**Screenshot Plugin Documentation**

**Overview:**

The Screenshot Plugin facilitates capturing screenshots in both Unity Editor and application mode. It provides the option to save screenshots to the device's gallery and share them through installed applications. Additionally, users can apply watermarks to their captured images.

**Functionalities:**

* **Destination Path (Editor Mode):**Choose a destination path within the Unity Editor.
* **Rename Screenshots:**Customise the names of captured screenshots.
* **Rename Screenshots' Folder:**Personalise the name of the folder where screenshots will be stored.
* **Save to Gallery:**Enable to automatically create a folder in the device's gallery for saved screenshots.
* **Share Screenshot:**Enable to prompt users to share screenshots through any installed application.
* **Watermark Feature:**Add watermarks to screenshots by enabling this feature.
* **Watermark Text:**Specify the text to be displayed as the watermark.
* **Hide UI Elements:**Select UI panels or single UI objects in the UIObjects array to make them invisible in the screenshot.
* **Hide Game Objects:**Choose game objects in the GameObjects array to make them disappear in the screenshot.
* **Capture Button:**The Capture button is a reference for capturing screenshots; no manual assignment is needed.

**Setup Steps:**

* **Import Prefab:**Import the prefab (ScreenshotHandler) into the Unity hierarchy.
* **Orientation Settings:**Adjust settings based on landscape or portrait mode, depending on your project's requirements.
* **Preparation:**Make necessary arrangements before using the plugin, handle plugin entries, and fill out all details.
* **Capture:**Press the designated button displayed on the screen to capture the screenshot.

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