

Microphone Pro

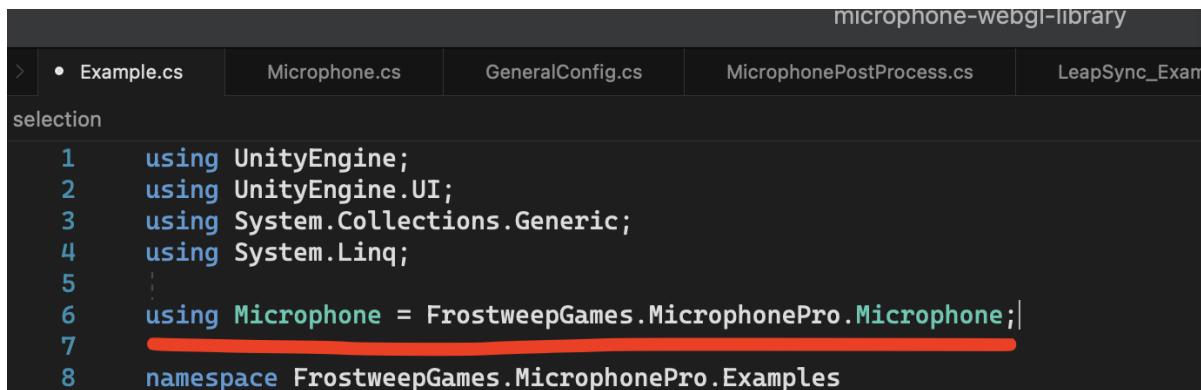
How to use

Our plugin realizes the same API as basic Unity Microphone class. Actually it just extends it for WebGL.

This is the basic description of Unity Microphone class <https://docs.unity3d.com/ScriptReference/Microphone.html>

To use our plugin in your code you have to insert only one line of code at begin of file:

```
using Microphone = FrostweepGames.MicrophonePro.Microphone;
```



The screenshot shows a code editor with a tab bar at the top labeled 'microphone-webgl-library'. The tabs include 'Example.cs' (which is selected), 'Microphone.cs', 'GeneralConfig.cs', 'MicrophonePostProcess.cs', and 'LeapSync_Example.cs'. The code in 'Example.cs' is as follows:

```
1  using UnityEngine;
2  using UnityEngine.UI;
3  using System.Collections.Generic;
4  using System.Linq;
5  ...
6  using Microphone = FrostweepGames.MicrophonePro.Microphone;
7  ...
8  namespace FrostweepGames.MicrophonePro.Examples
```

A red horizontal bar highlights the line 'using Microphone = FrostweepGames.MicrophonePro.Microphone;'. The code editor has a dark theme with syntax highlighting for C#.

Static Properties

devices - An array of available microphone devices, identified by name.

Static Methods

End - Stops recording.

GetDeviceCaps - Get the frequency capabilities of a device.

GetPosition - Get the position in samples of the recording.

IsRecording - Query if a device is currently recording.

Start - Start Recording with device. For leap sync feature it includes optional parameter leapSync which will enable native audio source to play incoming audio from microphone.

ResampleData – Resamples array of samples from source sampleRate into target sampleRate

RequestPermission – Requests permission for a microphone. Most useful for Android, IOS

GetData - Returns samples data. For WebGL it returns native allocated array of samples (based on length). For other platforms it returns data of AudioClip (similar to AudioClip.GetData)

Static Events

PermissionChangedEvent - Fire when permission for microphone was changed. In WebGL it does automatically. On Android/IOS fire only when requested permission via **RequestPermission()** function

RecordStreamDataEvent - Fire when receiving stream chunk from native recorder. Works only in WebGL. Useful when needed to stream data into the network.

Asset Includes two demo scenes that show how the plugin works in basic situations: simple example and leap sync example.

Have further questions? - read README.txt file for more details.