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//
//  Screenshot.swift
//  ARHomeDesigner
//
//  Purpose:
//  Screenshot button that triggers an action in the ARViewController
//  to save a snapshot of the current frame
//  Use: In main ContentView tool bar
//
//  Created by Kyle McFadden on 4/27/25.
//

import SwiftUI

struct Screenshot: View {
    @Binding var takeSCRNShot: Bool

    var body: some View {
        Button {
            takeSCRNShot.toggle()
        } label: {
            Label("Take Screenshot", systemImage: "camera.on.rectangle")
                .labelStyle(.iconOnly)
                .font(.system(size: 24))
        }
    }
}

#Preview {
    Screenshot(takeSCRNShot: .constant(false))
}

```