

Read ME

GamePlayRecorder

1. Import the Game View Recorder.unitypackage inside your project.
2. Don't worry about the errors just clear them out.
3. Create a new camera in the hierarchy
4. Copy and paste the transform component from your main camera to the newly created one .
5. Then add the "Video camera UI" script to the camera(new).
6. Then add the " Video capture" script to the camera(new).
7. Then add the " Video capture Ctrl" script to the camera(new) and configure as shown in the picture. Do remember to drag and drop the camera(new) to Element0.



