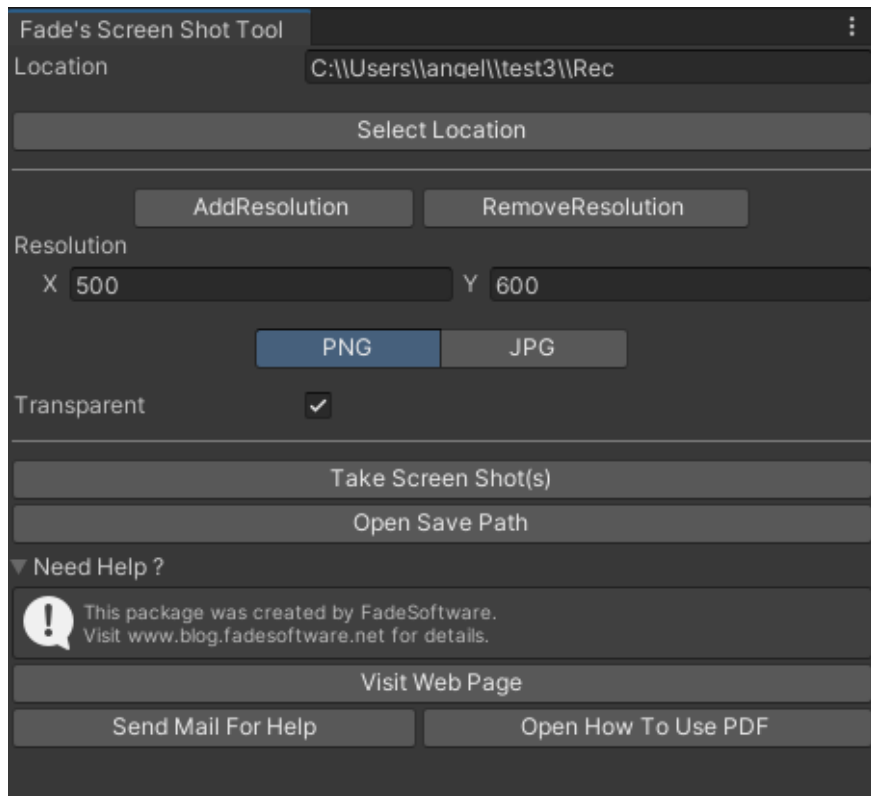# Screen Shot Tool

First of all, thank you for choosing to use my package. I will give you information about the package and how to use it. Let's begin.

Features of the package

It allows you to take screenshots while in gameplay and in the editor.

It supports taking screenshots at multiple resolutions at the same time.

It outputs two different types of output, png and jpg.

It can take png type transparent screenshots.

You can choose which location the screenshots will be saved to on your computer.

Descriptions of interface elements

Location: It shows where the screenshots will be saved. You can change it by clicking on the "Select Location" button.

Add Resolution Button : It allows you to add resolution to take screenshots at multiple resolutions at the same time.

Remove Resolution Button : Allows you to delete the resolution.

PNG Button: Option for taking screenshots in PNG type

JPG Button: Option for taking screenshots in JPG type

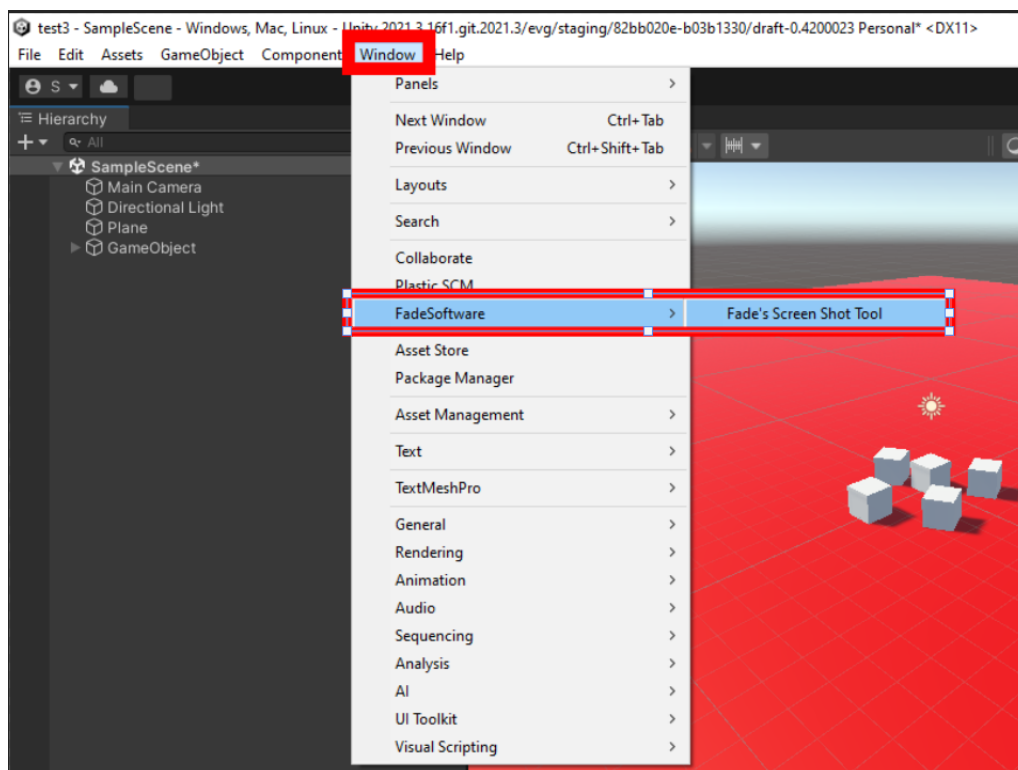**Transparent Toggle:** Option for taking screenshots transparent

