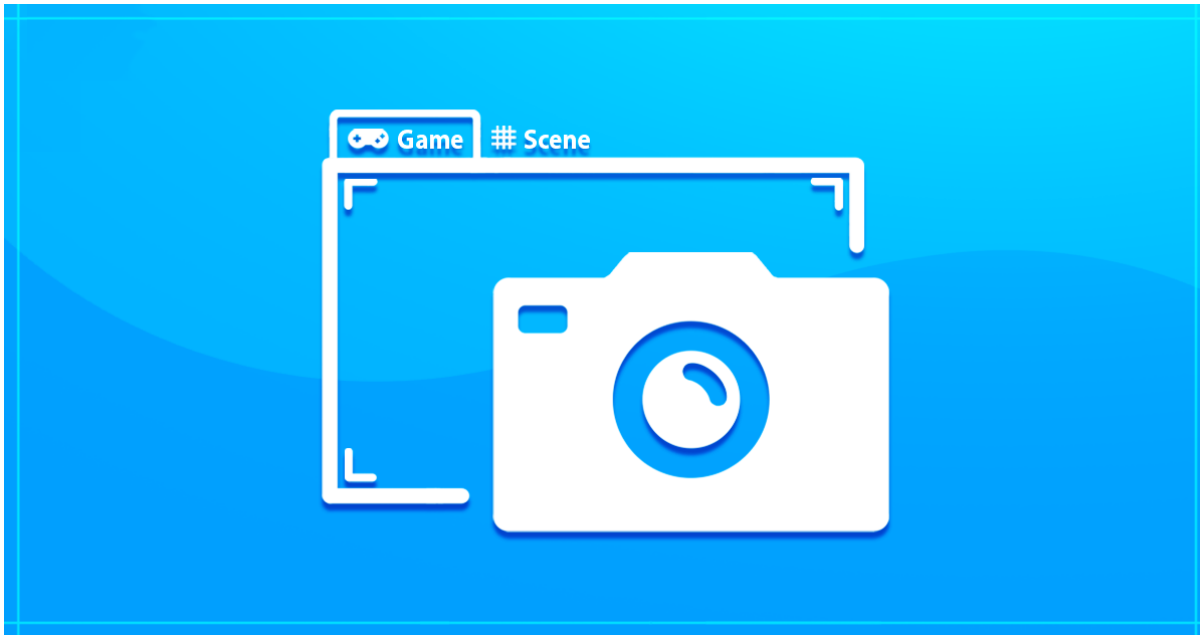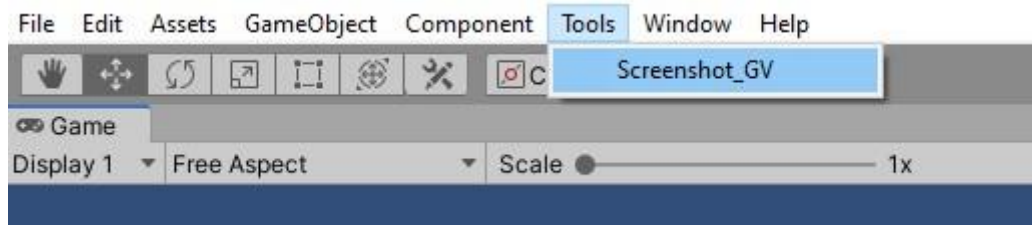# Screenshot: GameView

Require - **com.unity.editorcoroutines**
(from the Package Manager)

