

## OpenCV for Unity 2.4.5



WebGL support  
iOS & Android support  
Windows10 UWP support  
Lumin ( MagicLeap ) support  
Win & Mac & Linux Standalone support  
Support for preview in the Editor  
Work with Unity Free & Pro

System Requirements  
Build Win Standalone & Preview Editor : Windows8 or later  
Build Mac Standalone & Preview Editor : OSX 10.11 or later  
Build Linux Standalone & Preview Editor : Ubuntu16.04 or later  
Build Android : API level 21 or later  
Build iOS : iOS Version 9.0 or later

OpenCV for Unity is an Assets Plugin for using OpenCV from within Unity.

- Since this package is a clone of OpenCV Java, you are able to use the same API as OpenCV Java 4.5.3(git: [opencv](#), [opencv-contrib](#)).
- You can image processing in real-time by using the WebCamTexture capabilities of Unity. (real-time face detection works smoothly on iPhone 5)
- Provides a method to interconversion of Unity's Texture2D and OpenCV's Mat.
- IDisposable is implemented in many classes. You can manage the resources with the

“**using**” statement.

- **Examples of integration with other publisher assets** are available. (e.g. [PlayMaker](#), [NatDevice](#), [NatCorder](#))

[Official Site](#) | [ExampleCode](#) | [Android Demo](#) [WebGL Demo](#) | [Tutorial & Demo Video](#)  
| [Forum](#) | [API Reference](#) | [Support Modules](#)

Please refer to [OpenCV official document](#) for the details of the argument of the method.

**OpenCV for Unity** uses **OpenCV** under **Apache 2 license**; see **Notices.txt** file in package for details.

Example code using OpenCV for Unity is available.

- [MarkerBased AR Example](#)
- [MarkerLess AR Example](#)
- [FaceTracker Example](#)
- [FaceSwapper Example](#)
- [FaceMask Example](#)
- [RealTime FaceRecognition Example](#)
- [GoogleVR with OpenCVForUnity Example](#)
- [Vuforia with OpenCV for Unity Example](#)
- [AVPro with OpenCV for Unity Example](#)
- [Kinect with OpenCV for Unity Example](#)
- [HoloLens with OpenCV for Unity Example](#)
- [PlayMakerActions for OpenCVforUnity](#)
- [NatDevice with OpenCVForUnity Example](#)
- [NatCorder with OpenCVForUnity Example](#)
- [MagicLeap with OpenCVForUnity Example](#)
- [VisualScriptingWithOpenCVForUnityExample](#)

### **Version changes :**

**2.4.5** [Common]Updated to OpenCV4.5.3. [Common]Added BarcodeDetectorExample and BarcodeDetectorWebCamTextureExample.

**2.4.4** [Common]Updated to OpenCV4.5.2. [Common]Added  
VideoCaptureCameraInputExample and BackgroundSubtractorComparisonExample.  
[Common]Updated TrackingExample.

**2.4.3** [Common]Added a downloader script to automatically set up the Dnn module example. [WebGL]Added exclude\_contrib version for build size reduction.

**2.4.2** [Common]Added Assembly Definitions. [Common]Fixed  
LibFaceDetectionV3Example.

**2.4.1** [Common]Updated to OpenCV4.5.0. [Common]Added DaSiamRPNTrackerExample.

**2.4.0** [Common]Updated to OpenCV4.4.0. [Common]Added TextOCRExample.  
[Common]Updated YoloObjectDetectionExample ( Yolo v4 ) .

**2.3.9** [Common]Updated to OpenCV4.3.0. [Common]Added LibFaceDetectionV2Example, LibFaceDetectionV3Example, ColorizationExample and DocumentScannerExample.  
[Common]Update ArUcoCameraCalibrationExample and WrapPerspectiveExample.

- 2.3.8** [Common]Updated to OpenCV4.2.0. [UWP]Added ARM64 Architecture.  
[WebGL]Added opencvforunity.bc with multi-threading enabled. [Common]Added FastNeuralStyleTransferExample and LibFaceDetectionExample. [Common]Added MatIndexer class and MatUtils class. [Common]Update ComicFilterExample, VideoCaptureExample, OpenPoseExample and MatBasicProcessingExample.
- 2.3.7** [WebGL]Fixed build errors that occur when DevelopmentBuild is enabled on the WebGL platform. [Common]Added optimization code using NativeArray class. ( require PlayerSettings.allowUnsafeCode flag, "OPENCV\_USE\_UNSAFE\_CODE" ScriptingDefineSymbol and Unity2018.2 or later. ) [iOS]Fixed build errors that occur on the iOS platform with Unity2019.3 or later. [Common]Updated to WebCamTextureToMatHelper.cs v1.1.1.
- 2.3.6** [WebGL]Fixed "Plugins/WebGL/2018.2/opencvforunity.bc". [Common]Added multi-dimensional Mat example to MatBasicProcessingExample. [Common]Fixed ARUtils.cs.
- 2.3.5** [Common]Updated to OpenCV4.1.0. [Windows, Android]Added dynamic link library version.
- 2.3.4** [Common]Added MaskRCNNEExample. [WebGL]Added Unity2019.1 or later support.
- 2.3.3** [Common]Updated to OpenCV4.0.0. [Common]Re-assined namespace as was classified by module names. [Common]Updated to WebCamTextureToMatHelper.cs v1.1.0. [Common]Updated to ImageOptimizationHelper v1.1.0 [Common] Added Utils\_GetFilePathExample, FaceMarkExample and QRCodeDetectorExample.
- 2.3.2** [macOS]Removed 32bit architecture(i386) from opencvforunity.bundle.
- 2.3.1** [Common]Updated to OpenCV3.4.2. [Android,UWP]Fixed Utils.setDebugMode() method on the IL2CPP backend. [Common]Added DnnObjectDetectionExample and DnnObjectDetectionWebCamTextureExample.
- 2.3.0** [iOS]Added a function to automatically remove the simulator architecture(i386,x86\_64) at build time. [Common] Improved OpenCVForUnityMenuItem.setPluginImportSettings() method.
- 2.2.9** [Linux]Simplified the Linux platform setup procedure. [Common]Added support for Utils. setDebugMode() method on all platforms. [Common]Updated to WebCamTextureToMatHelper.cs v1.0.9. [Common]Added MatToTextureInRenderThreadExample and AlphaBlendingExample.
- 2.2.8** [Common]Updated to WebCamTextureToMatHelper.cs v1.0.7. [Common]Added MatBasicProcessingExample. [Common]Fixed WebCamTextureToMatExample, WebCamTextureToMatHelperExample, ArUcoExample. [Common]Added flip flag to Utils.fastMatToTexture2D() method and Utils.fastTexture2DToMat() method. [Common]Added throwException flag to Utils.setDebugMode() method.
- 2.2.7** [Common]Updated to OpenCV3.4.1. [Common]Added OpenPoseExample(The model file is not included in this asset.), KalmanFilterExample, ArUcoCameraCalibrationExample. [Common]Fixed VideoWriterExample, VideoCaptureExample, ImwriteScreenCaptureExample, CamShiftExample, TrackingExample, HandPoseEstimationExample, ArUcoCreateMarkerExample, ArUcoExample, ArUcoWebCamTextureExample. [Common] Updated to WebCamTextureToMatHelper.cs v1.0.6.
- 2.2.6** [Android]Added arm64-v8a Architecture. [Common]Added ImwriteScreenCaptureExample.
- 2.2.5** [Common] Updated to WebCamTextureToMatHelper.cs v1.0.4. [Common] Fixed MobileNetSSDExample and MobileNetSSDWebCamTextureExample.
- 2.2.4** [Common]Updated to OpenCV3.3.1. [Common]Added ResnetSSDFaceDetectionExample, YoloObjectDetectionExample, YoloObjectDetectionWebCamTextureExample.

- 2.2.3** [Common]Updated to WebCamTextureToMatHelper.cs v1.0.3. [iOS]  
opencv2.framework is changed from static framework to embededd framework. (Target  
minimum iOS Version must be set to 8.0 or higher.)
- 2.2.2** [Common]Added TextRecognitionExample.
- 2.2.1** [Common]Updated to OpenCV3.3.0. [Common]Added dnn  
module.(win,mac,ios,android platform) [Common]Added img\_hash, reg, text module.(all  
platform) [Common]Added MobileNetSSDExample,  
MobileNetSSDWebCamTextureExample, TensorFlowWebCamTextureExample,  
ThinPlateSplineShapeTransformerExample, TextDetectionExample, VideoWriterExample.  
[Common]WindowsStoreApp8.1 & WindowsPhone8.1 support have been deprecated.
- 2.2.0** [Common]Updated WebCamTextureToMatHelper.cs v1.0.2 [Common]Improved  
Utils.getPathAsync().
- 2.1.9** [WebGL]Fixed Utils.getPathAsync() method.
- 2.1.8** [Common]Added PCAExample. [Common]Updated WebCamTextureToMatHelper.cs  
and OptimizationWebCamTextureToMatHelper.cs(Changed several method names.).
- 2.1.7** [Common]Improved Utils.getPath() and Utils.getPathAsync().  
[Common]Improved WebCamTextureAsyncDetectFaceExample.cs. [Common] Fixed the  
const value of Calib3d class.
- 2.1.6** [Common]Fixed fastMatToTexture2D() method.
- 2.1.5** [Common]Updated to OpenCV3.2.0. [Common]Added fuzzy, phase\_unwrapping,  
saliency, shape, tracking module. [Common]Added TrackingSample. [iOS]Added  
ios\_exclude\_contrib.zip for build size reduction. [Android]Added  
android\_exclude\_contrib.zip for build size reduction.
- 2.1.4** [Common]Changed the scene name.("Sample" to "Example") [Common]Fixed  
ArUcoTexture2DExample and ArUcoWebCamTextureExample. [Common]Added  
ConnectedComponentsExample. [Common]Added GreenScreenExample.
- 2.1.3** [UWP]Added OpenCVForUnityUWP\_Beta3.zip.
- 2.1.2** [Common]Fixed WebCamTextureToMatHelper.cs.(flipVertical and flipHorizontal flag)
- 2.1.1** [Common]Fixed OpenCVForUnityMenuItem.cs.(No valid name for platform: 11 Error)  
[Common]Added Utils.textureToTexture2D() method. [Common]Added Mat class  
operators. [Common]Added PolygonFilterSample.
- 2.1.0** [Common]Fixed WebCamTextureToMatHelper class. [Common]Added  
Utils.getVersion(). [Common]Fixed Utils.getPathAsync().
- 2.0.9** [WebGL]Added WebGL(beta) support.(Unity5.3 or later)
- 2.0.8** [Common]Improved WebCamTextureHelper class. [Common]Fixed ArUcoSample.
- 2.0.7** [Common]Added aruco, structured\_light, xfeatures2d module. [Common]Added  
ArUcoSample, GrabCutSample, InpaintSample, MatchShapesSample, MSERSample.
- 2.0.6** [WSA]Fixed an issue where Windows App Certification Kit fails.
- 2.0.5** [Common]Added HOGDescriptorSample.
- 2.0.4** [Android]Added Support for Split Application Binary (.OBB) [Android]Removed  
opencvforunity.jar.
- 2.0.3** [Common]Added SVMSample. [Common]Fixed VideoCaptureSample and  
WebCamTextureAsyncDetectFaceSample. [UWP]Added OpenCVForUnityUWP\_Beta2.zip.
- 2.0.2** [Common]Fixed CS0618 warnings: `UnityEngine.Application.LoadLevel(string)` is  
obsolete: `Use SceneManager.LoadScene`.
- 2.0.1** [OSX]Fixed SIGILL Exception. [Common]Added Utils.setDebugMode() method.  
[Common]Added MatchTemplateSample, StereoBMSample, SeamlessCloneSample and  
WebCamTextureDetectCirclesSample. [Common]Added flipVertical flag, flapHorizontal flag  
and GetWebCamDevice() method to WebCamTextureToMatHelper.cs.
- 2.0.0** [Common]Updated to OpenCV3.1.0. [Common]Included Old Version based on

“OpenCV2.4.11”. [Common] Included Beta Version of Windows10 UWP Support.( This is beta version based on OpenCV3.0.0. opencv\_contrib modules is not supported.)

