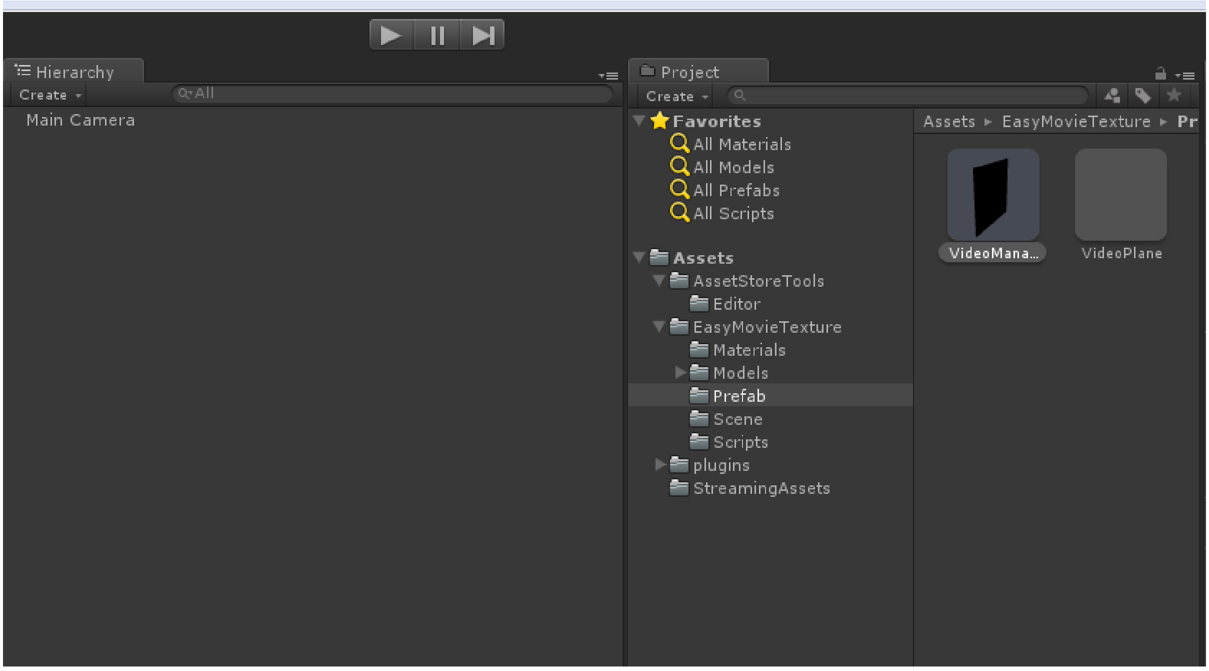
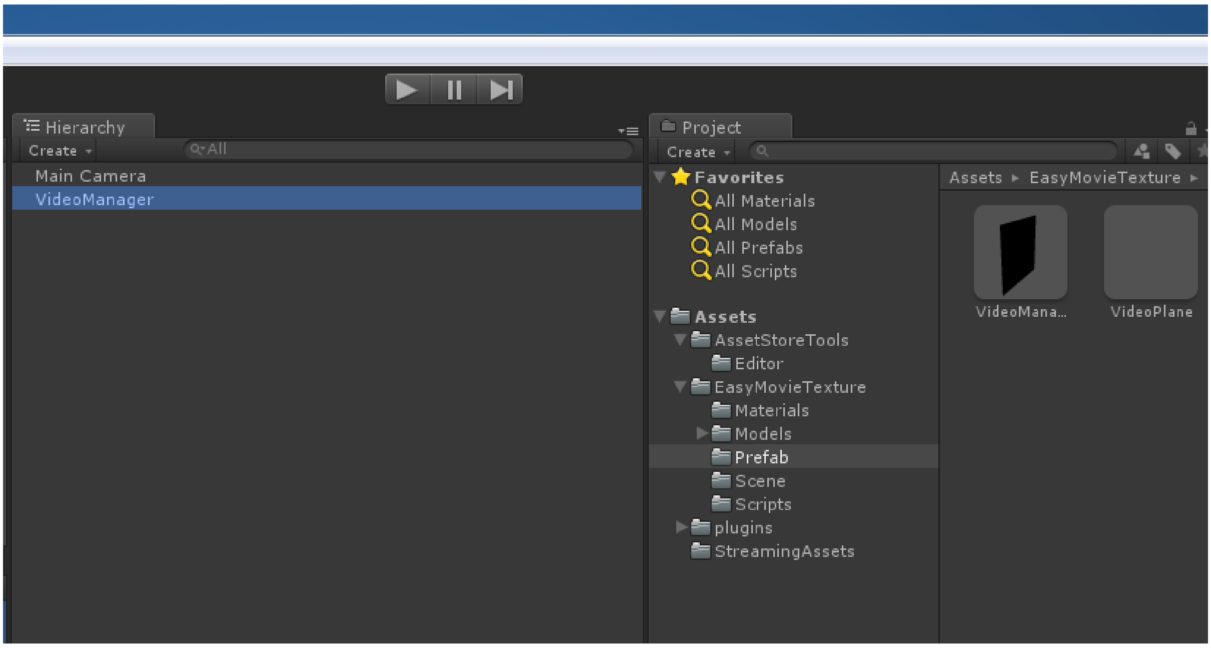
User Manual

