MShot

Unity Screen Shot Tool


Table of Content:

- [Contact.](#)

Features:

- Separate [editor window](#) that includes a settings menu with various options for capturing screenshots, such as screenshot camera, file path, file name, image format, resolution, UI visibility, 3D/2D modes, skybox, and post-processing.

- Easy-to-use GUI that lets you adjust the settings and preview the screenshot in the [editor window](#).

- Save and load your settings easily for future use.

- Screen capture that allows you to take high-quality screen shots based on the settings you provided.

- **Feedback and logging that gives you error messages and notifications.**

- **Cleanup that automatically removes temporary objects like render textures.**

- **An easy-to-use manager to provide the players with a way to take screenshots in-game.**

- **The ability to take screenshots without the hustle of opening the editor window every time you want to take a screenshot.**

- **The asset provides a Screen Capture method that you can use in any script you want.**

How to use the editor window to take screen shots:

1. Go to Tools → MShot.

2. You will get an editor window.
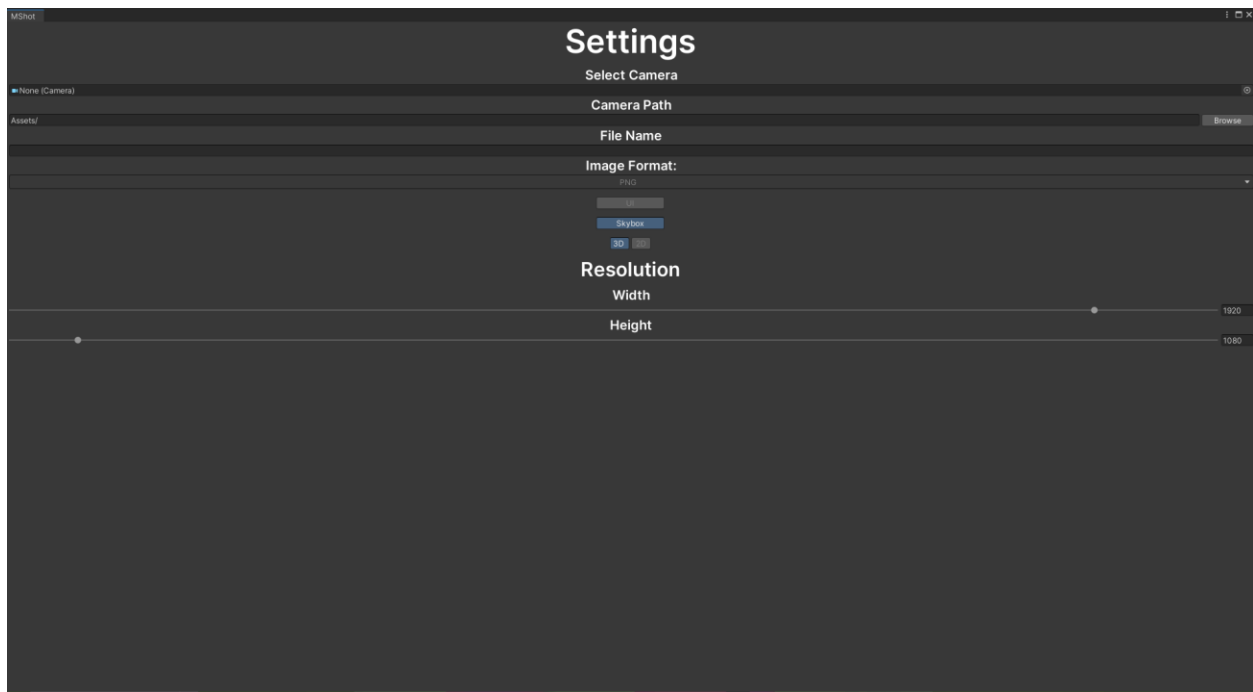
3. Select the camera in your scene that you want to take the screen shot with.

4. Choose the camera path you want to image to be saved to. The 'Browse' button can be used to choose the location easily.