**Beta16** [iOS]Fixed libopencvforunity.a Bitcode Setting.

**Beta15** [Common]Fixed WebCamTextureToMatHelper.cs.(Add didUpdateThisFrame () method)

**Beta14** [Common]Fixed WebCamTextureToMatHelper.cs.( Bug of rotation conversion from WebCamTexture to Mat in Win,Mac StandAlone Build)

**Beta13** [Common]Added fastTexture2DToMat() and fastMatToTexture2D(). [Common] Renewed the samples using WebCamTextureToMatHelper.(Supports all screen orientation.)

**Beta12** [iOS]Fixed malloc\_error that occurs in Unity5.3.1p2.

**Beta11** [iOS]Enabled Jpeg format.(Added mjpeg format support in VideoCapture class)

**Beta10** [iOS]Enabled Bitcode.

**Beta9** [UWP]Added support for Windows10 UWP.( This is a test version. opencv\_contrib modules is not supported.)

**Beta8** [Common]Fix FaceRecognizerSample. [Common] Delete the method using Default parameter specifiers. [Android] Compile the library using “armabi-v7a with NEON” option.

**Beta7** [Common]Add WrapPerspectiveSample, HandPoseEstimationSample.

**Beta6** [iOS]Fix WebCamTexture bug of SampleScene in Unity5.2.

**Beta5** [Linux]Add Linux Support. [WindowsStoreApp8.1]Support for methods using Low-level Native Plugin Interface. [Common]Rewrite SampleScene.

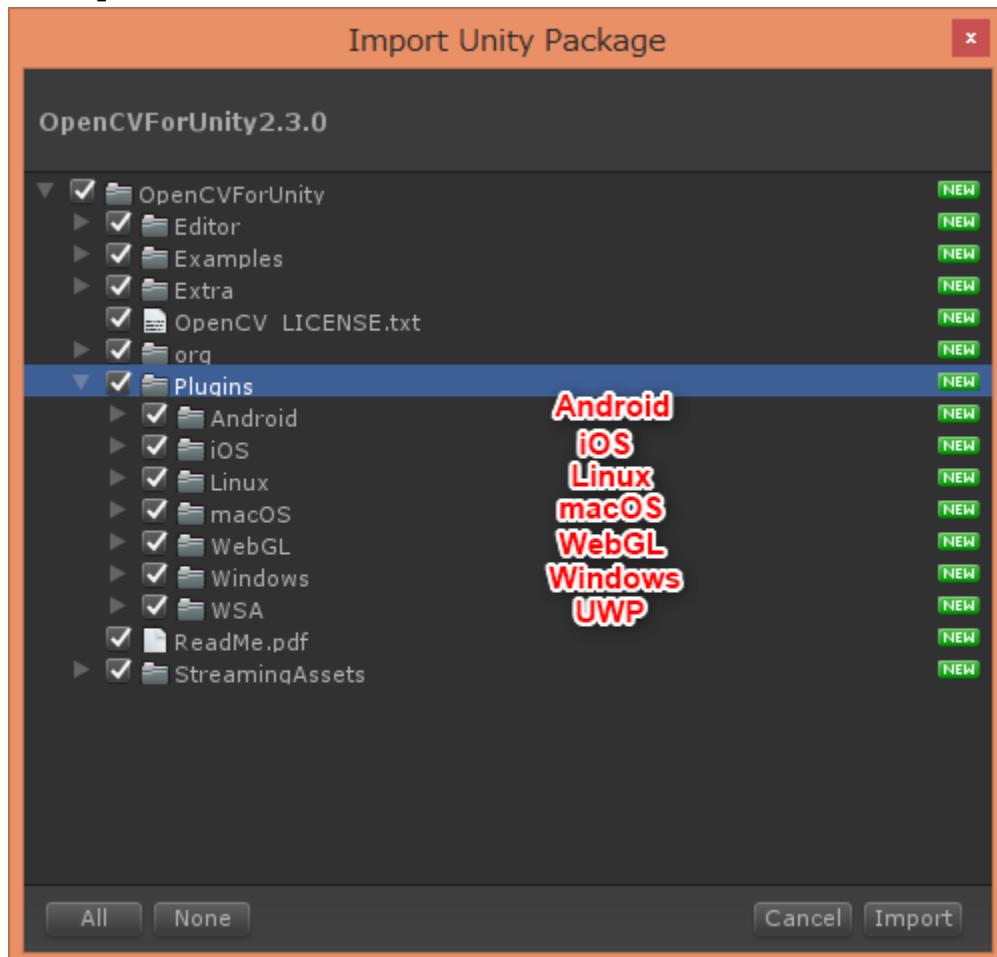
**Beta4** [Common]Add Utils. getGraphicsDeviceType(). [Common]Add SampleScene Setup Tutorial Video for Unity5.

**Beta3** [Common]Add CamShiftSample.(Object Tracking) [Common]Add OpenCVForUnityMenuItem.cs.( This script set plugin import settings automatically from MenuItem.)

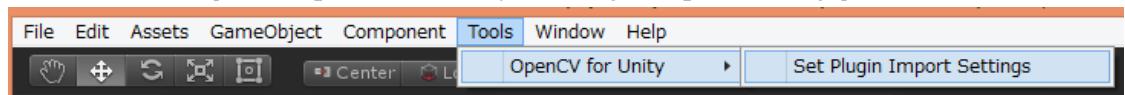
**Beta2** [iOS] Fix problem when working with Metaio(UnityAppController problem). [Common]Add [System.Serializable] to basic class. [Common] change folder name from “OpenCVForUnity/OpenCVForUnity\_Editor” to “OpenCVForUnity/Editor”. [iOS]Move “OpenCVForUnity/OpenCVForUnity\_Editor/opencv2.framework” to “OpenCVForUnity/Plugins/iOS”folder.

**Quick setup procedure to get started with development ([Setup Tutorial Video](#)):**

1. Import the OpenCVForUnity.package. You do not need to import plug-in files for platforms not supported by your project. **If there is a previous version of OpenCVForUnity in the project, please delete the OpenCVForUnity folder first and then import the new version.**

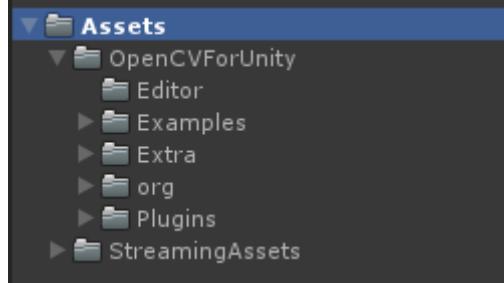


2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].



**Quick setup procedure to run the example scenes ([Setup Tutorial Video](#)) :**

1. Import the OpenCVForUnity.package.
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
3. Move “OpenCVForUnity/StreamingAssets/” folder to “Assets/” folder.



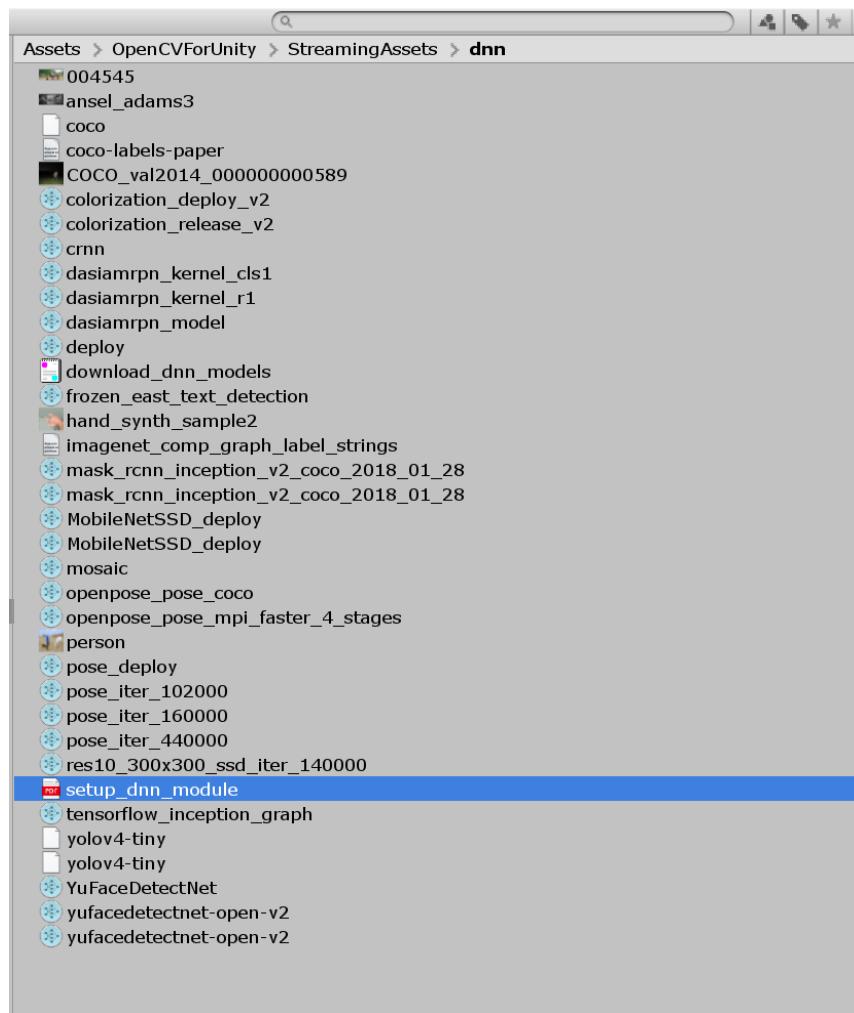
- a. Additional setup for dnn module Examples (Use downloader script) :
  - i. Run the “download\_dnn\_models.py” in “Assets/StreamingAssets/dnn/” folder.  
Download the models for all dnn examples.

```
python download_dnn_models.py
```

Or download the models for each individual dnn example:

```
python download_dnn_models.py DaSiamRPNTrackerExample
```

- ii. Setup for TextOCRExample :
  1. Generate “crnn.onnx” according to the instructions in “TextOCRExample\Readme\_how\_to\_export\_onnx\_model.txt”.
  2. Copy “crnn.onnx” to “Assets/StreamingAssets/dnn/” folder.

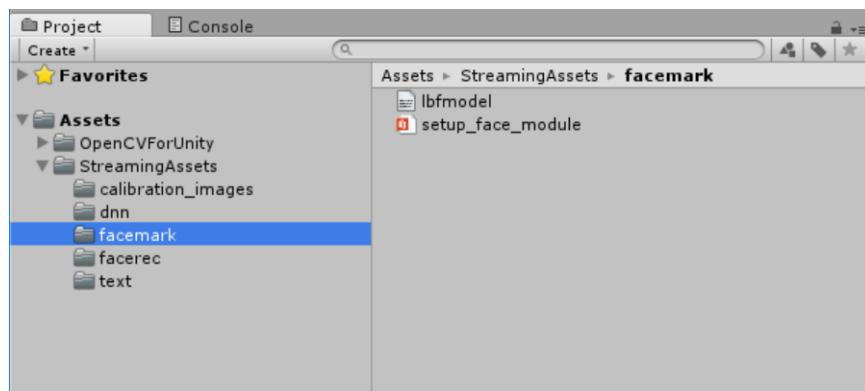


b. Additional setup for FaceMarkExample :

i. Download

<https://raw.githubusercontent.com/kurnianggoro/GSOC2017/master/data/lbfmodel.yaml>.

ii. Copy "lbfmodel.yaml" to "Assets/StreamingAssets/facemark/" folder.



4. [iOS] Set [PlayerSettings]-[Other Settings]-[Configuration]-[Camera Usage Description].

