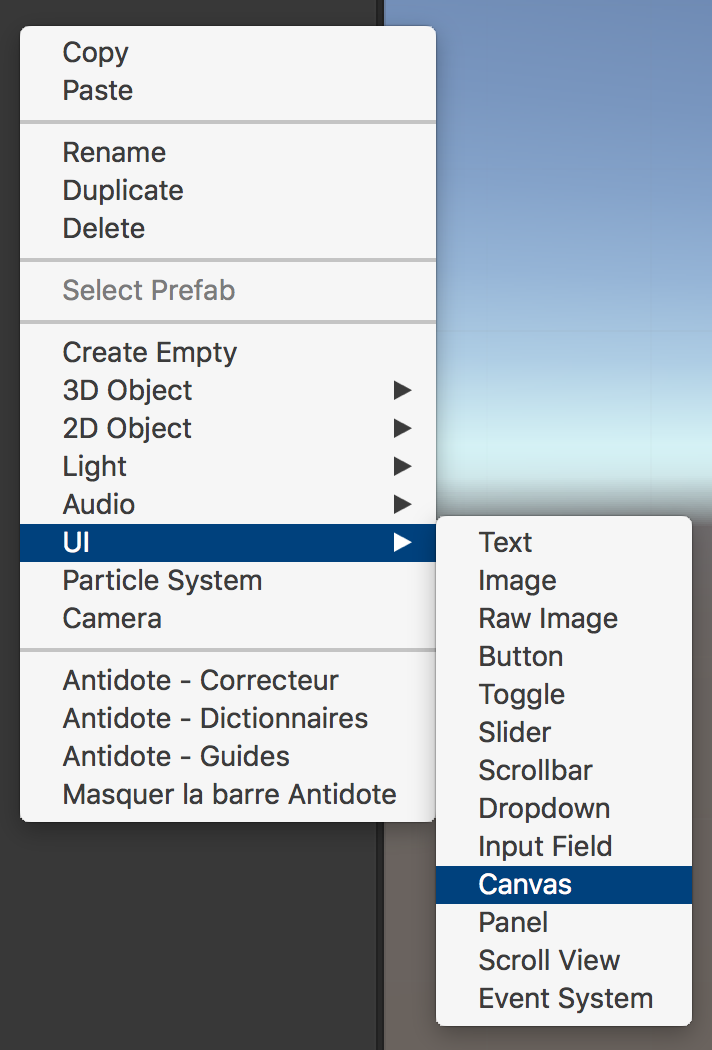


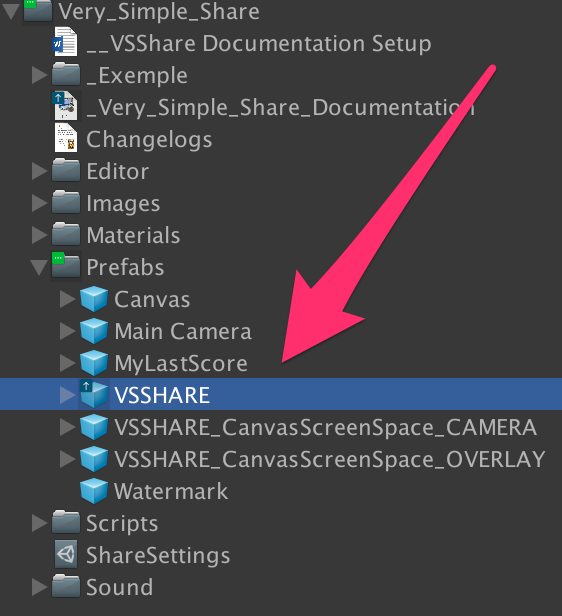
**Very Simple Share**

**QUICK START :**

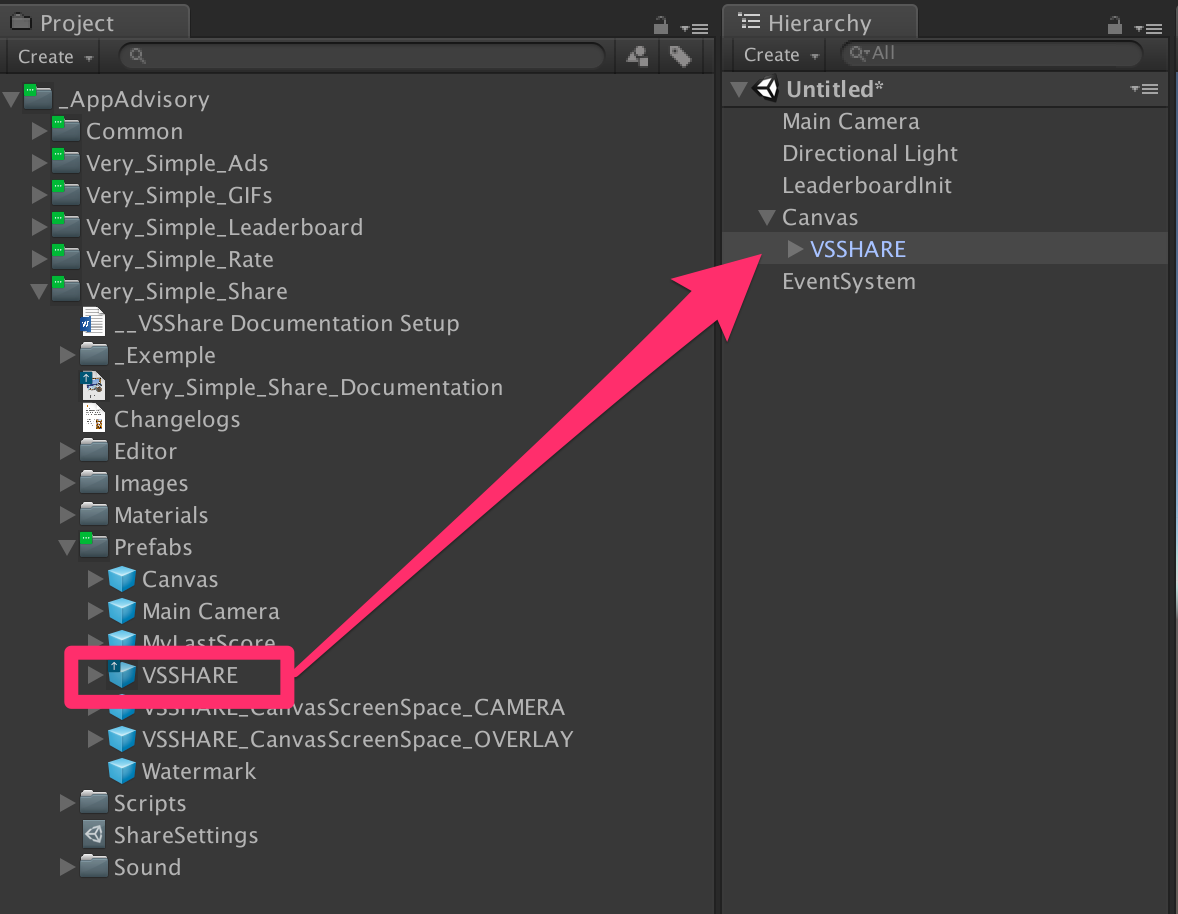
1. **Create a new Canvas if there is no Canvas in your scene.**

