WebGLScreenshotTool

A tool to create screenshots for your unity projects compiled for WebGL.

Steps to use:

1. In the scene where you want to be able to take the screenshot. Create a GameObject with the WebGLScreenshotTool component.
2. Configure the WebGLScreenshotTool.
3. Call the "TakeScreenshot " method of the WebGLScreenshotTool script.

Step1 - How to create the GameObject WebGLScreenshotTool

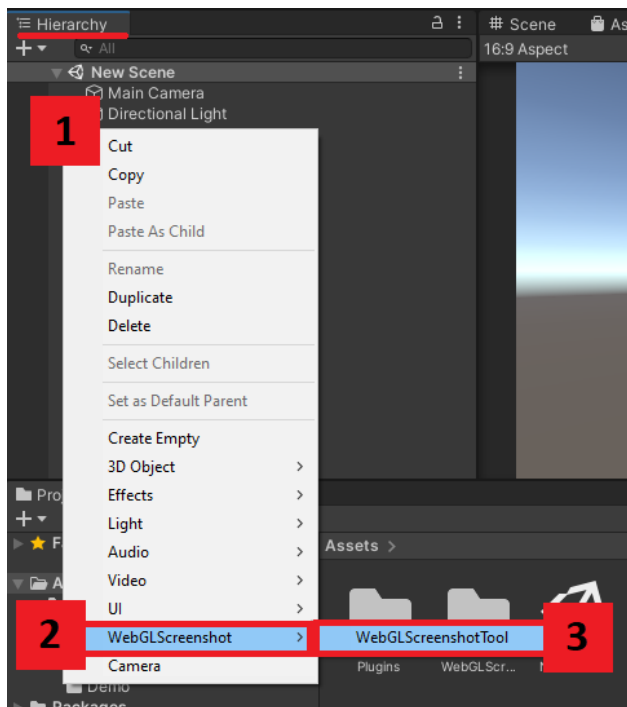There are four ways to create the WebGLScreenshotTool:

From the menu bar

1. In the menu bar select "GameObject".
2. Select the "WebGLScreenshot" option.
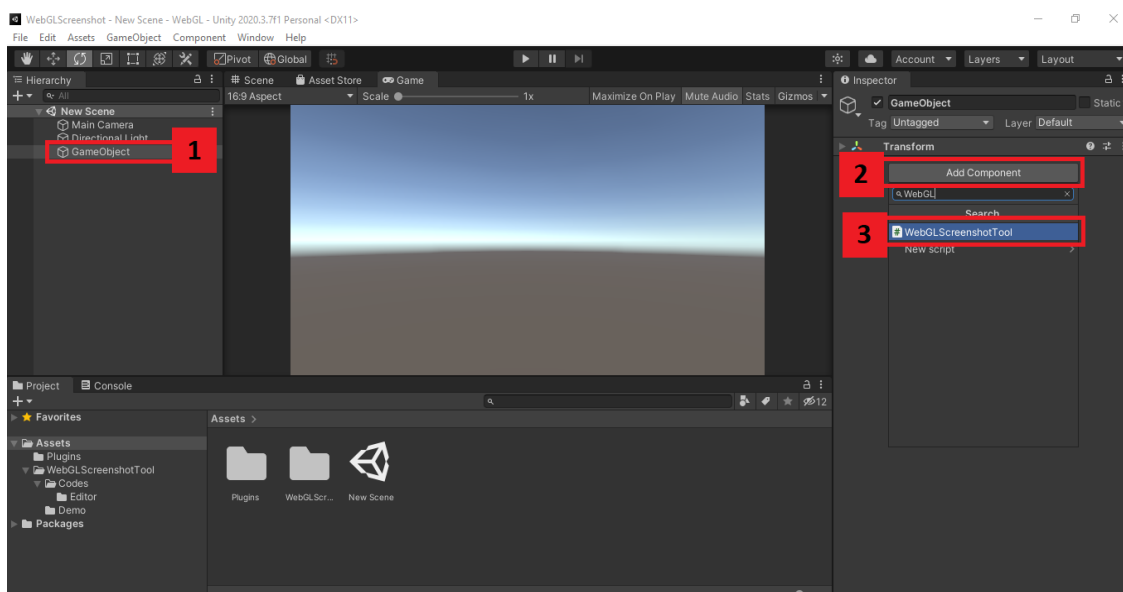3. Finally select "WebGLScreenshotTool".
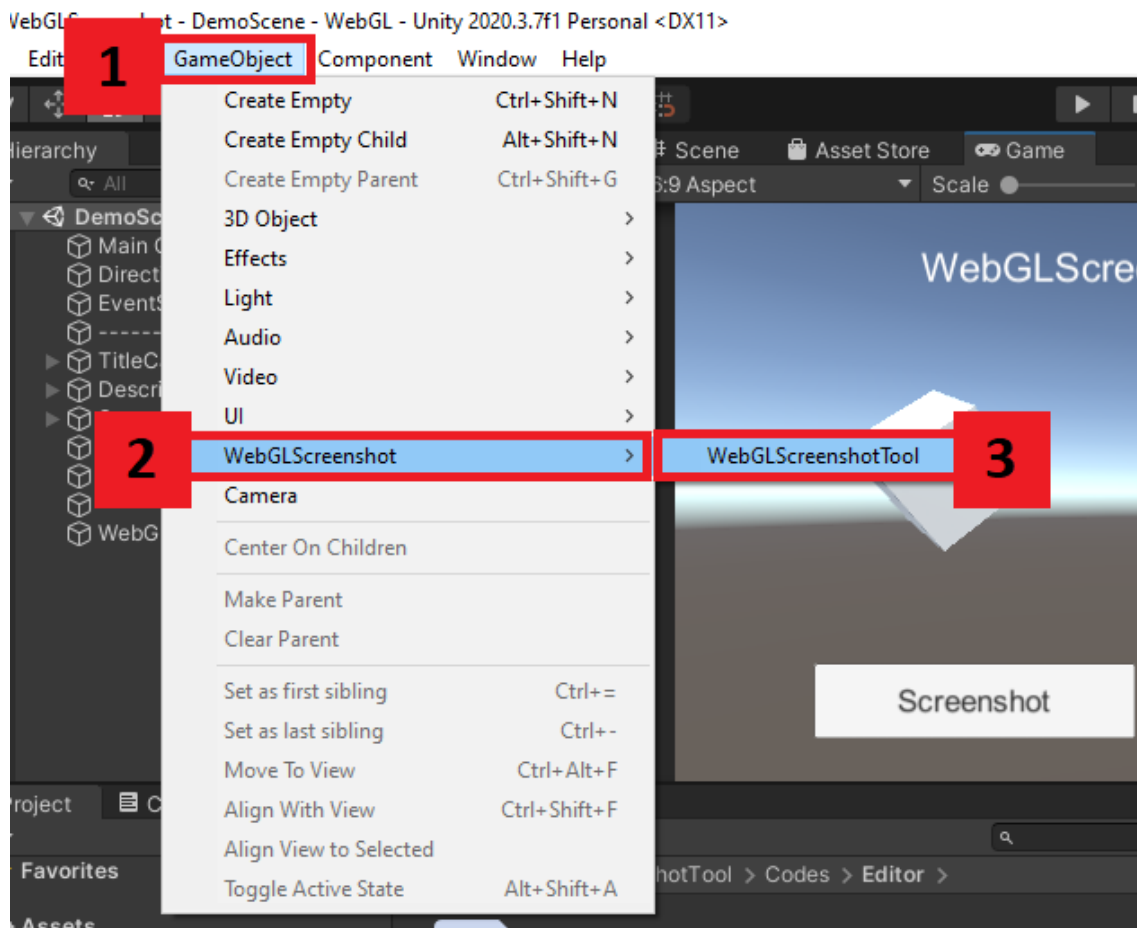
From the hierarchy window
1. Right click on the empty space of the hierarchy window.
2. Select the "WebGLScreenshot" option.
3. Finally select "WebGLScreenshotTool".

