

QRCode/Barcode Scanner/Generator plugin

QRCode Scanner/Generator plugin is very useful if you want to decode a qrcode image by Webcam or static image ,There are some APIs which help you to scan the qrcode and get the result.

Integration Guide:

Follow these steps to integrate the plugin into your existing project

1). Import QRCode plugin into your project:

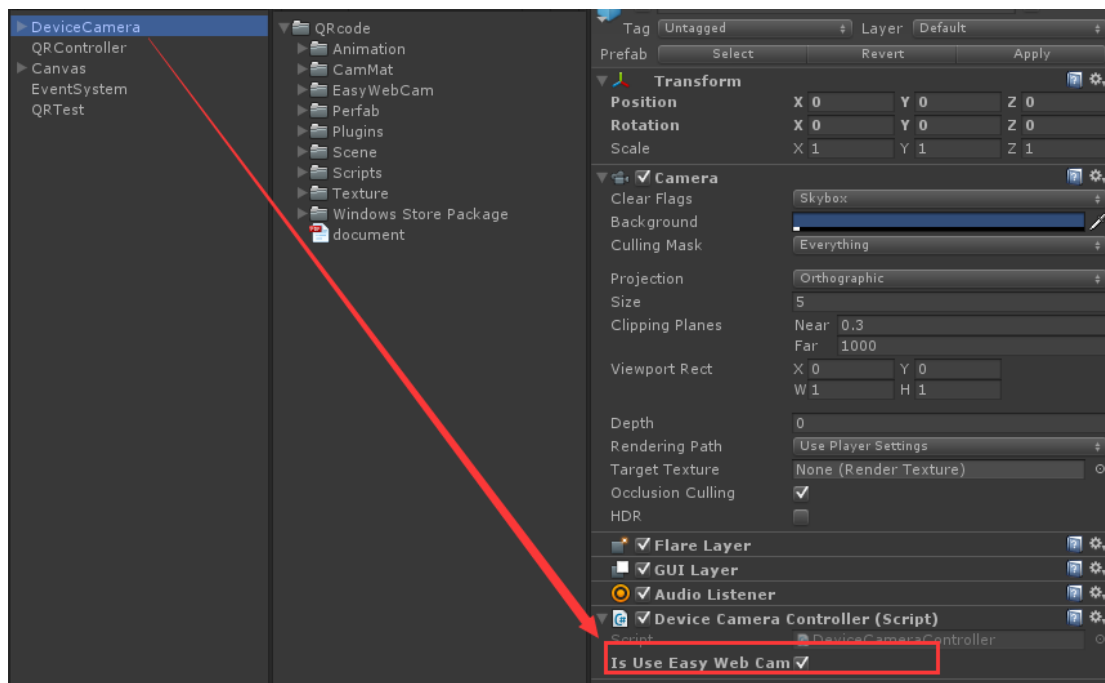
2). Check these important files should be there:

- /Assets/QRcode/Animation/
- /Assets/QRcode/CamMat/ -
- /Assets/QRcode/CamMat/EasyWebCam/Plugins/Android/AndroidManifest.xml
-
- /Assets/QRcode/CamMat/EasyWebCam/Plugins/Android/EasyWebCam.jar -
- /Assets/QRcode/CamMat/EasyWebCam/Plugins/Android/libEasyWebCam.so
- /Assets/QRcode/CamMat/EasyWebCam/*.cs
- /Assets/QRcode/Perfab/DeviceCamera.prefab
- /Assets/QRcode/Perfab/QRCodeEncodeController.prefab
- /Assets/QRcode/Perfab/QRController.prefab
- /Assets/QRcode/Plugins/QRCode.dll
- /Assets/QRcode/Plugins/Scene/*
- /Assets/QRcode/Plugins/Scripts/*
- /Assets/QRcode/Plugins/document.V..pdf

How to use Decode([Scan QRCode](#)):

(if you want use webcam video streaming to scan qrcode looks the step1 to step5)