To create a new one : 

1. **Find the VSSHARE prefab :**

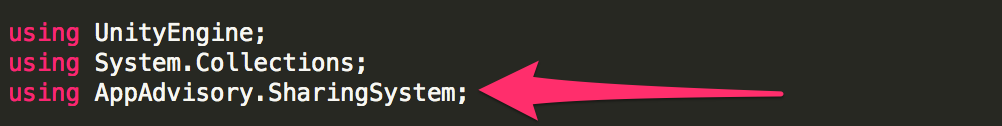


1. **Drag and drop the VSShare prefab in the scene as a child of the Canvas :**



1. **Take the screenshot :**

Always import the sharing system at the top of your script to be able to call the methods :



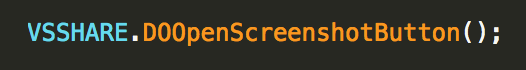
To take a screenshot, you have to call this method :

**./../../../../../../../../var/folders/3d/_68g_**

1. **Show the screenshot :**

You can show the screenshot only after you take one.

To show the screenshot in the VSSHARE UI Game Object, call this method :



The VSSHARE **button** will appear on the screen.



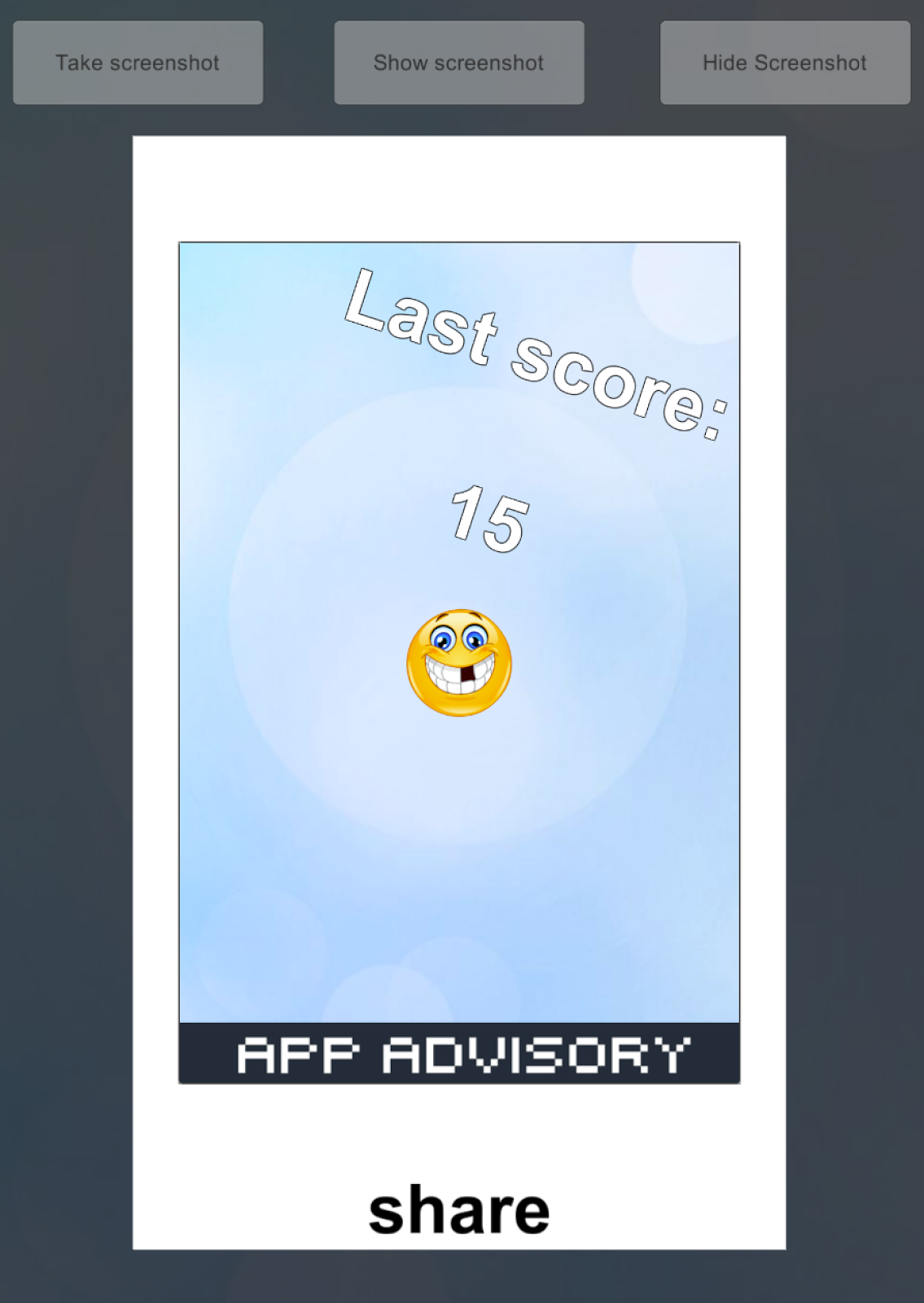
(image from the demo scene)