5. Name the image.

6. Choose an image format such as:
   - **PNG**
   - **TGA (Unity 2019 or newer)**
   - **JPEG**
   - **EXR**

7. Modify the rest of the settings:
   - **UI toggle Enables/Disables UI in the screen shot.**

   - **Skybox toggle Enables/Disables Skybox in the screenshot (By changing the camera flags to uninitialized).**

   - **Post Processing toggle appears if your camera has a post-processing layer. It Enables/Disables Post Processing in the screenshot (By Enabling/Disabling the Post-Processing layer on the selected camera).**

   - **3D/2D toggles change the camera projection to Perspective/Orthographic.**

8. **Choose the width and height of the image (Resolution):**

- **Supports up to 2048 by 2048**

- **Minimum width: 768 pixels**

- **Minimum height: 1024 pixels**

- **Maximum width: 2048 pixels**

- **Maximum height: 2048 pixels**

9. **After you've configured the settings to your liking, scroll down to check the camera preview.**
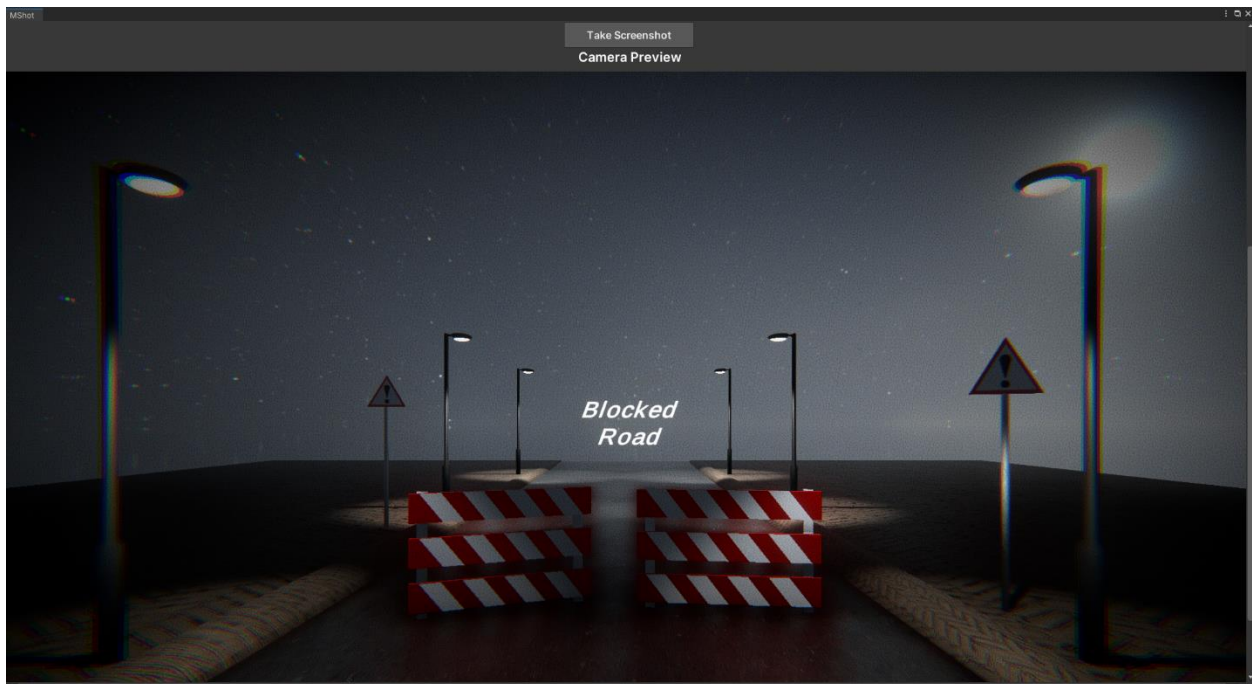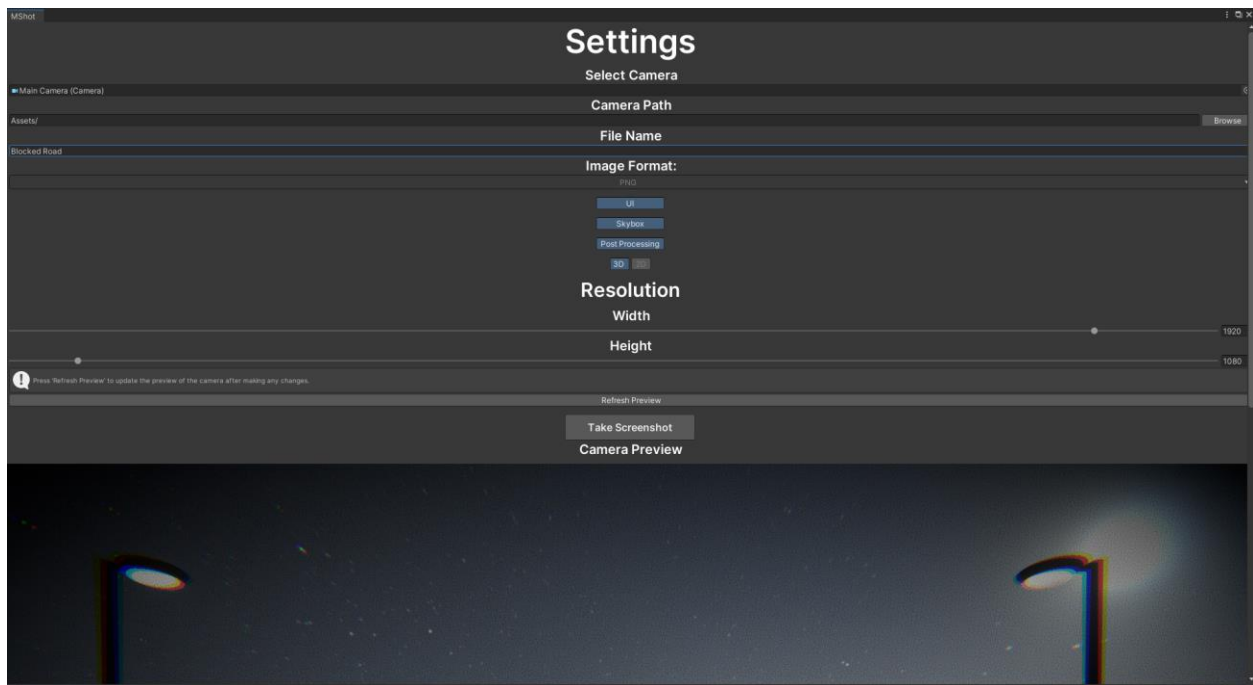
10.If you are comfortable with the camera preview and settings, you can press the 'Take Screenshot' button to capture the preview into your desired location.

