

CameraShot Plugin

This plugin is to open device camera in image capture mode and video capture mode on Android.

Captured image and videos will save in default camera folder(i.e. Camera Shots/Camera Roll).

CameraShot integration Guide

- 1). Import plugin to your project
- 2). Make sure there are two files:

Assets/Plugins/Android/AndroidCameraShot.cs

Assets/Plugins/Android/CameraShots.jar

Assets/Plugins/CameraShot.dll

Assets/Plugins/iOS/ libCameraShot.a

- 3). Drag “CameraShotListener” prefab from Assets/CameraShot/Prefab/ to your hierarchy

For Android

- 4). Edit or add “<activity android:name="com.astricstore.camerashots.CameraShotActivity" /> “ in AndroidManifest.xml located at *Assets/Plugins/Android/*

Your XML will look like

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
package="com.example.camerashots" android:theme="@android:style/Theme.NoTitleBar"
android:versionName="1.0" android:versionCode="1" android:installLocation="preferExternal">
```

```

    <supports-screens android:smallScreens="true" android:normalScreens="true"
android:largeScreens="true" android:xlargeScreens="true" android:anyDensity="true" />
```

```

    <application android:icon="@drawable/app_icon" android:label="@string/app_name"
    android:debuggable="false">

        <activity android:name="com.unity3d.player.UnityPlayerNativeActivity"
        android:label="@string/app_name" android:screenOrientation="portrait"
        android:launchMode="singleTask" android:configChanges="mcc|mnc|locale|touchscreen|
        keyboard|keyboardHidden|navigation|orientation|screenLayout|uiMode|screenSize|
        smallestScreenSize|fontScale">

            <intent-filter>

                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />

            </intent-filter>

            <meta-data android:name="unityplayer.UnityActivity" android:value="true" />

            <meta-data android:name="unityplayer.ForwardNativeEventsToDalvik" android:value="false"
            />

        </activity>

        <activity
        android:name="com.astricstore.camerashots.CameraShotActivity"
        android:configChanges="orientation|keyboardHidden|screenSize">
        </activity>

    </application>

    <uses-sdk android:minSdkVersion="9" android:targetSdkVersion="18" />

    <uses-feature android:glEsVersion="0x00020000" />

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

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

</manifest>

```

For IOS

Add "MobileCoreServices.framework" in xCode

Select on you project in hierarchy > Build Phase > Link Binary with libraries > Click on add (+) button > search MobileCoreServices > select and add

How to use CameraShot plugin

1). Use below namespace where you want to call use this plugin

using CameraShot;

2). Call following function to launch camera for taking snapshot and save to gallery

Android : *AndroidCameraShot.LaunchCameraForImageCapture();*

IOS : *IOSCameraShot.LaunchCameraForImageCapture();*

3). Call following function to get texture from device camera, image also will save in gallery.

Android : *AndroidCameraShot.Get2DTextureFromCamera();*

IOS : *IOSCameraShot.Get2DTextureFromCamera();*

3). Call following function to launch camera for recording video and save to gallery

Android : *AndroidCameraShot.LaunchCameraForVideoCapture();*

IOS : *IOSCameraShot.LaunchCameraForVideoCapture();*

4). *Record video for specific time, its available for Android only*

Android : *AndroidCameraShot.LaunchCameraForVideoCapture(int maxDuration);*

IOS : *IOSCameraShot.LaunchCameraForVideoCapture(int maxDuration);*

5). *Launch camera with both option (Image capture and video capture), its available for IOS only(Bonus feature)*

IOS : *IOSCameraShot.LaunchCamera();*

Events:

Fires when image capture by camera and saved to gallery.

CameraShotEventListener.onImageSaved += OnImageSaved;

void OnImageSaved(string path)

{

}

Fires when image capture by camera and load to unity, you can get image by tex parameter.

CameraShotEventListener.onImageLoad += OnImageLoad;

void OnImageLoad(string path,Texture2D tex)

{

}

Fires when video capture by camera , you can get video path by vidPath parameter.

CameraShotEventListener.onVideoSaved += OnVideoSaved;

void OnVideoSaved(string path)

{

}

Fires when any error occurs.

```
CameraShotEventListener.onError += OnError;
```

```
void OnError(string errorMsg)
```

```
{
```

```
}
```

Fires when cancelled by user.

```
CameraShotEventListener.onCancel += OnCancel;
```

```
void OnCancel()
```

```
{
```

```
}
```

Note: Video load functionality is not supported, only it can be save in gallery.

- IOS Specific : If you launch camera again then last image/video path will be overwrite, if you save image/video path for future use then it will not work.

For more info you can write me at devesh.pandey19@gmail.com