Capture (a Unity Asset)

by Justin Garza

Introduction
Hello Thanks for purchasing this product.
If you need to contact me for any reason you can find my contact information here.

Description
Screenshot management scripts written in C#.

Features
Save ScreenShots.
Crop Images.
Convert between texture, sprites, and pngs.

Note: If you use this asset in your game, please put my name in the credits/special thanks. :)

Table of Contents

API

```
TakeScreenShot(int ScreenShotNum = 0)
//Takes the ScreenShot.

doesScreenshotExist(int ScreenShotNum = 0)
//checks if the ScreenShot exist.
//returns bool

GetScreenShot_Texture2D(int ScreenShotNum = 0 )
//Gets the ScreenShot as texture2d.
//returns texture2d

GetScreenShot_Texture2D(int x, int y, int cropSize,int
ScreenShotNum = 0 )
//Gets the ScreenShot as texture2d.
//returns texture2d

GetScreenShot_Texture2D(Vector3 WorldPosition, int cropSize,int
ScreenShotNum = 0 )
//Gets the ScreenShot as texture2d.
//returns texture2d

GetScreenShot_Sprite(int ScreenShotNum = 0 )
//Gets the ScreenShot as Sprite
//returns Sprite

GetScreenShot_Sprite(int x, int y , int cropSize, int
ScreenShotNum = 0 )
//Gets the ScreenShot as Sprite
//returns Sprite

GetScreenShot_Sprite(Vector3 WorldPosition, int cropSize, int
ScreenShotNum = 0 )
//Gets the ScreenShot as Sprite
//returns Sprite

GetScreenShot_PNG(int ScreenShotNum = 0)
//Gets the ScreenShot as PNG/byte[]
//returns byte[]

GetScreenShot_PNG(int x, int y , int cropSize, int ScreenShotNum
= 0)
//Gets the ScreenShot as PNG/byte[]
//returns byte[]
```

```
GetScreenShot_PNG(Vector3 WorldPosition, int cropSize, int
ScreenShotNum = 0)
//Gets the ScreenShot as PNG/byte[]
//returns byte[]

GetScreenShot(string filePath)
//Gets the ScreenShot.
//returns Texture2D

Crop(Texture2D tex,int x, int y,int cropSize)
//Crop the specified tex, x, y and cropSize.
//returns Texture2D

CropAndSave(int x, int y,int cropSize,int ScreenShotNum = 0)
//Crops the and save.

CropAndSave(Vector3 WorldPosition,int cropSize,int ScreenShotNum
= 0)
//Crops the and save.

Save(int ScreenShotNum = 0)
//Save the specified ScreenShotNum.

Save(byte[] PNG, int ScreenShotNum = 0)
//Save the specified PNG.

ConvertToPNG(Texture2D tex)
//Converts to PNG/byte[]
//returns byte[]

DeleteScreenShots()
//Deletes the all ScreenShots.
```

Advice

Once a ScreenShot is saved you might want to wait a little bit before trying to access the file. Please see demo.