



RENDERHEADS

AVPro Video

for Android, iOS, tvOS, OS X and Windows

Unity plugin for fast and flexible video playback

Version 1.3.0

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1. Introduction

AVPro Video is the newest video plugin from RenderHeads, who previously developed the AVPro QuickTime and AVPro Windows Media plugins for Unity. In this new generation of plugins we aim to create an easy to use, cross-platform video playback system that uses the native features of each platform.

1.1 Features

- Versions for iOS, tvOS, OS X, Android and Windows
- One API for video playback on all supported platforms
- 4K video support (on supported hardware)
- VR support
- Fast flexible video playback
- Unity Pro 4.6.9 and 5.x supported
- Free watermarked trial version available ([download here](#))
- Fast native Direct3D, OpenGL and Metal texture updates
- Linear and Gamma colour spaces supported
- Graceful fallback in editor
- Unity 4.6 uGUI support
- Easy to use drag and drop components
- Streaming video from URL (when supported by platform)

1.2 Trial Version

We offer an unlimited trial version of AVPro Video for download from our website at <http://renderheads.com/product/avpro-video/>. The trial version has no missing features or time restrictions but it does apply a watermark to the rendered output. The watermarking does have a small performance impact which is only really noticeable on very high resolution videos. In Windows if the GPU decoding path is used when the watermark isn't displayed - instead every few seconds the video size will scale down.

1.3 Media Credits

BigBuckBunny_360p30.mp4 - (c) copyright 2008, Blender Foundation / www.bigbuckbunny.org

BigBuckBunny_720p30.mp4 - (c) copyright 2008, Blender Foundation / www.bigbuckbunny.org

SampleSphere.mp4 - (c) copyright Daniel Arnett, <https://vimeo.com/97887646>

2. System Requirements

- Unity 5.x or Unity Pro 4.6 and above
- iOS 8.1 and above
- tvOS 9.0 (Apple TV 4th Gen) and above
- OS X 10.7 and above, 64-bit only
- Android 4.1 (Jelly Bean, API level 16) and above
- Windows 8.0 and above (32-bit and 64-bit)
- Windows XP and above (32-bit and 64-bit)

2.1 Platforms not Supported

- WebGL
- WebPlayer
- Linux desktop
- Windows Universal Platform
- Windows Phone*

* = coming soon

3. Installation

1. Open up a fresh Unity session (to clear any locked plugin files)
2. Import the **unitypackage** file into your Unity project. If prompted to upgrade some scripts click Yes.

3.1 Platform Notes

3.1.1 Android

- This plugin requires an API level minimum of 16
- Under the hood we're using the MediaPlayer API
- If you want to support streaming don't forget to set the "Internet Access" option in Player Settings to "require"
- For rendering we supports OpenGL ES 2.0 and OpenGL ES 3.0
- Multi-threaded rendering is supported

3.1.2 iOS / tvOS / Mac OS X

- Under the hood we're using the AVFoundation API
- If you want to support streaming you need to enable HTTP downloads explicitly. For iOS this is an option in newer versions of Unity, but for Mac OS X and older versions of Unity you have to do this explicitly by editing the plist file. There are notes below on how to do this.
- For rendering on Mac OS X we support OpenGL Legacy and OpenGL Core
- For rendering on iOS and tvOS we support OpenGL ES 2.0, OpenGL ES 3.0 and Metal
- Multi-threaded rendering is supported

3.1.3 Windows

- Under the hood we're using the Media Foundation and DirectShow API's. Media Foundation is used for Windows 8 and beyond while DirectShow is used as a fallback for Windows 7 and below.
- For rendering we support Direct3D 9, Direct3D 11 and OpenGL Legacy
- Multi-threaded rendering is supported

3.2 Trial Version Upgrade Notes

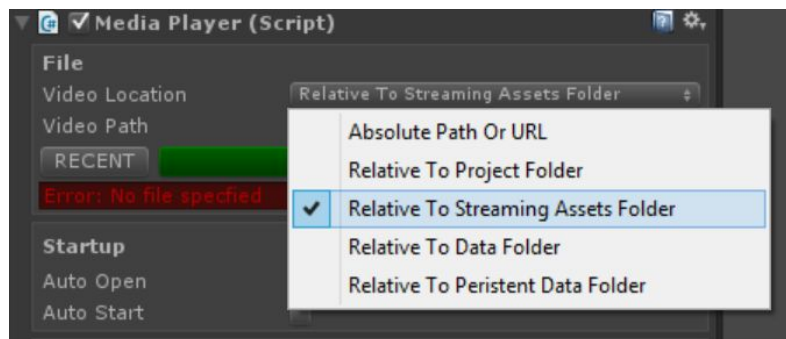
If you are upgrading from the trial version, make sure you delete the old /Assets/Plugins

folder as this contains the trial plugin and could conflict. You may need to close Unity first, delete the files manually and then restart Unity and re-import the package (because Unity locks native plugin files once they are loaded).

3.3 Video File Location

Video files can be played in almost any location, however we recommend placing video files in the **/Assets/StreamingAssets/** folder in your Unity project as this is the easiest folder to get started with. StreamingAssets is a special folder that Unity copies to the build without processing. Files copied elsewhere will require manual copying to the build location.

The MediaPlayer component allows you to browse for video files and specify them relative to a parent folder:



The Video Location field specifies the master location of the video file while the Video Path field specifies where to locate the file relative to the Location.

For example if your file is stored in “Assets/StreamingAssets/video.mp4” you would set the Location to “Relative To Streaming Assets Folder” and set the Video Path to “video.mp4”.

Sub-folders are also supported so a video located at “Assets/StreamingAssets/myfolder/video.mp4” would have its Video Path set to “myfolder/video.mp4”.

You can also specify absolute paths, URLs or paths relative to other locations:

3.3.1 Relative To StreamingAssets Folder

This is the best and most common location for video files. This folder is located at “Assets/StreamingAssets/” and you must create it if it doesn’t exist. Files copied to this folder will not be imported or processed by Unity but they will be copied with the build automatically.

3.3.2 Absolute Path or URL

Here you can specify a full URL or absolute path to the video file. A URL could be in the form “http://myserver.com/myvideo.mp4” or “rtsp://myserver.com:8080/mystream.rtsp” depending on the platform support and streaming service used.

An absolute path would look like:

- *C:/MyFolder/AnotherFolder/MyVideo.mp4 (Windows)*
- */Users/Mike/downloads/MyVideo.mp4 (Mac/Linux)*
- */Storage/SD/Videos/MyVideo.mp4 (Android external SDCARD)*
- */Storage/emulated/0/MyFolder/MyVideo.mp4 (Android local file system)*

Using absolute paths can be useful for testing but isn't useful when deploying to other machines that don't necessarily have the same file structure.

3.3.3 Relative To Project Folder

The project folder is the folder of your Unity project, so the folder containing the Assets, Library and Project Settings sub-folders. Specifying files relative to the project folder can be useful when you don't want to include the video files in your Unity Assets folder but want to keep them within the project folder structure. Often making a sub-folder called “Videos” is useful. One possible problem of using this location is that when making a build your video files will not be copied automatically to the build destination so they require manual copying. For builds this folder should be located:

- Windows - at the same level as your EXE
- Mac - at the same level as the Contents folder in your app bundle
- iOS - at the same level as the AppName.app/Data folder
- Android - not accessible due to APK packaging unless you build the APK manually.

