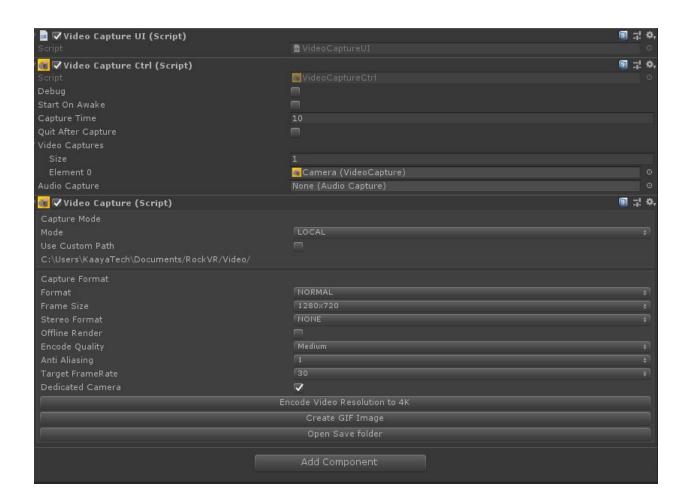
Read ME

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.



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