

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/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

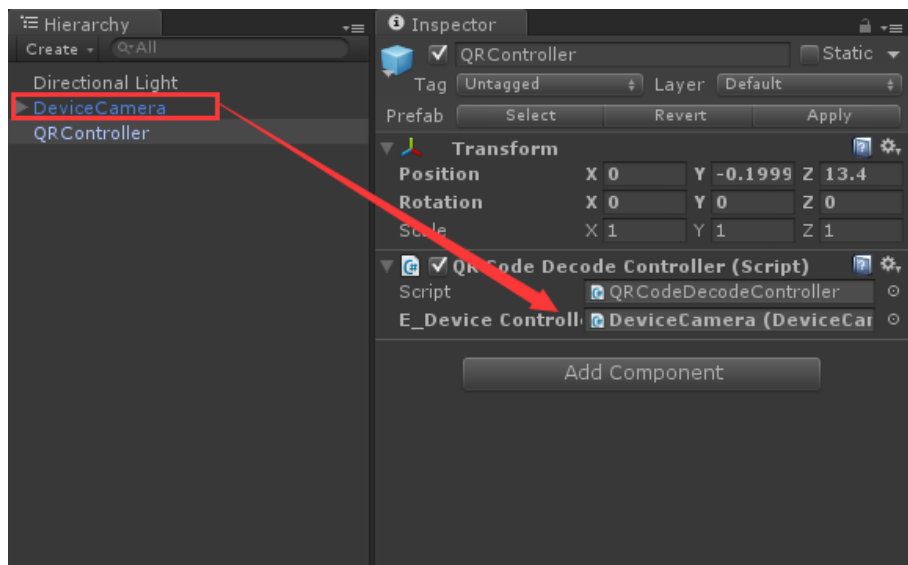
How to use Decode(Scan QRCode):

(if you want use webcam video streaming to scan qrcode looks the step1 to step4)

1). Drag "DeviceCamera" prefab into your hierarchy

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

like this:



3). Create reference of QRCodeDecodeController script

```
public QRCodeDecodeController qrcodecontroller;
```

you can drag the QRcontroller to this variable

4). Get Scan Result from "QRCodeDecodeController.onQRScanFinished" Event

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

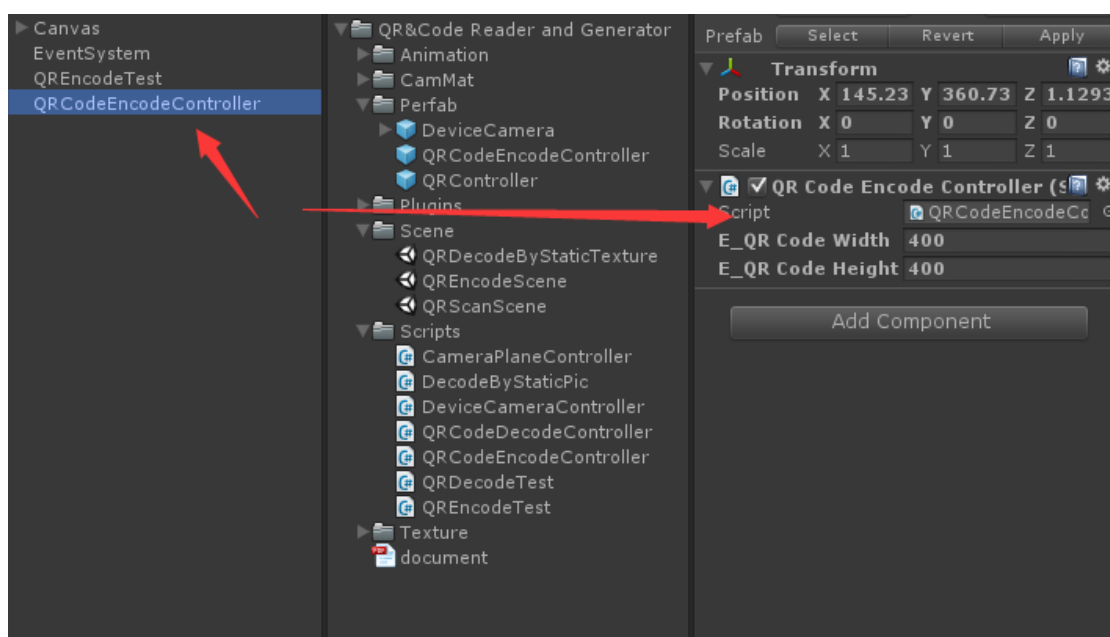
```
void getResult(string resultStr)
{
    //do something with the resultStr
}
```

