VIDEO TUTORIAL :
https://youtu.be/D59ssrLHGc0

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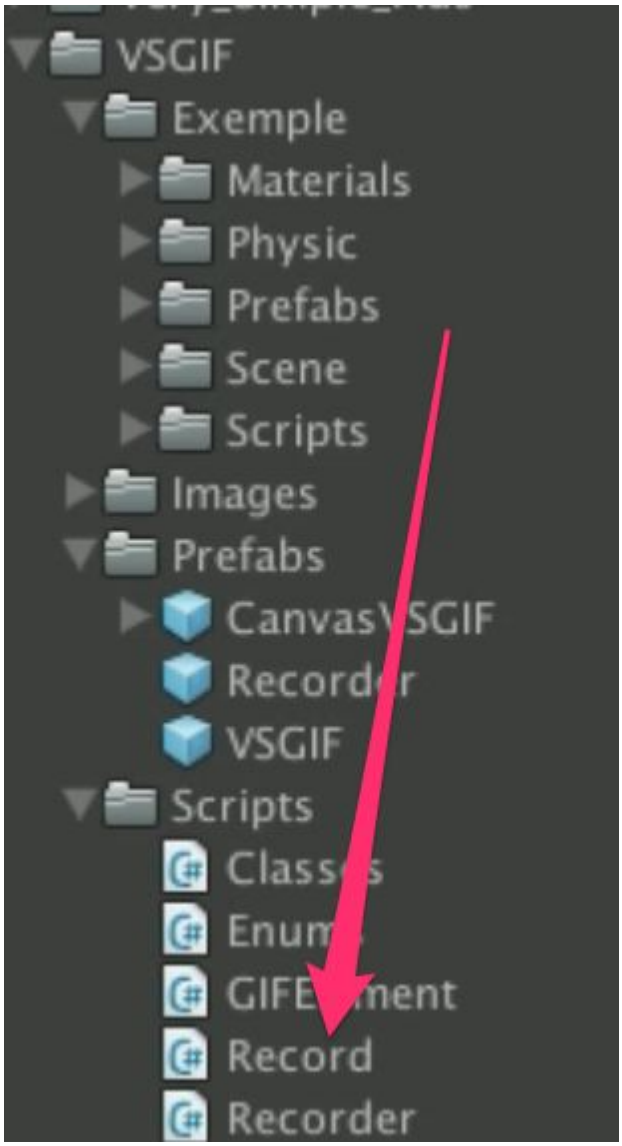
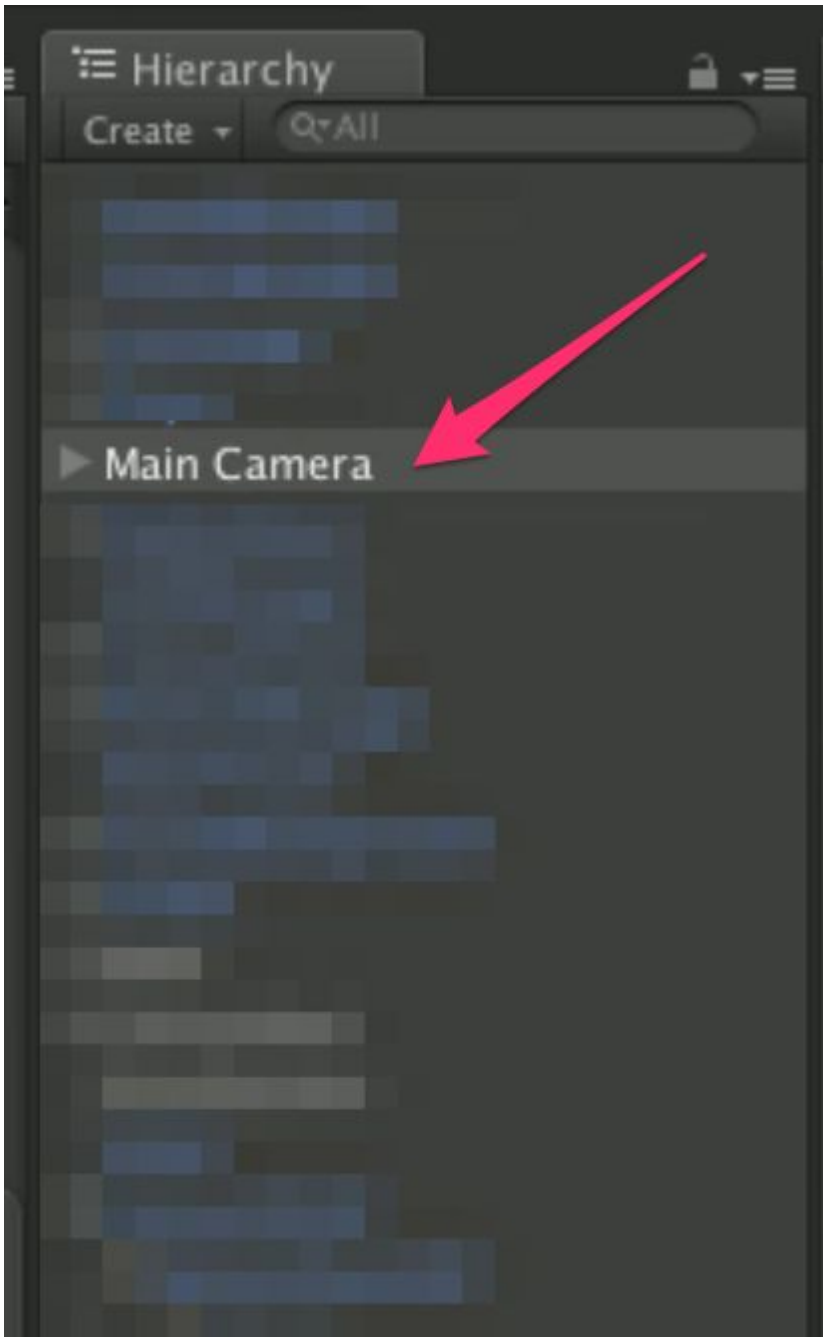
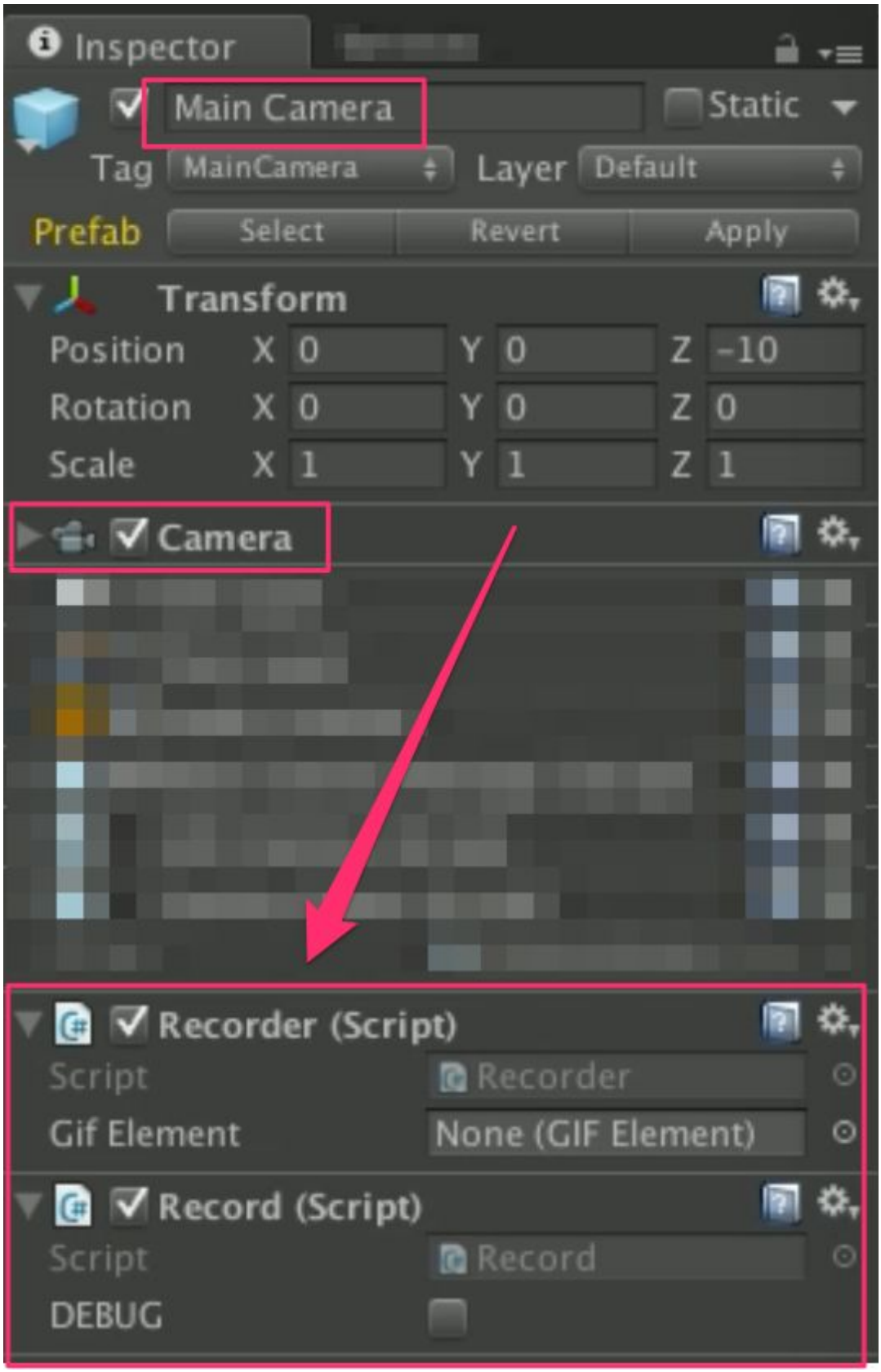
App Advisory Unity Asset Store catalog: http://u3d.as/9cs
Developed by Gilbert Anthony Barouch - https://www.linkedin.com/in/ganbarouch

