CodeScanner 1.0

Vancete.NET
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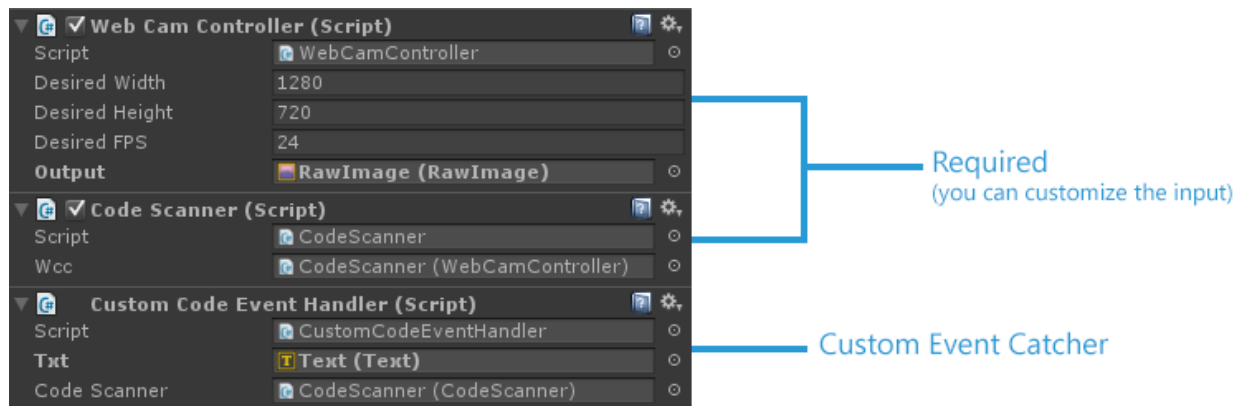
CodeScanner allows you to integrate a QR and barcode scanner into your project, it's easy, fast and multiplatform.

Supported Codes

UPC-A, UPC-E, EAN-8, EAN-13, Code 39, Code 93, Code 128, ITF, Codabar, MSI, RSS-14 (all variants), QR Code, Data Matrix, Aztec and PDF-417.

Usage

CodeScanner comes with a prepared prefab that you can customize to fit your needs.

The CodeScanner component reads a texture, in this case the input given from the WebCam (or camera in mobile platforms) and processes it looking for a QR/barcode

It can be also integrated with other kind of texture, just edit the CodeScanner to do a GetPixels32() from your desired texture.
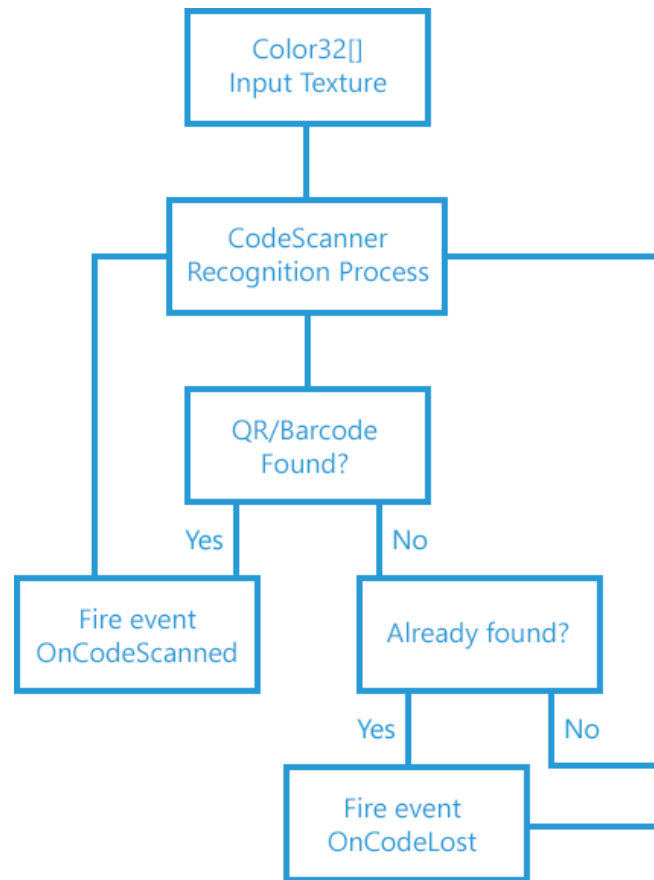
Recommendations

Since reading the whole texture is a heavy process, it's not recommended to do it in every frame, instead you can do it repeteadly every 0.5s, 0.75s or 1s.

You can also avoid the performance hit by running the recognition process on another thread (e.g. you can use Loom).

Events

You can check how to integrate into your own script checking the CustomCodeEventHandler script.

OnCodeScanned: It will be launched when the scanner detect any kind of code.

OnCodeLost: It will be launched when the scanned code is lost.