



# **TinyScreenCapture**

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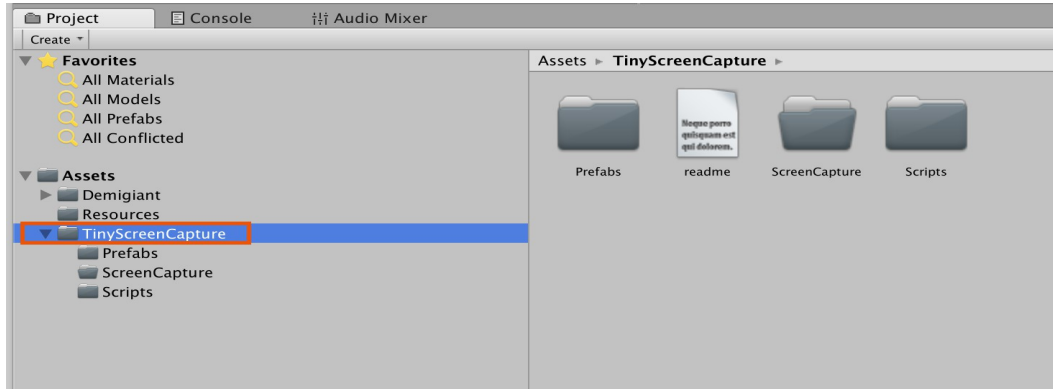
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## 1. Installation

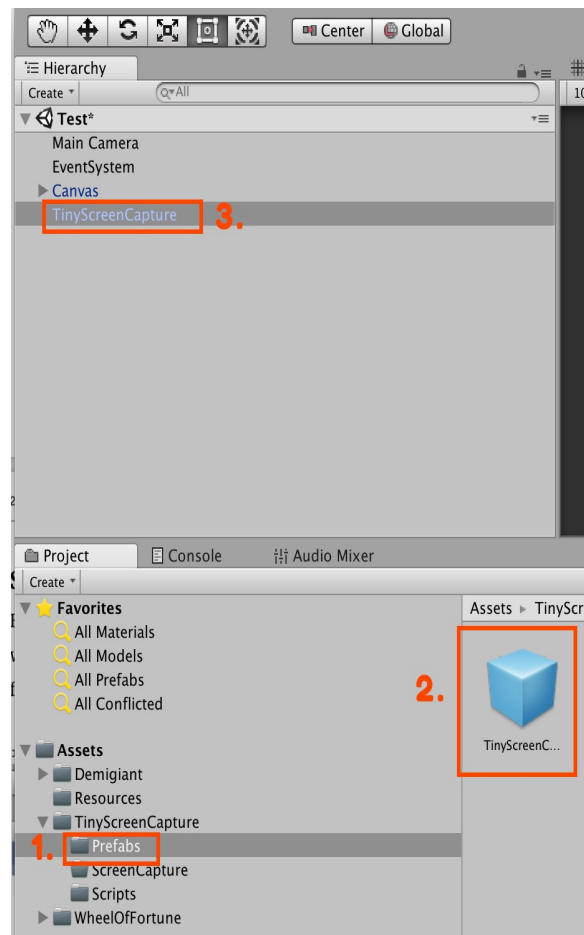
Download and import Assets into your project. After that **TinyScreenCapture** folder appears under your project folder.



Picture 1: Installation

## 2. Integration

After Asset integration first select **Prefabs** folder. After that drag and drop **TinyScreenCapture** prefab anywhere on your scene. If you have more than one scene drop it on the start scene.