"Screenshot_GV" window
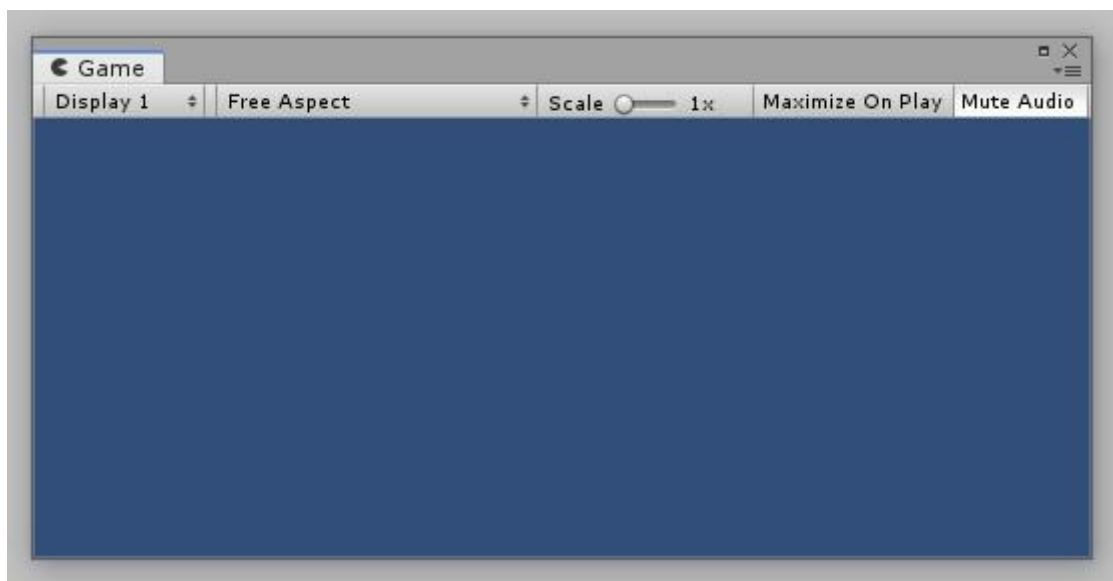
For take screenshot you need to open "Screenshot_GV" window.
Select: ***Tools - Screenshot_GV***

"Screenshot" Game View
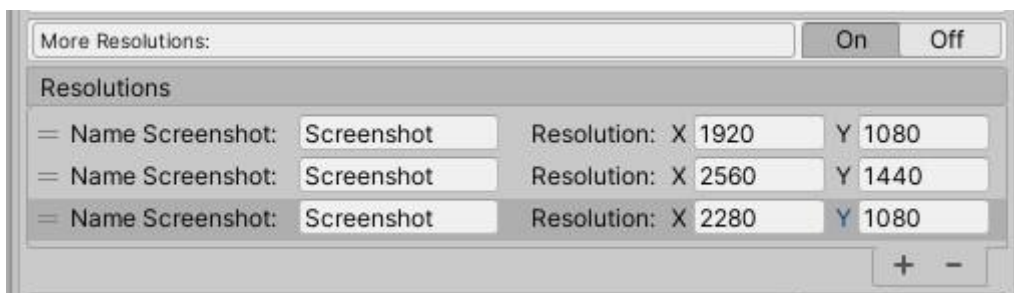
Screenshots will get from **"Game View Window"**

Screenshots Settings

You can create many screenshots with different resolutions. For each screenshot, you can change *Name*, *Format* and *Resolution*.

For creating multiple screenshots, you need to select "**More Resolution**" from "**Off**" to "**On**"

Adding Tags to Name

You can add 3 different tags: **Resolution, Prefix** and **Postfix**

Resolution - add to name screenshot resolution
Prefix - add word under Screnshot_name:
        " ***_*screenshot_name*"
Postfix - add word after Screnshot_name:
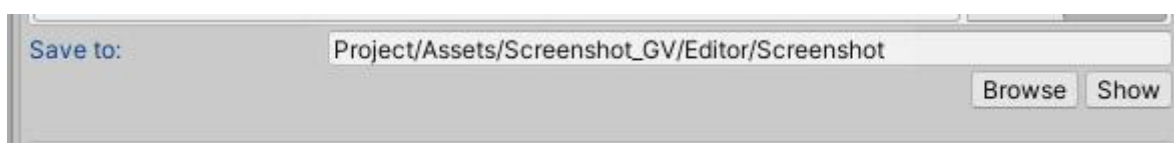   " *screenshot_name_*** "
* *While this fields is not required, you can disable by checkbox* **On/Off**.

