

# Change Log

1. Can now export recordings to [Unity's Animation Clips](#).
2. A custom inspector has been created for .rap files.
3. Fixed bug where importing Recordings without a name failed.  
Recordings without names will be imported as "Unnamed".
4. Added #define directives for editor specific compilation and depreciated

```
EliCDavis.RecordAndPlay.Recording.SaveToAssets()
```

because it used editor functionality. In future releases, you must use

```
EliCDavis.RecordAndPlay.Editor.RecordingUtil.SaveToAsset
```

to achieve the same functionality.