Unity Asset

Unity Video Player

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Overview

The primary function of this asset is to allow users to be able to control videos with ease whether it be pausing, skipping, controlling volume, muting, orientating/full screening videos – utilizing Unity's built in video component.

RATE

If you enjoyed this asset, please rate it! It will help alot! Furthermore if your having issues or need improvements reach out to hunter.glen@gmail.com

Asset supports

- **Local source video** – Using the canvas video clip prefab, this prefab is setup to play video stored within Unity
- **Direct/download URL –** Using the canvas video url prefab, this prefab is designed to play source videos directly from a direct download URL link
- **NOTE**: This asset does not support streaming URLS from websites such as YouTube
- **NOTE**: Fullscreen mode(which changes orientation) has been developed mainly for mobile devices that support orientations portrait/landscape

Example Scenes

- VideoManager URL

- VideoManager URL Landscape

- VideoManager Video Clip – requires video adding to project

- VideoManager Video Clip Landscape – requires videos adding to project

- VideoManger 3D URL Landscape

- VideoManager 3D Video Clip Landscape

Quick Video Setup

- For canvas video **clip** prefab (Portrait): https://youtu.be/9kPBeMy2KS8

- For canvas video **clip** prefab (Landscape):https://youtu.be/P1DJBSdmF6Q

- For canvas video **url** prefab (Portrait): https://youtu.be/LqHs9PB5Ga8

- For canvas video **url** prefab (Landscape):https://youtu.be/8axqYTKNvg8

Setup

Note* For 3D you can also follow the instructions below but instead using either 3D Canvas Video URL or 3D Canvas Video Clip prefabs

1. Identify resolution
Identifying your target resolution/orientation now, will help with the setup further down the line.
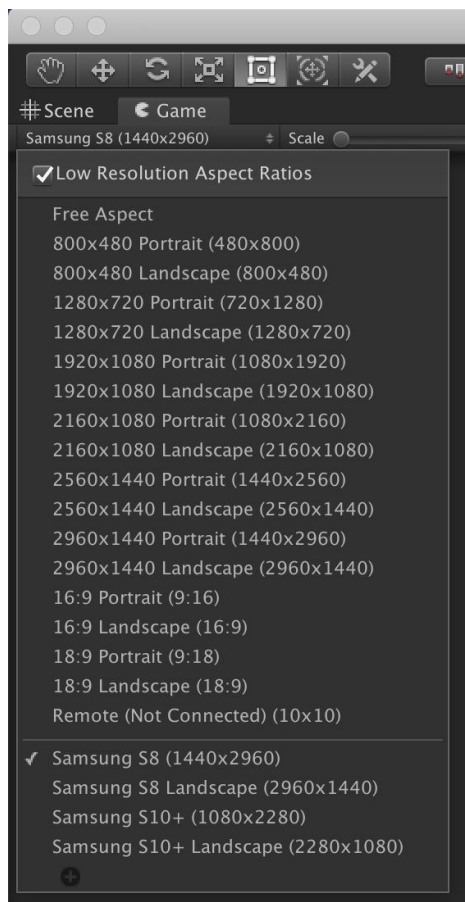
2. Add Videos to project (if you're going to source videos from within Unity)
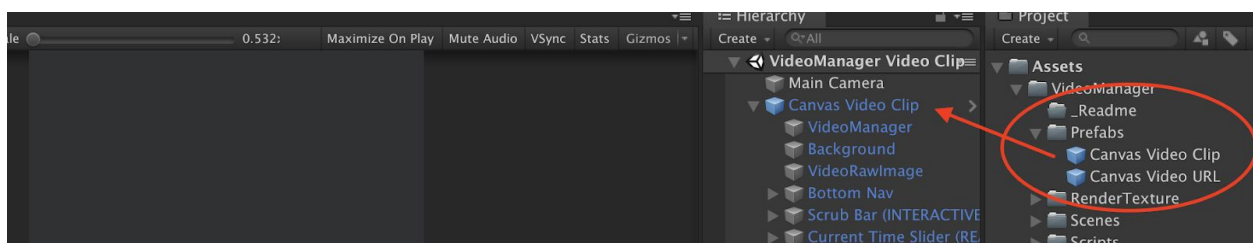
3. Create a new scene

