

# VideoCapture Unity Plugin README (EN)

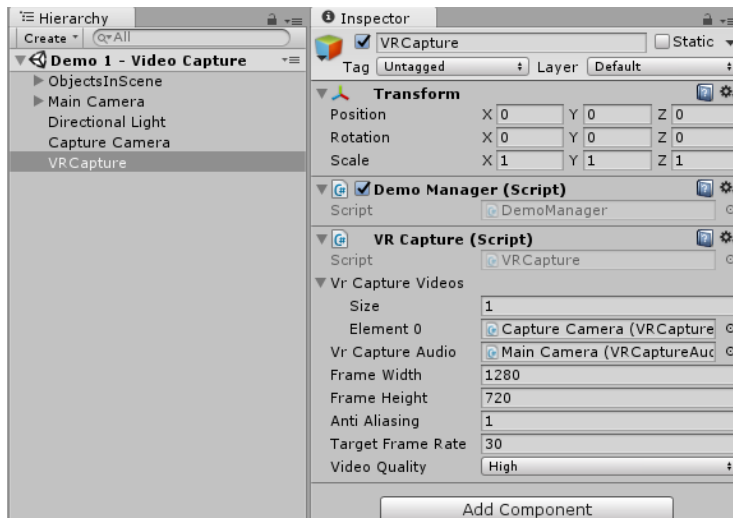
VideoCapture is a plugin that enables you, the Unity developer, to capture video and audio from your Unity desktop application.

It's great for recording video trailers, demos and in-app footage for your Unity-based game or app. It's fast, flexible and easy to use. It runs wholly on the windows/mac and does not require a network connection.

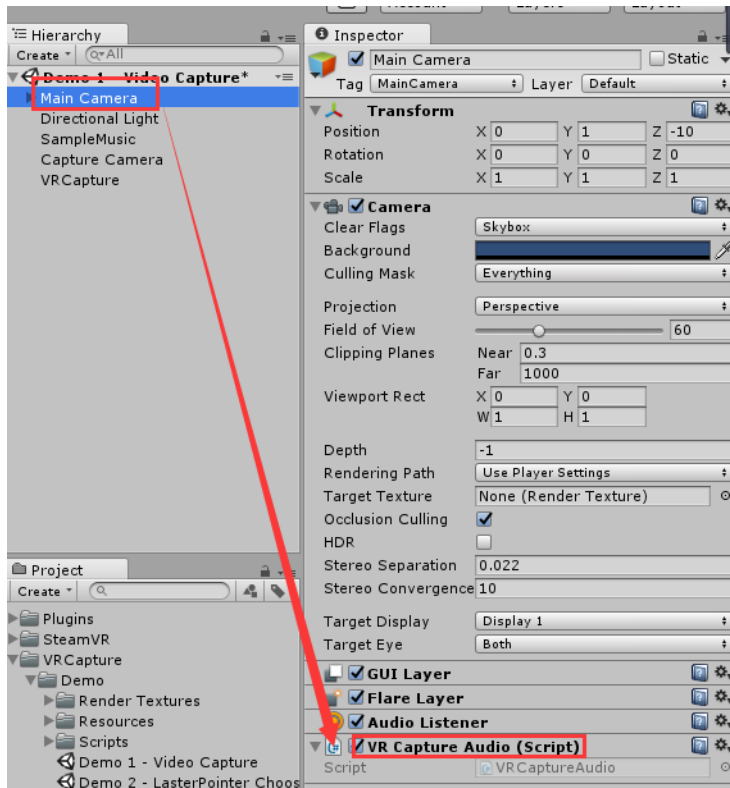
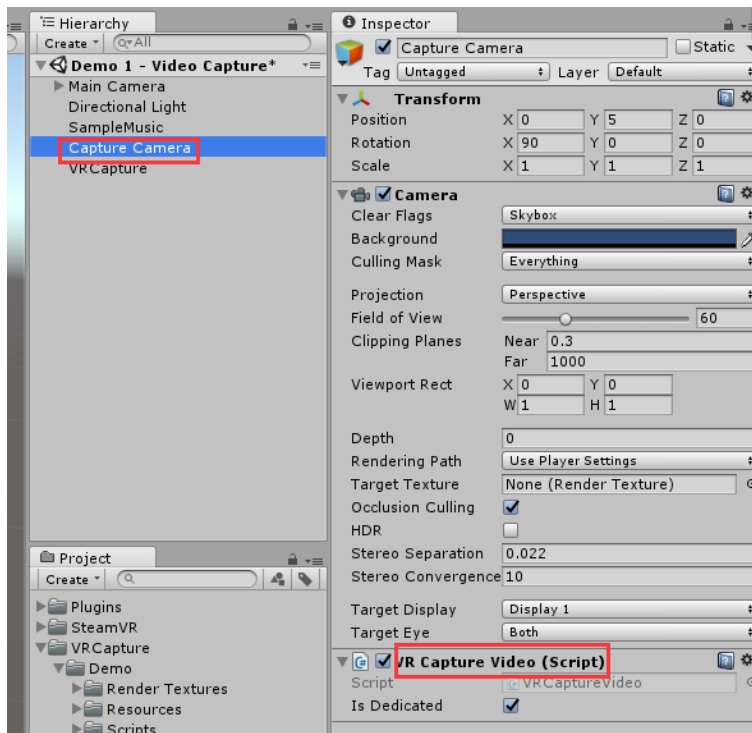
When the video is recorded you decide how it's handled. Give your users complete freedom to share it, restrict it to playback from within your app, or anything in between.

