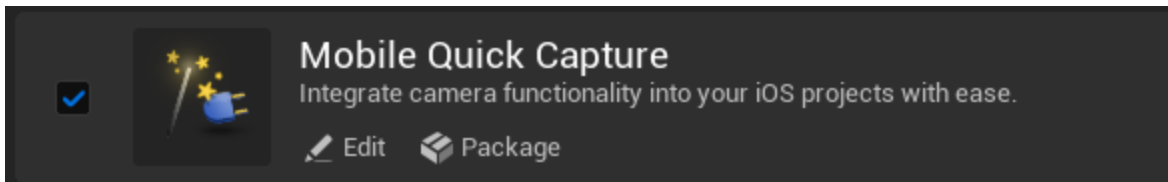




# MOBILE QUICK CAPTURE

## How to use the Mobile Quick Capture plugin

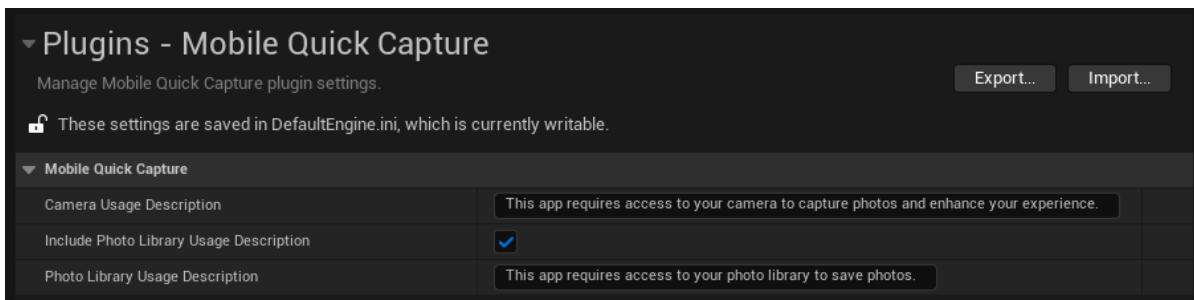
Install the plugin from the Epic Marketplace and make sure it's enabled in your project.



This can be found by navigating to *Edit -> Plugins -> Mobile Quick Capture*

## Plugin Configuration

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



## Camera Usage Description

NSCameraUsageDescription: Required to explain why your app needs camera access for capturing photos, ensuring transparency and user consent.

*This field must be completed for app approval. Omitting it will cause your app to crash.*

## Include Photo Library Usage Description

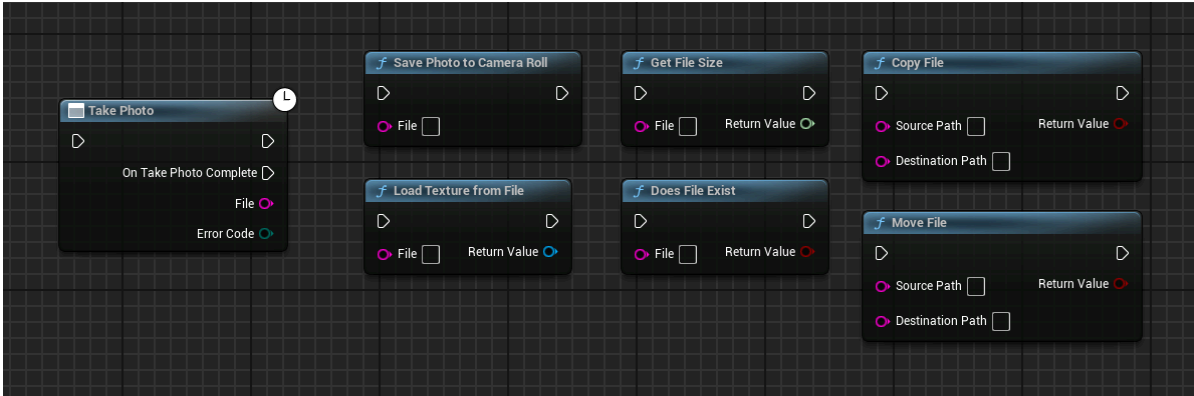
Check this if you intend to use the **Save Photo to Camera Roll** utility method included in this plugin.

## Photo Library Usage Description

NSPhotoLibraryUsageDescription: Required to explain why your app needs access to the photo library for saving photos, ensuring transparency and user consent.

*This field must be completed for app approval. Omitting it will cause your app to crash. This is only required if you selected "Include Photo Library Usage Description."*

## Using Mobile Quick Capture



The plugin provides a range of Blueprint nodes, with the primary node being **Take Photo**. This main node simplifies the process of capturing photos:

- **Take Photo:** Call this node to capture a photo. It automatically handles all necessary permission requests. Upon completion, it triggers the *On Take Photo Completed* event, which returns a File and an Error Code (if any).

## Blueprint Utility Methods

Once you have captured a photo using the **Take Photo** node, you can utilize the following Blueprint utility methods to manage the output:

- **Save to Camera Roll:** Save the captured photo directly to the device's camera roll.  
*This node requires you to enable "Include Photo Library Usage Description" and provide a description.*
- **Load as Texture:** Convert the photo file into a *UTexture2D* for use in your project.
- **Move File:** Move the photo file to a different directory.
- **Copy File:** Copy the photo file to a new location.
- **Rename File:** Change the name of the photo file.
- **Get File Size:** Retrieve the size of the photo file.
- **Does File Exist:** Check if a specified file exists in the storage.

## 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.