5). 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



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 {

}

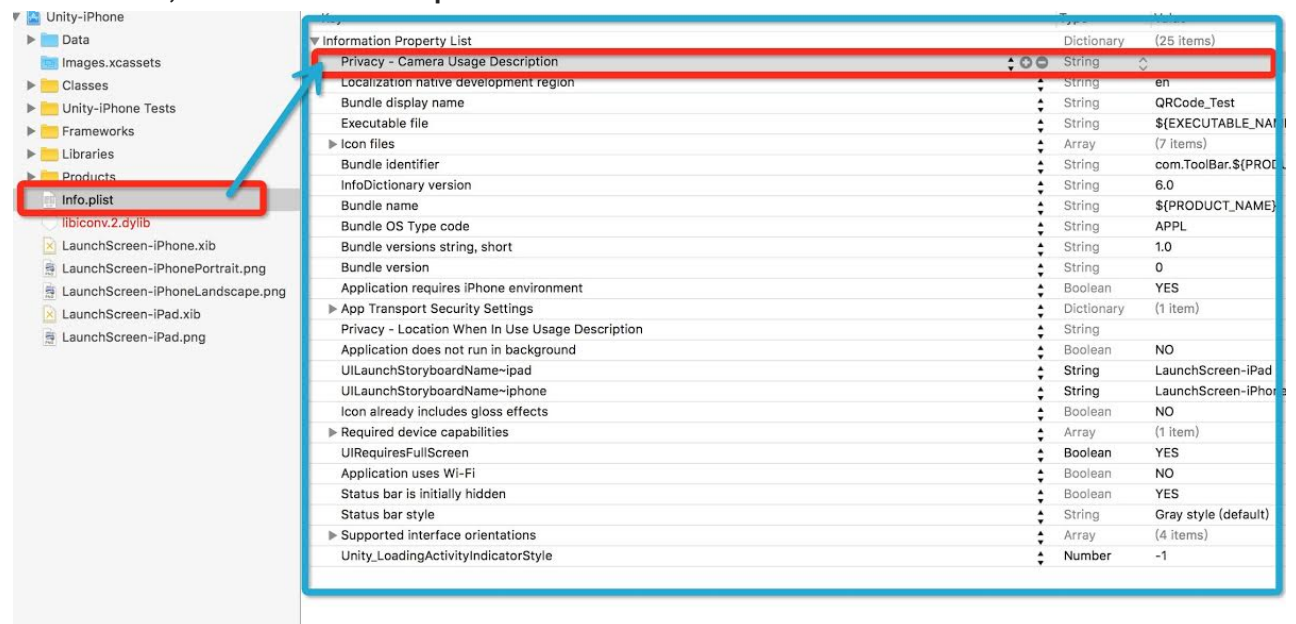
}

```

build for IOS:

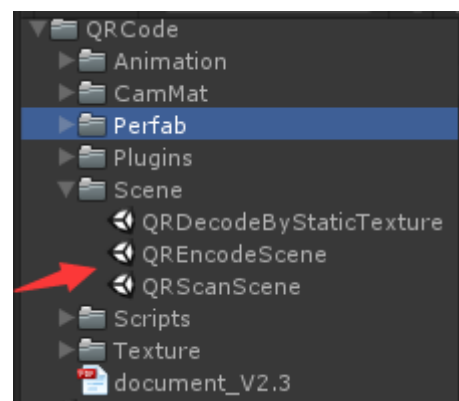
if you want to build on ios device(ios 10.x),you must

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.



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