11.Navigate to the location that you chose to save the image to, and you will see the image saved there.
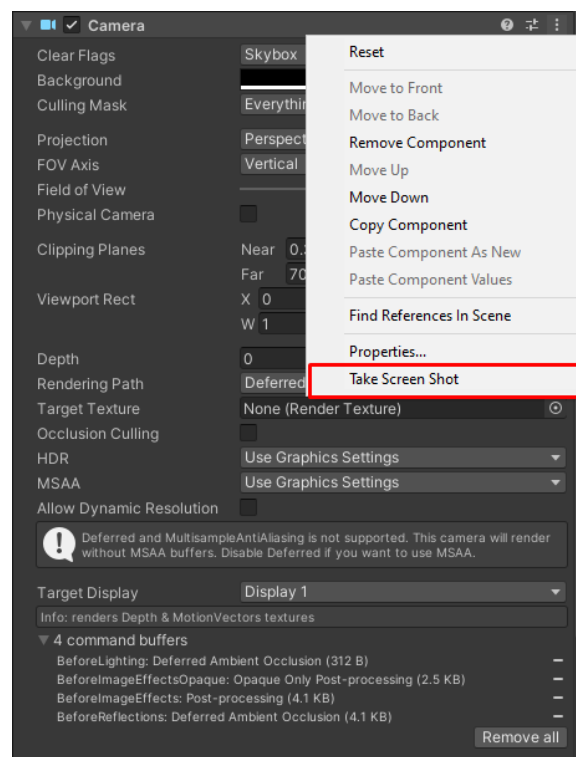
How to take screen shots using the camera quickly:

1.Make sure you've configured the settings in the <u>editor window</u>.

2.Go to the camera you want to take the screen shot with.

**3.Press on the 3 dots in the top right of the camera component.**

4.You will see a 'Take Screen Shot' button at the bottom of the list.

5.Press on the 'Take Screen Shot' button, and the camera you've selected will take a screen shot based on the settings you assigned in the <u>editor window</u>.