File > create new scene

3. Event System

If an event system doesn't already exist, add one > within the Hierarchy
window > right-click > UI > Event System

4. Drag and drop video prefab

- **Local source video play** – Drag and drop canvas video clip prefab into
  the hierarchy window
- **Direct/download URL** – Drag and drop canvas video url prefab into the
 hierarchy window

5. Adding videos

Local source video play

Simply select the child object VideoManager of the canvas video clip prefab > drag and drop **your** videos into the video clips array property – within the inspector of VideoManager.
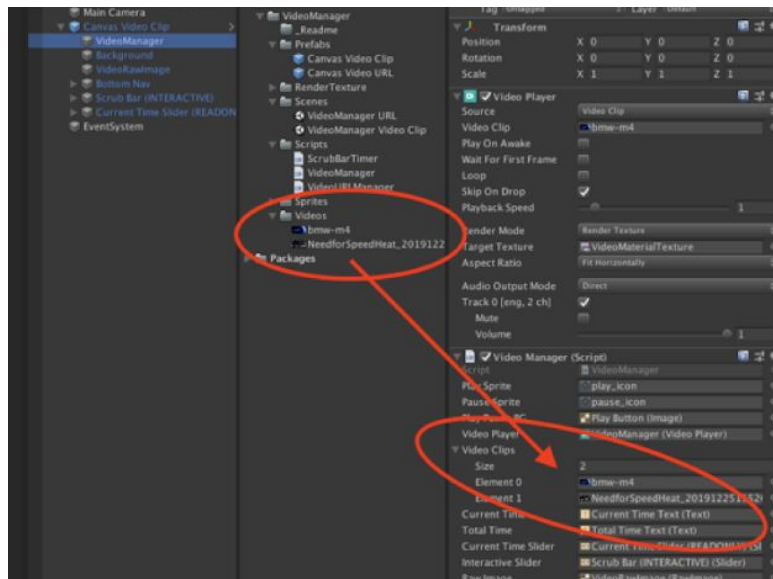

Direct/download URL

Simply select the child object VideoManager of the canvas video url prefab > enter direct link URL into the video URL clips array property – within the inspector.
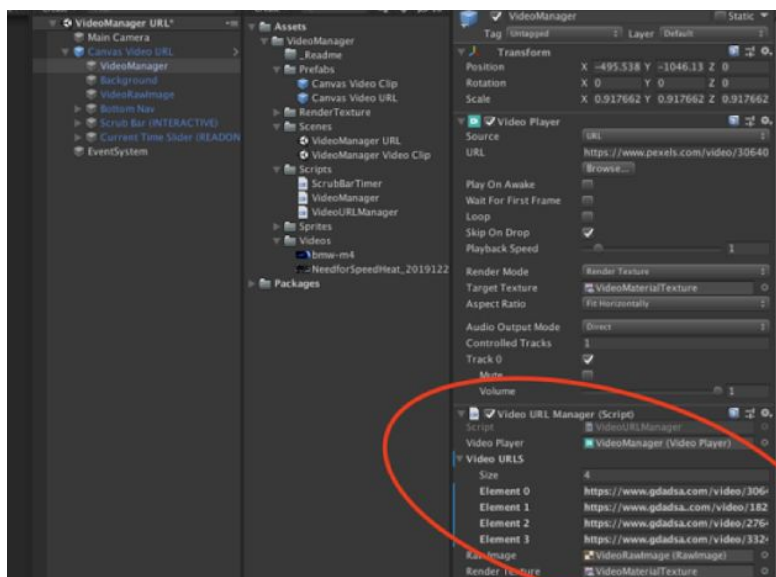
6. Select orientation

