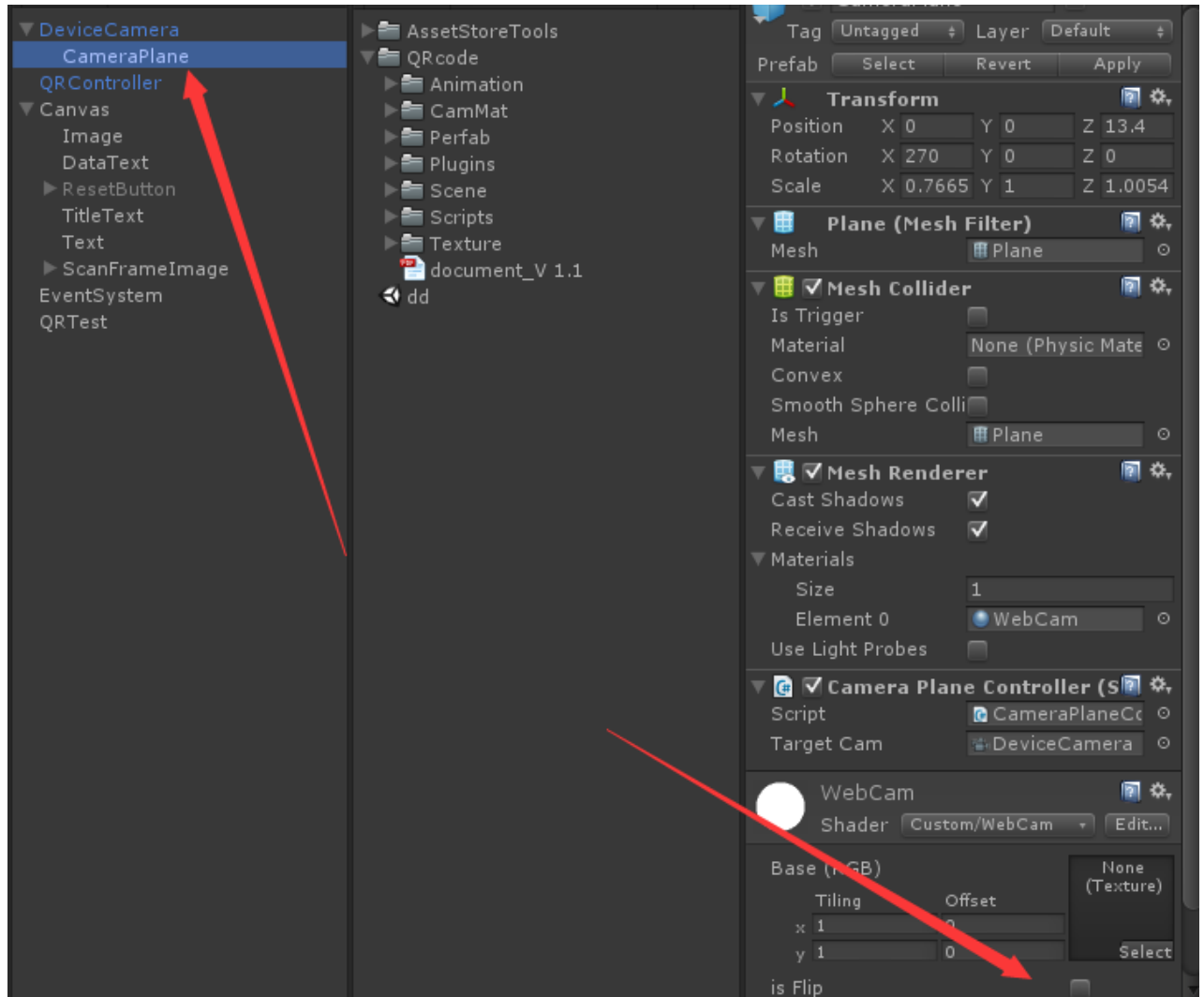**Note:you can embed the QRController. e_QRScanFinished into anywhere you need.**

Step 3:

Run the demo for checking it.

Note:

If you webcam image is Horizontal flip,you can use the webcam.mat to modify the parameter named "isFilp",like this as follow:

all in all,this plugin is convenient for unity3d . hope you can like it.