QUICK START:

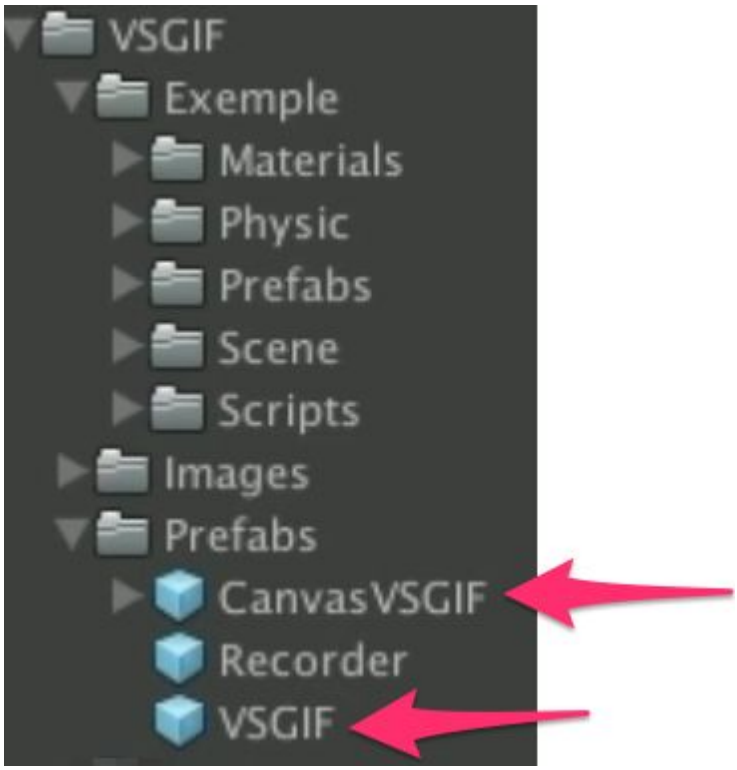
Add the Record.cs script to your main camera

