

Readme - Screenshot Helper 1.02

**Easily take In-game screenshots with this tiny tool.
Work on mobile, desktop and Unity Editor.**

Take full-screen image.

Take any portion of the screen.

Take image from cameras.

Support touch.

Save screenshot/cutoff texture as JPG, PNG.

Compatible with Pro GIF for saving texture(s) as GIF.

———— Set the callback to receive screenshots ————

Just put the below code at any where in your script to set the callback for receiving screenshots(Texture2D/Sprite):

```
ScreenshotHelper.iSetMainOnCapturedCallback((Sprite sprite)=>{  
    //Set image or save image with the returned sprite/texture2D here:  
});
```

———— Capture Fullscreen / Portion from screen ————

To save the captured image (within application folder):

```
new FilePathName().SaveTextureAs(texture2D,  
FilePathName.SaveFormat.JPG);
```

Save as JPG: `FilePathName.SaveFormat.JPG`

or PNG: `FilePathName.SaveFormat.PNG`

or GIF: `FilePathName.SaveFormat.GIF` **(Require Pro GIF)**

Capture fullscreen image:

```
ScreenshotHelper.iCaptureScreen();
```

Capture a portion of image from the screen, with touch/mouse position & image size:

```
ScreenshotHelper.iCapture(Input.mousePosition,  
ScreenshotHelper.CurrentCaptureSize);
```

or

```
ScreenshotHelper.iCapture(Input.mousePosition);
```

Set/Get capture image size:

Set: `ScreenshotHelper.iSetCaptureSize(new Vector2(newWidth, newHeight));`

Get: `ScreenshotHelper.CurrentCaptureSize;`

Capture with camera(s) in the scene

Two steps, register the camera first:

`ScreenshotHelper.iRegisterRenderCamera(camera1);`

Call the below method at any where you like:

`ScreenshotHelper.iCaptureWithCamera(camera1);`

This method will automatically register(`RegisterRenderCamera`) the camera to attach a `CameraOnRender` script on it.

You can clear the texture and remove the script(`CameraOnRender.cs`) by executing `iUnRegisterRenderCamera(camera)` or `iUnRegisterAllRenderCameras()`.

Get the last captured Texture2D/Sprite

`Texture2D texture2D = ScreenshotHelper.CurrentTexture;`

`Sprite sprite = ScreenshotHelper.CurrentSprite;`

Clear

When you have finished taking screenshots, you can call the `Clear` method to clean up memory:

`ScreenshotHelper.iClear();`

Thank you for downloading/buying this package!

Any problem and bug report please contact us at swan.ob2@gmail.com.

Remember to rate this asset on the AssetStore if you like it. Your review is always appreciated!

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