## Configuration

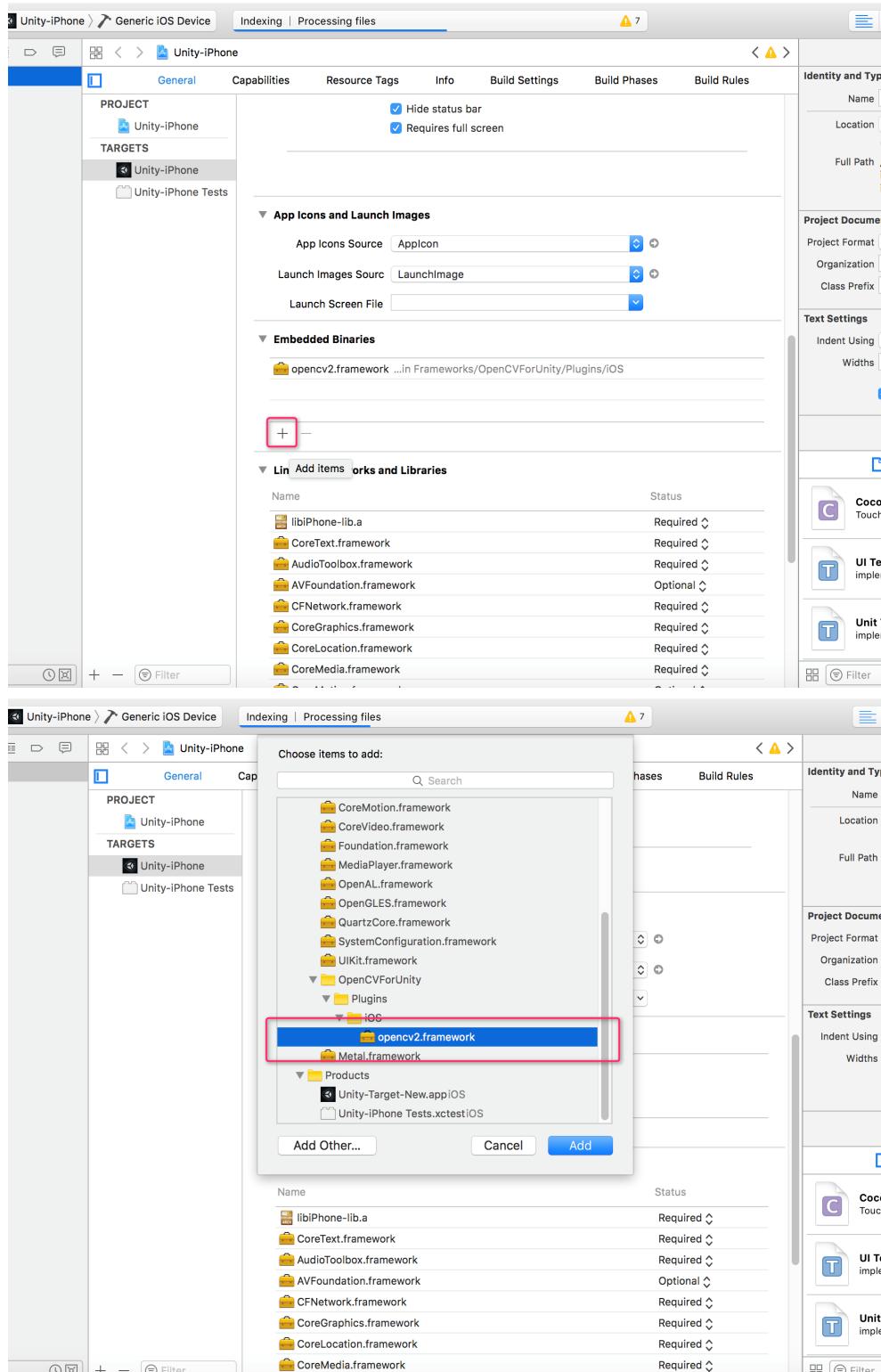
Scripting Runtime Version*	.NET 4.x Equivalent
Scripting Backend	IL2CPP
Api Compatibility Level*	.NET Standard 2.0
C++ Compiler Configuration	Release
Use on demand resources*	<input type="checkbox"/>
Accelerometer Frequency*	60 Hz
Camera Usage Description	Camera
Location Usage Description	
Microphone Usage Description	
Mute Other Audio Sources*	<input type="checkbox"/>

Set Target minimum iOS Version to 9.0 or higher.

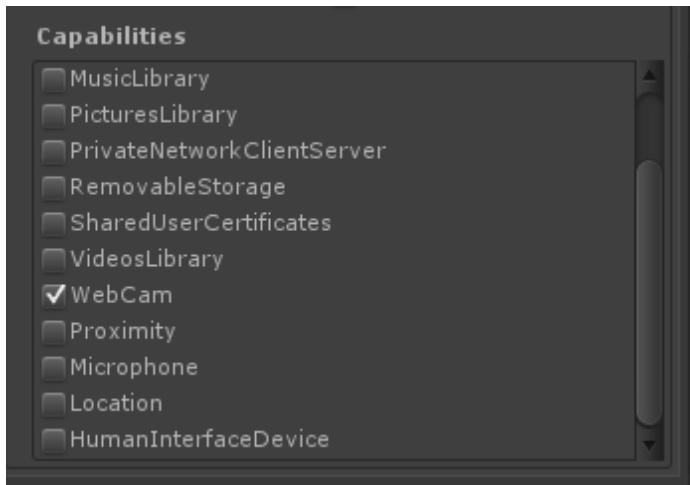
### ► Supported URL schemes\*

Disable HW Statistics*	<input type="checkbox"/>
Target Device	iPhone + iPad
Target SDK	Device SDK
Target minimum iOS Version	9.0
Enable ProMotion Support	<input type="checkbox"/>
Requires ARKit support	<input type="checkbox"/>
Automatically add capabilities	<input checked="" type="checkbox"/>

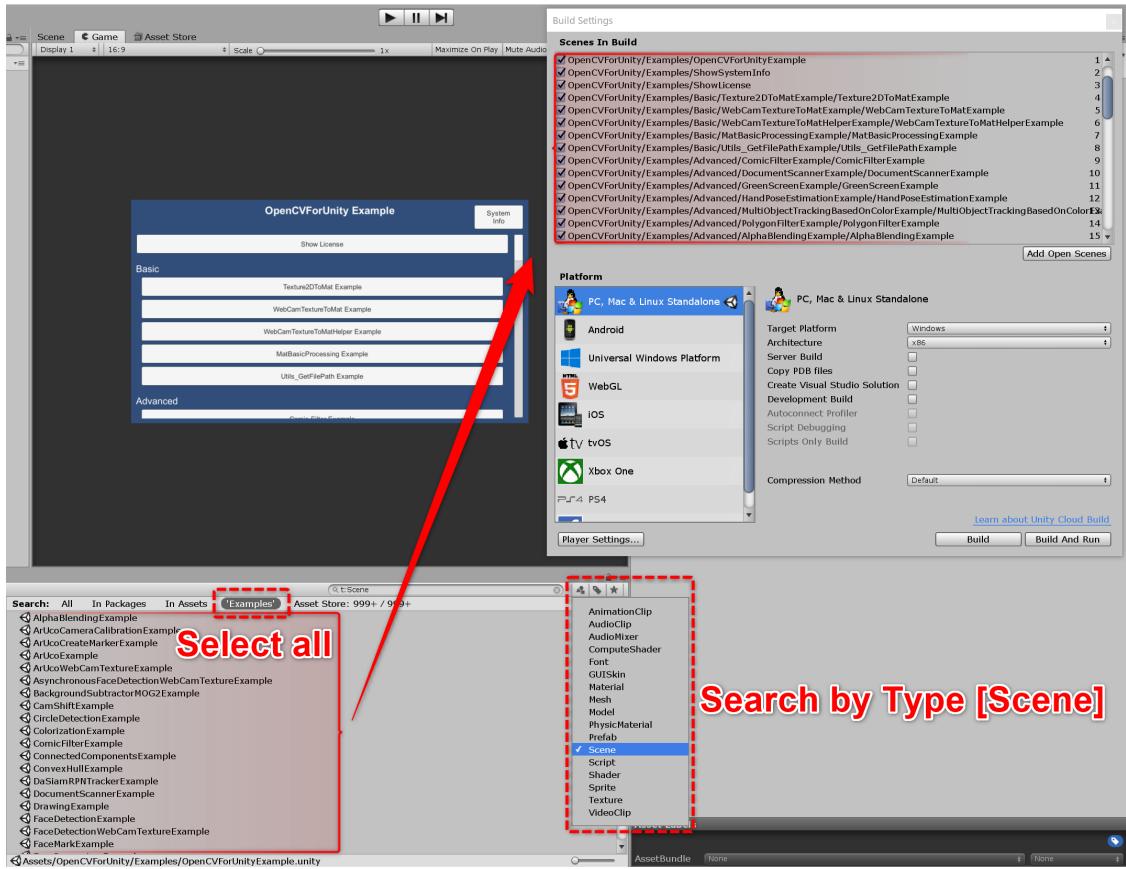
If the version of Unity is less than 2017.2, you have to set opencv2.framework to Embedded Binaries manually.



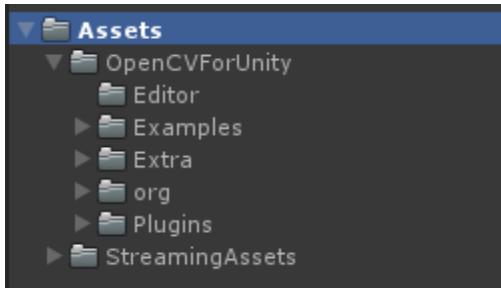
- [Windows10 UWP] If use webCamTexture class, Please choose "WebCam" in [PlayerSettings]-[PublishingSettings]-[Capabilities].



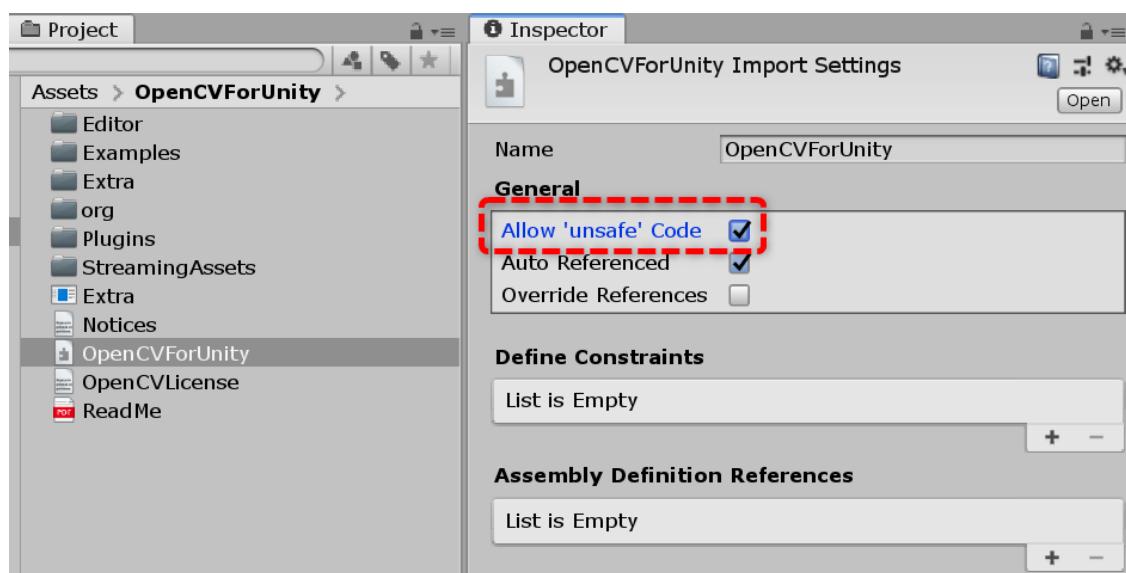
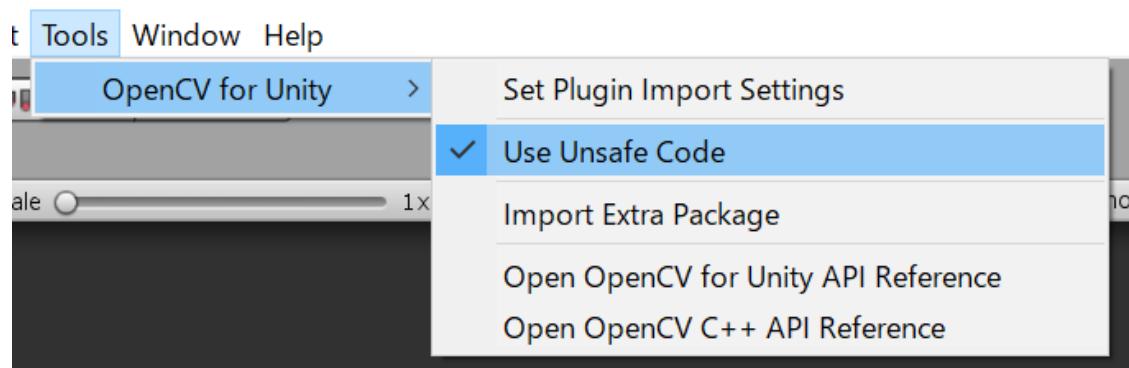
6. Add all of the “\*\*\*.unity” in the “OpenCVForUnity/Examples” folder to [Build Settings] – [Scene In Build].



