ScreenShotMaker (a Unity3d Asset)

by Justin Garza

Introduction

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Description

A tool that creates screenshots while running in the Unity editor.
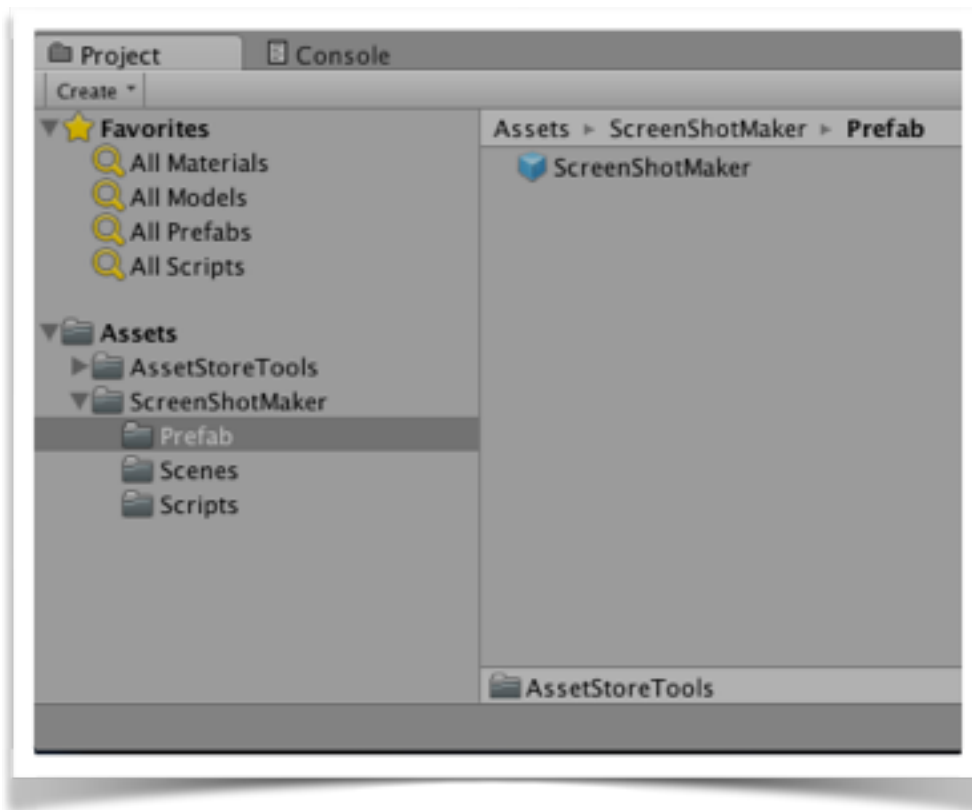
Features

Easy to use settings.
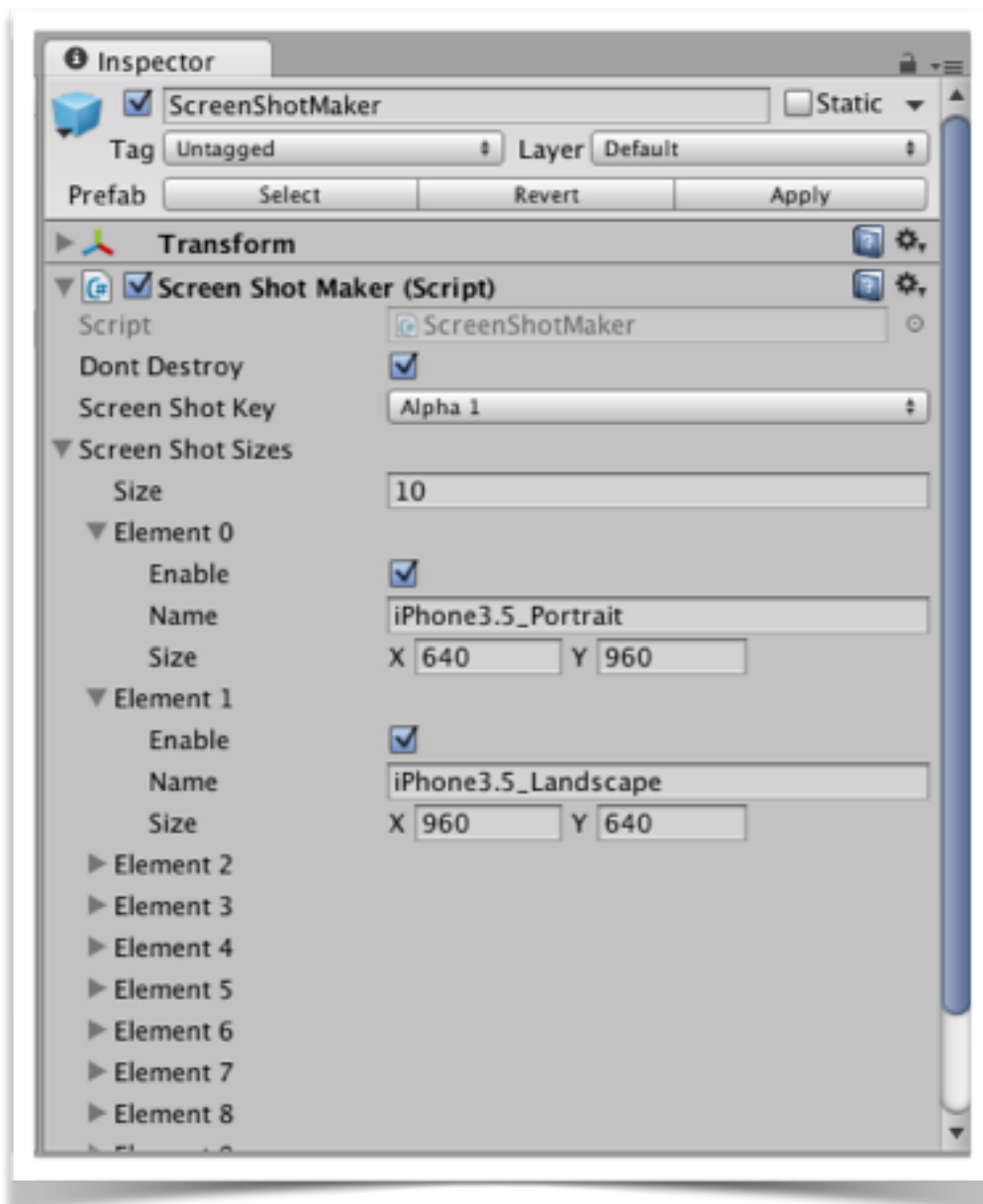Automatically rename the screenshot with the date and time.

Table of Contents

How to Use.

Move the prefab to the scene in your game.

Adjust the settings as you see fit.

Screenshots will appear in your Assets folder under the "~" folder.
Note: screenshots will not be imported into unity, along with anything else in the "~" folder.