//The code on this page is responsible for implementing the AR camera function

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class photo : MonoBehaviour {

private int num = 0;

public float time=5;

public GameObject button;

public Text t;

public void a()

{

StartCoroutine(b()); //携程

}

// Use this for initialization

IEnumerator b() //携程

{

while (time >= 0)

{

t.text = "time"+time;

yield return new WaitForSeconds(1); //Wait for 1 frame

time--;

}

button.SetActive(false);

t.enabled = false;

num++;

ScreenCapture.CaptureScreenshot("abc" + num + ".png"); //Screen capture, picture naming

yield return null;

button.SetActive(true);

t.enabled = true;

t.text = "";

}

}