Image And Video Picker

ImageAndVideoPicker available for android and iOS, this plugin is very useful for developer who are developing application or game, by using this plugin you can browse image,video from gallery, you don't need to write native code for that.

Below is the integration guide and functions details for you.

Integration : Follow the given step to integrate plugin in your project:

1). Import “ImageAndVideoPicker" unitypackage into your project

2). Configure **AndroidManifest.xml** for Android

Add this line for a activity

```
<activity
  android:name="com.astricstore.imageandvideopicker.AndroidPickerActivity"
    android:configChanges="orientation|keyboardHidden|screenSize">
    </activity>
     <activity
    android:name="eu.janmuller.android.simplecropimage.CropImage"
    android:configChanges="orientation|keyboardHidden|screenSize">
    </activity>
```

Note : You can use provided AndroidManifest.xml file in your project, you have to change bundle identifier as per your projects identifier.

- Also you can generate AndroidManifest.xml by following these steps:

** Simply build your project for android after setting all parameters in player setting.

** You will get your AndroidManifest.xml file in **YourProject \ Temp \ StagingArea \ AndroidManifest.xml**

Add require two lines in this xml in proper place.

3.1) Add framework in xCode for iOS

- For Unity4 (or below) users

Build your project and make xCode project, follow these steps

- Select your project in xCode hierarchy
- Goto Build Phase
- Click add(+) button in “Link Binary With Libraries”
- Search MobileCoreServices.framework and add

- For Unity5 users

- Select libImageAndVideoPicker.a in Plugins/iOS/ folder
- Check(tick) “MobileCoreServices” from framework dependencies in inspector.

4). Drag **PickerEventListener.prefab** into your Hierarchy.

5). Use ImageAndVideoPicker package into your script by writing following line on the top of your script

using ImageAndVideoPicker;

6). Plugin is now ready to use, you can simply call function provided in plugin.

 # Use these function when you want to browse image from gallery.

Android : AndroidPicker.BrowseImage();

iOS : IOSPicker.BrowseImage();

 # Use these function when you want to browse and crop image from gallery.

Android : AndroidPicker.BrowseImage(bool cropping, int aspectX, int aspectY);

iOS : IOSPicker.BrowseImage(bool cropping);

 # Use this function when you want to browse video from gallery.

Android : AndroidPicker.BrowseVideo();
IOS : IOSPicker.BrowseVideo();

Note: iOS compress video so it will take some to compress.

7). Event will be fired after successful/un-successful operation.

Add Events like:

PickerEventListener.onImageSelect += OnImageSelect;

```
void OnImageSelect(string imgPath,ImageAndVideoPicker.ImageOrientation orientation
)
{
// imgPath : image path
}
```

PickerEventListener.onImageLoad += OnImageLoad;

```
void OnImageLoad(string imgPath, Texture2D tex, ImageAndVideoPicker.ImageOrienta-
tion orientation )
{
// imgPath : borwsed image path
// tex : image texture
}
```

PickerEventListener.onVideoSelect += OnVideoSelect

```
void OnVideoSelect(string vidPath)
{
// vidPath : video path
```

}

 # PickerEventListener.onError += OnError;

void OnError(string errorMsg)

{

// errorMsg : error message

}

 # PickerEventListener.onCancel += OnCancel;

void OnError(string errorMsg)

{

// errorMsg : error message

}

Remove Events like:

PickerEventListener.onImageSelect -= OnImageSelect;
PickerEventListener.onImageLoad -= OnImageLoad;
PickerEventListener.onVideoSelect -= OnVideoSelect;
PickerEventListener.onError -= OnError;
PickerEventListener.onCancel -= OnCancel;

8). **ImageAndVideoPicker.ImageOrientation :** Here is description about orientation of the image. Icon representing the orientation of the image. This will be very helpful to rotate image in current orientation.

```
public enum ImageOrientation
{

     UP = 0,

     DOWN = 1 ,   // 180 deg rotation

     LEFT  = 2,   // 90 deg Clock Wise

     RIGHT = 3,   // 90 deg Counter Clock Wise

     UP_MIRRORED = 4,    // as UP but image mirrored along

     DOWN_MIRRORED = 5,  // horizontal flip

     LEFT_MIRRORED = 6,  // vertical flip

     RIGHT_MIRRORED = 7, // vertical flip
}
```

For support email me at **devesh.pandey19@gmail.com**