Creating GameObject and adding components.
1. Create empty GameObject.
2. Select the created GameObject and press the "Add Component" button found in the inspector window.
3. Finally, in the search input enter the name WebGLScreenshotTool to find the component and add the "WebGLScreenshotTool" component.
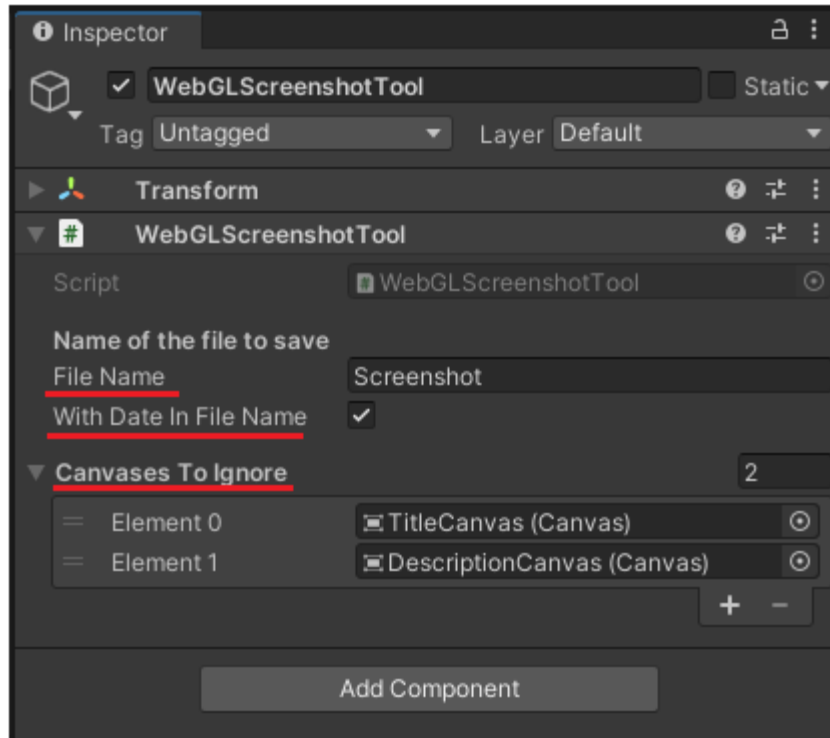
From the Component option on the menu bar

1. Create empty Gameobject and select it.
2. Press the Component option from the menu bar.
3. Then choose WebGLScreenshot.
4. Finally select WebGLScreenshotTool.
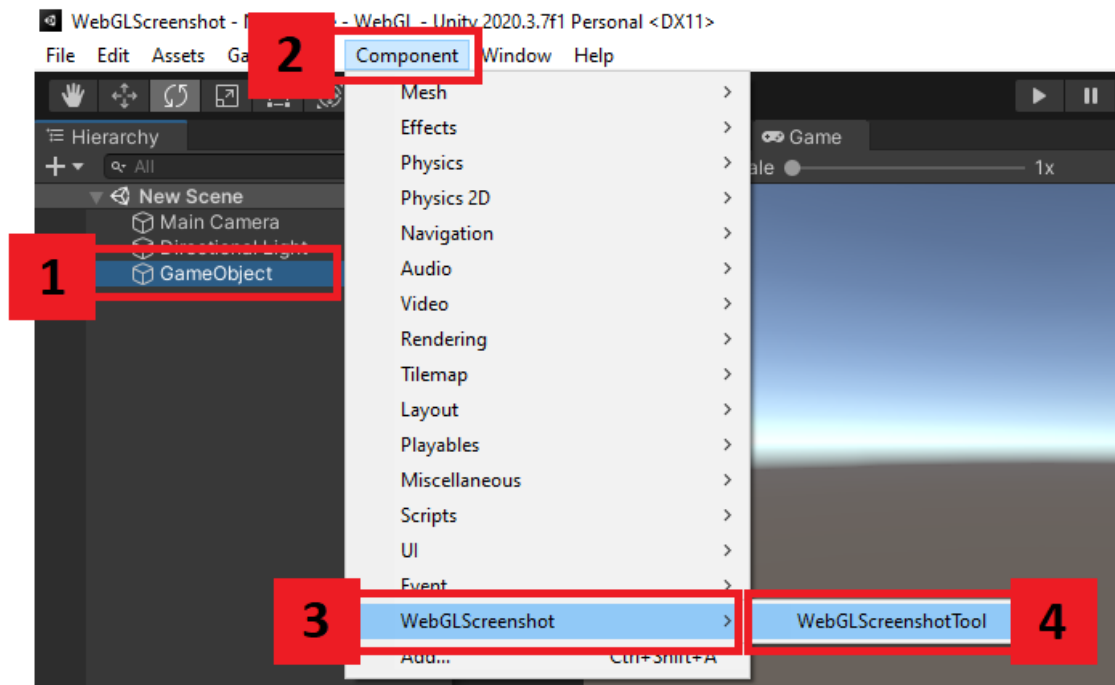
Step2 - WebGLScreenshotTool configuration.