You can close (= hide) the screenshot button (at this state only) by calling :

./../../../../../../../../var/folders/3d/_68g_

1. **Open the screenshot sharing window:**

Just click/touch the VSSHARE button (view in 5) section).



(image from the demo scene)

You can do it from code with this method :



1. **Share or close the screenshot sharing window:**



(image from the demo scene)

To close this windows from code:

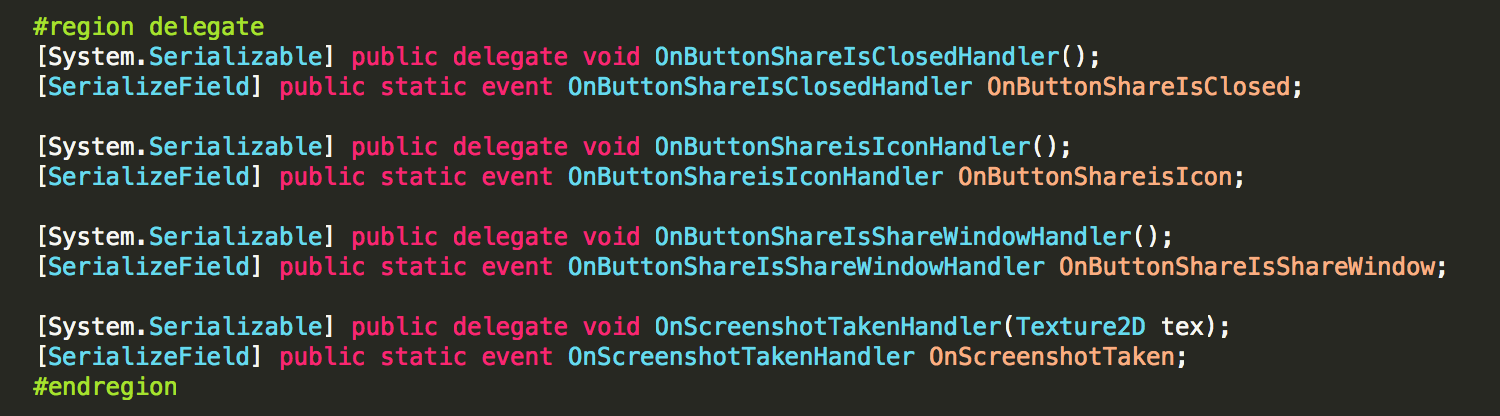


To share the screenshot from code :

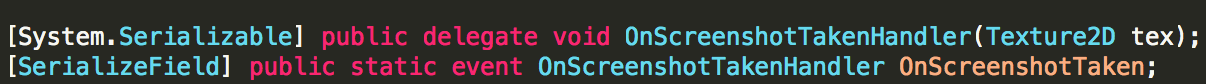


**DELEGATES**

You can subscribe to some delegates to have more controls.



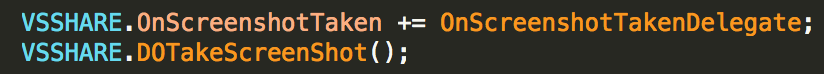
**Delegate which is called when a screenshot is taken :**



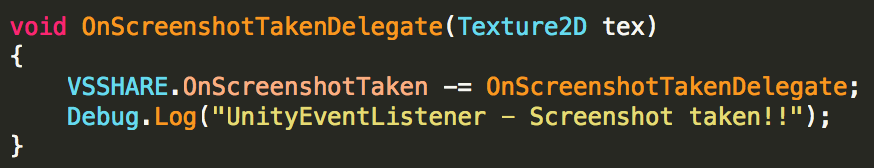
Example of use :

BtnTakeScreenshot.cs in the example scene.

Make the subscription :



Receive the event :



The delegate return the Texture2D (= the screenshot).

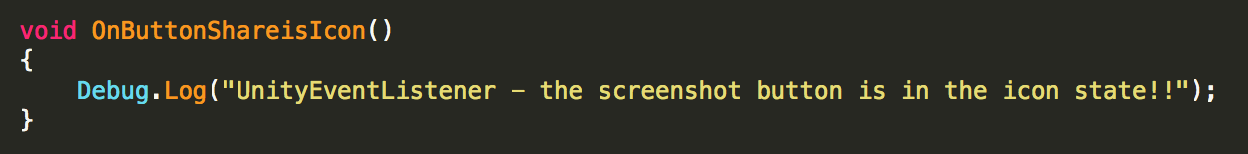
**Delegate which is called when the VSSHARE if in the icon state :**



Make the subscription :

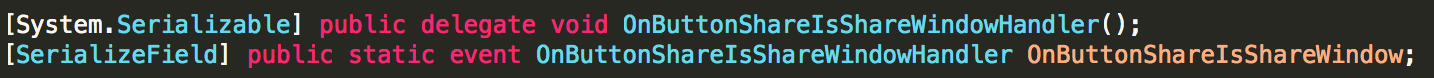
./../../../../../../../../var/folders/3d/_68g_