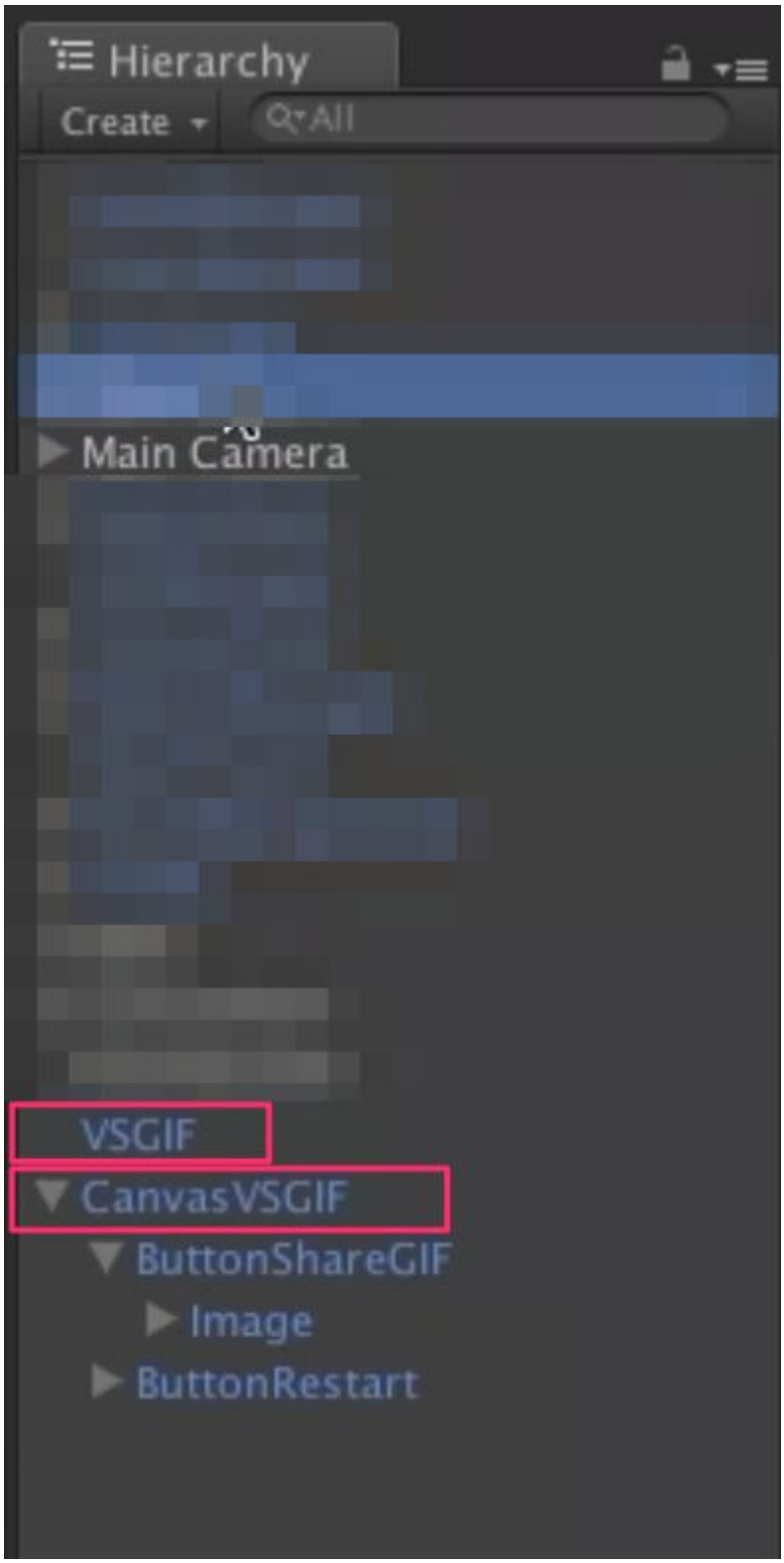



Hierarchy
Create
All
Main Camera

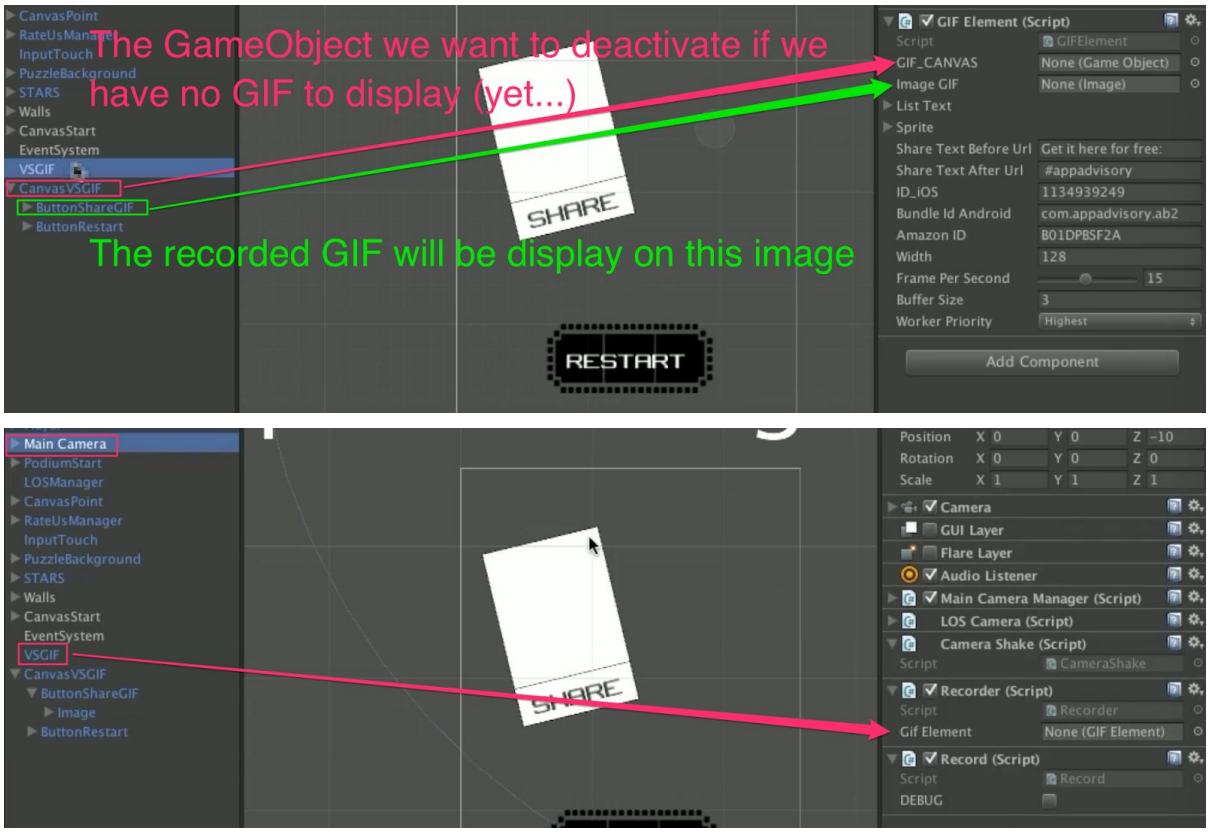


Drag and drop the VSGIF and the canvasVSGIF prefabs in the scene


VSGIF
Exemple
Materials
Physic
Prefabs
Scene
Scripts
Images
Prefabs
CanvasVSGIF
Recorder
VSGIF

