UAVP(UNITY AUDIO VIDEO PLAYER)

User Manual

Version 1.1

Contents

USER SUPPORT

If you need support or have any questions or suggestions, please contact with me:

- Github Link: https://github.com/hankyojeong/UAVPlayer

- Email: hankyo.dev@gmail.com

INTRODUCTION

UAVP(Unity Audio Video Player) is cross platform media sdk for unity that based on AVPlayer:

Platforms	CPUs	Graphic API
Mac OSX	x86/x86_64	Metal
iOS	armv7, arm64	Metal

Possibilities of current version:
- Video Playback(using Metal Graphic API, Unfortunately not supported OpenGL ES)
- Compatible with Unity Editor(in-editor playback for Mac OSX platforms only)
- Supported main video file formats playback: MP4 and Streaming media protocols: HTTPS, HTTP, HLS
- Supported main video player events system: **Open**, **Play**, **Pause**, **Ended**
- Supported main video player features, like: play, pause, mute, loop

INSTALLATION GUIDELINE

Import the UAVP package from the Asset Store. You should now have a directory structure like below in your Unity project.
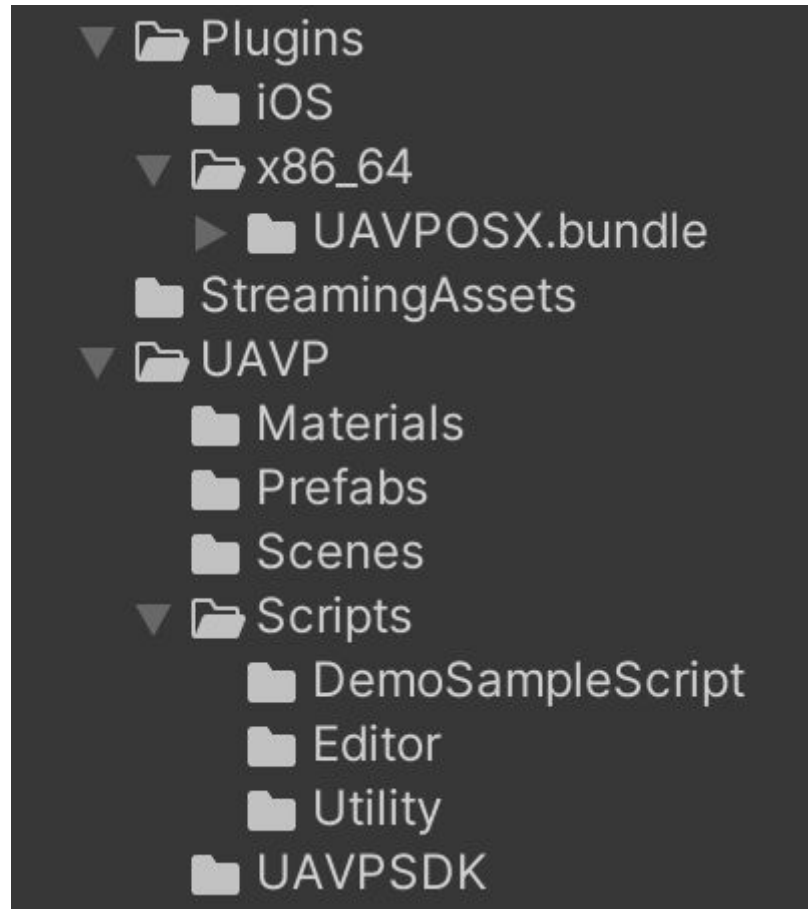

In short:
- **Plugins**: All native Libraries
- **Materials**: Custom materials that used in example scenes
- **Prefabs**: UAVP Prefab that used for easy setup
- **Scenes**: Demo scenes
- **Scripts**: C# classes that show how too work with UAVP

USAGE GUIDELINE

Using UAVP is very simple and easy

After the import the UAVP Package, There is UAVP Prefab(Assets/UAVP/Prefabs)
You should use UAVP Prefab in your project.
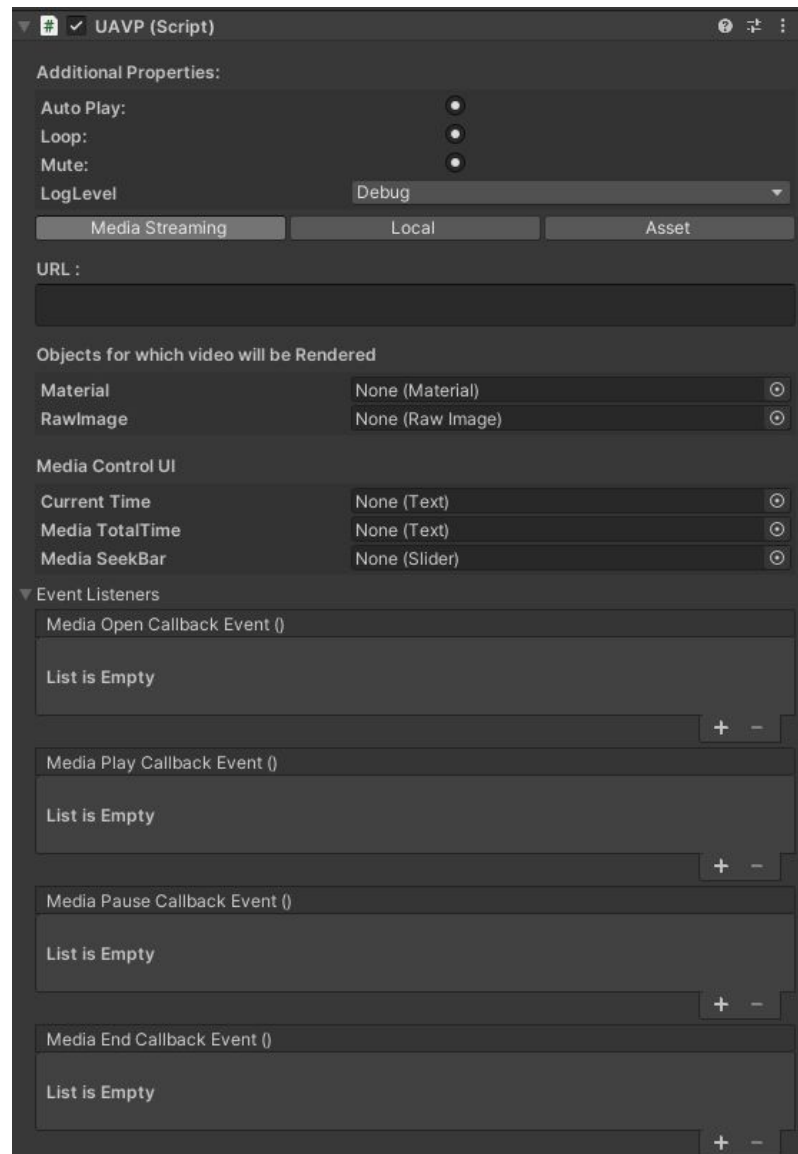
UAVP prefab consists of various elements
1. Additional Properties
   a. **Auto Play**: Start playback automatically after video is buffered
   b. **Loop**: When the playback reaches the end position it jumps to the start and plays again
   c. **Mute**: Set audio mute
   d. **LogLeve**l: (**Not supported yet**)