Screenshot after the setup

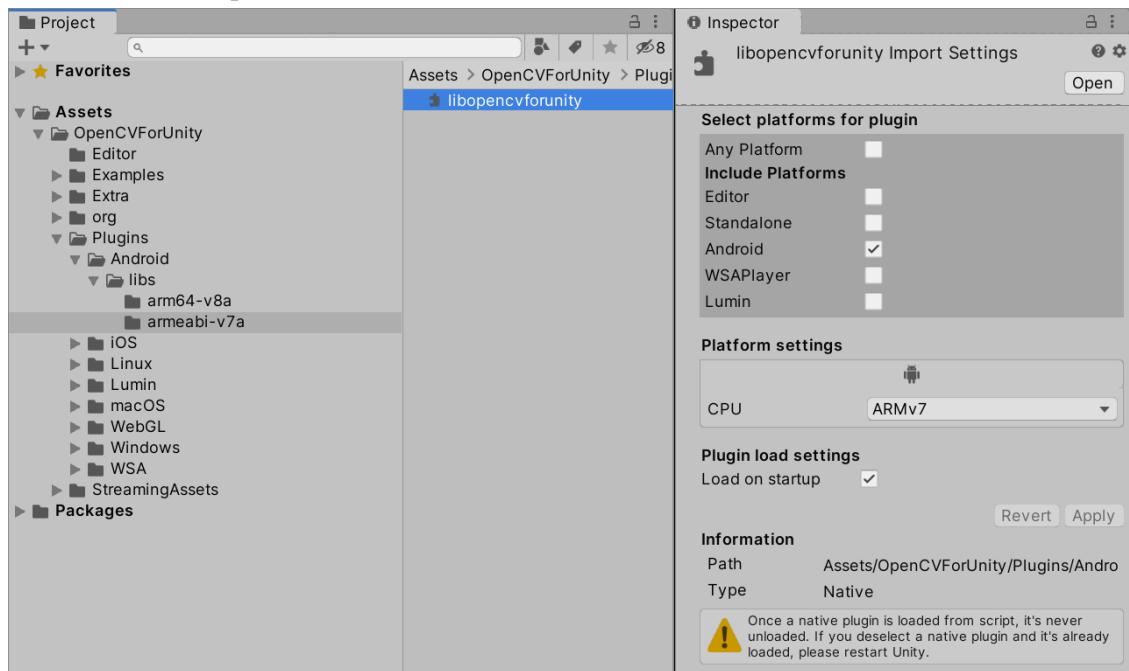


If you want to use optimization code using NativeArray class, select  
MenuItem[Tools/OpenCV for Unity/Use Unsafe Code]. ( require Unity2018.1 or later )

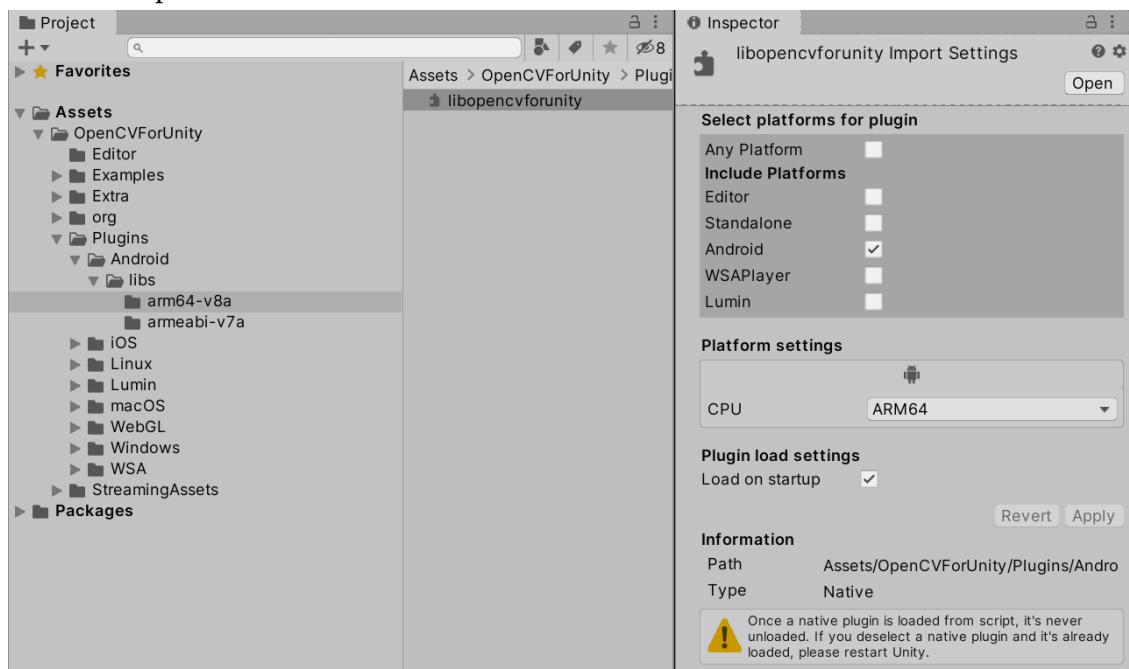


## Android Setup Procedure :

- “OpenCVForUnity/Plugins/libs/armeabi-v7a/\*.so” – Select platform Android and CPU ARMv7 in Inspector.



- “OpenCVForUnity/Plugins/libs/arm64/\*.so” – Select platform Android and CPU arm64 in Inspector.

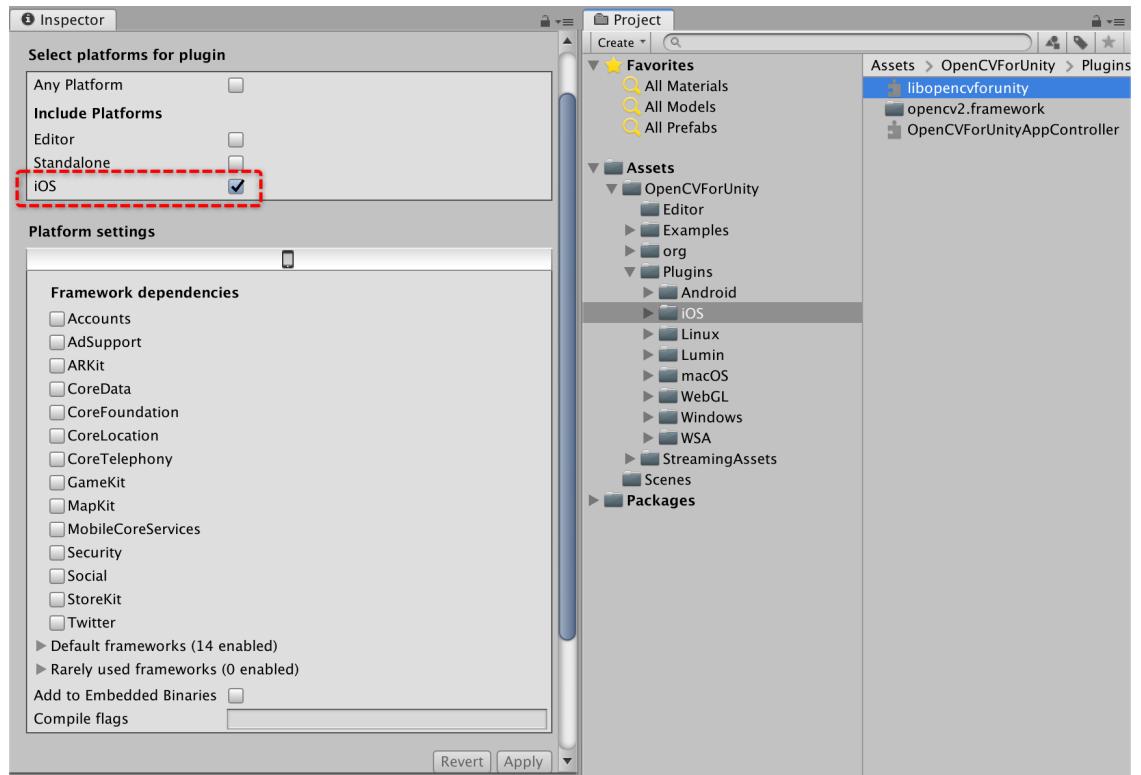


- If you do not use opencv\_contrib module, build size will be reduced by using native plugin file excluding opencv\_contrib module.
  - Replace “OpenCVForUnity/Plugins/Android/libs” folder to “OpenCVForUnity/Extra/exclude\_contrib/Android/libs” folder.

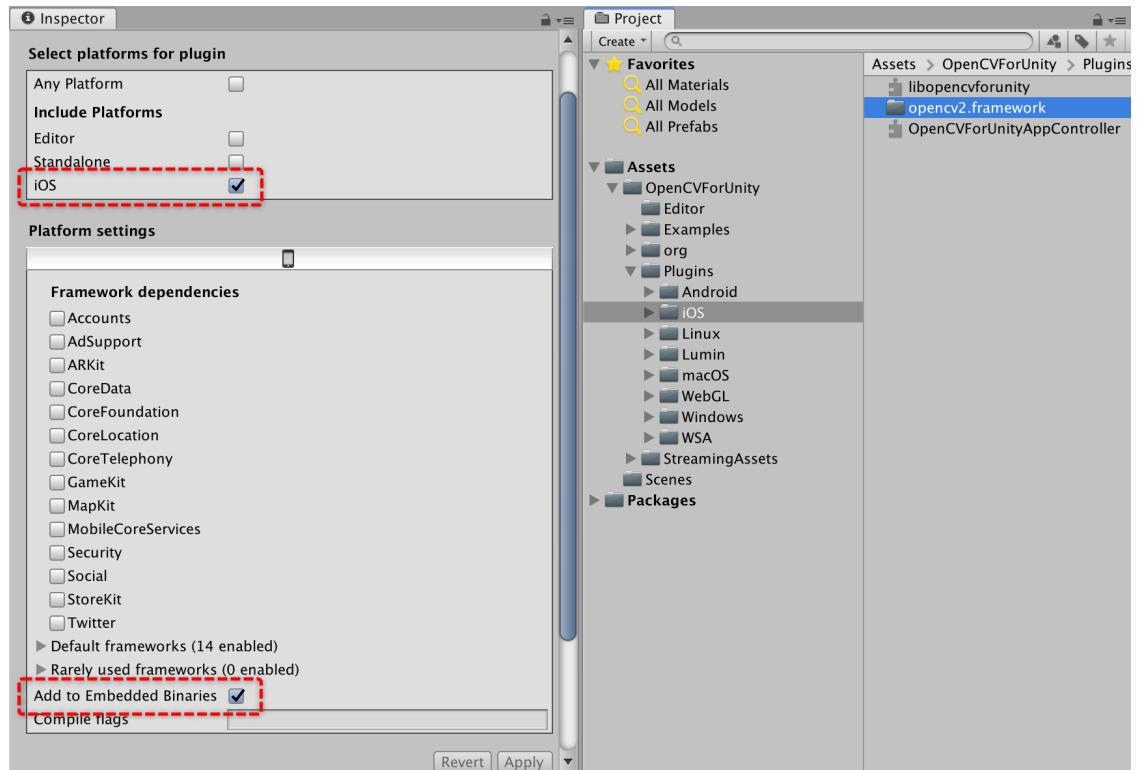
2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
3. Delete “OpenCVForUnity/Assets/OpenCVForUnity/org/opencv\_contrib” folder and “OpenCVForUnity/Examples/ContribModules” folder.