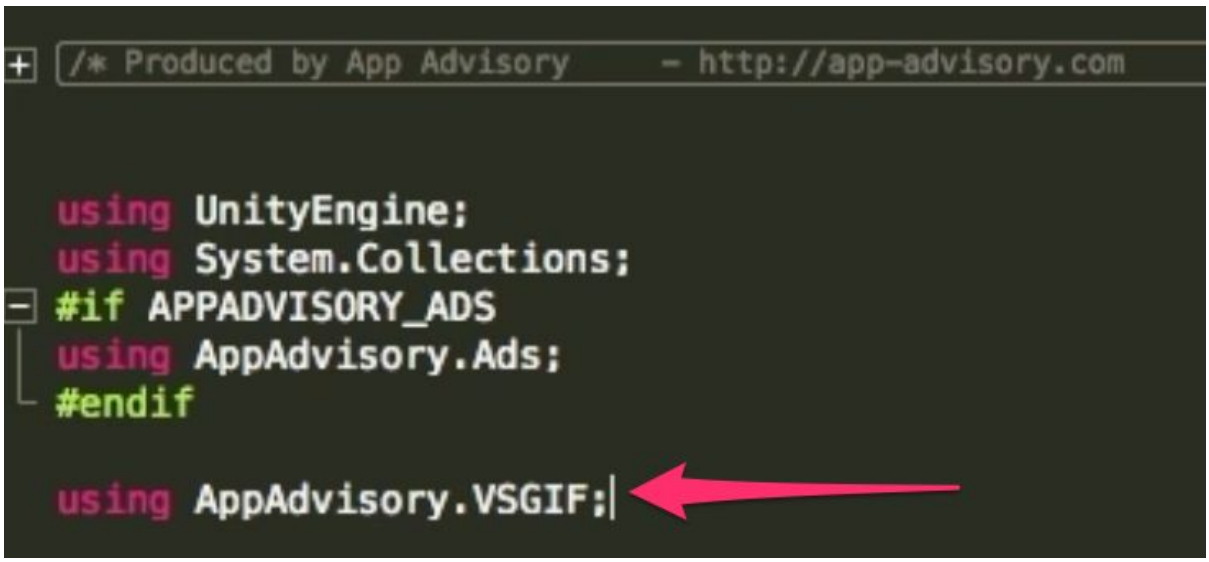


Link the prefabs together



Your are now ready to use Very Simple GIF!

IMPORTANT : Always add at the top of the scripts you want to use VSGIF using AppAdvisory.VSGIF;



HOW TO START A RECORD?

```
// start the record
Record.DORec();
```

(TIPS: I usually use this method when the game start)

HOW TO PAUSE THE RECORD?

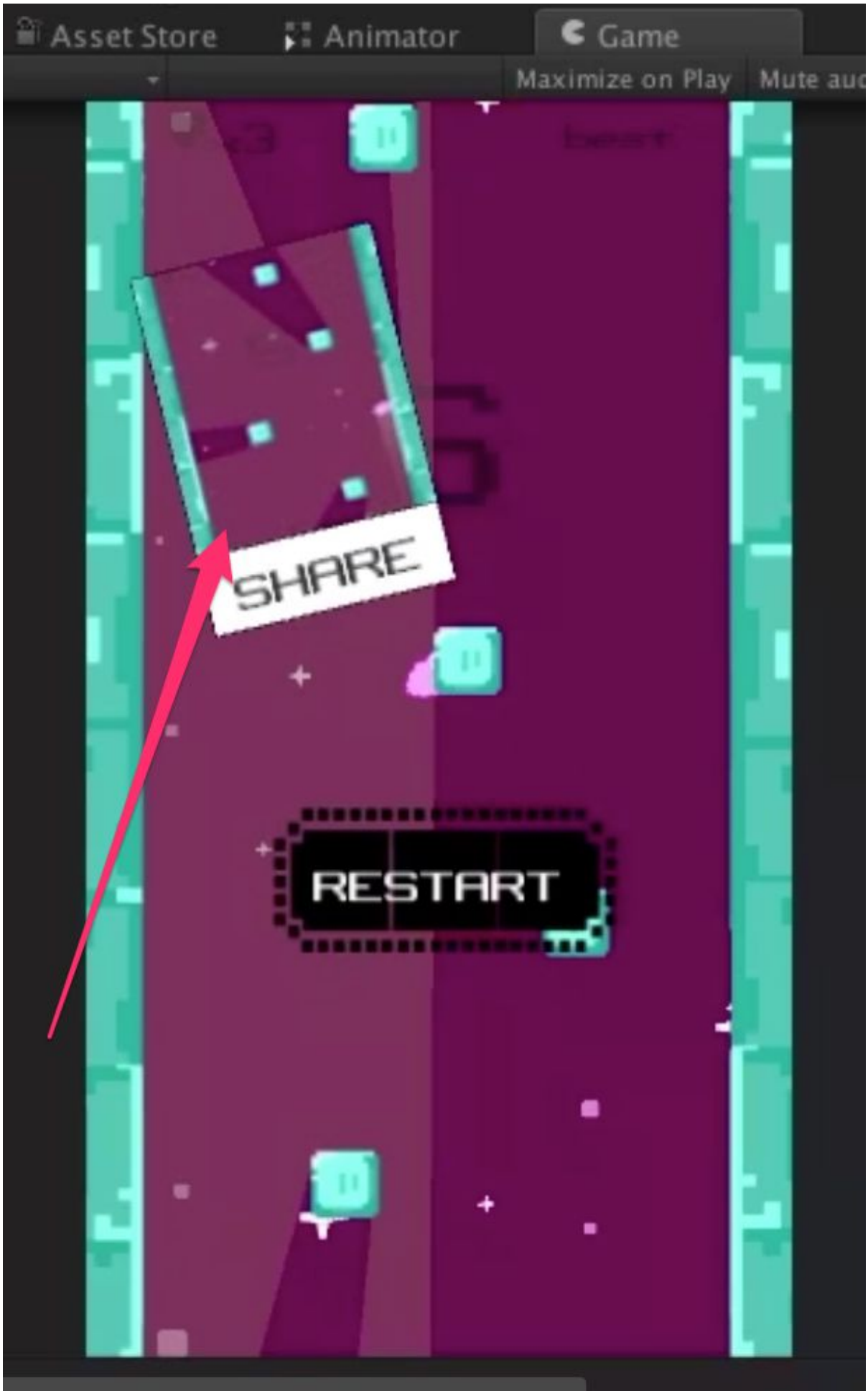
```
// start the record
Record.DORec();
```

