

Multi Screenshots Suite for Unity

User Guide

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2. Introduction

Multi Screenshot Suite is a Unity asset that will allow you to create the perfect images you need to promote your game in any planform (iOS, Android, Mac, Windows,...).



It contains 3 different tools:

- **Capture module:** Capture screenshots from your game. With one click it will capture all the screen resolutions (any size!!) and languages specified on the current screen your are playing.
- **Templates:** Use one of the included templates to improve the screenshots taken (put inside a device, add texts, add background,...).
- **Improve module:** Improve your screenshots using a template and export them ready to be published.

There is a **Demo scene** included to be used in case you can't wait to see it in action.

2.1. History

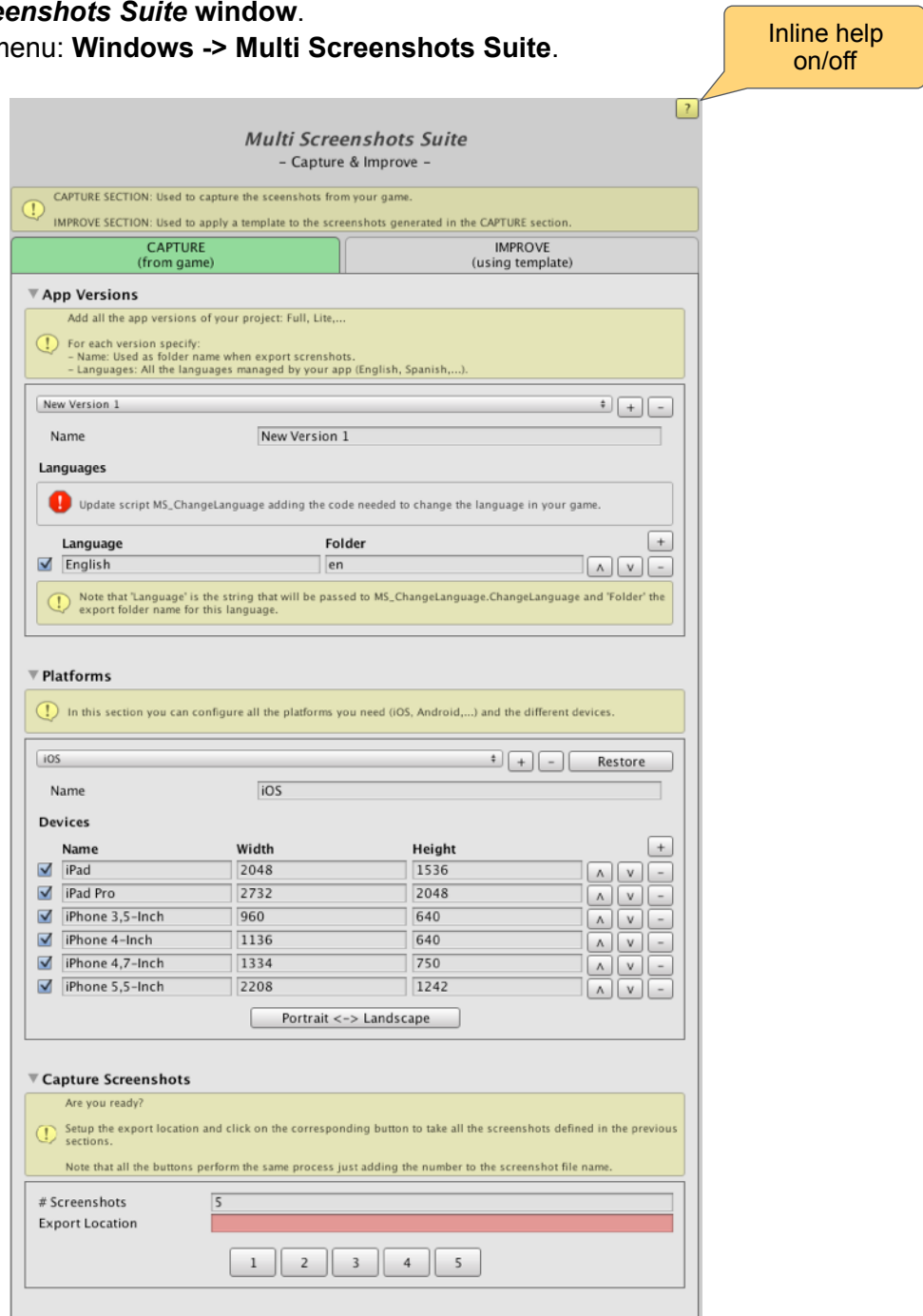
This asset was created to generate all the screenshots needed to publish [GeoExpert](#). As GeoExpert is available in 17 languages I had to prepare more that 1000 screenshots only for the iOS version... and taking into account only the World Version (full & lite).

