**MovieTexture改为全屏播放**

Posted on 2013年05月20日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 23 次

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| 01 | **var** StartingMovie : MovieTexture; |
| 02 |  |
| 03 | function OnGUI () { |
| 04 |  |
| 05 | GUI.DrawTexture (Rect (0,0, Screen.width, Screen.height),StartingMovie,ScaleMode.ScaleToFit ); |
| 06 |  |
| 07 | StartingMovie.Play(); |
| 08 |  |
| 09 | } |
| 10 |  |