Receive the event :

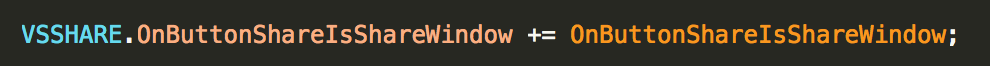


**Delegate which is called when the VSSHARE if in the full screen sharing window state :**

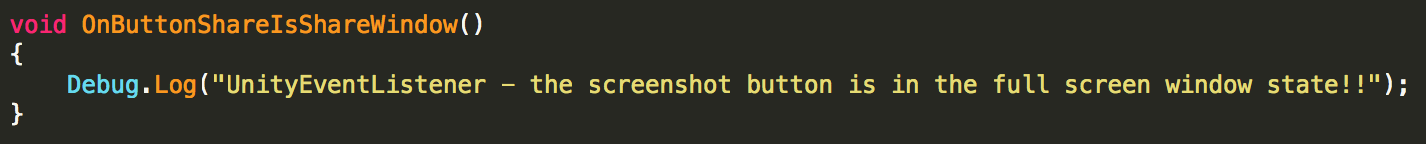




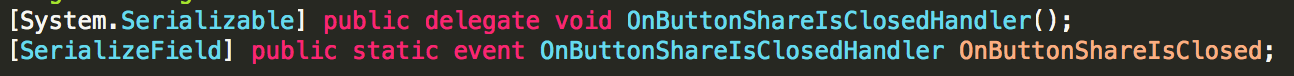
Make the subscription :



Receive the event :



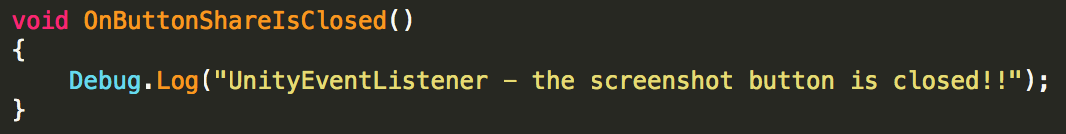
**Delegate who is called when the VSSHARE is closed:**



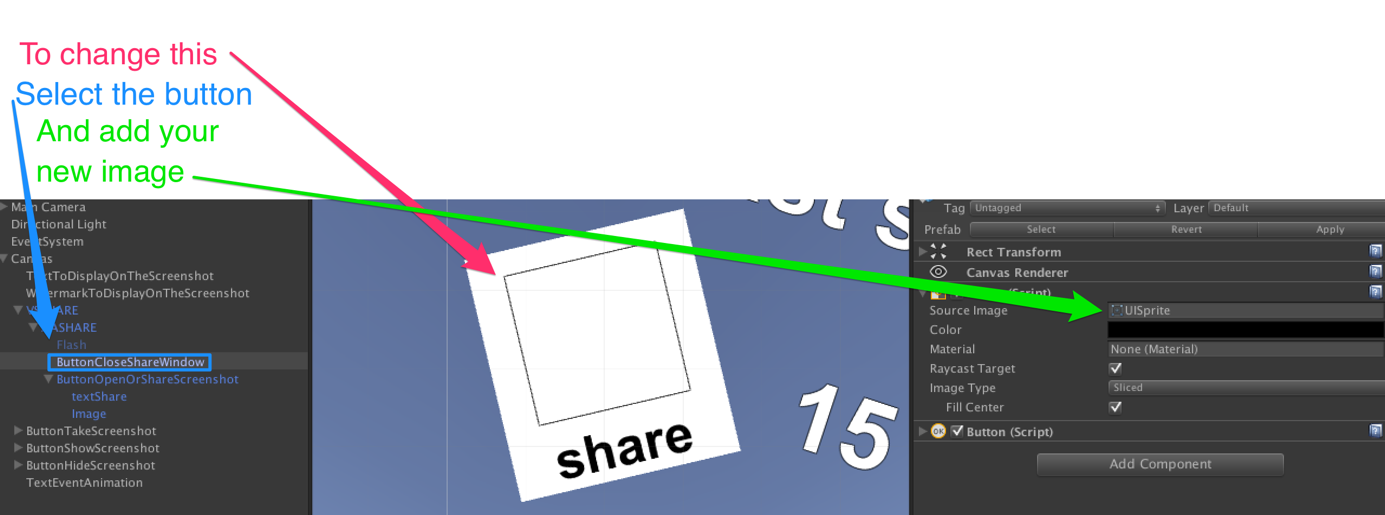
Make the subscription :