3.3.4 Relative To Data Folder

The data folder is specified by Unity here:

<http://docs.unity3d.com/ScriptReference/Application-dataPath.html>

It isn't that useful to put video files into this folder directly as they would then be processed by Unity into MovieTexture's and will bloat your project size. If you want to stop Unity processing the video files simply rename the extension to something Unity doesn't understand, so “myvideo.mp4” could be renamed to “myvideo.mp4.bin”. Files within the data folder (Assets folder in the editor) are not copied automatically to builds so you would have to manually copy them.

3.3.5 Relative to Persistent Data Folder

The persistent data folder is specified by Unity here:

<http://docs.unity3d.com/ScriptReference/Application-persistentDataPath.html>

3.4 Streaming Notes

AVPro Video supports several streaming protocol depending on the platform:

	HTTP Progressive Download	HLS	RTSP
Windows Desktop	Yes	No	Only with ASF stream
Mac OS X	Yes	Yes	No
iOS	Yes	Yes	No
tvOS	Yes	Yes	No
Android	Yes	Yes, but better on newer versions	Yes

HTTP Progressive Download

When encoding MP4 videos for streaming make sure they are encoded with the video header data at the beginning of the file. You normally do this by selecting “Fast Start” in QuickTime encoder, or use the “-movflags faststart” in FFMPEG, Other encoders will have a similar option. To prepare an MP4 for streaming using FFMPEG you can use the following command:

```
ffmpeg -i %1 -acodec copy -vcodec copy -movflags faststart %1-streaming.mp4
```

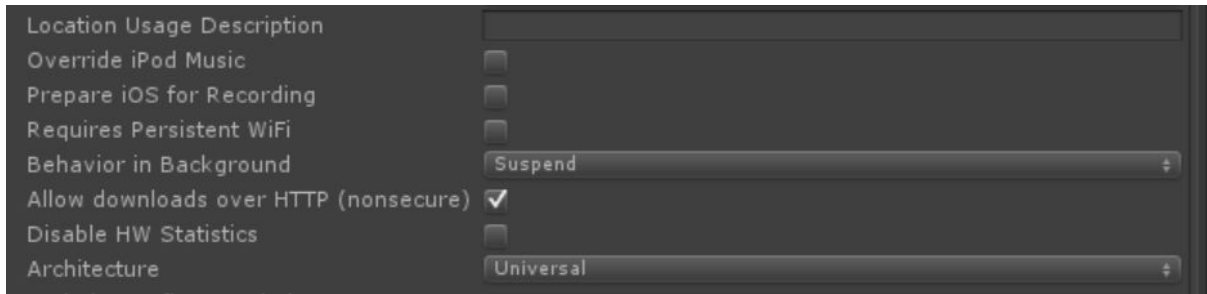
3.4.1 OS X, iOS and tvOS Streaming

This platform supports streaming of HLS streams which typically end with the m3u or m3u8 extension.

If you have an HTTPS URL it should work fine because Apple trusts the secure connection.

If you can only use HTTP then you app has to have a special flag set to let it use HTTP connections (this is a security issue for Apple).

This setting is exposed in the Unity Player Settings here for iOS and tvOS:



The setting is also exposed in the scripting API here:

<http://docs.unity3d.com/ScriptReference/PlayerSettings.iOS-allowHTTPDownload.html>

If for some reason your version of Unity doesn't expose this then you will have to add it manually. In the Unity editor you need to edit "Unity.app/Contents/Info.plist" and in your built application you would need to edit "your.app/Contents/Info.plist". These files need to have these keys added:

```
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSAllowsArbitraryLoads</key>
  <true/>
</dict>
```

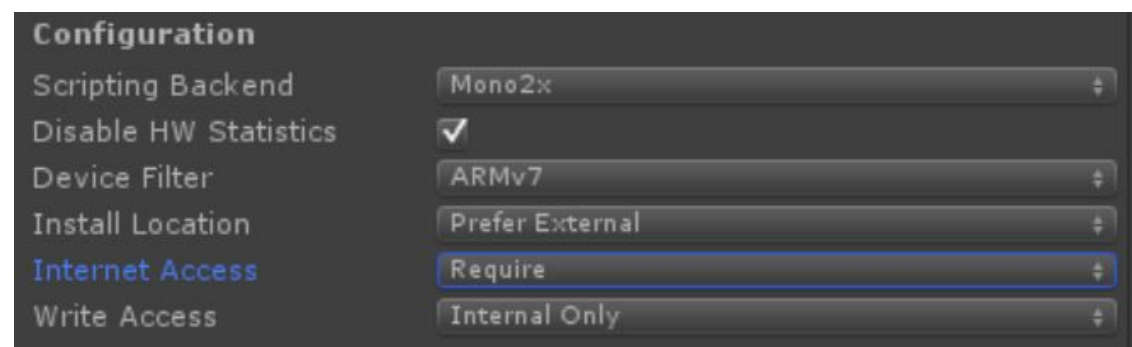
You can find more information about this here:

<http://ste.vn/2015/06/10/configuring-app-transport-security-ios-9-osx-10-11/>

We've also included a post process build script called "PostProcessBuild.cs" in the project which edits the plist and adds this attribute. Currently it's only set for iOS but you can edit the #define at the top to allow Mac OS X too.

3.4.2 Android Streaming

Requires the Internet Access setting (in Player Settings) to be set to Required



3.4.3 Test Streams

We found these streams handy for testing (no guarantee that they're still working):

- **Streaming MP4**
 - http://downloads.renderheads.com/2016/BigBuckBunny_360p30_Streaming.mp4
- **HLS**
 - http://184.72.239.149/vod/mp4:BigBuckBunny_115k.mov/playlist.m3u8
- **RTSP**
 - <rtsp://rtmp.infomaniak.ch/livecast/latele>

3.5 Virtual Reality Notes

So far we have tested AVPro Video with the Oculus Rift and the Gear VR.

VR is still very new and you should always check for the latest recommended installation steps when creating your project. We found a lot of out of date setup instructions on the net.

AVPro Video supports 4K MP4 playback for creating 360 degree experiences. Stereo 4K videos in both top-bottom and side-by-side formats are also supported.

Here is a handy guide to video encoding for VR:

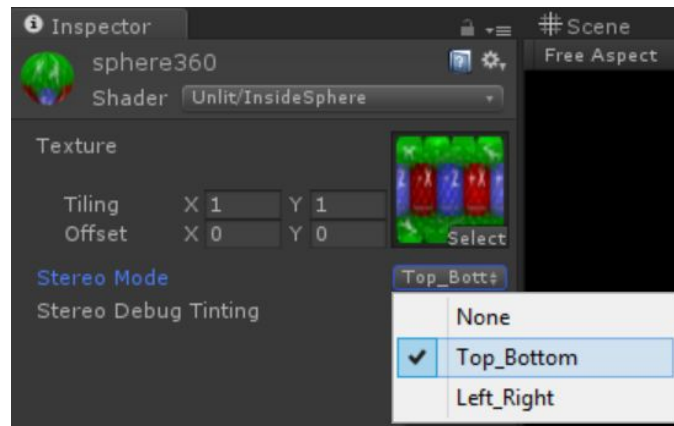
<http://www.purplepillvr.com/best-encoding-settings-resolution-for-4k-360-3d-vr-videos/>

Reducing the complexity of the encoded video will give the decoding engine a much easier time and could result in higher frames rates and lower CPU/GPU usage. Possible encoding tweaks include:

- Use the lowest profile level possible
- Don't use too many reference frames
- Don't use too many b-frames
- Disable CABAC

3.5.1 Stereo VR

AVPro Video supports stereoscopic videos in the top-bottom and left-right formats. The included shader "InsideSphere.shader" allows you to easily set what format your video is in via a drop-down in the material:



Select "Stereo Debug Tinting" to colour the left and right eyes different colours so you can be sure the stereo is working.

