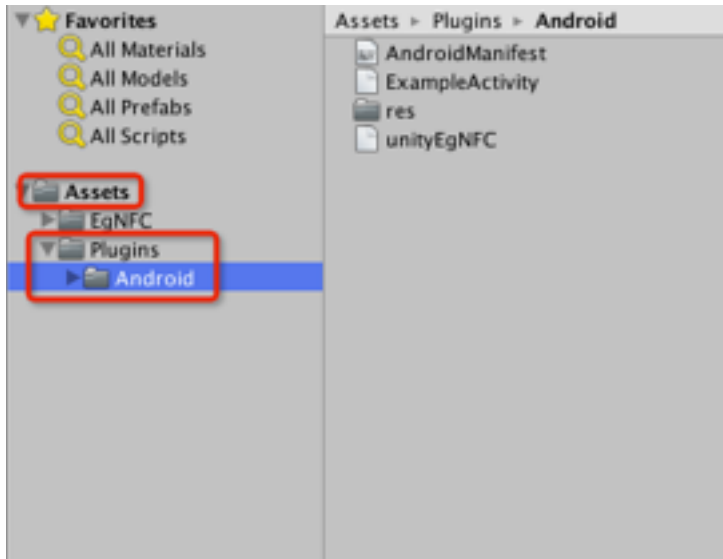


Step 1 :

Move Folder EgNFC\Plugins -> Assets\



Step 2 :

Test Build Demo

Open PlayerSettings -> Other Settings -> Identification

Set PlayerSettings.bundleIdentifier : **com.EgExample**

Open Scene EgNFC\Scenes\Example_EgNFC_Demo.unity

Build and Run.

End

or

Import package you project

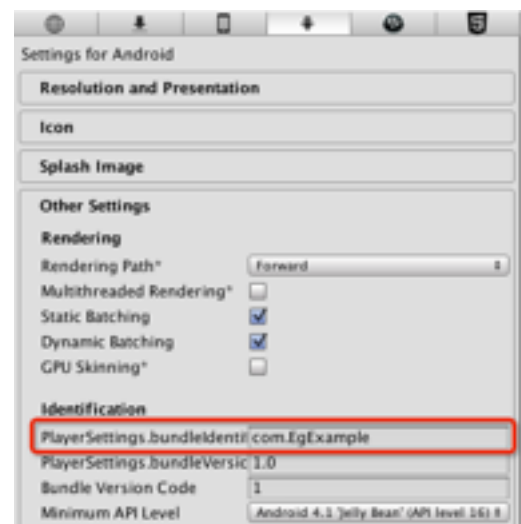
Open PlayerSettings -> Other Settings -> Identification

Set PlayerSettings.bundleIdentifier : **Your bundleIdentifier**

Import EgExample Jar Source Eclipse

Change package Name **Your bundleIdentifier**

Create jar file , Change EgExample.jar



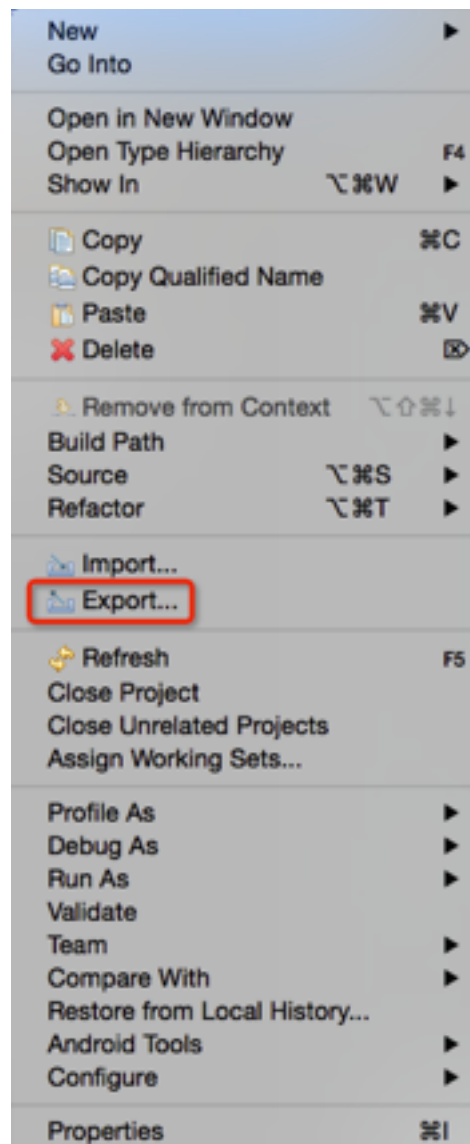
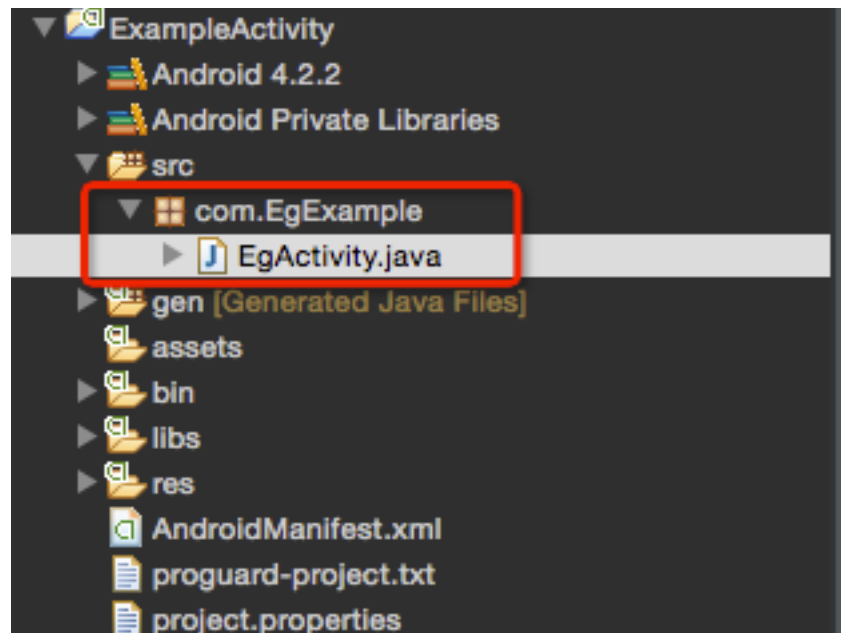
Step 3:

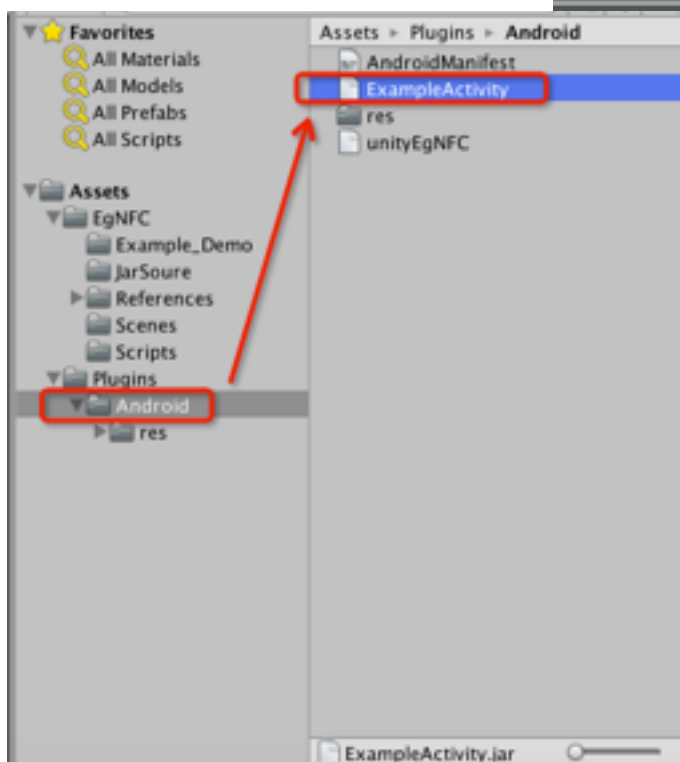
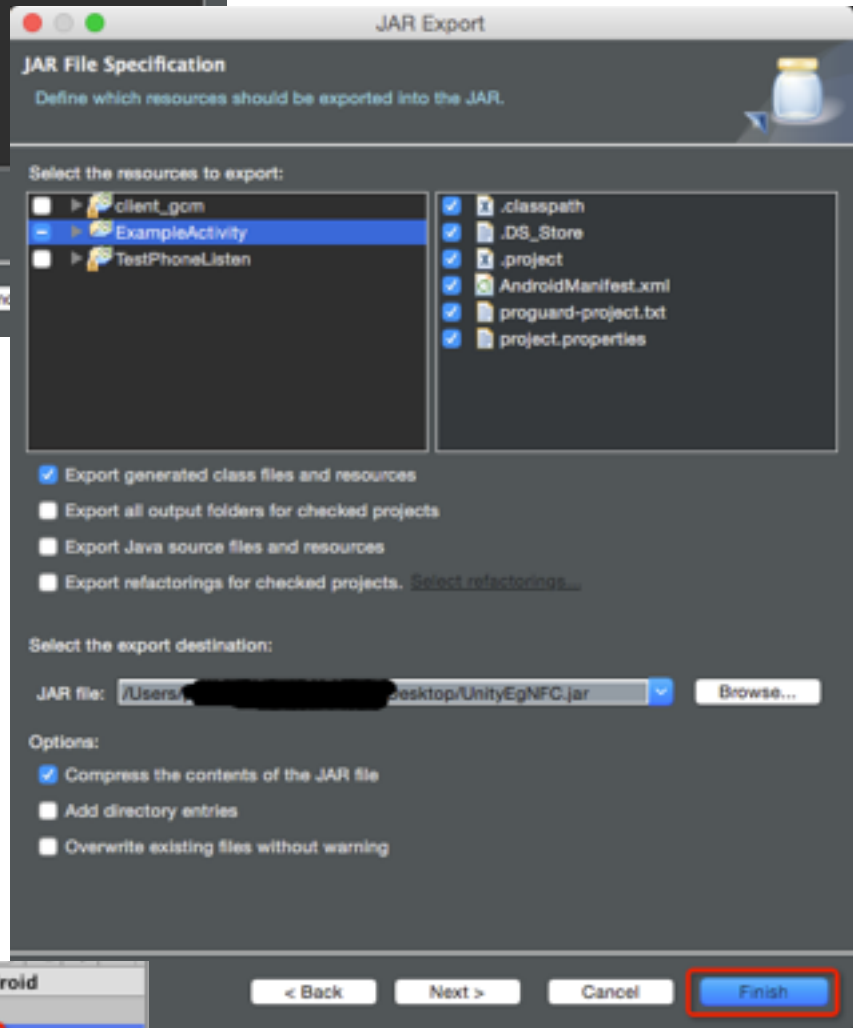
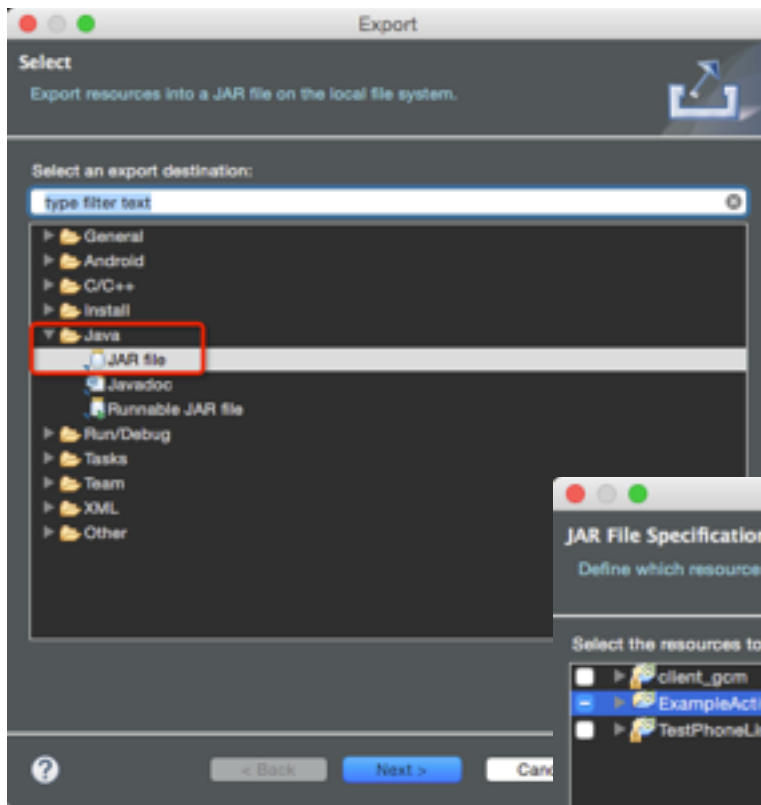
Set AndroidManifest.xml

```
AndroidManifest.xml
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.EgExample"
4     android:versionCode="1"
5     android:versionName="1.0">
6
7     <uses-sdk android:minSdkVersion="10" />
8
9     <uses-permission android:name="android.permission.NFC" />
10 </uses-permission>
11
12     <uses-feature
13         android:name="android.hardware.nfc"
14         android:required="true" />
15 </uses-feature>
16
17     <application android:label="@string/app_name">
18         <activity android:name=".EgActivity"
19             android:label="@string/app_name"
20             android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|orientation">
21             <intent-filter>
22                 <action android:name="android.intent.action.MAIN" />
23                 <category android:name="android.intent.category.LAUNCHER" />
24             </intent-filter>
25         </activity>
26     </application>
27 </manifest>
```

Step 4:

Creat Jar com.EgExample Change your package name.





Step 5:

Add Code your C# Scripts.

```
using Eg_NFC;

private Eg_NFC_DLL mNFC_Android;
private string ReceivingFunName = "OnReceivingMsg";

void Start () {
    // Init & Set Receive Msg Function
    mNFC_Android = new Eg_NFC_DLL();
    mNFC_Android.SetCodingType("UTF-8");
    mNFC_Android.SetListener(gameObject, ReceivingFunName);
}

// Receive Tag Msg
private void OnReceivingMsg(string str) {
    Debug.Log("Read Tag: " + str);
    // Do something.
}
```

Step 6:

```
Add your control logic
// nInt : Read 0, Write 1, Clear 2
// NFC Set use status
mNFC_Android.SetStatus(nInt);

// Set wrte tag string
mNFC_Android.Write(string);
```

End

More Info See Example_EgNFC_Demo.cs

Android Other Plugin Activity Conflict Resolution

Please refer EgActivity.java do merge processing modification

Thanks buy my unity plugin ◦

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E-mail : abbcc0001@yahoo.com.tw