

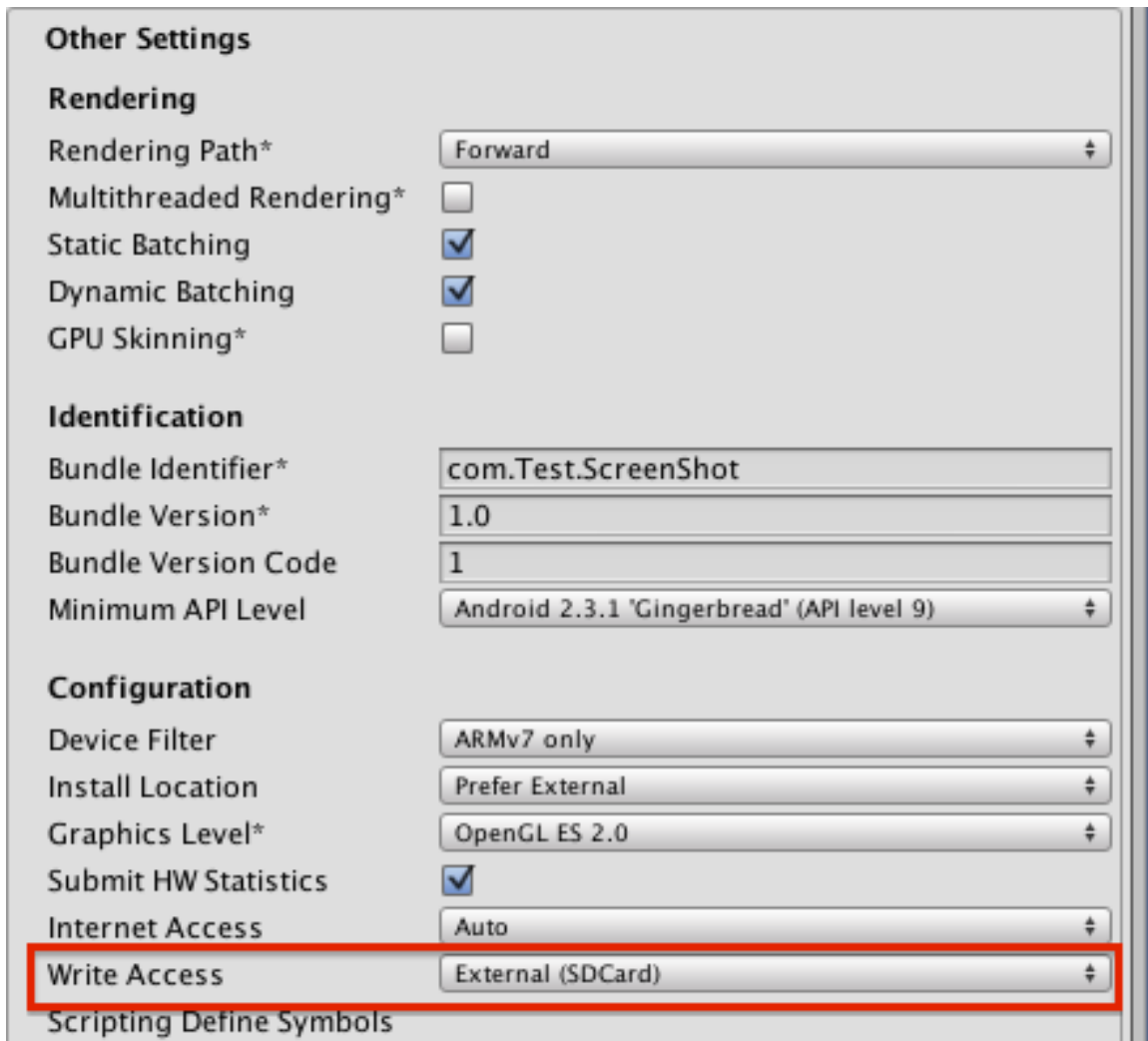
Screenshot To Gallery in Android

Plugin will take a screenshot, and save the file in android phones. Read this document carefully. Take a look at the DemoScene in Scenes folder.

SetUp

Import the asset package in assets folder. Ensure that **ScreenShotPluginAndroid.jar** exists in Plugins/Android/ folder.

Now go to **BuildSetting** in File menu. Click On **Player Setting** Button. In Player Setting Panel go to **Other Settings** tab. Then change the **Write Access** option to **External(SDcard)** as shown in following ScreenShot.



Saving Screenshot

To save screenshot use the following code :

```
StartCoroutine(ScreenShotBridge.SaveScreenShot(fileName,albumName,isScreenShotWithDateTime,ScreenShotStatus));
```

In above code

fileName represents the name of the file with which you want to save the file.

albumName represents the name of the folder with which you want to create the album in which all the future screenshots will be saved.

isScreenShotWithDateTime gives option to developer if he wants to save screenshots with the timestamp.If this boolean is set false then screenshots will be saved with a count.

ScreenShotStatus is a callback function which accepts a boolean. If boolean is true then ScreenShot is saved else not.

For Illustration of above code , look into the script **TakeScreenShot.cs** .