

Step ID	Description
1	On hierarchy add a Canvas.
2	Add a Button, RawImage and GameObject as child objects of the Canvas. * Scale the Button/RawImage as desired in the Inspector.
3	On the GameObject Inspector, add the PlayVideo Script.
4	In the Image parameter on the Inspector, drag the RawImage from the Hierarchy.
5	Click the Button in the hierarchy and on the Inspector add On Click ().
6	Drag the GameObject over for the Runtime Object parameter and pick GameObject.SetActive and leave unchecked.
7	Add another event (+) and drag the GameObject over for the Runtime Object parameter and choose GameObject.SetActive and leave it checked.**
8	Add another event (+) and drag the GameObject over for the Runtime Object parameter and choose PlayVideo.Test and paste in the video URL for the string parameter.

**The RawImage is for the background of the video.*

***By doing this we reset the GameObject in case the user spams the button click so the video will keep resetting with every button click.*