QR Code Reader and Creator

QR/Code Reader and Creator is a smart and easy plugin for you , it can support
 read QRcode and Barcode by static image or device camera .besides this. you can generate many different code type, e.g QR,EAN_8,EAN_13,Code_39,Code_128,and other.ok, let's enjoy this tool.

1,Reader:

A,How to use :

drag the "CodeReader" prefab(Prefab/CodeReader.prefab) into scene . this module will controller decode the Image to data content.
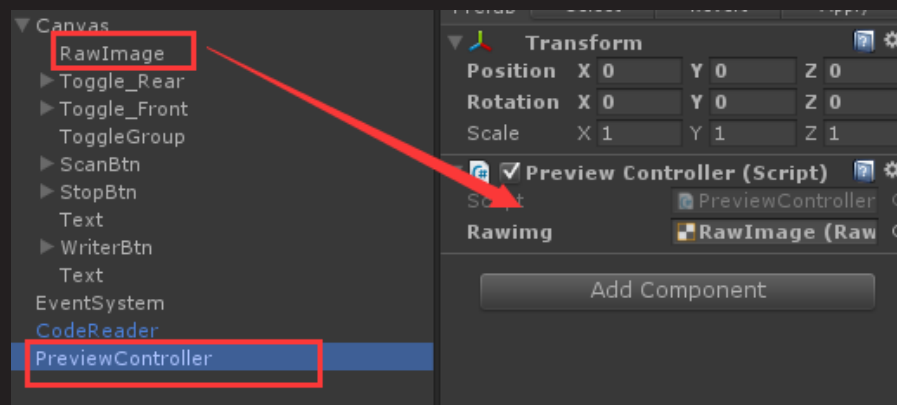
B,Add PreviewController :

If you want use the device camera(webcam) to capture target code,you must do this step.if you only need to read static image ,please ignore this step,and goto "C , Decode from static image(texture)".
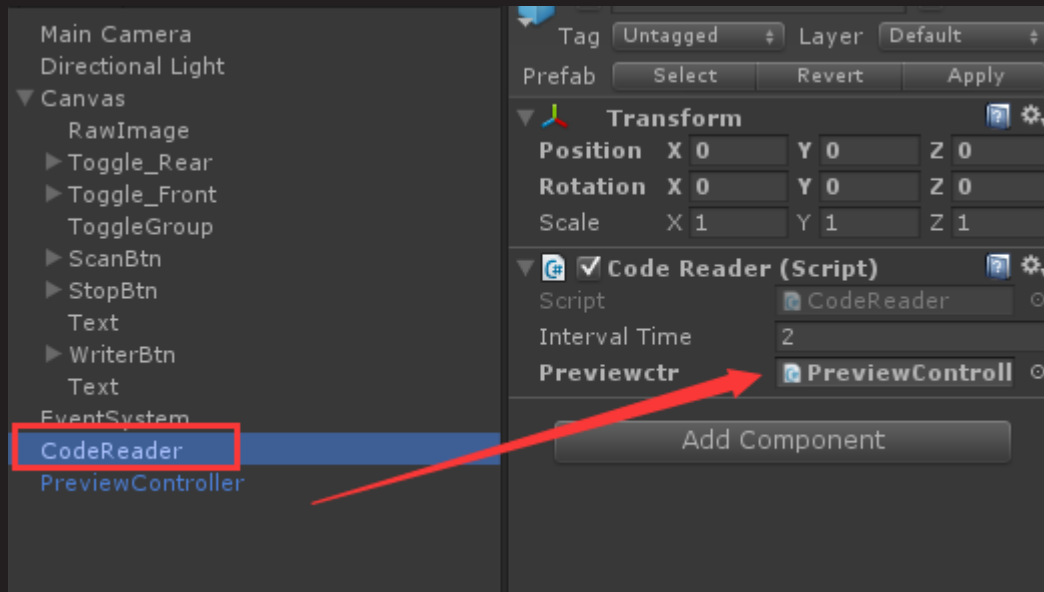
1), drag "PreviewController" prefab(Prefab/PreviewController.prefab) into scene.

2), create a rawimage as the preiview ui to show the video steaming.

3), drag the rawimage (stepb created) into the "PreviewController" rawimg variables.

4),drag the "PreviewController" into the "previewctr" variables in "CodeReader" module .

