

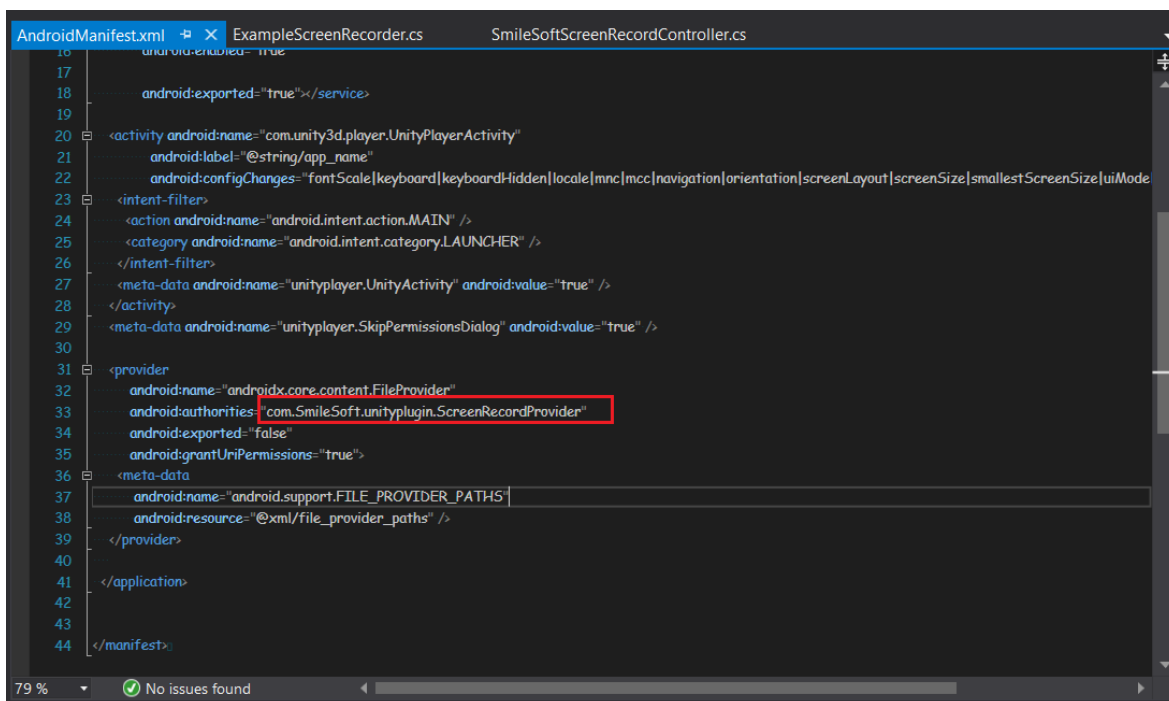
SunShine Android Native Screen Recorder

This plugin can record your gameplay without any issue. It uses android native **MediaRecorder** API and **Android Foreground Service** for record screen. So it will support from **Lollipop (5.1)** to newer versions even **android 10**.

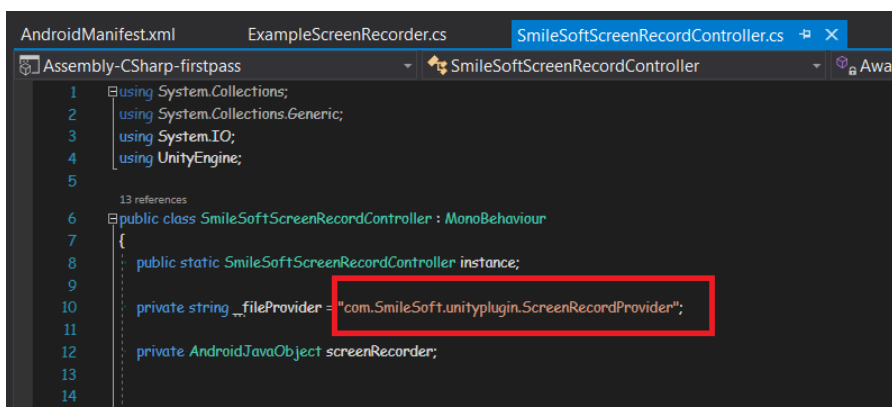
Instruction: After importing the project please drag **Screen Recorder** prefab in Scene Hierarchy from **Assets > SunShine Android Native Screen Recorder > Prefab > Screen Recorder**.

If you want to share the video using native share dialog then please do the following settings.

1. Open Android manifest file from **Assets > Plugins > Android > AndroidManifest.xml** . Now change the authority name with some unique one. We highly recommend you to use the package name.



2. Again Open **SmileSoftScreenRecordController.cs** from **Assets > SunShine Android Native Screen Recorder > Scripts > SmileSoftScreenRecordController.cs**. Now change the `_fileProvider` value which you set on the manifest file before.



You can also see this [video](#) For setting the file provider path value.

Now you are ready for calling the plugin API. The following functions are available in this plugin.

Functions:

1. **Start Record:** `SmileSoftScreenRecordController.instance.StartRecording()`
2. **Stop Record:** `SmileSoftScreenRecordController.instance.StopRecording()` . It returns the recorded file path.
3. **Record Audio:** `SmileSoftScreenRecordController.instance.SetAudioCapabilities(isAudioRecording)`. Where `isAudioRecording` is a **Boolean** type parameter. This will record audio from the device mic.
4. **Set File Destination:** `SmileSoftScreenRecordController.instance.SetVideoDestination(destination)`. Where `destination` is a **String** type value. By default the destination is **External Storage** directory.
5. **Set File Name:** `SmileSoftScreenRecordController.instance.SetVideoName(fileName)`. Where `fileName` is a **String** type value.
6. **Folder Name:** You can create a new folder and save your video there. Just call `SmileSoftScreenRecordController.instance.SetStoredFolderName(folderName)` function. Here `folderName` is a **String** type value.
7. **Set Gallery Add Capabilities:** `SmileSoftScreenRecordController.instance.SetGalleryAddingCapabilities(canAddIntoGallery)`. Where `canAddintoGallery` is a **boolean** type value. If it is true then video file will be added into device gallery. By default this value is **true**.
8. **Bit Rate:** `SmileSoftScreenRecordController.instance.SetBitRate(bitrate)`. `bitrate` is an **integer** type parameter. Higher bitrate means high quality video.
9. **Preview:** If you want to see the preview in the native video view then just call this function `SmileSoftScreenRecordController.instance.PreviewVideo(_recordedFilePath)`. Here `recordedFilePath` is an **string** type parameter.
10. **Share Video:** You can also Share the video using native share dialog. Just call `SmileSoftScreenRecordController.instance.ShareVideo(_recordedFilePath, message, share title)`. It takes three parameters and all of them are **string**. First one is the `filePath`, second one is the `share message` and third one is `share title`.
11. **Video Size:** `SmileSoftScreenRecordController.instance.SetVideoSize(width,height)`. Both `width` and `height` are integer type parameter.
12. **Video Encoder:** `SmileSoftScreenRecordController.instance.SetVideoEncoder(videoEncoder)`. Here `videoEncoder` is an integer type parameter. Before setting this please look [Android Developer official](#) site for supporting encoders in different Android API versions.

To get a clear idea please see the example scene from **Assets > SunShine Android Native Screen Recorder > Example > Example Scene**.

**** Here 3-9 number functions are optional. You can use all of them or none.
But please be sure that these (3-9) functions are called before calling the
Start Record function. ****