## iOS Setup Procedure :

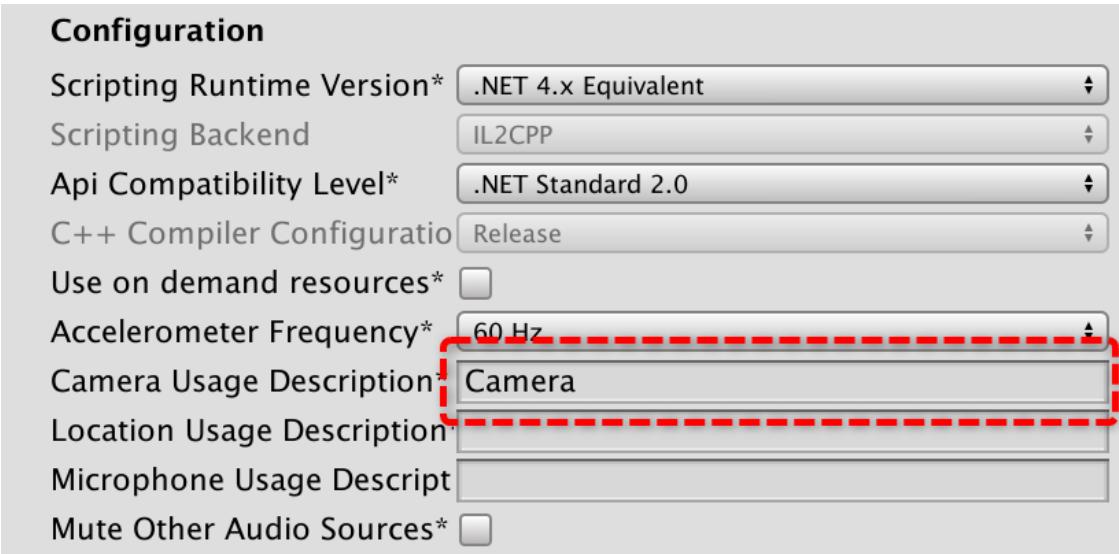
- “OpenCVForUnity/Plugins/iOS/libopencvforunity.a” – Select platform iOS in Inspector.



- “OpenCVForUnity/Plugins/iOS/opencv2.framework” – Select platform iOS in Inspector.



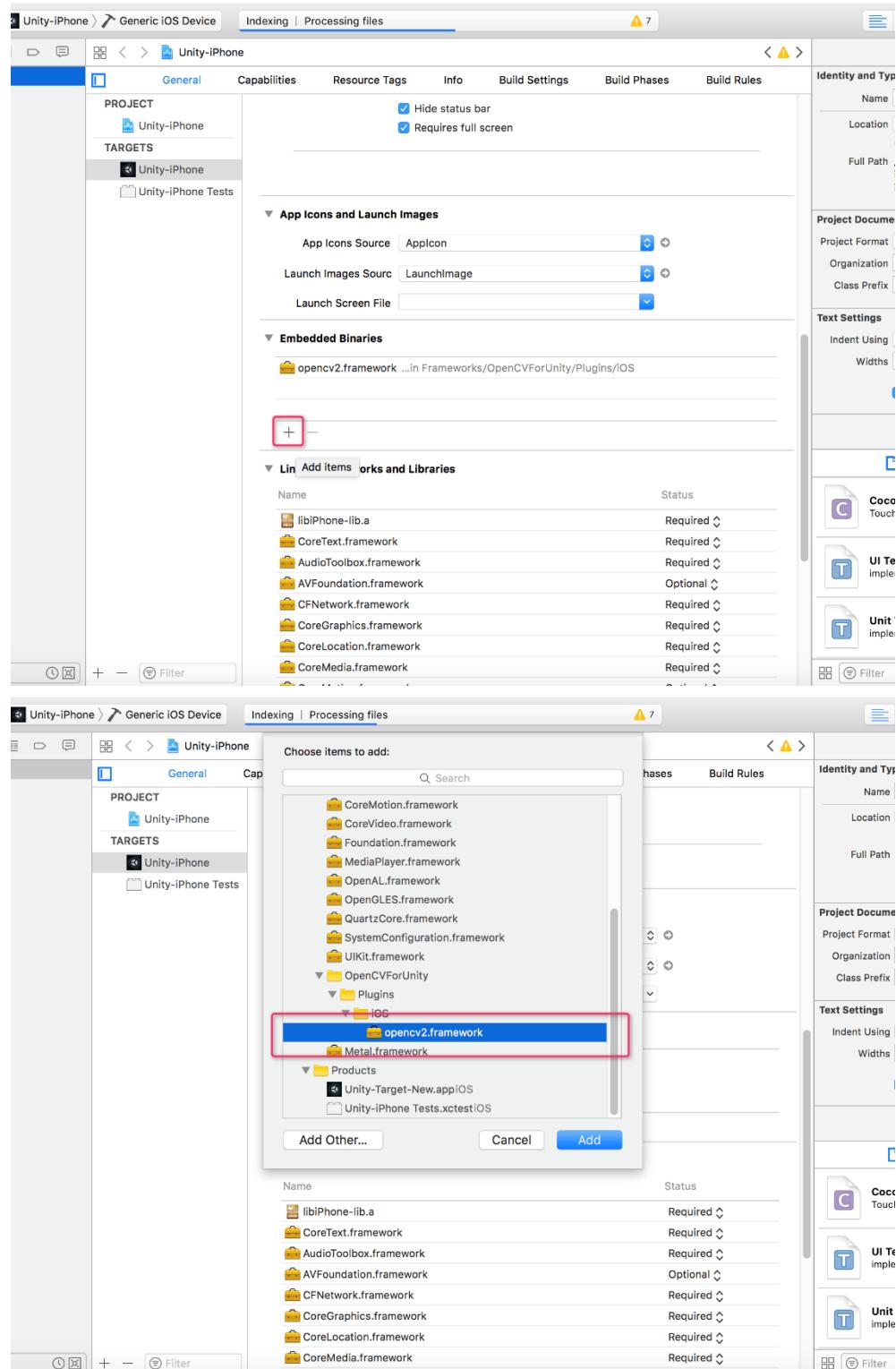
- If iOS platform, Set [PlayerSettings]-[Other Settings]-[Configuration]-[Camera Usage Description].



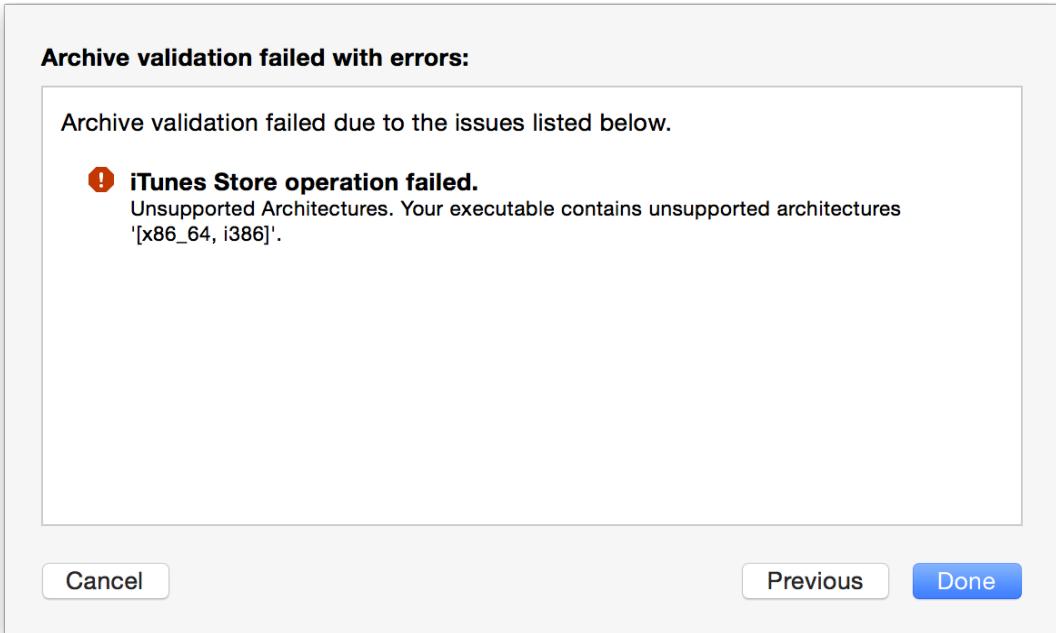
- Set Target minimum iOS Version to 9.0 or higher.



- If the version of Unity is less than 2017.2, you have to set opencv2.framework to Embedded Binaries manually.



- When exporting ipa file, you need to remove the unneeded architectures from opencv2.framework, before submitting it.



Please see Q & A No.9 for details.

- When "-ObjC" is set to "OTHER\_LDFLAGS" by other Asset, the following error may occur.

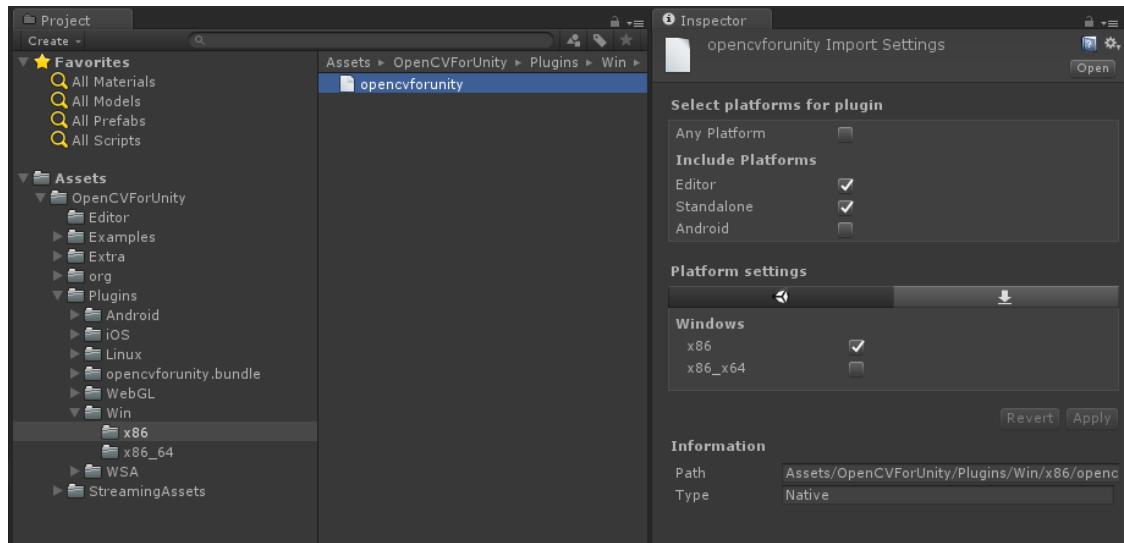
Undefined symbols for architecture armv7:  
" \_OBJC\_CLASS\_\$\_ALAssetsLibrary", referenced from:  
objc-class-ref in opencv2(cap\_ios\_video\_camera.o)  
ld: symbol(s) not found for architecture armv7  
clang: error: linker command failed with exit code 1 (use -v to see invocation)

In that case, add “proj.AddFrameworkToProject (target, “AssetsLibrary.framework”, false);” to “Assets/OpenCVForUnity/Editor/iOS\_BuildPostprocessor.cs”.

