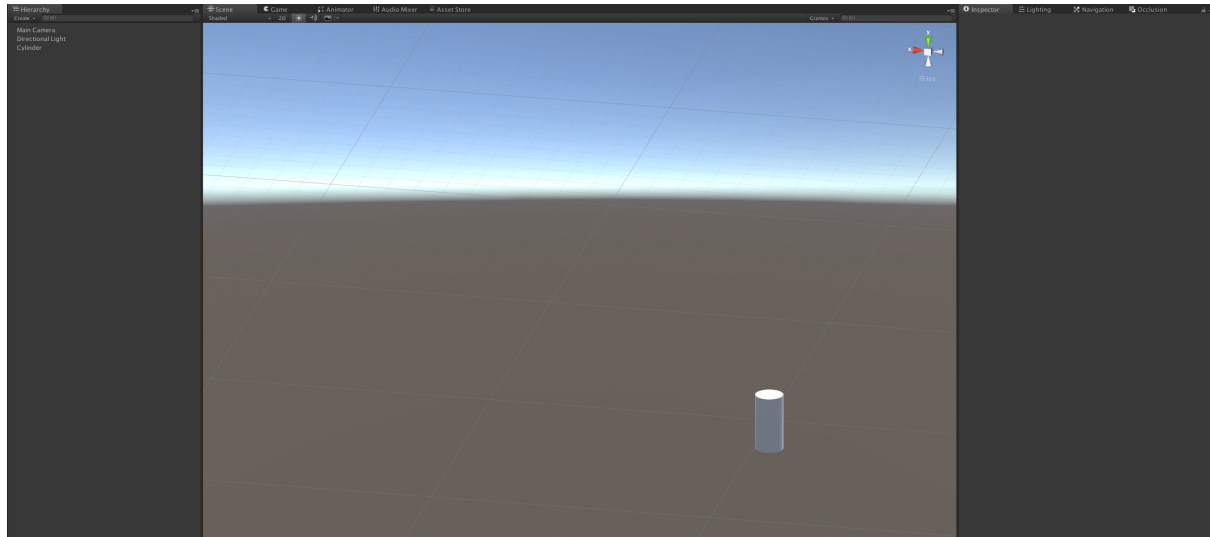


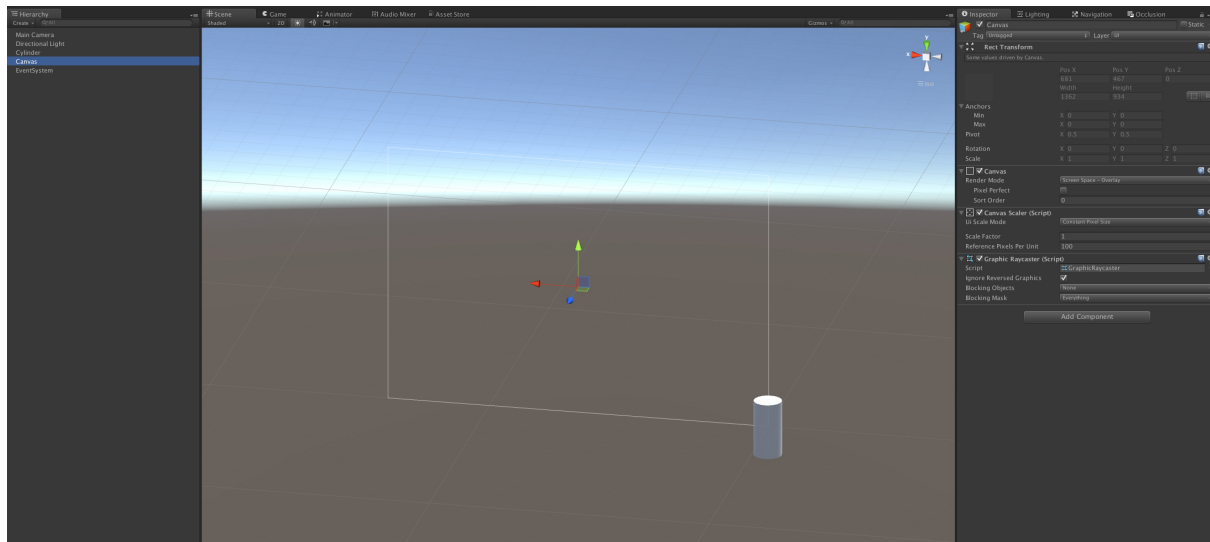
RectSnap

Thank you for purchasing my asset!

