



Universal Video Texture

Manual

v1.5

Thank you for purchasing the Universal Video Texture Package (UVT for short). Be it Unity Free / Pro or Mobile - This little package will allow you to use a series of sequential images as a video texture while letting you control the FPS rate, play mode, and other features to tweak for your specific needs.

Have fun!

- Version 1.5 introduces a new script for playing full screen videos using the built in GUI system with interactive scroll bar and scrubbing.

Playing UVT on an object (VideoTexture.cs)

Workflow:

1. Export your chosen video (using your preferred video editor) as a sequence of still images (PNG, BMP, JPG, TIFF, etc..) with running numbers as a prefix or postfix.
2. Import the sequence of images into a “Resources” folder under your project's assets folder.
3. Attach the **VideoTexture.cs** script to your chosen **object** and set the parameters according to your images.
4. Attach a sound source to your object if applicable and the script will play the audio in sync with your video.
5. Play!

Parameters

1. **FPS** – The frame rate of your image sequence.
2. **First Frame** – The first frame fo the sequence.
3. **Last Frame** – The last frame to the sequence.
4. **File Name** – Base file name.
5. **Digits Format** – Format of running digits. For example: 3 digits (filename_**000**.png) ,4 digits (filename_**0000**.png), etc..
6. **Digits Location** – Prefix (**000_filename.png**) or Postfix (filename_**000**.png).
7. **Playmode:**
 - Once** – Plays the sequence once and freezes on the last frame.
 - Loop** – Loops infinitely through the sequence from start to finish.
 - PingPong** – Plays the clip infinitely from start to finish, then backwards from finish to start.
 - Random** – Plays arbitrary frames from the image sequence at the frame rate chosen.
8. **Texture Type** – Defines your texture type in the associated material (Diffuse, BumpMap, Illumination, etc..).
9. **Low memory mode (Requires Unity 3.5.2)** - Recommended for use with HiRes or

long image sequences, especially in mobile platforms:

Disabled – Turns off memory management.

Normal – Leaves minimal memory footprint with lowest performance cost (default).

BruteForce – Forces unloading of all unused assets at the chosen FPS.

10. **Shared Material** – Affects every instance of the chosen material using a single script.
11. **Enable Audio** - Plays the attached audio source (if applicable) in sync with the image sequence.



Playing UVT in full screen with an Interactive scroll bar (VideoTexture_FullScreen.cs)

Workflow:

1. Export your chosen video (using your preferred video editor) as a sequence of still images (PNG, BMP, JPG, TIFF, etc..) with running numbers as a prefix or postfix.
2. Import the sequence of images into a “Resources” folder under your project's assets folder.
3. Attach the **VideoTexture_FullScreen.cs** script to your chosen **camera** and set the parameters according to your images.
4. Attach a sound source to your object if applicable and the script will play the audio in sync with your video.
5. Play!

- Clicking the screen toggles between play and pause.
- You can scrub through the video by dragging the current time indicator in the scroll bar.

Parameters

1. **FPS** – The frame rate of your image sequence.
2. **First Frame** – The first frame fo the sequence.
3. **Last Frame** – The last frame to the sequence.
4. **File Name** – Base file name.
5. **Digits Format** – Format of running digits. For example: 3 digits (filename_000.png) ,4 digits (filename_0000.png), etc..
6. **Digits Location** – Prefix (000_filename.png) or Postfix (filename_000.png).
7. **Aspect Ratio** – The horizontal/vertical aspect ratio of the video. For instnace:
8. **Playmode:**
 - Once** – Plays the sequence once and freezes on the last frame.
 - Loop** – Loops infinitely through the sequence from start to finish.
 - PingPong** – Plays the clip infinitely from start to finish, then backwards from finish to start.
 - Random** – Plays arbitrary frames from the image sequence at the frame rate chosen.
9. **Low memory mode (Requires Unity 3.5.2)** - Recommended for use with HiRes or long image sequences, especially in mobile platforms:
 - Disabled** – Turns off memory management.
 - Normal** – Leaves minimal memory footprint with lowest performance cost (default).
 - BruteForce** – Forces unloading of all unused assets at the chosen FPS.
10. **Cti Texture** – Texture for the current time indicator.
11. **Background Texture** – Background texture for the player (bottom most layer - also prevents GUI ghosting).
12. **Scroll Bar Texture** – Texture for the scroll bar.
13. **Scroll Bar Length** – Length of the scroll bar in pixels.
14. **Scroll Bar Height** – Height of the scroll bar in pixels.

15. **Scroll Bar Offset** – The scroll bar distance from the bottom edge of the screen in pixels.
16. **Timecode Size** – The size of the timecode font.
17. **Show Scroll Bar** – Displays the scroll bar during playback and enables scrubbing.
18. **Show Timecode** – Displays the current timecode.
19. **Enable Audio -** Plays the attached audio source (if applicable) in sync with the image sequence.

Notes

- The following texture resolutions are highly recommended for general use:
256x256 / 512x256 / 512x512 / 1024x512.
- Unity's editor may not play the audio source in sync during the first iteration due to an initial lag. That shouldn't affect sync in stand alone builds.