(yes I know it's the same method… so if the recorder is not in RECORDING state, this method will start the record. If the recorder in in RECORDING state, this method will pause the record)

HOW TO SAVE THE RECORD AND DISPLAY THE GIF?

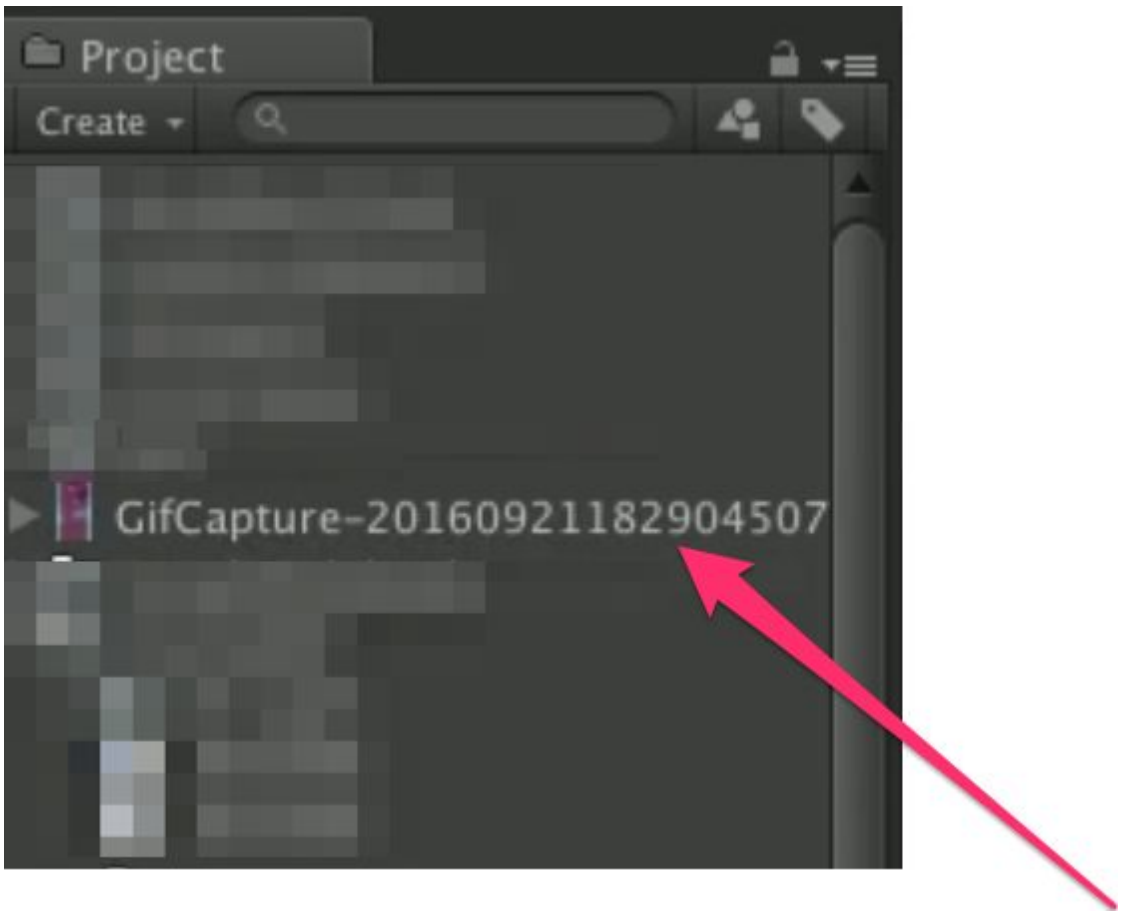
```
// save the gif
Record.DOSave();
```

(TIPS: I usually use this method at Game Over)


Asset Store
Animator
Game
Maximize on Play
SHARE
RESTART

Click on it on mobile to share the GIF.

On editor, you will see the GIF saved in the Project view:



METHODS

Record.DORec() to start or pause the current record.

Record.DORec(Text text) to start or pause the current record, and display on a UI Text the current state of the recorder.

Record.HaveAGif() return true if a GIF is available, false if not.

Record.DOSave() to save the current record into a GIF.

Record.DOReset() to reset the current record.

Record.DOShare() to share the current record as a GIF.

DELEGATES

```
public delegate void StartRecordEvent();
public static event StartRecordEvent OnStartRecord;
```

Triggered when the record start (or restart) by using Record.DORec().

```
public delegate void PauseRecordEvent();
public static event PauseRecordEvent OnPauseRecord;
```

Triggered when the record turn from rec to pause by using Record.DORec().

```
public delegate void SavedGIFEvent(SaveState saveState);
public static event SavedGIFEvent OnSavedGIFEvent;
```

Triggered when the recorder is creating the GIF and when the GIF is created. The 2 states are:

```
public enum SaveState
{
    Saving,
    Done
}
```

