

QS Safety – Encrypt / Decrypt Image and Text

By

Quadrante Studio

Thank you for purchasing our product.

OVERVIEW

Safety? Protect your game or app. "QS Safety – Encrypt / Decrypt Image and Text"you're your protection of text (string) and texture, in run-time mode:

Features Security:

- Encrypt and Decrypt (Text - Base64);
- Encrypt and Decrypt (Texture / Material).

Features WebCam (Beta):

- Enable / Disable;
- Sound camera shutter;
- Replaces texture of target object.

Demonstrations scenes:

- Encrypt and Decrypt (Text);
- Encrypt and Decrypt (Texture / Material);
- Encrypt and Decrypt (Texture / WebCam).

Enjoy.

Official page:

<http://www.quadrantestudio.com>

Official Facebook page:

<https://www.facebook.com/quadrantestudio>

Package Includes:

- **QSFunctions.dll**, functions graphics to working with Sprites, SpriteRenderer, Texture2D and TextureRenderer;
- Unity 5 support;
- Documentation.

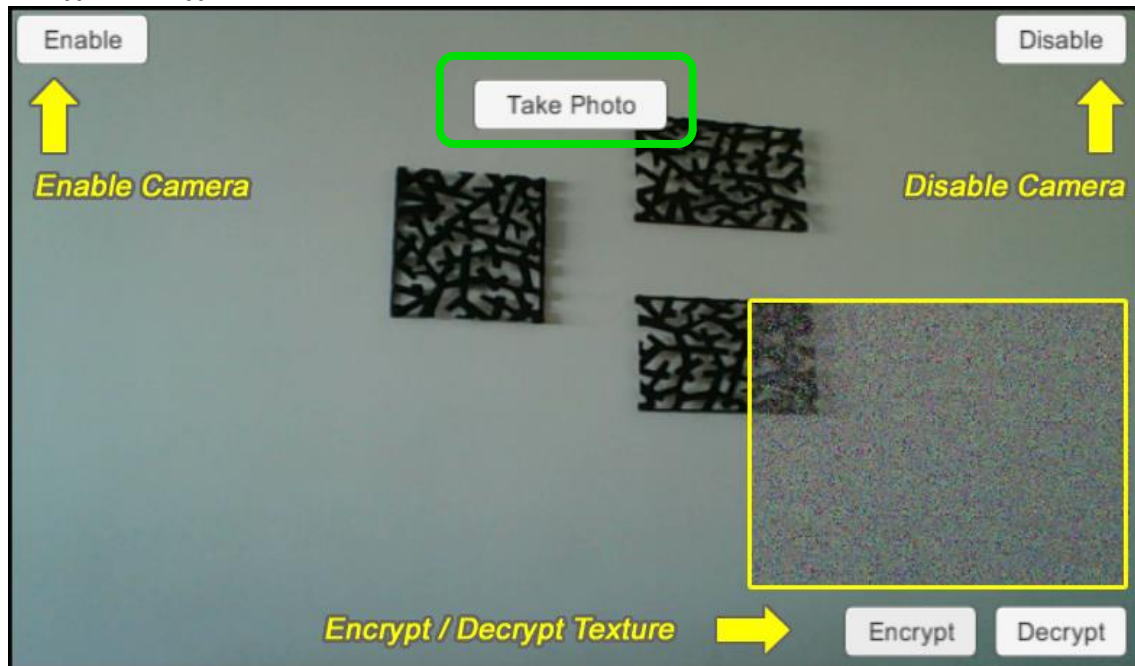
Fist To Do!

You don't have to do anything at first initialization. Just be sure you don't have any errors on your Console after importing the package.

Important!

All scenes, contain script (easy read).

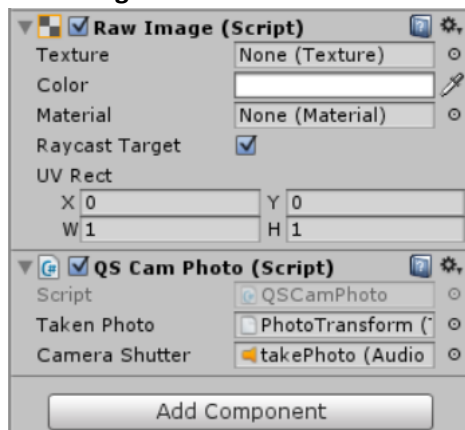
Encrypt / Decrypt of texture received of camera:



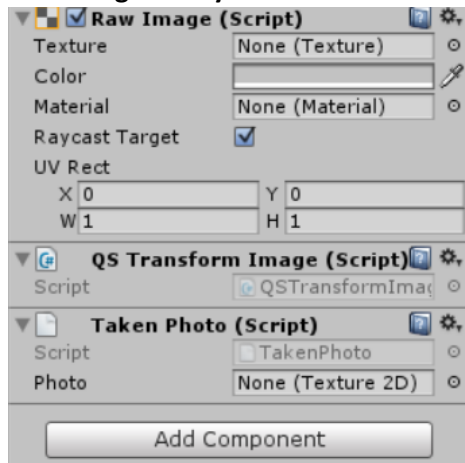
Configurations:

Canvas: Add Raw Image (to Textures) and Buttons (to Actions);

Raw Image Camera:



Raw Image Safety:



Buttons: Event **OnClick**, see demonstration scene.

