

# 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

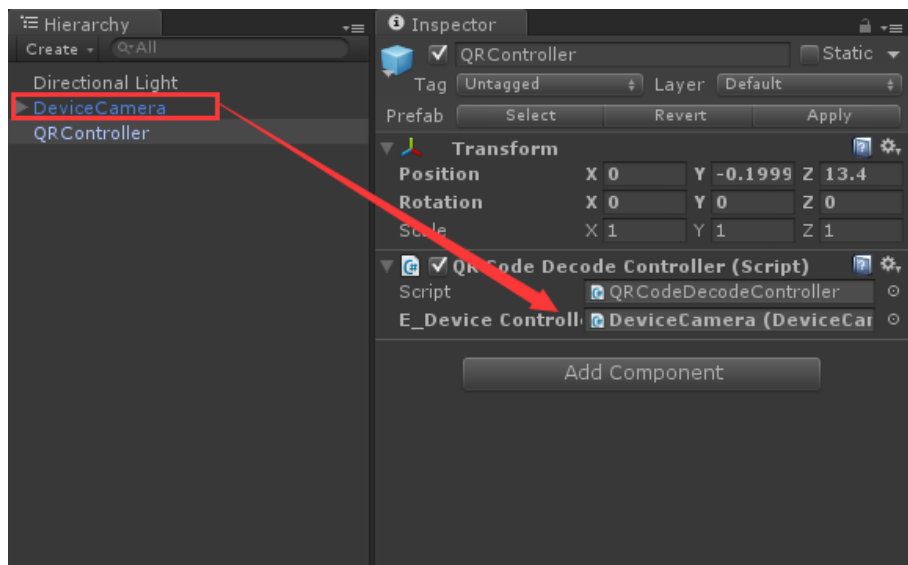
## # How to use Decode(Scan QRCode):

(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
```

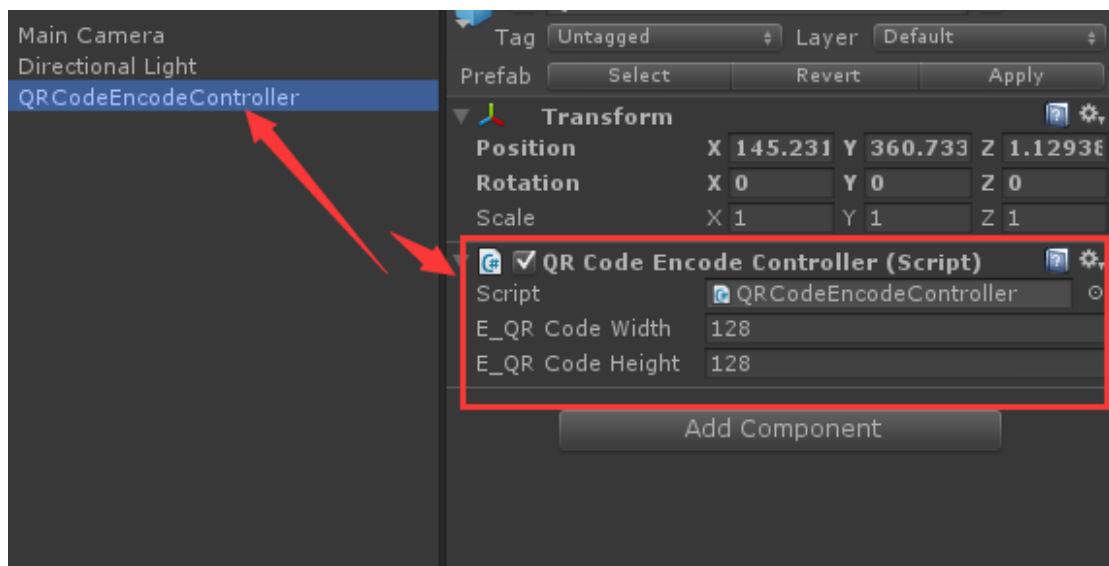
```
void getResult(string resultStr)
{
    //do something with the resultStr
}
```

### 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
```

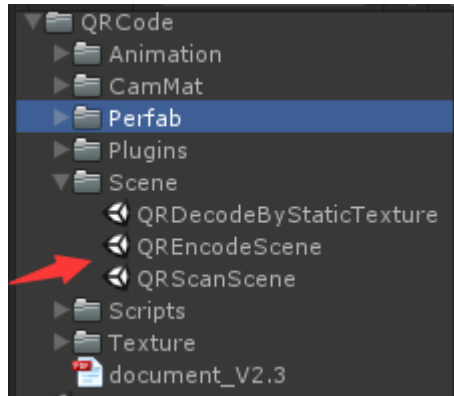
```
void qrEncodeFinished(Texture2D tex)
{
    if (tex != null && tex != null) {
        //do something you want to do.
    } else {

    }
}
```

```
}
```

**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](mailto:lycwalk@gmail.com))**