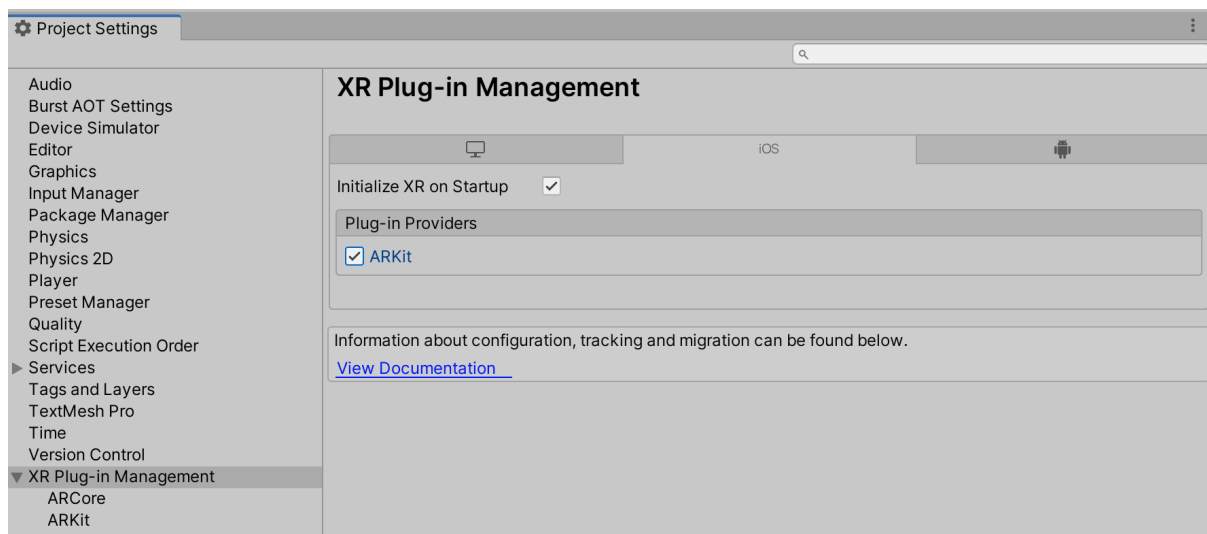


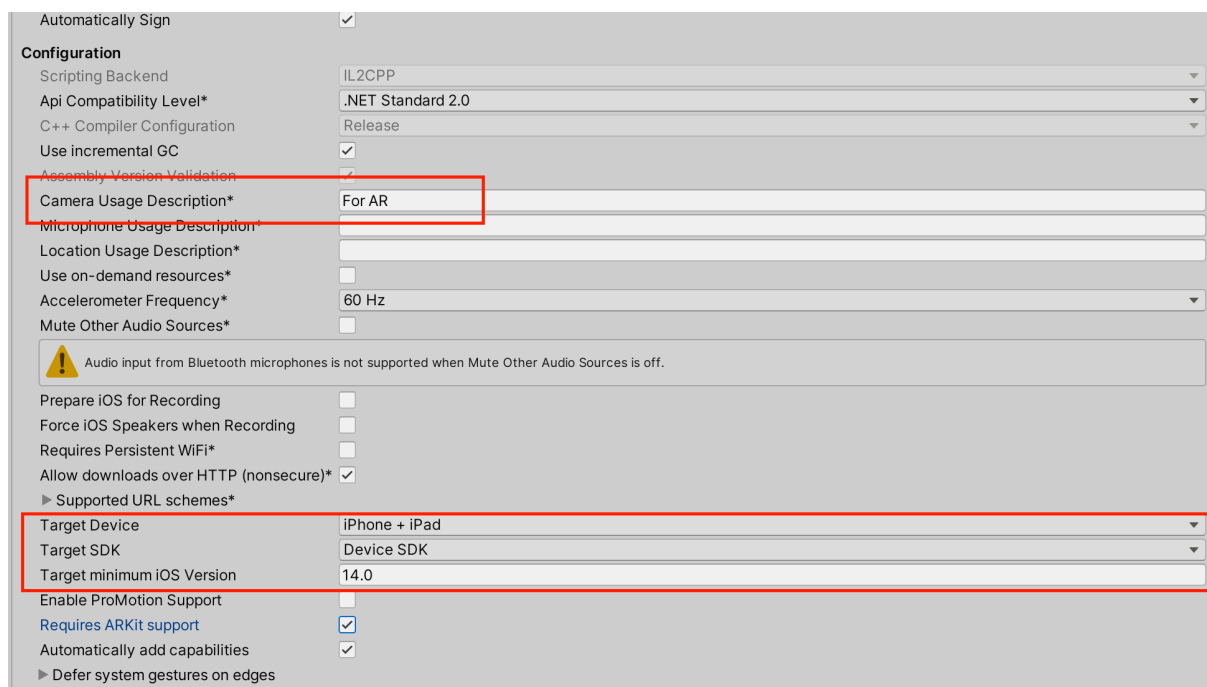
# iOSVisonPluginForHandDetect Readme

## How to

- Import this plugin
- Follow Unity ARFoundation standard setup steps for iOS
- <https://docs.unity3d.com/Packages/com.unity.xr.arkit@4.1/manual/index.html>