1). Drag "DeviceCamera" prefab into your hierarchy

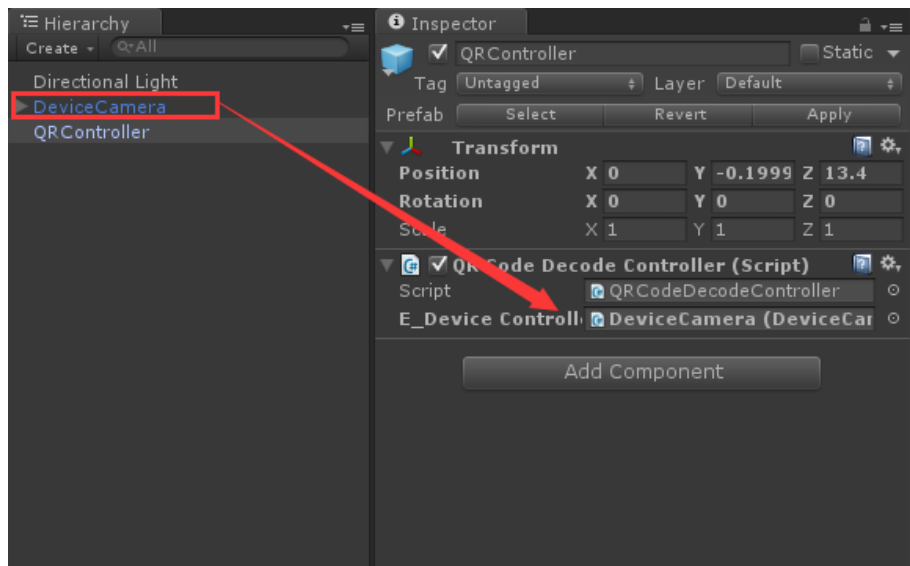


Checked the "**IsUseEasyWebCam**" variable.this will use the native webcam tool.and it supports autofocus feature in android platform.

If this setting can't work well or can't open webcam,please **uncheck** this variable and contact publisher by email (lycwalk@gmail.com).

2). Drag "QRController" prefab into your hierarchy and set values in inspector

like this:



3). Create reference of QRCodeDecodeController script

```
public QRCodeDecodeController qrcontroller;
```

you can drag the QRcontroller to this variable

4). Get Scan Result from “QRCodeDecodeController.onQRScanFinished” Event

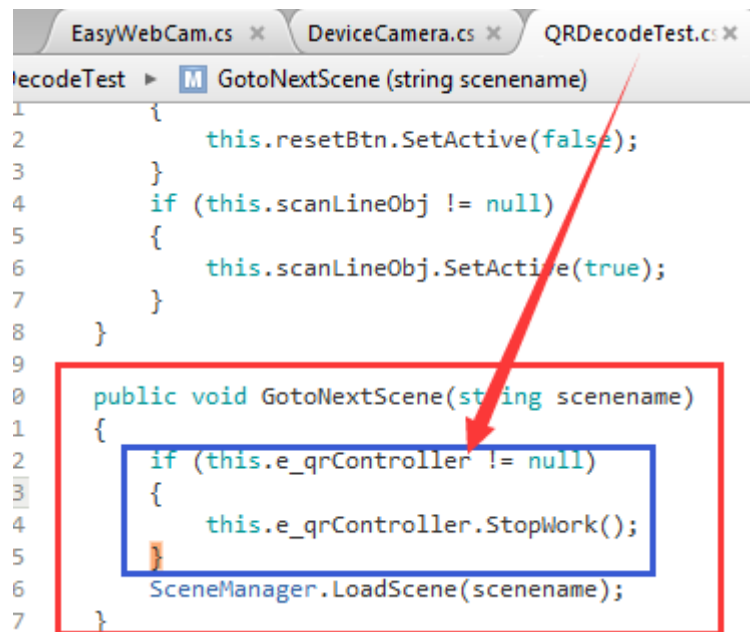
`qrcontroller.onQRScanFinished += getResult;` // write this code in start() function

```
void getResult(string resultStr)
{
    //do something with the resultStr
}
```

5).Load new Scene from QRCode Scanner :

Call the `QRCodeDecodeController` -> `StopWork()` before load other Scene.

Like this:

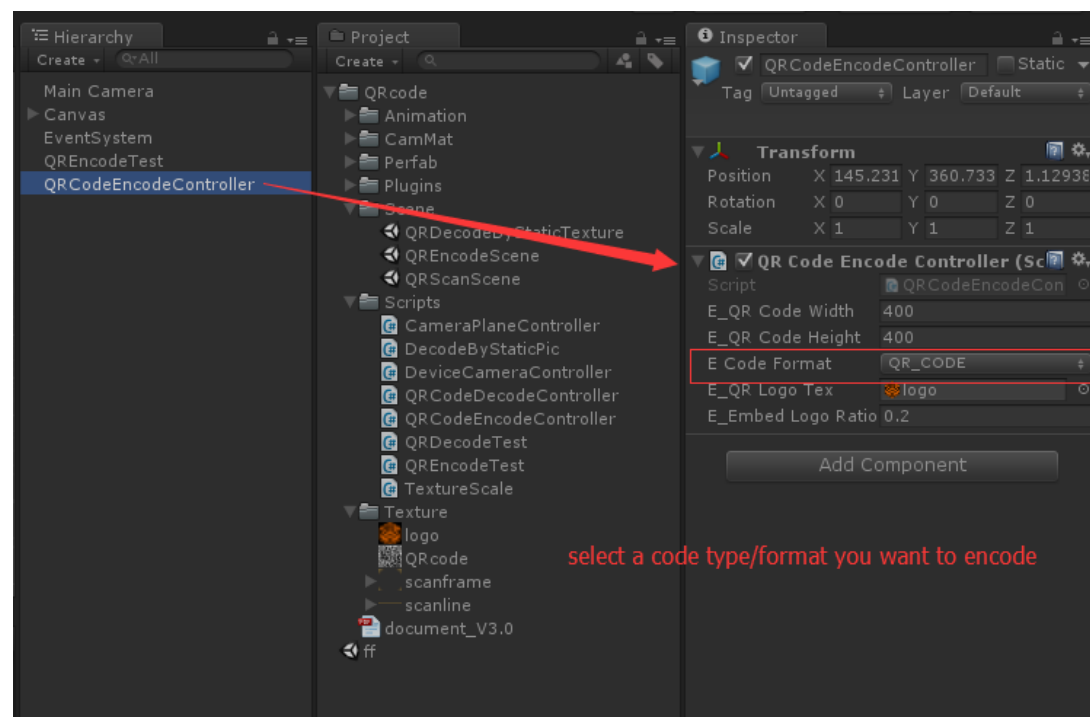


6). Get Result From static picture

`String codeStr = QRCodeDecodeController..DecodeByStaticPic(Texture2d tex);`

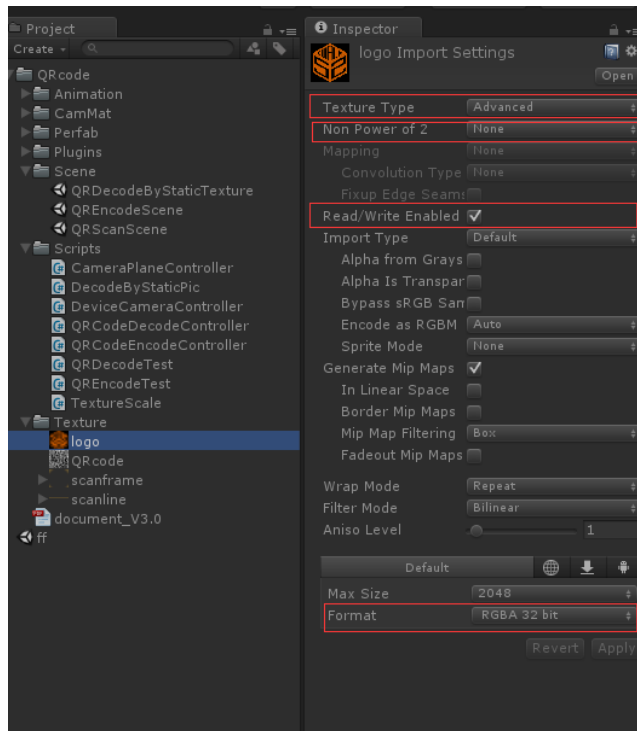
How to use Encode(Generator QRCode):

1). Drag "QRCodeEncodeController" prefab into your hierarchy, and set values in inspector