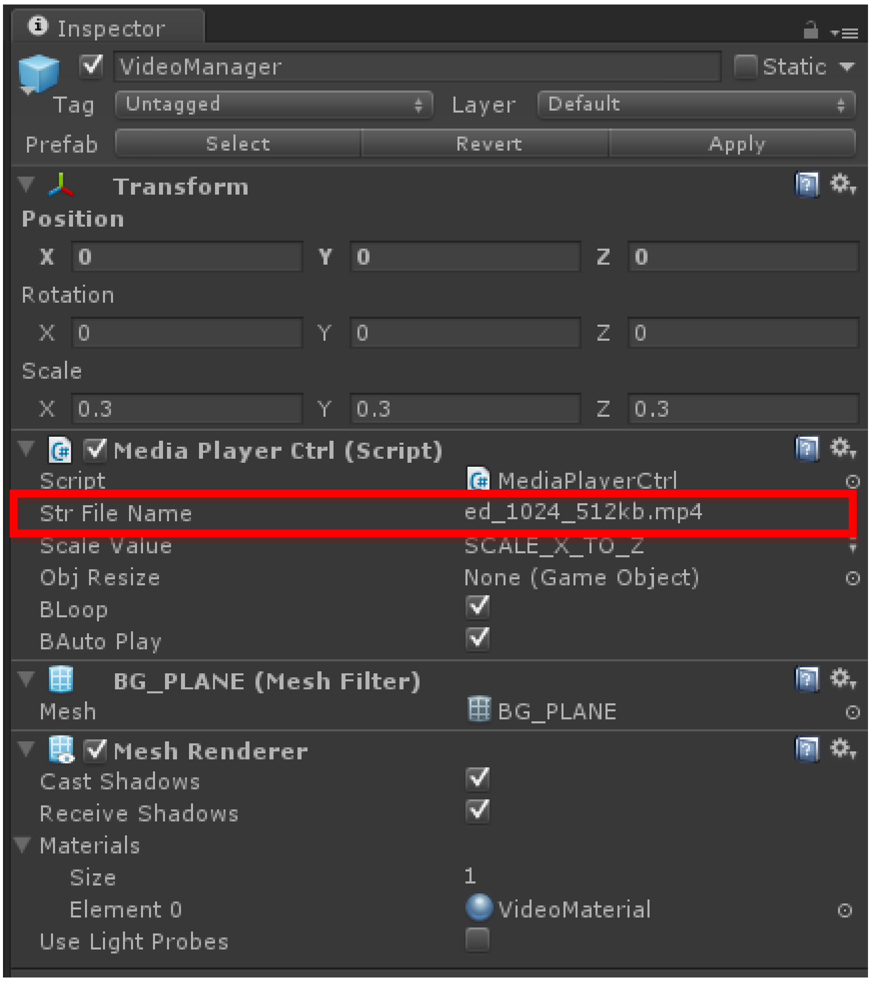
1. Please select the VideoManager(Prefab).