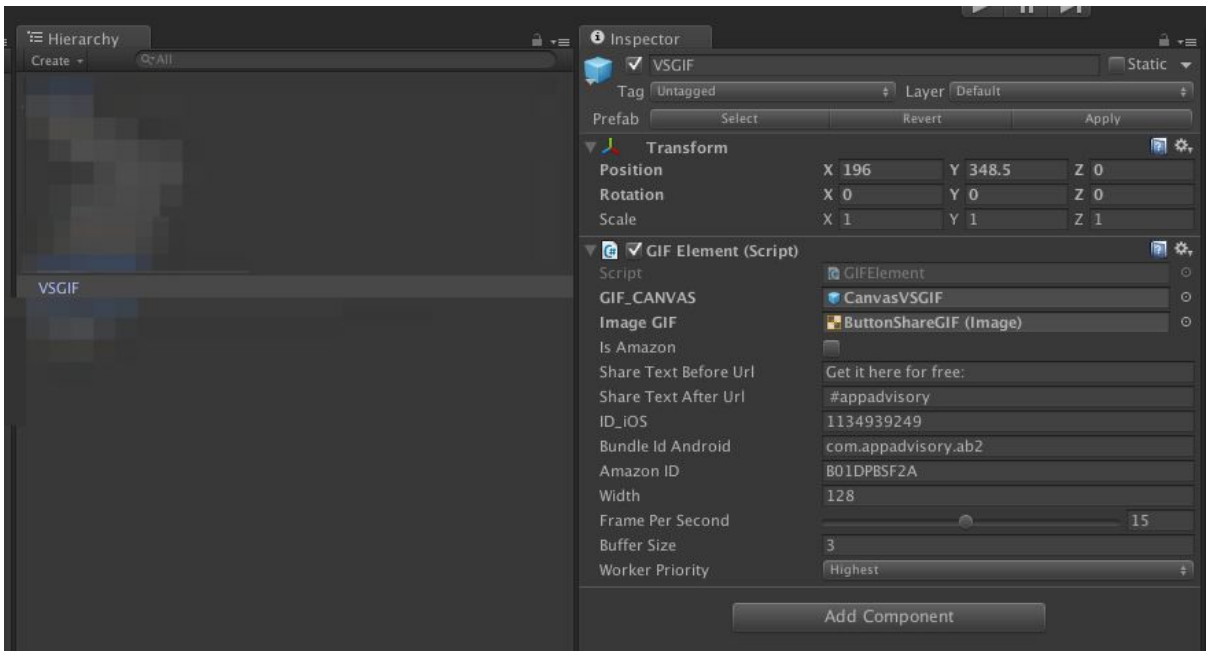
```
public delegate void ResetCurrentRecordEvent();
public static event ResetCurrentRecordEvent OnResetCurrentRecord;
```

Triggered when the recorder is reseted by using Record.DOReset().

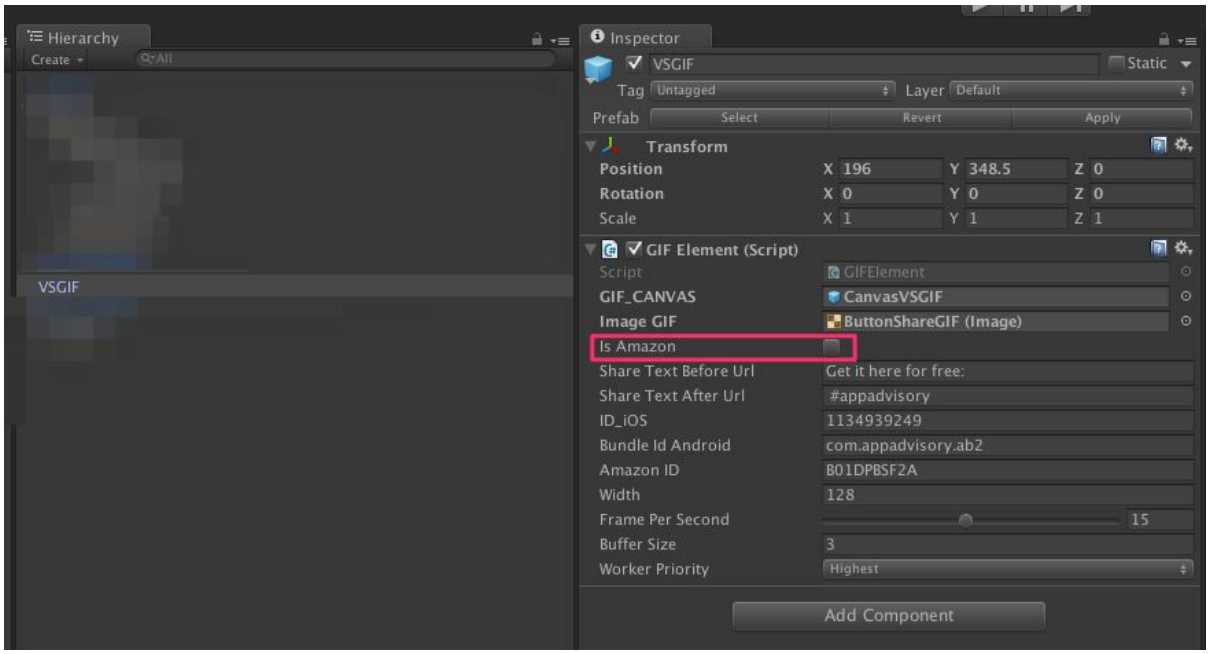
```
public delegate void ShareGIFEvent();
public static event ShareGIFEvent OnShareGIFEvent;
```

Triggered when the player is sharing the GIF by using Record.DOShare().