C, Decode from static image(texture)

If you want decode the code from static image (texture),do this method.
Code like this:

```
CodeReader reader;
Void DecodeByTexture(Texture2d targetTex)
{
        string dataStr = "";
        dataStr  = reader.ReadCode (targetTex);
}
```

D,How to Get result :

If you have have seted up the step A,B,now you only need to create a method to receive the data from CodeReader module.

e.g
```
CodeReader.OnCodeFinished += getDataFromReader;
public void getDataFromReader(string dataStr)
{
    Debug.Log("Code Content is : " +dataStr);
}
```

E,Run Reader:

If you have seted up step A,B,D.you only need to controller the CodeReader start or stop.
```
CodeReader reader;
public void StartReader()
{
    reader.StartWork ();
}
```

```
    public void StopReader()
    {
        reader.StopWork ();
    }
```

ok,enjoy it.see the demo scene to know the detail steps.

2, Creator:

It's easy to do with code creator.

A,How to use :

drag the "CodeCreator" prefab(Prefab/ CodeCreator.prefab) into scene . this module will controller encode the content to image.

B,How to Get Code texture:

In your script, create a method to receive the code image from CodeCreator module.

```
    CodeWriter.onCodeEncodeFinished += GetCodeImage; // bind the receive method
to get the code image(texture)

    CodeWriter.onCodeEncodeError += errorInfo; //bind the error method to get the
error information

    public void GetCodeImage(Texture2D tex)
    {
        //use the tex to do what you want.
     }
    public void errorInfo(string errorstr)
    {
        //get the error info.
    }
```
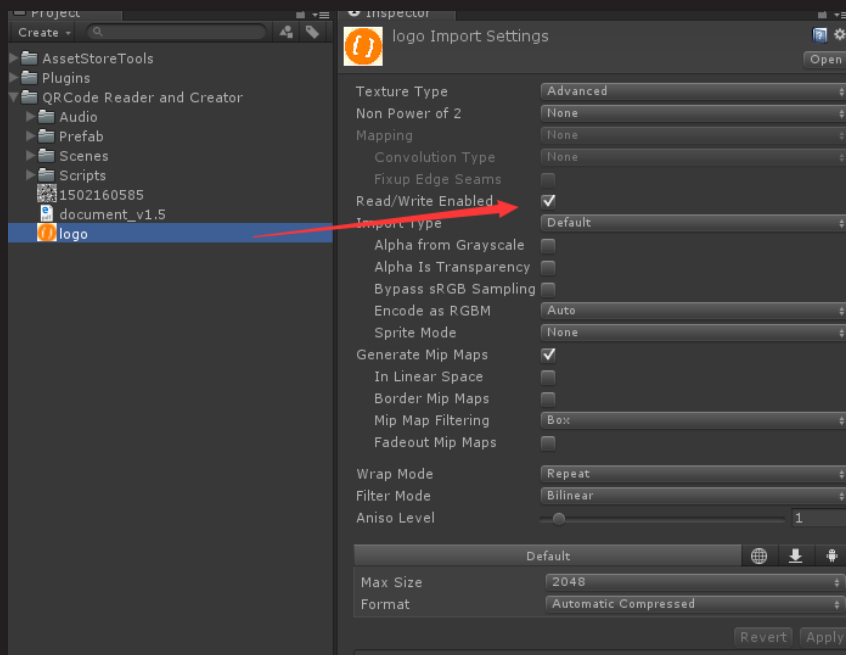
C,Add the Logo/Icon to QRCode Image

Select the "CodeCreator" Object in the scene . add see it in the Inspector panel, and drag a icon/logo image into the "e_LogoTex" Var, but before this, you need do some setting for the logo/icon pic like this: set the "Write /Read Enable " is checked

and set the logo Ratio Compare with the code image.   Eg :

