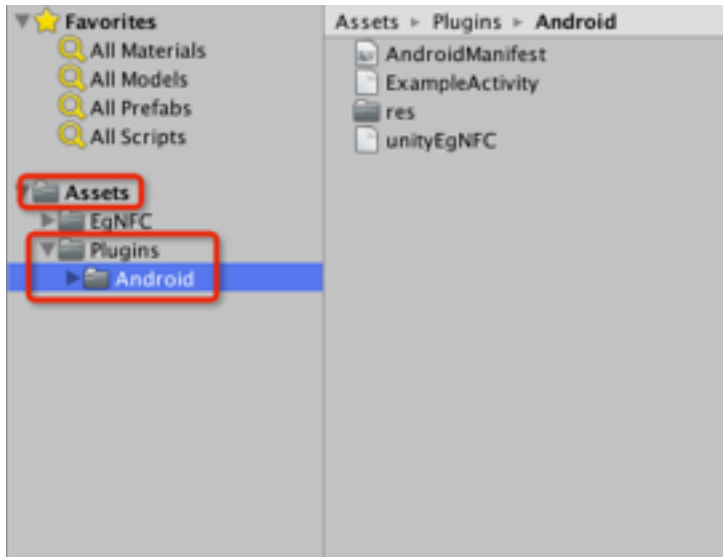


## 步驟 1 :

移動插件資料夾 EgNFC\Plugins -> Assets 下



## 步驟 2 :

測試 Build Demo

打開 PlayerSettings -> Other Settings -> Identification

設定 PlayerSettings.bundleIdentifier : **com.EgExample**

打開 Scene EgNFC\Scenes\Example\_EgNFC\_Demo.unity

Build and Run.

End

or

匯入專案

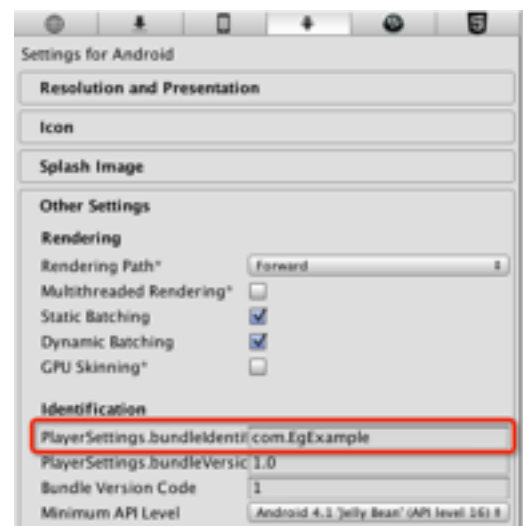
Open PlayerSettings -> Other Settings -> Identification

Set PlayerSettings.bundleIdentifier : **Your bundleIdentifier**

匯入 ExampleActivity Jar Source Eclipse

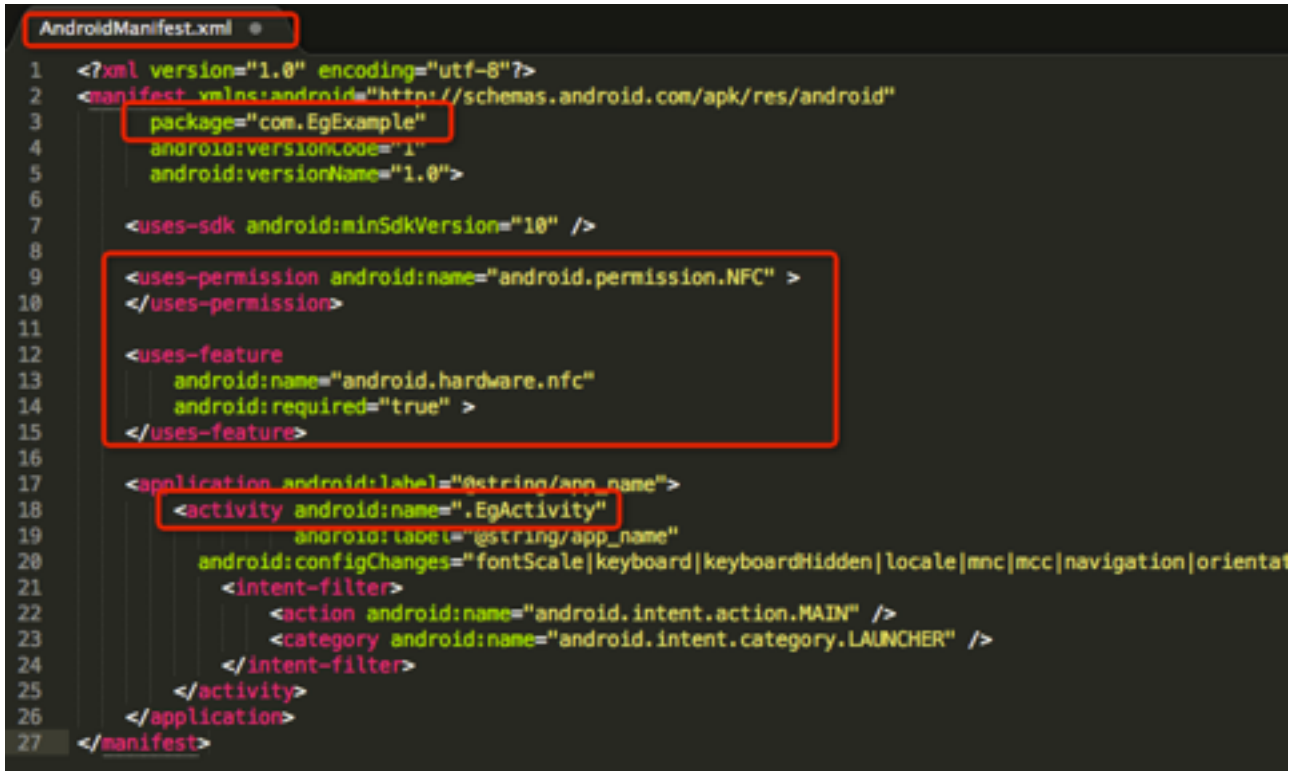
修改 package Name 為 **Your bundleIdentifier**

