

Gallery Screenshot

iOS / Android / Windows Phone 8 Plugin

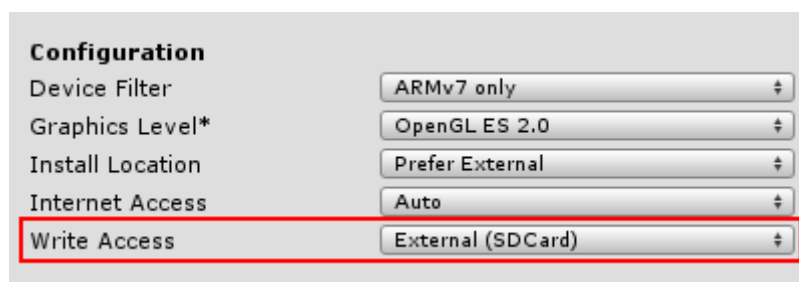
This Plugin will take a screenshot, and register the image file so that it appears in your media library (camera roll) on iOS and Android.

In addition to saving screenshots into the media library, this Plugin can also save an existing image, e.g. a jpeg loaded as a Texture2D. Please read this guide and take a look at the included Demo Scene to see how to do this (Demo scene should be ran at portrait res, e.g. 720x1280).

There is a full C# scripting reference here: <http://secondfury.com/galleryscreenshot/>

Android Setup

The asset package should import to **Assets/Plugins/** - please ensure this is the location of the files otherwise you will run into errors.



If you are using Android, you will need to go into **Build Settings** and access the **Player Settings** panel. Change **Write Access** to **External (SDCard)** to allow the screenshots to save.

Saving a Screenshot

To take and save a screenshot, use the following code:

```
ScreenshotManager.SaveScreenshot("ScreenshotName", "AlbumName");
```

Where **ScreenshotName** is the file name you would like the screenshot to be saved as, and **AlbumName** is the folder that the screenshot will be put into on compatible devices (this will appear as an album name in your gallery on Android devices). A time stamp will be automatically appended to each image to prevent overwrites, in the form MyScreenshot_hh-mm-ss_dd-MM-yy. This can easily be modified in the ScreenshotManager.cs source if you wish.

On older devices (iPhone 3 / Galaxy S) it can take a couple of seconds to write the picture file to the SD card. If the user exits before this finishes, the image won't be registered to the

gallery. Therefore it is recommended to have a “saving image” graphic on screen for these older devices.

It is also possible to screenshot a specific area of the screen, please see the C# scripting reference linked above to see the parameters that need to be passed.

Screenshot Events

public static event Action<Texture2D> OnScreenshotTaken;

Fires when a screenshot has finished taking, and sends back the screenshot as a Texture2D.

public static event Action<string> OnScreenshotSaved;

Fires when a screenshot has finished saving to disk, and passes back its file location as a string.

Please see the Demo Scene for examples of using these Events, and remember there is a full C# scripting reference here: <http://secondfury.com/galleryscreenshot/>

Using the Plugin to Save an Existing Image

To save an existing Texture2D named tex to device as “MyImage.jpeg”:

ScreenshotManager.SaveImage(tex, "MyImage");

Remember you must ensure your source texture is set to **Read/Write Enabled** in the Unity editor Import Settings for this to work.

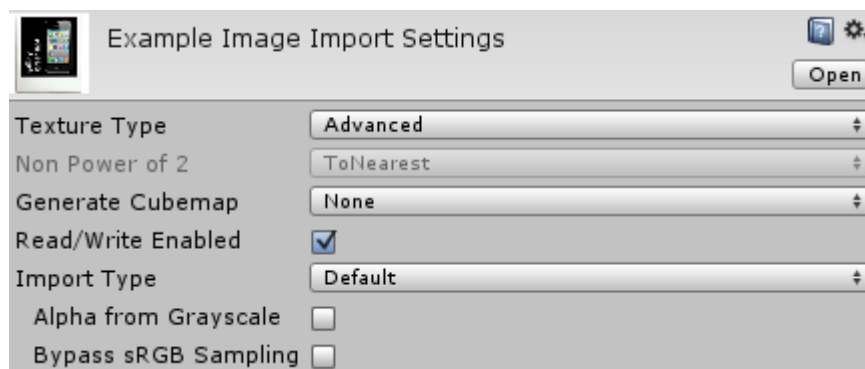


Image Saving Events

public static event Action<string> OnImageSaved;

Fires when an image has finished saving to disk, and passes back its file location as a string.

Please see the Demo Scene for examples of using these Events, and remember there is a full C# scripting reference here: <http://secondfury.com/galleryscreenshot/>

Finally thanks for purchasing this plugin and I hope that it helps you with your project!