Be sure to add the "UpdateStereoMaterial" component script to your scene when using this material. Often stereo VR requires 2 cameras, each set to a different layer mask and 2 spheres also set to a different mask. AVPro Video doesn't require this and just uses your normal single camera and single sphere.

4. Quick Start Examples

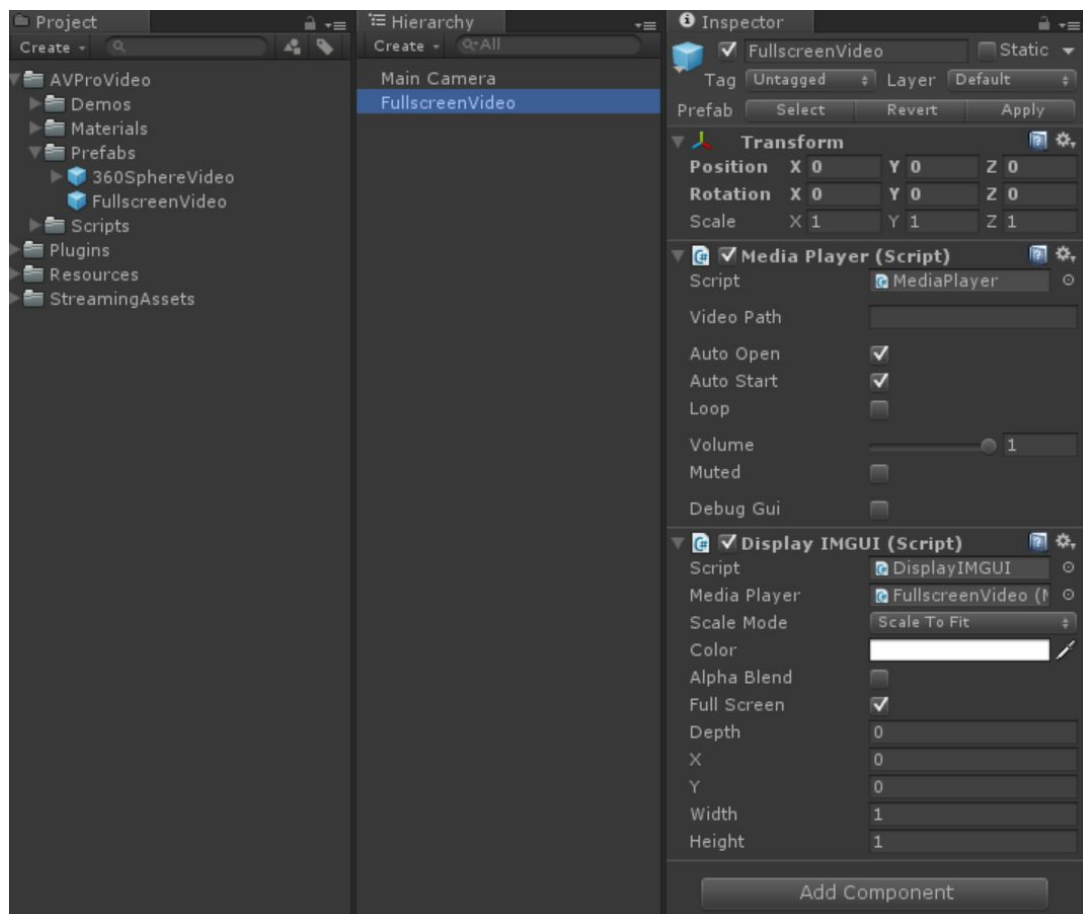
4.1 Quick Start: Fastest Start for Unity Experts

1. Put video files in the StreamingAssets folder
2. Use the MediaPlayer script to play your video (set Video Path to the file name of your video file).
3. Use one of the display scripts to display your video (eg DisplayIMGUI, DisplayUGUI, ApplytoMaterial)

4.2 Quick Start: Fullscreen Video Player using Prefabs

AVPro Video includes a number of example prefabs you can use to easily add video playback to your project. The following steps will create an application that plays back a fullscreen video:

1. Create a new Unity project
2. Import the AVProVideo package
3. From the AVPro/Prefabs folder in the Project window, drag the FullscreenVideo prefab to your Hierarchy window



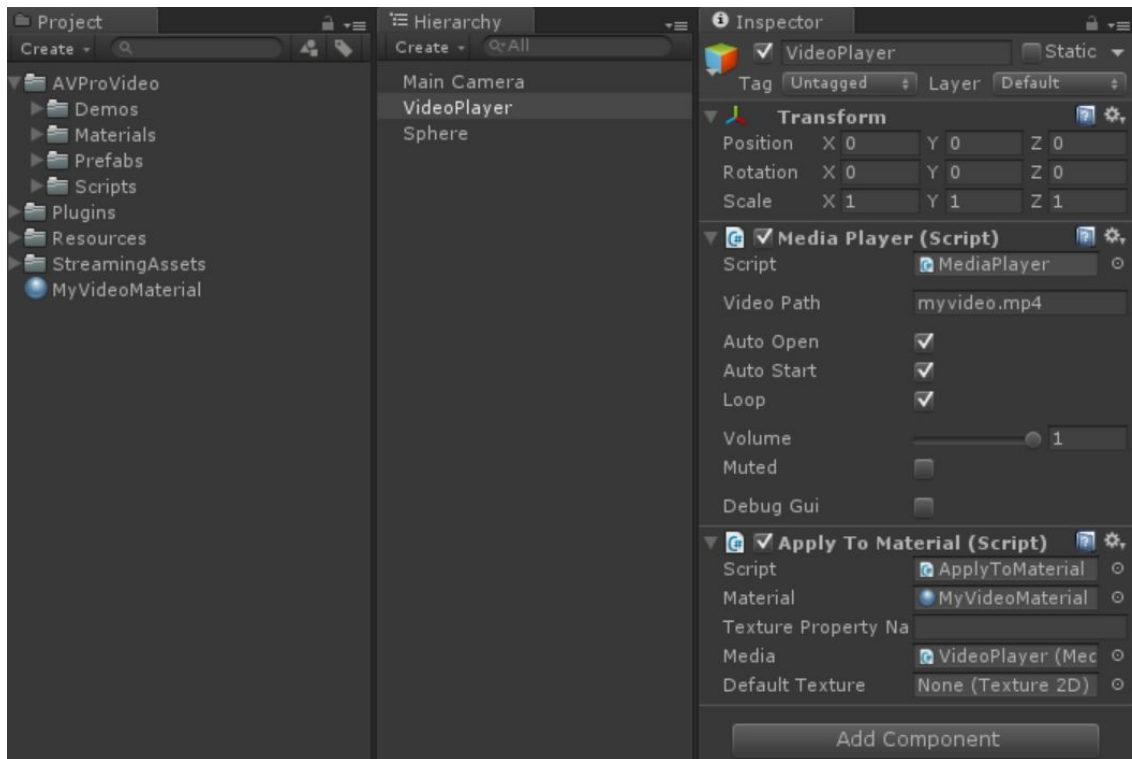
4. Create a folder called StreamingAssets in your Project window and copy your video file (say MP4 file) into that folder
5. Enter the file name (including extension) into the Video Path field in the MediaPlayer component (eg myvideo.mp4)
6. Build and deploy your application, the video will be displayed fullscreen

