QR Generator Documentation

Basic usage

Add a Quad to your scene. Apply a Unlit Texture material to your quad. Drag and drop the EasyQRCode.cs on to your quad game object. Modify the values in the inspector.

Usage from scripts

The class QRGenerator contains functions that return a Texture2D.

List of available signatures

- `public static Texture2D EncodeString(string text)`

- `public static Texture2D EncodeString(string text, Color darkColor, Color lightColor)`

- `public static Texture2D EncodeString(string text, Color darkColor, Color lightColor, QRCodeGenerator.ECCLevel errorCorrectionLevel)`

string text is the text that the qr code will read. This can be a url, text or other QR Code compatible string

Color darkColor & Color lightColor will be used for coloring the QR Code. The darkColor has to be darker than the lightColor in order to create a readable QR Code

ECCLevel errorCorrectionLevel defines the amount of error correction used in the QR Code. Using a low setting will produce a nicer looking code and a higher setting will produce a more error tolerant code