

# Class QrCodeRecenter

Class for handling all actions concerning the qrcode scanning process.

## Inheritance

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↳ System.Object  
↳ QrCodeRecenter

**Namespace:** DocFx (DocFx.html)

**Assembly:** DocFx.dll

## Syntax

```
public class QrCodeRecenter : MonoBehaviour
```

## Fields

### cameraImageTexture

SaveImage variable.

#### Declaration

```
public Texture2D cameraImageTexture
```

#### Field Value

Type	Description
Texture2D	

### cameraManager

/// Unity cameramanager for reading the frames with the qr code.

#### Declaration

```
public ARCameraManager cameraManager
```

#### Field Value

Type	Description
ARCameraManager	

### qrCodeScanningPanel

Panel to show the player the qr codescanner is active.

#### Declaration

```
public GameObject qrCodeScanningPanel
```

Field Value

Type	Description
GameObject	

## reader

Create a barcode reader instance.

Declaration

```
public IBarcodeReader reader
```

Field Value

Type	Description
IBarcodeReader	

## scanningEnabled

Variable the save if panel is enabled or not

Declaration

```
public bool scanningEnabled
```

Field Value

Type	Description
System.Boolean	

## session

```
/// Unity ARSession with the environment.
```

Declaration

```
public ARSession session
```

Field Value

Type	Description
ARSession	

## sessionOrigin

```
/// Origin of the AR Session.
```

Declaration

```
public ARSessionOrigin sessionOrigin
```

Field Value

Type	Description
ARSessionOrigin	

## startitem

Reference to the gameobject for getting the position data etc.

Declaration

```
public TargetFacade startitem
```

Field Value

Type	Description
TargetFacade (DocFx.TargetFacade.html)	

## Methods

### OnCameraFrameReceived(ARCameraFrameEventArgs)

Method for handling all qr scanner related task. Method mainly from the following link with small changes.  
<https://docs.unity3d.com/Packages/com.unity.xr.arfoundation@1.0/manual/cpu-camera-image.html>  
(<https://docs.unity3d.com/Packages/com.unity.xr.arfoundation@1.0/manual/cpu-camera-image.html>)

Declaration

```
public void OnCameraFrameReceived(ARCameraFrameEventArgs eventArgs)
```

Parameters

Type	Name	Description
ARCameraFrameEventArgs	<i>eventArgs</i>	Event received by camera.

### OnDisable()

When GameObject with script is not active do not send the frameReceived by the cameramanager.

Declaration

```
public void OnDisable()
```

### OnEnable()

When GameObject with script is active send the frameReceived by the cameramanager.

Declaration

```
public void OnEnable()
```

## SetQrCodeRecenterTarget(String)

Method for button to active and deactive scanning for the qr code otherwise application would crash.

Declaration

```
public void SetQrCodeRecenterTarget(string targetText)
```

Parameters

Type	Name	Description
System. String	<i>targetText</i>	string variable delivered by the qr scanner method to check if the scanned text matches the start passphrase.

## ToggleScanning()

Method for button to active and deactive scanning for the qr code otherwise application would crash.

Declaration

```
public void ToggleScanning()
```