QRCode/Barcode Scanner plugin(Windows phone)

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). Open the Windows Phone Project in empty untiy.

2). Check these important files should be there:
-/Assets/QRcode_WSA/Animation/
-/Assets/ QRcode_WSA /CamMat/
-/Assets/ QRcode_WSA /Perfab/DeviceCamera.prefab
-/Assets/QRcode_WSA /Perfab/QRController.prefab
-/Assets/ QRcode_WSA /Scene/
-/Assets/ QRcode_WSA /Scripts/
-/Assets/ QRcode_WSA /document.V..pdf

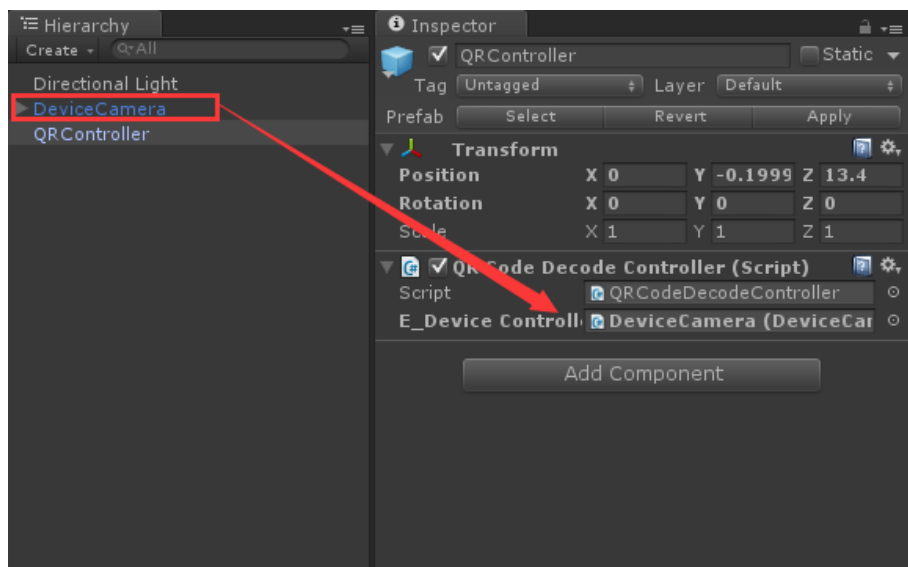-/Assets/QRcode/Plugins/WSA/QRCodeWSA.dll   (important)
-/Assets/QRcode/Plugins /QRCodeWSA.dll   (important)

