

# UPRStartRecording



## Introduced in

Version: 3.7

## Description

**Description:** Starts a recording of player (or AI) activities (UPR=Unit Path Recording).  
The recording will include movements, stance changes, and firing of any weapons. Other user actions, like opening doors, are *not* recorded.  
The recording is aborted when one of the following situations occurs:

- unit is deleted
- unit is killed
- unit received an injury that caused an amputation
- unit entered a vehicle.

In order for a recording to be complete (and replayable), it needs to be started (via this command), and then saved via [UPRSaveRecording](#).

## Syntax

**Syntax:** UPRStartRecording unit

**Parameters:**

- unit: [Unit](#) - Player or AI unit.

**Return Value:** [Boolean](#) - If [true](#), then recording was started. If [false](#), then no recording was started (either the unit is already recording, or doesn't exist).

## Examples

**Examples:** UPRStartRecording player

A demo mission is available here: [UPR Demo.zip](#)



Additional Information	
See also:	<a href="#">UPRStopRecording</a> , <a href="#">UPRSaveRecording</a> , <a href="#">UPRStartPlayback</a> , <a href="#">UPRRecordingUnits</a> , <a href="#">recordUserInput</a>
Multiplayer:	
Problems:	

## Notes