The component settings are the following fields:

- File name.
- With date in file name.
- Canvases to ignore.

File name

It is a variable of type string. It is the name that the screenshot will be given by default when it is going to be saved. If you leave the field empty it will automatically take "Screenshot" as the name for the file.

With date in file name

It is a boolean type variable. If the variable is true, after the file name it will add the current date. The date format is "yyyy-MM-dd". Example if the File name variable is "Screenshot" this would be the full name "Screenshot 2022-10-24".

Canvases to ignore

They are list of canvases that is ignored when taking screenshot with TakeScreenshotIgnoringSpecificCanvas() method.

Step3 – Call the "TakeScreenshot" method of the WebGLScreenshotTool script

From code

First add the namespace "WebGLScreenshotTool".

```
using WebGLScreenshotTool;
```

To take a screenshot, you need to add the line of code in some code blocks of your script.

```
private void YourMethod()
{
    // Your code...
    WebGLScreenshotTool.instance.TakeScreenshot();
    // Your code...
}
```

From inspector

You can also use the screenshot methods by dragging the GameObject WebGLScreenshotTool onto the Button and/or EventTrigger components.
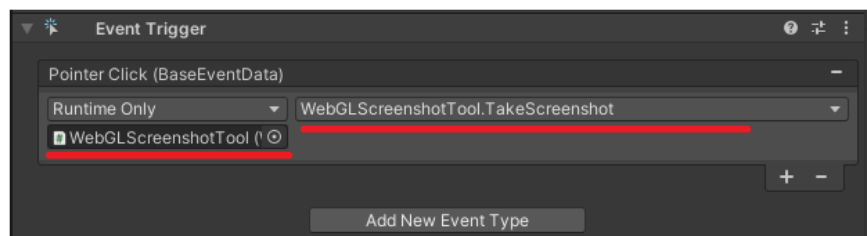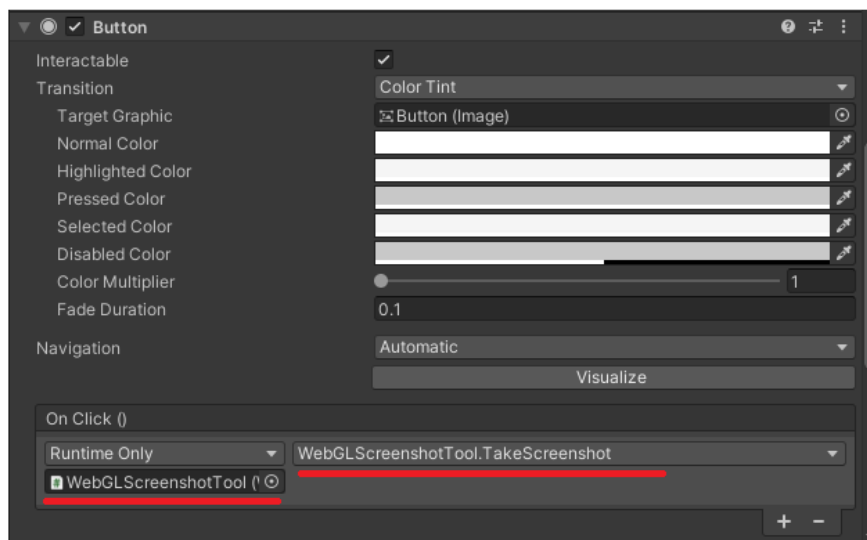
Public methods

WebGL Screenshot Tool has three public methods.

Method	Description
TakeScreenshot()	This method allows you to take a screenshot of all the UIs and objects of the scene that is displayed in the main camera.
TakeScreenshotIgnoringSpecificCanvas()	This method allows you to take a screenshot of all the UIs and objects of the scene that is displayed in the main camera, except the list of canvases _canvasesToIgnore.
AddNewCanvasToIgnore	This method to add a new canvas to the list of canvases called _canvasesToIgnore.