By default the asset has been setup to play videos in portrait, you can change this default setting by toggling the landscape checkbox located on either the VideoManager.cs or VideoURLManager.cs public property within the inspector of the VideoManager gameobject.
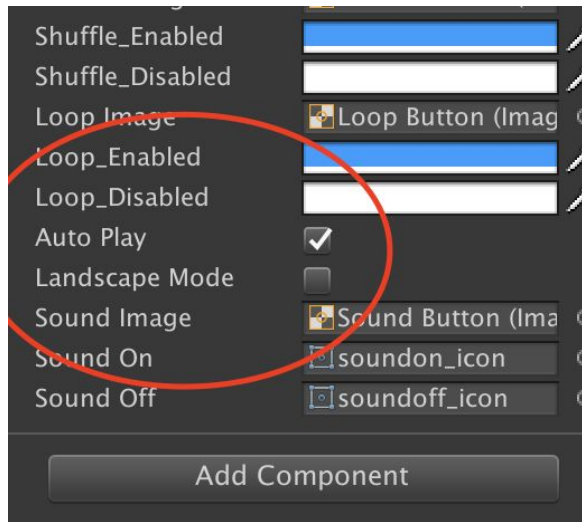

Things to note:

Looping

If this is toggled on and when the video reaches the end of the video list and autoplay is selected, the next video to be played will be the first video in the arrays list.
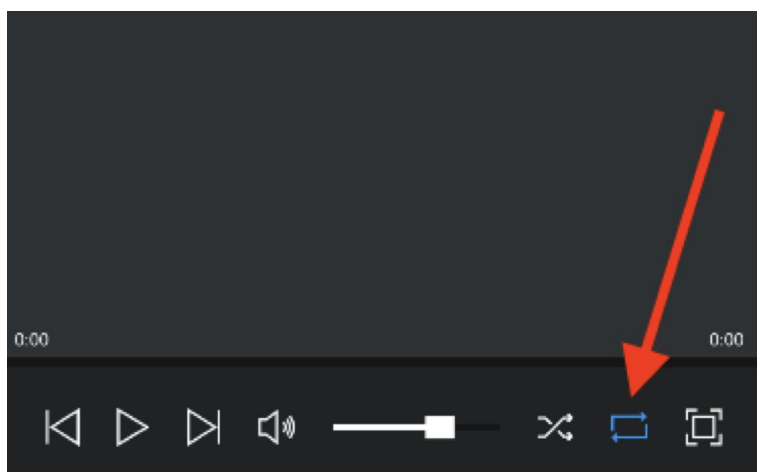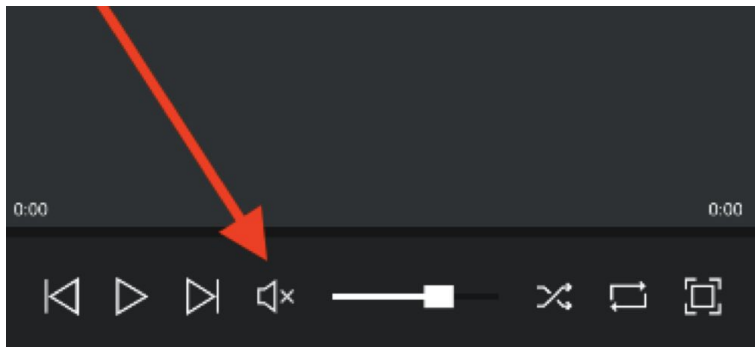
Autoplay checkbox

If ticked – when a video completes, the next one in the array list will play.

