# Simple Movie Player Package

## V 1.0.1

### Requirements

[Download QuickTime Player](#)

# Indie Studio

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o **Setup Quick Time Player (Important Step)**

This package requires Quick Time Player, if you do not have it on your computer then:

1. Download Quick Time Player and install it
   https://support.apple.com/kb/DL837?locale=en_US

2. Restart your computer
3. Create new unity project
4. Import the Simple Movie Player package

o **Mobile Movie Player**
(For mobile platform such as Android/IOS)
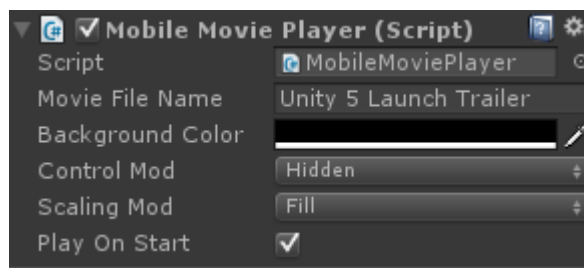


To play a movie on mobile platform fill the details of the Mobile Movie Player component, and then call Play() method or enable the **Play On Start** flag.

Important Steps:

1. You must move StreamingAssets folder from Assets/MoviePlayer/StreamingAssets to Assets/StreamingAssets,otherwise clips won't play in mobile platform.

2. Insert the correct name and extension for your movie in the MobileMoviePlayer component e.g. 'MyMovie.mp4'

3. If you applied the above two steps successfully and your video does not play, then use one of the following compression standards for your movie:

   H.264 Baseline Profile Level 3.0 video, up to 640 x 480 at 30 fps. Note that B frames are not supported in the Baseline profile.

   MPEG-4 Part 2 video (Simple Profile).

o  **Movie Texture Player**
   (For other supported platforms such as standalone)
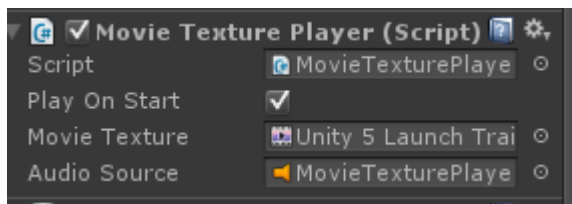


To play a movie on other platform such as Standalone fill the details of the
Movie Texture Player component, and then call Play() method or enable the
**Play On Start** flag.

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