Ratio Info

LogoRatio = 0.2f   LogoRatio=0.3f   LogoRatio=0.4f
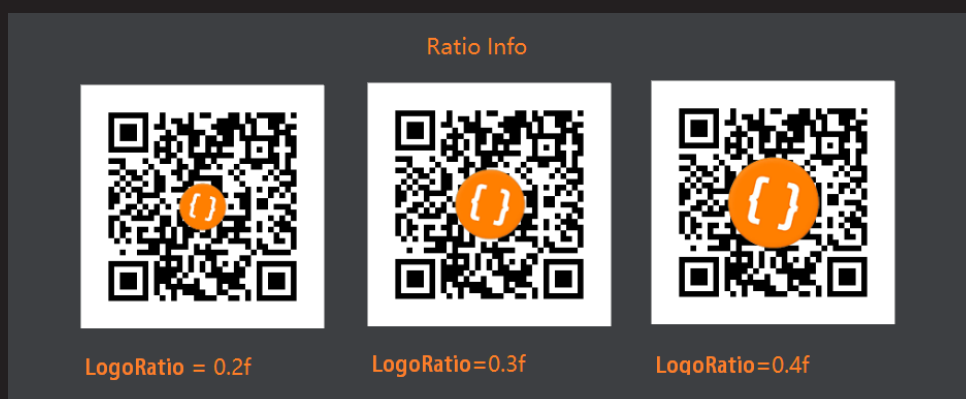
The max ratio is 0.4f.

D, Save Code image to gallery

If you want to save code image to gallery , you need do like this:

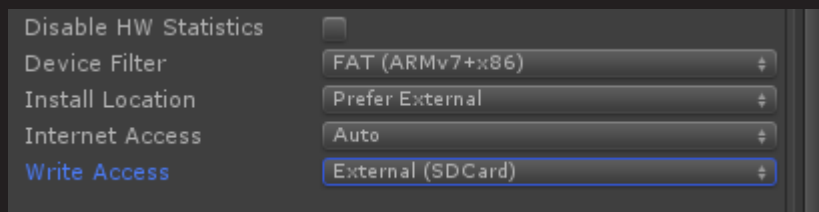1,drag the mediacontroller prefab into scene.

2,call the Mediacontroller.SaveImageToGallery(Texture2d Tex);

3, For Android : make sure "WriteAccess" is "External(SDCard)" in the play setting.

4,For Ios:

Add "Privacy - Photo Library Usage Description " to info.plist

Add "Privacy - Photo Library Additions Usage Description " to info.plist
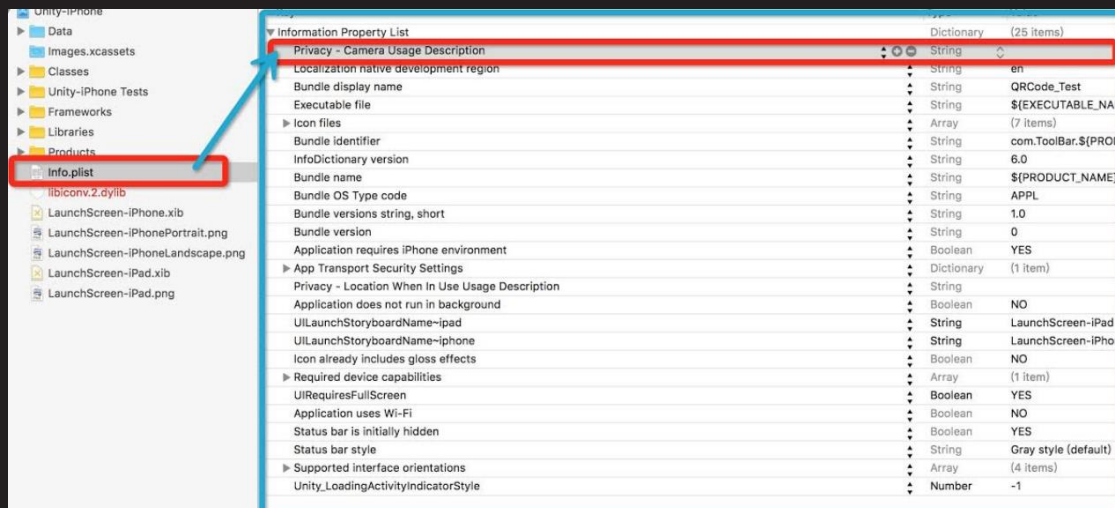

see the demo scene to know the detail steps.

3, Attention:

A,build on iOS:

if you want to build on ios device(ios 10.x),you must Add "Privacy – Camera Usage Desciption" to the Info.plist Property List.if you do not set the item ,it will crash in startup.

4, Contact

If you have any problem when using the tool,please contact us

（ wiliamheart@gmail.com ）.