Screenshot

Save Save a screenshot to the applications persistent data path (device specific) with a random file name.

```
var screenshotFilePath = Screenshot.Save();

Debug.Log($"Saved screenshot to {screenshotFilePath}");
```

Save a higher resolution screenshot by passing a multiplier to the method.

```
var screenshotFilePath = Screenshot.Save(2);

Debug.Log($"Saved screenshot to {screenshotFilePath}");
```

SaveTransparent Save a transparent screenshot to the applications persistent data path (device specific) with a random file name.

```
var screenshotFilePath = Screenshot.SaveTransparent();

Debug.Log($"Saved screenshot to {screenshotFilePath}");

var screenshotFilePath = Screenshot.SaveTransparent(secondaryCamera);

Debug.Log($"Saved screenshot to {screenshotFilePath}");
```