**外部视频的调用**

Posted on 2013年06月08日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 20 次

|  |  |  |
| --- | --- | --- |
|  |  |  |

|  |  |
| --- | --- |
| 001 | movieTexture.js |
| 002 |  |
| 003 | view plaincopy to clipboardprint? |
| 004 |  |
| 005 | **public** **var** url=“[url=file:*///c:/sample.ogg]file:///c:/sample.ogg[/url]”;* |
| 006 |  |
| 007 | function Start () |
| 008 |  |
| 009 | { |
| 010 |  |
| 011 | url=“[url=file:*///]file:///[/url]” + Application.dataPath + “/video/sample.ogg”;* |
| 012 |  |
| 013 | print(url); |
| 014 |  |
| 015 | *// Start download* |
| 016 |  |
| 017 | **var** www = new WWW(url); |
| 018 |  |
| 019 | *// Make sure the movie is ready to start before we start playing* |
| 020 |  |
| 021 | **var** movieTexture = www.movie; |
| 022 |  |
| 023 | print(“downloading...”); |
| 024 |  |
| 025 | **while** (!movieTexture.isReadyToPlay) |
| 026 |  |
| 027 | { |
| 028 |  |
| 029 | print(www.progress); |
| 030 |  |
| 031 | **yield**; |
| 032 |  |
| 033 | } |
| 034 |  |
| 035 | print(“download complete”); |
| 036 |  |
| 037 | print(www.url); |
| 038 |  |
| 039 | *// Initialize gui texture to be 1:1 resolution centered on screen* |
| 040 |  |
| 041 | guiTexture.texture = movieTexture; |
| 042 |  |
| 043 | transform.localScale = Vector3 (0,0,0); |
| 044 |  |
| 045 | transform.position = Vector3 (0.5,0.5,0); |
| 046 |  |
| 047 | guiTexture.pixelInset.xMin = -movieTexture.width / 2; |
| 048 |  |
| 049 | guiTexture.pixelInset.xMax = movieTexture.width / 2; |
| 050 |  |
| 051 | guiTexture.pixelInset.yMin = -movieTexture.height / 2; |
| 052 |  |
| 053 | guiTexture.pixelInset.yMax = movieTexture.height / 2; |
| 054 |  |
| 055 | *// Assign clip to audio source* |
| 056 |  |
| 057 | *// Sync playback with audio* |
| 058 |  |
| 059 | audio.clip = movieTexture.audioClip; |
| 060 |  |
| 061 | *// Play both movie & sound* |
| 062 |  |
| 063 | movieTexture.Play(); |
| 064 |  |
| 065 | audio.Play(); |
| 066 |  |
| 067 | }&nbsp; Unity3D教程手册 |
| 068 |  |
| 069 | *// Make sure we have gui texture and audio source* |
| 070 |  |
| 071 | @script RequireComponent (GUITexture) |
| 072 |  |
| 073 | @script RequireComponent (AudioSource) |
| 074 |  |
| 075 | **public** **var** url=“[url=file:*///c:/sample.ogg]file:///c:/sample.ogg[/url]”;* |
| 076 |  |
| 077 | function Start () |
| 078 |  |
| 079 | { |
| 080 |  |
| 081 | url=“[url=file:*///]file:///[/url]” + Application.dataPath + “/video/sample.ogg”;* |
| 082 |  |
| 083 | print(url); |
| 084 |  |
| 085 | *// Start download* |
| 086 |  |
| 087 | **var** www = new WWW(url); |
| 088 |  |
| 089 | *// Make sure the movie is ready to start before we start playing* |
| 090 |  |
| 091 | **var** movieTexture = www.movie; |
| 092 |  |
| 093 | print(“downloading...”); |
| 094 |  |
| 095 | **while** (!movieTexture.isReadyToPlay) |
| 096 |  |
| 097 | { |
| 098 |  |
| 099 | print(www.progress); |
| 100 |  |
| 101 | **yield**; |
| 102 |  |
| 103 | } |
| 104 |  |
| 105 | print(“download complete”); |
| 106 |  |
| 107 | print(www.url); |
| 108 |  |
| 109 | *// Initialize gui texture to be 1:1 resolution centered on screen* |
| 110 |  |
| 111 | guiTexture.texture = movieTexture; |
| 112 |  |
| 113 | transform.localScale = Vector3 (0,0,0); |
| 114 |  |
| 115 | transform.position = Vector3 (0.5,0.5,0); |
| 116 |  |
| 117 | guiTexture.pixelInset.xMin = -movieTexture.width / 2; |
| 118 |  |
| 119 | guiTexture.pixelInset.xMax = movieTexture.width / 2; |
| 120 |  |
| 121 | guiTexture.pixelInset.yMin = -movieTexture.height / 2; |
| 122 |  |
| 123 | guiTexture.pixelInset.yMax = movieTexture.height / 2; |
| 124 |  |
| 125 | *// Assign clip to audio source* |
| 126 |  |
| 127 | *// Sync playback with audio* |
| 128 |  |
| 129 | audio.clip = movieTexture.audioClip; |
| 130 |  |
| 131 | *// Play both movie & sound* |
| 132 |  |
| 133 | movieTexture.Play(); |
| 134 |  |
| 135 | audio.Play(); |
| 136 |  |
| 137 | } |
| 138 |  |
| 139 | *// Make sure we have gui texture and audio source* |
| 140 |  |
| 141 | @script RequireComponent (GUITexture) |
| 142 |  |
| 143 | @script RequireComponent (AudioSource) |
| 144 |  |
| 145 |  |