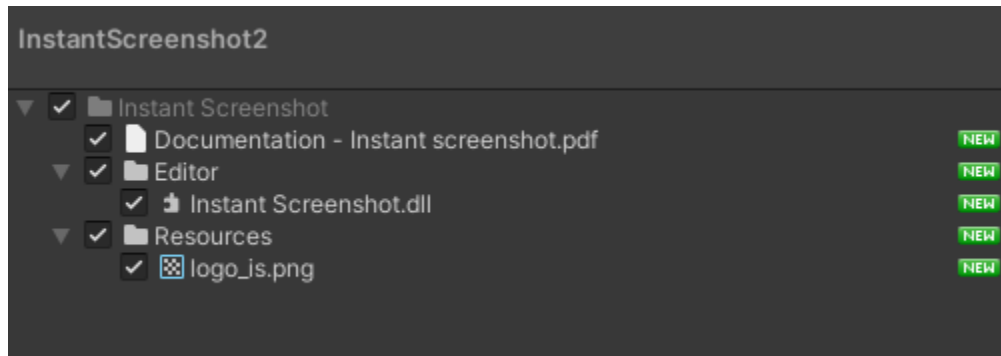




## Included Files

When you import the package, a folder named “Instant Screenshot” will be added to your project.

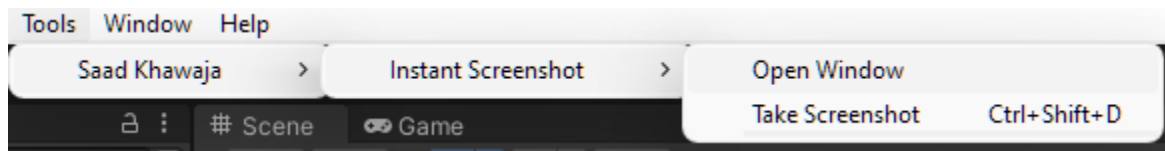


It is important to keep the path as it is and not move the plugin to another location/directory.

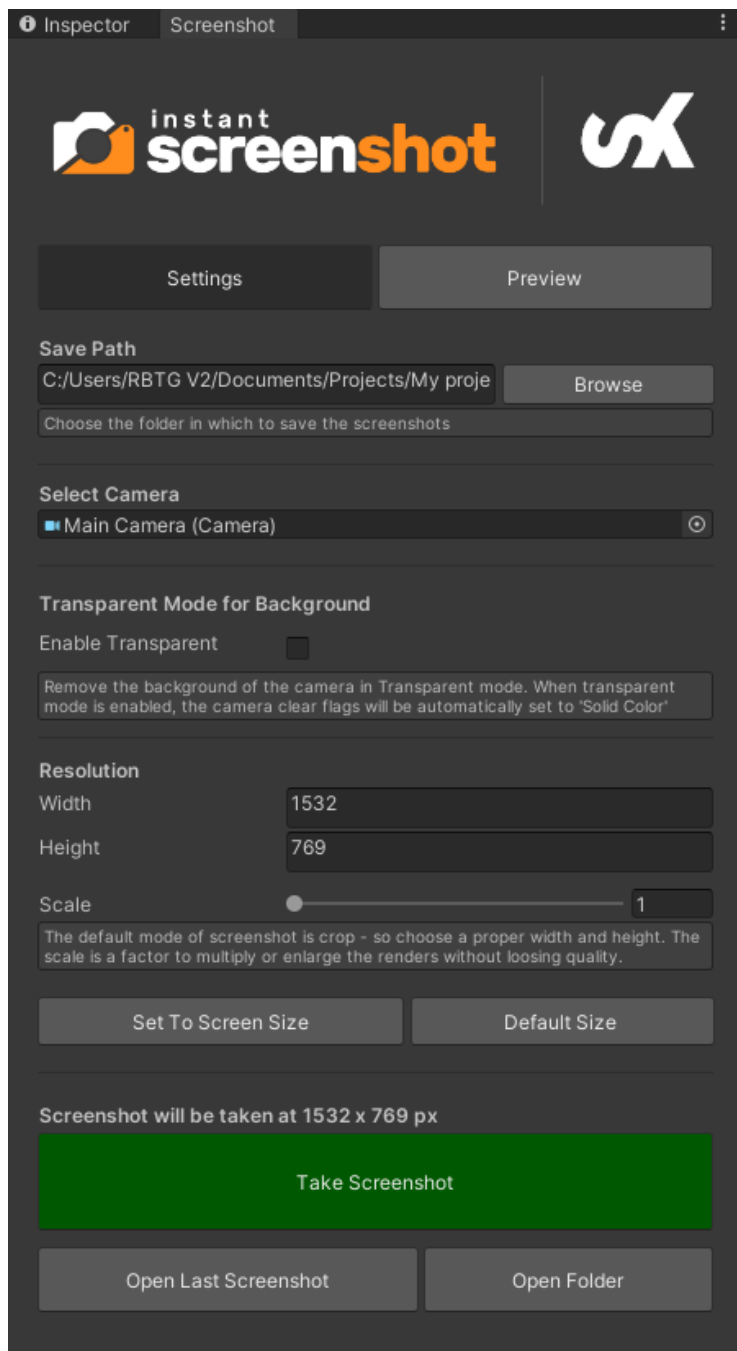
## How to use:

Once the plugin is imported. You can access it using the “**Tools**” menu.

There is an additional shortcut added now using “**Ctrl + Shift + D**” to take an instant screenshot of the default/selected camera without using the instant screenshot configuration window.



Go to **Tools/Saad Khawaja/Instant Screenshot/Open Window** to open the configuration window and dock it anywhere.



## **Parameters**

### **Save Path:**

This is the path where the screenshots will be saved into.

It is strongly recommended not to keep this folder inside the project to avoid asset refresh loading delays. Use the documents folder or any other folder outside your project for an efficient workflow.

### **Select Camera**

Everything in this camera view will be saved in the screenshot. By default, the main camera is selected.

### **Enable Transparent**

This is probably the reason why this plugin is used so much. By enabling this parameter, you can take a screenshot with a transparent background.

The camera clear flags will automatically be set to “Solid Color” to enable a render with alpha.

### **Resolution**

Self explanatory. Use the “Set to Screen Size” button to set the resolution to the game view size. Use the scale slider to take a high resolution screenshot without any loss of quality.

### **Preview**

Use the preview tab to see a real-time preview of what will be rendered in the screenshot.

## Code

The following function is exposed for you to use in the code:

```
void TakeScreenshot()  
  
void TakeScreenshot(string path = "", Camera camera = null, int width = 1920, int  
height = 1080, int scale = 1, bool isTransparent = false)
```

To use in your own project, add the namespace:

```
using SaadKhawaja.InstantScreenshot;
```

and call the function named: TakeScreenshot

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using SaadKhawaja.InstantScreenshot;  
  
public class TestScreenshot : MonoBehaviour  
{  
    // Update is called once per frame  
    void Update()  
    {  
        if(Input.GetKeyDown(KeyCode.Return))  
        {  
            Debug.Log("Taking screenshot");  
            InstantScreenshot.TakeScreenshot("C:\\Users\\Saad\\Desktop\\Screenshots", Camera.main, 1920, 1080, 2, true);  
        }  
    }  
}
```

## Thank you for Using

Thank you for using the asset. This is a free asset and will always be free for the developer community. Feel free to email me if you face any issues at:

[saad@mindravel.com](mailto:saad@mindravel.com)

<https://www.twitter.com/saadskhawaja>