The DisplayIMGUI component script is just one of the components for displaying video. It uses the legacy Unity IMGUI system which always renders on top of everything else. Try using the DisplayBackground or DisplayUGUI components for more control if you don't want your video to be on top.

4.3 Quick Start: 3D Mesh Video Player using Components

AVPro Video includes a number of easy to use script components you can add to your scene. In this example we show how to use the components to play a video onto a material which is applied to a 3D model in the scene.

1. Create a new Unity project
2. Import the AVProVideo package
3. Create a new GameObject from the "GameObject > AVPro Video > Media Player" menu command
4. Click the "Add Component" button and add "AVPro Video > Apply To Material"
5. Drag the Media Player script to the "Media" field in the Apply To Material script, this tells the Apply to Material script which media player to use
6. Create a new Material in the Project window and drag this material to the "Material" field in the Apply To Material script. This tells the script which material it should apply the video texture to
7. Create a sphere via the "GameObject > 3D Object > Sphere" menu command
8. In the Mesh Renderer script expand the Materials and drag your video material into this field



9. Create a folder called StreamingAssets in your Project window and copy your video file (say MP4 file) into that folder
10. Enter the file name (including extension) into the Video Path field in the MediaPlayer component (eg myvideo.mp4)
11. Build and deploy your application, the video will be displayed on your 3D sphere

5. Usage

5.1 Getting Started

The easiest way to get started is to look at the included demos and see what script components have been used. For video playback you need 3 things in your scene:

1. The video file to play:

Create a "StreamingAssets" folder in your Project window
Copy your video file (usually MP4 file, but consult the list of supported formats for your platform below) to the StreamingAssets folder

2. A MediaPlayer script to load and play the video:

Create a GameObject and add the MediaPlayer script to it
Set the Video Path field to the name of your video file (e.g. myvideo.mp4)

3. A script to display the video:

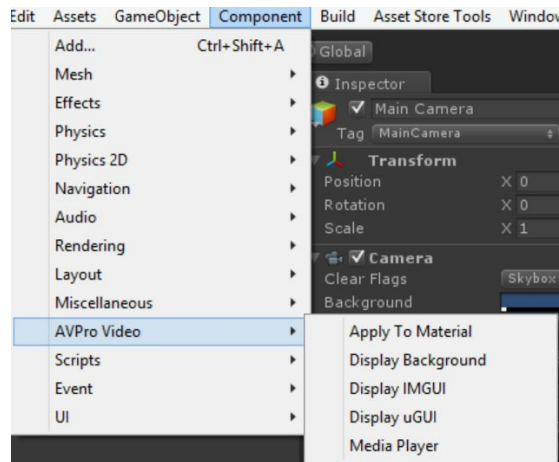
Decide how and where you want your video file to appear. There are a number of different display component scripts included for different usage scenarios. If you want to display the video on top of everything in your scene just add the DisplayIMGUI script to a GameObject in your scene and set the Media Player field your MediaPlayer component. Other display components work similarly.

5.2 Unsupported Platform Fallback

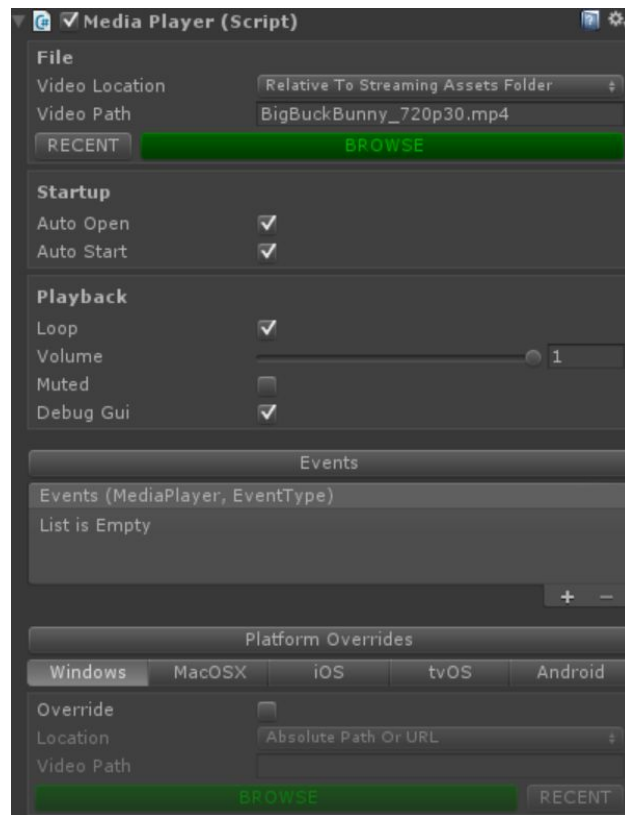
AVPro Video is designed to still function even on platforms that aren't natively supported. Instead of displaying the actual video though, a dummy 10 second long "AVPro" visual is shown. All of the video controls should still work. For example if you are running your editor in Linux the dummy video player will appear in the editor and the real video will appear when you deploy to supported platforms. If you deploy to an unsupported platform such as Samsung TV you will also see the dummy video player. The code is easily extendable to add custom video players for any unsupported platform.

5.3. Components

Included are a number of components to make this asset easy to use. The components are located in the AVProVideo/Scripts/Components folder or you can add them from the Components menu:



5.3.1 Media Player Component

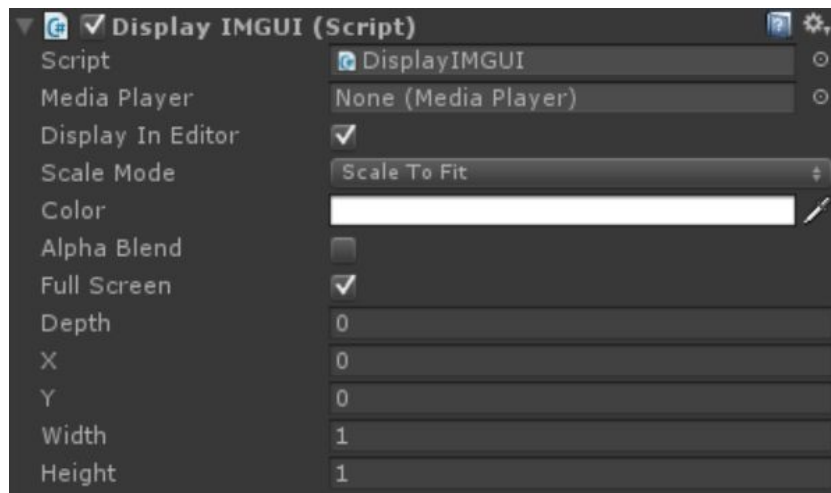


This is the core component for playing media. This component only handles the loading and playback of media and doesn't handle how it is displayed. Use the display script components to control how and where the video is displayed. Fields are:

- Video Location
 - Where to look for the file specified in the Video Path below. This can be an absolute path/URL, or relative to one of the Unity folders. The StreamingAssets folder is the easiest to use. Options are:
 - Absolute or URL

- This is an absolute path on your device, or an http URL
 - Relative to Project Folder
 - The root folder is the folder above your Assets folder
 - Relative to Streaming Assets Folder
 - The root folder is /Assets/StreamingAssets
 - Relative to Data Folder
 - The root folder is /Assets
 - Unity manual has more information:
<http://docs.unity3d.com/ScriptReference/Application-dataPath.html>
 - Relative to Persistent Data Folder
 - Unity manual has more information:
<http://docs.unity3d.com/ScriptReference/Application-persistentDataPath.html>
- Video Path
 - The file path to the video in the StreamingAssets folder (e.g. myvideo.mp4 or AndroidVideos/myvideo.mp4 if you want to use a subfolder)
- Auto Open
 - Whether to open the file when this component is enabled/starts
- Auto Start
 - Whether to play the video once a video is opened
- Loop
 - Whether to loop the video
- Volume
 - 0..1 range for audio volume
- Muted
 - Whether the audio is muted
- Debug Gui
 - Whether to display an overlay with statistics on the video playback - useful for debugging
- Events
 - This event can be hooked up to scripting functions which will get called when a non-looping video completes playback. See the Events section below for more details and a scripting example
- Platform overrides
 - These allow you to set a different file per platform.

5.3.2 Display IMGUI Component



This is the most basic component for displaying the video. It uses the legacy Unity IMGUI system to display the video to the screen. IMGUI is always rendered on top of everything else in the scene, so if you require your video to be rendered in 3D space or as part of the uGUI system it's better to use the other components. Fields are:

- Media Player
 - The media player to display
- Display in Editor
 - Whether to display the rectangle in the editor - useful for debugging
- Scale Mode
 - How to fit the video to the screen
- Color
 - The color to tint the video, including alpha transparency
- Alpha Blend
 - Whether the video texture controls transparency. Leaving this off for opaque videos is a minor optimisation
- Depth
 - The IMGUI depth to display at. Use this to change the order of rendering with other IMGUI scripts
- Full Screen
 - Whether to ignore the X, Y, Width, Height values and just use the whole screen
- X
 - The normalised (0..1) x position
- Y
 - The normalised (0..1) y position
- Width
 - The normalised (0..1) width
- Height
 - The normalised (0..1) height

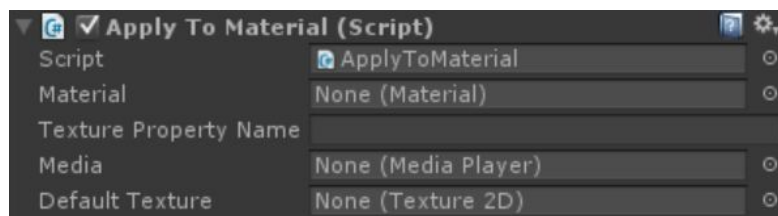
5.3.3 Display uGUI Component



This component is used to display a video using Unity's uGUI system. Field are:

- Media Player
 - The media player to display
- Default Texture (optional)
 - A texture to display while the video isn't playing (while it is buffering for example).
- No Default Display
 - Will not show anything until there are frames available
- Color
 - The color to tint, including alpha transparency
- Material
 - Standard uGUI field
- UV Rect
 - Standard uGUI field
- Set Native Size
 - When the video loads will resize the RectTransform to the pixel dimensions of the video
- Keep Aspect Ratio
 - Whether to keep the correct aspect ratio or stretch to fill

5.3.4 Apply To Material Component



This component takes the texture generated by the Media Player component and assigns it to a texture slot in a Material. This is useful for playing videos on 3D meshes. Fields are:

- Material
 - The material to apply the texture to
- Texture Property Name (optional)
 - By default this script assigns to the main texture (_MainTex) but if you want to assign to another slot you can put the name in here
- Media
 - The media player
- Default Texture (optional)
 - A texture to display while the video isn't playing (while it is buffering for example).

5.4 Scripting

5.4.1 Namespace

All scripts use the namespace `RenderHeads.Media.AVProVideo` so be sure to add “using `RenderHeads.Media.AVProVideo`” to the top of your source files.

5.4.2 Media Player Scripting

Most scripting is likely to center around the `MediaPlayer.cs` script. This script handles the loading, playback and updating of videos. The script exposes a number of interfaces related to different use cases and can be found in `Interfaces.cs`

`MediaPlayer` exposes 3 main interfaces:

- Info Interface
 - The `IMediaInfo` interface is exposed by the `Info` property
 - This interface is used to access information about the media, eg:

```
MediaPlayer mp;
mp.Info.GetVideoWidth();
```

- Control Interface
 - The `IMediaControl` interface is exposed by the `Control` property
 - This interface is used to control playback, eg:

```
MediaPlayer mp;
mp.Control.Pause();
```

- TextureProducer interface
 - The `IMediaProducer` interface is exposed by the `TextureProducer` property
 - This interface is used to get information about how to display the current

texture and is used by the Display components, eg:

```
MediaPlayer mp;  
Texture videoTexture = mp.TextureProducer.GetTexture();
```

The MediaPlayer script also has a number of methods for controlling loading of media:

- **OpenVideoFromFile()**
 - Loads the video specified in the Video Path field. Useful if you need manual control over when the video is loaded
- **CloseVideo()**
 - Closes the video, freeing memory

5.4.3 Events

MediaPlayer currently has these events:

- **MetaDataReady** - Called when the width, height, duration etc data is available
- **ReadyToPlay** - Called when the video is loaded and ready to play
- **Started** - Called when the playback starts
- **FirstFrameReady** - Called when the first frame has been rendered
- **FinishedPlaying** - Called when a non-looping video has finished playing

