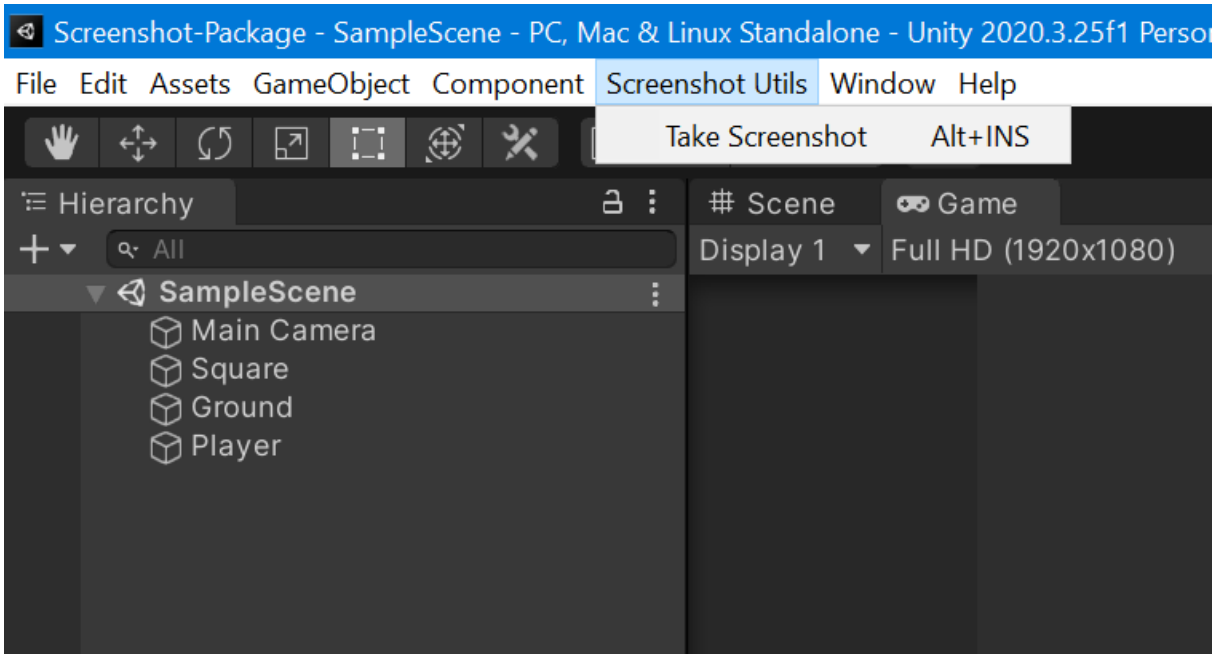
SCREENSHOT UTILS

How to Use

Once you got the Asset, there are 2 ways you can take screenshots.

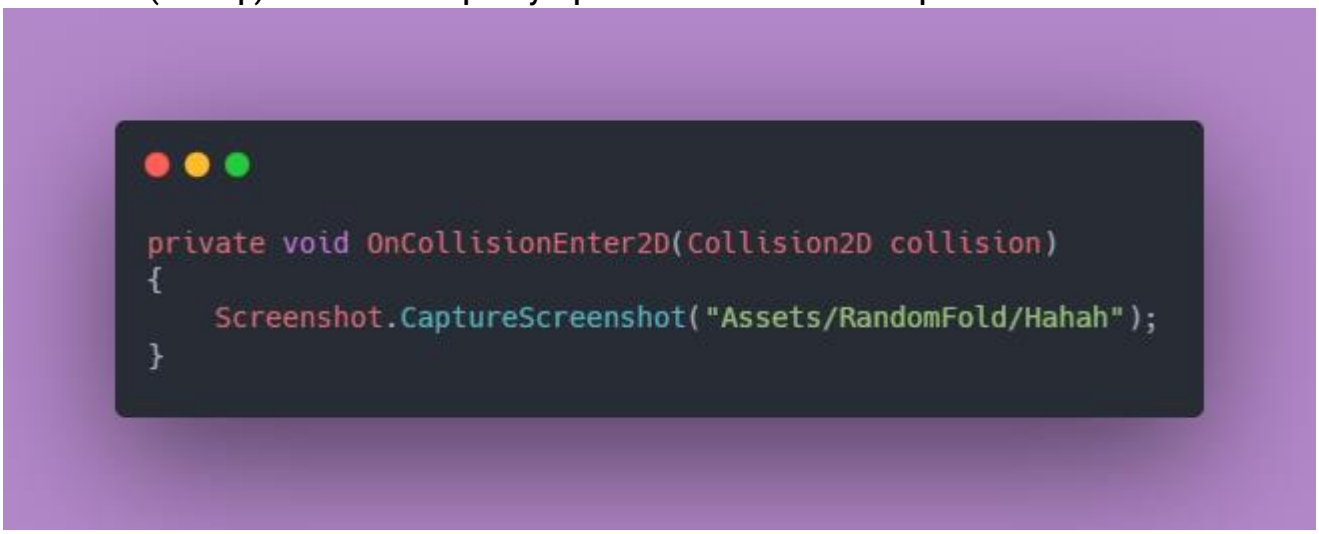
- First way is to click on Screenshot Menu Items



(Pro Tip) You can also use *Alt + Insert* to take the screenshot

- Second is through code by calling Screenshot.CaptureScreenshot()

(Pro Tip) You can also specify a path to save the file in the parameters. For Eg



Here whenever player collides with an object, I am saving a screenshot in a custom folder defined by me.