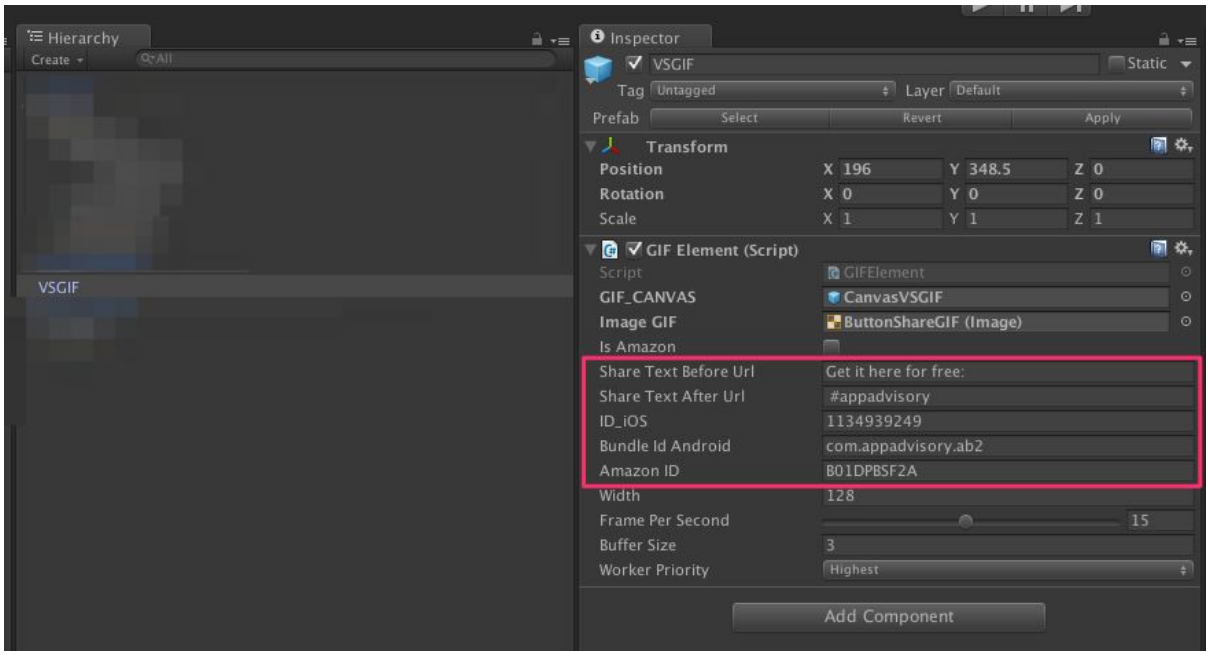
VARIABLES



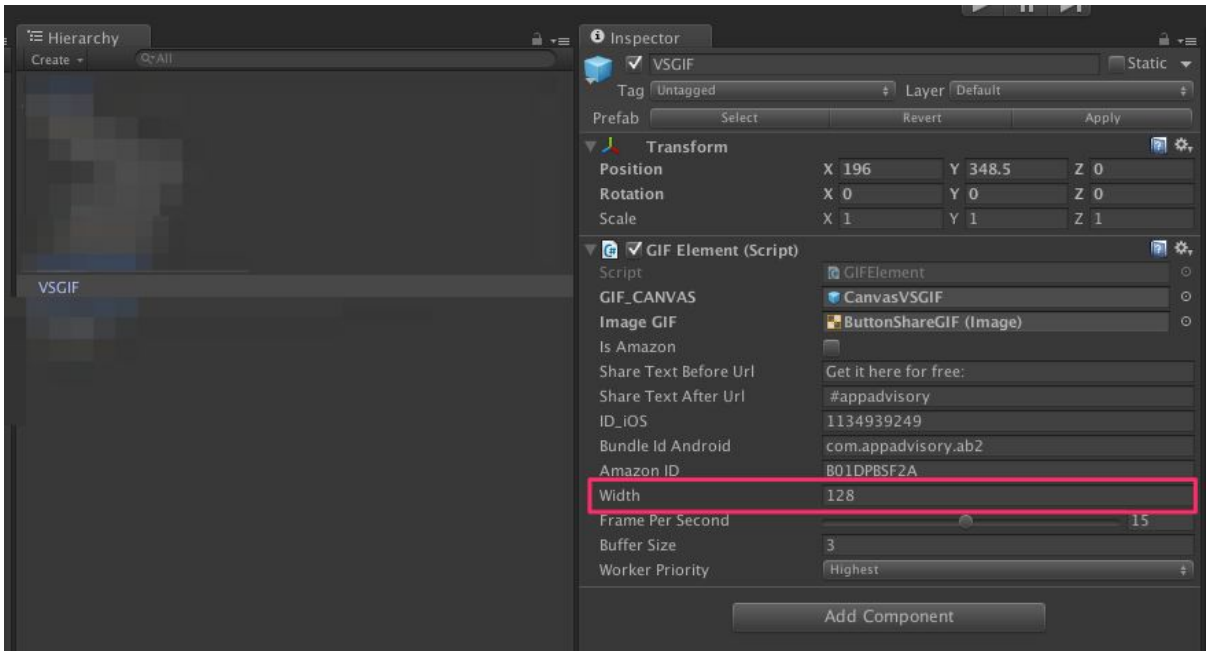
Check this box if your Android project is an Amazon project.



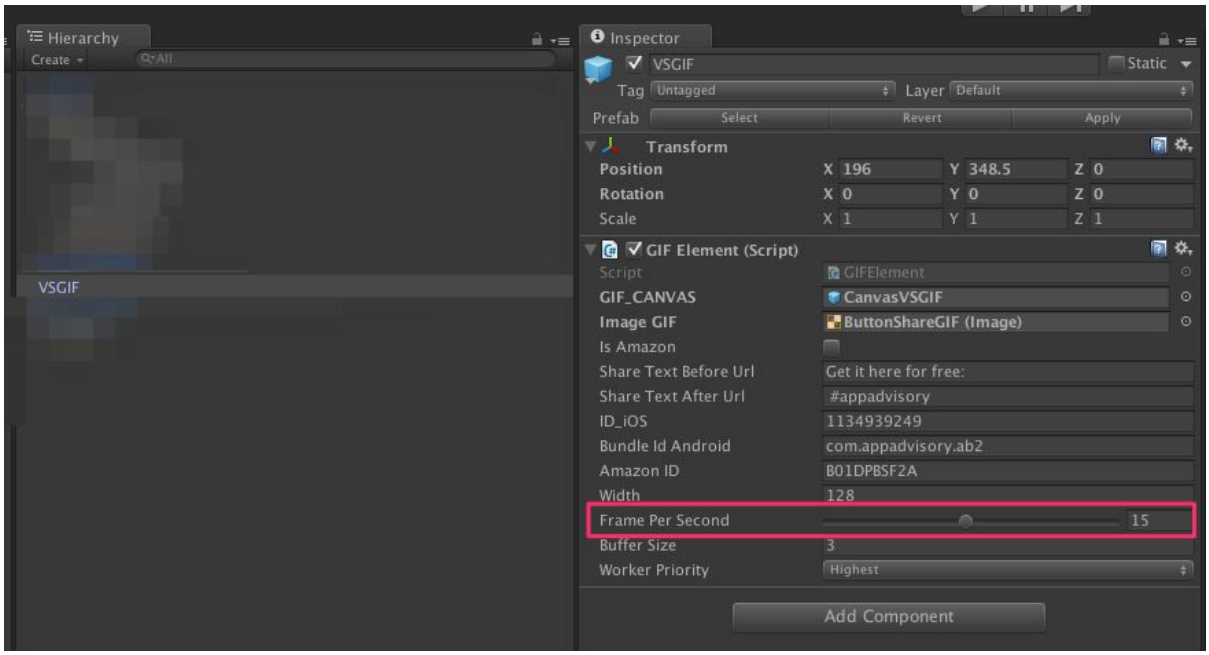
The texte you will share with the GIF will be something like that:
“ShareTextBeforeURL TheURL ShareTextAfterUrl”.