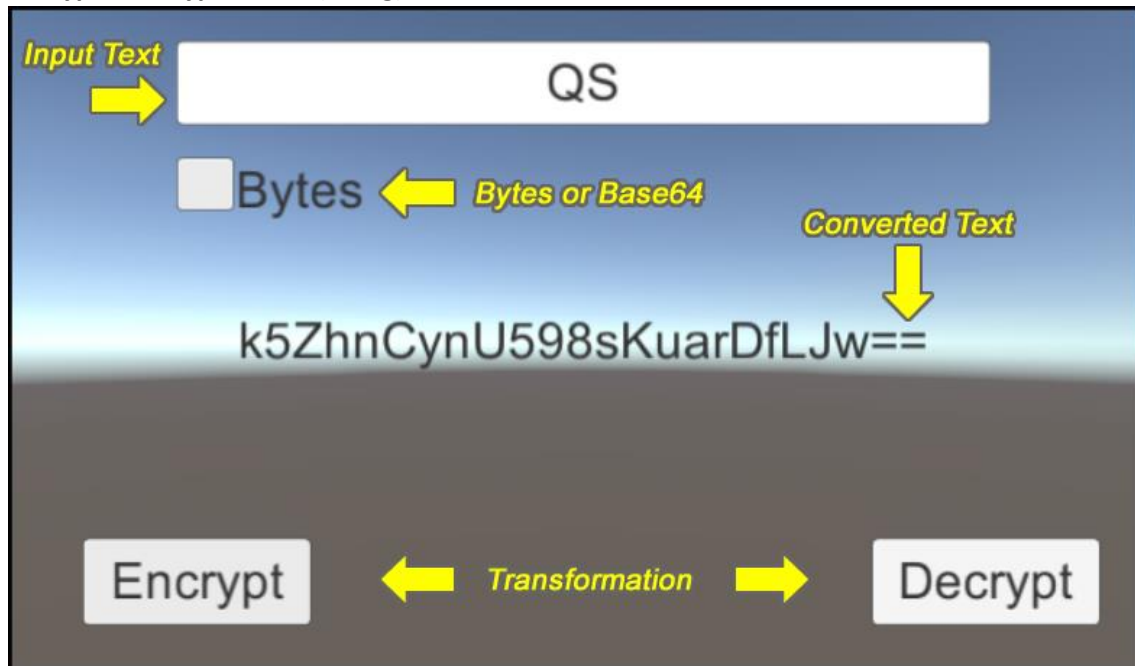
Encrypt / Decrypt of texture received of material:



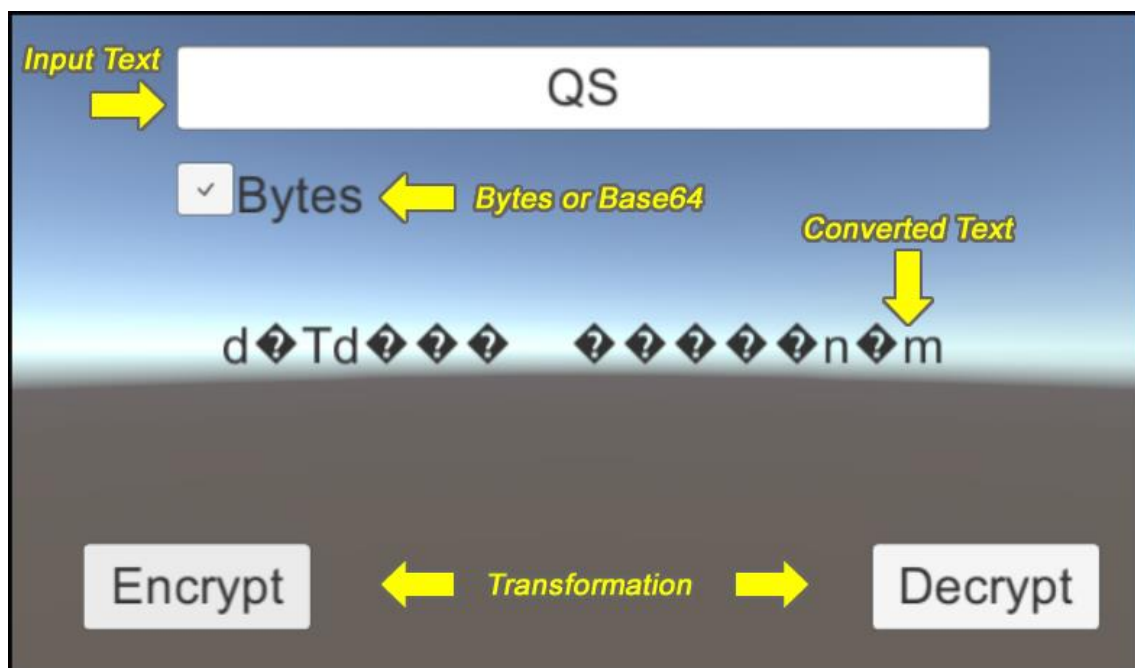
Configurations:

Actions: See demonstration scene.

Encrypt / Decrypt of text (string) – Base64:



Encrypt / Decrypt of text (string) – Bytes:



Configurations:

Actions: See demonstration scene.

END

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