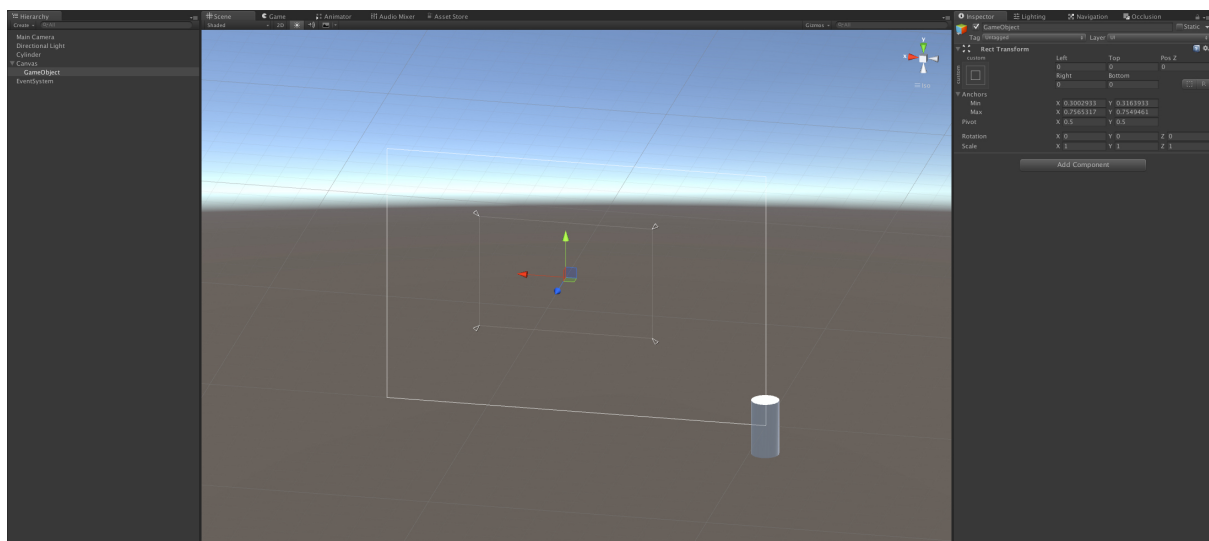
Tutorial



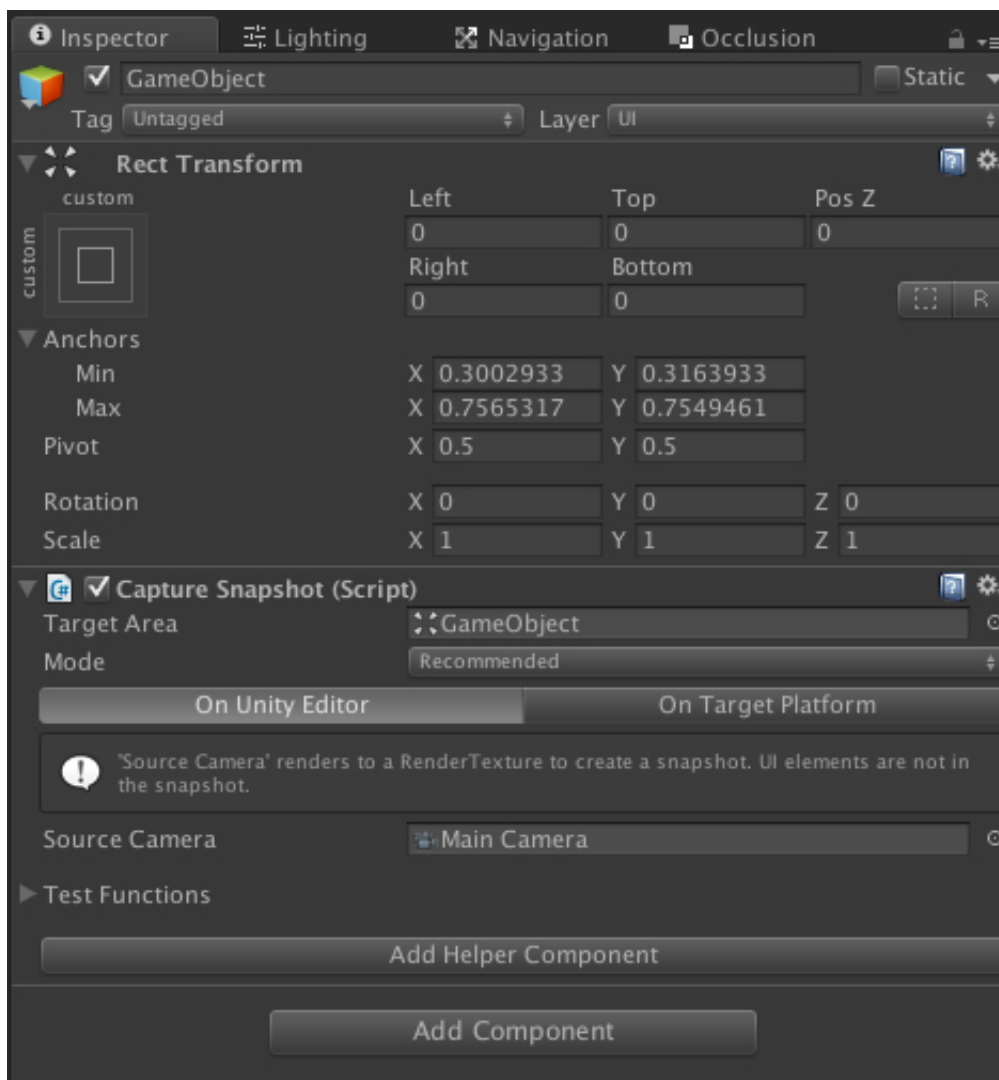
Create a canvas.



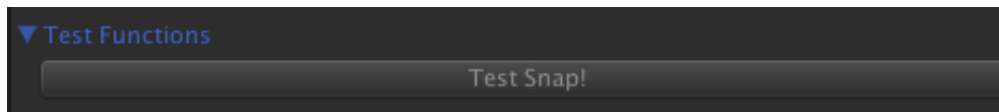
Create an empty object in the canvas, and adjust its size.



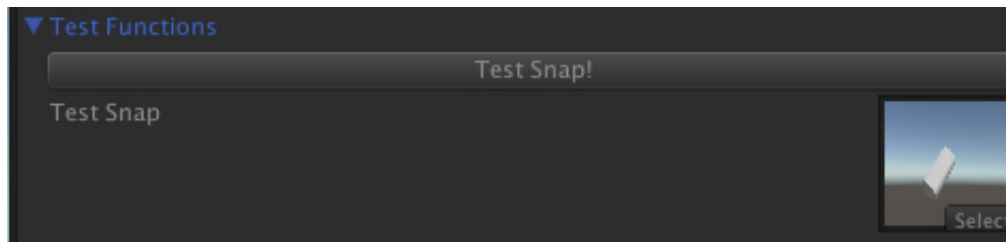
Add CaptureSnapshot component to the empty object.



Now, you can run the scene and click following button to take a snapshot.
(You can use this button to test this asset.)



After click, result is displayed on the editor.

