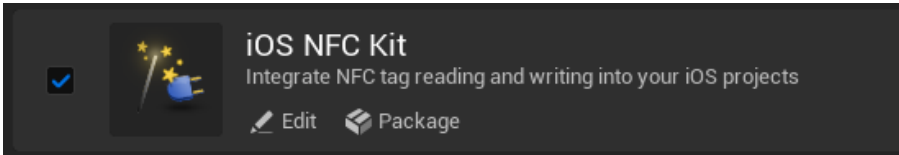




## How to use the iOS NFC Kit plugin

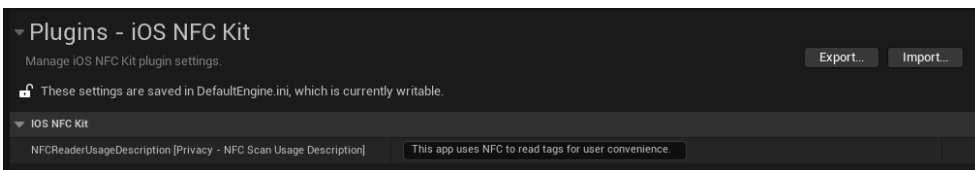
Install the plugin from the Epic Marketplace and make sure it's enabled in your project.



This can be found by navigating to *Edit -> Plugins -> iOS NFC Kit*

## Plugin Configuration

Before using the plugin, you need to configure the iOS permissions. Navigate to *Settings -> Project Settings -> Plugins -> iOS NFC Kit* to access and set up the necessary permissions.



## NFC Reader Usage Description

NFCReaderUsageDescription: Required to explain why your app needs access to the device's NFC hardware.

*This field must be completed for app approval. Omitting it will cause your app to crash and/or not work correctly.*

## Entitlements

This plugin does not currently support automating the process of adding entitlements to your Xcode project. Therefore, you will need to manually configure the required entitlements.

When compiling or building with Xcode, ensure that you add the **com.apple.developer.nfc.readersession.formats** entitlement to your project. Failing to include this entitlement will prevent the plugin from functioning correctly.

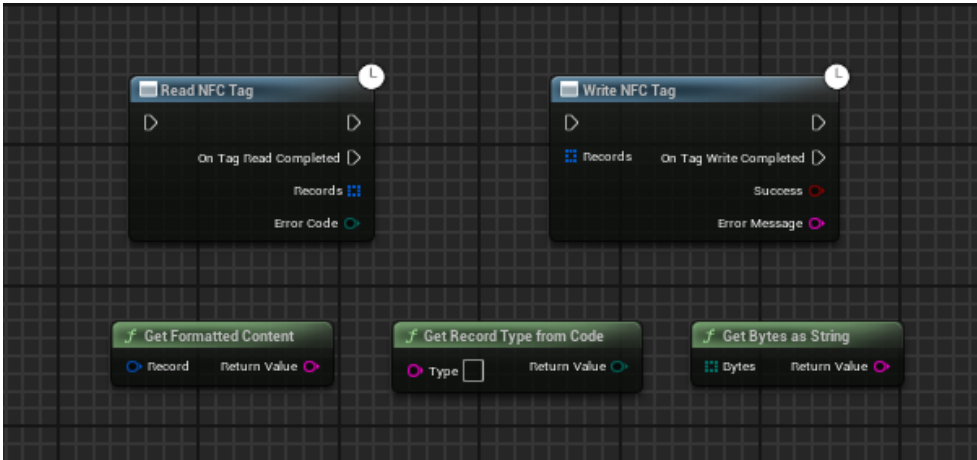
For further information and detailed instructions on configuring entitlements, please refer to Apple's official documentation.

Apple Developer Documentation:

[https://developer.apple.com/documentation/bundleresources/entitlements/com\\_apple\\_developer\\_nfc\\_readersession\\_formats](https://developer.apple.com/documentation/bundleresources/entitlements/com_apple_developer_nfc_readersession_formats)

*This must be completed for app approval. Omitting it will cause your app to crash and/or not work correctly.*

# Using iOS NFC Kit



The plugin provides a range of Blueprint nodes, with the primary nodes being **Read NFC Tag** and **Write NFC Tag**.

- **Read NFC Tag:** Call this node to read a NFC NDEF tag.

Parameters: None.

Returns: *On Tag Read Completed* event, which returns Records (**FNFCRecord**) and an Error Code (if any).

- **Write NFC Tag:** Call this node to write a NFC NDEF tag. This can write multiple records.

Parameters: Records (**FNFCRecord**).

Returns: *On Tag Write Completed* event, which returns Success and an Error Message (if any).

## Blueprint Utility Methods

Once you have read an NFC tag using the **Read NFC Tag** node, you can utilize the following Blueprint utility methods to manage the output:

- **Get Record Type from Code:** Retrieve the NFC record type from the type code

Parameters: Type Code (FString)

Returns: Record Type (ENFCRecordType)

- **Get Bytes as String:** Converts bytes to a displayable hexadecimal string

Parameters: Bytes

Returns: Displayable String (FString)

- **Get Formatted Content:** Gets formatted content (payload) based off record type.

Parameters: Record (FNFCRecord)

Returns: Formatted Content (FString)

*NOTE: This function currently only supports record types: TEXT, NFC URI, URI Record, and Absolute URI. Other record types will simply return the payload as a UTF8 Encoded String.*

## Demo Scene

The plugin includes a demo scene in the content folder with examples showcasing its usage.

*Note: This plugin will only function on iOS devices. Usage on other platforms will result in no action being taken.*

## Support

If you have any questions or encounter issues with the usage, please contact [support@herocode.us](mailto:support@herocode.us), and we will assist you in getting this integrated into your project.