# ScreenShotMaker (a Unity3d Asset)

by Justin Garza

## Introduction

Hello Thanks for purchasing this product.
If you need to contact me for any reason you can find my contact information [here](here).

## Description

A tool that creates screenshots while running in the Unity editor.

## Features

Easy to use settings.
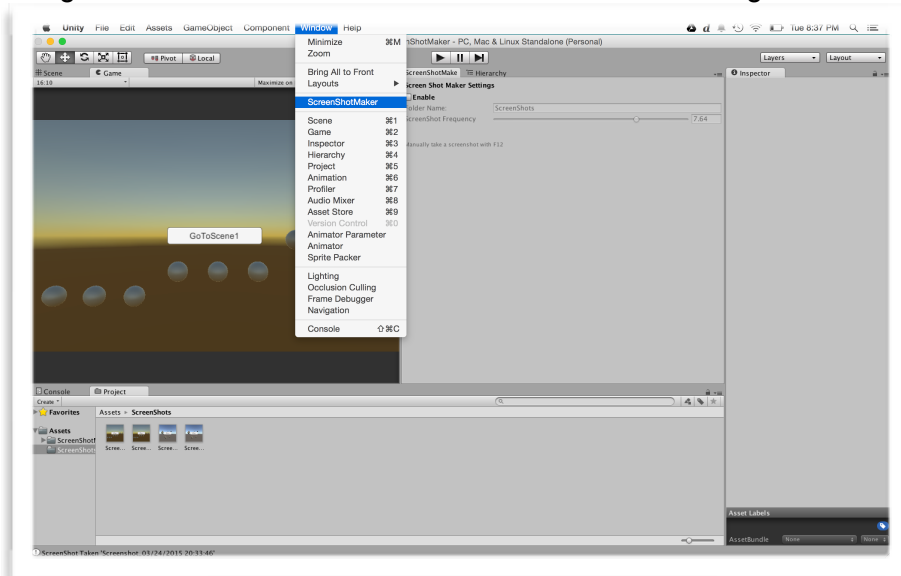Automatically rename the screenshot with the date and time.
Manually create screenshots using F12.

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# How to Use.

Navigate to Window-> ScreenShotMaker to see the settings window.



Check Enable, and adjust the settings as you see fit.