**Unity3D脚本：Unity3D载入外部视频脚本**

Posted on 2013年01月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 288 次

public var url="file:///c:/sample.ogg";  
function Start ()  
{  
url="file:///" + Application.dataPath + "/video/sample.ogg";  
print(url);  
// Start download  
var www = new WWW(url);  
// Make sure the movie is ready to start before we start playing  
var movieTexture = www.movie;  
print("downloading...");  
while (!movieTexture.isReadyToPlay)  
{  
print(www.progress);  
yield;  
}  
print("download complete");  
print(www.url);  
// Initialize gui texture to be 1:1 resolution centered on screen  
guiTexture.texture = movieTexture;  
transform.localScale = Vector3 (0,0,0);  
transform.position = Vector3 (0.5,0.5,0);  
guiTexture.pixelInset.xMin = -movieTexture.width / 2;  
guiTexture.pixelInset.xMax = movieTexture.width / 2;  
guiTexture.pixelInset.yMin = -movieTexture.height / 2;  
guiTexture.pixelInset.yMax = movieTexture.height / 2;  
// Assign clip to audio source  
// Sync playback with audio  
audio.clip = movieTexture.audioClip;  
// Play both movie & sound  
movieTexture.Play();  
audio.Play();  
}  
// Make sure we have gui texture and audio source  
@script RequireComponent (GUITexture)  
@script RequireComponent (AudioSource)