

1. Add the polytube.exe

1. **Download the latest executable:** <https://github.com/AmirSolt/Polytube/releases>
2. **Place** the downloaded `polytube.exe` file inside your Unity project's `Assets/StreamingAssets/` directory.

2. Start recording

Call the following method from your code:

```
using Polytube.SessionRecorder;
```

```
Polytube.SessionRecorder.Main.Start();
```

This starts recording the game window and saves the files to `Application.temporaryCachePath`. The recording will close immediately inside the editor since there's no game window.

IMPORTANT: Make sure to obtain proper consent agreements before recording. Respect user's privacy,

3. (Optional) Enable cloud uploads

If you provide an `ApiId` and `ApiKey`, the recordings will automatically upload to the cloud.

You can sign up for access at: <https://polytube.io/>

Example:

```
using Polytube.SessionRecorder;
```

```
Polytube.SessionRecorder.Main.Start(new Dictionary<string, string>{  
    {"--api-id", "<YOUR API ID>"},  
    {"--api-key", "<YOUR API KEY>"}  
});
```

4. Stop recording

You can gracefully stop the recording at any time by calling:

```
using Polytube.SessionRecorder;
```

```
Polytube.SessionRecorder.Main.Stop();
```