

Image Picker and Camera Opener for Android

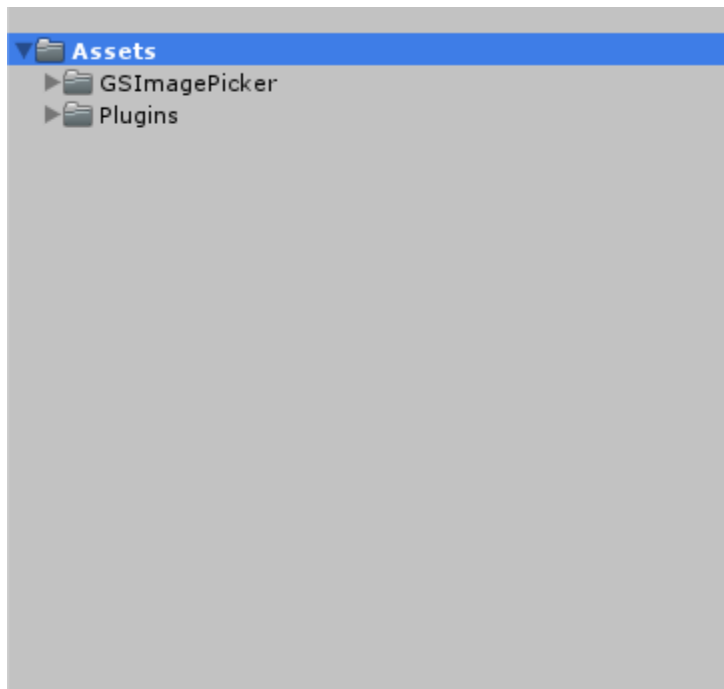
Opening Camera and taking picture out of it and then importing that into your Unity Game is a need of many games. If you are making a game with multiplayer functionality, arcade or your game is an educational puzzle. Games with user's favorite pictures of themselves or of any related thing that they like make the game even interesting. If you are one of these developers who need to open camera or simply pick an image from the gallery and display it into your game, and you really want to avoid that native plugin hassle and effort. You can simply use Image Picker and Camera Opener for android from Game Slyce studios. The plugin take cares of the native stuff for you and let you call only a single method to open camera or gallery in your Unity Android Game. Plugin is with full support and documentation including complete source code for native method calls.

For more detail you can always visit our online help resource by going to Window> GSImagePicker> Help from the menu bar of Unity Editor after importing GSImagePicker Plugin.

Usage Instructions

This Plugin is available with a working example to get an idea how to use it in your game.

You need to put the "Plugins" Folder from "GSImagePicker" directory to the main "Assets" directory of your project. See the Picture below for an overview.



To test the demo scene Add Scene from GSImage picker to build setting of your project, change platform to Android and build an APK for testing it in Android. The plugin can't be tested in editor as it calls native android methods so for viewing what it does you need to install it on android device/emulator.

If you are using other plugins (Native) make it sure that your manifest (in Assets>Plugins>Android) must contains this line.

```
<activity android:name ="com.gs.launchgallery.CameraGalleryActivity" />
```

Class(es):

OpenGalleryPlugin.cs

Method(s):

OnClickOpenGalleryCamera ():

This method accepts a Boolean parameter (isCam) that's value decide to open gallery or camera. If you pass true it'll open camera and when false is passed it'll open gallery to pick an image from. This method is most appropriately can be used as a click handler for buttons.

OnPhotoPick():

This method is responsible for getting the image URL from device physical location. This method is in fact a call back that is invoked from within the JAR attached.

LoadImageInImageView():

As its name says that this method fetches the Texture by using URL from the OnPhotoPick Method, convert that into a sprite and finally displays it into the

Prefab(s):

Prefab GSUnityPlugin can be added in your scene hierarchy. The name of this Prefab matters for native method invocation so it is advisory and mandatory not to change name of this Prefab and include it in your scene hierarchy instead of the attached script OpenGalleryPlugin.cs.

Graphics are for illustration purposes only they are not included in the package. This package is only for android. We are working on an alternate version for iOS support.

Please review our plugins and view more at:

<https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:10488>

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