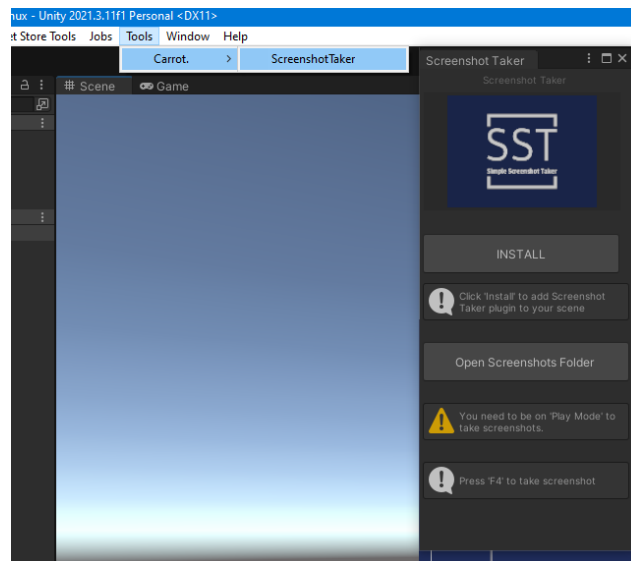
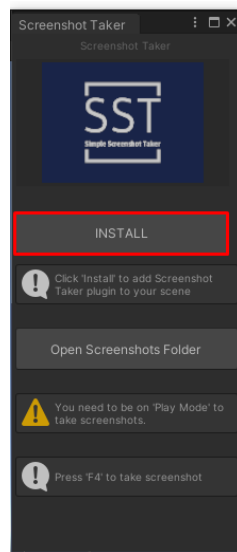


Screenshot Taker

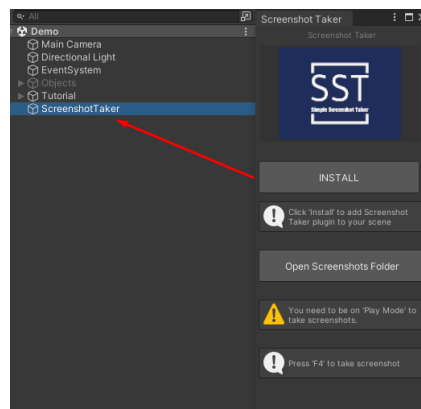
[Installation]



- 1- You just need to open the installer window by navigating **Tools > Carrot. > ScreenshotTaker**



- 2- Click to **INSTALL**



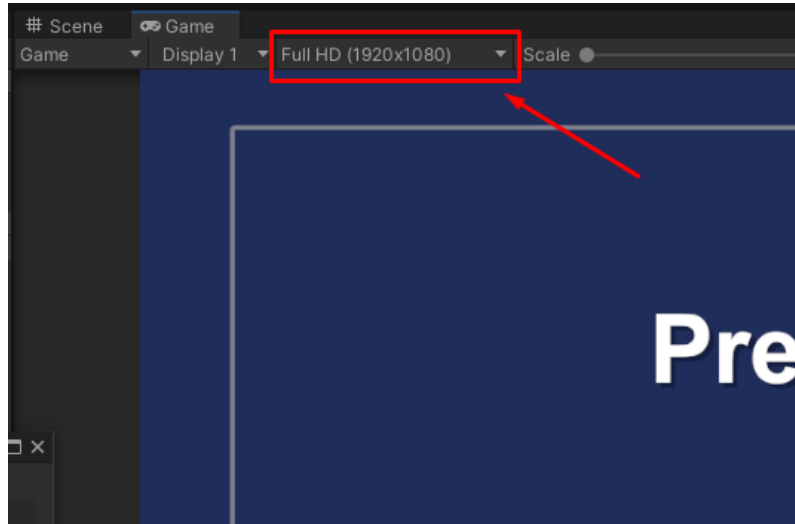
- 3- You will see that the ScreenshotTaker plugin installed to the scene.

[Information]

- Resolution

Screenshot Taker references your "Game View" window's resolution.

If you want to multiply your resolution to take more quality screenshots, you can change your game window resolution.



