Easy QR Code

Introduction:

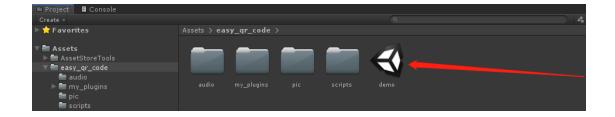
"Easy QR Code" is a tool for operating QR codes on the Unity platform. If you want to generate or read QR codes in Unity, then this tool will be an excellent choice for you. It's main function is to simplify the operation of complex QR codes, so that you can easily integrate the QR code function in your program, which is, read the QR code and generate the QR code. And also it can achieve cross-platform, no matter you are in windows, IOS, Android can easily read QR code and generate QR code.

Main features

- 1. Simple and easy to use, easy to integrate into your program, including a demo scene, making it easier for you to understand how to use the plugin
- 2. Cross-platform, windows, IOS, Android can run perfectly
- 3. Can generate and read QR codes
- 4. Cheap price

How to run:

Find the scene indicated in the figure below. If your computer has a camera, you can run it directly. If you want to run it on the IOS or Android platform, directly select the corresponding platform and build:



How to use:

 To generate a QR code, you only need to call the functions marked in the following figure:

```
easy_qr_code - Microsoft Visual Studio
文件(P) 编辑(E) 视图(V) 项目(P) 生成(B) 调试(D) 团队(M) vMicro 工具(T) 测试(S) 分析(N) 窗口(W) 帮助(H)
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                                                 - ▶ 附加到 Unity - 🎜 🍦 🔚 🏗 🖫 🥫 📕 🧐 게 게 세 💂
 vMicro + =
  Generate_qr_code.cs + X Read_qr_code.cs
                                       Demo_control.cs
                                                    🚽 🍕 epoching.easy_qr_code.Generate_qr_code
                public class Generate_qr_code : MonoBehaviour
                    [Header("inputfiled")]
                    public InputField input_field;
                   [Header("qr code RawImage")]
                   public RawImage raw_image_qr_code;
                    void OnEnable()...
         private Color32[] encode_info(string textForEncoding, int width, int height)...
                    public Texture2D generate_qr_code(string text)...
```

2. To read the QR code, first you need to open your camera, or find the picture you need to read, and then write it according to the code below:

```
IBarcodeReader barcodeReader = new BarcodeReader();

// decode the current frame

var result = barcodeReader.Decode(this.cam_texture.GetPixels32(), this.cam_texture.width, this.cam_texture.height);
```

The script in the Demo is very simple, refer to its meaning, and modify it to the effect you need If you have any questions, please feel free to contact me

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