2. Move VideoManager the Hierarchy Browser.



3. In the Inspector window, enter the file name you want to play.
   A. StreamingAssets Video files located in the folder or pathname Streaming Service takes place if applicable.
   B. Streaming services, the PlayerSetting-> Other Settings-> Internet Access : Please select the Require .



☑ VideoManager □ Static

Tag Untagged

Layer Default

Transform

Position

X 0 Y 0 Z 0

Rotation

X 0 Y 0 Z 0

Scale

X 0.3 Y 0.3 Z 0.3

☑ **Media Player Ctrl (Script)**

Script	MediaPlayerCtrl
Str File Name	ed_1024_512kb.mp4
Scale Value	SCALE_X_TO_Z
Obj Resize	None (Game Object)
BLoop	☑
BAuto Play	☑

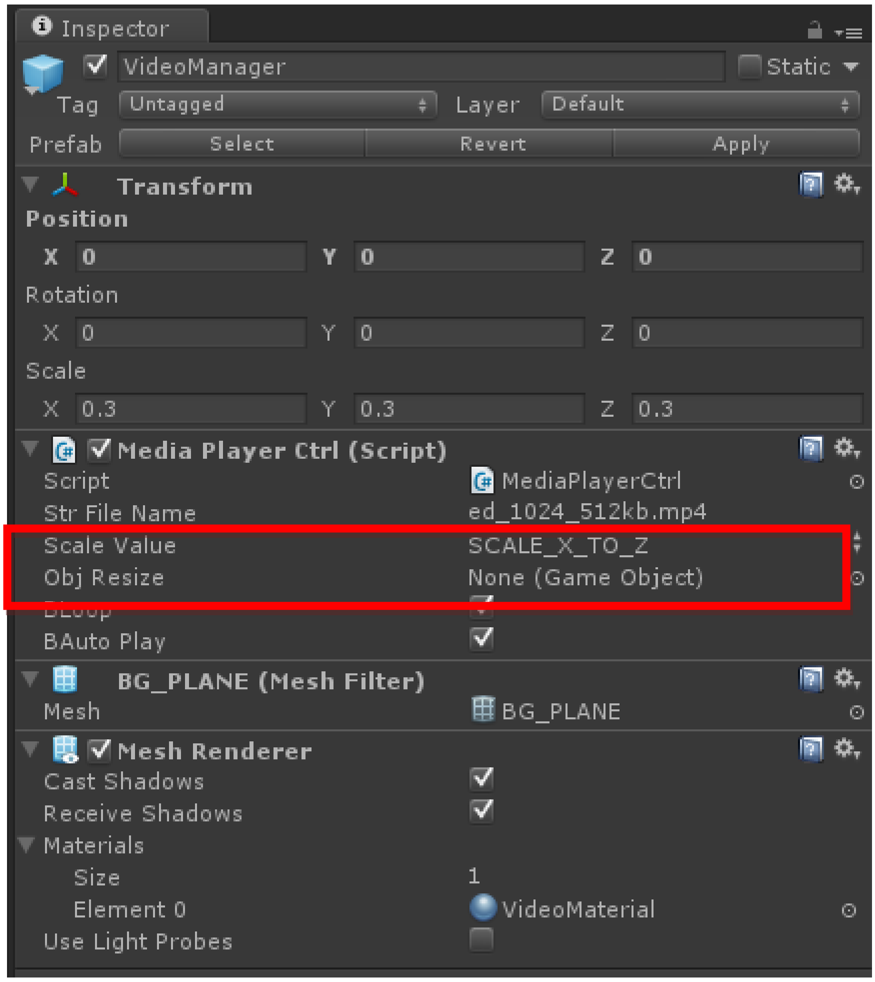
BG_PLANE (Mesh Filter)

