

Just for testing

<https://codeholo.com/2018/01/14/playing-videos-on-the-hololens-apps/>

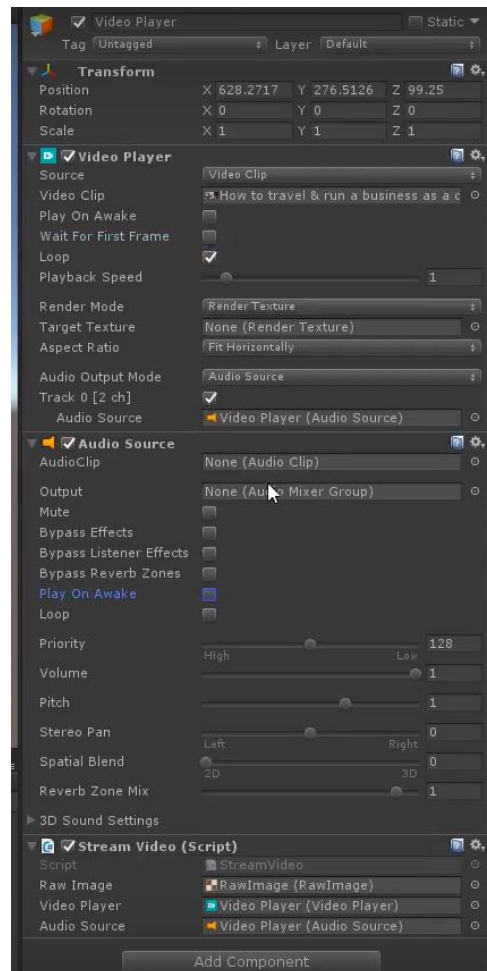
If video is stored in the Assets Folder

Create this class

```
StreamVideo.cs
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
using UnityEngine.Video;

public class StreamVideo : MonoBehaviour {
    public RawImage rawImage;
    public VideoPlayer videoPlayer;
    public AudioSource audioSource;
    // Use this for initialization
    void Start () {
        StartCoroutine(PlayVideo());
    }
    IEnumerator PlayVideo()
    {
        videoPlayer.Prepare();
        WaitForSeconds waitForSeconds = new WaitForSeconds(1);
        while (!videoPlayer.IsPrepared)
        {
            yield return waitForSeconds;
            break;
        }
        rawImage.texture = videoPlayer.texture;
        videoPlayer.Play();
        audioSource.Play();
    }
}
```

Use these settings in Inspector



## IF VIDEO IS STORED IN ASSETS FOLDER

```
//Raw Image to Show Video Images [Assign from the Editor]
public RawImage image;
//Video To Play [Assign from the Editor]
public VideoClip videoToPlay;

private VideoPlayer videoPlayer;
private VideoSource videoSource;

//Audio
private AudioSource audioSource;

// Use this for initialization
void Start()
{
    Application.runInBackground = true;
    StartCoroutine(playVideo());
}

IEnumerator playVideo()
{
    //Add VideoPlayer to the GameObject
    videoPlayer = gameObject.AddComponent<VideoPlayer>();

    //Add AudioSource
    audioSource = gameObject.AddComponent<AudioSource>();

    //Disable Play on Awake for both Video and Audio
    videoPlayer.playOnAwake = false;
    audioSource.playOnAwake = false;

    //We want to play from video clip not from url
    videoPlayer.source = VideoSource.VideoClip;

    //Set Audio Output to AudioSource
    videoPlayer.audioOutputMode = VideoAudioOutputMode.AudioSource;

    //Assign the Audio from Video to AudioSource to be played
    videoPlayer.EnableAudioTrack(0, true);
    videoPlayer.SetTargetAudioSource(0, audioSource);

    //Set video To Play then prepare Audio to prevent Buffering
    videoPlayer.clip = videoToPlay;
    videoPlayer.Prepare();

    //Wait until video is prepared
    while (!videoPlayer.isPrepared)
    {
        Debug.Log("Preparing Video");
        yield return null;
    }

    Debug.Log("Done Preparing Video");

    //Assign the Texture from Video to RawImage to be displayed
    image.texture = videoPlayer.texture;

    //Play Video
    videoPlayer.Play();

    //Play Sound
    audioSource.Play();
}
```

```

Debug.Log("Playing Video");
while (videoPlayer.isPlaying)
{
    Debug.LogWarning("Video Time: " + Mathf.FloorToInt((float)videoPlayer.time));
    yield return null;
}

Debug.Log("Done Playing Video");
}

```

## IF VIDEO IS ONLINE

```

//Raw Image to Show Video Images [Assign from the Editor]
public RawImage image;
private VideoPlayer videoPlayer;
private VideoSource videoSource;

//Audio
private AudioSource audioSource;

// Use this for initialization
void Start()
{
    Application.runInBackground = true;
    StartCoroutine(playVideo());
}

IEnumerator playVideo()
{
    //Add VideoPlayer to the GameObject
    videoPlayer = gameObject.AddComponent<VideoPlayer>();

    //Add AudioSource
    audioSource = gameObject.AddComponent<AudioSource>();

    //Disable Play on Awake for both Video and Audio
    videoPlayer.playOnAwake = false;
    audioSource.playOnAwake = false;

    //We want to play from url
    videoPlayer.source = VideoSource.Url;
    videoPlayer.url = "http://www.quirksmode.org/html5/videos/big_buck_bunny.mp4";

    //Set Audio Output to AudioSource
    videoPlayer.audioOutputMode = VideoAudioOutputMode.AudioSource;

    //Assign the Audio from Video to AudioSource to be played
    videoPlayer.EnableAudioTrack(0, true);
    videoPlayer.SetTargetAudioSource(0, audioSource);

    //Set video To Play then prepare Audio to prevent Buffering
    videoPlayer.Prepare();

    //Wait until video is prepared
    while (!videoPlayer.isPrepared)
    {
        Debug.Log("Preparing Video");
        yield return null;
    }
}

```

```
Debug.Log("Done Preparing Video");

//Assign the Texture from Video to RawImage to be displayed
image.texture = videoPlayer.texture;

//Play Video
videoPlayer.Play();

//Play Sound
audioSource.Play();

Debug.Log("Playing Video");
while (videoPlayer.isPlaying)
{
    Debug.LogWarning("Video Time: " + Mathf.FloorToInt((float)videoPlayer.time));
    yield return null;
}

Debug.Log("Done Playing Video");
}
```

<https://stackoverflow.com/questions/41144054/using-new-unity-videoplayer-and-videoclip-api-to-play-video>