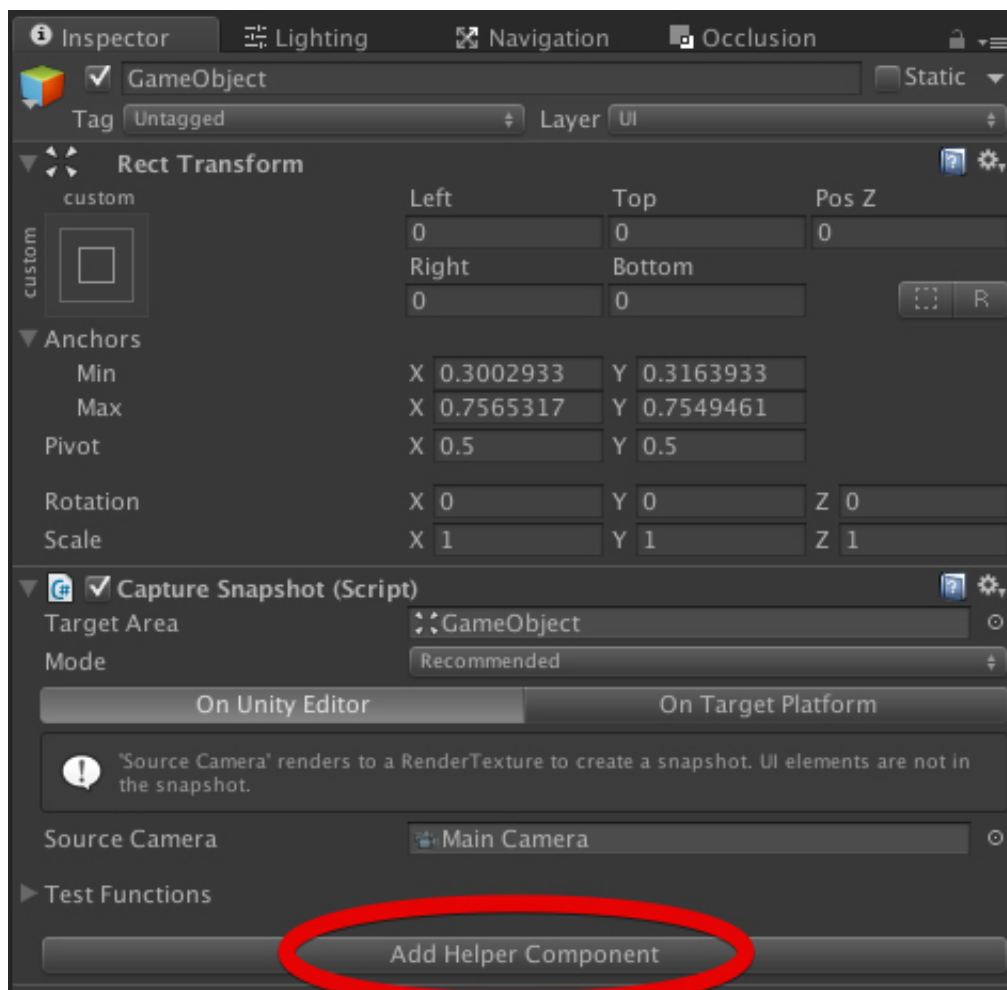


CaptureSnapshot has public method:
`public void TakeSnapshot(Action<Texture> onSnapshotTaken).`
You can get a texture with this method.

