打开相册

```
public delegate void GetImgDele(Texture getImg);
```

```
/// <summary>
/// 外界需要调取的方法(相册)
/// </summary>
/// <param name="funtion">获取图片后调取的方法</param>
/// <param name="isShowscreenShot">是否开启图片的裁剪</param>
/// <param name="width">获取到图片的宽度</param>
/// <param name="height">获取到图片的高度</param>
public void GetImgOfPhotoAlbum(GetImgDele funtion,bool isShowscreenShot= false, flo
{
    imgWidth = width;
    imgHeight = height;
    myfunction = funtion;
    OpenPhotoAlbum(isShowscreenShot);
}
```

1. Function 为调取成功时自动调取的回调
2. isShowscreenShot 图片是否开启裁剪
3. Width 获取到图片的宽度(不足时拉伸)
4. Height 获取到图片的高度(不足时拉伸)

相机拍照

```
/// <summary>
/// 外界调用的方法(照相机)
/// </summary>
/// <param name="funtion">获取图片后调取的方法</param>
/// <param name="width">获取到图片的宽度</param>
/// <param name="height">获取到图片的高度</param>
public void GetImgOfTakePhoto(GetImgDele funtion,bool isShowscreenShot = fals
{
    myfunction = funtion;
    imgWidth = width;
    imgHeight = height;
    isNeedCrop = isShowscreenShot;
    this.transform.Find("Image").gameObject.SetActive(true);
    CameraTexture.color = new Color(255, 255, 255, 255);
    StartCoroutine(OpenCamera());
}
```

参数同上

注意点 .net 版本改为.net2.0(pc 端使用插件.net 支持)
        Function 为调取成功时自动调取的回调