

Multiple Screenshot Editor (Tool-Utilities)

Benefiting the Recorder package, I wrote an editor for getting ScreenShots for different resolutions at once.

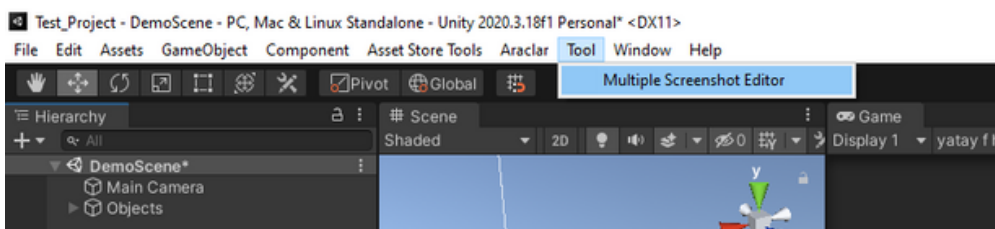
Enter the resolution you want and auto-save with code into the json file. Take batch screenshots for different devices at once whenever you want.

Resolution records are saved as json file in\Assets\mr.yilanci\Multiple Screenshot Editor

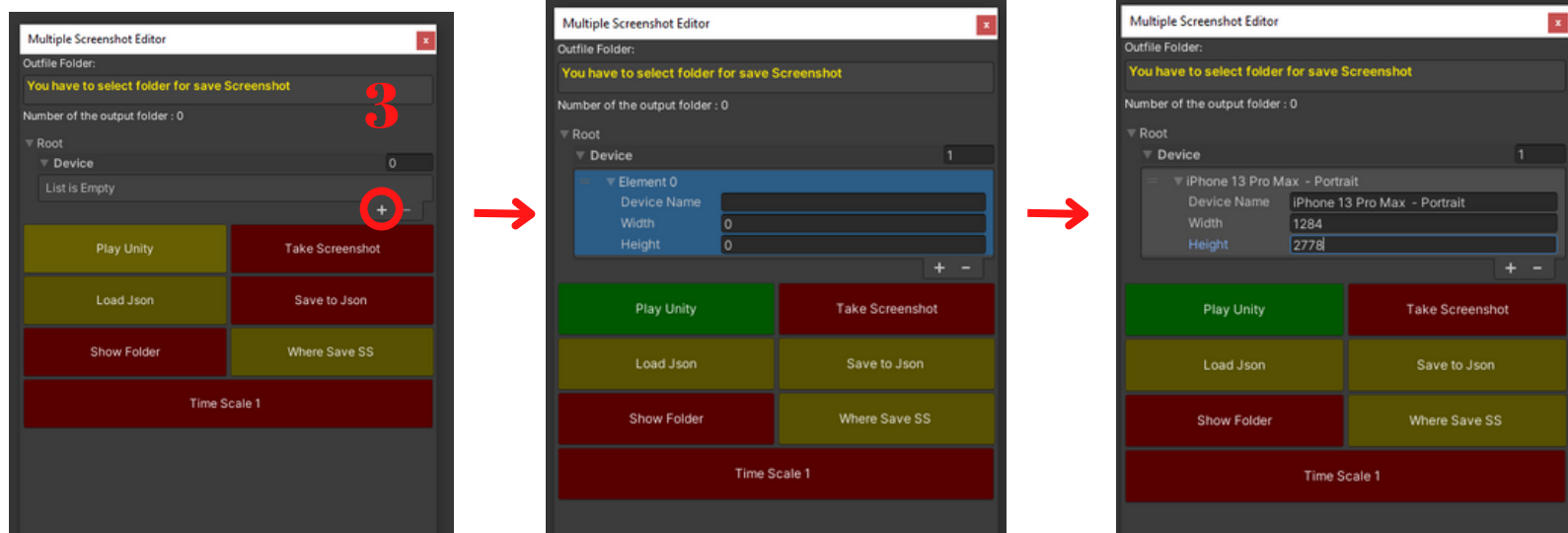
Example: You will be able to take screenshots for iphone 13 pro max, iphone 8 plus, iphone 12, devices with one click.



