

# ScreenShoot

Thank you all for downloading this package. I hope you find it useful.

This utility replaces the default Unity ScreenShoot. As a static class you can call from anywhere. The functions are as follows (they are commented in their respective script):

```
void TakeScreenShot(string path, string name)
```

Screenshot of the main camera with the size of the screen

```
void TakeScreenShot(string path, string name, Camera cameraUsed)
```

Screenshot of the chosen camera with the size of the screen

```
void TakeScreenShot(string path, string name, int width, int height)
```

Screenshot of the main camera with custom size

```
void TakeScreenShot(string path, string name, int width, int height, Camera cameraUsed)
```

Screenshot of the chosen camera with custom size

```
void ScreenTextureToMaterial(MeshRenderer meshRenderer, bool usedNewMaterial = false)
```

Adds a Screenshot to a material of MeshRenderer. Use of Main Camera with the size of the screen

```
void ScreenTextureToMaterial(MeshRenderer meshRenderer, Camera cameraUsed, bool usedNewMaterial = false)
```

Adds a Screenshot to a material of MeshRenderer. Use of Chosen Camera with the size of the screen

```
void ScreenTextureToMaterial(int width, int height, MeshRenderer meshRenderer, bool usedNewMaterial = false)
```

Adds a Screenshot to a material of MeshRenderer. Use of Main Camera with custom size

```
void ScreenTextureToMaterial(int width, int height, MeshRenderer meshRenderer, bool usedNewMaterial = false)
```

Adds a Screenshot to a material of MeshRenderer. Use of Main Camera with custom size

```
void ScreenTextureToMaterial(int width, int height, MeshRenderer meshRenderer, Camera cameraUsed, bool usedNewMaterial = false)
```

Adds a Screenshot to a material of MeshRenderer. Use of Chosen Camera with custom size