

Screenshot Button for Unity

Description

The **Screenshot Button** is a handy tool for Unity developers that allows you to easily take screenshots directly from the editor. With a single click on a button added to the toolbar, you can capture either the game view or the main camera view in high resolution.

Features

- **One-Click Screenshot:** Quickly take screenshots without navigating through menus.
- **1080p Resolution Support:** Capture high-definition screenshots for professional results.
- **Automatic Saving:** Screenshots are saved in a dedicated folder (`/Assets/Screenshots`).
- **Play Mode Compatibility:** Supports screenshot capturing while in Play mode, capturing the game display.

Installation

1. Download the package from the Asset Store.
2. Import the package into your Unity project.
3. The screenshot button will automatically be added to the editor toolbar.

Usage

- Click the camera icon in the toolbar to take a screenshot.
- Images will be saved in the `/Assets/Screenshots` folder with a filename based on the date and time.

Requirements

- Unity 2019.1 or later.
- No external dependencies required.

Notes

- Ensure your scene has a main camera to capture images in editor mode.

- In Play mode, the screenshot will be taken directly from the game view.

Support

For any questions or issues, please contact the developer at: **mathew.simon2004@gmail.com**