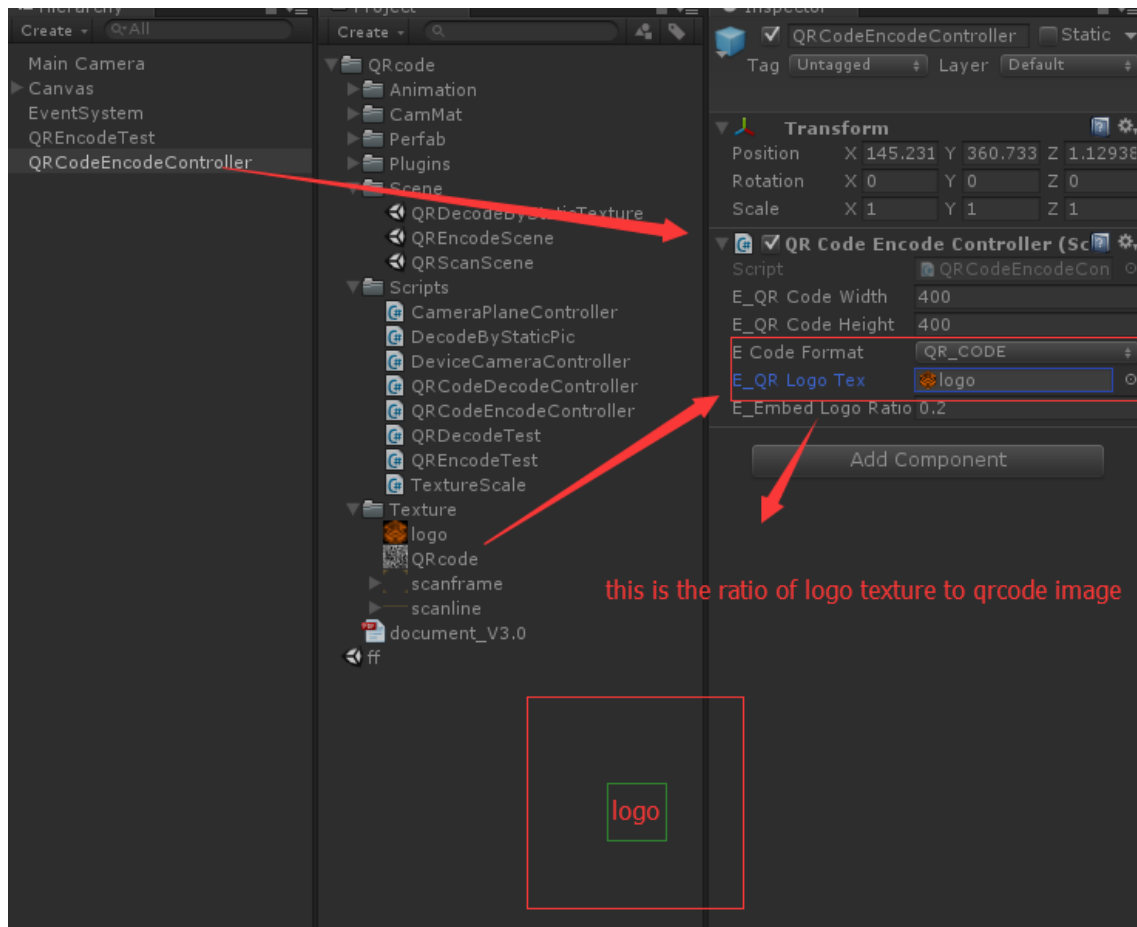


Add logo to QR Image:

(1),need some setting for the logo image.like this:



(2) drag the logo texture to the QRCodeEncodeController component.like this



2). Create reference of `QRCodeEncodeController` script

```
public QRCodeEncodeController qrEncodeController;
```

3). Get Scan Result from “`QRCodeEncodeController`. `onQREncodeFinished`” Event

```
qrEncodeController.onQREncodeFinished += qrEncodeFinished; //Add Event
```

```
void qrEncodeFinished(Texture2D tex)
{
    if (tex != null && tex != null) {
        //do something you want to do.
    } else {
    }
}
```

}

build for IOS:

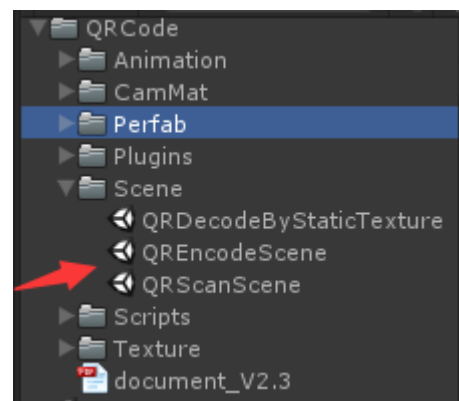
if you want to build on ios device(ios 10.x),you must

Add **“Privacy – Camera Usage Description”** to the Info.plist Property List.if you do not set the item ,it will crash in startup.



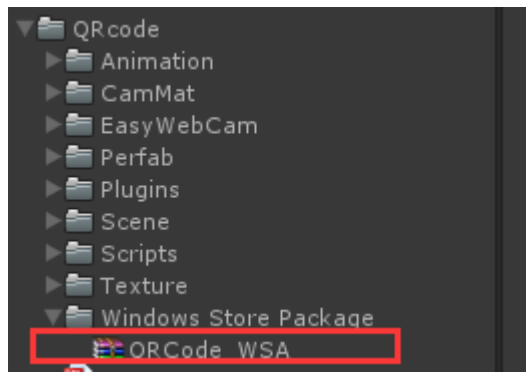
Notes:

- See the Example scene for more details of function calling.



build for WSA:

if you want build for WSA platform, you need to use the special package :



you must remove all the QRCode Assets in current project, and import the QRCode_WSA package again.

Thank you for your support again, you can contact us with email (lycwalk@gmail.com)