

1. select tv prefab

2. drag your video file here

Inspector

Mesh

mesh\_props\_tv\_01

Mesh Renderer

Box Collider

Edit Collider

Is Trigger

Provides Contacts

Material

None (Physic Material)

Center

X 0 Y 0.49155 Z 7.62935

Size

X 1.41894 Y 0.98310 Z 0.18983

Layer Overrides

Video Player

Source

Video Clip

Video Clip

Missing (Video Clip)

Update Mode

Unscaled Game Time

Play On Awake

Wait For First Frame

Loop

Skip On Drop

Playback Speed

1

Render Mode

Render Texture

Target Texture

TV\_Render Texture

Aspect Ratio

Stretch

Audio Output Mode

None

MAT\_garage\_01 (Material)

Shader

Mobile/Diffuse

Edit...

MAT\_Tv (Material)

Shader

Standard

Edit...

Add Component

Project

Console

Assets > GARAGE

Documentation

Models

Prefabs

Scenes

Textures

Garage

Documentation

Models

Prefabs

Scenes

Textures

Scenes

Packages