## Usage:

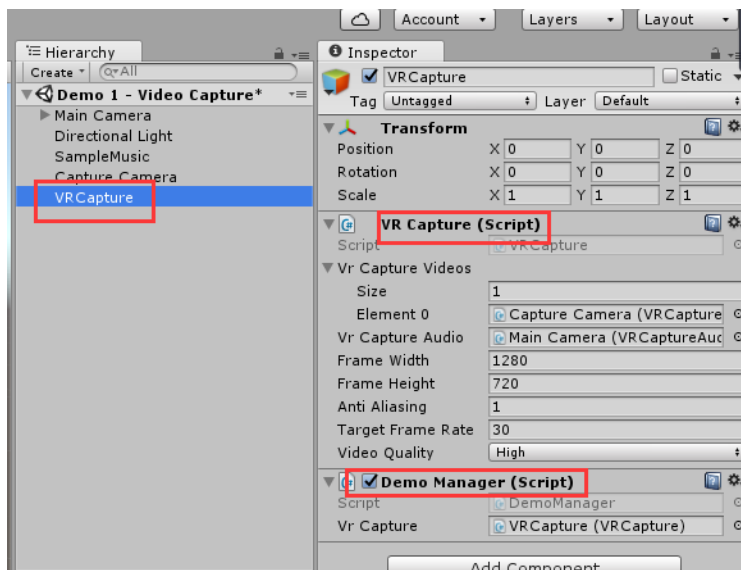
- Create an empty object, attach **VRCapture** to it:



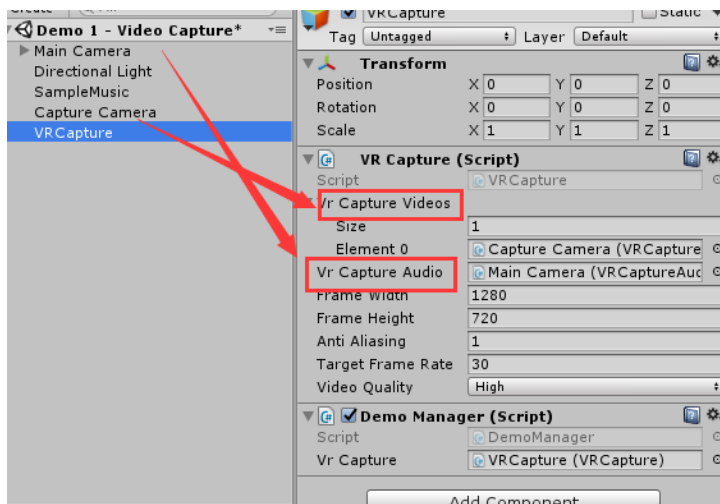
- Attach **VRCaptureVideo** to the **Camera** you want record. If you want record audio as well, attach **VRCaptureAudio** to the **AudioListener**.



- Create a **CaptureManager** (see **DemoManager** for example) to control the Start/FinishCapture event.



- Attach the **VRCaptureVideo/Audio** component to **VRCapture** object.



- Then you are ready to go, enjoying!