Diamondhenge Basic Video Player – Read Me

Contents

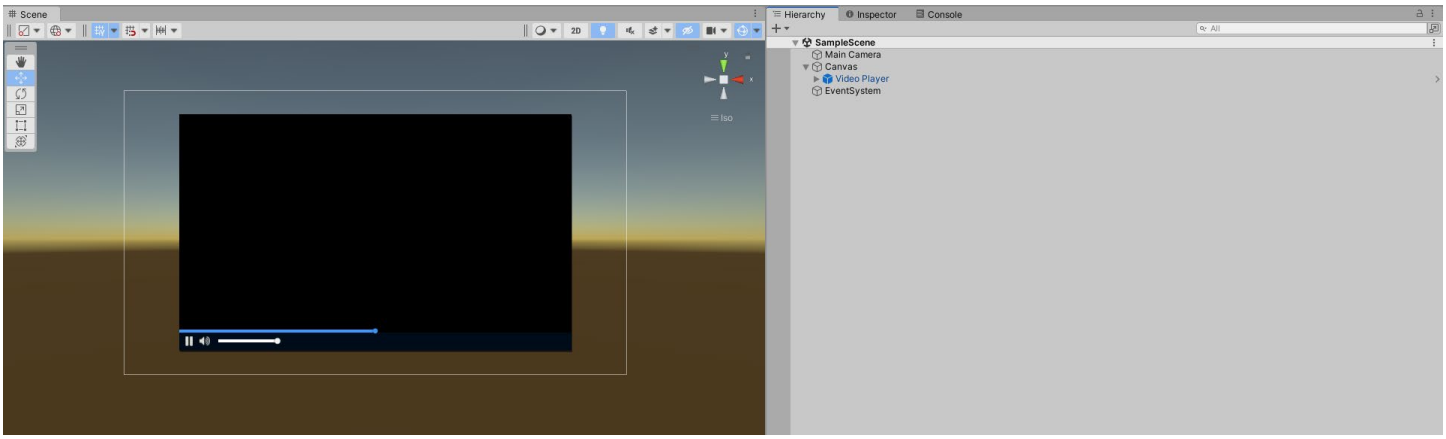
Getting Started

Add the Prefab to Your Scene:

The Diamondhenge Video Player uses the Unity UI framework (See This Guide for more information). To get started, create a Canvas GameObject (unless your scene already has a Canvas GameObject). To create a Canvas on your scene, go to GameObject/UI/Canvas. This will create a Canvas GameObject on your scene.

