



AudioRecorder control

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.

Methods

Some controls use the same methods.

For examples of the [same methods](#) look here.

Method	Description
AudioRecorder.Destroy()	
AudioRecorder.GetAbsHeight()	
AudioRecorder.GetAbsWidth()	
AudioRecorder.GetHeight()	
AudioRecorder.GetPosition()	
AudioRecorder.GetRMS()	
AudioRecorder.GetType()	
AudioRecorder.GetVisibility()	
AudioRecorder.GetWidth()	
AudioRecorder.Pause()	
AudioRecorder.Release()	
AudioRecorder.SetBackColor(p1)	
AudioRecorder.SetBackGradient(p1,p2,p3,p4,p5,p6,p7)	
AudioRecorder.SetBackGradientRadial(p1,p2,p3,p4,p5,p6,p7)	
AudioRecorder.SetBackground(p1,p2)	
AudioRecorder.SetFile(p1)	
AudioRecorder.SetMargins(left,top,right,bottom)	

Method	Description
AudioRecorder.SetPadding(p1,p2,p3,p4)	
AudioRecorder.SetPosition(p1,p2,p3,p4)	
AudioRecorder.SetScale(x,y)	
AudioRecorder.SetSize(p1,p2)	
AudioRecorder.SetVisibility(p1)	
AudioRecorder.Start(p1)	
AudioRecorder.Stop()	