Mesh	BG_PLANE

☑ **Mesh Renderer**

Cast Shadows	☑
Receive Shadows	☑
Materials	
Size	1
Element 0	VideoMaterial
Use Light Probes	□

4. Video of the ratio to be adjusted according to the size objResize automatically puts in the GameObject.



☑ VideoManager

Tag: Untagged

Layer: Default

Prefab

Transform

Position

X 0 Y 0 Z 0

Rotation

X 0 Y 0 Z 0

Scale

X 0.3 Y 0.3 Z 0.3

☑ **Media Player Ctrl (Script)**

Script: MediaPlayerCtrl

Str File Name: ed_1024_512kb.mp4

Scale Value: SCALE_X_TO_Z

Obj Resize: None (Game Object)

BLoop: ☑

BAuto Play: ☑

BG_PLANE (Mesh Filter)

Mesh: BG_PLANE

☑ **Mesh Renderer**

Cast Shadows: ☑

Receive Shadows: ☑

Materials

Size: 1

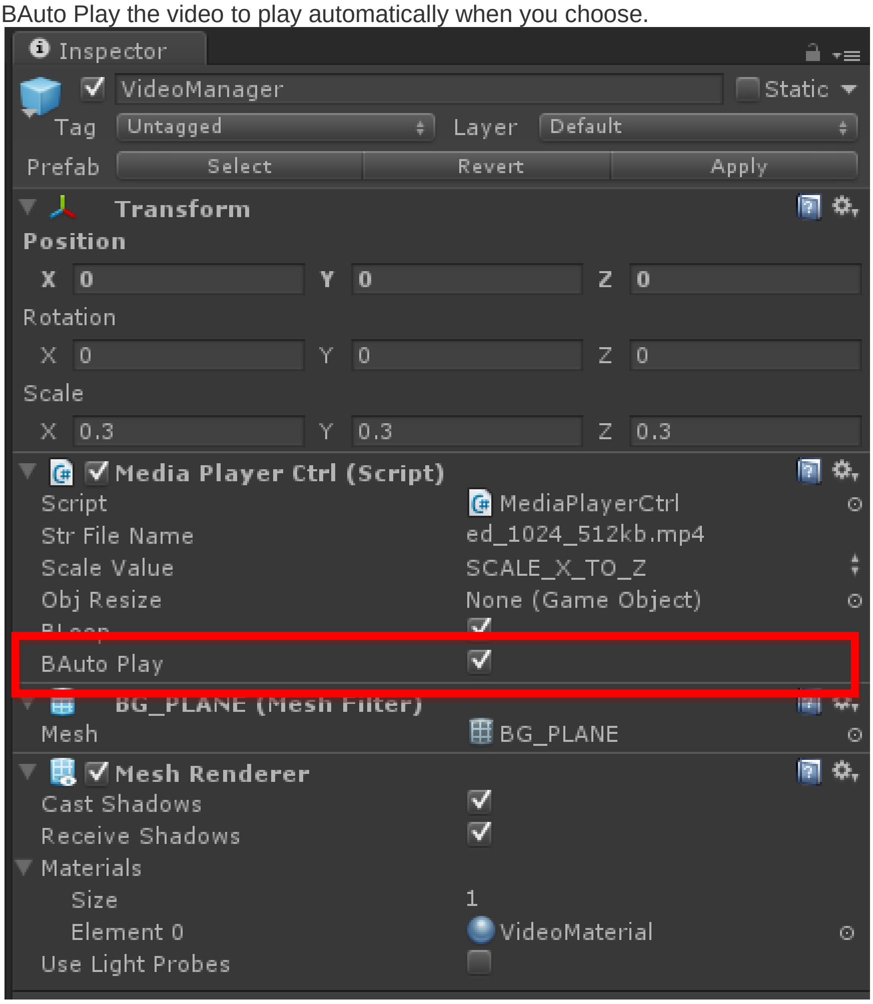
Element 0: VideoMaterial

Use Light Probes: □

5. Scale Value of each axis corresponds to the ratio of the axes to adjust the size.
ex) SCALE_X_TO_Y : The X-axis fixed And Y-axis size adjustment

```
public enum MEDIA_SCALE
{
                    SCALE_X_TO_Y    = 0,
                    SCALE_X_TO_Z    = 1,
                    SCALE_Y_TO_X    = 2,
                    SCALE_Y_TO_Z    = 3,
                    SCALE_Z_TO_X    = 4,
                    SCALE_Z_TO_Y    = 5,
}
```

6. BAuto Play the video to play automatically when you choose.



Inspector

☑ VideoManager □ Static

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position

X 0 Y 0 Z 0

Rotation

X 0 Y 0 Z 0

Scale

X 0.3 Y 0.3 Z 0.3

☑ Media Player Ctrl (Script)

Script MediaPlayerCtrl

Str File Name ed_1024_512kb.mp4

Scale Value SCALE_X_TO_Z

Obj Resize None (Game Object)

BLoop ☑

BAuto Play ☑

BG_PLANE (Mesh Filter)