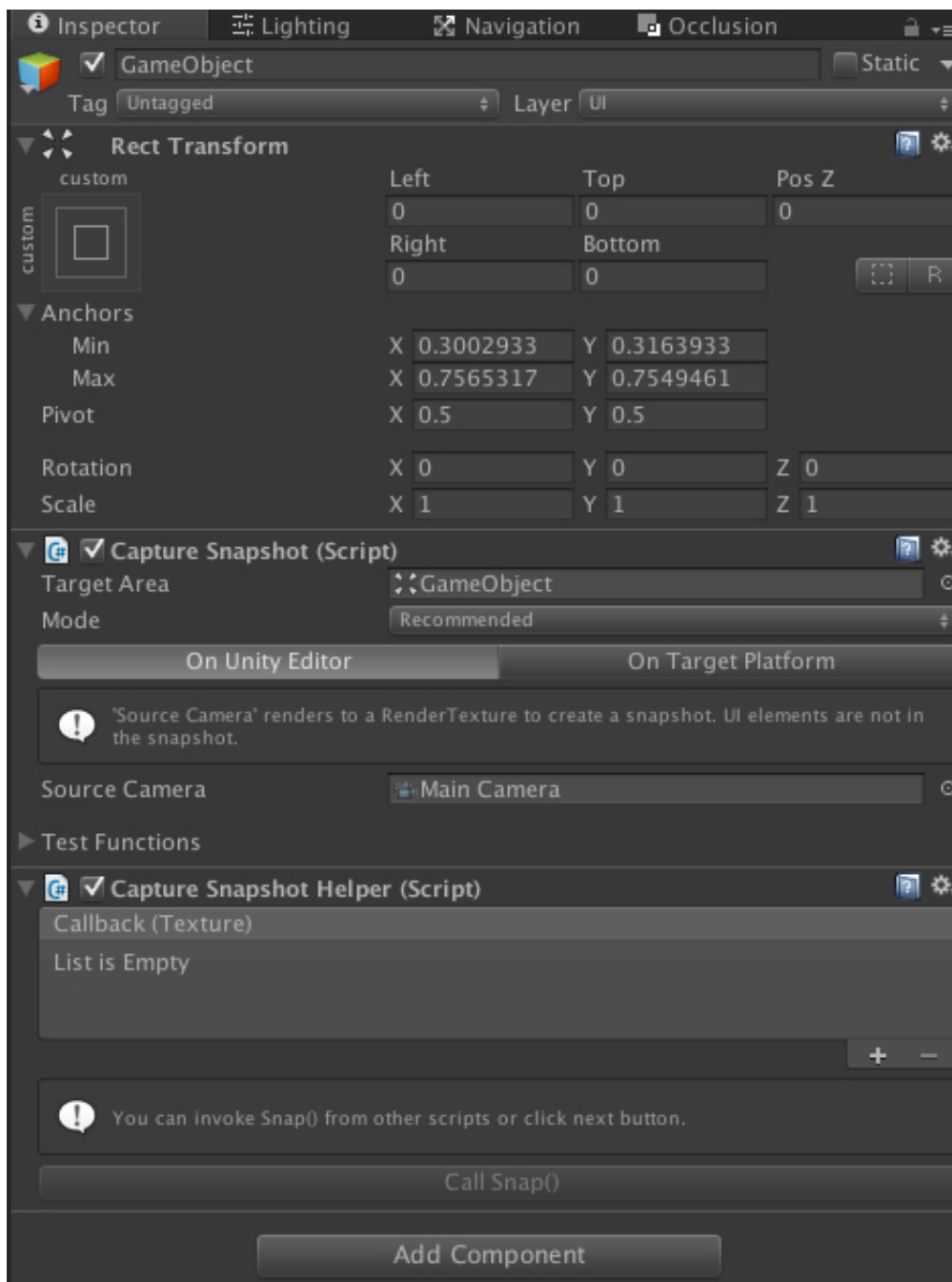
Helper Behaviour

You can use this asset more easily with helper behaviour.

Click 'Add Helper Component' button.



