# Android Photo Cropper

Content

## 1. Set up

The location of AndroidManifest.xml and PhotoCropper.jar must be placed in the Asset/Plugins/Android path. Please move them to the correct location (they are now in the Assets/[package]PhotoCropper/Plugins/Android). Otherwise, the plug-in might not run.

If you want to modify the android part, the source code for the Android section is in source_code.zip. I use Android Studio to export the .arr, and pick the classes.jar from the .aar. (REMINDER: DO NOT pick the classes.jar from the lib dictionary) If you do not know how to export .jar, a video (https://www.bilibili.com/video/BV1Qt4y1a7aW?from=search&seid=8004011218970423000&spm_id_from=333.337.0.0) is highly recommended. This video is only available in Chinese. Or you can check the PhotoCropper Android Studio Project.

If you have any doubts, you can refer to https://github.com/Frida161/Unity-PhotoCropper.

## 2. Necessary code

```
//Register photo events
MessageManager.RegisterMessage("Photo Loaded", LoadPhoto);
```

LoadPhoto is a function to load photo. It will introduce later.

```
//Remove photo events
MessageManager.RemoveMessage("Photo Loaded", LoadPhoto);

//Loading photo function
void LoadPhoto(object obj)
{
    StartCoroutine(ReloadImg(obj.ToString()));
}

IEnumerator ReloadImg(string imgPath)
{
    string path = "file:///" + Application.persistentDataPath + "/" + imgPath;
    WWW www = new WWW(path);
    yield return www;
     //display the photo in an image
    Texture2D texture = (Texture2D)www.texture;
    img.sprite = Sprite.Create(texture, new Rect(0, 0, texture.width,
texture.height), new Vector2(0.5f, 0.5f));
}
```

## 3. Demo

A demo is also included with the package. About more detailed demonstration project, you can refer to https://github.com/Frida161/Unity-PhotoCropper.