Documentation

This plugin is mainly used to take screenshots in editor as well as application mode. After taking screenshots, (if save\* functionality is enabled) it’ll create a folder in the phone’s gallery and (if share with\* functionality is enabled) ask you to share screenshot using any application being installed on your device and also watermark feature is there for you.

All the functionalities are user dependent.

* Choose a destination path (in Editor mode).
* You can rename your screenshots.
* You can rename your screen shots' folder.
* You can make the check true if you want to save it in the gallery.
* You can make sure you check for true if you want to share screenshot.
* You can add Watermark to the screenshot by enabling check.
* Add text to text field to show as a watermark.
* Pass all the UI panels/single UI object in UIObject’s array you want to make invisible in screenshot.
* Pass all the Gameobjects in GameObject’s array you want to disappear in screenshot.
* Capture contains reference of the button to capture screenshot (it doesn’t need to assign manually).

1. Import prefab (ScreenshotHandler) into hierarchy.

(It depends on you whether you’re working in landscape mode or portrait mode. So, go according to your requirement.)

1. Make all necessary arrangements before using the plugin. Like handle plugin’s entries and fill out all details.
2. Press click button showing on screen.

Your Screenshot is ready to work with.

Thank You