### Create a CameraPermissionController

#### 📁 controllers/camera\_permission\_controller.dart

dart

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import 'dart:io';

import 'package:flutter/material.dart';

import 'package:get/get.dart';

import 'package:image\_picker/image\_picker.dart';

import 'package:permission\_handler/permission\_handler.dart';

import '../views/qr\_scanner\_page.dart'; // update with your actual scanner page

class CameraPermissionController extends GetxController {

Future<void> handleCameraPermissionAndScan(BuildContext context) async {

if (Platform.isIOS) {

try {

// Trigger iOS permission prompt using ImagePicker

await ImagePicker().pickImage(source: ImageSource.camera);

} catch (e) {

print("ImagePicker error or cancelled: $e");

}

var status = await Permission.camera.status;

if (status.isGranted) {

Get.to(() => QRScannerPage());

} else {

Get.dialog(AlertDialog(

title: Text("Camera Permission Needed"),

content: Text("Please enable camera access to scan QR codes."),

actions: [

TextButton(

onPressed: () {

openAppSettings();

},

child: Text("Open Settings"),

),

TextButton(

onPressed: () => Get.back(),

child: Text("Cancel"),

),

],

));

}

} else {

// Android: permission usually auto-handled by scanner

Get.to(() => QRScannerPage());

}

}

}

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final cameraController = Get.put(CameraPermissionController());

ElevatedButton(

onPressed: () => cameraController.handleCameraPermissionAndScan(context),

child: Text("Scan QR Code"),

)