

Easy Screenshot

This is a very simple and practical tool that allows you to easily take screenshots on your mobile phone. Whether you are Android system or IOS system, it can be perfectly implemented. It is also very simple to use. It only takes one line of code to get it. All of your problems, when you use it on the IOS platform, you don't need to configure or modify the tedious XCODE project files, "Easy Screenshot" has already handled all of this for you.

Main features:

1. Can take screenshots of the phone screen
2. Absolutely cross-platform, can be used perfectly on IOS and Android platforms
3. Extremely simple, only one line of code is required
4. Comprehensive and detailed documentation to teach you how to use, easy-to-understand case-based tutorials, according to the tutorial you can
5. The plugin is small and easy to integrate
6. Cheap

Instructions:

1. Import "Easy Screenshot" unity package
2. Reference package name: using epoching.easy_screenshot
3. When you need a screenshot, run this line of code:
`SavePhotoManager.Instance.SavePhoto (this.callback);`
4. To achieve the effect in the video and demo, please refer to Demo.cs.

PS: If you get any problems. Please don't hesitate to contact me.

Website: <http://connect.unity.com/u/5b335746880c642e4c6032d0/column>

Email: sgzxzj13@163.com

简易屏幕截图工具

这是一个非常简单且实用的工具，它能让你轻松的手机实现屏幕截图功能，不管你是 Android 系统还是 IOS 系统，都能完美实现，使用起来也是非常的简单，只需要一行代码便能搞定你的所有问题，当你在 IOS 平台使用的时候，你也不需要去配置或者修改繁琐的 XCODE 工程文件，《简易屏幕截图》都已经帮你处理好了这一切。

主要功能特点：

1. 可以对手机屏幕进行截屏
2. 绝对的跨平台，在 IOS 和 Android 平台都能完美的使用
3. 极其简单，只需要一行代码即可
4. 完善的详尽的文档，教你如何使用，通俗易懂的案列教程，根据教程你便能
5. 插件本身体积小，便于集成
6. 价格便宜

使用方法：

1. 导入《简易屏幕截图工具》unity 包
2. 引用包名：using epoching.easy_screenshot
3. 在你需要截图的时候运行下面这一行代码即可：
`SavePhotoManager.Instance.SavePhoto(this.callback);`
4. 如需实现视频和 demo 中的效果，参照 Demo.cs 即可。

PS： 如果您在使用过程中遇到任何问题，请及时联系我

网址: <http://connect.unity.com/u/5b335746880c642e4c6032d0/column>

邮箱: sgzxj13@163.com