

iOS Photo And Camera

What Does This Asset Do?

With "*iOS Photo And Camera*" you can easily take photos or choose one from your photo library on any compatible iOS device. There is no need to modify your *info.plist* when your Xcode project has been built – it just works out of the box.

Code Example

```
using UniqAssets;

public class Test : MonoBehaviour
{
    public void TakePhoto()
    {
        iOSPhotoAndCamera.TakePhoto (true, (texture,
state) =>
        {
            if (state ==
iOSPhotoAndCamera.State.kStateSuccess)
                myRawImage.texture = texture;
        });
    }
}
```

Java/C/C++/C#

Public Methods

```
public static void SelectPhoto(bool allowEditing,
System.Action<Texture2D, iOSPhotoAndCamera.State>
callback);

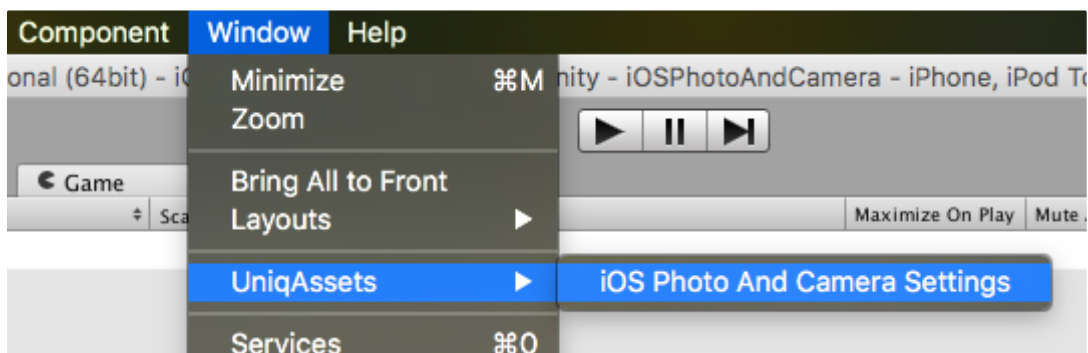
public static void TakePhoto(bool allowEditing,
System.Action<Texture2D, iOSPhotoAndCamera.State>
callback);
```

Javascript

Settings

When accessing the camera or the photo library of an iOS device for the first time a dialog opens asking the user whether he/she agrees or not. To explain why the developer of the app needs such permission you are able to customize the description label of the dialog.

With "*iOS Photo And Camera*" there's no need to modify the *info.plist* file after the Xcode project has been built. To view the settings of "*iOS Photo And Camera*" just navigate to "*Window > UniQAssets > iOS And Camera Settings*".



There are two input fields displayed in the inspector panel: "*Camera Usage Description*" and "*Photo Library Usage Description*". These two values will be added to the *info.plist* while building your project for iOS.

Contact

If you have any problems with my assets do not hesitate to contact me: andre_vgm@gmail.com

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