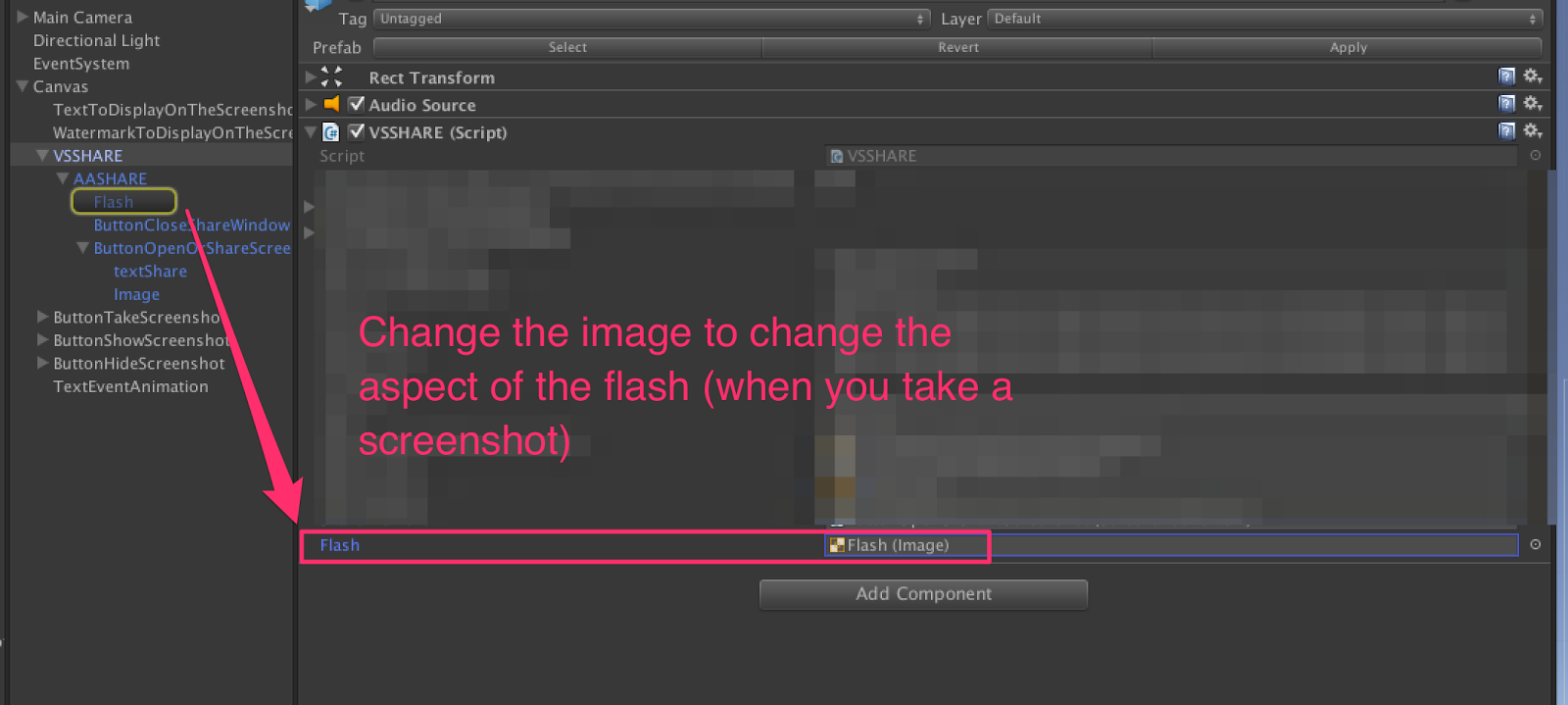
./../../../../../../../../var/folders/3d/_68g_

Receive the event :

