



Advanced **MovieTexture**

ADVANCED MOVIE TEXTURE

Instantly make playing videos in Unity Pro easier!

User Manual

Version 1.0.3

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LEGAL

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SUMMARY

Thank you for your purchase of Advanced MovieTexture!

The goal of Advanced Movie Texture is to make playing videos in Unity easy. In short, it can pause, resume, play, loop, rewind and hook behaviours into a movie. It is an extension to Untiy's MovieTexture system making it easier to manage video playback. In essence, it allows you to quickly and easily play videos without coding.

Important Note: Advanced MovieTexture requires Unity Pro!

FEATURES

- Easily loop videos.
- Able to play videos without coding.
- Able to play full-screen videos right out of the box.
- Can also play videos on any GameObject that uses a material.
- Easy to use, extensible hook system.
- Video pausing/resuming/restarting/playing/rewinding in a single line of code.
- Resource-based loader means no cumbersome setup, you set your filename and go.
- Automatic clean up of completed videos. (No more persistent last frames.)

INSTALLATION

To install, please follow the instructions below:

- Make sure you are logged into the Unity Asset Store.
- Download latest version of **Advanced MovieTexture** from Unity Asset Store.
- Import "**Advanced MovieTexture.package**" into desired Project.

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FULLSCREENVIDEO USAGE

- Create a separate scene to contain the full-screen video.
- In this scene, attach an AmtGUIMovieTexture component to the main camera.
- Configure the new AmtBase component, make sure you set the Movie Name to a valid movie file located in your Resources or Resources/Movies folder.

MATERIALVIDEO USAGE

- Create a GameObject to contain the material-based video.
- In this scene, attach a AmtMaterialMovieTexture component to the main camera.
- Configure the new AmtBase component, make sure you set the Movie Name to a valid movie file located in your Resources or Resources/Movies folder.

TEXTUREVIDEO USAGE

- Have an object that has a component that uses a Texture.
- Attach a AmtTextureReplaceMovieTexture component to the object.
- Next assign the Texture-bearing component of the object to the Replaced Texture property field of the AmtTextureReplaceMovieTexture component.

HOOK USAGE EXAMPLE : LOADING A SCENE AFTER A VIDEO HAS PLAYED

- Please note: Although you can create your own hooks - this example uses pre-existing hook behaviors.
- Create a non-looping fullscreen video following the guide above.
- Attach the AmtHookOnStopLoadScene component to your full-screen video.
- Make sure to set the Scene Name on the behaviour!

For support, if you have questions, comments, or anything else - please visit my website to get in touch:

<http://www.rancid1.com/amt/>

SUPPORT

Documentation, API notes, tutorials, and much more can be found at my website: <http://www.rancid1.com/amt/>

You can also contact me directly via: contact AT rancid1 DOT com.

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Version History

1.0.3:

- Renamed all scripts for consistency. They can now all be searched for with the term "Amt".
- Created and added a new splash screen video.
- Renamed FullscreenMovie.unity to SplashScreen.unity. Also tweaked some example scene settings.
- Some minor updates to the API documentation.

1.0.2:

- Added TextureReplaceMovieTexture.cs.
- Added a controller to the MaterialMovie Object scene using the First Person Controller Standard Asset.

1.0.1:

- Redesigned the logo.
- Changed some default settings for the AMT object.

1.0.0:

- Initial version.