Runtime Debugger Screen Shot Action Behavior

Descripción

Files: CGFRuntimeDebuggerScreenShotActionBehavior.cs

Path: "CGF/Systems/RuntimeDebugger/Scripts/Actions"

Description

Behavior that provides the associated GameObject to takes and saves a screenshot with a temporary flash effect on pointer click.

Reference

- **Flash Duration** – Defines how long the flash effect remains visible in seconds.
- **Flash Image** – >Holds the UI image used to simulate a flash overlay.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.