Play MovieTexture

Version 1.3

Infinity Code, 2013-2015

Description

Component is designed to search and automatically start MovieTexture.

Using

Select the menu item «**Component / Infinity Code / Play MovieTexture**», to add a component to the selected GameObject.

The parameter «**Target**» specify where the component should search video:

- GameObject. As the target for the component will automatically select the current GameObject, determine whether he GUITexture or Renderer components, and selected all MovieTextures, added used in the corresponding component. If not found any GUITexture, or Renderer, then the component will display a warning.
- Scene. As the target for the component you have selected all videos that are in the scene.

The parameter «**Textures**» you can choose MovieTexture, which will operate the component.

Choose how to run MovieTexture:

- Automatically, when entering to playMode.
- Automatically, when entering to playMode, delayed start playing.
- Manually, using the start button or code.

If necessary, select the option «**Loop**».

If «**Loop**» is not checked, you can specify the action that will occur after stopping the video.

Redefining the component

There are times when you need to run on a different MovieTexture GameObject. To do this, select the property to GameObject «**Target Object**». If you change the target, all settings are automatically determined.

Attention

All instances of the video will always start at the same time, no matter where they are attached. This is not the fault of the component, and the peculiarity of Unity3D.

To import video into Unity3D requires **PRO** license.

The management of other scripts

C#

```csharp
void OnGUI()
{
        int x = Screen.width - 210;

        if (GUI.Button(new Rect(x, 10, 200, 30), "Start sphere parallax movies C#"))
                SendMessage("StartMovies");

        if (GUI.Button(new Rect(x, 45, 200, 30), "Stop sphere parallax movies C#"))
                SendMessage("StopMovies");
}
```

JavaScript

```javascript
function OnGUI ()
{
        var x = Screen.width - 210;

        if (GUI.Button(new Rect(x, 80, 200, 30), "Start sphere parallax movies JS"))
                SendMessage("StartMovies");

        if (GUI.Button(new Rect(x, 115, 200, 30), "Stop sphere parallax movies JS"))
                SendMessage("StopMovies");
}
```