**调用外部视频脚本**

Posted on 2013年06月26日 by U3d / [Unity3D脚本/插件](http://www.unitymanual.com/category/script)/被围观 35 次

ogg媒体文件放在：

工程： assets/video

exe： data/video

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| --- | --- | --- | --- | --- |
| 01 | | | **public** **var** url="file:///c:/sample.ogg"; | |
| 02 | | |  | |
| 03 | | | function Start () | |
| 04 | | | { | |
| 05 | | | url="file:///" + Application.dataPath + "/video/sample.ogg"; | |
| 06 | | | print(url); | |
| 07 | | | *// Start download* | |
| 08 | | | **var** www = new WWW(url); | |
| 09 | | | *// Make sure the movie is ready to start before we start playing* | |
| 10 | | | **var** movieTexture = www.movie; | |
| 11 | | | print("downloading..."); | |
| 12 | | | **while** (!movieTexture.isReadyToPlay) | |
| 13 | | | { | |
| 14 | | | print(www.progress); | |
| 15 | | | **yield**; | |
| 16 | | | } | |
| 17 | | | print("download complete"); | |
| 18 | | | print(www.url); | |
| 19 | | |  | |
| 20 | | | *// Initialize gui texture to be 1:1 resolution centered on screen* | |
| 21 | | | guiTexture.texture = movieTexture; | |
| 22 | | |  | |
| 23 | | | transform.localScale = Vector3 (0,0,0); | |
| 24 | | | transform.position = Vector3 (0.5,0.5,0); | |
| 25 | | | guiTexture.pixelInset.xMin = -movieTexture.width / 2; | |
| 26 | | | guiTexture.pixelInset.xMax = movieTexture.width / 2; | |
| 27 | | | guiTexture.pixelInset.yMin = -movieTexture.height / 2; | |
| 28 | | | guiTexture.pixelInset.yMax = movieTexture.height / 2; | |
| 29 | | | *//Unity3D教程手册：www.unitymanual.com* | |
| 30 | | | *// Assign clip to audio source* | |
| 31 | | | *// Sync playback with audio* | |
| 32 | | | audio.clip = movieTexture.audioClip; | |
| 33 | | |  | |
| 34 | | | *// Play both movie & sound* | |
| 35 | | | movieTexture.Play(); | |
| 36 | | | audio.Play(); | |
| 37 | | | } | |
| 38 | | | *// Make sure we have gui texture and audio source* | |
| 39 | | | @script RequireComponent (GUITexture) | |
| 40 | | | @script RequireComponent (AudioSource) | |
|  |  | |  |

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