**播放外部视频和声音**

Posted on 2013年05月14日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 56 次

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| 01 | **public** **var** url="file:///c:/sample.ogg"; |
| 02 | function Start () |
| 03 | { |
| 04 | url="file:///" + Application.dataPath + "/video/sample.ogg"; |
| 05 | print(url); |
| 06 | *// Start download* |
| 07 | **var** www = new WWW(url); |
| 08 | *// Make sure the movie is ready to start before we start playing* |
| 09 | **var** movieTexture = www.movie; |
| 10 | print("downloading..."); |
| 11 | **while** (!movieTexture.isReadyToPlay) |
| 12 | { |
| 13 | print(www.progress); |
| 14 | **yield**; |
| 15 | } |
| 16 | print("download complete"); |
| 17 | print(www.url); |
| 18 | *// Initialize gui texture to be 1:1 resolution centered on screen* |
| 19 | guiTexture.texture = movieTexture; |
| 20 |  |
| 21 | transform.localScale = Vector3 (0,0,0); |
| 22 | transform.position = Vector3 (0.5,0.5,0); |
| 23 | guiTexture.pixelInset.xMin = -movieTexture.width / 2; |
| 24 | guiTexture.pixelInset.xMax = movieTexture.width / 2; |
| 25 | guiTexture.pixelInset.yMin = -movieTexture.height / 2; |
| 26 | guiTexture.pixelInset.yMax = movieTexture.height / 2; |
| 27 | *// Assign clip to audio source* |
| 28 | *// Sync playback with audio* |
| 29 | audio.clip = movieTexture.audioClip; |
| 30 | *// Play both movie & sound* |
| 31 | movieTexture.Play(); |
| 32 | audio.Play(); |
| 33 | } |
| 34 | *// Make sure we have gui texture and audio source* |
| 35 | @script RequireComponent (GUITexture) |
| 36 | @script RequireComponent (AudioSource) |
| 37 |  |
| 38 |  |