

DOC VERSION v1.3 - MAY 2018

#### ScreenShooter window

Before being able to take screenshots, you will first need to open ScreenShooter window. Select *Tools*  $\rightarrow$  *ScreenShooter*  $\rightarrow$  *Show Window* from the main menu, as follows:

■ Cent	Screen Shooter >	Show Window	
C Game		Take Screenshots	Alt+Shift+S
\$ Sc	ale O	= 1x	

#### Camera

You need to specify from which camera you want to take screenshots. The first enabled camera tagged *"MainCamera"* is selected by default.

Screen Shootei			*=
🎬 Camera			
🐀 Main Camera			0
Screenshots 🥄			
	×		
= Nexus 4 Portrait	768	x 1280	PNG \$

# **Screenshots Configuration**

With **ScreehShooter** multiple screenshots can be taken with a single click. For each screenshot, you can specify desired name, resolution and file format (JPG or PNG).

Screenshots						Position Rotation Scale
= Nexus 4 Portrait	768	x	1280	PNG	Ð	🔻 🏐 🗹 Cam
= iPad Hi-Res Portrait	1536	x	2048	PNG	ŧ	Clear Flag
= 4K UHD	3840	x	2160	PNG	Ð	Backgroun
= Custom	7777	x	7777	JPG :	;	Culling Ma
				l	PN	G on
Tag				~	JPG	Vie
				1	-	Clipping Pl

You can do that manually or use predefined values from the dropdown menu:

Screen Shooter	Inspector	
🎬 Camera	👕 🗹 Main Camera	
Main Camera	Tag MainCamera + Layer Default	
Screenshots	Transform     Position   X 0   Y 0.3     Rotation   X 338   Y 0	Z -5 Z 350
Nexus 4 Portrait   768   x 1280   PNG ‡     iPad Hi-Res Portrait   1536   x 2048   PNG ‡     4K UHD   3840   x 2160   PNG ‡	Scale X 1 Y 1 Clear Flags Skybox Background Everything	Z 1
Tag	Android >O	
D:/Projects/Screen-Shooter/Assets/Screenshots	OS >   iPhone 3.5-Inch Portrait (640x960)   iPhone 3.5-Inch Landscape (960x640)   iPhone 3.5-Inch Landscape (960x640)   iPhone 4-Inch Portrait (640x1136)   iPhone 4-Inch Portrait (640x1136)   iPhone 4-Inch Portrait (640x1136)   iPhone 4-Inch Portrait (750x1334)   iPhone 4.7-Inch Portrait (750x1334)   iPhone 4.7-Inch Portrait (750x1334)   iPhone 5.5-Inch Portrait (1242x2208)   iPhone 5.5-Inch Portrait (1242x2208)   iPhone 5.5-Inch Landscape (2208x1242)   iPad Portrait (768x1024)   iPad Landscape (1024x768)   iPad Hi-Res Portrait (1536x2048)   iPad Pi-Res Landscape (2048x1536)   iPad Pro Portrait (2048x2732)	
	iPad Pro Landscape (2732x2048)	

### Tag

The tag is just a convenient way to specify common file name prefix for all screenshots that will be taken with one click. While this field is not required, it can save time in case you need to make few different sets of screenshots with the same configuration.

iPad Pro Portra	it	2048	x 2732	PNG \$
Custom		7777	x 7777	JPG ‡
				+, -
Tag	01_			
Save To	_			
D:/Projects/Scree	n Chasten/As	anta (Causa	mahata	

# Save To

Screenshots will be saved to %YOUR\_PROJECT%/Screenshots folder by default. If you want to change the save path, click on **Browse** button and choose another folder, or enter the new path manually.

	5	
	Show	Browse
Take Screenshot	s	

If target folder already exists then **Show** button will be enabled. You can use this button to open screenshots folder directly in system file manager.

If target folder doesn't exist yet, it will be created when taking screenshots.

### **Take Screenshots**

Finally, you're now able to take as many screenshots as you want, simply by pressing the **Take Screenshots** button! Also, you can do that by using the *Alt+Shift+S* keyboard shortcut.

**Please note:** There is currently a known bug within Unity itself preventing "Screen space - Overlay" UI items from being captured. As a workaround, you can switch canvas render mode to "Screen Space - Camera" and set canvas plane distance close to camera near clipping plane.

V Canvas		🔯 🌣,
Render Mode	Screen Space - Camera	+
Pixel Perfect		
Render Camera	🐀 Main Camera (Camera)	0
Plane Distance	1	
Sorting Layer	Default	+
Order in Layer	0	

# **Folder Location**

The "ScreenShoter" folder doesn't require to be in the root of your project, you can freely move it wherever you want. Then just go to **Edit -> Preferences -> ScreenShooter** and update the folder location:

Unity Preferences	x
Unity Preferences General External Tools Colors Keys GI Cache 2D Cache Server Diagnostics ScreenShooter	<text><text><text><text><text></text></text></text></text></text>
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