

Documentation

- **Importing the Plugin:** Start by importing the Screenshot Plugin into your Unity project. To do this, go to the Asset Store window in Unity, search for "Screenshot Plugin," and import the plugin by clicking on the "Import" button or just simply drag and drop on the project window.
- **Setting Up the Plugin:** Once the plugin is imported, you can open the plugin window using the following method:
- Click on the "Ommy" menu in Unity, and select "Ommy Screenshot," then click on "Open Screenshot Window."
- **Taking Screenshots:** To take a screenshot, make sure your scene camera is selected in the "Camera" field in the plugin window. You can drag and drop your scene camera into this field. Then, you can set the width, height, and use any preset of the screenshot using the corresponding fields. If you want to capture the screenshot with a transparent background, select the "Alpha" checkbox. To save the screenshot, select a save path by clicking on the "Browse" button and navigating to the desired location on your computer. Once you have selected the save path, click on the "Take Screenshot" button.
- **Taking Screenshot with UI:** you can take a screenshot with UI by clicking on Take Screenshot with UI Button it will capture your game window and provide a screenshot with UI.
- **Add and Remove resolution:** you can add and remove resolution by clicking on remove and add button.
- **Setting Screen Size:** If you want to set the resolution of the screenshot to match the size of your game window, click on the "Set Screen Size" button in the plugin window. This will automatically set the width and height of the screenshot to match the size of your game window.
- **Troubleshooting:** If you encounter any issues with the Screenshot Plugin, you can refer to the documentation provided with the plugin or contact the developer for assistance.