1. Click "Tool" tab .
2. Click "Multiple Screenshot Editor" on "Tool" tab



3. You have to add device to the list. Click plus button for adding a new device resolution

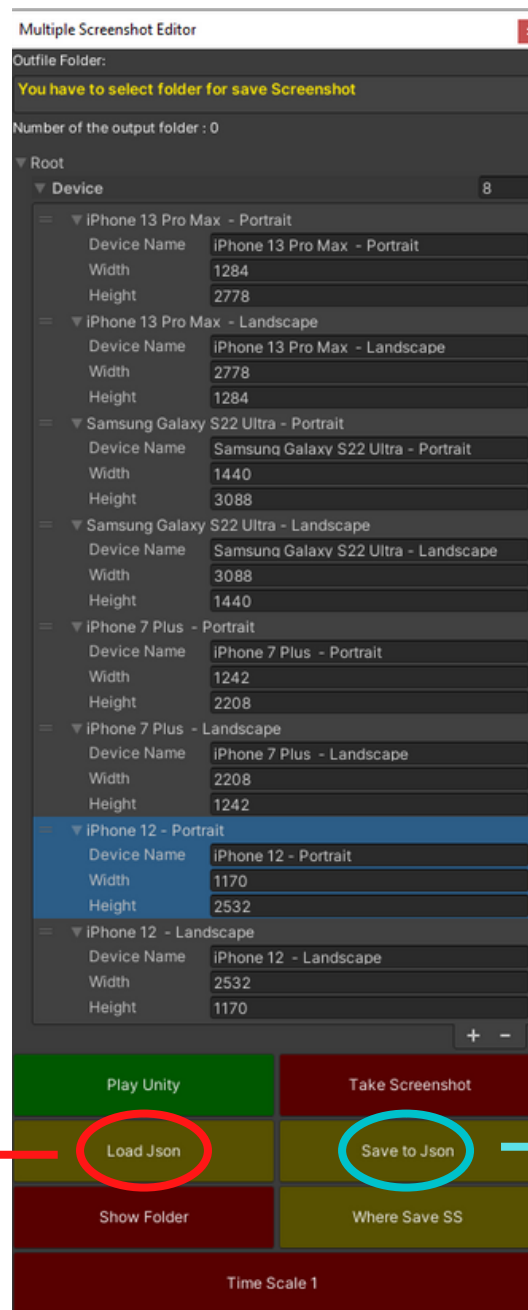


information

Sometimes Unity doesn't load the json file to the editor
-
Solution: set the number of elements of the list to zero and press load

information

You can add as many device resolutions as you want.
Editor GUI has got scrollview



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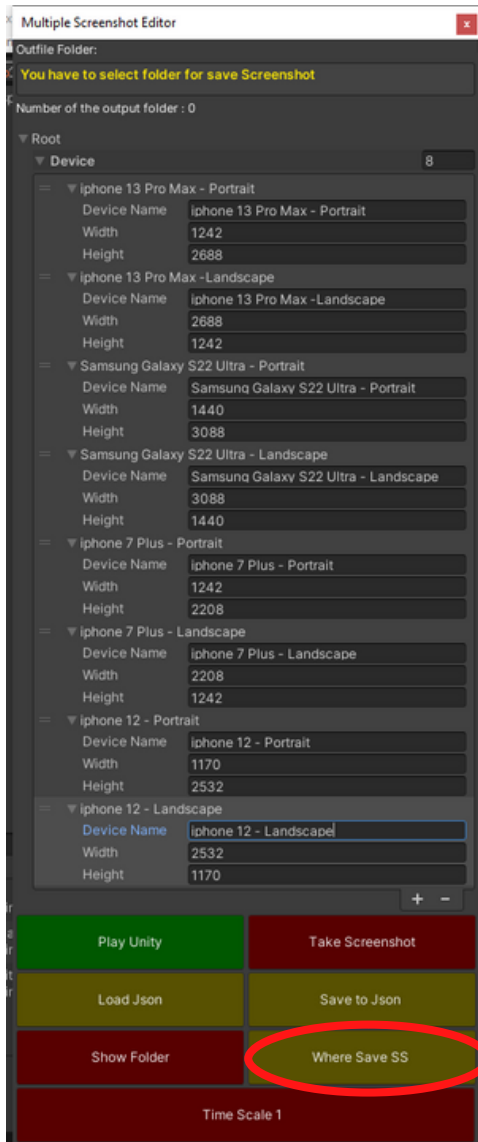
5. Load your device resolution list as json from the project