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 QRCodeDecodeControllerForWSA qrcodecontroller;
```

you can drag the QRcontroller to this variable

4). Get Scan Result from
“*QRCodeDecodeControllerForWSA.onQRScanFinished*” Event

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

void getResult(string resultStr)
{
    //do something with the resultStr
}
```
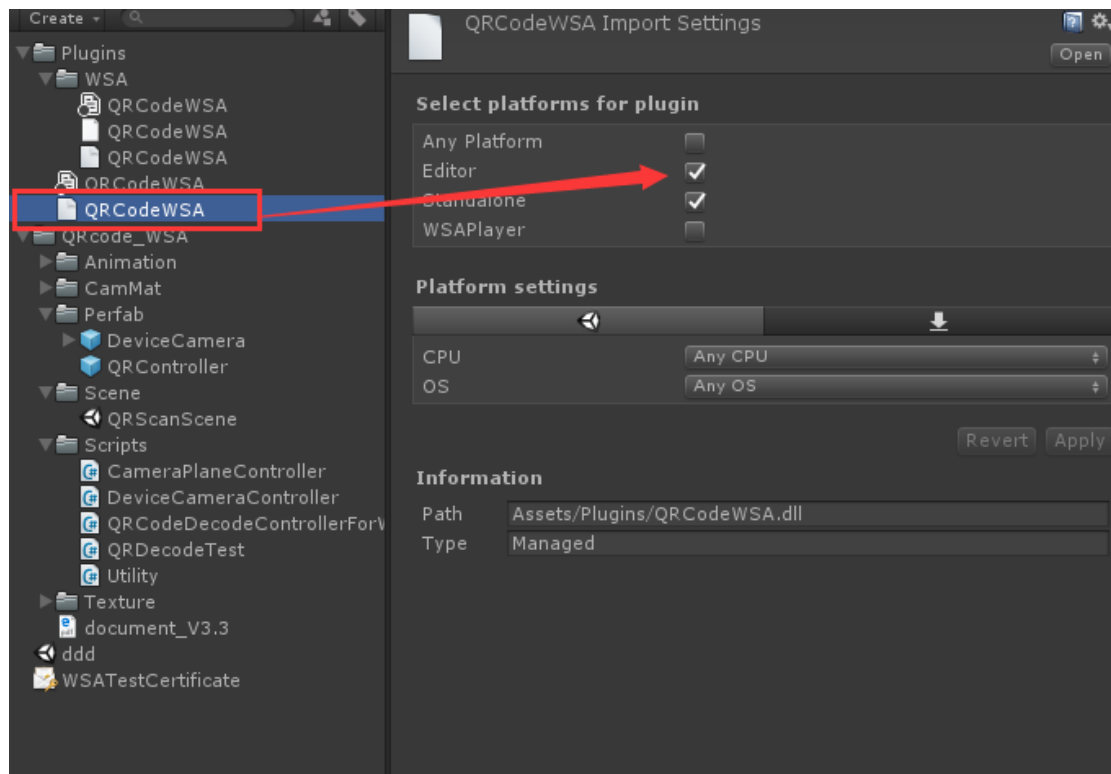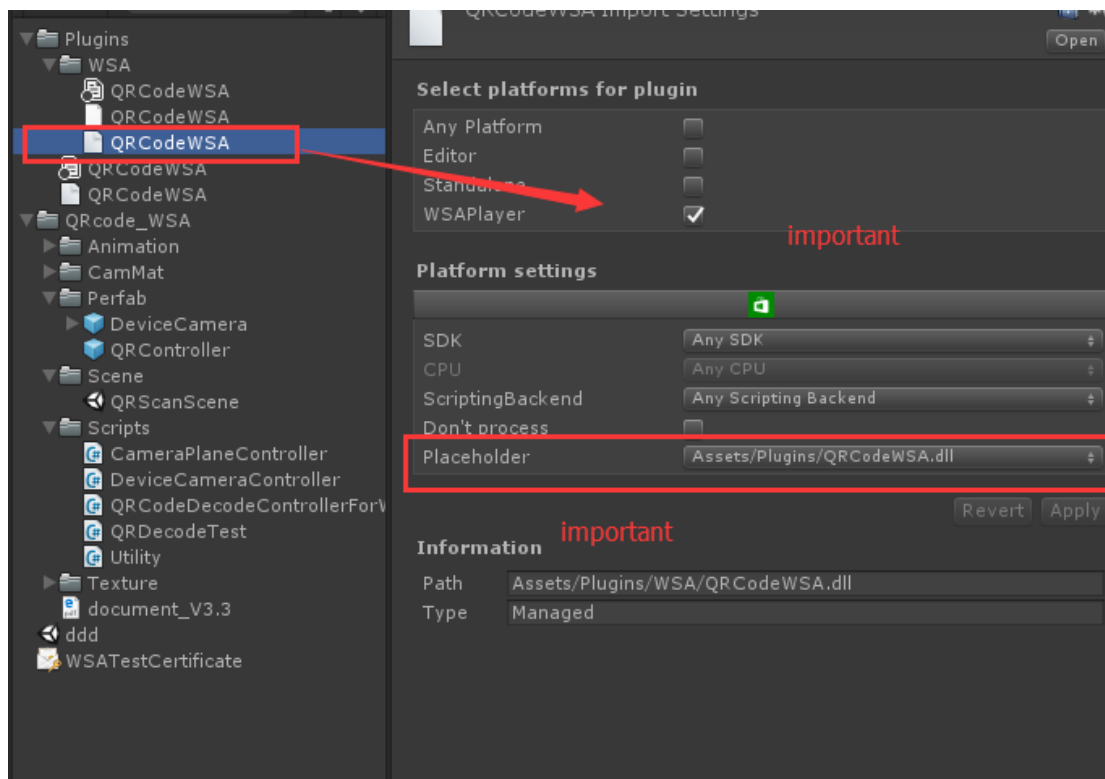
5). Get Result From static picture

