**Unity3D屏幕截图写法**

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[**Unity3D**](http://www.unitymanual.com)中屏幕截图的写法如下：

方法一：

其实关键代码就是这三句，先取到目标的贴图，然后转成字节，最后字节输出成图片：

Texture2D tex = (Texture2D)target.renderer.material.mainTexture;

byte[] byt = tex.EncodeToPNG ();

System.IO.File.WriteAllBytes (“Assets/” + textureName + “.png”, byt);

private void SaveMenuWindow (int windowID)

{

if (!saved) {

GUILayout.Label (“Name:”);

textureName = GUILayout.TextField (textureName);

if (GUILayout.Button (“Save”)) {

Texture2D tex = (Texture2D)target.renderer.material.mainTexture;

byte[] byt = tex.EncodeToPNG ();

System.IO.File.WriteAllBytes (“Assets/” + textureName + “.png”, byt);

saved = true;

}

} else {

GUILayout.Label (Application.dataPath + “/” + textureName + “.png”);

if (GUILayout.Button (“Close”)) {

objectMenuIndex = 0;

showSaveMenu = false;

saved = false;

}

}

}

方法二：

function ScreenshotEncode()

{

// wait for graphics to render

yield WaitForEndOfFrame();

// create a texture to pass to encoding

var texture:Texture2D = new Texture2D (Screen.width, Screen.height, TextureFormat.RGB24, false);

// put buffer into texture

texture.ReadPixels(Rect(0.0, 0.0, Screen.width, Screen.height), 0.0, 0.0);

texture.Apply();

// split the process up–ReadPixels() and the GetPixels() call inside of the encoder are both pretty heavy

yield;

// create our encoder for this texture

var encoder:JPGEncoder = new JPGEncoder(texture, 75.0);

// encoder is threaded; wait for it to finish

while(!encoder.isDone)

yield;

// save our test image (could also upload to WWW)

File.WriteAllBytes(Application.dataPath + “/../testscreen-” + count + “.jpg”, encoder.GetBytes());

count++;

}

//简便方法看下面：

function OnMouseDown() {

Application.CaptureScreenshot(“Screenshot.png”);

}