Screenshot Tool Lite for Unity

1. Introduction

1.1 What is Screenshot Tool Lite?
Screenshot Tool Lite is a utility package for Unity that allows users to capture screenshots from one or more cameras in the scene, with advanced customization for resolution, format, and image quality.

1.2 Key Features
- Camera Selection: Choose one or more cameras from the scene to capture images.

- Advanced Settings: Includes options to adjust FOV, orthographic mode, and screenshot quality.

- Supported File Formats: JPG, PNG, TGA, EXR.

- Automatic Saving: Option to save screenshots in a specific folder.

1.3 Requirements
- Unity: Version 2020.3 or higher.

- Dependencies: No external dependencies, but the package can be used alongside other rendering tools if needed.

2. Quick Start Guide

2.1 First Step: Scene Setup
- Create the Scene: Prepare a sample scene with configured cameras.
- Open the Screenshot Tool Window: Navigate to Tools -> S7Tools -> Screenshot Tool Lite in Unity's menu bar.

2.2 Basic Usage
- Camera Selection: Select one or more cameras from the scene to take a screenshot.
- Set the Resolution: Choose one of the predefined resolutions or customize one.
- Capture the Screenshot: Click 'Save Screenshots' to capture and save the image.

3. Advanced Features

3.1 Camera Settings

- FOV (Field of View): Adjust the field of view for perspective cameras.

- Orthographic Mode: Configure orthographic mode, useful for 2D games.

3.2 Screenshot Settings

- Resolution: Choose a predefined resolution or define a custom one.

- Supported Formats:
  - JPG: Optimized for compression and image quality.
  - PNG: Lossless, supports transparency.
  - TGA: Supports transparency and is uncompressed.
  - EXR: Ideal for HDR images.

- Save Command: Choose the folder and file name for saving.

4. Demo Scene

4.1 Demo Overview

- Demo Objective: Show how to use the package in a complete scene context, with preconfigured cameras and a user interface.

- Elements Included in the Demo:
  - A scene with three cameras.
  - A GUI panel to select cameras and resolution.
  - A button to take a screenshot.

4.2 How to Use the Demo

- Open the Demo Scene: Go to Assets/S7ntech/S7 Screenshot Tool Lite/Scenes/Demo and open it.
- Interact with the GUI: Learn how to change camera settings, resolution, and capture a screenshot.

4.3 What to Expect from the Demo

- Each camera should capture a different view of the scene.
- Users can immediately see the result in the specified save folder.

5. Troubleshooting

5.1 Common Issues

- Issue 1: The package is not visible in Unity's menu.
  - Solution: Ensure the package was imported correctly and restart Unity.

6. Conclusion

- Summary: The Screenshot Tool package is easy to use yet powerful, thanks to its advanced customization. It provides a simple interface and allows for high-quality screenshots for any use case.
- Support: For any issues or questions, contact support via email.