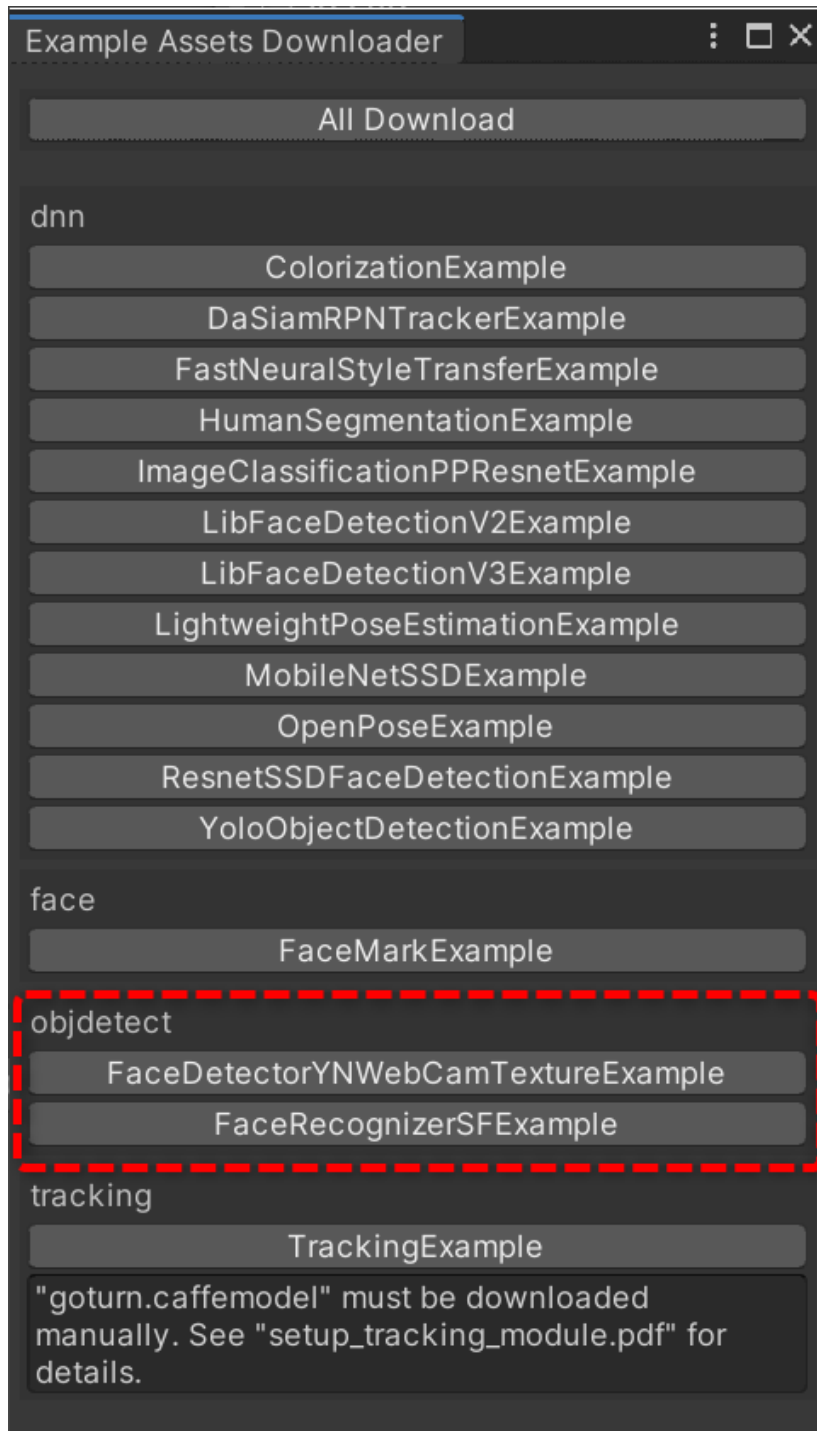



Quick setup procedure to run the objdetect module example scene :

1. Download the objdetect module file using the "Example Assets Downloader".



2. Click the "Move StreamingAssets Folder" button.

OpenCV for Unity | Setup Tools ×



[Setup for Example Scenes]

Automatically downloads the files needed to run Example Scenes. After downloading, please run "Move StreamingAssets Folder".

Open Example Assets Downloader

Move the files from the "OpenCVForUnity/StreamingAssets/" folder to the "Assets/StreamingAssets" folder.

Move StreamingAssets Folder

[Optional]

Set the appropriate ImportSettings for the files in the Plugins folder. Please reconfigure when you change the version of UnityEditor.

Set Plugin Import Settings

Import when using plugins that exclude opencv_contrib modules to reduce build size. See ReadMe.pdf for more information.

Import Extra Package

Add "OPENCV_USE_UNSAFE_CODE" to ScriptCompilationDefines in BuildSettings.

Enable Use Unsafe Code

Screenshot after the setup

