

# AudioRecorder control

The AudioRecorder object can be used to listen for sound and record it to a file.

## Create

Create an AudioRecorder object using the CreateAudioRecorder function of the app object:

```
rec = app.CreateAudioRecorder();
```

You can use the SetFile function of the AudioRecorder object to set the file to save recorded audio.

```
rec.SetFile("/sdcard/demo.wav");
```

The Start method tells it to start recording:

```
rec.Start();
```

And the Stop method is for when you have finished recording:

```
rec.Stop();
```

## Methods

Some controls use the same methods.

For examples of the **same methods** look here.

Method	Description
AudioRecorder.GetRMS()	
AudioRecorder.GetType()	
AudioRecorder.Pause()	
AudioRecorder.SetFile( p1 )	Use the SetFile method to tell the object where to store the sound
AudioRecorder.Start( p1 )	The Start method tells it to start recording
AudioRecorder.Stop()	The Stop method is for when you have finished recording

## Example

```
function OnStart()  
{  
  rec = app.CreateAudioRecorder();  
  rec.SetFile( "/sdcard/test.wav" );  
  rec.Start();  
  app.ShowPopup( "Please speak" );  
  setTimeout( stopit, 5000 );  
}
```

```
function stopit()  
{  
  app.ShowPopup("Finished recording");  
  rec.Stop();  
}
```

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