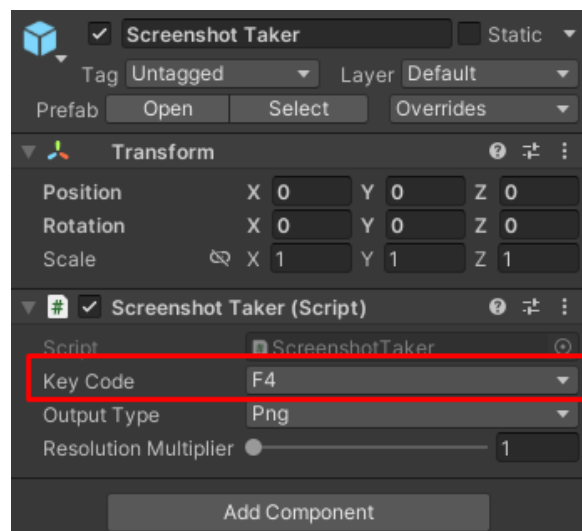
-How to take screenshot?

Default button to take screenshot is "F4".

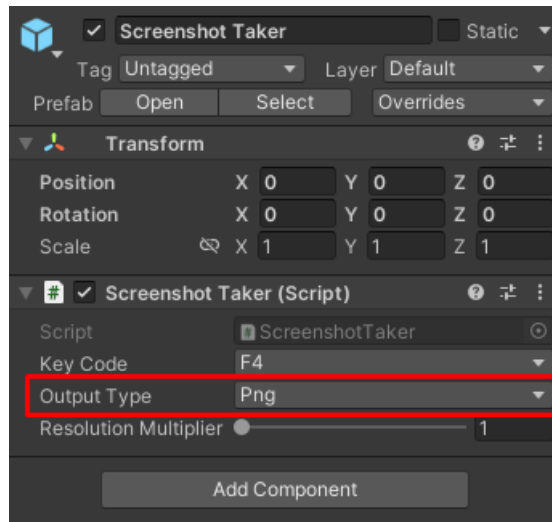
You can choose any button you want from the components settings.

Remember !

You need to be on "Play Mode" to take screenshots.

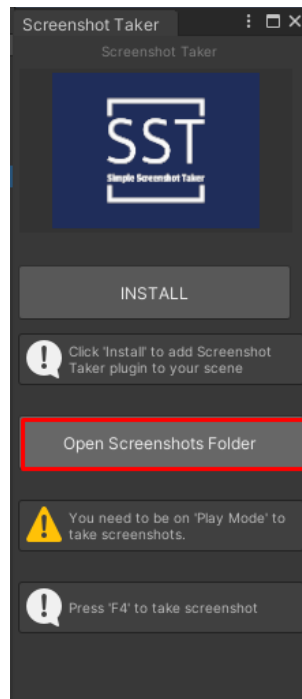


-Image Format

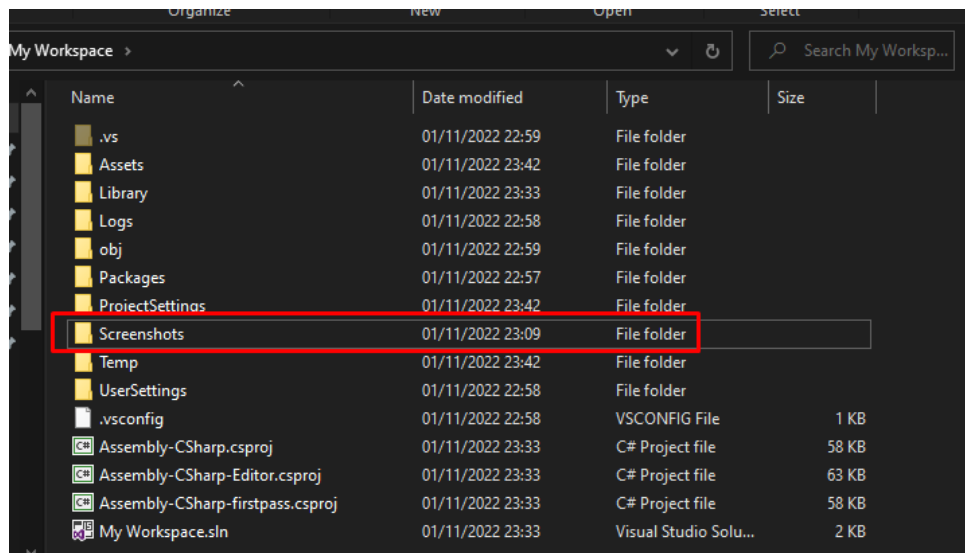


Default format is [PNG](#). You can change the format from the [component settings](#) if you want.

-Where is my screenshot?



Open the [Screenshot Taker](#) window and click the button "Open Screenshots Folder".



The Default directory folder is "Screenshots" folder which will appear in [root directory](#) of your project folder [after taking your first screenshot](#).

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Carrot.