Thanks to this tool I can generate them in a few minutes when needed. I hope you find it as useful as me.

3. First steps

Follow these simple steps to start using *Multi Screenshots Suite*:

1. **Import the asset.**
 - You can move to any subfolder (Asset/Tools/...). It's ready for that.
2. **Open *Multi Screenshots Suite* window.**
 - Using the top menu: **Windows -> Multi Screenshots Suite.**



3. Note that asset include **inline help (yellow boxes)**. You can toggle this help by clicking on the top-right help button.
4. Every asset module will be detailed in the next chapters.

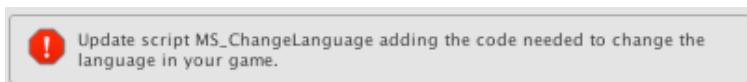
4. Capture module

Use this module to capture the screenshots from your game. It will automatically save them in the specified location.

Cool Feature: You can capture screenshots of **any size** and you don't need a big monitor or a complex configuration (linking your views,...).

4.1. MS_ChangeLanguage script

As is shown in the CAPTURE module, script MS_ChangeLanguage must be configured in order to change automatically the language of your game.



Just open the script located in "Multi Screenshots Suite/Scripts" and update the next methods:

- **ChangeLanguage:**

- Add your code to change the language.
- Note that this method receives the string "Language" you enter in the CAPTURE section:



- **HideWarningInEditor:**

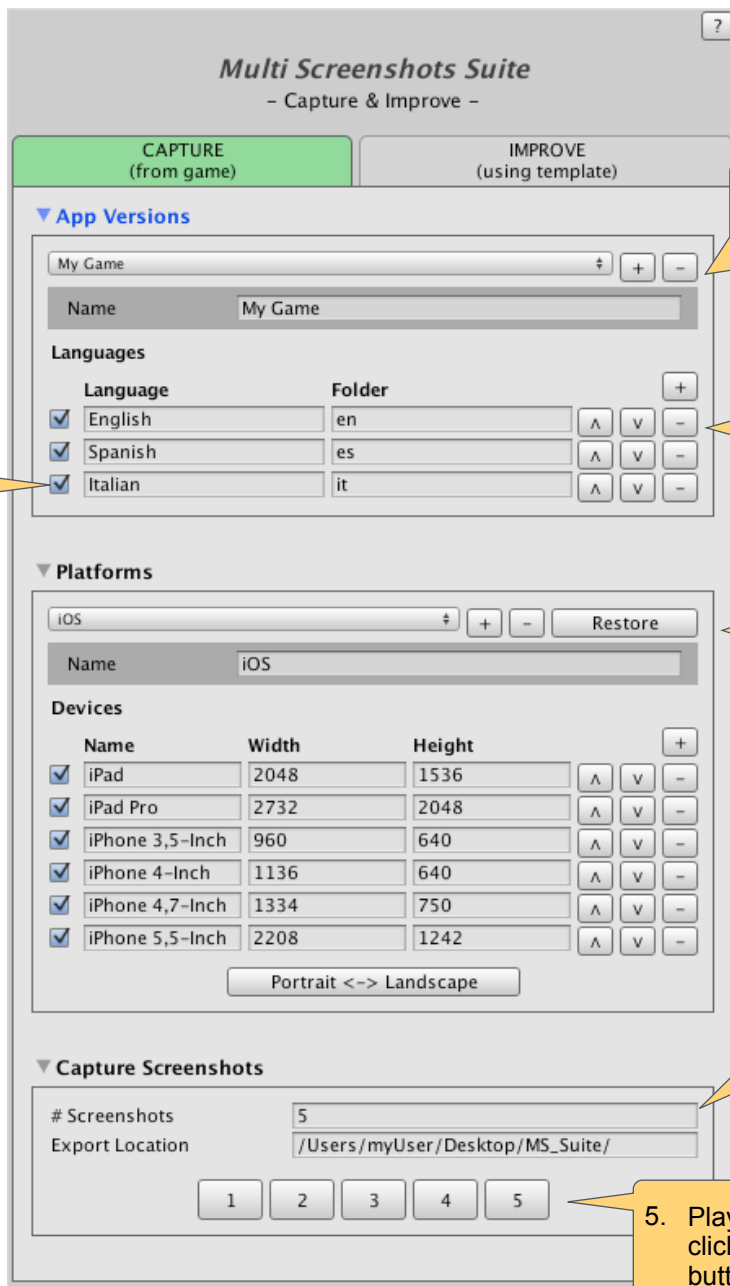
- Just return "true" to hide the warning.

