**Unity3D中movieTexture实现视频播放**

Posted on 2013年03月30日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 395 次

[**Unity3D**](http://www.unitymanual.com)中movieTexture实现视频播放。可以直接将ogg格式的材质赋给物体，这样需要加代码让这个这个视频播放起来。

function Update () {  
renderer.material.mainTexture.Play();  
}

这里的代码，实现播放暂停以及切换视频。不过这个代码要赋给摄像机，如果赋给物体的话在编辑器里好用，但是发布出来的时候就不好用了。

public var bofang:boolean = false;public var movieTexture:MovieTexture;

function Start(){

movieTexture.Stop();

}

private var flag01:boolean = true;  
function Update(){  
if(!bofang){  
return;  
}

// 赋值剪辑到音频源  
// 与音频同步播放  
audio.clip = movieTexture.audioClip;  
// 播放视频和音频

movieTexture.loop = true;

//renderer.material.mainTexture.wrapMode = TextureWrapMode.Clamp;  
if(flag01){  
movieTexture.Play();  
audio.Play();  
}else{  
movieTexture.Pause();  
audio.Pause();  
}

}

//加上 播放暂停 关闭

//播放器  
private var BFQWidth:float = 650;  
private var BFQHeight:float = 490;  
var BFQTexture:Texture;  
private var BFQGBWidth:float = 16;  
private var BFQGBHeight:float = 15;  
var BFQGBStyle:GuiStyle;//关闭按钮  
//播放器 播放暂停  
private var BFQPlayWidth:float = 22;  
private var BFQPlayHeight:float = 22;  
var BFQPlayStyle:GUIStyle;//播放按钮  
var BFQPauseStyle:GUIStyle;//暂停按钮

function OnGUI(){  
if(!bofang){  
return;  
}  
GUI.DrawTexture(new Rect(187, 139, BFQWidth, BFQHeight), BFQTexture, ScaleMode.StretchToFill);  
GUI.DrawTexture (Rect (192,144, 640, 480),movieTexture,ScaleMode.ScaleToFit );  
movieTexture.Play();  
//关闭按钮  
if(GUI.Button (Rect (800, 155, BFQGBWidth, BFQGBHeight),"",BFQGBStyle)){  
GameObject.Find("Data").GetComponent("Data").cameraMain.enabled = true;  
GameObject.Find("Data").GetComponent("Data").cameraView.enabled = false;  
bofang = false;  
guiTexture.texture = null;  
gameObject.GetComponent("MovieControler").enabled = false;  
}  
//播放暂停

if(!flag01){  
if(GUI.Button (Rect (800, 597, BFQPlayWidth, BFQPlayHeight),"",BFQPlayStyle)){  
flag01 = true;  
}

}else{  
if(GUI.Button (Rect (800, 597, BFQPlayWidth, BFQPlayHeight),"",BFQPauseStyle)){  
flag01 = false;  
}  
}  
}

function GuanBi(){  
GameObject.Find("Data").GetComponent("Data").cameraMain.enabled = true;  
GameObject.Find("Data").GetComponent("Data").cameraView.enabled = false;  
bofang = false;  
guiTexture.texture = null;  
gameObject.GetComponent("MovieControler").enabled = false;

}

// 确保我们有GUI 纹理和音频源  
@script RequireComponent(GUITexture)  
@script RequireComponent(AudioSource)