Quick Start

- Assign **Render Monster** (Menu/Component/VacuumShaders) script to the active Camera.
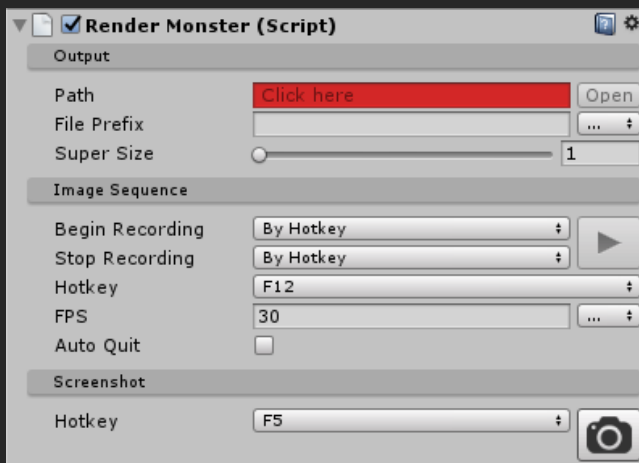- Select save folder by clicking on **Path** text field.
- Enter game mode
- ▶ Click on **Play** button to begin image capturing.
- ❙❙ Click on **Stop** button to stop recording.

Check images by clicking on button **Open**, next to the **Path** field. Images will be saved in PNG lossless format.

- Path – Directory where captured images (image sequence) will be save. Nothing will be captured if it is not defined or is not valid.
- File Prefix – Saved image file name prefix, if not defined then frame number is the file name.
- Super Size – Factor by which to increase camera resolution, for example, passing 4 will make the resultant image be 4x4 larger than it normally would.
- Begin Recording – Even that triggers recorder:
    1. On Start – Image recording begins automatically after scene loading.
    2. By Hotkey – Pressing selected keyboard key begins recording.
    3. Manually – Image recording can be manually triggered by calling **BeginRecording()** method.
- Stop Recording :
    1. By Hotkey - Pressing selected keyboard key stops recording.
    2. By N Frame – Recording will stop after capturing N count frames.
    3. Manually – Recoding can be stopped manually by calling **StopRecording()** method.
- ▶ ❙❙ Play/Stop buttons – (Available only in editor during run-time). Fast and easy way for begin/stop image recording.
- Hotkey –Keyboard key for activating/deactivating recorder.

- N Frame – (Available only if **Stop Recording** is set to **N Frame**) Number of captured images after which recorder will stop.
- FPS –How much images will be captured per-second.
- Auto Quit – (Works only inside build, not in editor). If turned on application will be closed after finishing recording or receiving **StopRecording()** call.
- Screenshot Hotkey – Captures one image (screenshot) and saves in the **Path/Screenshot** folder.
- Captures screenshot - (Available only in editor during run-time)

Run-time API

`void BeginRecording()` – Begins image recording.

`void StopRecording()` – Stops image recording.

`bool IsRecording()` – Checks if images are recording.

`void CaptureScreenshot()` – Captures screenshot.

Methods are available within `VacuumShaders.RenderMonster` namespace.