

YOUTUBE

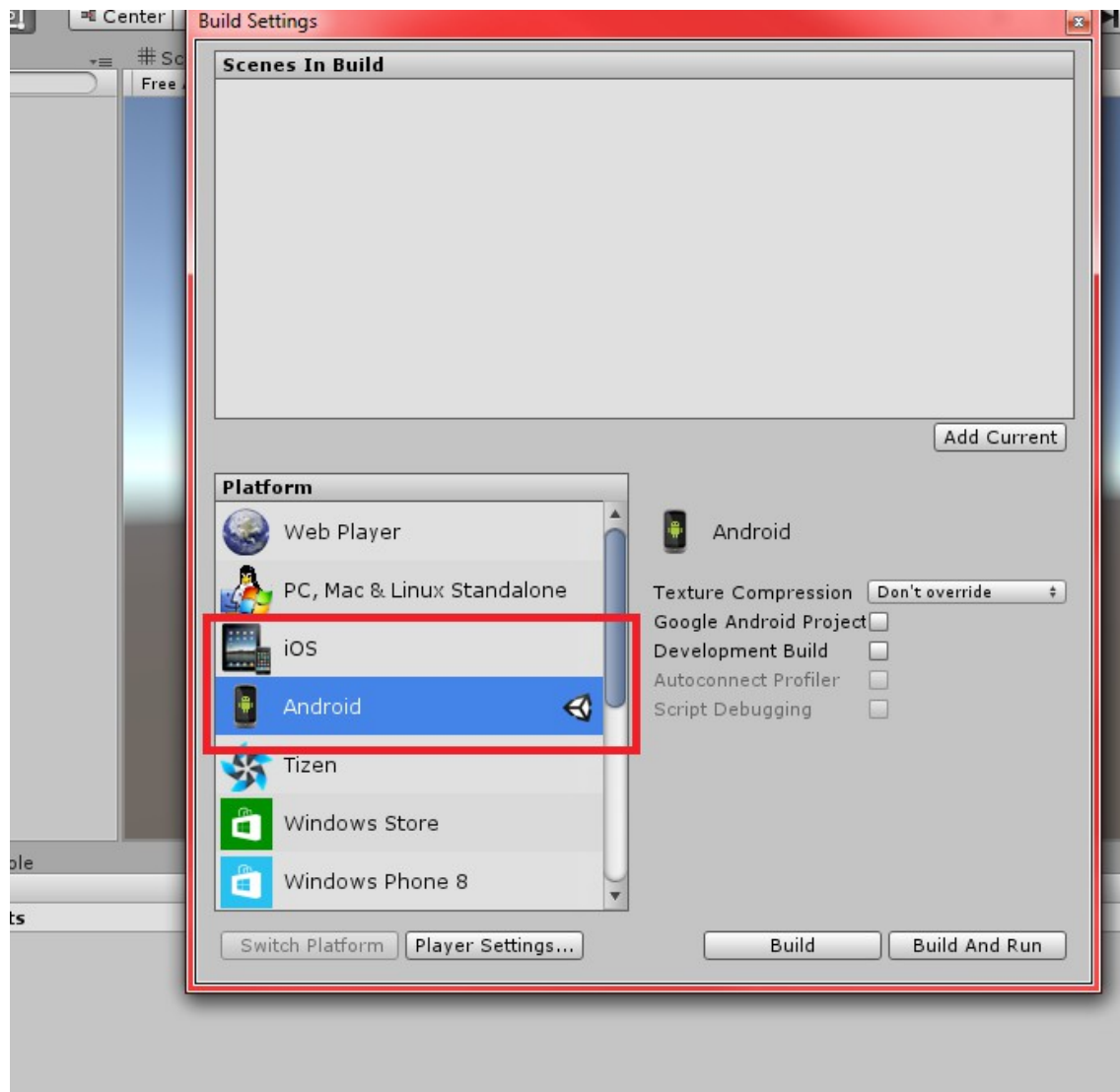
Video Player

Important note, the video only play on mobile plataforms, you can test in editor, if you see in console a big url you can copy and paste in your browser, if the video play, everything is ok. When you play in mobile the video will run in fullscreen using `HandHeld.PlayFullScreenMovie`.