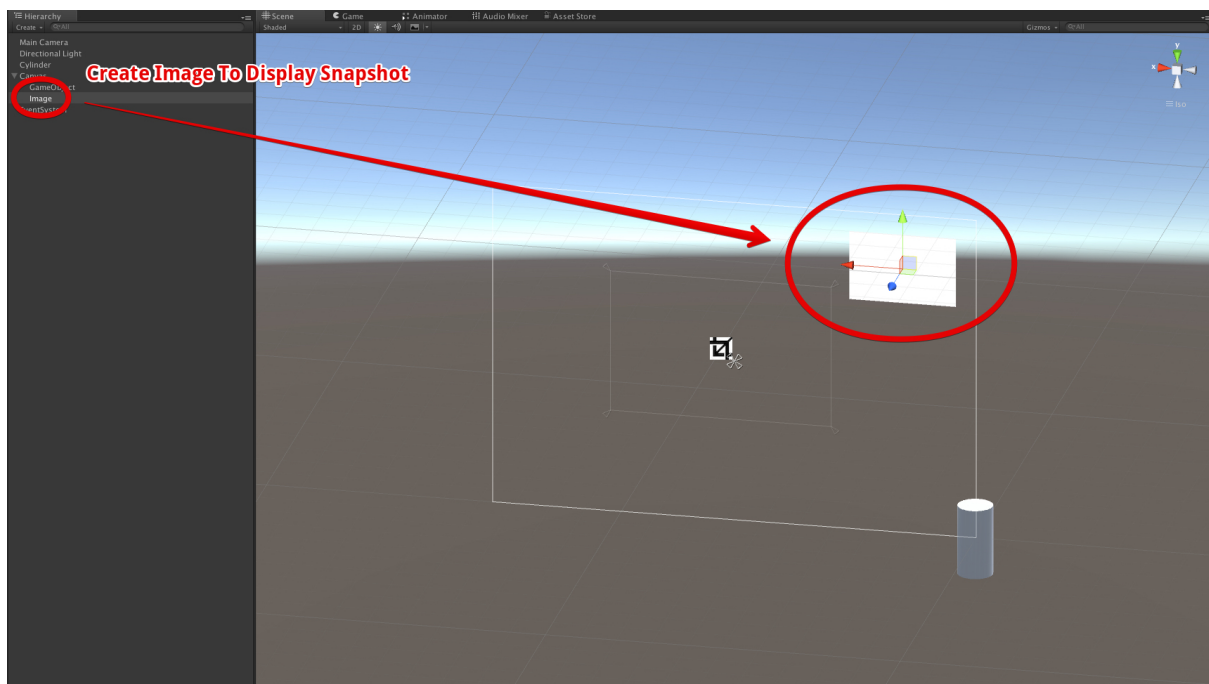
Then, a new component is to be added.



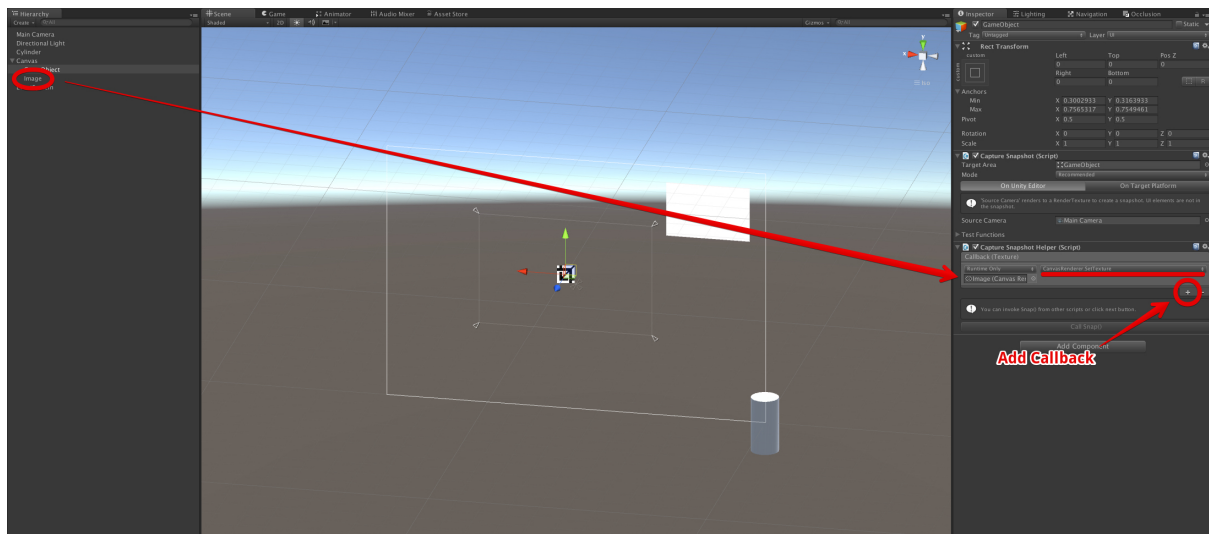
You can add callback and call public method: `Snap()`.

Now, try this component without coding.