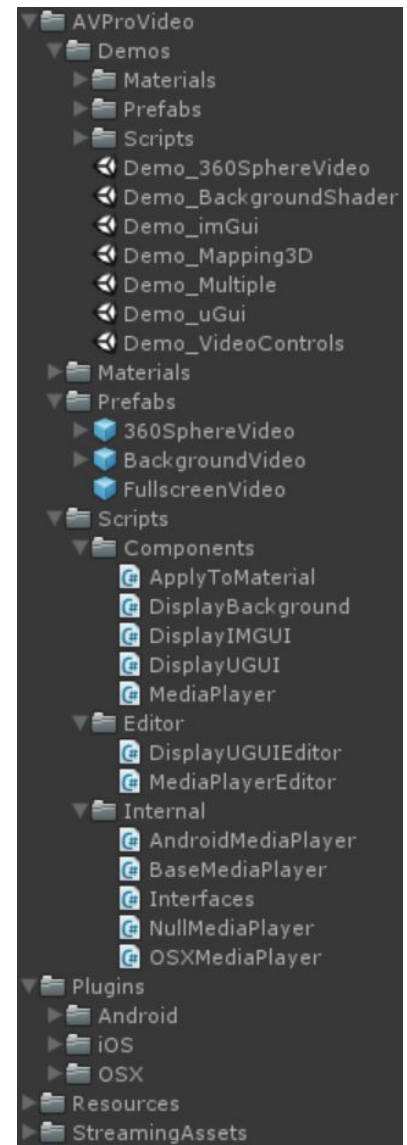
Scripting example:

```
// Add the event listener (can also do this via the editor GUI)  
MediaPlayer mp;  
mp.Events.AddListener(OnVideoEvent);  
  
// Callback function to handle events  
public void OnVideoEvent(MediaPlayer mp, MediaPlayerEvent.EventType et)  
{  
    switch (et)  
    {  
        case MediaPlayerEvent.EventType.ReadyToPlay:  
            mp.Control.Play();  
            break;  
        case MediaPlayerEvent.EventType.FirstFrameReady:  
            Debug.Log("First frame ready");  
            break;  
        case MediaPlayerEvent.EventType.FinishedPlaying:  
            mp.Control.Rewind();  
            break;  
    }  
  
    Debug.Log("Event: " + et.ToString());  
}
```

6. Asset Files

6.1 Demos

- Demo_360SphereVideo.unity
 - Demo contains a video player that plays a 360 degree video using equirectangular(lat-long) mapping.
 - The video is applied to a sphere, inside of which is the main camera.
 - If the target device has a gyroscope then moving the device around with rotate the camera to view the video from different angles. For platforms without gyroscope the mouse/touch can be used to look around.
 - A special shader and script are used to allow a single camera to render in stereo on a VR headset. Click on the material to set whether it should display the video as monoscopic, stereo top-bottom or stereo left-right.
- Demo_BackgroundShader.unity
 - Basic demo that plays a video using the background material which allows the video to appear behind all content.
- Demo_imGui.unity
 - Basic demo that plays a video and uses the legacy ImGui display component to draw the video to the screen.
 - Also has an audio clip to show audio-only media playback.
 - Also has 3 different streaming URLs to demonstrate streaming.
 - ImGui is drawn on top of all other visual components.
- Demo_Mapping3D.unity
 - Demo containing a video player and a 3D scene
 - Some of the 3D models have the video mapped to them via the ApplyToMaterial script
- Demo_Multiple.unity
 - This demo allows you to programmatically multiple load videos and test multiple videos playing at once. Display is via the AVPro Video uGUI component
- Demo_uGUI.unity
 - This demo shows how to display videos within the uGUI system. It uses the DisplayUGUI component in the canvas hierarchy.
 - It also uses a custom shader to overlay text with a video texture.
- Demo_VideoControl.unity



- This demo shows how to query the video state and control playback

6.2 Prefabs

- 360SphereVideo.prefab
 - Prefab containing a video player and mapping to a sphere. Useful for playback of equirectangular 360 degree videos
- BackgroundVideo.prefab
 - Prefab containing a video player and a quad model with a special background material applied. This material makes the quad get drawn before everything else so it appears in the background.
- FullscreenVideo.prefab
 - Prefab controls a video player and the IMGUI display component for very easy basic video playback creation

6.3 Scripts

- Components
 - ApplyToMaterial.cs
 - Applies the texture produced by the MediaPlayer component to a unity material texture slot
 - ApplyToMesh.cs
 - Applies the texture produced by the MediaPlayer component to a Unity mesh (via MeshRenderer) by setting the mainTexture field of all its materials
 - DisplayBackground.cs
 - Displays the texture produced by the MediaPlayer component behind all other content (not compatible with SkyBox)
 - DisplayIMGUI.cs
 - Displays the texture produced by the MediaPlayer component using Unity's legacy IMGUI system
 - DisplayUGUI.cs
 - Displays the texture produced by the MediaPlayer component using Unity's new uGUI system
 - MediaPlayer.cs
 - The main script for loading and controlling an instance of video playback
 - UpdateStereoMaterial.cs
 - A helper script for VR stereo rendering to update the camera position variable in a spherical material to help work out which eye to render
- Editor
 - DisplayUGUIEditor.cs
 - The editor script that controls how the DisplayUGUI component is rendered in the Inspector
 - MediaPlayerEditor.cs
 - The editor script that controls of the MediaPlayer component is

rendered in the Inspector

- Internal
 - `AndroidMediaPlayer.cs`
 - Android specific media player
 - `BaseMediaPlayer.cs`
 - Common base class for all platform media players
 - `Interfaces.cs`
 - Interfaces and events
 - `NullMediaPlayer.cs`
 - The fallback dummy media player for unsupported platforms
 - `OSXMediaPlayer.cs`
 - iOS and OSX specific media player
 - `WindowsMediaPlayer.cs`
 - Windows specific media player

7. Scripting Reference

AVPro Video is designed to be used mainly with the supplied drag and drop component but there are always times when a bit of scripting is needed. The asset includes sample scenes which give some examples of how to use scripting to control video playback, apply video textures to materials etc which are useful to learn from. The full class reference is available online here:

<http://downloads.renderheads.com/docs/AVProVideoClassReference-1.3.0/>

In this document we have included a simplified version of the highlights.

MediaPlayer class

The MediaPlayer class is the main class for video playback and is where video files are specified and controlled. This class is mainly controlled via the Unity Inspector UI and for scripting through the interface properties it exposes.

Properties

- Events
 - returns the MediaPlayerEvent class
- Info
 - returns the IMediaInfo interface
- Control
 - returns the IMediaControl interface
- TextureProducer
 - returns the IMediaProducer interface

Methods

All of these methods use the interfaces exposed above and are just handy shortcuts

- void OpenVideoFromFile()
 - Opens the video specified in the Video Path and Video Location fields
- void CloseVideo()
 - Closes the current video and frees up allocated memory
- void Play()
 - Starts playback of the video
- void Pause()
 - Pauses the video
- void Stop()
 - Pauses the video
- void Rewind(bool pause)
 - Rewinds the video with an option to pause it as well

IMediaInfo interface

This interface is used to query properties of the video

Methods

- float GetDurationMs();
 - Returns the duration of the video in milliseconds
- int GetVideoWidth();
 - Returns the width of the video in pixels
- int GetVideoHeight();
 - Returns the height of the video in pixels

IMediaControl interface

This interface is used to control loading and playback of the video

Methods

- bool OpenVideoFromFile(string path);
 - Starts loading the file from the specified path or URL. Returns false if any error was encountered. This function is asynchronous so the video properties will not be available immediately. This function shouldn't be used, instead use the MediaPlayer OpenVideoFromFile function.
- void CloseVideo();
 - Closes the video and any resources allocated
- void SetLooping(bool looping);
 - Sets whether the playback should loop or not. This can be changed while the video is playing.
- bool CanPlay();
 - Returns whether the video is in a playback state. Sometimes videos can take a few frames before they are ready to play.
- void Play();
 - Starts playback of the video
- void Pause();
 - Pause the video
- void Stop();
 - Stops the video (essentially the same as Pause)
- bool IsPlaying();
 - Returns whether the video is currently playing
- bool IsPaused();
 - Returns whether the video is currently paused
- bool IsFinished();
 - Returns whether the video has completed playback