The autoplay checkbox property can be found on the VideoManager.cs and VideoURLManager.cs (depending upon the prefab of choice) within the inspector window – attached to the video manager.
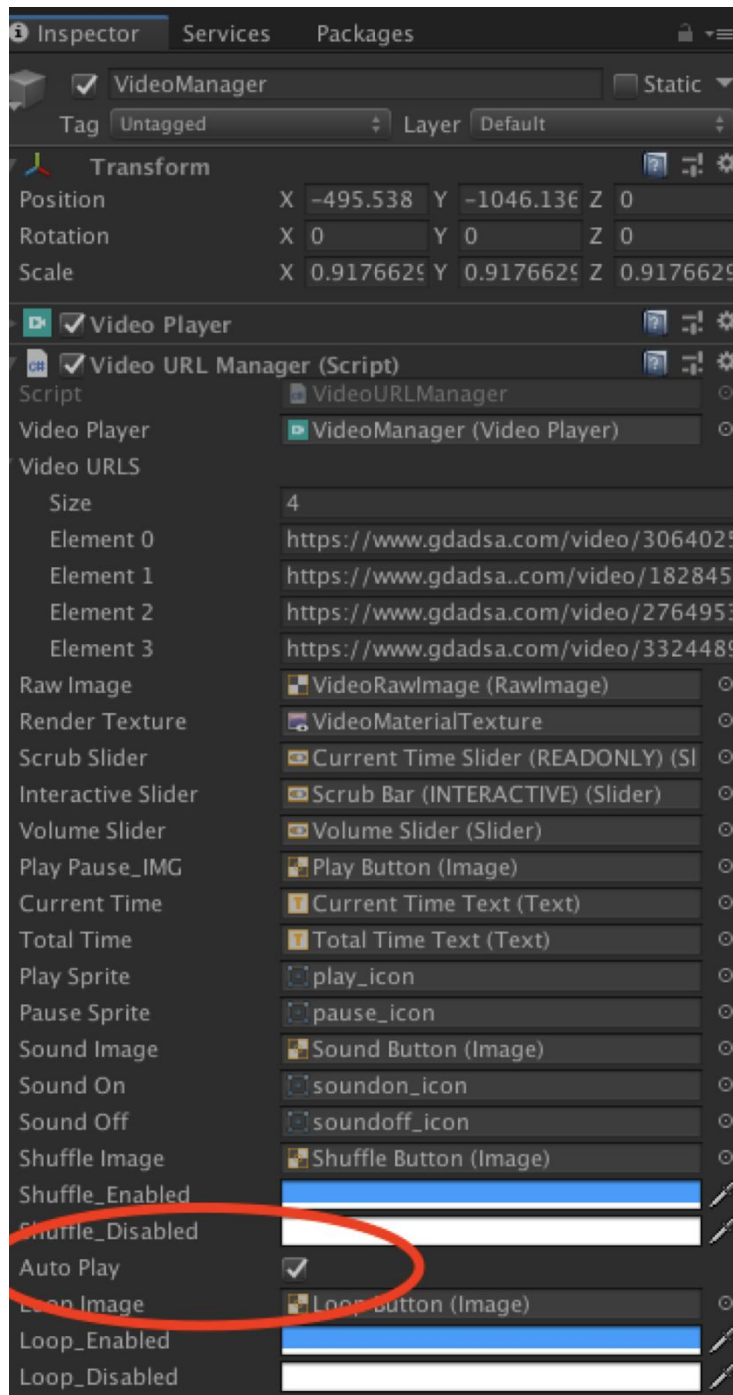
Mute

Toggles the sounds on or off.

Variable volume slider

Modifies the volume of the video player object

Fullscreen mode

By default, the asset has been set up to play videos in portrait mode. When the user selects fullscreen mode the orientation of the device is changed through code to landscape, selecting the button again will revert it back to portrait.

Aswell the script modifies the dimensions of the specified raw image to account for this change. For both the VideoManager.cs and the VideoURLManager.cs, you will see the fullscreen onclick event hooked up to OnClick_FlipOrientation() methods.

Orientation-portrait-landscape

By default the asset has been setup to play videos in portrait, you can change this default setting by toggling the landscape checkbox located on either the VideoManager.cs or VideoURLManager.cs public property within the inspector.
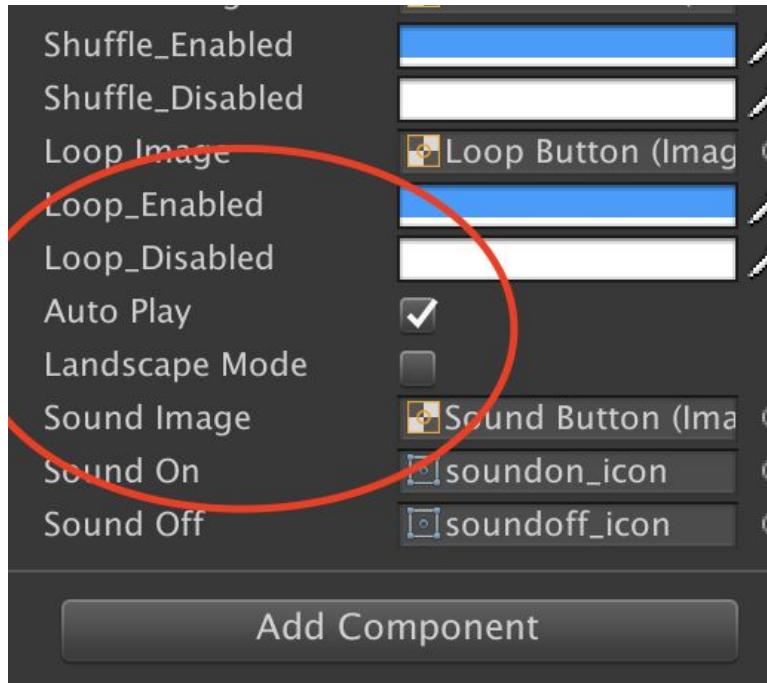
Adjusting quality