Mesh BG_PLANE

☑ Mesh Renderer

Cast Shadows ☑

Receive Shadows ☑

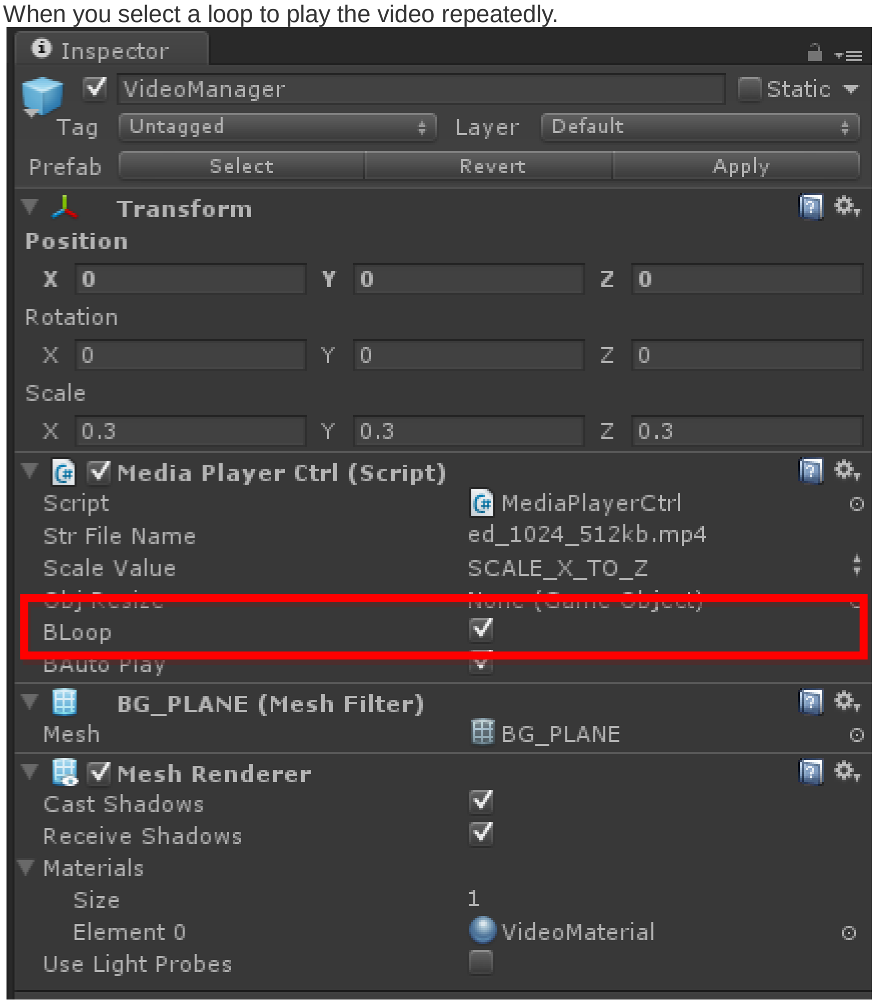
Materials

Size 1

Element 0 VideoMaterial

Use Light Probes □

7. When you select a loop to play the video repeatedly.



☑ VideoManager □ Static

Tag: Untagged Layer: Default

Transform

Position

X 0 **Y** 0 **Z** 0

Rotation

X 0 Y 0 Z 0

Scale

X 0.3 Y 0.3 Z 0.3

☑ **Media Player Ctrl (Script)**

Script: MediaPlayerCtrl

Str File Name: ed_1024_512kb.mp4

Scale Value: SCALE_X_TO_Z

Obj Resize: None (Game Object)

BLoop: ☑

BAuto Play: ☑

BG_PLANE (Mesh Filter)

