

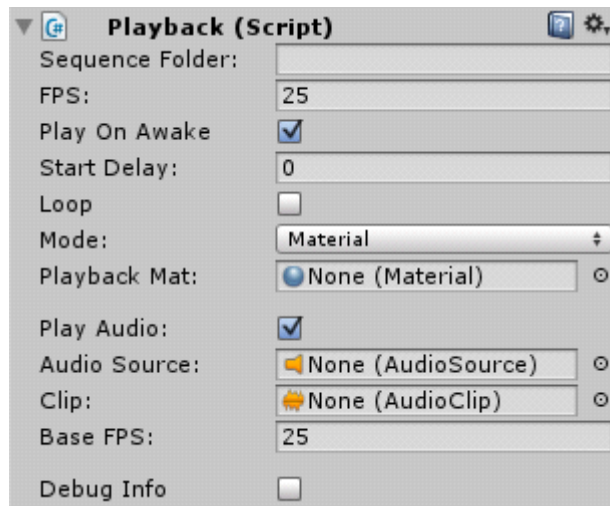
Playback Sequence

Documentation

This asset lets you easily play a sequence of images. It has similar features to the AudioSource component: Play, Pause, Stop, Delay, FPS.

Importing into your project:

After you import the asset into your project, you can assign the Playback.cs script to a GameObject, in the inspector you should see:



1. Sequence Folder: The name of the folder that contains the sequence of textures. Note that it has to be in a Resources folder.
2. FPS: Frames per second of the playback, can be changed at runtime.
3. Play On Awake: If checked, the playback starts on Awake().
4. Start Delay: The delay that is used only on Play On Awake.
5. Loop: If checked, playback will never stop.
6. Mode: This determines if the script will use a material or not, there are two modes: Material and Texture, if the mode is set to Material, the script will assign a texture to the specified material, if the mode is set to Texture you will be able to get the texture that should be displayed in the moment by using GetTexture().
7. Playback Mat: The material that will be used by the script if Mode is set to Material.

8. Play Audio: If checked, the script will also play audio during playback.
9. Audio Source & Clip: The source and audio clip that the script will use.
10. Base FPS: Audio pitch will be automatically modified based on the current FPS and base FPS, for example, if FPS=20 and BaseFPS=10, pitch will be 2, making audio and playback synchronized.
11. Debug Info: If checked, some useful data will be displayed in the inspector.

Public Methods:

To start playback you can call `Play()` or `Play(float delay)`.

You can pause Playback by calling `Pause(bool value)`, true means paused, false means unpaused.

You can stop playback by calling `Stop()`

You can load a sequence by script by calling `LoadSequence()`, the method has two versions:

1: `LoadSequence(string resourceFolder, bool play = false)`

1. resourceFolder: The folder in Resources that contains the sequence.
2. [optional] play: If true the script will play the sequence, is false by default.

2: `LoadSequence(Texture[] textures, bool play = false)`

1. textures: The array of textures to load.
2. [optional] play: If true the script will play the sequence, is false by default.

You can clear the sequence by calling `Clear()` and the script will stop and reset the sequence array.

If Mode is set to Texture, you can access the texture that should be displaying by calling `GetTexture()`.