Please note that your game should be able to change the location immediately (it's not needed to reload the scene, etc).

In other case, you can still use this asset but without the language feature. Just left empty the method ChangeLanguage and return true to hide the warning in function HideWarningInEditor.

4.2. Configuration

Customize the CAPTURE window fields as your needs following the next guide:



Note that you can active or deactivate any option

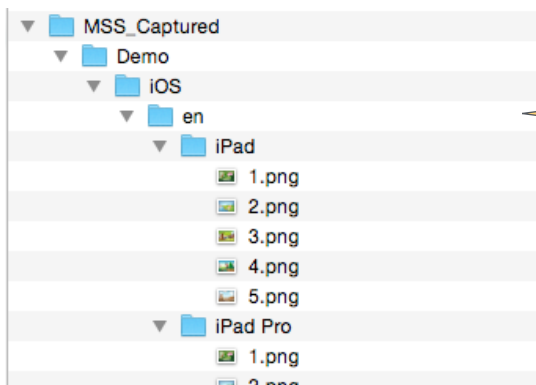
1. Add all the app versions needed (My Game Full, My Game Lite,...)

2. Add all the languages managed by your game.

3. Select / Create / Customize the platform you are taking the screenshots for.

4. Choose how many screenshots you need and the export location.

5. Play your game and click on these buttons to take the screenshots.



6. Open the *Export Location* to see your screenshots perfectly organized.


5. Templates

Now you have the screenshots of your game, but it would be nice to apply some layout or include some texts to make them awesome... let's see the templates!

To start using a template, **duplicate one** of the included to adapt to your project.

5.1. Configuration

All the templates contains a “Template Configurator” object used to configure the template.



The image shows the 'Multi Screenshots Suite - Template Configurator' window. It has three main sections: 'Languages', 'Translations', and a list of translations for a specific screenshot and game object. Three yellow callout boxes provide instructions:

1. Add all the languages managed by your game (it expect the language folder specified in the CAPTURE module)
2. Add the Texts that needs to be translated (already filled with the default texts of the template).
3. For every “Screenshot - Game Object Text” add the corresponding translations.

Templates can be **customised**:

- Adding more Text fields.
- Adding images.
- Replacing the background.
- ...

Just make sure:

- Don't remove or rename object **Screenshot_Image** (used to include your screenshots).
- Use correctly the Unity layouts so they can be adapted to any resolution.

5.2. Template: Basic

This template allows you to add overlay text to your screenshots:



5.3. Template: iOS

This template allows you to:

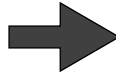
- Include your screenshots in any iOS device (automatically).
- Add a title and subtitle.
- Add a background.



5.4. Template: Mac

This template allows you to:

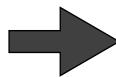
- Include your screenshots in a Macbook device (automatically).
- Add a title and subtitle.
- Add a background.



5.5. Template: Android

This template allows you to:

- Include your screenshots in an Android phone or tablet (automatically).
- Add a title and subtitle.
- Add a background.

