

# Getting Started

## Installing the library

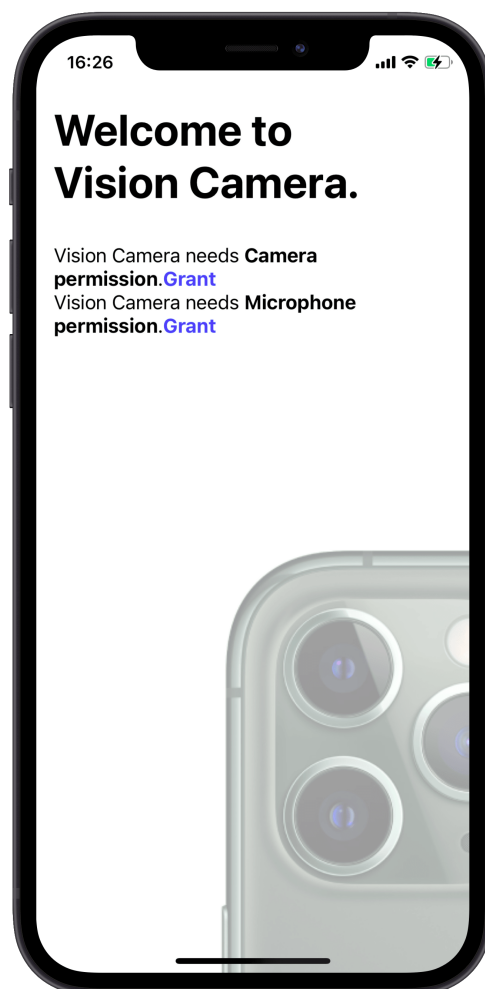
Install `react-native-vision-camera` through npm:

**React Native**   Expo

```
npm i react-native-vision-camera
npx pod-install
```

VisionCamera requires **iOS 12 or higher**, and **Android-SDK version 26 or higher**. See [Troubleshooting](#) if you're having installation issues.

**(Optional)** If you want to use [Frame Processors](#), you need to install `react-native-worklets-core` 0.2.0 or higher.



## Updating manifests

To use the Camera or Microphone you must first specify that your app requires camera and microphone permissions.

**React Native**   Expo

### ios

Open your project's `Info.plist` and add the following lines inside the outermost `<dict>`

tag:

```
<key>NSCameraUsageDescription</key>
<string>$(PRODUCT_NAME) needs access to your Camera.</string>

<!-- optionally, if you want to record audio: -->
<key>NSMicrophoneUsageDescription</key>
<string>$(PRODUCT_NAME) needs access to your Microphone.</string>
```

## Android

Open your project's `AndroidManifest.xml` and add the following lines inside the `<manifest>` tag:

```
<uses-permission android:name="android.permission.CAMERA" />

<!-- optionally, if you want to record audio: -->
<uses-permission android:name="android.permission.RECORD_AUDIO" />
```

# Getting/Requesting Permissions

Next, ask the user for Camera or Microphone permissions using the Permissions API:

**Hooks API**    **Imperative API**

---

Simply use the `useCameraPermission` or `useMicrophonePermission` hook:

```
const { hasPermission, requestPermission } = useCameraPermission()
```

And if you want to use the microphone:

```
const { hasPermission, requestPermission } = useMicrophonePermission()
```

There could be three states to this:

1. First time opening the app, `hasPermission` is false. Call `requestPermission()` now.
2. User already granted permission, `hasPermission` is true. Continue with [using the `<Camera>` view](#).
3. User explicitly denied permission, `hasPermission` is false and `requestPermission()` will return false. Tell the user that he needs to grant Camera Permission, potentially by using the [Linking API](#) to open the App Settings.

## Use the `<Camera>` view

If your app has permission to use the Camera and Microphone, simply use the `useCameraDevice(...)` hook to get a Camera device (see [Camera Devices](#)) and mount the `<Camera>` view:

```
function App() {
  const device = useCameraDevice('back')

  if (device == null) return <NoCameraDeviceError />
  return (
    <Camera
      style={StyleSheet.absoluteFill}
      device={device}
      isActive={true}
    />
  )
}
```

 **Hooray! You're ready to learn about [Camera Devices](#)!**

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