**如何调用手机摄像头摄像**

Posted on 2013年05月06日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 121 次

核心知识：WebCamTexture(网络摄像头材质)

关键方法：WebCamTexture.Play()播放；WebCamTexture.Pause()暂停；WebCamTexture.Stop()停止；

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| 01 | **public** WebCamTexture webCamTexture; |
| 02 | **public** Material webCamMaterial; |
| 03 | IEnumerator webCam(){ |
| 04 | **yield** **return** Application.RequestUserAuthorization(UserAuthorization.WebCam); |
| 05 | **if** (Application.HasUserAuthorization(UserAuthorization.WebCam)) |
| 06 | { |
| 07 | WebCamDevice[] devices = WebCamTexture.devices; |
| 08 | deviceName = devices[0].name; |
| 09 |  |
| 10 | tex= new WebCamTexture(deviceName, 400, 300, 12); |
| 11 | webCamShow.mainTexture=tex; |
| 12 | tex.Play(); |
| 13 | } |
| 14 | } |