產生新的 Jar 檔案，替換掉 ExampleActivity.jar



### 步驟 3:

設定 AndroidManifest.xml



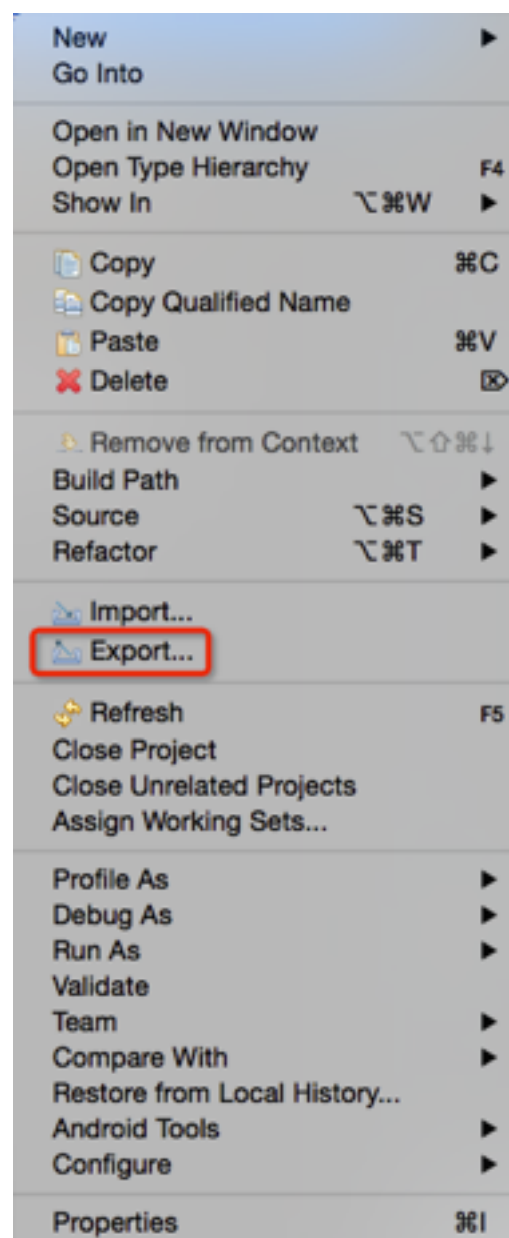
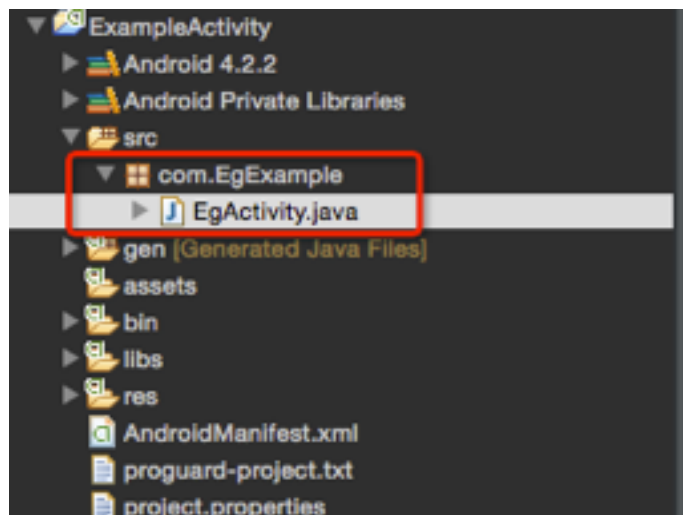
```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.EgExample"
4     android:versionCode="1"
5     android:versionName="1.0">
6
7     <uses-sdk android:minSdkVersion="10" />
8
9     <uses-permission android:name="android.permission.NFC" >
10    </uses-permission>
11
12    <uses-feature
13        android:name="android.hardware.nfc"
14        android:required="true" >
15    </uses-feature>
16
17    <application android:label="@string/app_name">
18        <activity android:name=".EgActivity"
19            android:label="@string/app_name"
20            android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|orientation">
21            <intent-filter>
22                <action android:name="android.intent.action.MAIN" />
23                <category android:name="android.intent.category.LAUNCHER" />
24            </intent-filter>
25        </activity>
26    </application>
27 </manifest>
```

