



Thanks for installing the asset!

To record audio from the application, just drag the AudioRecorder prefab onto the scene, specify the file save path (`AudioRecorder.filePath`), specify the file name (`AudioRecorder.fileName`) and the method of calling the `StartRecording()` and `StopRecording()` functions. An example of using the code is shown in the `DemoSceneController` script.

To better understand how to integrate this asset into your project, watch the video: <https://youtu.be/thdyAds-h3Q>.

All blocks in scripts are commented out, so I think there will be no problems. Otherwise, write to the mail [isleofassets@gmail.com](mailto:isleofassets@gmail.com)

Please do not forget to rate this asset in the Asset Store! :)