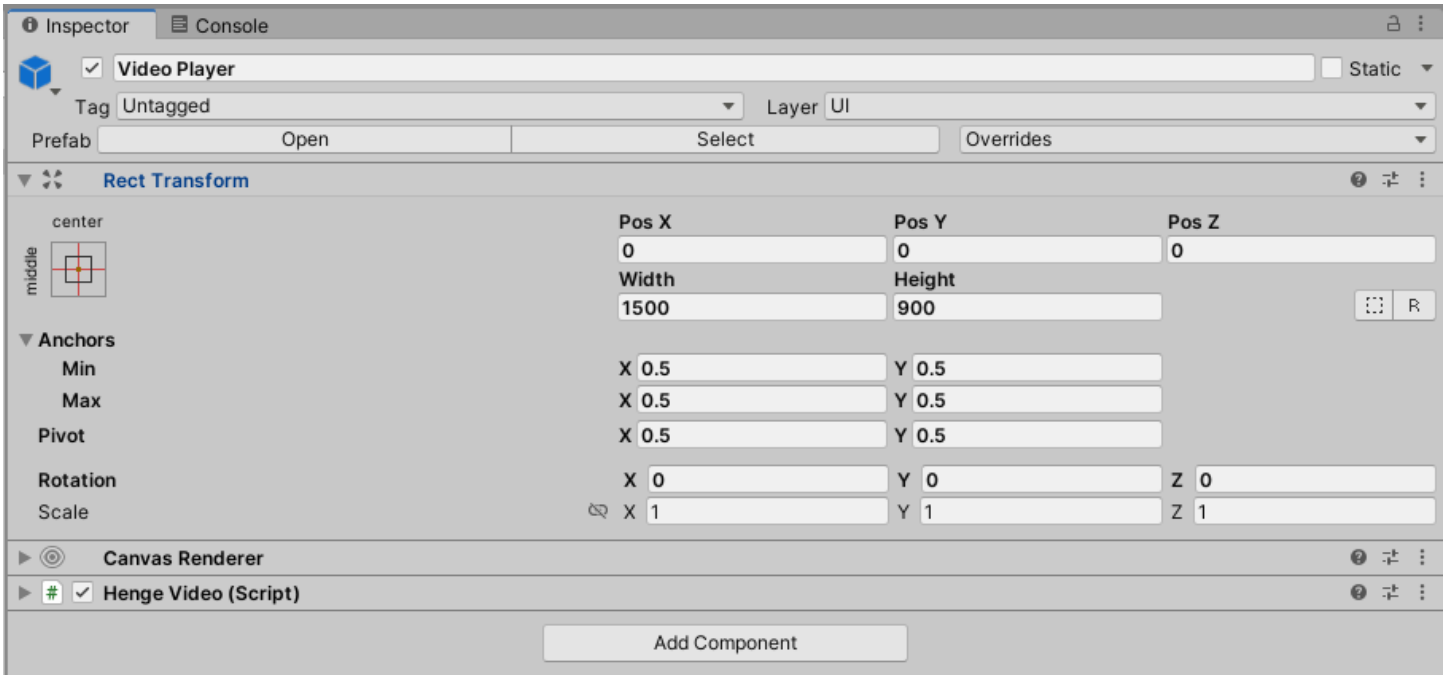
After your Canvas is set up, simply drag and drop the "Video Player" prefab onto your scene. You can find the Video Player Prefab at Diamondhenge>VideoPlayer>Prefab. When you drop the prefab onto the scene, make sure that the prefab instance is a child of a Canvas GameObject. The Video Player won't be visible otherwise.

Your scene should look like this after you've set everything up:



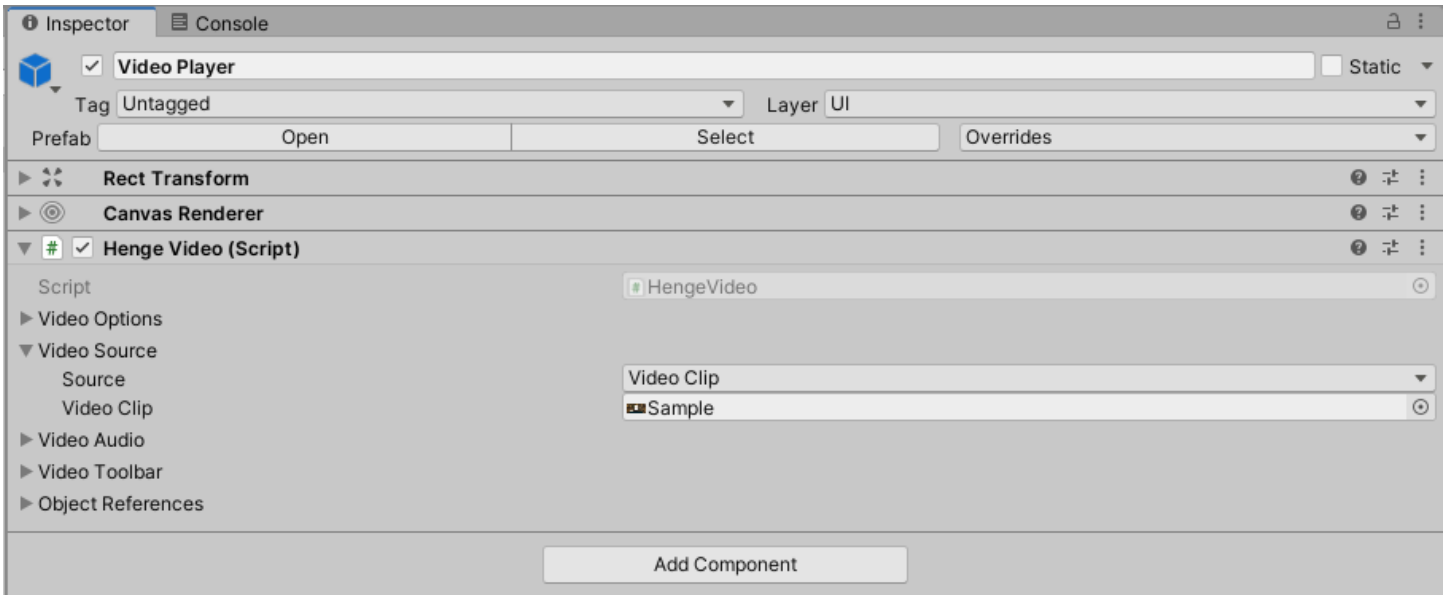
Resize Your GUI

You can resize the RectTransform of the GUI as much as you want. You can use a set Width and Height, or you can use Anchors that resize dynamically with the screen size. The Video Player will function at any size.