- void Rewind();
 - Sets the current time to the beginning of the video
- void Seek(float timeMs);
 - Sets the current time to a specified value in milliseconds
- bool IsSeeking();
 - Returns whether the video is currently seeking. During seeking no new frames are produced.
- float GetCurrentTimeMs();
 - Returns the current time (playback position) in milliseconds
- void MuteAudio(bool mute)
 - Sets the audio mute or not
- void SetVolume(float volume)
 - Sets the volume between 0.0 and 1.0
- float GetVolume()
 - Returns the volume level between 0.0 and 1.0

IMediaProducer interface

Methods

- Texture GetTexture();
 - Returns a Unity Texture object if there is a texture available otherwise null is returned.
- int GetTextureFrameCount();
 - Returns the number of times the texture has been updated by the plugin. This can be useful to know when the texture was updated as the value will increment each time.
- bool RequiresVerticalFlip();
 - Some textures are decoded up-side-down and need to be vertically flipped when displayed. This method returns whether the texture needs to be flipped during display.

8. Supported Media Formats

In general the most common format that is supported are MP4 files with H.264 encoding for video and AAC encoding for audio. This format is supported across all platforms though not necessarily all bit-rates and profiles.

Container support:

	Windows Desktop	Mac OS X Desktop	iOS, tvOS	Android
MOV	Yes	Yes	Yes	Yes
MP4	Yes	Yes	Yes	Yes
AVI	Yes	?	?	?
MKV	Yes in Windows 10	?	?	?
Webm	No	No	No	Yes
ASF/WMV	Yes	No	No	No
MP3	Yes	Yes	Yes	Yes
WAV	Yes	?	?	?

Audio Codec support:

	Windows Desktop	Mac OS X Desktop	iOS, tvOS	Android
MP3	Yes	Yes	Yes	Yes
FLAC	Yes in Windows 10	No	No	Yes
AAC	Yes	Yes	Yes	Yes
WMA	Yes	No	No	No
MIDI	Yes	?	?	?
ALAC	No	Yes	Yes	No
µLAW	Yes	Yes	Yes	No

ADPCM	Yes	Yes	Yes	No
Linear PCM	Yes	Yes	Yes	Yss

Video Codec support:

	Windows Desktop	Mac OS X Desktop	iOS, tvOS	Android
H.265	Yes in Windows 10	Not yet**	Not yet**	Yes
H.264	Yes	Yes	Yes	Yes
H.263	Yes	?	?	Yes
MJPEG	Yes	No	No	No
WMV	Yes	No	No	No
VP8	Yes with codec*	No	No	Yes
VP9	Yes with codec*	No	No	Yes
Hap	No yet	Not yet	No	No
ProRes 422	No	Yes	No	No
ProRes 4444	No	Yes	No	No
DV	Yes	Yes in Yosemite and above	No	No
Uncompressed RGBA	Yes	?	?	?
Uncompressed R10K	No	Yes in Yosemite and above	No	No
Uncompressed V210	?	Yes in Yosemite and above	No	No
Uncompressed 2VUY	?	Yes in Yosemite and above	No	No

* The VP8/VP9 Windows Media Foundation codec can be downloaded at

<http://www.webmproject.org/ie/>

** Apparently Apple will release support soon

Cells with “?” are one’s we’re not sure about. We will do more testing and continue to update this table. For more details on which codecs and what type of encoding is best, see the per-platform details below.

8.1 Android

Android supports many media formats. For a complete list check the Android documentation here: <http://developer.android.com/intl/ko/guide/appendix/media-formats.html>

The following table shows the capabilities of some Android devices and can be used as a guide to check for supported video formats.

Device	Max Texture Size
Google Galaxy Nexus	2048
Google Nexus One	1024 / 2048 / 4096
Google Nexus S	2048
HTC One S	4096
LG P880	2048
Motorola Xoom	2048
Samsung Galaxy Note 4	8192 (GL 3.0) / 16384 (GL 3.1)
Samsung Galaxy Tab	2048
Samsung Omnia2	2048
Samsung OmniaHD	2048
Sony Ericsson Xperia Arc	4096
Sony Ericsson Xperia Play	4096
Sony Ericsson Xperia S	4096
T-Mobile G1	1024

8.2 iOS, tvOS and OS X

Many media formats are supported on iOS including H.264. For a complete list check the iOS documentation here:

<https://developer.apple.com/library/ios/documentation/Miscellaneous/Conceptual/iPhoneOSTechOverview/MediaLayer/MediaLayer.html>

The following table shows the capabilities of some iOS devices and can be used as a guide to check for supported video formats.

Device	Max Texture Size
Apple iPad 3	4096
Apple iPad 2	2048 / 4096 (newer model?)
Apple iPad	2048
Apple iPhone 5	4096
Apple iPhone 4S	4096
Apple iPhone 4	2048
Apple iPhone 3GS	2048
Apple iPhone 3G	1024
Apple iPhone	1024

In OS X, ProRes 422 and 4444 are supported.

OS X Yosemite and above, supports the following additional formats:

- DV
- Uncompressed R10k
- Uncompressed v210
- Uncompressed 2vuy

8.3 Windows

A full list of supported formats can be found here:

[https://msdn.microsoft.com/en-us/library/windows/desktop/dd757927\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/dd757927(v=vs.85).aspx)

<https://msdn.microsoft.com/en-us/windows/uwp/audio-video-camera/supported-codecs>

H.264 decoder supports up to profile L5.1:

[https://msdn.microsoft.com/en-us/library/windows/desktop/dd797815\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/dd797815(v=vs.85).aspx)

Windows 10 adds the following formats:

- H.265 / HEVC
- MKV
- FLAC

8.4 Windows Phone

This platform isn't supported yet, but details on media supported by this platform can be found here:

[https://msdn.microsoft.com/library/windows/apps/ff462087\(v=vs.105\).aspx](https://msdn.microsoft.com/library/windows/apps/ff462087(v=vs.105).aspx)

<https://msdn.microsoft.com/en-us/windows/uwp/audio-video-camera/supported-codecs>

9. Support

If you are in need of support or have any comments/suggestions regarding this product please contact us.

Email: unitysupport@renderheads.com

Website: <http://renderheads.com/product/avpro-video/>

Unity Forum:

<http://forum.unity3d.com/threads/released-avpro-video-complete-video-playback-solution.385611/>

9.1 Bug Reporting

If you are reporting a bug, please include any relevant files and details so that we may remedy the problem as fast as possible.

Essential details:

- Error message
 - The exact error message
 - The console/output log if possible
- Hardware
 - Phone / tablet / device type and OS version
- Development environment
 - Unity version
 - Development OS version
 - AVPro Video plugin version
- Video details:
 - Resolution
 - Codec
 - Frame rate
 - Better still, include a link to the video file

Better still, send us a full or reduced copy of your Unity project

10. About RenderHeads Ltd



RenderHeads Ltd is an award winning creative and technical company that has been designing and building cutting edge technology solutions since its formation in 2006. We specialise in creating interactive audio-visual software for installations at auto shows, museums, shows and expos.

10.1 Services

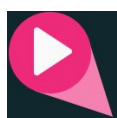
- Unity plugin development
- Unity game / interaction / virtual and augmented reality development
- Unity consulting

10.2 Our Unity Plugins

Many of the apps and projects we develop require features that Unity doesn't yet provide, so we have created several tools and plugins to extend Unity which are now available on the Unity Asset Store. They all include a **free trial or demo version** that you can download directly from the website here:

<http://renderheads.com/product-category/for-developers/>

10.2.1 AVPro Video



Powerful cross-platform video playback solution for Unity, featuring support for Windows, OS X, iOS, Android and tvOS. This is our newest plugin.

10.2.2 AVPro Windows Media



Video player for Windows only, based on DirectShow. Features support for the Hap video codec.

10.2.3 AVPro Movie Capture

Video capture to AVI files direct from the GPU and encoded to files using DirectShow codecs. Features include 4K captures, lat-long (equirectangular) 360 degree captures, off-line rendering and more. Windows only.

10.2.4 AVPro Live Camera

Exposes high-end webcams, tv cards and video capture boards to Unity via DirectShow. Windows only.

10.2.5 AVPro Broadcast

Currently unreleased product for input and output of broadcast signals using Blackmagic Decklink hardware. Contact us for details.

10.2.6 Screenshot Annotator Pro

Highly productive tool allowing in-game and in-editor annotation of screenshots which can then be shared with your team via FTP, Email, Slack or Teamwork.com with the click of the mouse. Cross-platform.

10.2.7 AVPro QuickTime



Video playback for Windows and Mac using legacy QuickTime system. This plugin is quite dated now but still useful at times. Features support for the Hap video codec.

Appendix A - Frequently Asked Questions

1. What's the difference between your different Unity video playback plugins?

We currently have 3 video playback plugins for Unity:

- a. AVPro Video
- b. AVPro Windows Media
- c. AVPro QuickTime

Here is a table giving a rough comparison of the plugin features:

	AVPro Video	AVPro Windows Media	AVPro QuickTime
First Released	2016	2011	2011
Windows XP	Yes	Yes	Yes (with QT installed)
Windows Vista	Yes**	Yes	Yes (with QT installed)
Windows 7	Yes**	Yes	Yes (with QT installed)
Windows 8	Yes	Yes	Yes (with QT installed)
OS X	Yes	No	Yes
Android	Yes	No	No
iOS	Yes	No	No
tvOS	Yes	No	No
64-bit	Yes	Yes	No
2K H.264	Yes	Only with 3rd party codec	Yes
4K H.264	Yes	Only with 3rd party codec	Yes but very slow
Streaming URL	Yes	Not really	Yes a bit
Hap Codec	Only Win7 and below so far	Yes	Yes
MP4 Container	Yes	Only with 3rd party codec	Yes

Works with VR	Yes	Yes best with 3rd party codecs	Not great
ASync Loads	Yes	No	Yes
Transparency	Yes*	Yes	Yes
Speed	Fast	Medium, fast with 3rd party codecs	Medium

* Currently only using the Hap5 codec for Windows 7 and below. More support coming soon.

** Currently only using DirectShow path, adding Media Foundation path soon.

Appendix B - Release History

- **Version 1.3.0 - 20 April 2016**
 - Android
 - Added multi-threaded rendering support
 - Fixed various rare bugs
 - Windows
 - Exposed GPU video player path (when using command-line argument -no-singlethreaded), this requires Win8.1 minimum and D3D11
 - Windows XP, Windows Vista and Windows 7 support added by adding DirectShow playback path
 - Hap1 and Hap5 support added for Windows 7 and below (via DirectShow playback path)
 - Fixed audio only media not being seekable
 - iOS
 - Fixed iOS 8.2 compatibility issue
 - Workflow
 - Editor pause button now pauses/resumes playing videos
 - Added new 'about' section with handy links
 - Improvements to editor UI
 - UI fixes for standard Unity editor 'light' skin
 - Bugs
 - Fixed IsFinishedPlaying event not firing on some platforms
 - Fixed player freezing when component is disabled. It now pauses OnDisable() and resumes OnEnable().
 - Fixed crash in VCR demo related to uGUI component when changing videos
 - Fixed bug closing application with many videos open
 - Fixed seeking bug for audio-only media
 - Documentation
 - Updated FAQ

- Added stereo virtual reality notes
- **Version 1.2.0 - 1 April 2016**
 - General
 - Improved support for audio-only media
 - Improved streaming support
 - Added HasVideo, HasAudio and HasMetaData functions
 - Added MetaDataReady event
 - First frame now displays without starting playback
 - Added new ApplyToMesh component
 - Removed troubled #AVPRO defines
 - Android
 - Fixed issue where Finished event wouldn't fire
 - Minimum API level bumped from 15 to 16
 - Mac, iOS, tvOS
 - improved performance of multiple video playback
 - Windows
 - Improved performance (duplicate frame handling)
 - Added missing IsSeeking function
 - Fixed IsFinished function always returning false
 - Fixed URL parsing
 - Fixed OpenGL texture cleanup
 - Fixed minor D3D11 leak caused by views not being released
 - Improved init/deinit
 - Workflow
 - Resulting file name is now displayed clearly and is copyable
 - More file extensions in inspector file browser
 - Components now have AVPro icon
 - Added warnings for incorrect Player Settings for streaming videos
 - Editor platform override tab is restored
 - Debugging
 - Improved logging
 - VR
 - Improved 360 Sphere demo support for GearVR
 - InsideSphere shader has color tint option for stereo debugging
 - Docs
 - Added video streaming notes
 - Added VR notes
 - Improved notes on supported formats
- **Version 1.1.0 - 11 March 2016**
 - Added Windows support
 - Added lat-long stereo top-bottom and left-right video support for VR
 - Added per-platform file path overrides
 - Absolute and relative path loading support added
 - Android loading from OBB support added
 - Workflow improvements

- Added browse button
 - Added recent file list
 - Added relative folder support
 - Improved MediaPlayer UI, including preview in editor
- Created a scripting class reference
- Improved documentation
- Fixed Linear colour space support in Windows
- Fixed shutdown and memory freeing
- Various bugs fixed
- **Version 1.0.0 - 25 February 2016**
 - Initial release on the asset store
 - Added new events
- **Version 0.9.0 - 17 February 2016**
 - Initial beta release

Appendix C - Roadmap

- **Version 1.4.0**
 - Windows 7 Support
 - DirectShow support
 - Hap codec support (Windows and OS X)
- **Version 1.5.0**
 - Add global audio volume
 - Side-by-side and Top-bottom transparency support
 - Streaming support for Windows + streaming demo
 - Playback rate
 - Audio balance
 - Add use cases to documentation
 - Glitch free multi video player with optional transitions
- **Version X.X.X**
 - WebGL support
 - Split out media definitions from player
 - Playmaker support
 - Audio streaming back to Unity
 - Loading from memory/resources
 - Fallback to using MovieTexture on some platforms?
- **Version X**
 - ← Your suggestions here, let us know :)