

# UPRStopRecording



<b>Introduced in</b>	
Version:	3.7
<b>Description</b>	
Description:	Stops the recording of player (or AI) activities (which was started via <a href="#">UPRStartRecording</a> ). Only <i>stops</i> the recording, but in order for it to be available for replay, it still needs to be saved via <a href="#">UPRSaveRecording</a> .
<b>Syntax</b>	
Syntax:	<code>UPRStopRecording</code> unit
Parameters:	<ul style="list-style-type: none"><li>unit: <a href="#">Unit</a> - Player or AI unit which is currently recording its activities.</li></ul>
Return Value:	<a href="#">Boolean</a> - If <a href="#">true</a> , then recording was stopped. If <a href="#">false</a> , then either the unit doesn't exist, or it isn't currently recording.

<b>Examples</b>	
Examples:	<code>UPRStopRecording player</code>
<b>Additional Information</b>	
See also:	<a href="#">UPRStartRecording</a> , <a href="#">UPRSaveRecording</a> , <a href="#">UPRDiscardRecording</a>
Multiplayer:	
Problems:	

## Notes