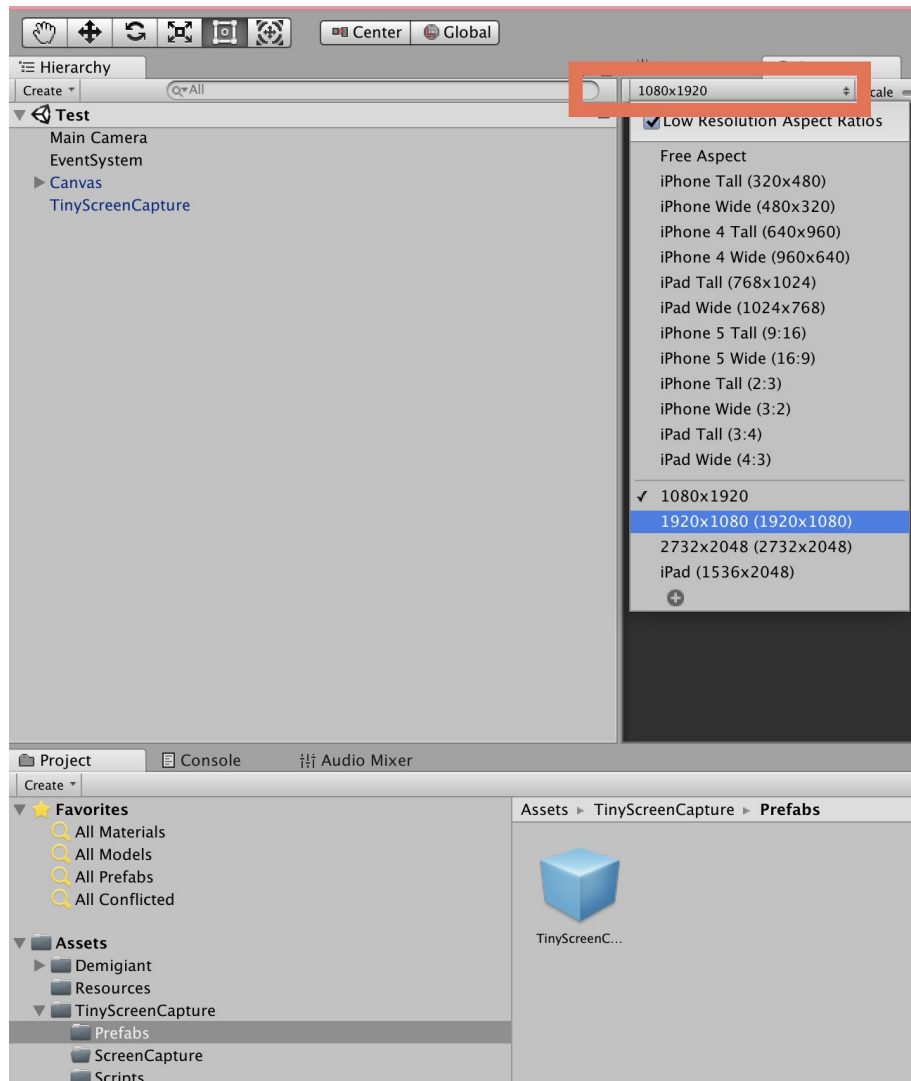


Picture 2: Integration

## 3. Configuration

### 3.1. Resolution

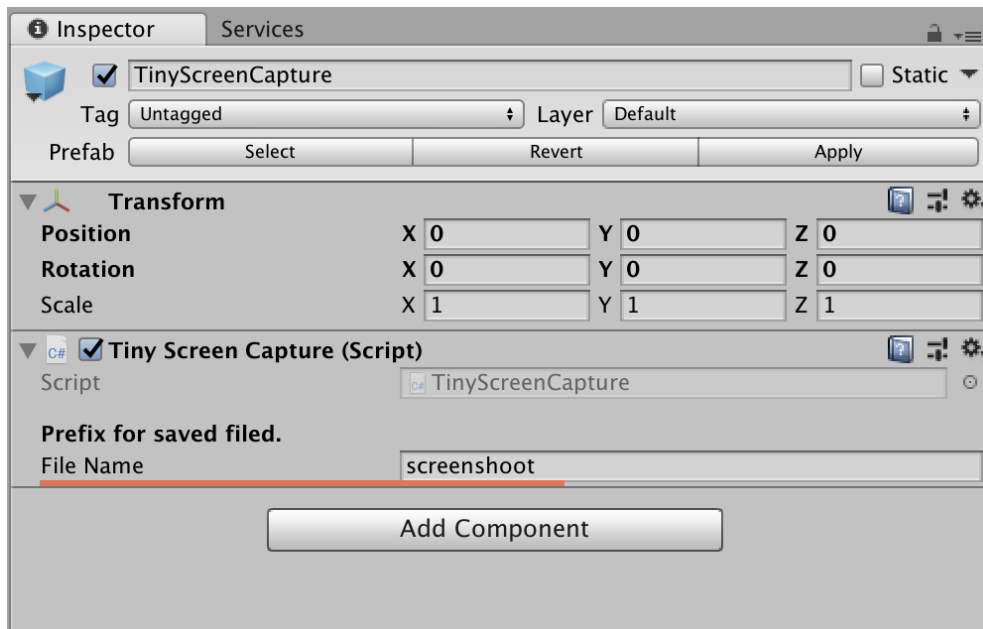
With **TinyScreenCapture** you can take screenshots different resolutions. For different size of screenshots change **size** under **Game window**.



Picture 3: Changing resolution

### 3.2. Prefix for Screenshots

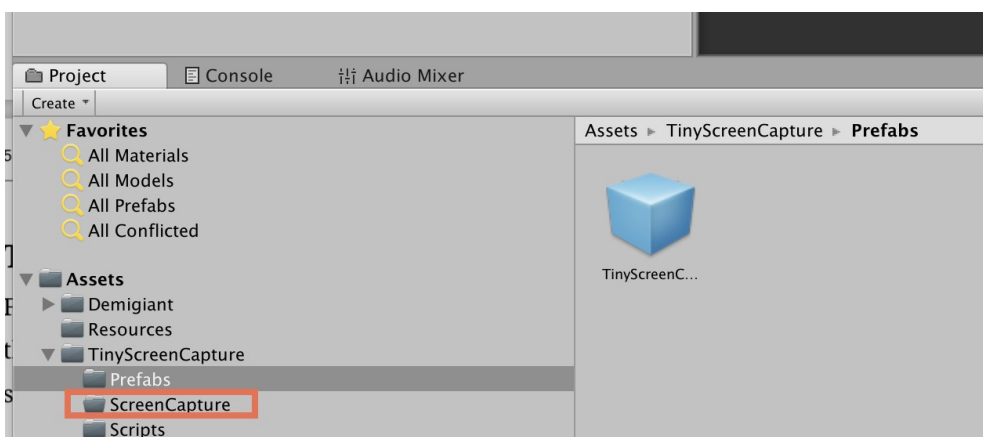
Prefix is a convenient way to specify file name prefix for different sizes of screenshots. Default prefix is **screenshot**, but that can be changeable.



Picture 4: Prefix for Screenshots

### 3.3. Save To

Screenshots will be saved under folder **Assets/TinyScreenCapture/ScreenCapture** by default. If you want change that path you must change path in script.



Picture 5: Save To

## 4. Take Screenshots

Finally, you are now able to take as many screenshots as you want, just by pressing the keyboard button.

### 4.1. Customizing

If you want to change keyboard **button for taking screenshots**, simply go to **TinyScreenCapture.cs** script and change your favorite key for taking screenshots.

```
//listen for keyboard button press
void Update(){
    //you can change selected keyboard button for different favorite button
    if (Input.GetKeyDown("s"))
        StartCoroutine(TinyCapture());
}
```

*Picture 6: Change keyboard button for taking Screenshots*

### 4.2. Notes

- do not forget to move screenshots out from project when you finish taking them