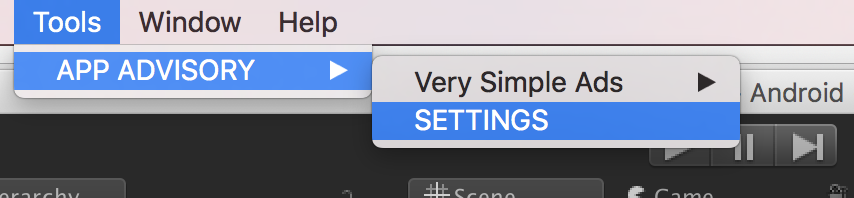


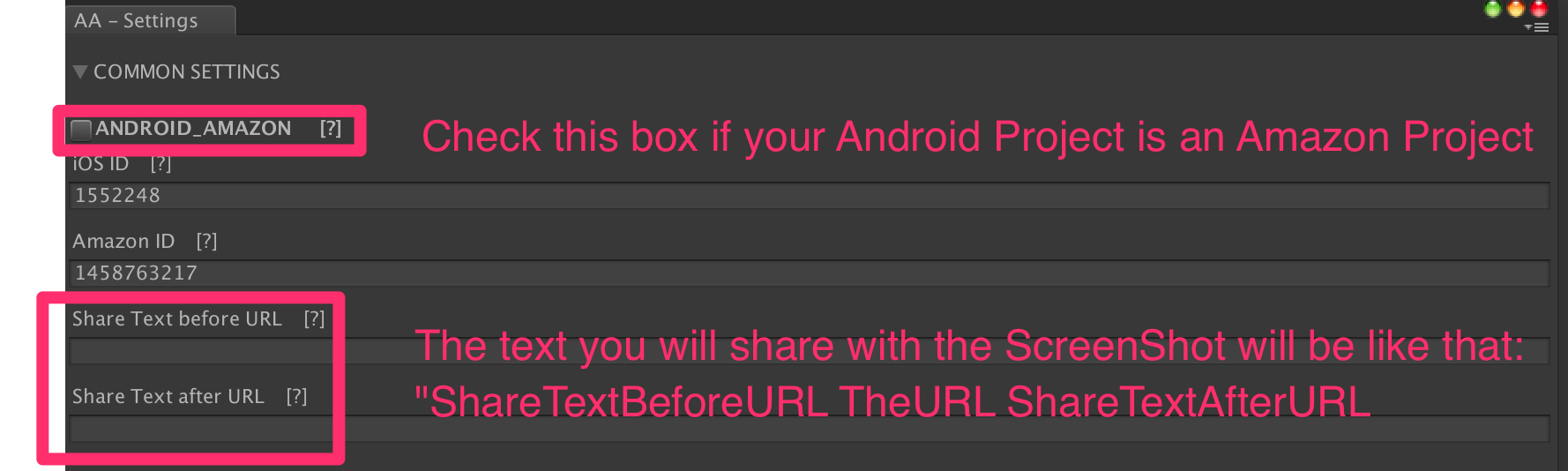
**Customization**

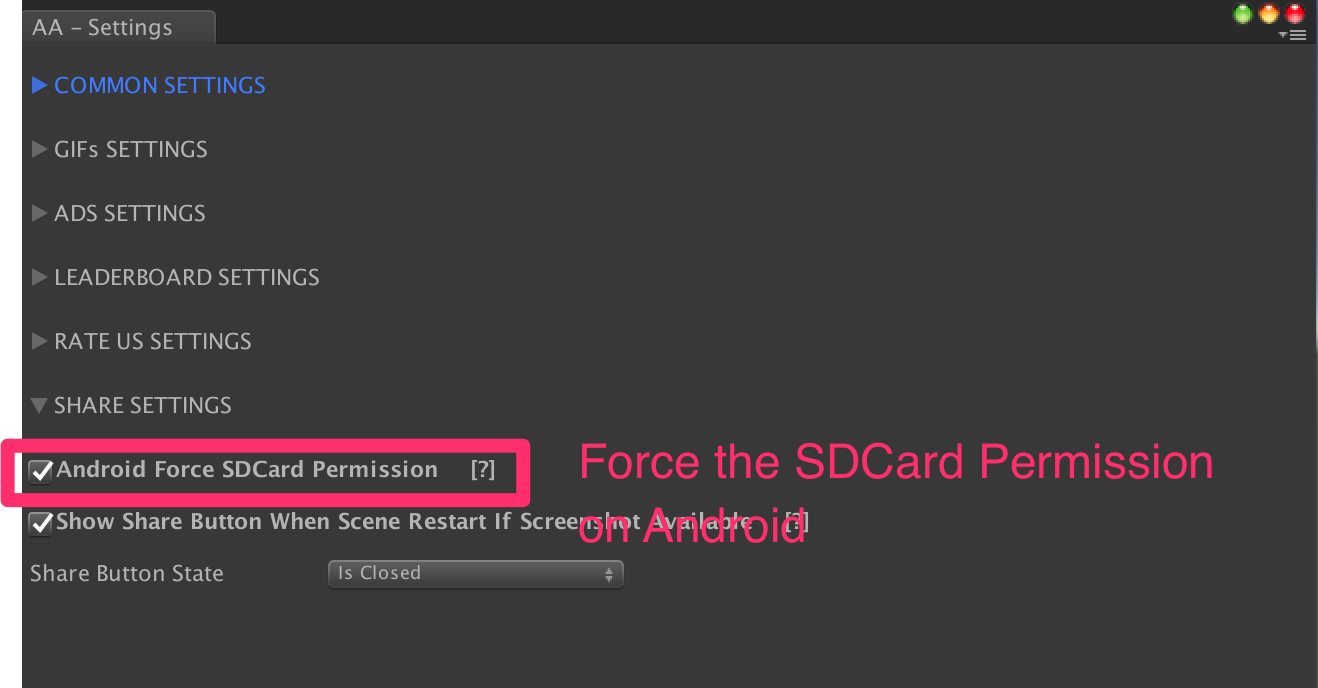
****

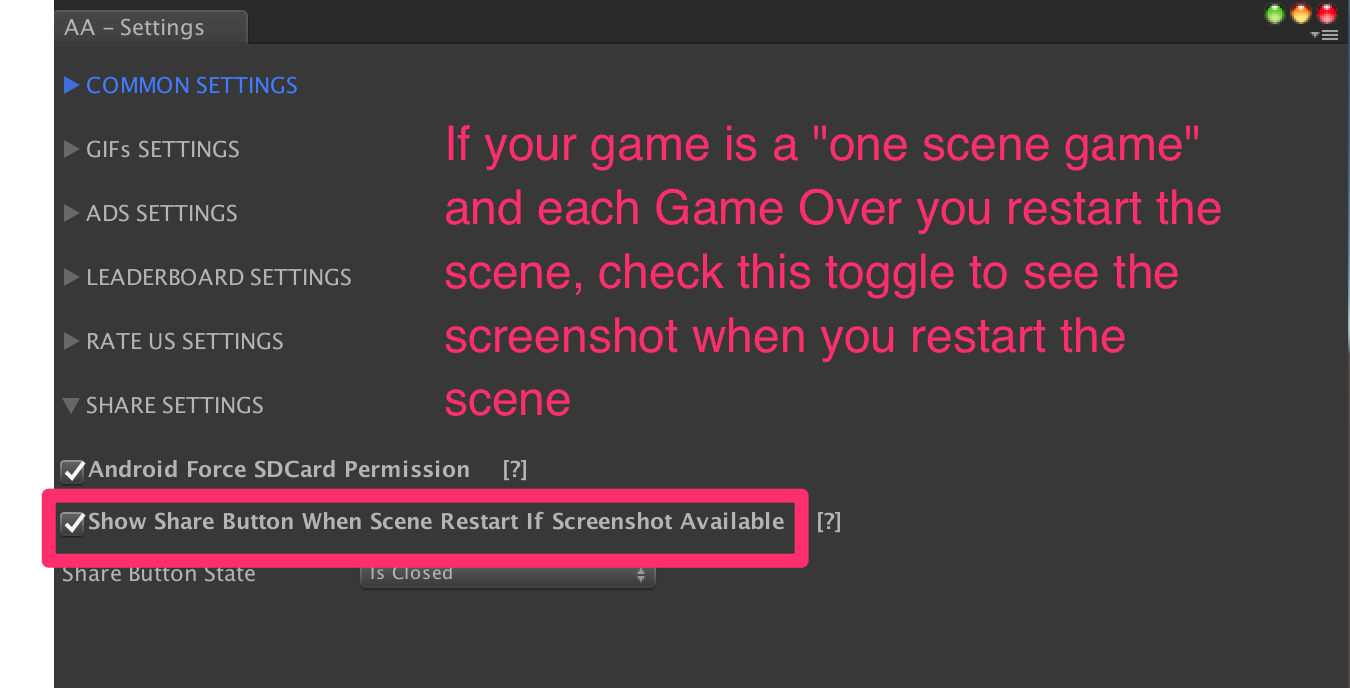
****

Open the Settings Window



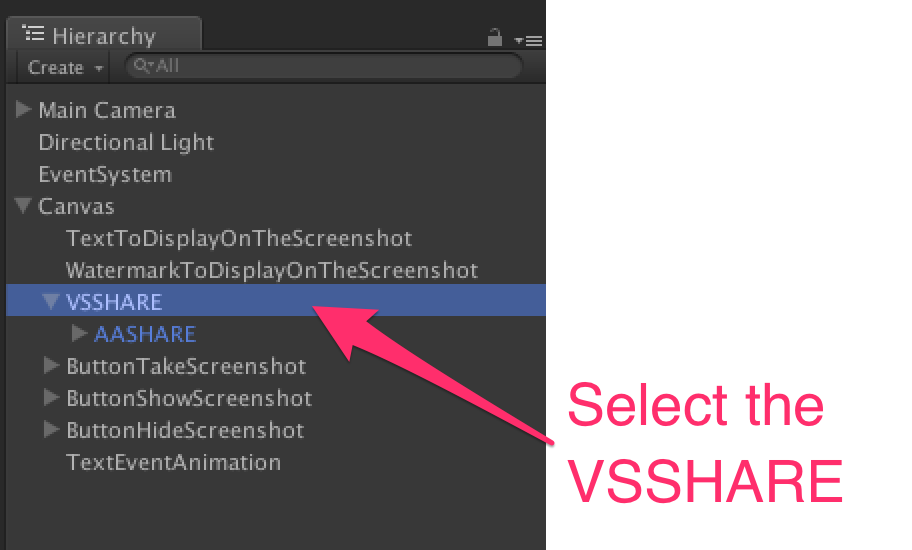


