# SSB64 Netplay Recording Instructions
for .krec files (Kaillera Recording)

1. BEFORE starting your match, make sure that BOTH players check the "record game" box in case one recording is corrupt. These will be different on p2p and server. After you have done this you may start your match.

If you are playing on a server the checkbox will be on the bottom right under the "Lagstat" button.
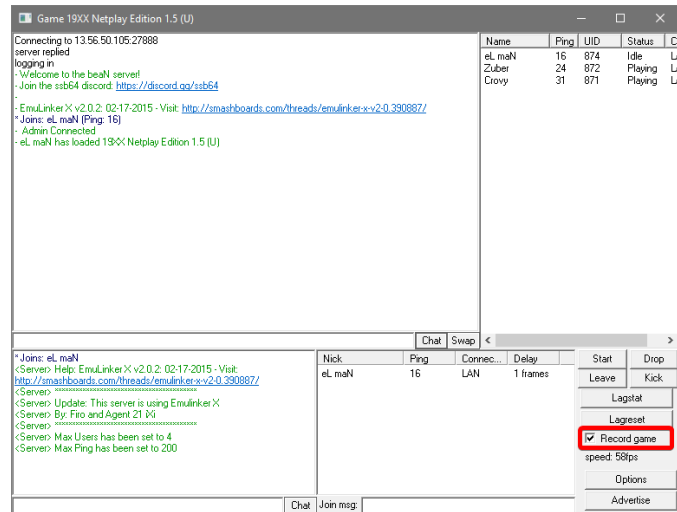
If you are playing through a P2P connection, the checkbox will be on the bottom left corner.
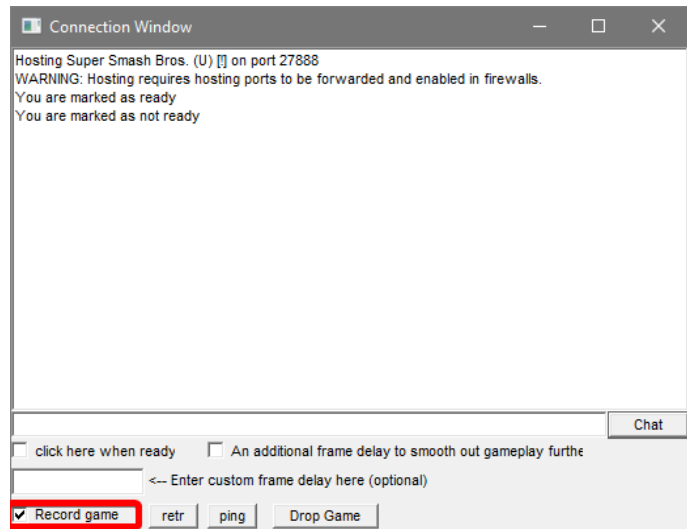
2. After your match is done your recording should be located in the "records" folder in your Project64K directory (%\Project64K\records) or whichever directory kailleraclient.dll is located.
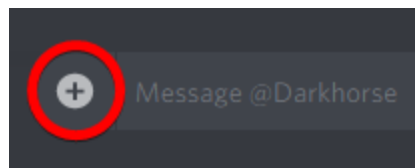
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3. The recording is a .krec file named by the game that was played and the date. Sort your file by date to find your most recent set.
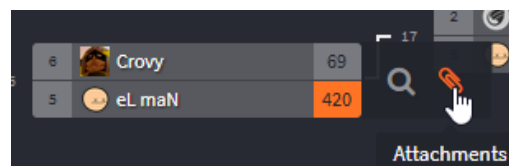

4. Rename the .krec so Dark can easily identify which match it is. Use the format: "PortPlayerPortPlayer Round". Ex: "1pIsai2pJaimeHR WR4"

5. Send the .krec file directly to Darkhorse through discord file attachments.
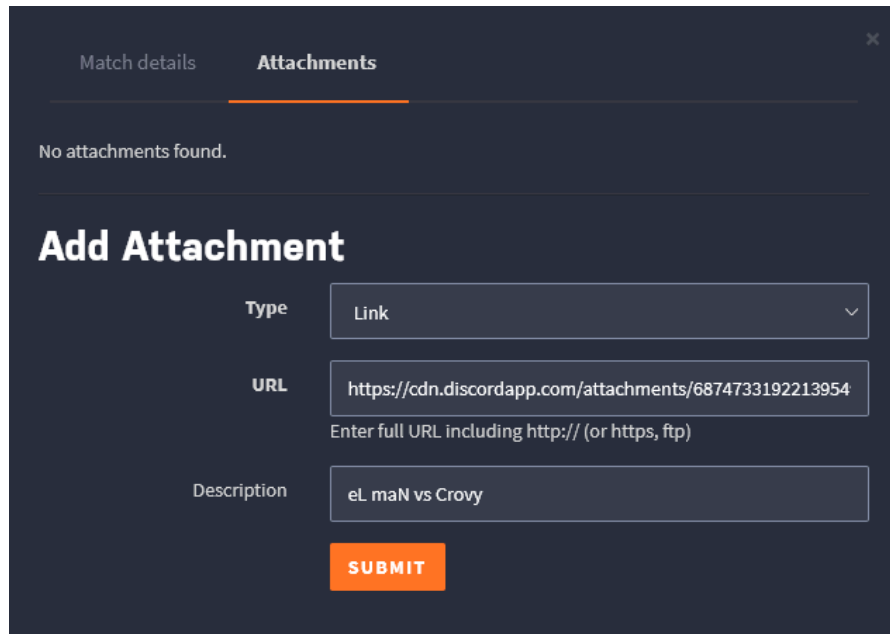

6. (OPTIONAL) Add the .krec file to the Challonge bracket
   a. Copy the .krec file link from step 5.
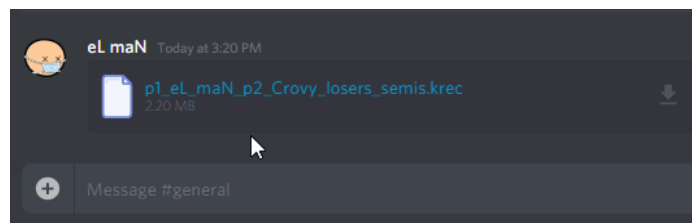
   b. Go to the Challonge bracket and press the attachments button.

c. Choose the attachment type as Link and paste the previous link in the URL box.

Common Issues
If your .krecs do not save, make sure there exists a "records" folder in your Project64K directory first.
If your .krecs desync, put your Project64K directory in a folder with a shorter path, i.e. %\User\Downloads\Project64K

If you have issues uploading your .krec file to the bracket, message Darkhorse on Discord or email him at jasonvbrody@gmail.com with the same description