Save to

By default, screenshots saved to **"Project_Name/Assets/Screenshot_GV/Editor/Screenshot"**.
For change the pathway, click on button **Browse** and choose folder, for new screenshot location.
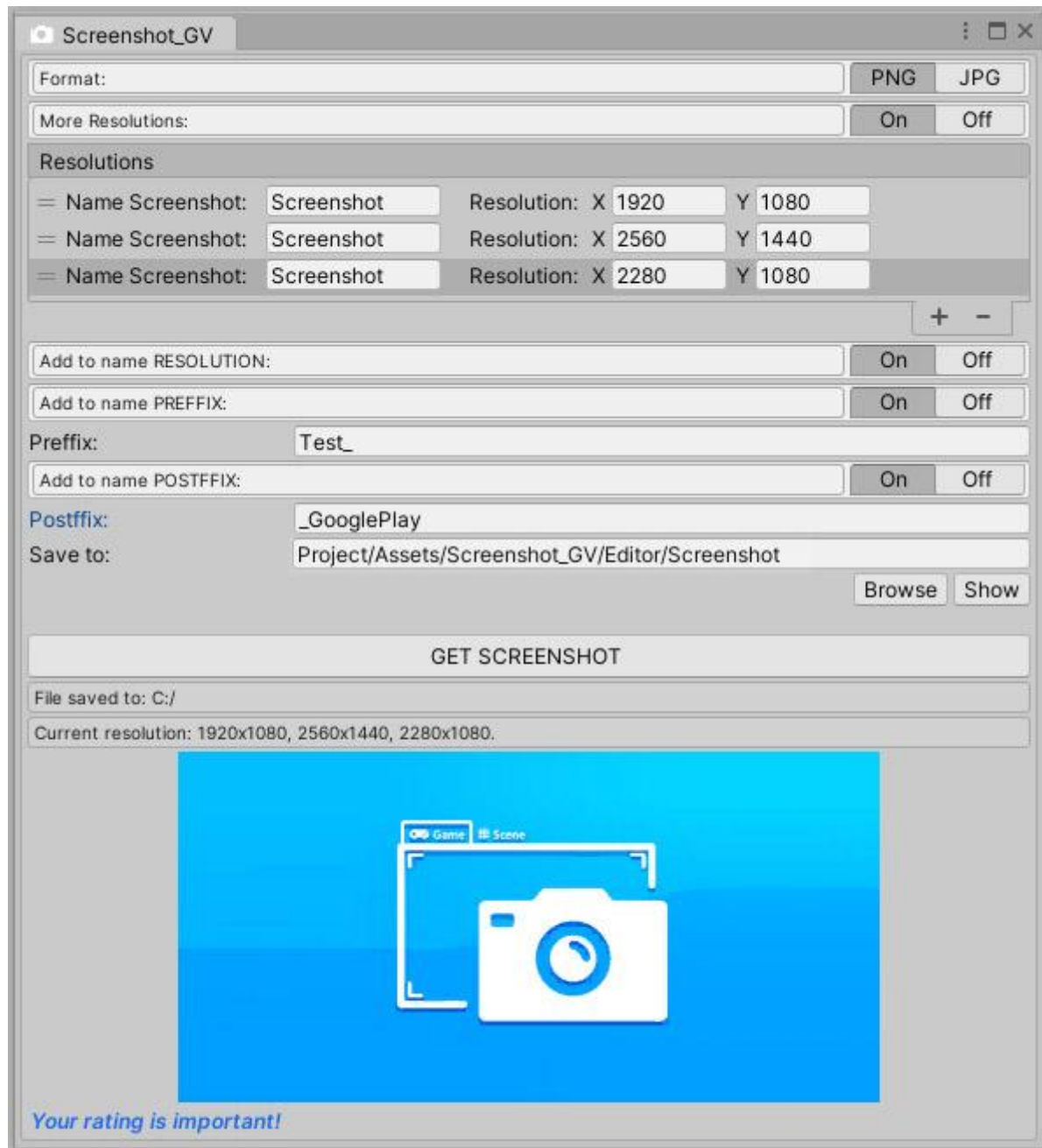Also, you can enter new way.

After that, you can click button **Show** for open folder with screenshots.
If the folder doesn't exist, button **Show** will be non-active.

Get Screenshot

For create screenshot, just click button "**Get Screenshot**". You can add your combination, by creating a shortcut.

After you click button "**Get Screenshot**" creates folders with screenshots by resolution and screenshots.

** You can rate this asset by click to "**Your rating is important**"*