

# Record/en

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Other languages:

- [English](#)

A **record** is an object that holds metadata stored in the Resonite [cloud](#). Records are used for:

- [Worlds](#)
- Objects in the [inventory](#)
- Directories in the inventory.
- Links to directories in the inventory.
- Textures (only used by the user icon in the [dash menu](#).)
- Audio clips (only used by [voice messages](#))

Records are identified by an *owner* and *record ID*. The owner can be a [user](#) or [group](#).

## Record links

Links to records can be identified by the resrec protocol being present at the beginning of the link. There are two formats of a record URL:

- `resrec:/// [OWNER] / [RECORD_ID]` identifies a record by its owner and ID.
- `resrec:/// [OWNER] / [PATH/T0/RECORD]` identifies a record by its owner and path. This is usually used for inventory directories.

These URLs may be pasted in game using the button on the home tab of the [dash menu](#) or with Ctrl + v on a keyboard. These links are also associated with Resonite on the operating system level, so clicking a `resrec:///` URL in a browser will spawn out the item in-game.

## External access

Records may be accessed externally via the [API](#). Records that are public can be accessed without authorization, while records that are private require appropriate authorization to access.

## Examples

- `resrec:///G-Resonite-Team/R-c3f6fd32-d82f-4f48-80f1-87a05b184650` is the record link for the cloud home. It may also be viewed [online](#).
- `resrec:///G-Resonite/Inventory/Resonite Essentials` is a record link for the

[Resonite Essentials](#) folder. It may be viewed online through [its record path](#) or [its record ID](#). Its contents may be enumerated with [its ?path= link](#).