4. Save your device resolution list as json to the project

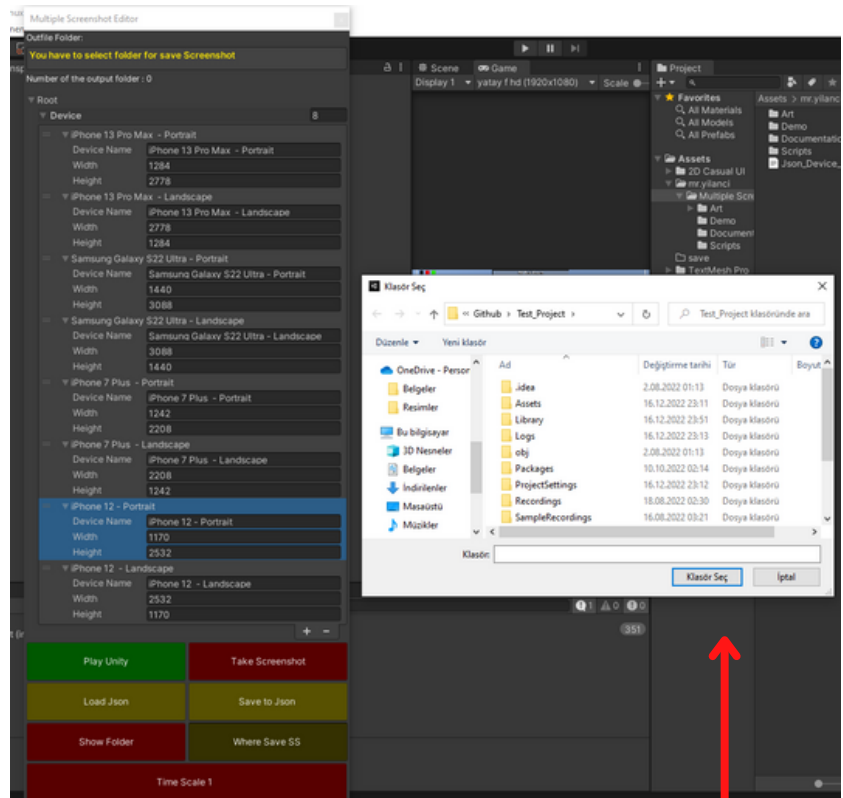
Resolution records are loaded as json file from
....\Assets\mr.yilanci\Multi
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Resolution records are saved as json file in
....\Assets\mr.yilanci\Multi
ple Screenshot Editor

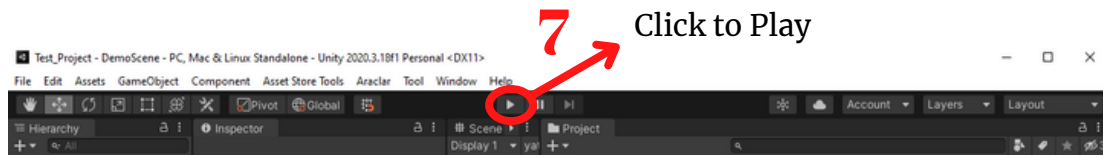
6. You have to select where Save Screenshots. You can save want to where.