Take Screen Shot Button: Button to take a screenshott

Open Save Location Button: opens the location where the screen shot were saved
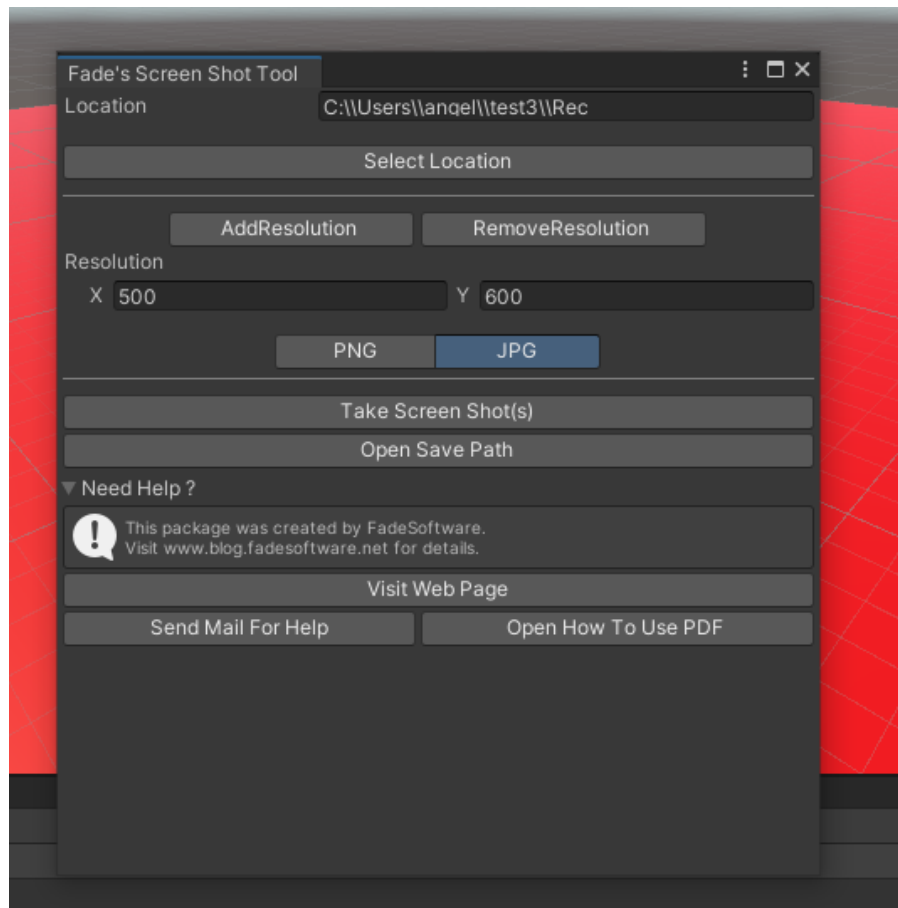
How to use

1- Import the file named FadeScreenShotTool.unitypackage to your project.

2- After importing, follow the path Window/FadeSoftware/Fade for access the Screenshot Tool .

3- Now you can apply and use the screenshot tool with settings specific to you.

ATTENTION

**Please do not change the name and location of the package, scripts or any assest.
Operations are performed in the background according to the location of some files. If the
position changes, it will be inevitable to make errors.**

Contact

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