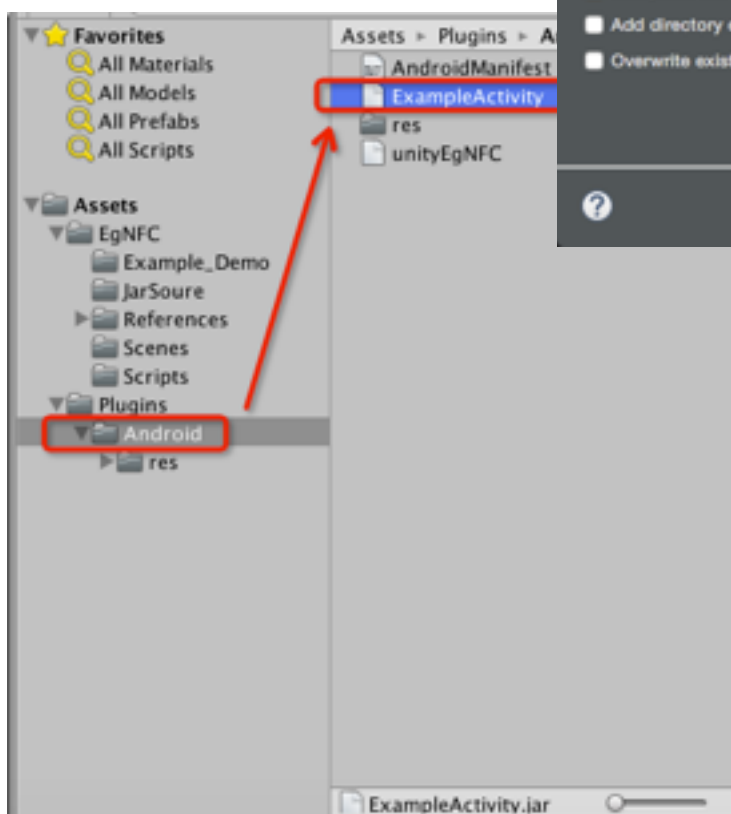
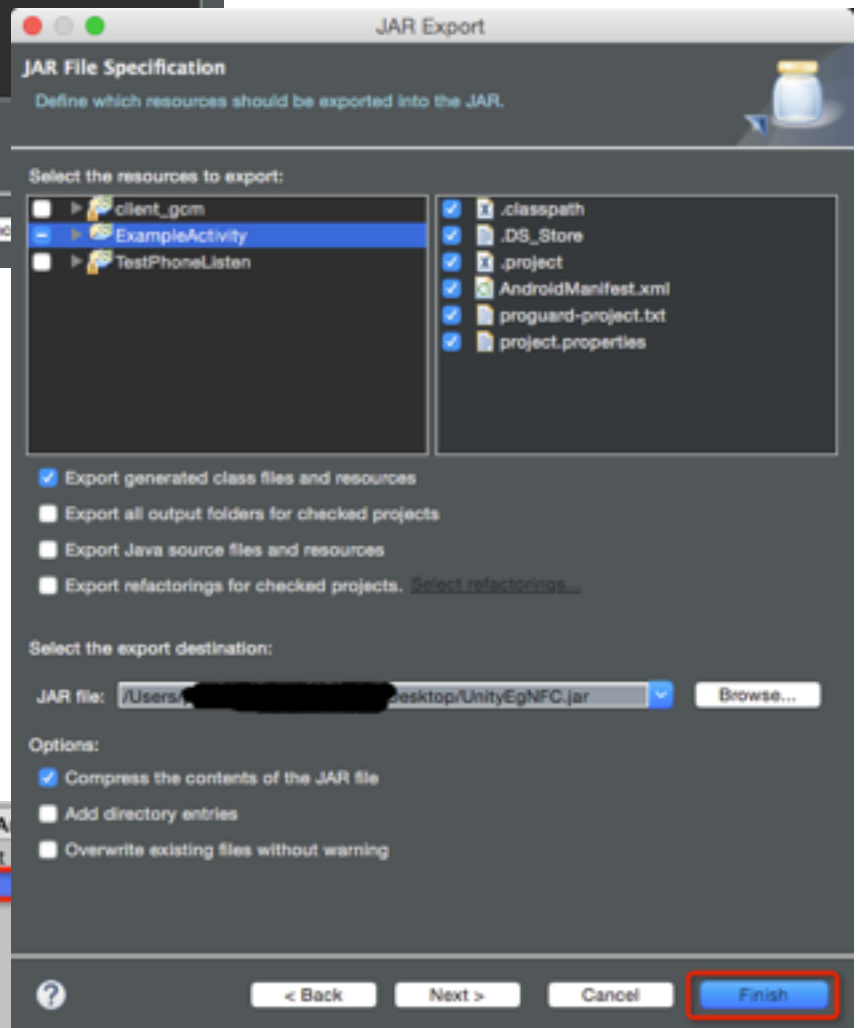
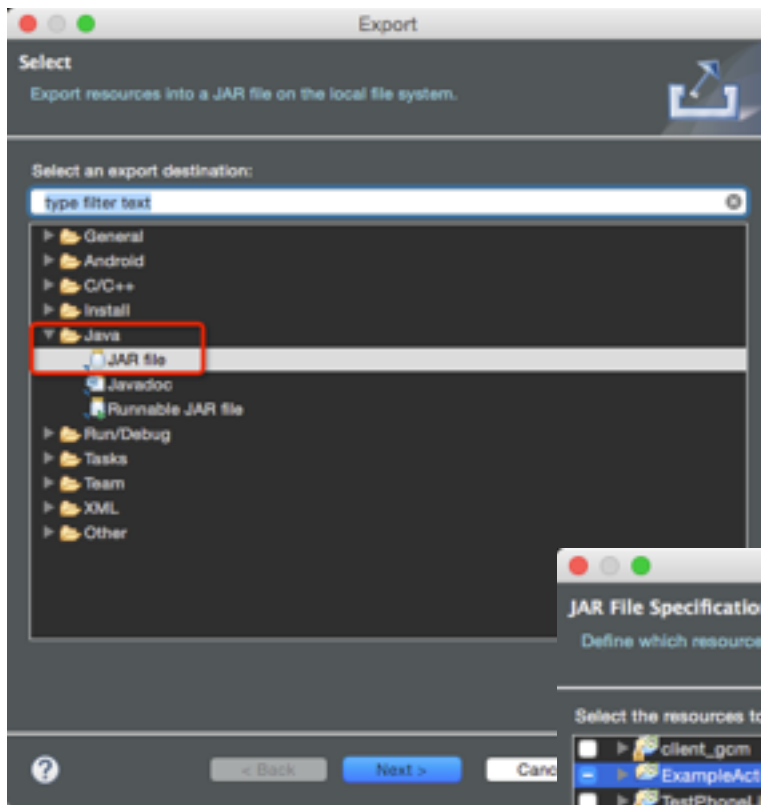
The screenshot shows the AndroidManifest.xml file with the following elements highlighted by red boxes:

- The `package="com.EgExample"` attribute in the `<manifest>` tag.
- The `<uses-permission android:name="android.permission.NFC" />` tag.
- The `<uses-feature android:name="android.hardware.nfc" android:required="true" />` tag.
- The `<activity android:name=".EgActivity" />` tag.

#### 步驟 4:

產生新的 Jar com.EgExample Change your package name.





## 步驟 5:

Add Code your C# Scripts.

```
using Eg_NFC;

private Eg_NFC_DLL mNFC_Android;
private string ReceivingFunName = "OnReceivingMsg";

void YouFunction () {
// 初始化和設定回傳訊息到指定處理 Function
mNFC_Android = new Eg_NFC_DLL();
mNFC_Android.SetCodingType("UTF-8");
mNFC_Android.SetListener(gameObject, ReceivingFunName);
}

// 接收Tag的訊息
private void OnReceivingMsg(string str) {
    Debug.Log("Read Tag: " + str);
    // Do something.
}
```

## 步驟 6:

```
加入到你的邏輯控制
// nInt : Read 0, Write 1, Clear 2
// NFC 模式設定
mNFC_Android.SetStatus(nInt);

// 寫入資料設定
mNFC_Android.Write(string);
```

結束

更多使用參考 **Example\_EgNFC\_Demo.cs**

**Android** 和其他插件 **Activity** 衝突處理

請參考 **EgActivity.java** 做合併處理修改

感謝購買使用我的Unity插件。  
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