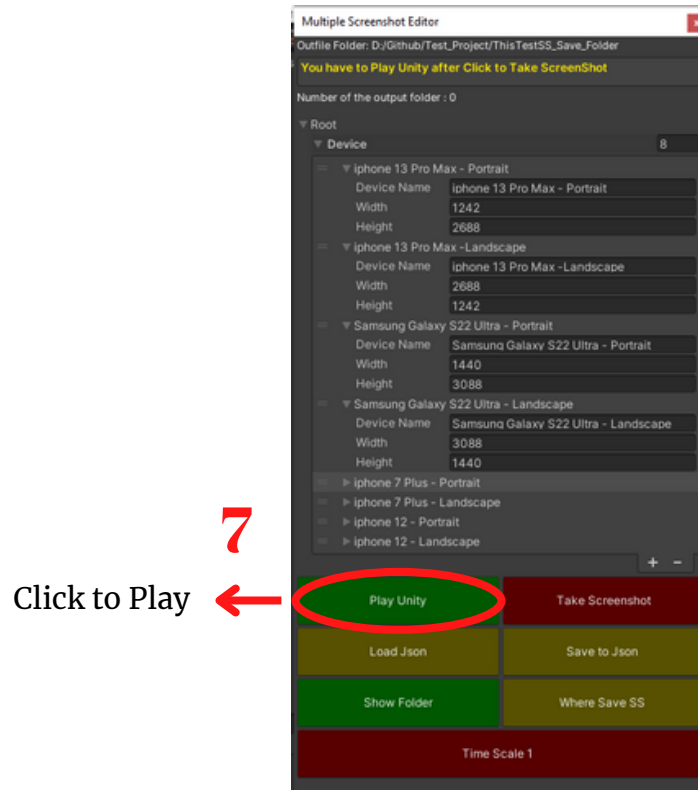
6



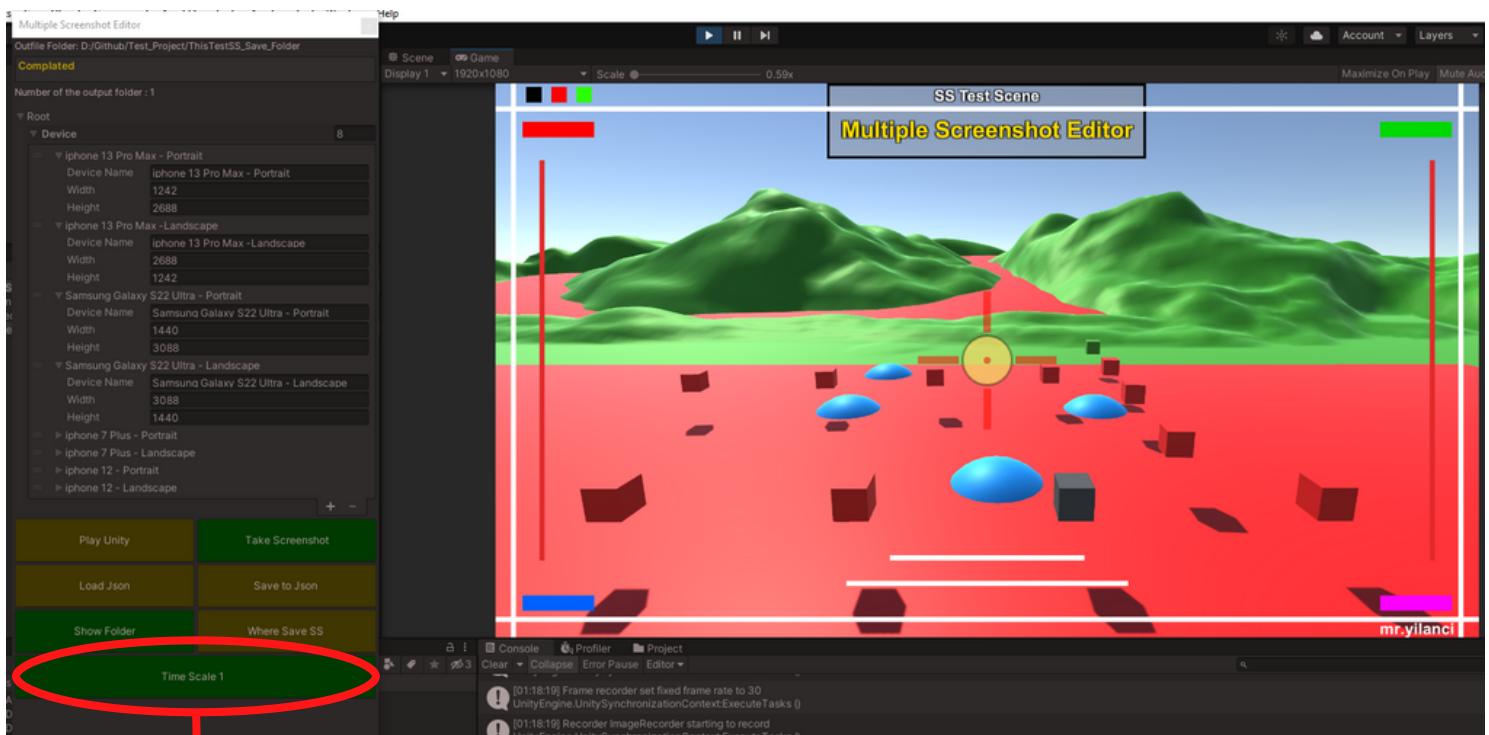
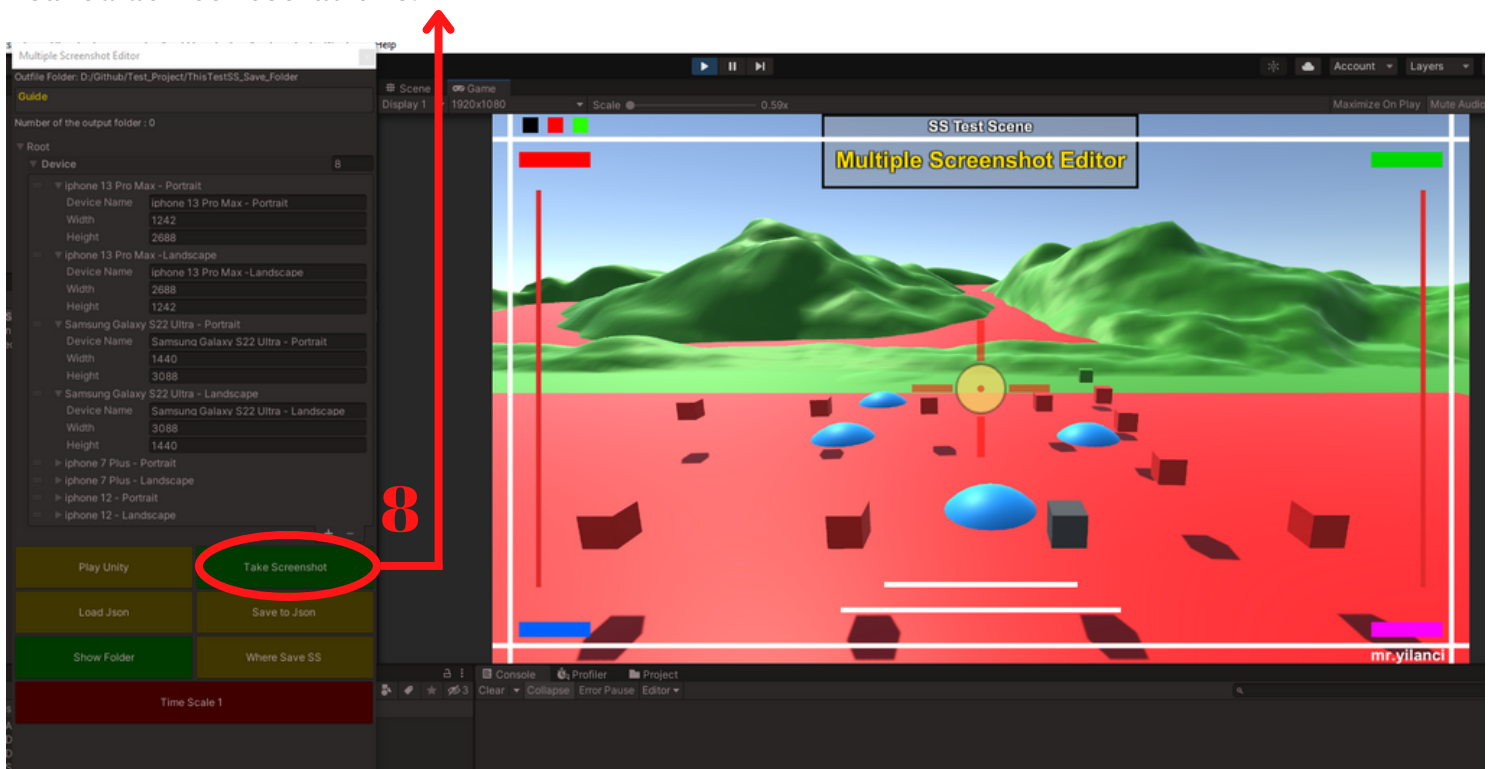
7. You have to play Unity for run the editor



OR



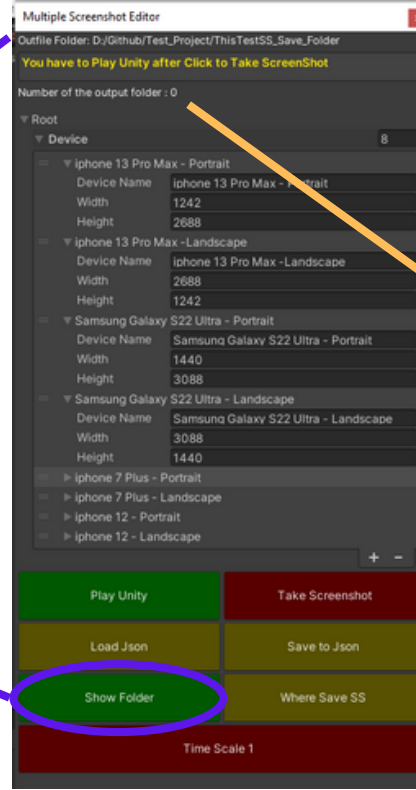
8. click the button to take screen . Time.scale be zero before the editor get screenshots for you saved device resolutions.



9. Time Scale is zero so time is frozen . You have to "Time Scale 1" button for flow of time.

10.
You can look the output
folder

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information

A new output folder is
created each time a
screenshot is taken. Outputs
are not overwritten.

