Screen Recorder for Android

Plugin will allow developers to record device screens from inside the unity game and save the recording in the android device. Read this document carefully. Take a look at the DemoScene in Scenes folder.

SetUp

Import the asset package in the assets folder. Ensure that following files exists in ScreenRecorderUnity/Plugins/Android/ folder :

1. ScreenRecorder1.aar

2. ScreenRecorder2.aar

API

1. To check whether the application has required permission use the following api :

ScreenRecorderBridge.CheckRecordingPermission()

To record the video and save it, applications need to have microphone permissions and file management permissions. To check whether the application has the required permissions or not use the above code. This api will return boolean. True means the user has given permission and False means the user has not given permission.

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2. To request the required permissions use the following api :

ScreenRecorderBridge.RequestPermission()

This api will open the app's permission page in settings. Users can provide necessary permissions from the setting page.

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3. To set up screen recorder use following api :

ScreenRecorderBridge.SetUpScreenRecorder()

This api will set up the plugin.

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4. To start screen recording use following API :

ScreenRecorderBridge.StartScreenRecording()

To start screen recording use the above api. This api will check whether the user has given the required permissions or not. If the user hasn't given the necessary permission it will show Pop up to the users for the permissions. Once it has the necessary permissions, recording will start.

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5. To stop screen recording use following API :

ScreenRecorderBridge.StopScreenRecording()

 This api will stop the screen recording if the screen recording is in progress.

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6. To check if recording is in progress use following API :

ScreenRecorderBridge.CheckIfRecordingInProgress()

 This api will check whether the recording is in progress or not. It will provide boolean value where true means recording is in progress and false means recording is not in progress.

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7. To set the file name and directory name of recording use following API :

ScreenRecorderBridge.SetFileNameAndDirectoryName(string directoryName, string fileName)

This api will provide the developers option to set the file name with which recording will be saved and directory name where recording will be saved. The recording will be saved in the **Movies** folder inside the device. With the directory name parameter a sub folder inside the Movies folder will be created with the file name.

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8. To pause and resume screen recording use following APIs :

ScreenRecorderBridge.PauseScreenRecording()
ScreenRecorderBridge.ResumeScreenRecording()

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11. To set up callback channel use following API :

ScreenRecorderBridge.SetUnityGameObjectNameAndMethodName(string gameObject, string methodName)

Developers need to provide the name of the game object and method name which will accept the callback from the plugin. It can be provided by using the above API. Need to pass following parameters in this API in the same order as mentioned:

1. **gameObject**: Name of the game object which will receive the callback.

2. **methodName**: Name of the method associated with the game object which will receive value from the plugin.

For Illustration on how to use the above APIs , look into the scripts **DemoScript.cs** and **ScreenRecorderBridge.cs.**

In case of any query or issues please contact us at **guptamayank516@gmail.com.** Kindly share your valuable feedback on Unity Asset Store.