    String codeStr =
QRCodeDecodeControllerForWSA.DecodeByStaticPic(**Texture2d** tex);
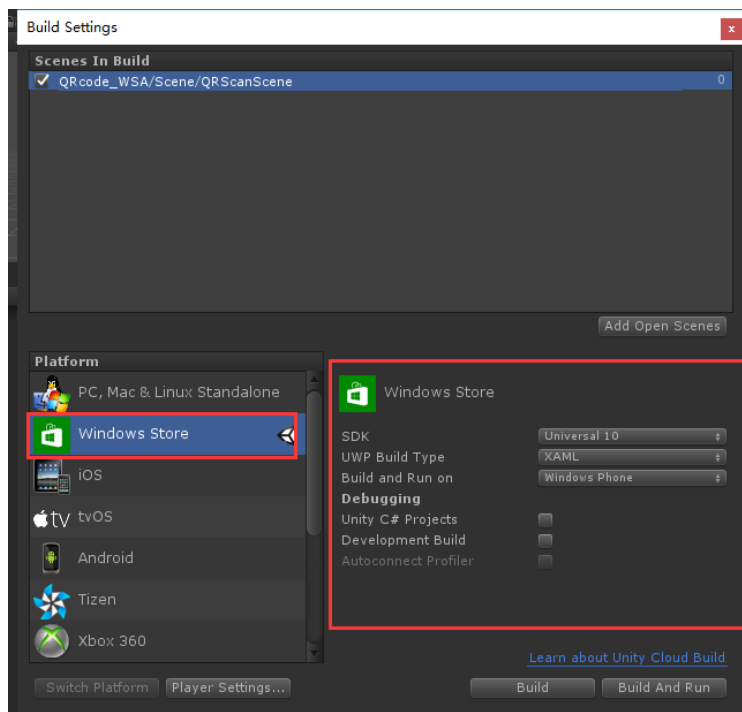
Build Setting In Unity:

1).select the Plugins/QRCodeWSA.dll setting like this:

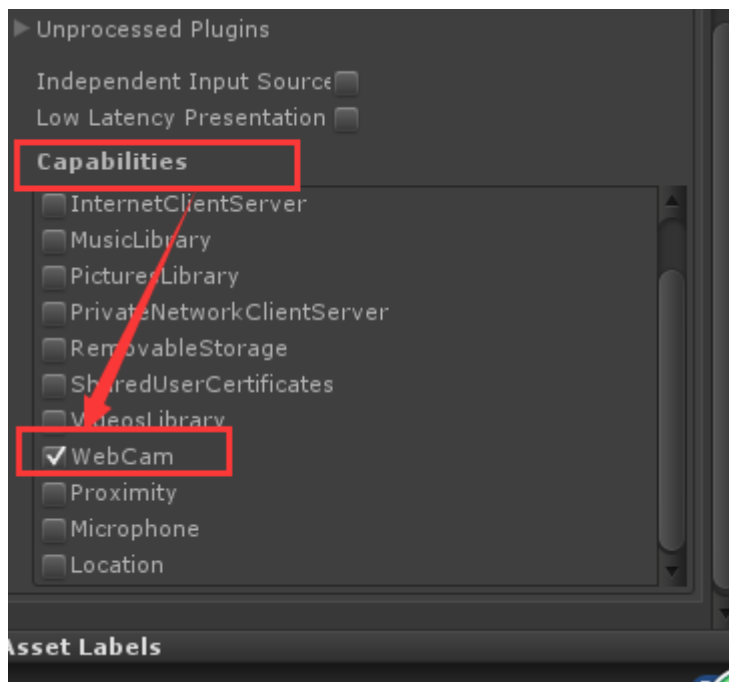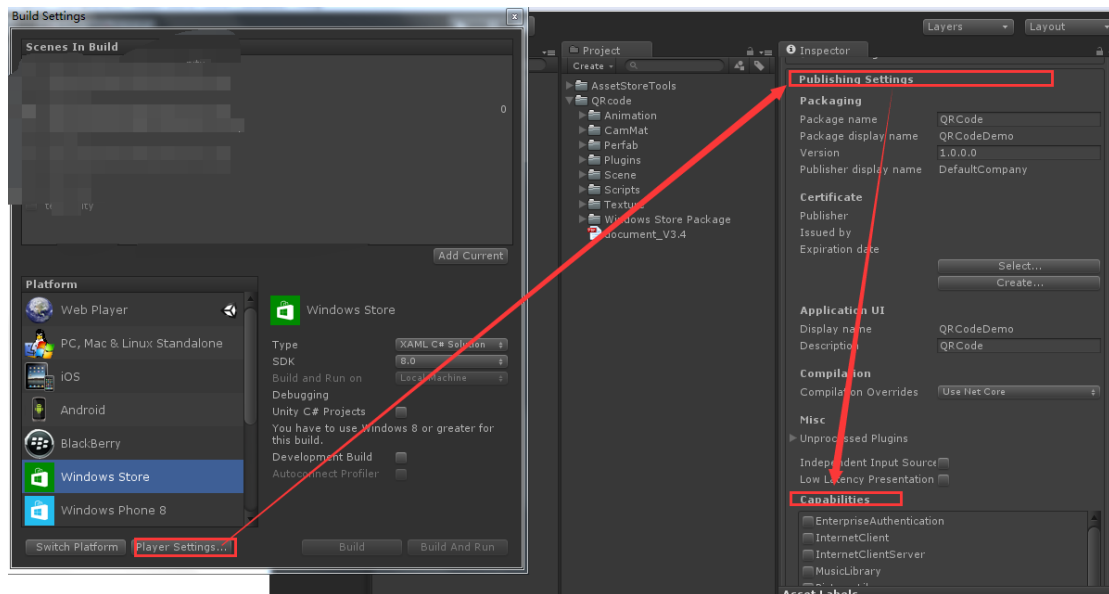## 2) select the Plugins/WSA/QRCodeWSA.dll setting like this:
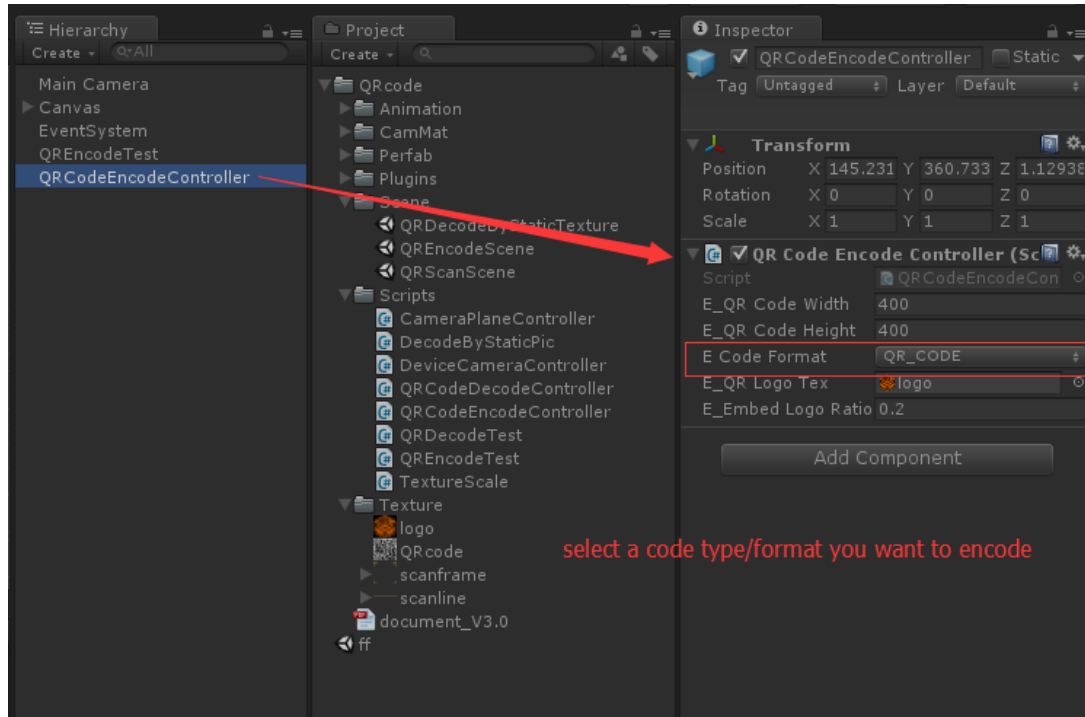

3).build settings panel:

4).Add Capabilities In build settings panel (important):
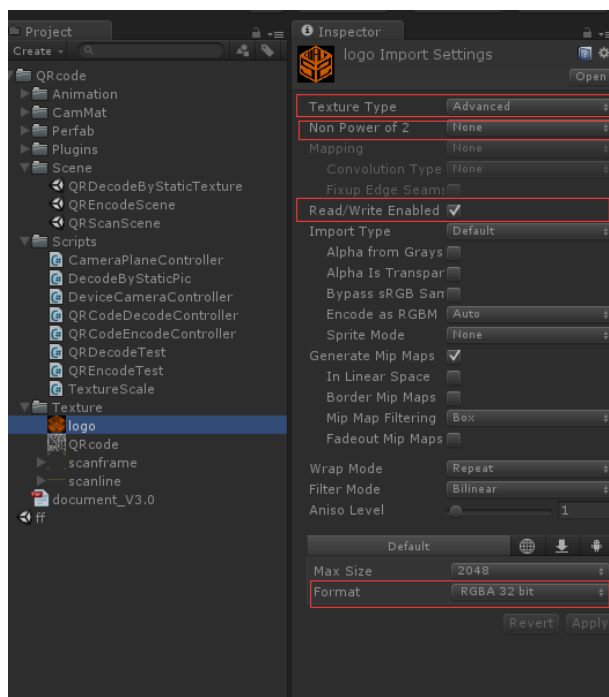
Set the Capabilities "**Webcam**" feature is **true**.