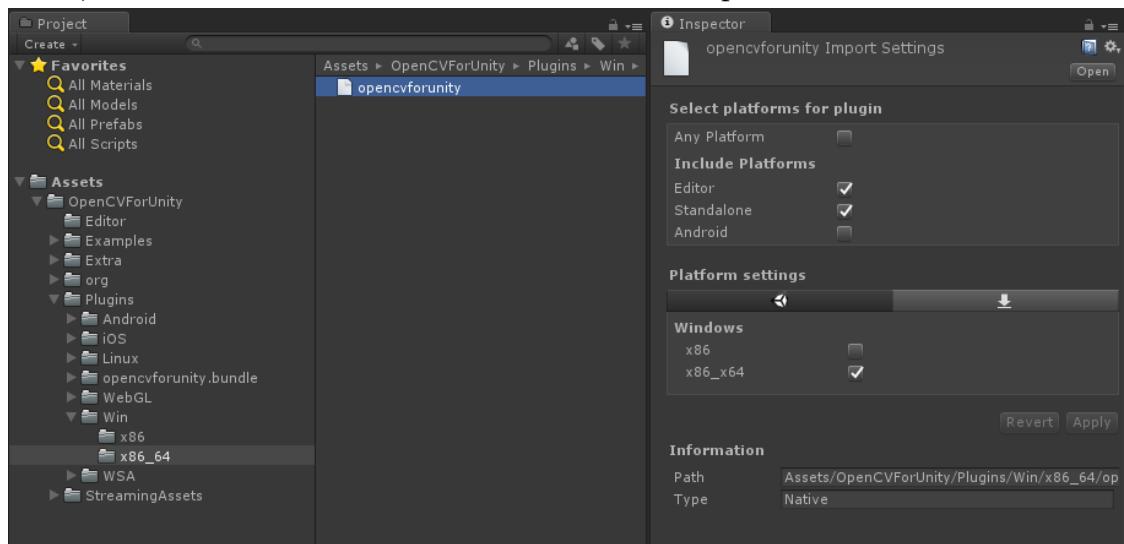
- If you do not use opencv\_contrib module, build size will be reduced by using native plugin file excluding opencv\_contrib module.
  - Replace “OpenCVForUnity/Plugins/iOS” folder to “OpenCVForUnity/Extra/exclude\_contrib/iOS” folder.
  - Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
  - Delete “OpenCVForUnity/Assets/OpenCVForUnity/org/opencv\_contrib” folder and “OpenCVForUnity/Examples/ContribModules” folder.

## Windows Standalone Setup Procedure :

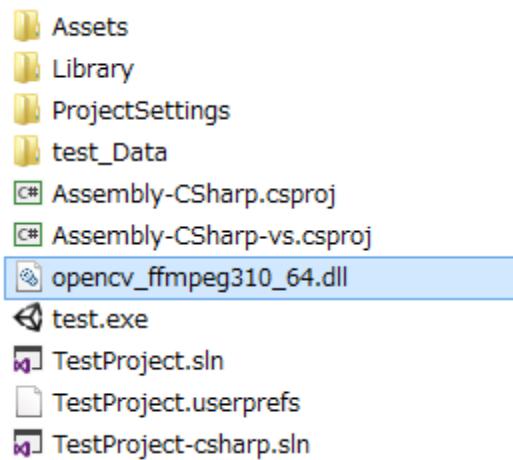
- “OpenCVForUnity/Plugins/Windows/x86/opencvforunity.dll” – Select platform Editor,Standalone and CPU x86 and OS Windows in Inspector.



- “OpenCVForUnity/Plugins/Windows/x86\_64/opencvforunity.dll” – Select platform Editor,Standalone and CPU x86\_64 and OS Windows in Inspector.

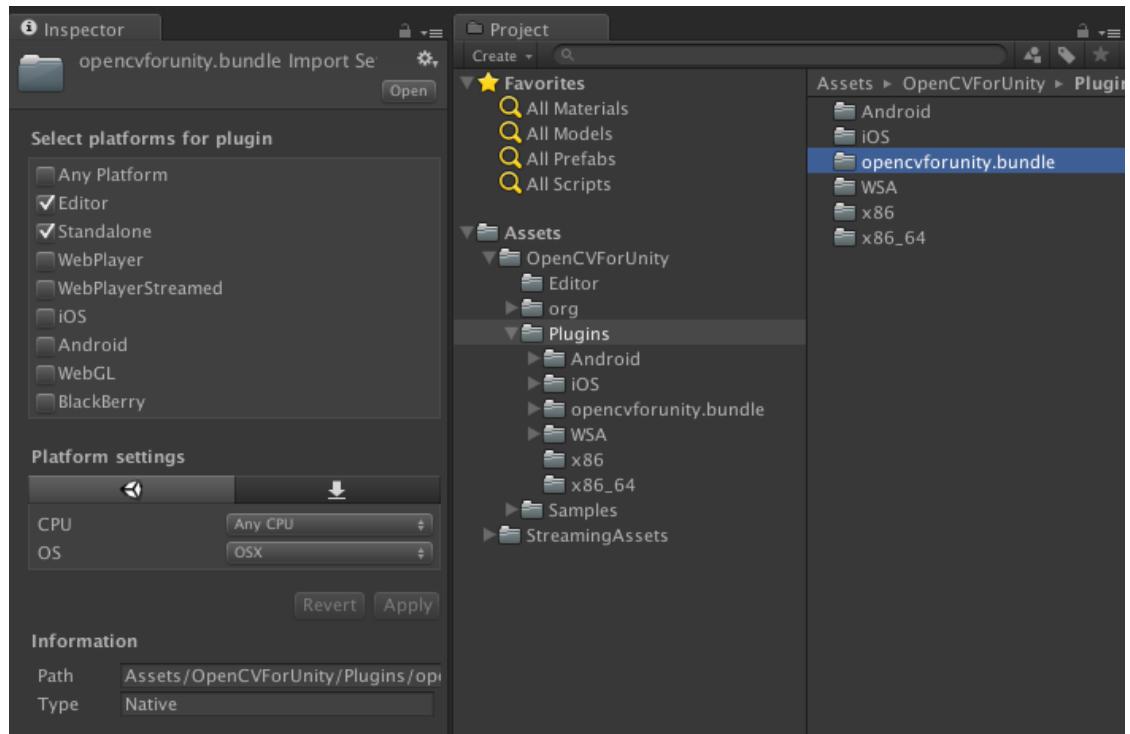


- If you want to use more video formats with the "Video Capture (string filename)" or "VideoWriter" method, setup is required.
  - Download "OpenCV for Windows Version 4.5.3" (<http://opencv.org/downloads.html>).
  - Set PATH variable to "opencv\_ffmpeg4.5.3.dll" or "opencv\_ffmpeg4.5.3\_64.dll".  
if 32bit, "\path\to\opencv\build\x86\vc14\bin\".  
if 64bit, "\path\to\opencv\build\x64\vc14\bin\".  
Or
  - Copy to Project Folder.



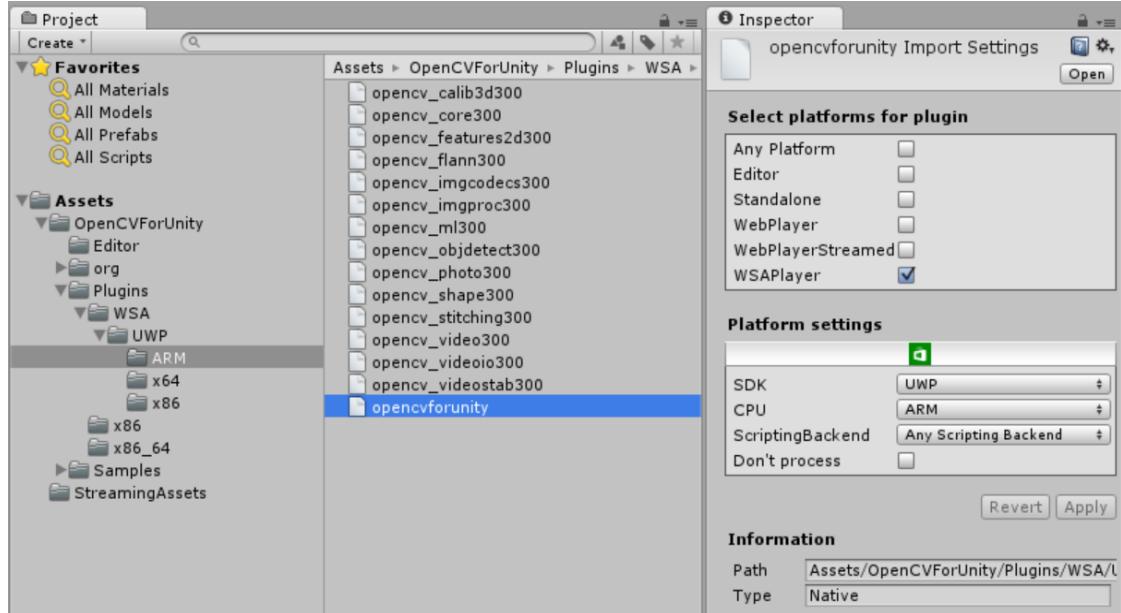
## Mac Standalone Setup Procedure :

- “OpenCVForUnity/Plugins/macOS/opencvforunity.bundle” – Select platform Editor,Standalone and CPU x86\_64 and OS OSX in Inspector.

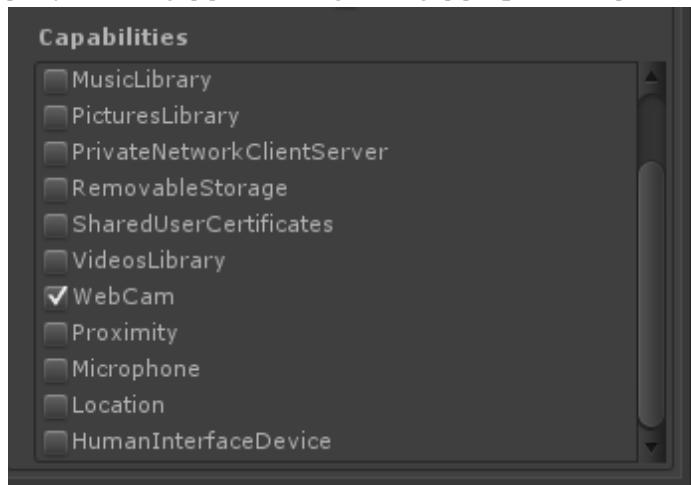


## UWP Setup Procedure :

- “OpenCVForUnity/Plugins/WSA/UWP/ARM/\*.dll” – Select platform WSAPlayer and SDK81 and CPU ARM in Inspector. Set “x86” and “x64” in the same way as “ARM”.

