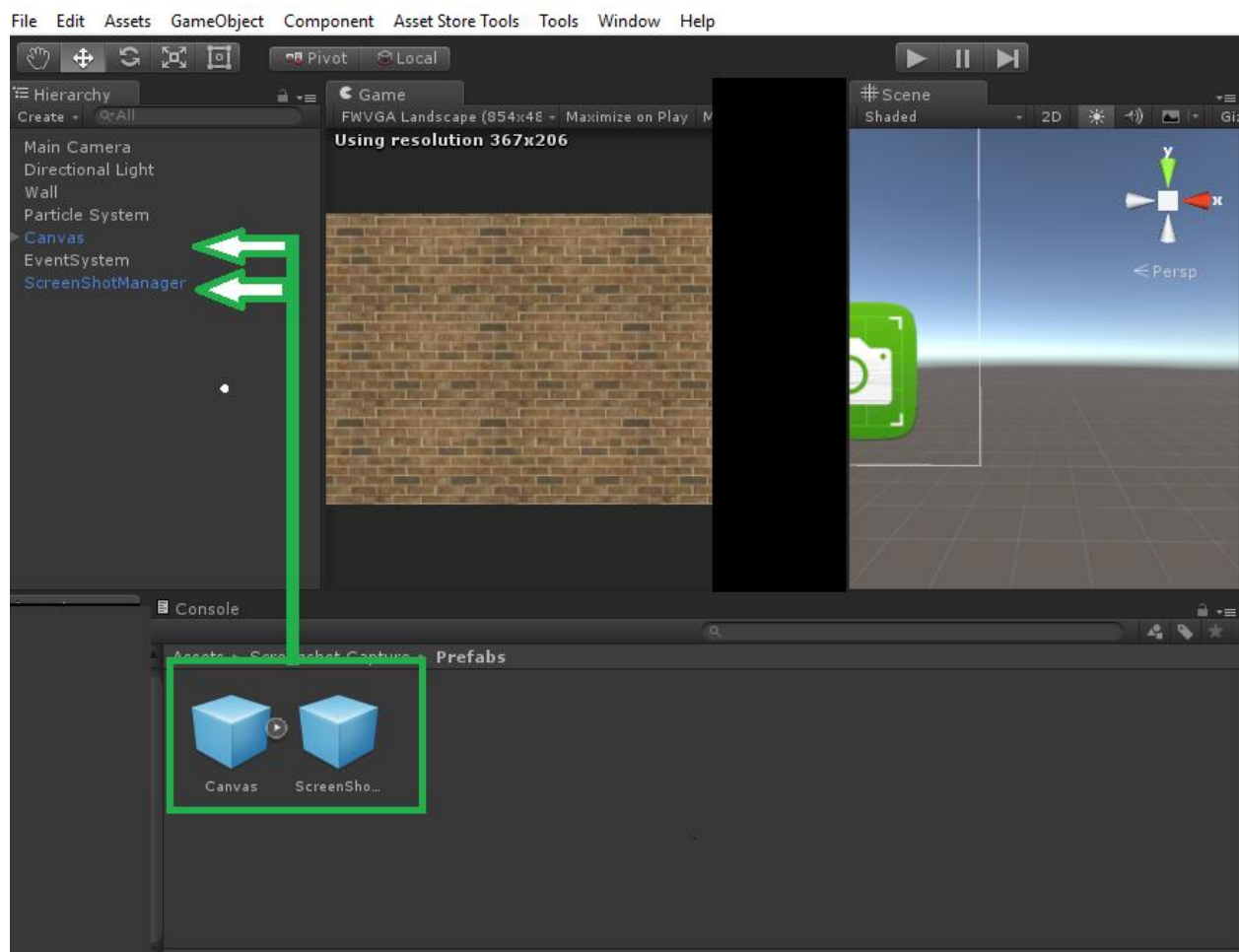


Capture & Save

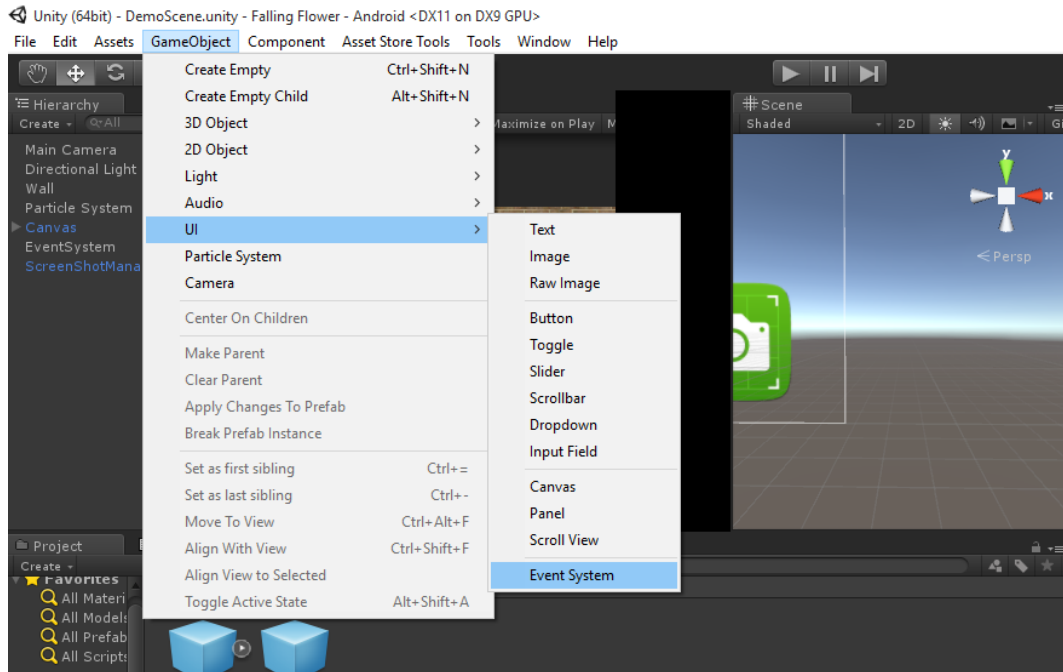


How to use ?

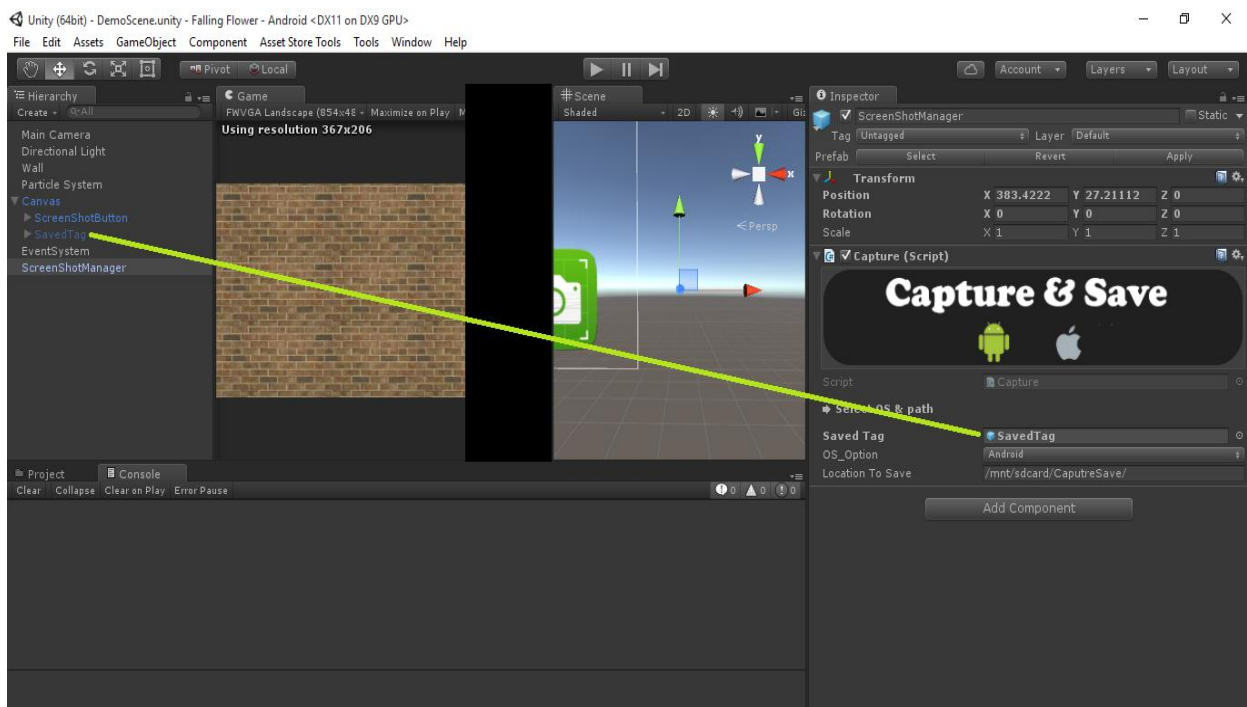
1. Create a new scene. If you want to use an existing scene then ignore this step.
2. Drag & drop 'Canvas' & 'ScreenShotManager' prefabs to your scene from the ScreenshotCapture > Prefabs folder.



3. If you don't have an Event System in your scene then create it by selecting **GameObject > UI > Event System**. Because 'Canvas' prefab needs an Event System.



4. There is a script 'Capture.cs' attached with the 'ScreenShotManager' prefab. It needs a Game Object named 'SavedTag' from 'Canvas' prefab. This tag will inform us while a screenshot captured and saved.



5. The default path for Android is '/mnt/sdcard/CaputreSave/' & for iOS is '/Documents/CaputreSave/'. Change these as your wish.

6. Your project is ready. Now save and build the project and check it.
7. A **Demo Scene** included for quick start.

Note : Tested on Android OS only.

For any query or help please contact : turzoxpress@gmail.com