**实现ISO录音**

Posted on 2013年05月16日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 41 次

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| 01 | (AVAudioRecorder\*)audioRecorder { |
| 02 |  |
| 03 | **if** (!audioRecorder) { |
| 04 |  |
| 05 | NSString \*path = [NSHomeDirectory() stringByAppendingString:@“/tmp”]; |
| 06 |  |
| 07 | NSTimeInterval timeInterval = [[NSDate date] timeIntervalSince1970]; |
| 08 |  |
| 09 | NSString \*fullName = [path stringByAppendingFormat:@“/%.0f.aif”, timeInterval]; |
| 10 |  |
| 11 | NSMutableDictionary \*settings = [NSMutableDictionary dictionary]; |
| 12 |  |
| 13 | *//[settings setValue:[NSNumber numberWithInt: kAudioFormatMPEGLayer3] forKey:AVFormatIDKey];* |
| 14 |  |
| 15 | [settings setValue:[NSNumber numberWithInt: kAudioFormatLinearPCM] forKey:AVFormatIDKey]; |
| 16 |  |
| 17 | [settings setValue: [NSNumber numberWithFloat:8000] forKey:AVSampleRateKey]; |
| 18 |  |
| 19 | [settings setValue: [NSNumber numberWithInt: 1] forKey:AVNumberOfChannelsKey]; *// mono* |
| 20 |  |
| 21 | *//Linear PCM Format Settings* |
| 22 |  |
| 23 | [settings setValue:[NSNumber numberWithInt: 8] forKey:AVLinearPCMBitDepthKey]; |
| 24 |  |
| 25 | [settings setValue:[NSNumber numberWithBool:NO] forKey:AVLinearPCMIsBigEndianKey]; |
| 26 |  |
| 27 | [settings setValue:[NSNumber numberWithBool:NO] forKey:AVLinearPCMIsFloatKey]; |
| 28 |  |
| 29 | *//Encoder Settings* |
| 30 |  |
| 31 | [settings setValue:[NSNumber numberWithInt:AVAudioQualityMax] forKey:AVEncoderAudioQualityKey]; *//AVAudioQualityMin* |
| 32 |  |
| 33 | [settings setValue:[NSNumber numberWithInt:96] forKey:AVEncoderBitRateKey]; |
| 34 |  |
| 35 | [settings setValue:[NSNumber numberWithInt:8] forKey:AVEncoderBitDepthHintKey]; |
| 36 |  |
| 37 | NSError \*error = [NSError new]; |
| 38 |  |
| 39 | @**try** { |
| 40 |  |
| 41 | audioRecorder = [[AVAudioRecorder alloc] initWithURL:[NSURL fileURLWithPath:fullName] settings:settings error:&error]; |
| 42 |  |
| 43 | } |
| 44 |  |
| 45 | @**catch** (NSException \*exception) { |
| 46 |  |
| 47 | [[[[UIAlertView alloc] initWithTitle:[NSString stringWithFormat:@“错误:%@”, error.description] message:nil **delegate**:nil cancelButtonTitle:nil otherButtonTitles:@“OK”, nil] autorelease] show]; |
| 48 |  |
| 49 | } |
| 50 |  |
| 51 | @**finally** { |
| 52 |  |
| 53 | [error release]; |
| 54 |  |
| 55 | } |
| 56 |  |
| 57 | audioRecorder.**delegate** = self; |
| 58 |  |
| 59 | } |
| 60 |  |
| 61 | **return** audioRecorder; |
| 62 |  |
| 63 | } |

以上方法在真机上，可能会出现调用：

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| --- | --- |
| 1 | [self.audioRecorder record]; |

时，延迟几秒。加入：

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|  |  |
| --- | --- |
| 1 | [[AVAudioSession sharedInstance] setCategory:AVAudioSessionCategoryPlayAndRecord error: nil]; |

即可。