**Unity3D脚本：Unity3D调用外部摄像头**

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[**Unity3D**](http://www.unitymanual.com)调用外部摄像头。脚本如下：

public string deviceName;  
WebCamTexture tex;  
// Use this for initialization  
IEnumerator Start()  
{  
//获取授权  
yield return Application.RequestUserAuthorization(UserAuthorization.WebCam);  
if (Application.HasUserAuthorization(UserAuthorization.WebCam))  
{  
WebCamDevice[] devices = WebCamTexture.devices;  
deviceName = devices[0].name;  
tex = new WebCamTexture(deviceName, 400, 300, 12);  
renderer.material.mainTexture = tex;  
tex.Play();  
}  
else  
{  
}  
}