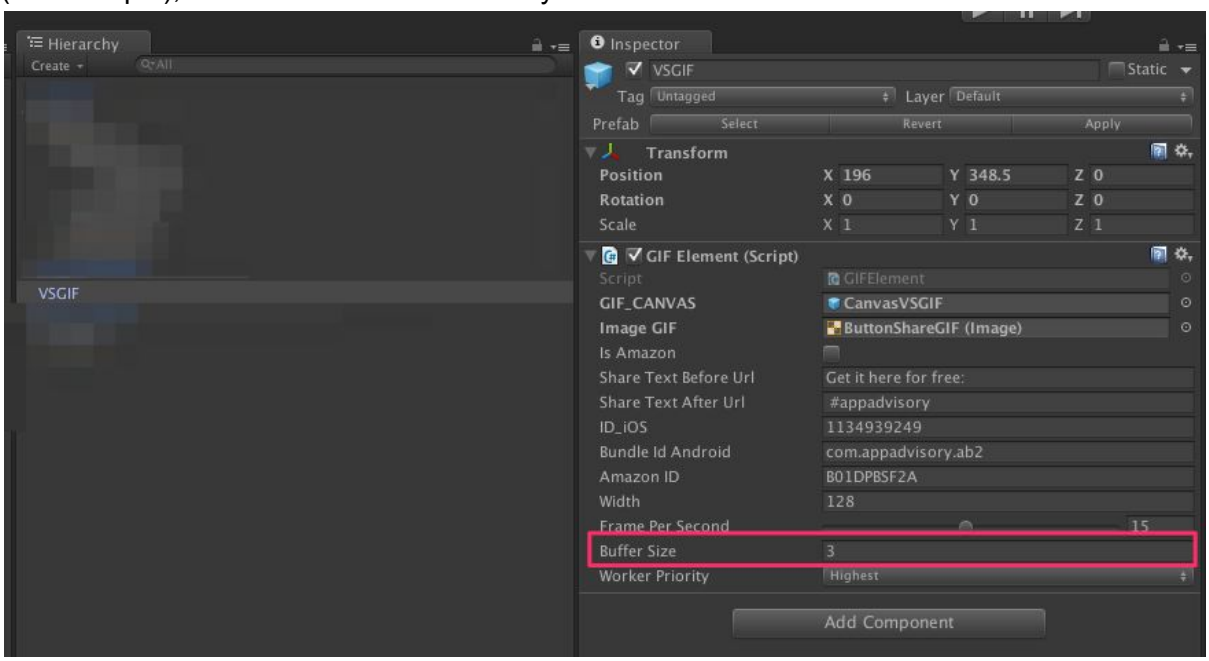
The width of the GIF.



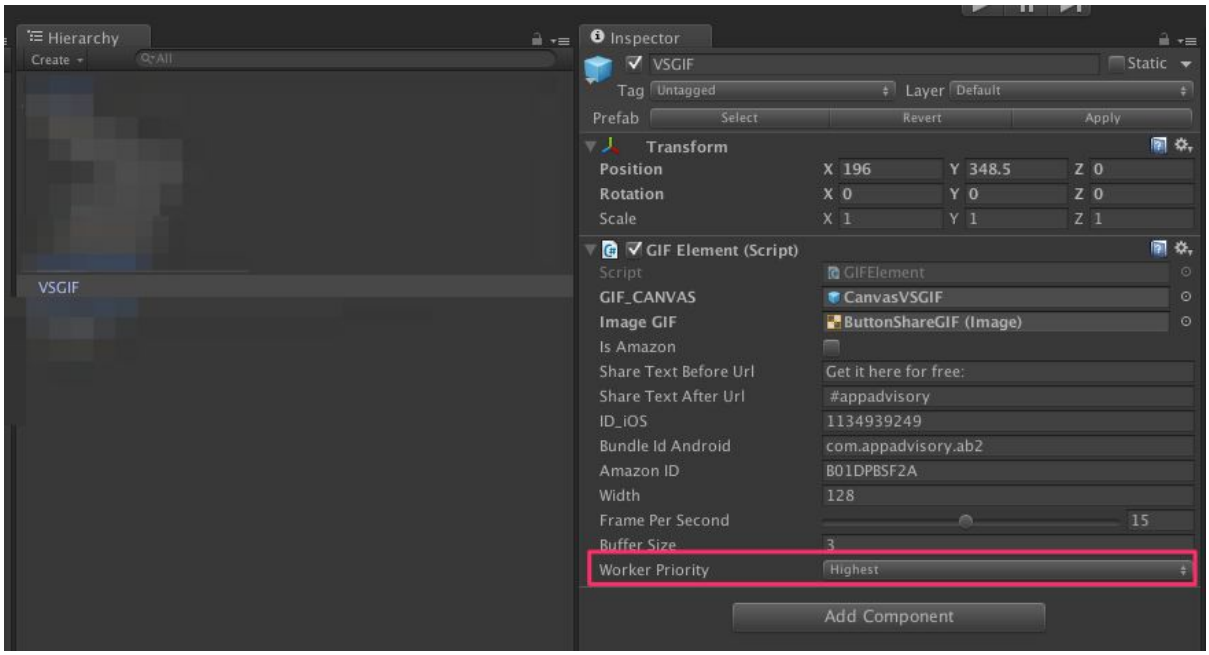
Frame per seconds of the GIF.



Buffer size means the max duration in seconds of your GIF. If your record is greater than 3 (for exemple), the GIF we will take the only 3 last seconds.



We use an other thread to create the GIF. THis option is here to set the priority of this thread.



Thanks !

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Developed by Gilbert Anthony Barouch - https://www.linkedin.com/in/ganbarouch