User Manual Image Capturer Tool

Descripción

Files: CGFUserManualImageCapturerTool.cs

Path: "CGF/Editor/Tools"

Menu: "CGF/Documentation/User Manual Image Capturer"

Description

Prepares temporary assets and prefabs for manual Inspector screenshots.

Reference

- **Stop Batch** – Stop the current sequence after the capture already in progress finishes.
- **Generate All Items** – Delete and recreate every temporary component, ScriptableObject and material used for manual screenshots.
- **Generate Missing Items** – Create only the temporary capture objects that are currently missing or invalid.
- **Capture Information**
  - **Components**
- **Items**
  - **Filter By Name** – Show only capture items whose displayed name contains this text.
  - **Select All** – Enable every discovered component and material inspector for the next manual-image capture.
  - **Clear** – Clear the current capture-item selection.
- **Capture Area**
- **Auto Expand** – Expand collapsible Inspector sections before capturing so their controls are visible.
- **Capture Visible Inspector** – Save one image containing the currently visible portion of the selected Inspector.
- **Capture Separated** – Capture the selected Inspector as multiple viewport-sized images from top to bottom.
- **Capture All Inspector** – Capture the selected Inspector's complete scrollable content as one full-height image.

Use

Open the tool from `CGF/Documentation/User Manual Image Capturer` in the Unity editor. Use the controls listed in Reference to configure the window workflow.