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 **Lolipop (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.

```
→ X ExampleScreenRecorder.cs

                                                                  SmileSoftScreenRecordController.cs
            android:exported="true"×/service:
       <activity android:name="com.unity3d.player.UnityPlayerActivity"
            android:label="@string/app_name"
android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|orientation|screenLayout|screenSize|smallestScreenSize|uiMode
          <action android:name="android.intent.action.MAIN" /
         <category android:name="android.intent.category.LAUNCHER" />
        <meta-data android:name="unityplayer.UnityActivity" android:value="true" />
        meta-data android:name="unityplayer.SkipPermissionsDialog" android:value="true" />
         android:name="androidx.core.content.FileProvider"
         android:authorities="com.SmileSoft.unityplugin.ScreenRecordProvider" android:exported="false"
         android:grantUriPermissions="true">
          android:name="android.support.FILE_PROVIDER_PATHS"
          android:resource="@xml/file_provider_paths" />
     </manifest>

    O No issues found
```

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.

```
AndroidManifest.xml ExampleScreenRecorder.cs SmileSoftScreenRecordController.cs  

SmileSoftScreenRecordController  

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```

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()
- Stop Record: SmileSoftScreenRecordController.instance.StopRecording() . It returns the recorded file path.
- 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.
- Set File Name: SmileSoftScreenRecordController.instance.SetVideoName(fileName). Where fileName
 is a String type value.
- 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.
- 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 <u>Android Developer official</u> 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. **