# Instant Screenshot (Plugin)

This plugin requires Unity Pro to work – It uses RenderTexture to take Screenshots.

## **Import Plugin**

Double click on the package – it will open in Unity. Click on the Import Button to import.



## **Getting Started**

The menu item exists under Tools -> Saad Khawaja -> Instant High Res Screenshot. Click on that Menu Item to open the Screenshot Plugin window.

Screenshot					-≡
Resolution					
Width					
Height					
Scale					
Save Path					
Choose the folder in which to save the screenshots					
Select Camera					
🖶 Main Camera					
Transparent Backg					
Choose the camera of which to capture the render. You can make the background transparent using the transparency option.					
Default Options					
Set To Screen Size					
Default Size					
Screenshot will be taken at 2560 x 1920 px					
		ake Screenshot			
·					
Open Last Scre	enshot C				
In case of any error, make sure you have Unity Pro as the plugin requires Unity Pro to work.					

### Resolution:

This is the resolution at which the screenshot will be taken. The mode of screenshots is **"crop"** so if you take a screenshot at 100x900 pixels – you will not get the complete screen in the screenshot.

Make sure that you take the screenshot at an appropriate resolution. Also, make sure that the resolution is not that high that it causes **Memory Issues.** 

You can use the **scale factor** to multiply your size – to increase the resolution.

#### Camera Select & Transparent Background:

You need to drag the appropriate camera into the Camera Option. If you do not, automatically the Main Camera picture is taken.

You can remove the background – the skybox, if you wish to. It will result in a transparent background PNG.

#### Save Path:

You can change the path/folder where the images are saved. Click on Browse and then choose the folder where you wish to save the images.

### Support

If there is any issue, feel free to email me at:

me@saadkhawaja.com

Follow on Twitter: http://www.twitter.com/saadskhawaja