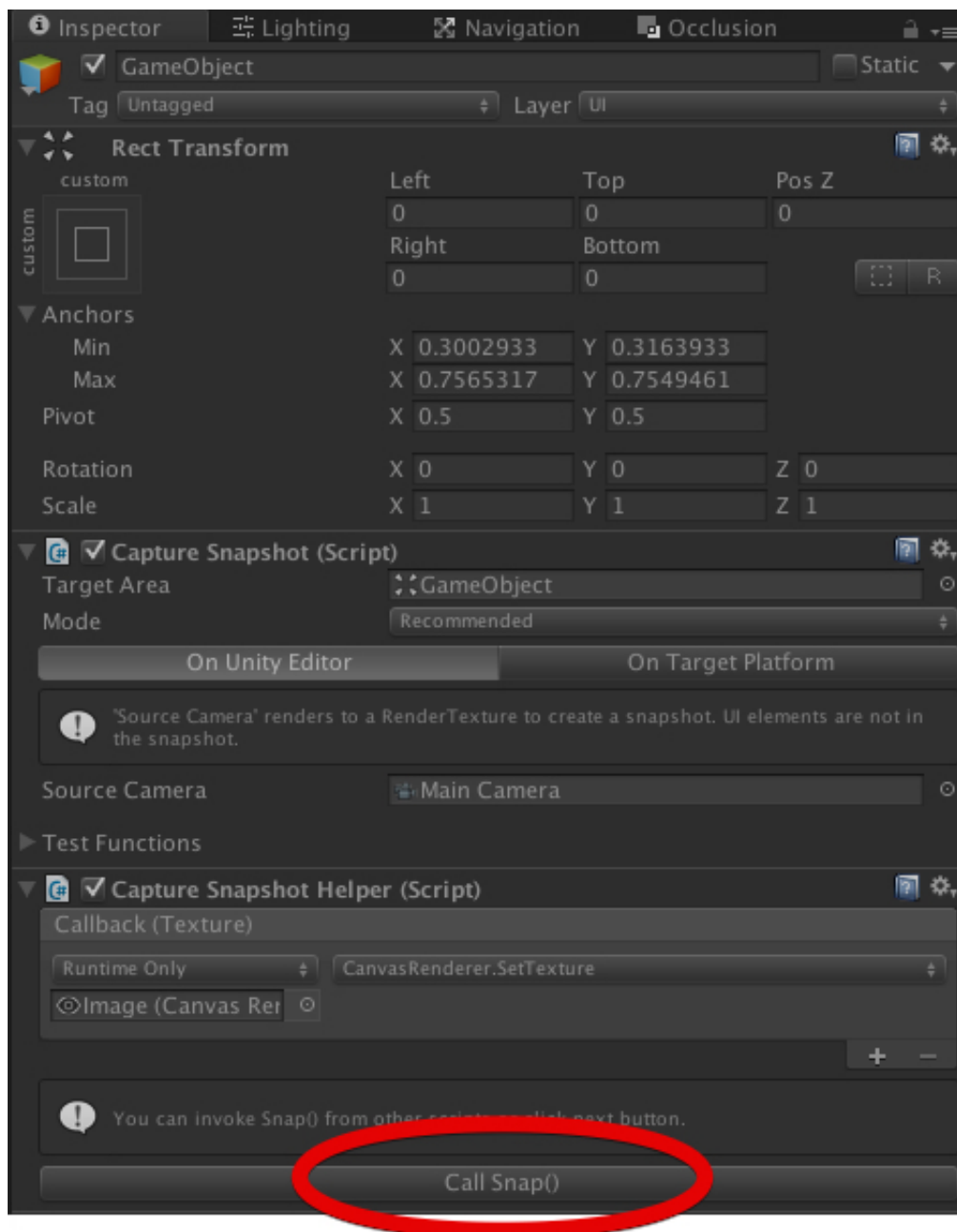
Create `UI.Image` in the canvas.



Add to callback with drag and drop, and select CanvasRenderer.SetTexture from pulldown.



Run editor, and click 'Call Snap()' button.



Then, snapshot taken and displayed on the Image instance.

