

[ReplayKit](#) / Recording and Streaming Your macOS App

## Sample Code

# Recording and Streaming Your macOS App

Share screen recordings, or broadcast live audio and video of your app, by adding ReplayKit to your macOS apps and games.

Download

macOS 12.0+ | Xcode 13.0+

## Overview

### Note

This sample code project is associated with WWDC21 session [10101: Discover Rolling Clips with ReplayKit](#).

## See Also

### Replay Sharing

```
class RPScreenRecorder
```

The shared recorder object that provides the ability to record audio and video of your app.

```
class RPPreviewViewController
```

An object that displays a user interface where users preview and edit a screen recording that you create with ReplayKit.