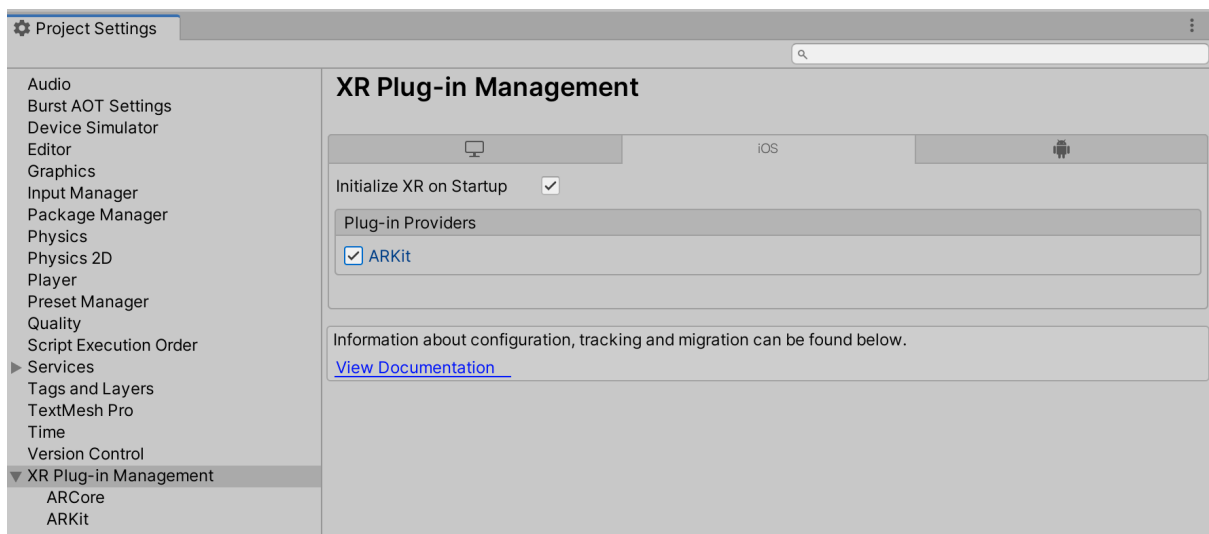
- Open the DemoHandDetector scene and add to build settings
- Add Camera usage description in player setting
- Set iOS min version 14.0 or above



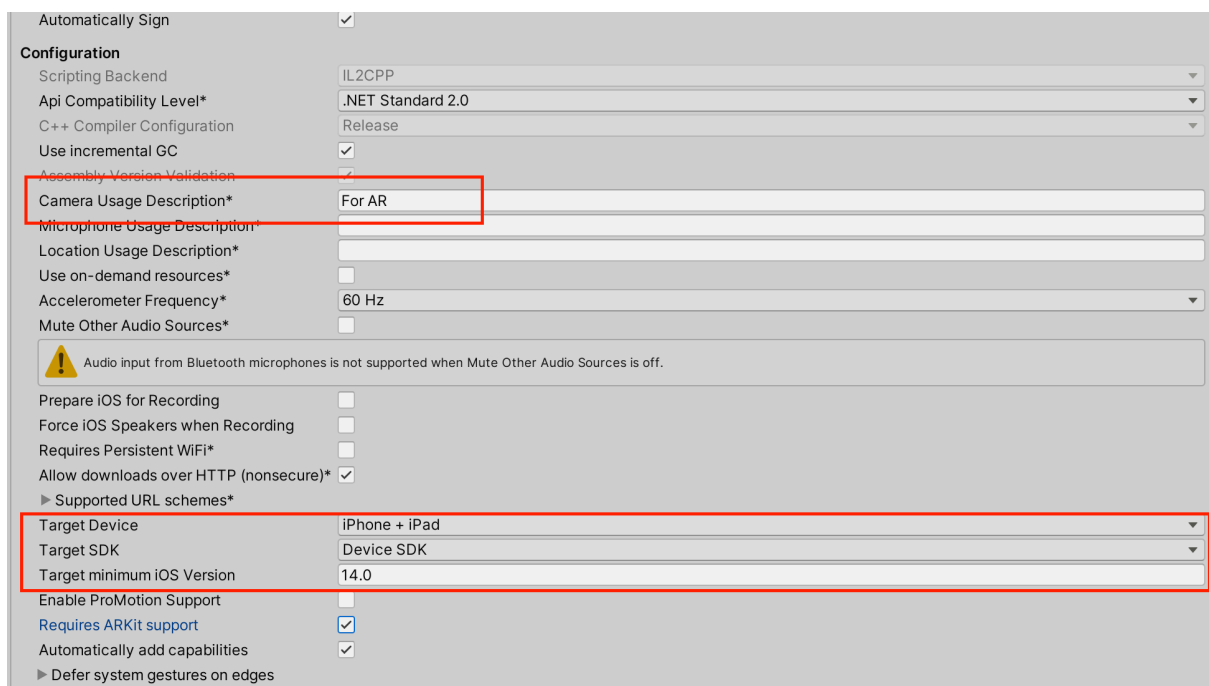
- Build and run the iOS project

## 如何使用

- 导入本插件
- 按照Unity ARFoundation 的iOS端设置步骤设置项目
- <https://docs.unity3d.com/Packages/com.unity.xr.arkit@4.1/manual/index.html>



- 打开DemoHandDetector场景，添加到打包设置中
- 在项目设置中添加摄像头的使用说明
- 设置iOS的sdk版本为14.0以上



- 打包运行项目