Downloadable package:
Save game screenshots

Thanks for downloading the "Save game screenshots" example package for Adventure Creator. This package contains two Menus – Save and Load – that demonstrate how to display screenshots in your save game slots. You are free to use them as they are, or adapt them for your own game's needs.

Installation

1. Extract this package into your Adventure Creator project
2. Open the Menu Manager and set the **Asset file** to **SaveGameScreenshots_MenuManager**
3. Click the cog icon to the right of the SaveScreenshots menu, and click **Copy**
4. Set the **Asset file** back to your game's original Menu Manager
5. Click **Paste** menu at the bottom of the Menu list, to paste in the Save menu
6. Repeat steps 2–5 for the LoadScreenshots menu
7. Open the Settings Manager, and check **Take screenshots when saving?**.
8. Ensure that the names of your new menus match up with those expected by the game. The default interface refers to these menus via the Pause menu's SaveButton and LoadButton, in which case you will need to update those elements' **Menu to switch to** fields to **SaveScreenshots** and **LoadScreenshots** respectively.
9. To rely on Unity UI for the rendering of these menus, set their **Source** properties to **Unity UI Prefab**. Associated UI canvas prefabs can be found in the UI subdirectory.