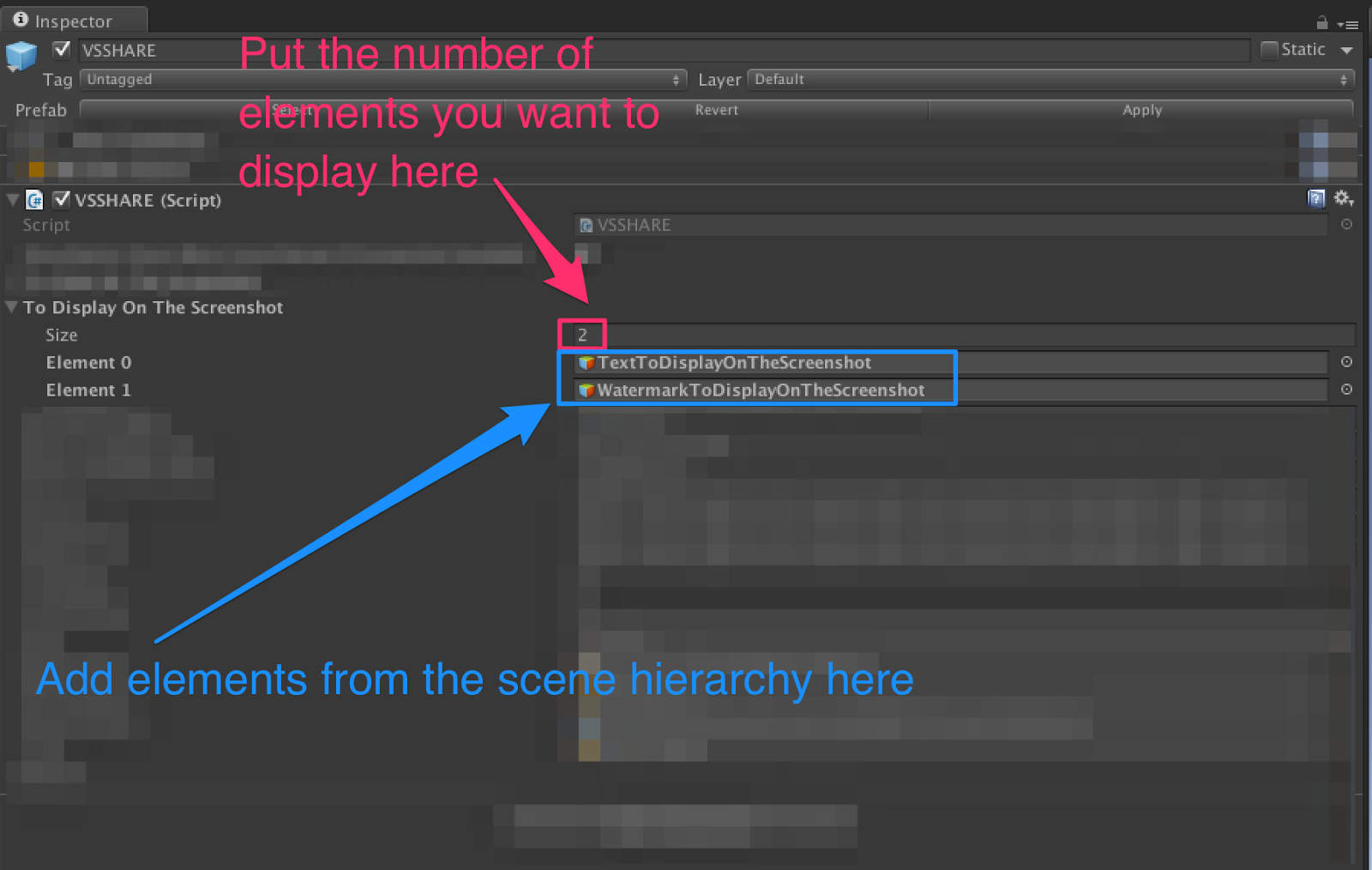


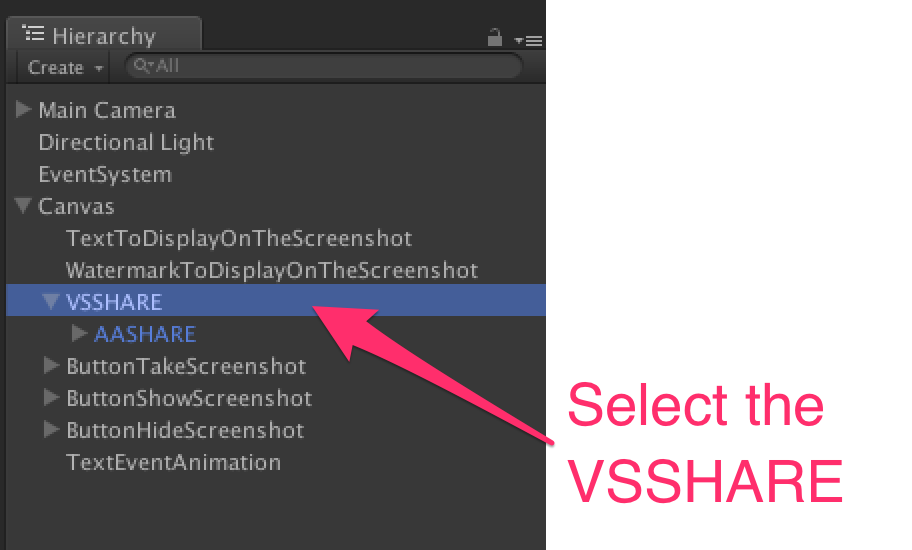


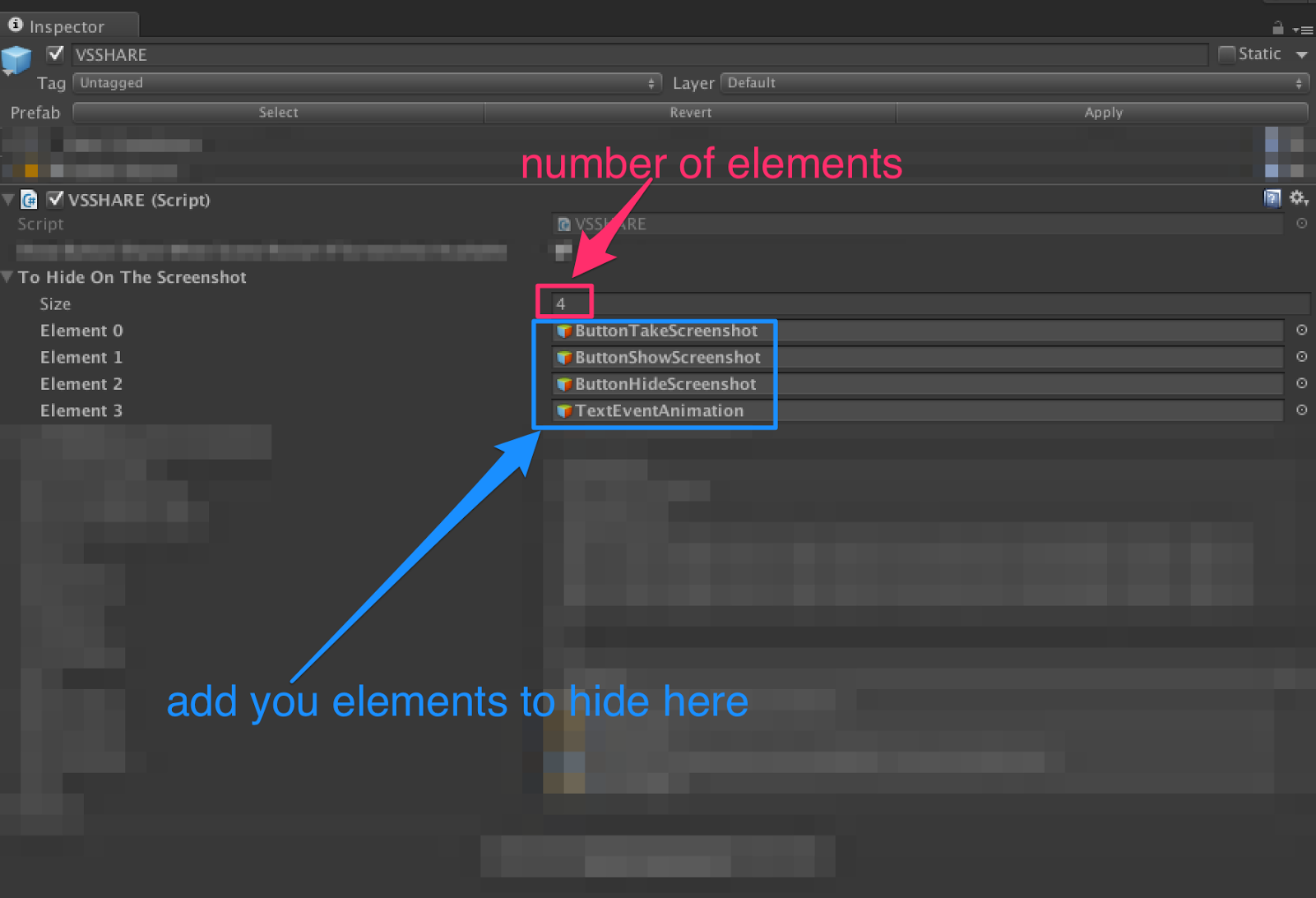
**TIPS :**

* Add text, image (like watermark) etc to the screenshot (and only visible on the screenshot !) :





* Hide some scene elements in the screenshot :



Thanks!

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Get it here:<http://u3d.as/qxf>

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Get it here:<http://u3d.as/ACQ>