How to use Encode(Generator QRCode):

1). Drag "QRCodeEncodeController" prefab into your hierarchy, and set values in inspector
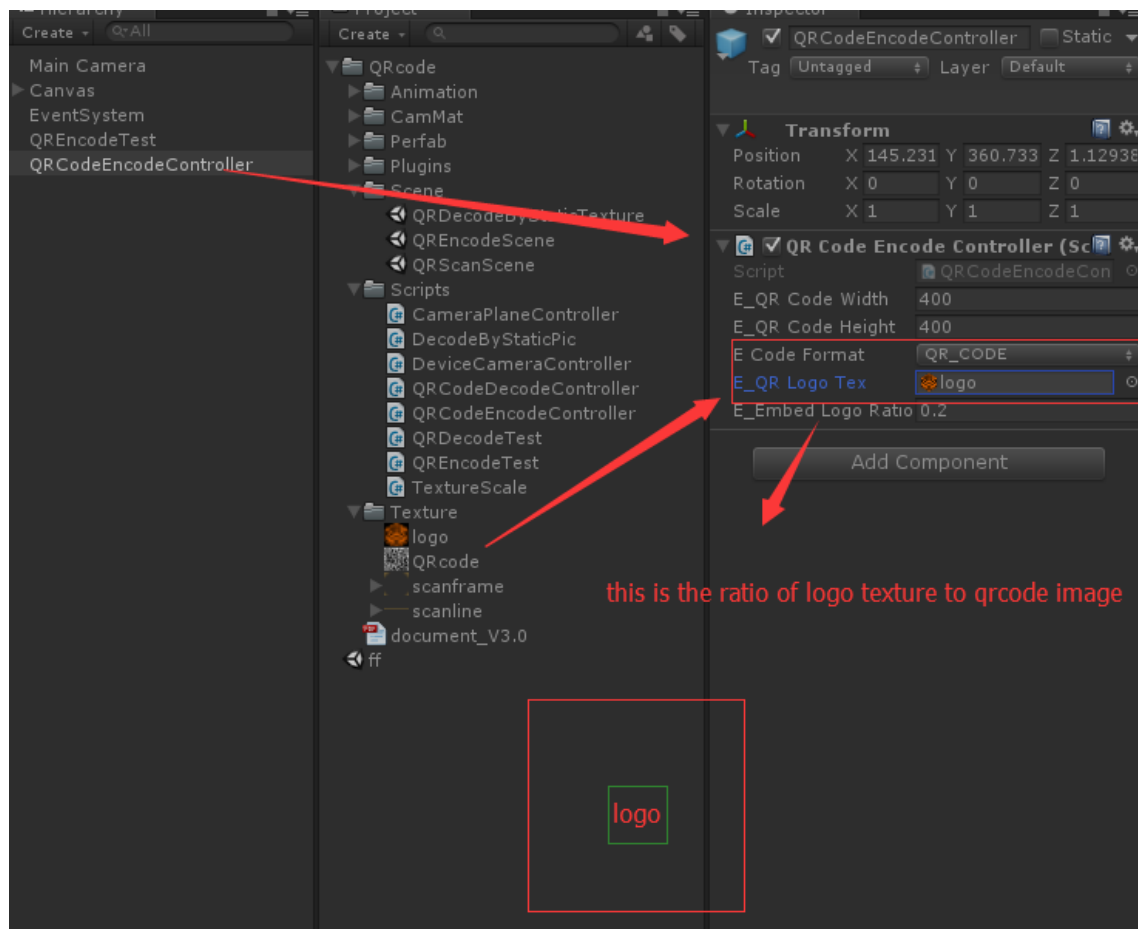

select a code type/format you want to encode

Add logo to QR Image:

(1),need some setting for the logo image.like this:

(2) drag the logo texture to the QRCodeEncodeController component.like this

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 {
```

```
        }
    }
```

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