Mesh: BG_PLANE

☑ **Mesh Renderer**

Cast Shadows: ☑

Receive Shadows: ☑

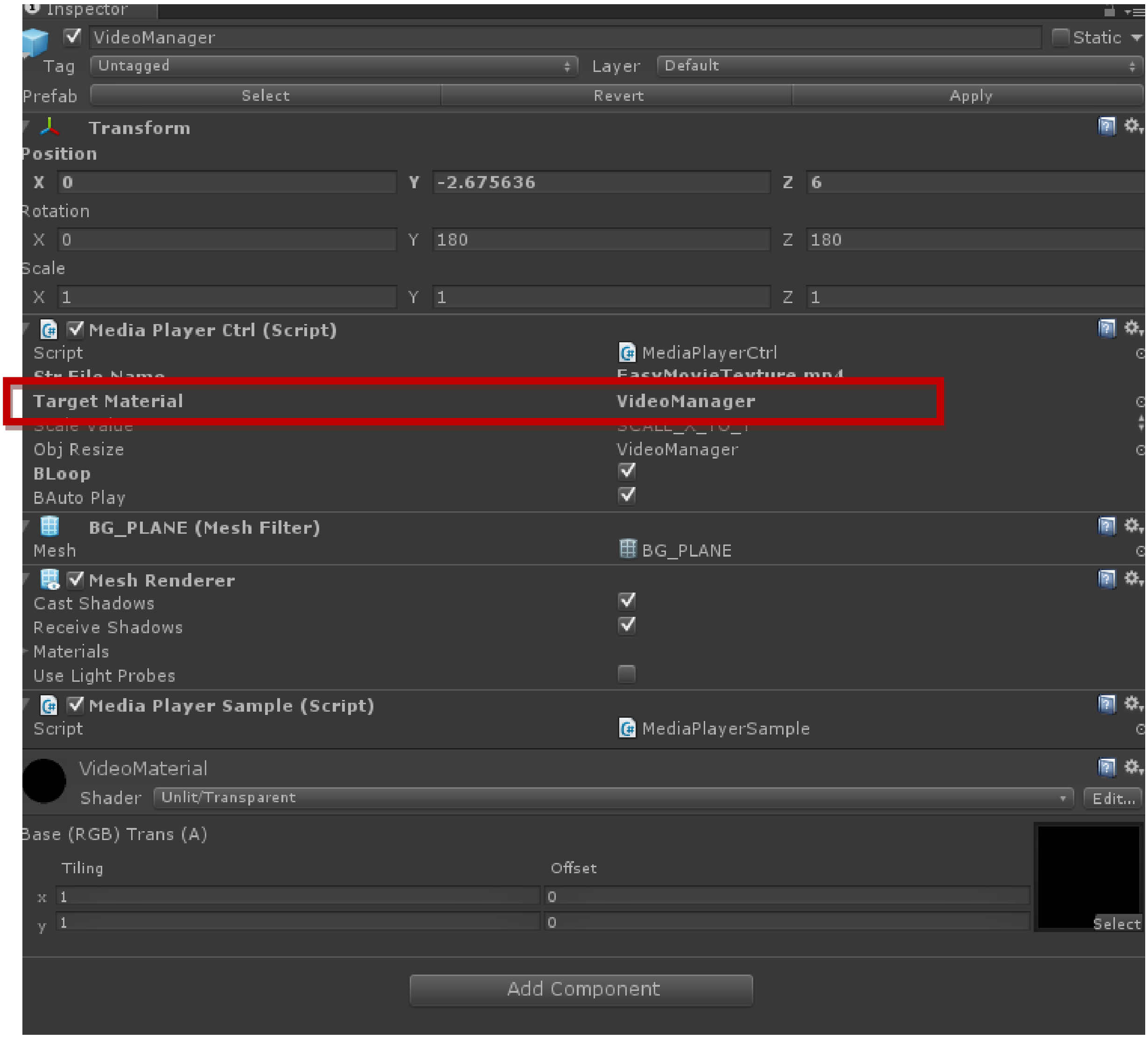
Materials

Size: 1

Element 0: VideoMaterial

Use Light Probes: □

8. Select a GameObject you want to replace the texture.



Inspector

☑ VideoManager □ Static

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position X 0 Y -2.675636 Z 6

Rotation X 0 Y 180 Z 180

Scale X 1 Y 1 Z 1

☑ Media Player Ctrl (Script)

Script MediaPlayerCtrl

Str File Name EasyMovieTexture.mp4

Target Material VideoManager

Scale Value SCALE_X_TO_Y

Obj Resize VideoManager

BLoop ☑

BAuto Play ☑

BG_PLANE (Mesh Filter)

Mesh BG_PLANE

☑ Mesh Renderer

Cast Shadows ☑

Receive Shadows ☑

Materials

Use Light Probes □

☑ Media Player Sample (Script)

Script MediaPlayerSample

VideoMaterial

Shader Unlit/Transparent

Base (RGB) Trans (A)

Tiling x 1 y 1

Offset x 0 y 0

API GUIDE

public Texture2D GetVideoTexture() // return Movie Texture

public void Play() // Movie Play

public void Stop()// Movie Stop

public void Pause() // Movie Pause

public void Unload() // Movie Unload

public void Load(string strFileName) // Movie Load (ex: streaming movie : Load("http://path") or

```
StreamingAssets/Move.mp4 :   Load("Move.mp4");
//(ex:sdcard path : (/sdcard/move.mp4) -> Load("file:///sdcard/movie.mp4");

public void SetVolme(float fVolume) // volume ctrl
public void SeekTo(int iSeek) // Seek To Time milisecond
public int GetSeeklPosition() // //return milisecond
public int GetVideoWidth() // Movie Width;
public int GetVideoHeight() // Movie Height;
//Get update status in buffering a media stream received through progressive HTTP download.
//The received buffering percentage indicates how much of the content has been buffered or played.
//For example a buffering update of 80 percent when half the content has already been played indicates that the next 30 percent of the content to play has been buffered.
//the percentage (0-100) of the content that has been buffered or played thus far
public int GetCurrentSeekPercent()

//Gets the duration of the file.
//Returns
//the duration in milliseconds, if no duration is available (for example, if streaming live content), -1 is returned.
public int GetDuration()
```

iOS

The original source of the following site.(iOS Source)
(https://github.com/unity3d-jp/iOS-VideoPlayerPlugin)

Created by modifying the source.