Web Screenshot by
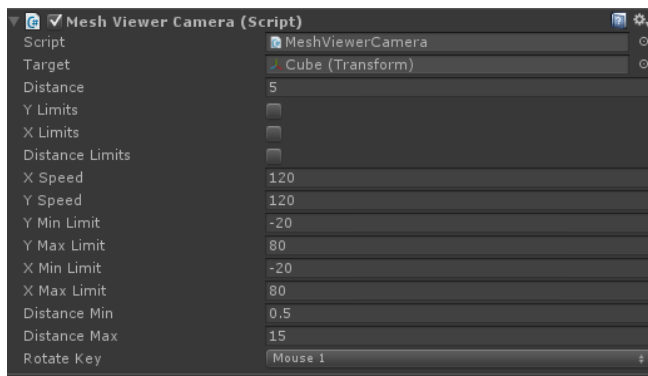
[Documentation Starts on Next Page]

Getting started:

After importing the pack into your Unity project you will have a two new scripts in the assets folder:
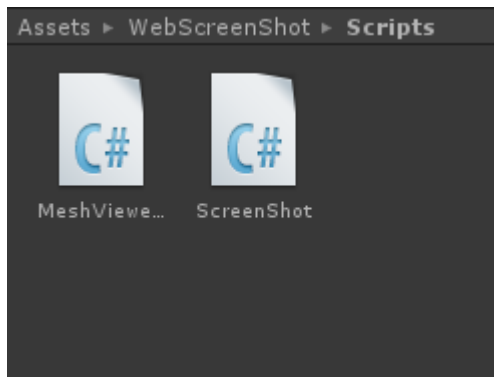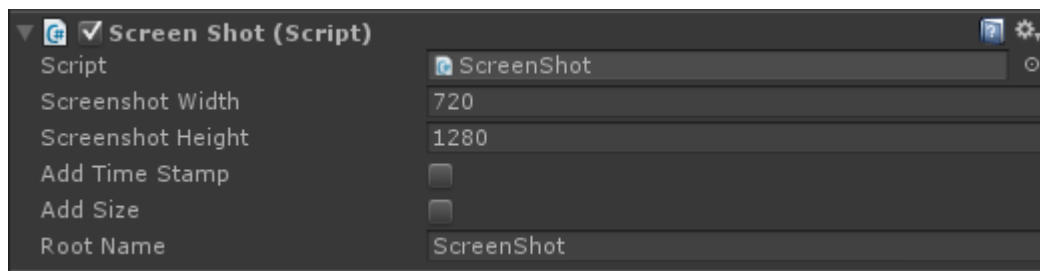

The MeshViewerCamera script is added to the camera. Its purpose is to showcase different angles of the object.

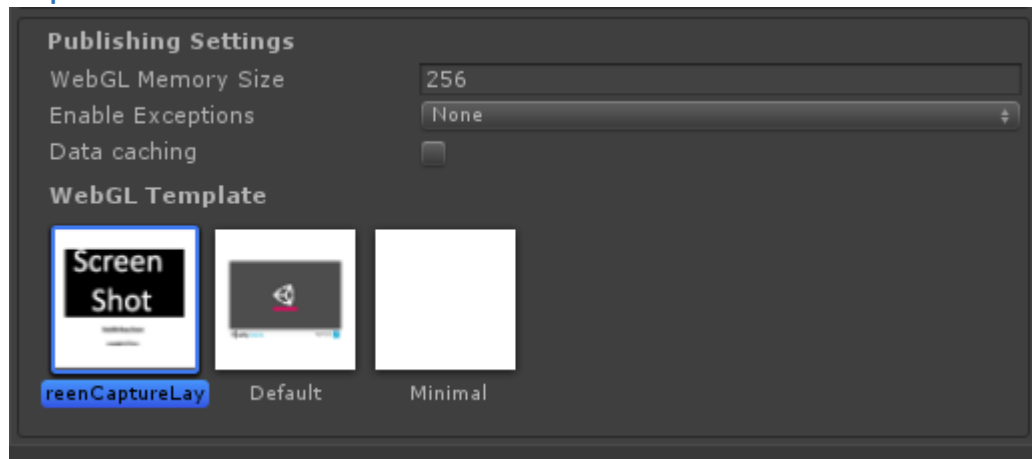***This code is not documented because it is not the focus of the package***

Screenshot:

Start by adding the Screenshot script onto the Camera.

The code will work right out of the box

Export:

Make sure to select the ScreenCaptureLayout

How it Works:

```
function Download(data,name){
var Download = {
click : function(node) {
var ev = document.createEvent("MouseEvents");
ev.initMouseEvent("click", true, false, self, 0, 0, 0, 0, 0, false, false, false, false, 0, null);
return node.dispatchEvent(ev);
},
encode : function(data) {
return 'data:image/png;base64,' + data ;
},
link : function(data, name){
var a = document.createElement('a');
a.download = name ||
self.location.pathname.slice(self.location.pathname.lastIndexOf('/')+1);
a.href = data || self.location.href;
return a;
}
};
Download.save = function(data, name){
this.click(
this.link( this.encode( data ), name ) ); };
console.log(data);
var img=document.createElement("img");
img.alt= name;
img.src= Download.encode(data);
img.href = Download.save(data,name);
}
```

The following code is javascript that is put into the index.html file. Pasting this code into the exported html file will allow the screenshot.cs script to take a screenshot of the game and export it.

More Info:

If you need any help feel free to **contact me**:

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http://babilinapps.com/