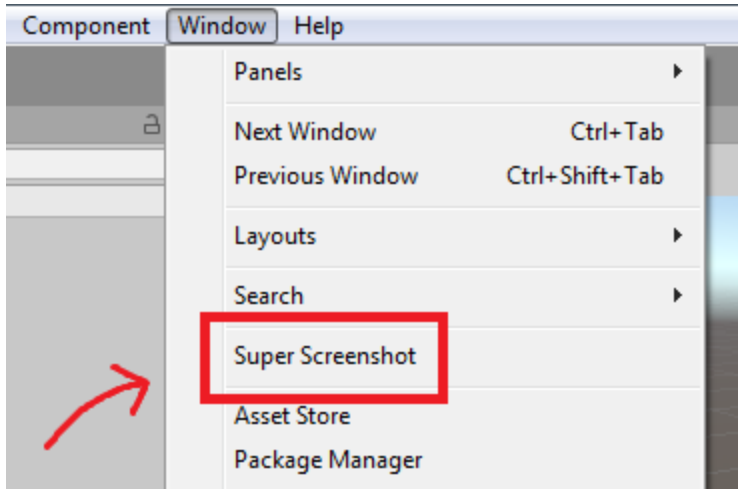


Super Screenshot 1.4

How to use

1. Open editor window by going to **Window > Super Screenshot**



2. Click **Capture Screenshot**



Camera

The camera field allows you to select which camera to take the screenshot with. The game camera button selects the main camera, the scene camera button selects the scene view camera. By default the game camera is used. The resulting screenshot will appear exactly the same as if it was rendered by the selected camera including any settings or post processing effects.

Resolution

The width and height fields allow you to set the screenshot resolution. Both values must be positive. There are buttons that let you set the resolution to a few standard square values from 128x128 to 8192x8192. By default the resolution is set to the same as the main game view. If you try to set the resolution to 0 or negative, it will revert both width and height back to the main game view resolution.

Settings

- Save path allows you to set the folder location where the screenshots are saved. By default it is set to the assets folder. With the browse button you can open a folder panel to select a different folder.
- Extension field allows you to set file format the screenshot will be saved as. Possible values are PNG, JPG, EXR and TGA. The smallest file size format will be JPG but due to lossy compression it will have visible artifacts and no transparency. With PNG the file will be larger but the screenshot will have no visible artifacts because the compression is lossless. TGA files are not compressed which will make them the largest. EXR format contains 16 bits per pixel and includes full unclamped HDR data. Default extension is PNG.
- HDR field allows you to enable or disable HDR rendering. If you're using post processing effects such as bloom and you would like them to be visible in the screenshot, enable HDR. It will automatically be enabled for EXR screenshots as they include HDR data.
- When the Transparent field is enabled, the asset will render a screenshot with a black background and a screenshot with a white background. Then it will calculate the transparency based on the amount of color change between the two screenshots for every pixel. This will effectively make the skybox transparent in the resulting screenshot. If any post processing effects such as Tonemapping modify the background in any way, that can affect the calculation and produce incorrect transparency. For correct transparency you can find the Volume component and disable those effects.
- If you enable Custom Filename, you will be able to change the screenshot filename. If Custom Filename is disabled, the filename will include the date and time. If a file already exists with the chosen filename, it will be renamed with "(1)" appended so as to not override the existing file. The number will increment with each new screenshot.

Capture

To capture a screenshot and save it to the save path, click the large Capture Screenshot button. When the screenshot is being taken, Unity will freeze because the screenshot is being generated on the main Unity thread. The higher the resolution, the longer it will take. With transparency enabled it will take even longer. You can open the save path and last screenshot with the two additional buttons under the main capture button. To confirm the screenshot has been successfully taken you can check the console logs.