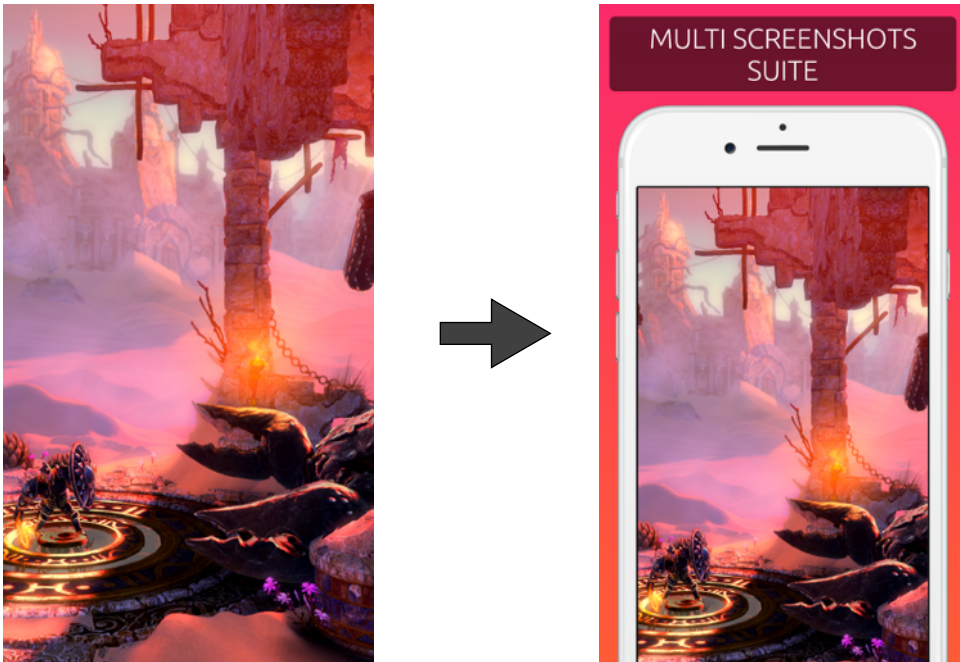


5.6. Template: iPhone 5,5 Inch (Tall)

This template is specifically designed for iPhone 5,5 Inch in portrait.

It allows you to:

- Include your screenshots in an iPhone (automatically).
- Add a title.
- Add a background.



5.6. More templates

I'm working on more templates that will be added in future versions:

Contact me if you have any special template request: support@educaPix.com

6. Improve module

At this point you have your **screenshots exported** and a **template configured**... let's apply the template to the screenshots using the *Improve module*.

With the template scene opened go to the "Multi Screenshots Suite window" and click on the IMPROVE tab.

6.1. Configuration

Configure following the next guide:

The screenshot shows the 'Multi Screenshots Suite - Capture & Improve' window. It has two tabs: 'CAPTURE (from game)' and 'IMPROVE (using template)'. The 'IMPROVE' tab is active. The interface includes a 'RELOAD DATA' button with the path '/Users/jarv/Desktop/MS Suite/'. Below are sections for 'Options' (App Version: Demo, Platform: iOS), 'Languages' (en, es), 'Devices' (iPad, iPad Pro, iPhone 3,5-Inch, iPhone 4,7-Inch, iPhone 4-Inch, iPhone 5,5-Inch), and 'Screenshots' (1-5). At the bottom is an 'EXPORT ALL' button with the text '(Apply template to ScreenShots and export)'. Four yellow callout boxes provide instructions: 1. Click RELOAD DATA. 2. Select App Version and Platform. 3. Select Languages, Devices, and Screenshots. 4. Click EXPORT ALL.

1. Start by clicking on the RELOAD DATA button to read all the screenshots exported in the CAPTURE module.

2. Select the App Version and Platform to be used in this template.

3. Select the Languages, Devices and Screenshots.

4. Finally click on EXPORT ALL and wait until it generates all the screenshots ready to be published.

7. Need help?

Don't hesitate to contact me in case you have any issue with this asset.

You can contact me using the contact form found in www.educaPix.com or directly to my email support@educapix.com

Thanks for buy this asset.