**Unity3D截取窗体图片并保存**

Posted on 2013年03月03日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 259 次

[**Unity3D**](http://www.unitymanual.com)截取窗体图片并保存 的脚本如下：

// The folder we place all screenshots inside.

// If the folder exists we will append numbers to create an empty folder.

var folder = "ScreenshotFolder";

var frameRate = 25; //每秒25帧。

private var realFolder = "";

function Start () {

// Set the playback framerate!

// (real time doesn't influence time anymore)

Time.captureFramerate = frameRate;

// Find a folder that doesn't exist yet by appending numbers!

realFolder = folder;

count = 1;

while (System.IO.Directory.Exists(realFolder)) {

realFolder = folder + count;

count++;

}

// Create the folder

System.IO.Directory.CreateDirectory(realFolder);

}

function Update () {

// name is "realFolder/0005 shot.png"

var name = String.Format("{0}/{1:D04} shot.png", realFolder, Time.frameCount );

// Capture the screenshot

Application.CaptureScreenshot (name);

}