

DOC VERSION v1.4 - FEBRUARY 2019

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:

| S. | ■ Cente | S | creen Shooter | > | Show Window | |
|----|---------|------|---------------|---|------------------|-------------|
| ī | C Game | | | | Take Screenshots | Alt+Shift+S |
| | \$ Sca | le 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 1 | L280 | PNG \$ | ▼ 📾 🗹 Cam |
| = iPad Hi-Res Portrait | 1536 | x Z | 2048 | PNG \$ | Clear Flags |
| = 4K UHD | 3840 | x | 2160 | PNG \$ | Backgroun |
| = Custom | 7777 | x | 7777 | JPG ‡ | Culling Ma |
| | | | | L PN | NG on |
| Tag | | | | JP | G Vie |
| | | | | _ | Clipping Pl |

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

| Screen Shooter | Inspector | |
|---|-------------------------------|---------------------------------------|
| Samera | 🌍 🗹 Main Cam | era |
| Main Camera | Tag MainCamer | ra 🕴 Layer Default |
| | Transform | n |
| I Screenshots | Rotation | X 338 Y 0 7 350 |
| | Scale | X 1 Y 1 Z 1 |
| Nexus 4 Portrait 768 x 1280 PNG | Camera | |
| = iPad Hi-Res Portrait 1536 x 2048 PNG | Clear Flags | Skybox |
| = 4K UHD 3840 x 2160 PNG | Background | |
| + | Culling Mask | Everything |
| Tag | Custom | Perspective |
| Save To | Android > | |
| | iOS > | iPhone 3.5-Inch Portrait (640x960) |
| D:/Projects/Screen-Shooter/Assets/Screenshots | Standalone > | iPhone 3.5-Inch Landscape (960x640) |
| Show) Br | | iPhone 4-Inch Portrait (640x1136) |
| Take Screenshots | Depth | iPhone 4-Inch Landscape (1136x640) |
| | Rendering Patł | iPhone 4.7-Inch Portrait (750x1334) |
| | Target Texture | iPhone 4.7-Inch Landscape (1334x750) |
| | Occlusion Culli | iPhone 5.5-Inch Portrait (1242x2208) |
| | | iPhone 5.5-Inch Landscape (2208x1242) |
| | GUI Lay | iPad Portrait (768x1024) |
| | | iPad Landscape (1024x768) |
| | | iPad Hi-Res Portrait (1536x2048) |
| | | iPad Hi-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.

| it | 2048 | x 2732 | PNG \$ |
|--------------|----------|--------|----------------|
| | 7777 | x 7777 | JPG ‡ |
| | | | +, - |
| 01_ | | | |
| | _ | | |
| n Chasten/As | t- /C-u- | | |
| | 01_ | 01_ | it 2048 x 2732 |

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.

| s | |
|------|--------|
| Show | Browse |
| s | |
| | |
| | Show |

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.

| 🔻 🔣 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 | |
|--|---|
| Unity Preferences General External Tools Colors Keys GI Cache 2D Cache Server Diagnostics ScreenShooter | ScreenShooter Construction Change this setting to the new location of the "screenShooter" folder if you move it around in your project. Folder Location |
| | Version 1.2 |