Adjusting the dimensions of the render texture to match the resolution of your videos will help ensure the scaling/aspect ratio is correct.
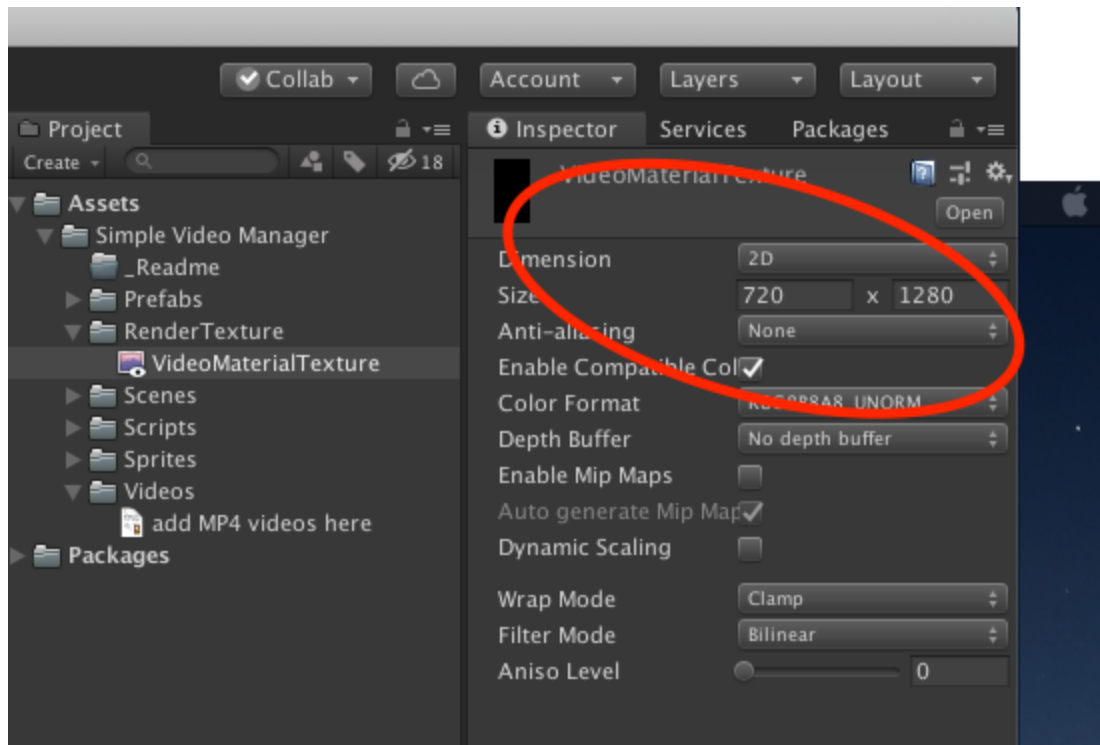
Script Quick Overview

ScrubBarTimer.cs

Responsible for informing either VideoManager.cs or VideoURLManager.cs to update the current video time based upon the value of the slider component reference. Also responsible for showing the current value of the slider component in the form of a text component.

Spinner.cs

Rotates spinner (which is primarily used for VideoURLManager.cs

VideoManager.cs

Primary functions such as playing and loading videos from video files stored within Unity are defined here.

VideoURLManager.cs

Primary functions such as playing and loading video files from a URL/Direct URL link are defined here.