Resolution Tester Tool

Descripción

Files: CGFResolutionTesterTool.cs

Path: "CGF/Editor/Tools/ResolutionTester"

Menu: "CGF/Optimization and Analysis/Resolution Tester"

Description

Tool that tests Game view screenshots across configured resolutions.

Reference

- **Configuration**
  - **Output Folder** – Folder where screenshots produced by the resolution test are saved.
  - **File Name** – Base name used for captured screenshots; resolution and canvas identifiers are appended automatically.
  - **Generate Grid** – Overlay a reference grid on captured canvases to make alignment and scaling differences easier to compare.
  - **Grid Size** – Spacing in pixels between lines in the generated reference grid.
  - **Disable All Before Captures** – Disable every configured canvas prefab before enabling the one used for each screenshot.
  - **Seconds Before Capture** – Time allowed for layout and rendering to settle after changing resolution or canvas, before taking the screenshot.
  - **Seconds After Capture** – Pause after each screenshot before continuing to the next resolution or canvas.
  - **Canvas Prefabs** – UI prefabs instantiated and captured at each enabled test resolution.
  - **Resolutions** – Game View sizes used to test and capture each enabled canvas prefab.
  - **Capture** – Run the configured canvas prefabs through every enabled resolution and save their screenshots.
  - **Open Output Folder** – Open the screenshot destination folder in the operating-system file browser.

Use

Open the tool from `CGF/Optimization and Analysis/Resolution Tester` in the Unity editor. Use the controls listed in Reference to configure the window workflow.