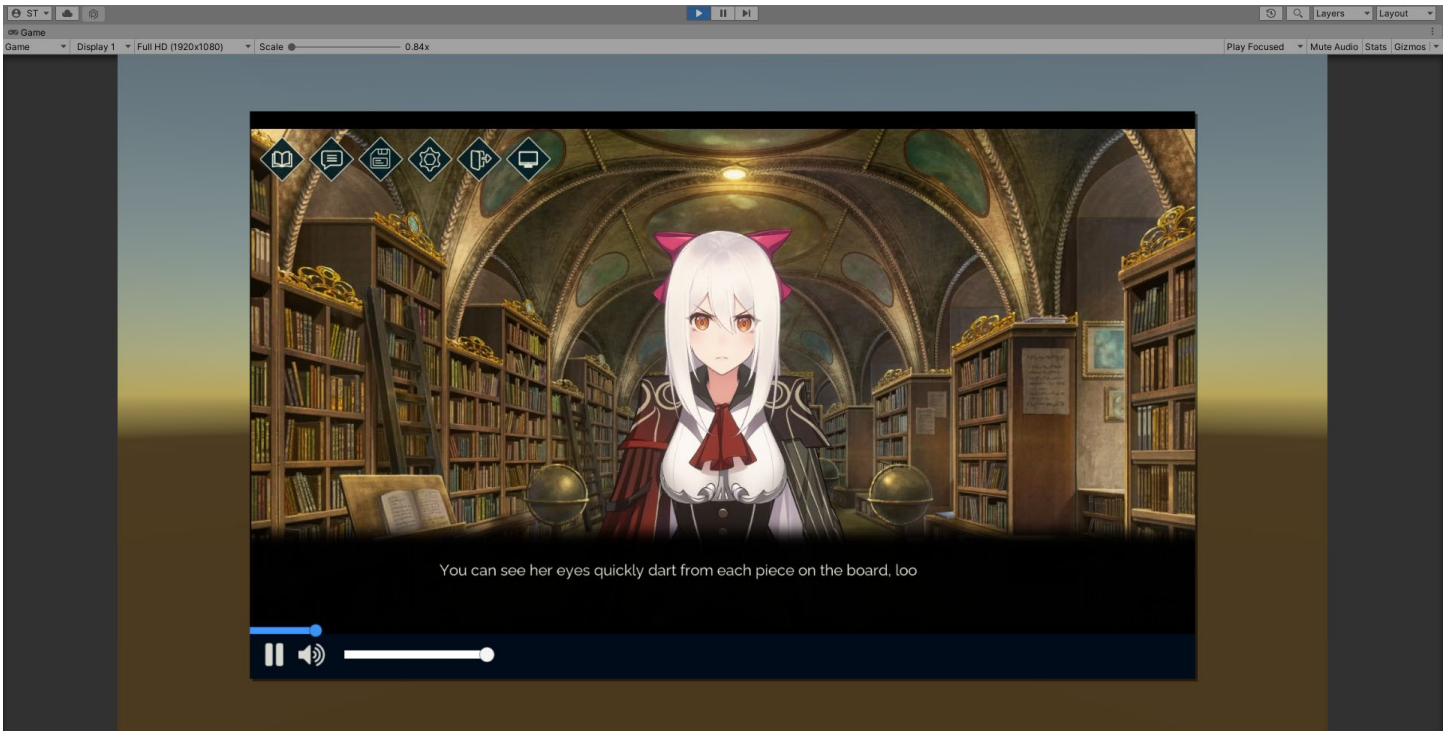
Set Up Your Video

To finish setting up your video, expand the “Henge Video” script:

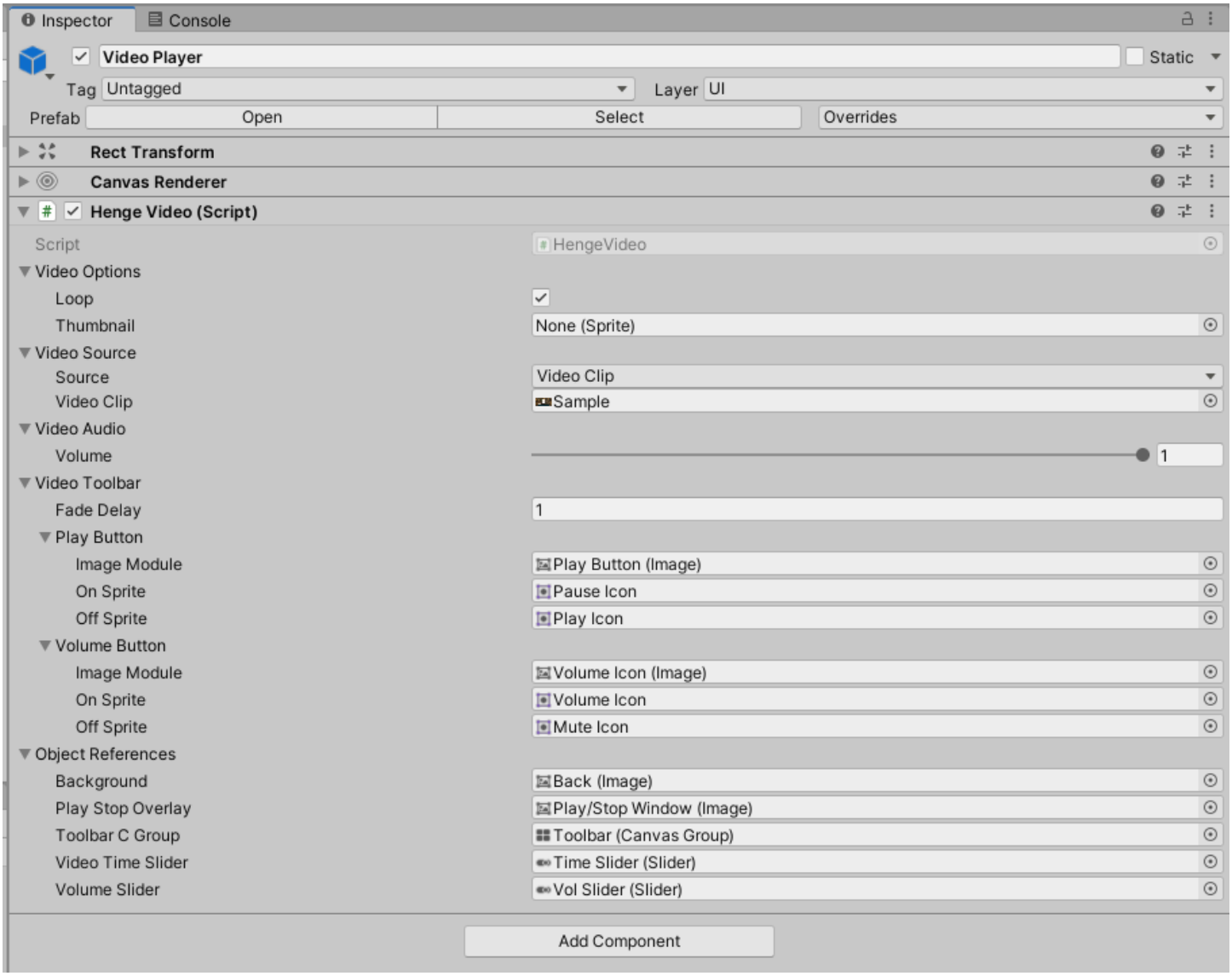


You can set the Video Player to play a VideoClip Asset (Read This Guide for more information) or a video from a URL. After you set the Video Clip or URL, you're finished!

You should be able to play/pause the Video Player when in-game:



Henge Video Parameters:



The “HengeVideo.cs” script allows you to set multiple parameters. Here, we will explain what each of them does.

Video Options

Loop	If set to true, the Video Player will loop on video playback.
Thumbnail	If set, the Video Player will display this sprite as a thumbnail before the user plays the video. If left blank, the Video Player will use the first frame of the video as a thumbnail. Setting a custom thumbnail is more optimal performance-wise.

Video Source

Source	The type of Video Clip that will be used. Can be either a VideoClip Asset or a URL.
Video Clip	The Video Clip Asset to use for the video. (Read This Guide for more information).
URL	The URL of the Video file that you want to use.

Video Audio

Volume	The volume of the video's audio. On a scale of 0-1, where 0 is completely mute and 1 is maximum volume.

Video Toolbar

Fade Delay	While playing a video, the toolbar will slowly disappear to allow the user to see the whole video. If the user pauses the video or moves the cursor, the toolbar will reappear. This parameter is the time (in seconds) before the video toolbar disappears.

Object References

*I recommend that you don't change these references unless you know what you're doing.

Background	The Image module of the black background that displays behind the video. If the video has a custom thumbnail, this image module will be used to display the custom thumbnail before the user plays the video.
Play Stop Overlay	When the user pauses the video, the video will "darken" until the video is resumed. This darken effect is achieved by overlaying a semi-transparent black box over the video. This parameter should hold the Image module of the semi-transparent box.
Toolbar C Group	The opacity of the entire video toolbar is controlled by a singe CanvasGroup. This parameter is a reference to the Video Toolbar's Canvas Group. When the toolbar fades out, this Canvas Group's alpha will be set to 0 (ie. completely transparent).

Video Time Slider	The Slider object that will display how far the video has progressed. The user will also be able to drag this Slider left and right to move to a different point in the video.
Volume Slider	The Slider object that will control the Video's volume. The user can drag this Slider to control the volume of the video.

HengeVideo Methods:

When referencing a HengeVideo object in code, you can call the following methods on it.

LoadVideoData()	Loads the Video that is set in the HengeVideo parameters.
PlayVideo()	Plays the Video loaded into the Henge Video Player. This assumes that LoadVideoData() has already been called.
TogglePauseState()	If video playback is paused, this plays the video. If the video is already playing, this pauses video playback.
SetPauseState(bool pause)	Sets the pause state to the given state. If "pause" is true, pauses the video. If "pause" is false, resumes the video.
SetLooping(bool loop)	Sets whether or not the video will loop when the Henge Video Player reaches the end of the video clip.
SetVideoTime(float time)	Sets the time position of video playback to the given time. The time parameter is on a scale of 0-1, where 0 is the beginning of the video and 1 is the end of the video.
UpdateVideoTime()	Updated the current video time so that it matches the value of the videoTimeSlider.
SetVolume(float vol)	Sets the volume of the current video's audio.
RevealToolbar()	Reveals the video toolbar. If the video is playing and the user doesn't move the cursor, the toolbar will fade away after a short time.