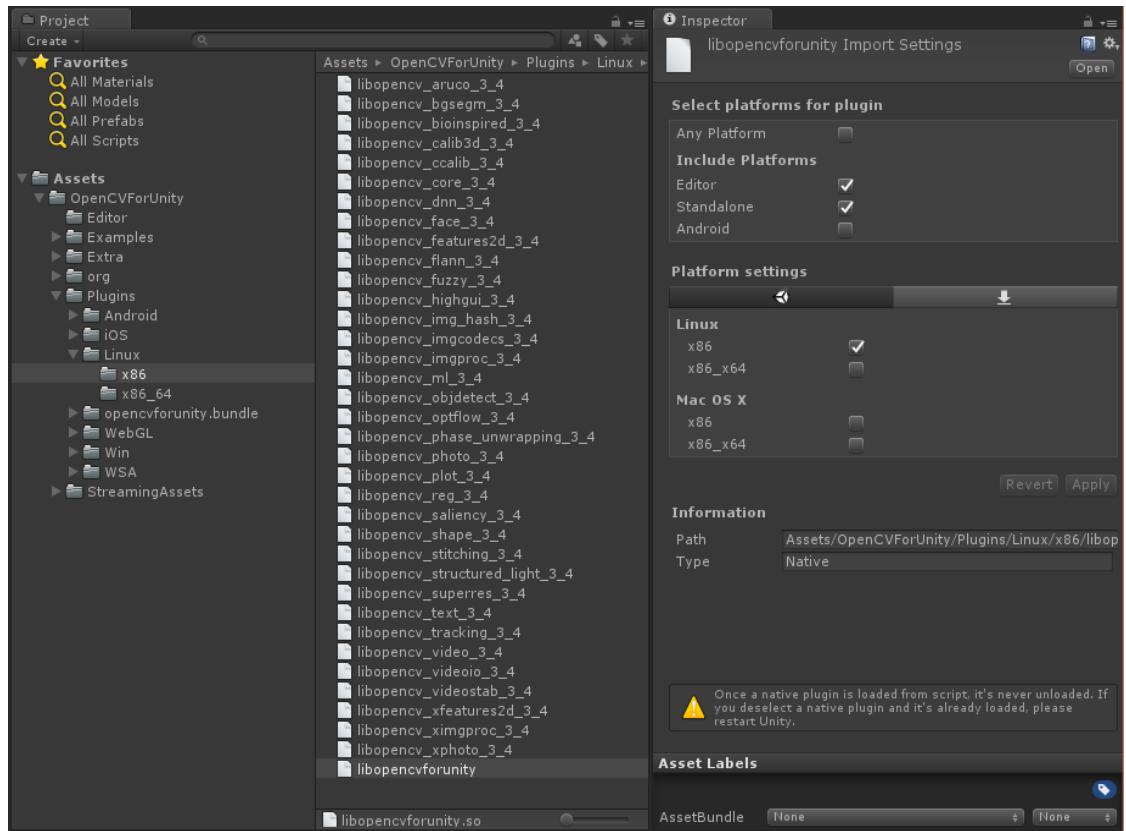


- If use webCamTexture class, Please choose “WebCam” in [PlayerSettings]-[PublishingSettings]-[Capabilities].

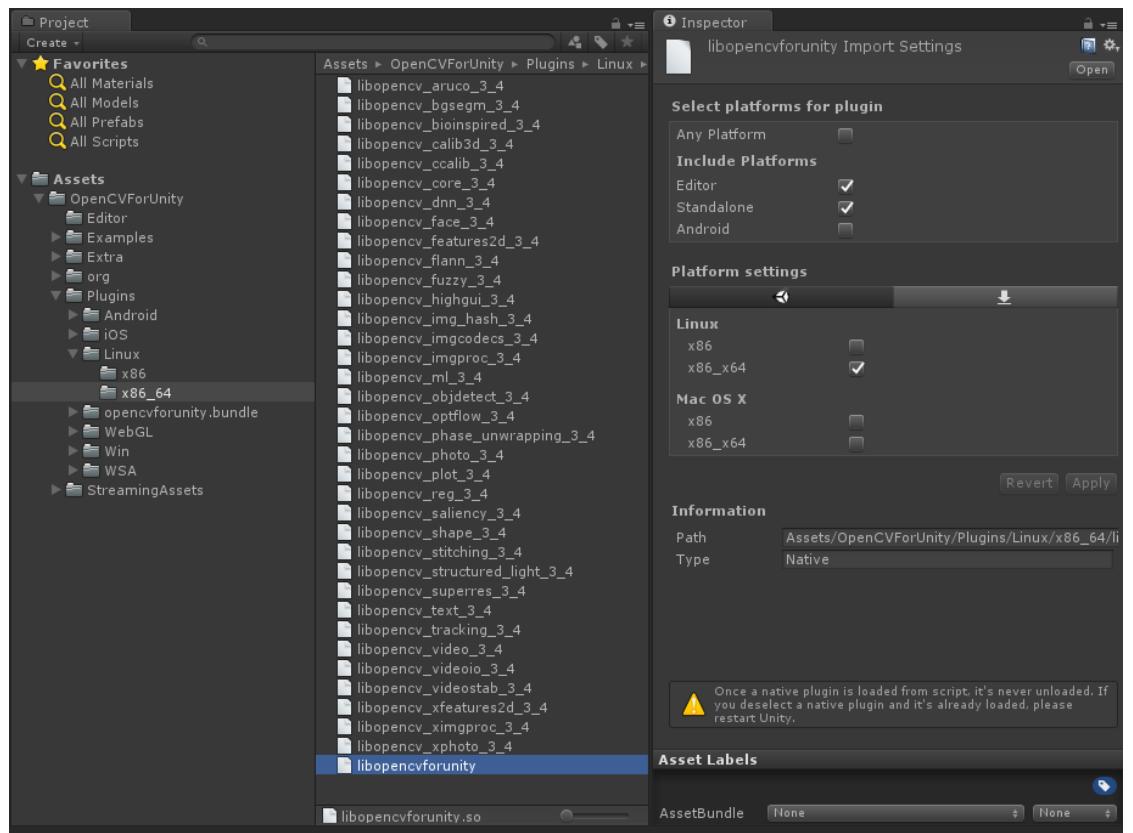


## Linux Setup Procedure :

- “OpenCVForUnity/Plugins/Linux/x86/libopencvforunity.so” – Select platform Editor,Standalone and CPU x86 and OS Linux in Inspector.



- “OpenCVForUnity/Plugins/Linux/x86\_64/libopencvforunity.so” – Select platform Editor,Standalone and CPU x86\_64 and OS Linux in Inspector.

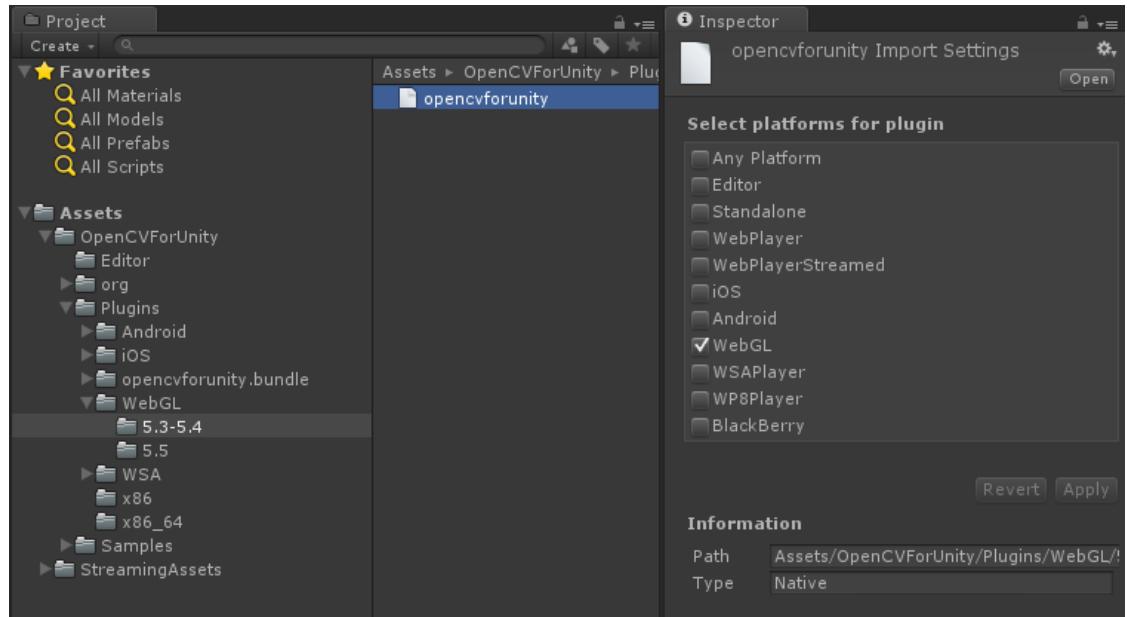


- Additional Setting is required to run on the editor.

<http://forum.unity3d.com/threads/native-plugin-in-editor-steam-specifically.384970/>

## WebGL Setup Procedure :

- “OpenCVForUnity/Plugins/WebGL/unity\_version/opencvforunity.bc” – Select platform WebGL in Inspector. By Selecting MenuItem [Tools/OpenCV for Unity/Set Plugin Import Settings], You can easily set up.



- Put the file that you want to use for Utils.getFilePathAsync() in the “Assets/StreamingAssets/”. In Case of WebGL platform, you need to use Utils.getFilePathAsync() instead of Utils.getFilePath(). (haarcascade\_frontalface\_alt.xml is for OpenCVForUnityExample.scene. Please copy only when necessary.)
- In the WebGL (asm.js) platform, the calculation result of Float type may be significantly different from other platforms. When using the OpenCV's method that use the Mat class (CvType is CV\_32F) as an argument, you need to pay attention to the calculation precision.
- Enable Multithreading support.
  1. Remove “OpenCVForUnity/Plugins/WebGL/2019.1/opencvforunity.bc” and then move “OpenCVForUnity/Extra/webgl\_multithread/2019.1/opencvforunity.bc” to “OpenCVForUnity/Plugins/WebGL/2019.1/” folder.
  2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
  3. PlayerSettings.WebGL.threadsSupport = true;
- If you do not use opencv\_contrib module, build size will be reduced by using native plugin file excluding opencv\_contrib module.
  1. Replace “OpenCVForUnity/Plugins/WebGL/libs” folder to “OpenCVForUnity/Extra/exclude\_contrib/WebGL/libs” folder.
  2. Select MenuItem[Tools/OpenCV for Unity/Set Plugin Import Settings].
  3. Delete “OpenCVForUnity/Assets/OpenCVForUnity/org/opencv\_contrib” folder and “OpenCVForUnity/Examples/ContribModules” folder.

## **MagicLeap Setup Procedure :**

- Please see this page.

<https://github.com/EnoxSoftware/MagicLeapWithOpenCVForUnityExample>

## **How to use OpenCV Dynamic Link Library with customized build settings :**

- Download OpenCV 4.5.3 repository ( git: [opencv](#), [opencv-contrib](#) ).

### **Android**

1. Build the Android SDK with “opencv/platforms/android/build\_sdk.py”. ( APP\_STL := c++\_static)

```
python ..\opencv\platforms\android\build_sdk.py ..\build ..\opencv  
--ndk_path=C://android-ndk --sdk_path=C://android-sdk  
--extra_modules_path=..\opencv_contrib\modules  
--config=ndk-18-api-level-21.config.py
```

2. Copy the output file ( native\libs\arm64-v8a\libopencv\_java4.so ) to “OpenCVForUnity\Plugins\Android\libs\arm64-v8a\”. Copy the output files ( native\libs\arm64-v8a\libopencv\_java4.so ) to “OpenCVForUnity\Plugins\Android\libs\armeabi-v7a\”. Copy the output files ( native\libs\x86\libopencv\_java4.so ) to “OpenCVForUnity\Plugins\Android\libs\x86\”.
3. Copy “OpenCVForUnity\Extra\dll\_version\Android\libs\” to “OpenCVForUnity\Plugins\Android\libs\”.

### **iOS**

1. Build the iOS framework with “opencv/platforms/ios/build\_framework.py”.

```
python opencv/platforms/ios/build_framework.py --contrib opencv_contrib  
--dynamic ios
```

2. Copy the output file ( opencv2.framework ) to “OpenCVForUnity\Plugins\iOS\”.

### **Windows**

1. Build the OpenCV dynamic library.

```
OPENCV_EXTRA_MODULES_PATH:PATH=C:/Users/xxxxxx/opencv_contrib/mod  
ules  
BUILD_SHARED_LIBS:BOOL=ON
```

2. Set PATH variable to “C:\path\to\opencv\x64\vc15\bin”.
3. Copy “OpenCVForUnity\Extra\dll\_version\Windows\” to “OpenCVForUnity\Plugins\Windows\”.