2. Media Streaming / Local / Asset
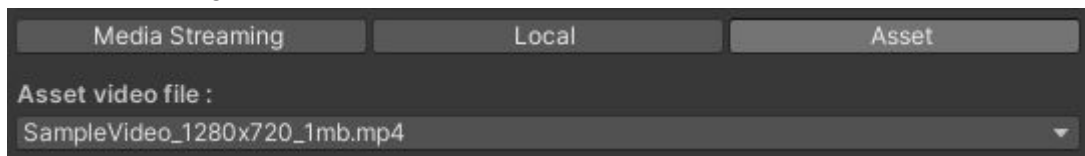
   a. **Media Streaming**: Set Streaming Media Protocol
      i.   ex) http://~~~~.mp4 or http://~~~~.m3u8
   b. **Local**: Set Local Video File
      i.   ex) /Users/user/~~/.mp4
   c. **Asset**: Set Video file which in Streaming Asssets Directory
3. Material / RawImage
   Play video on "Material" or "Raw Image"
4. Media Control UI
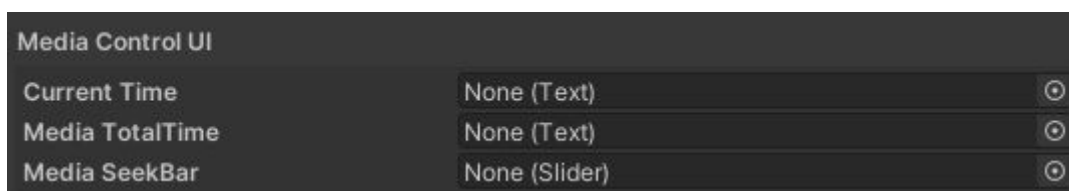
   a. **Current Time**: Text Field to represent the current media time
   b. **Media TotalTime**: Text Field to represent the total media time
   c. **Media SeekBar**: Seekbar that can control media
5. Event Listeners
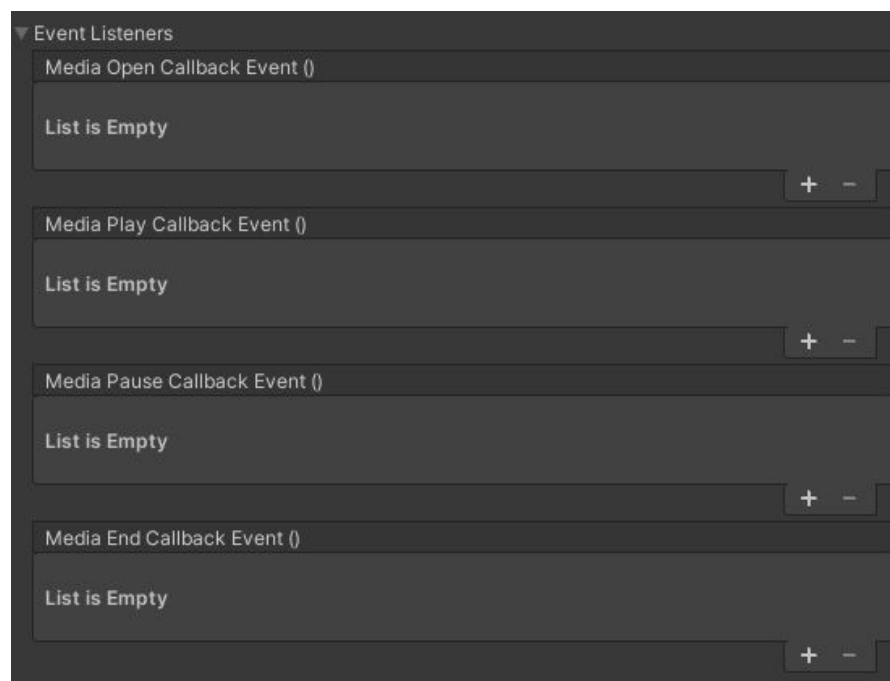
   a. **Open Callback Event**: Callback Event when Video is opened
   b. **Play Callback Event**: Callback Event when Video is started
   c. **Pause Callback Event**: Callback Event when Video is paused
   d. **End Callback Event**: Callback Event when Video reached the end