//Control video playback

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.Video;

using UnityEngine.UI;

public class controller : MonoBehaviour

{

public VideoPlayer v;

public Image button;

// Use this for initialization

public void playvideo()

{

if (v.isPlaying)

{

v.Pause(); //Video pause

button.color = new Color(255, 255, 255, 255);

}

else

{

v.Play(); //Video playback

button.color = new Color(255, 255, 255, 0);

}

}

public void Videoshow()

{

button.color = new Color(255, 255, 255, 255);

}

public void Videohide()

{

v.Pause();

}

}