using UnityEngine;

using System.Collections;

using UnityEngine.UI;

using System.IO;

public class sharing : MonoBehaviour

{

private bool isProcessing = false;

public void shareScreenshot()

{

if (!isProcessing)

StartCoroutine(captureScreenshot());

}

public IEnumerator captureScreenshot()

{

isProcessing = true;

yield return new WaitForEndOfFrame();

Texture2D screenTexture = new Texture2D(Screen.width, Screen.height, TextureFormat.RGB24, true);

// put buffer into texture

screenTexture.ReadPixels(new Rect(0f, 0f, Screen.width, Screen.height), 0, 0);

//create a Rect object as per your needs.

// screenTexture.ReadPixels(new Rect

//(Screen.width , (Screen.height), Screen.width/ 10000, Screen.height / 10000), 0, 0);

// apply

screenTexture.Apply();

//----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------- PHOTO

//byte[] dataToSave = Resources.Load<TextAsset>("everton").bytes;

byte[] dataToSave = screenTexture.EncodeToPNG();

string destination = Path.Combine(Application.persistentDataPath, System.DateTime.Now.ToString("yyyy-MM-dd-HHmmss") + "screenshot.png");

File.WriteAllBytes(destination, dataToSave);

if (!Application.isEditor)

{

// block to open the file and share it ------------START

AndroidJavaClass intentClass = new AndroidJavaClass("android.content.Intent");

AndroidJavaObject intentObject = new AndroidJavaObject("android.content.Intent");

intentObject.Call<AndroidJavaObject>("setAction", intentClass.GetStatic<string>("ACTION\_SEND"));

AndroidJavaClass uriClass = new AndroidJavaClass("android.net.Uri");

AndroidJavaObject uriObject = uriClass.CallStatic<AndroidJavaObject>("parse", "file://" + destination);

intentObject.Call<AndroidJavaObject>("putExtra", intentClass.GetStatic<string>("EXTRA\_STREAM"), uriObject);

intentObject.Call<AndroidJavaObject>("putExtra", intentClass.GetStatic<string>("EXTRA\_TEXT"),"https://play.google.com/store/apps/details?id=com

intentObject.Call<AndroidJavaObject>("putExtra", intentClass.GetStatic<string>("EXTRA\_SUBJECT"), "Hello THERE");

intentObject.Call<AndroidJavaObject>("setType", "image/jpeg");

AndroidJavaClass unity = new AndroidJavaClass("com.unity3d.player.UnityPlayer");

AndroidJavaObject currentActivity = unity.GetStatic<AndroidJavaObject>("currentActivity");

// option one WITHOUT chooser:

currentActivity.Call("startActivity", intentObject);

// block to open the file and share it ------------END

}

isProcessing = false;

}

}