### **macOS**

1. Build the OpenCV library.

```
CMAKE_OSX_ARCHITECTURESSTRING=x86_64  
OPENCV_EXTRA_MODULES_PATHPATH=/Users/xxxxx/opencv_contrib/modules
```

2. Copy the output files ( libopencv\_\*4.5.3.dylib ) to opencvforunity.bundle\Contents\MacOS\.
3. Relink libopencv\_\*4.5.3.dylib using otool and install\_name\_tool.  
<http://phenixyu.blogspot.com/2016/09/how-to-load-dynamic-library-with-unity.html>

```
//example : aruco module  
otool -L libopencv_aruco.4.5.3.dylib  
  
install_name_tool -id @loader_path/libopencv_aruco.4.5.3.dylib  
libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_calib3d.4.5.dylib  
@loader_path/libopencv_calib3d.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_features2d.4.5.dylib  
@loader_path/libopencv_features2d.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_flann.4.5.dylib  
@loader_path/libopencv_flann.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_highgui.4.5.dylib  
@loader_path/libopencv_highgui.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_videoio.4.5.dylib  
@loader_path/libopencv_videoio.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_imgcodecs.4.5.dylib  
@loader_path/libopencv_imgcodecs.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_imgproc.4.5.dylib  
@loader_path/libopencv_imgproc.4.5.3.dylib libopencv_aruco.4.5.3.dylib  
  
install_name_tool -change @rpath/libopencv_core.4.5.dylib  
@loader_path/libopencv_core.4.5.3.dylib libopencv_aruco.4.5.3.dylib
```



## Linux

1. Build the OpenCV library.
2. Rename output files ( libopencv\_\*.so.4.5.3 ).

```
sudo apt-get install rpl  
rpl -R -e .so.4.5 "_4_5.so" libopencv_*.so.4.5.3  
rename 's/.so.4.5.3"/"_4_5.so"/;' libopencv_*.so.4.5.3
```

3. Copy libopencv\_\*\_4\_5.so to “/OpenCVForUnity/Plugins/Linux/x86\_64” folder.

## UWP

1. Build the OpenCV library.

```
cd C:\Users\satoo\Desktop\opencv\platforms\winrt  
setup_winrt.bat "WS" "10.0" "x64"
```

2. Copy “install\WS\10.0\ARM\ARM\vc15\bin” to “OpenCVForUnity\Plugins\WSA\UWP\ARM”. Copy “install\WS\10.0\x64\x64\vc15\bin” to “OpenCVForUnity\Plugins\WSA\UWP\x64”. Copy “install\WS\10.0\x86\x86\vc15\bin” to “OpenCVForUnity\Plugins\WSA\UWP\x86”.

## Q & A

### Q1.

Asset package size is large. Is there a way to reduce?

### A1.

Please remove plugin folders of non-output target platforms that are included in OpenCVforUnity package. You do not need to import plug-in files for platforms not supported by your project.

### Q2.

Support Web platform?

**A2.**

Since the Unity Web Player does not support the native plugin, "OpenCV for Unity" does not support "WebPlayer Platform".

A WebGL platform was added as an alternative. (Unity 5.3 or higher).

**Q3.**

How do learn the details of OpenCV's method and argument?

**A3.**

Please refer to OpenCV official document (<http://docs.opencv.org/4.5.3/index.html>) and OpenCV Tutorials ([http://docs.opencv.org/4.5.3/d9/df8/tutorial\\_root.html](http://docs.opencv.org/4.5.3/d9/df8/tutorial_root.html)) for the details of the argument of the method..

**Q4.**

How can I convert Mat class operators defined in C++?

**A4.**

Way to translation of Mat class operators defined in C++.

<https://enoxsoftware.com/opencvforunity/way-to-translation-of-mat-class-operators-defined-in-cpp/>

**Q5.**

"DlNotFoundException: opencvforunity" is displayed on the console when run the example scene.

**A5.**

The plugin does not seem to be loaded correctly. Please check the setup procedure.

**Q6.**

"ArgumentException: The output Mat object has to be of the same size" is displayed on the console when run the example scene.

**A6.**

After having setup Plugin, Plugin may work well when you reboot Unity.

**Q7.**

"Level 'Texture2DtoMatExample' (-1) could not be loaded because it has not been added to the build settings." is displayed on the console when run the example scene.

**A7.**

Please add all of "\*\*\*.unity" scenes into the "Assets/OpenCVForUnity/Examples" folder to [Build Settings] – [Scene In Build].

**Q8.**

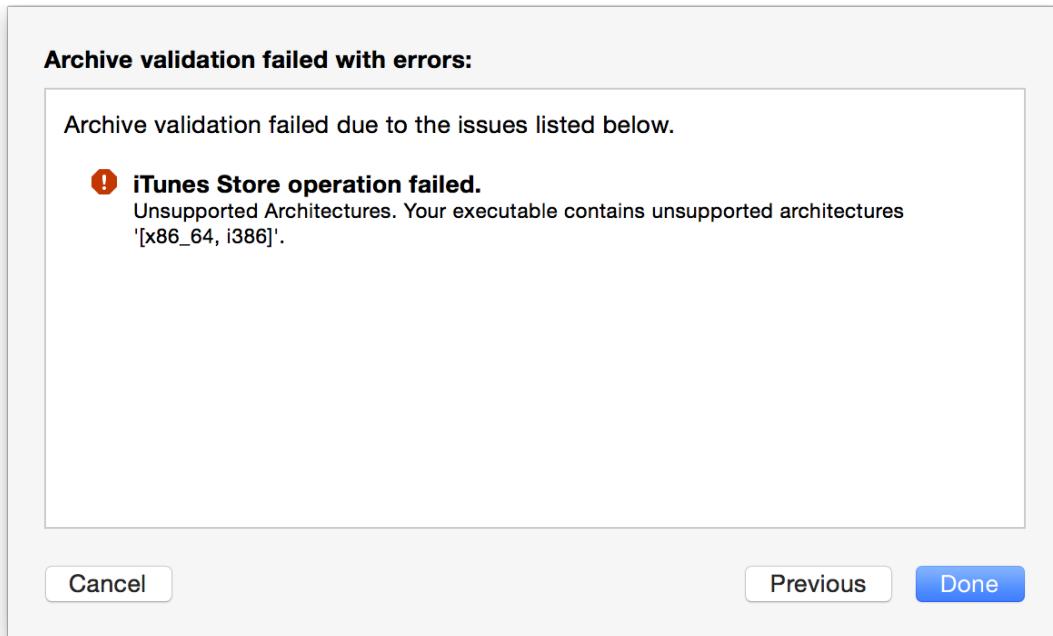
In DetectFaceExample or WebCamTextureDetectFaceExample, red rectangle is not displayed around a face.

**A8.**

You might have failed to read the "haarcascade\_frontalface\_alt.xml". Please confirm whether there is the "StreamingAssets" folder at the right position.

**Q9.**

[iOS]Submit to App Store issues: Unsupported Architecture x86, i386“Unsupported Architecture. Your executable contains unsupported architecture ‘[x86\_64, i386]’.”



#### A9.

<http://ioscake.com/submit-to-app-store-issues-unsupported-architecture-x86.html>

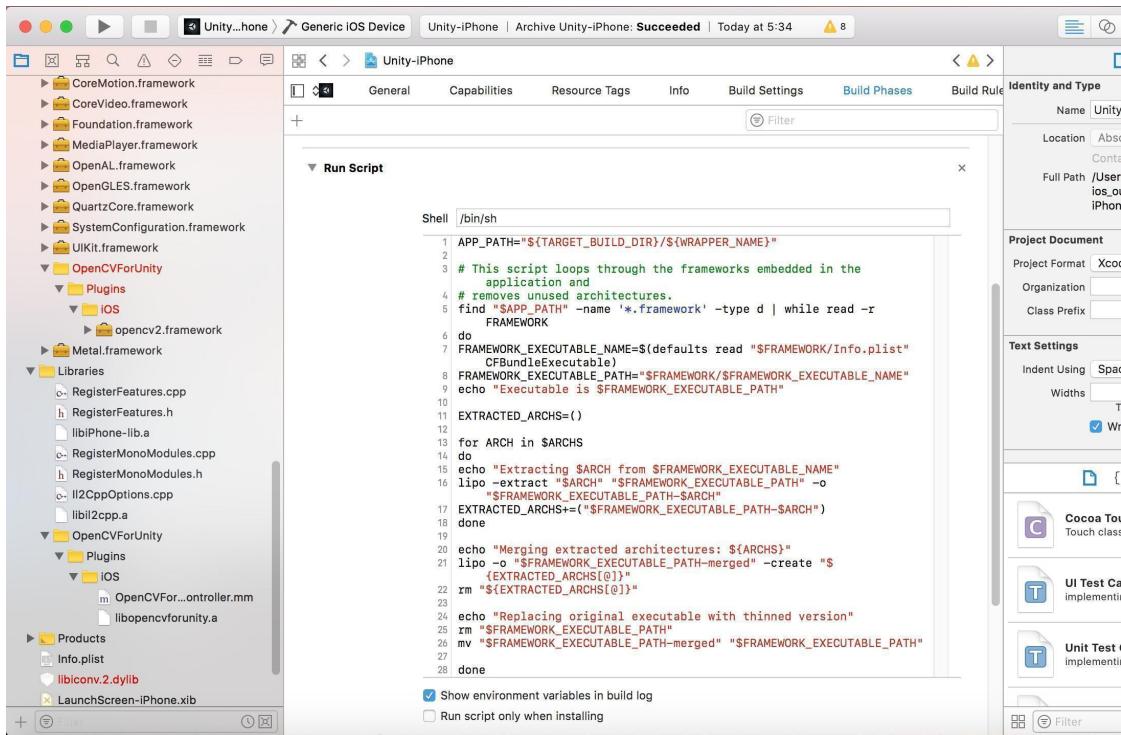
“The problem is that the Buy framework contains a build for both the simulator (x86\_64) and the actual devices (ARM).

Of course, you aren’t allowed to submit to the App Store a binary for an unsupported architecture, so the solution is to “manually” remove the unneeded architectures from the final binary, before submitting it.”

There are **two ways** to solve this error.

1. Please add the script of this page to BuildPhases->RunScript.

<http://ikennd.ac/blog/2015/02/stripping-unwanted-architectures-from-dynamic-libraries-in-xcode/>



2. Please execute the following command on terminal.

<https://stackoverflow.com/questions/42641806/check-and-remove-unsupported-architecture-x86-64-i386-in-ipa-archive>

```

//remove i386 architectures.
lipo -remove i386 opencv2.framework/opencv2 -o opencv2.framework/opencv2

//remove x86_64 architectures.
lipo -remove x86_64 opencv2.framework/opencv2 -o opencv2.framework/opencv2

//check the architectures.
lipo -info opencv2.framework/opencv2

```

## Q10.

How can I use SIFT or SURF algorithms?

## A10.

The native library included in OpenCVForUnity is built with the OPENCV\_ENABLE\_NONFREE flag disabled. To use the SIFT and SURF algorithms, rebuild OPENCV library with OPENCV\_ENABLE\_NONFREE enabled. For more details, see the section on “How to use OpenCV Dynamic Link Library with customized build settings” in this document.

## Q11.

How to catch native OpenCV's errors code (CVException handling)

### A11.

In order to display the native opencv's error code, please enclose the code in `Utils.setDebugMode(true)` and `Utils.setDebugMode(false)`.

```
Utils.setDebugMode(true); ----- Utils.setDebugMode(false);
```

See this page for details. ([\[Tips\] How to catch native OpenCV's errors code \(CVException handling\)](#))

### Q12.

What is the minimum file composition required for the assets to work?

### A12.

You do not necessarily have to import all the files for the asset to work.

If you do not need to try the example scenes, the minimum file composition required is as follows:

