In-Game Screen Capture

DOCUMENTATION

Overview

The **In-Game Screen Capture** asset is an in-game Screen Shot Utility for Unity. It contains the following functions:

⚡ Low Res and High Res Images
⚡ Image Prefix with Unique File id
⚡ Selectable Image Format
⚡ Selectable in-game Camera
⚡ Delayed start timer
⚡ Repeat every x secs timer
⚡ Write Data to Log File
⚡ Works on Mobile

This component allows you or your player to create screen shots during game play. You can trigger a Screen Capture with to without timer, and even use an automated repeating capture.

In-Game Screen shots can be in low res or high resolution (formats are png, jpg, or tga), and will be saved with a unique name prefixed with what ever you add the the Prefix slot. Images will be saved in the Game Folder, or in the Persistent data folder on a mobile.

This component allows you to add multiple cameras for unique screen shots during game play. Write the data to the Log, and display a fade-in/fade-out canvas if you wish.

As with all Pivec Labs Assets, development is on-going, support is prompt, new features are added regularly.

Setup

The Screen Capture component allows you or your player can create screen shots during game play. You can trigger the Screen Capture with a key code and even use an automated repeating capture.

This Component will take a screen shot in low res (formats are png, jpg, or tga), and will be saved with a unique name prefixed with what ever you add the the Prefix slot. Images will be saved in the Game Folder, or in the Persistent Data folder on a mobile.
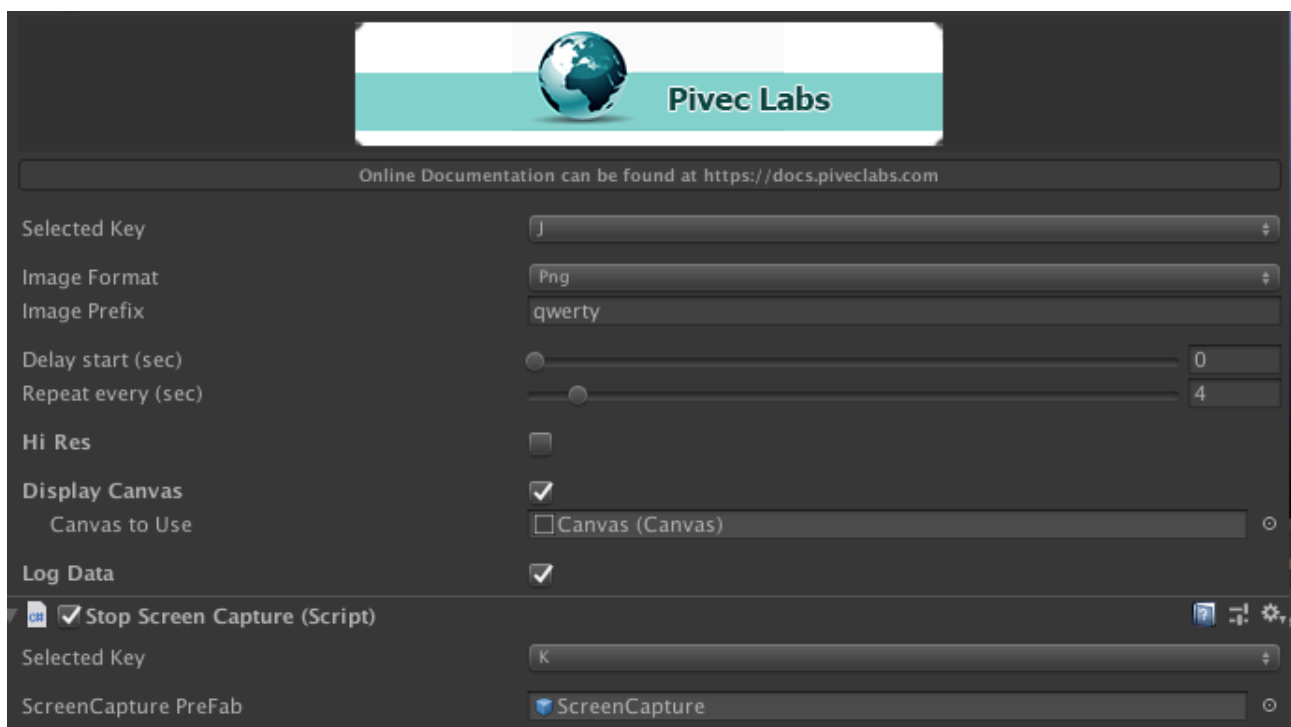
If you select High Resolution, the Images are in hiRes (many times larger) but will add to the overhead and may cause a delay in Game Play. The High Res feature should normally be used for taking promotion images and not for your player to use.

However, when using High Resolution, the images can be taken from different cameras other than the Player Camera, providing a unique perspective on screen shots. Simply add another Camera to your scene and drag it into the appropriate slot.

The final settings are as follows:

- ■ Delay Start - this setting is from zero to 10 seconds and adds a delay from when the trigger is pressed until the screen capture is taken.

- ■ Repeat Every - this allows you to repeat the screen capture. The setting is from zero (do not repeat), to repeat once every 60 seconds.

- ■ Display Canvas - Shows an overlay Canvas from the prefab or one of your choosing.

- ■ Log Data - select this check box log image data and save name to the system log.

If you use the Repeat feature, you must cancel the repeat or it will continue forever. To do this, use the StopScreenCapture script shown in the Prefab.

Screen Captures also work on Mobile, see the Mobile Example included in this Module.

Support

For specific details on each component and how-to tutorials, visit:

 - https://docs.piveclabs.com

A set of comprehensive examples have been included with this asset.

Happy Game Making. Pivec Labs