Posted on 2013年03月22日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 415 次

[**Unity**](http://www.unitymanual.com)并不会自动播放影片，必需要新增一行或数行脚本才能进行播放，提供以下二种播放方式供参考:

1.游戏执行立即播放：

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| --- | --- |
| 1 | function Update () { |
| 2 |  |
| 3 | renderer.material.mainTexture.Play(); |
| 4 |  |
| 5 | } |

2.自定按键进行播放:

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|  |  |
| --- | --- |
| 01 | function Update () { |
| 02 | **if** (Input.GetButtonDown ("Jump")) { |
| 03 | **if** (renderer.material.mainTexture.isPlaying) { |
| 04 | renderer.material.mainTexture.Pause(); |
| 05 | } |
| 06 | **else** { |
| 07 | renderer.material.mainTexture.Play(); |
| 08 | } |
| 09 | } |
| 10 | } |