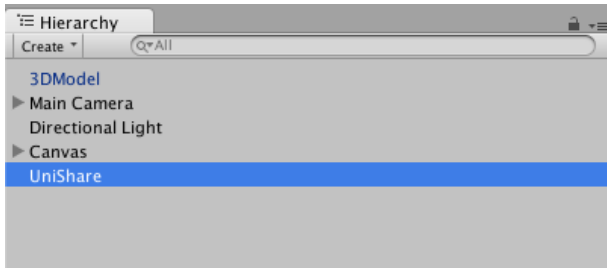
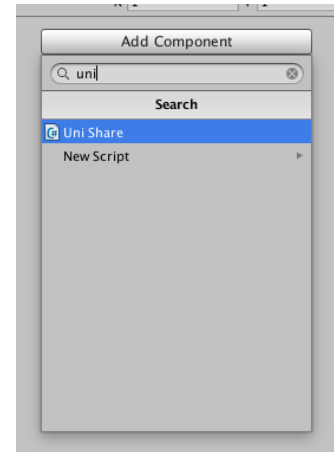


# UniShare Documentation

## Setup



1) **Create an empty GameObject** (GameObject -> Create Empty), its name can be anything you like, we use now for example: UniShare.



2) **Add UniShare as a component** to the newly created GameObject.

### 3) Configure the properties

-Share Popup Image: if you want to show the captured image in the canvas, assign Image component.

-Share Popup Window: this is the window which will ask the user if he/she really wish to share or not? It will show after the screen capture, and after [Share Popup Image] is refreshed.

-Share Popup Watermark: if you set this, and this is an invisible image in your canvas, it will be rendered on the screenshot. This way you won't need to keep it visible all the time.

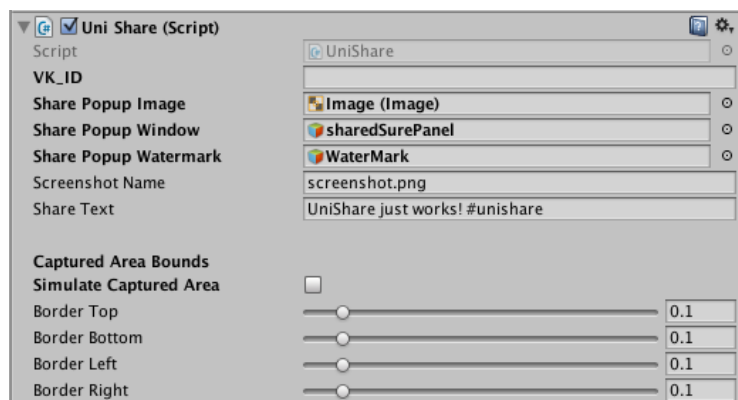
-Screenshot Name: the saved screenshot name will be this string

-Share Text: this is a text will be placed in the native sharing dialog you will use

-Captured Area Bounds: these values are in %(0-1) and it is a margin from the sides of the screen

-Simulate Captured Area: show the are of the screen will be captured

-VK\_ID: VK's app id. Documentation: [https://new.vk.com/dev/ios\\_sdk](https://new.vk.com/dev/ios_sdk)



## The final use of the plugin methods

-public void TakeScreenshot():

This method will capture the screen, fill in the [Share Popup Image] Image component and sets active the [Share Popup Window] GameObject.

-public void ShareScreenshot():

Will call the native code to show the sharing dialog built-in and will use the exact same screenshot

what was captured with TakeScreenshot(). Also will set inactive the [Share Popup Window] GameObject.

-public void TakeScreenshotAndShare():

This will capture the screen and after it's finished it will automatically show the native sharing dialog. The first two method is for if you want to show the user the screenshot before it is being shared natively. This method won't touch any of the object you set in the properties.([Share Popup Window], etc.....)

### Example of calling the methods