How to allow players to take screen shots:

1.Attach the 'PhotoMode' Script provided with the asset to any game object (preferably an empty game object).
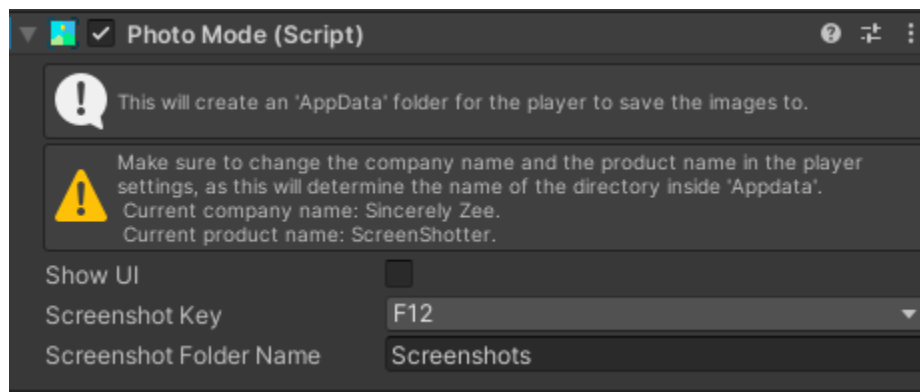
2.Choose if you want the UI to be shown in the player-taken screenshots using the "Show UI" Boolean.

3.Choose the preferred Screenshot key for your game, such as "F12" (This uses the old input system). The default key is "F12".

4.Name the folder you want the images to be saved to inside the AppData → locallow → Company Name → Project Name. The default name is "Screenshots"

5.Play the game, and press the screen shot button you assigned, you will notice that a screen shot has been taken using the 'Main Camera' in your scene and saved to the folder inside AppData → locallow → Company Name → Project Name. With the DT (Date Time) naming convention with the prefix "Screenshot_"

How to use the Capture Screen Shot Method Anywhere:

1.The 'CaptureScreenShot' Method inside the 'Photo Mode' Script provided with the asset is a

singleton, meaning you can use it anywhere in your project.

2.Go to any script, and use the capture screenshot method as follows:

MShot.PhotoMode.instance.CaptureScreenShot()

```
0 references
void Update()
{
    if (Input.GetKeyDown(screenshotKey) && canUserTakeScreenShot)
    {
        MShot.PhotoMode.instance.CaptureScreenShot();
    }
}
```

**3.The "CaptureScreenShot" Method has three unrequired parameters:**

- **The First Parameter is the ScreenShot Name, which determines the name of the screenshot you are taking automatically for the player, if null or not assigned, it will automatically use the DT (Date and time) naming convention with the prefix "Screenshot_".**

- **The Second Parameter is the Camera you want to use to take the screenshot, if null or not assigned, it will automatically take a screenshot using the 'Main Camera' in the scene. If no Camera is found in the scene, the method will return null and provide an error.**

- **The Third Parameter is a Boolean that determines if the UI is shown or not in the screenshot. If unassigned, it will automatically be set to false.**

4.Additionally, the "CaptureScreenShot" Method returns a "Texture2D", meaning you can use the image taken anywhere in your game, for example:

```
public List<Texture2D> imagesTaken = new List<Texture2D>();
0 references
private void Update()
{
    if (Input.GetKeyDown(KeyCode.Space))
    {
        Texture2D img = MShot.PhotoMode.instance.CaptureScreenshot();
        imagesTaken.Add(img);
    }
}
```

5.In the example above, I'm assigning the image taken to a "Texture2D" list, now it's showing in the inspector as shown:
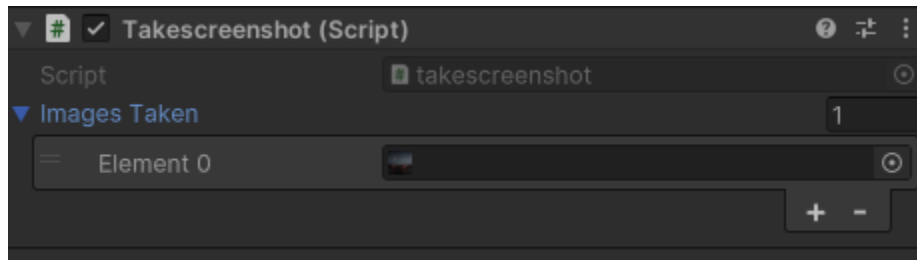
Finally

This asset is still in development, so if you encounter any bugs or have any suggestions, please contact the developer on the following:

Email: **Zv33ks@gmail.com**.

Discord: sincerelyzee.

Thank you so much for downloading and using the asset