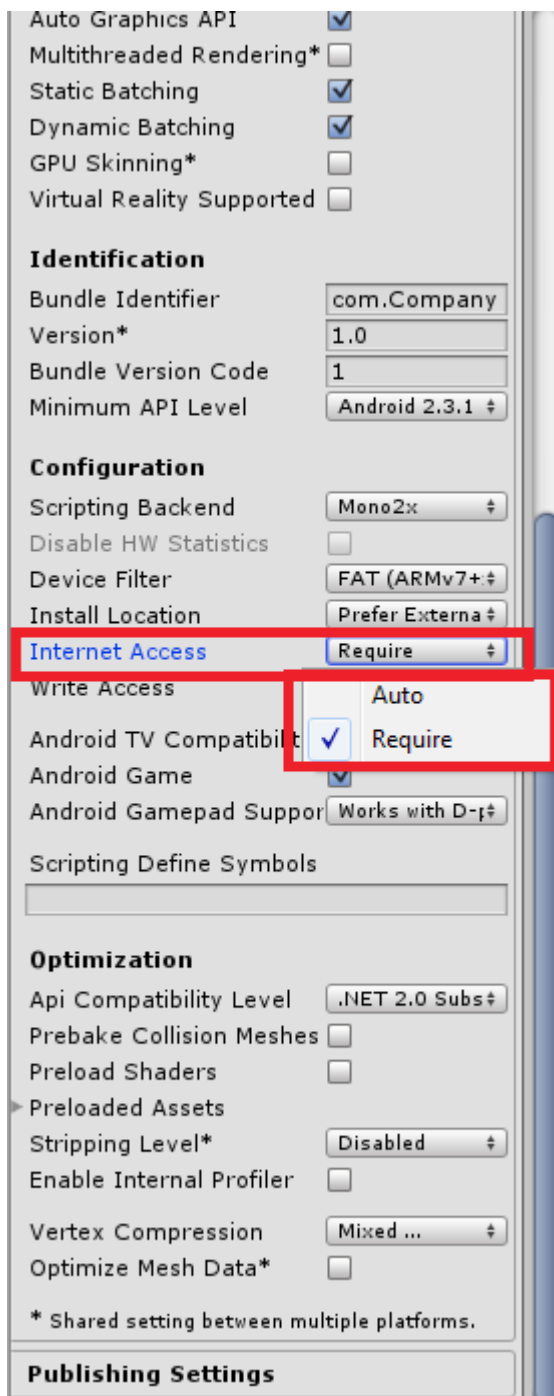
In the old version you only get this working if you use API Compatibility level .NET 2.0 , now is working on .NET 2.0 Subset.

Running the demo

Change the build settings to a mobile platform.

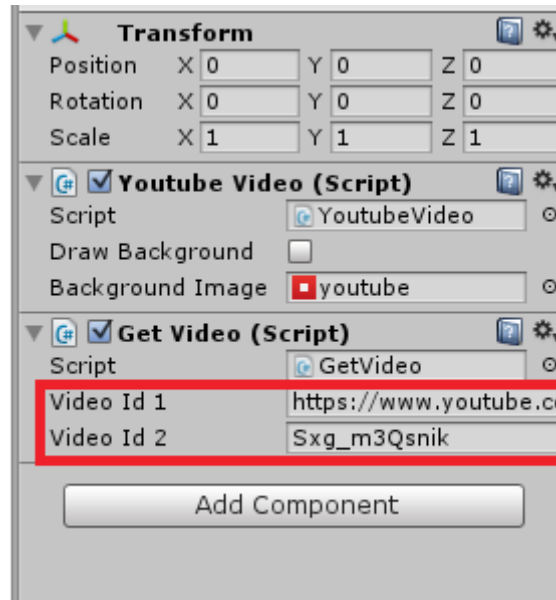


You need wi-fi connection to play the videos, you need to add the internet connections to your mobile permissions, doing this:



If you dont do this, the video will not play.

To run the demo you need to open "YoutubeVideoPlay" Scene, Click on "YoutubeManager" Game Object and set the video id or video url in the desired location, see the screenshoot:



You need to build to one of the mobile platforms and run in your mobile device.

Explaining the code:

```
if(GUI.Button(new Rect(0,0,Screen.width,Screen.height/2),"Load Video 1"))
{
    Handheld.PlayFullScreenMovie(YoutubeVideo.Instance.RequestVideo(videoId1, 720)); //if the second parameter is 0 will use the YoutubeVideo.cs quality set
    Debug.Log("The video only plays on mobile device, if you receive one big url on console all it's ok");
}
if(GUI.Button(new Rect(0,Screen.height/2,Screen.width,Screen.height/2),"Load Video 2"))
{
    Handheld.PlayFullScreenMovie(YoutubeVideo.Instance.RequestVideo(videoId2, 720));
    Debug.Log("The video only plays on mobile device, if you receive one big url on console all it's ok");
}
```

In the example in the image, you have two buttons click conditions, is the same of the demo scene. The magic happens in this line:

```
"Handheld.PlayFullScreenMovie(YouTubeVideo.Instance.RequestVideo(videoId1,720));".
```

Handheld.PlayFullScreenMovie -> Is a unity function to play videos on mobile.

YouTubeVideo.Instance.RequestVideo -> This function returns the video mp4 file, using two parameters, the video url or id and the desired resolution.

Important Note: videos more than 720p have the audio splitted(dont come with audio) i'm working on a new solution to get the video with the audio.