



# **Youtube DL Video Player**

## **Youtube DL Video Player**

**v1.1**

Created by **Everreal**  
Contact [dev@everreal.com](mailto:dev@everreal.com)

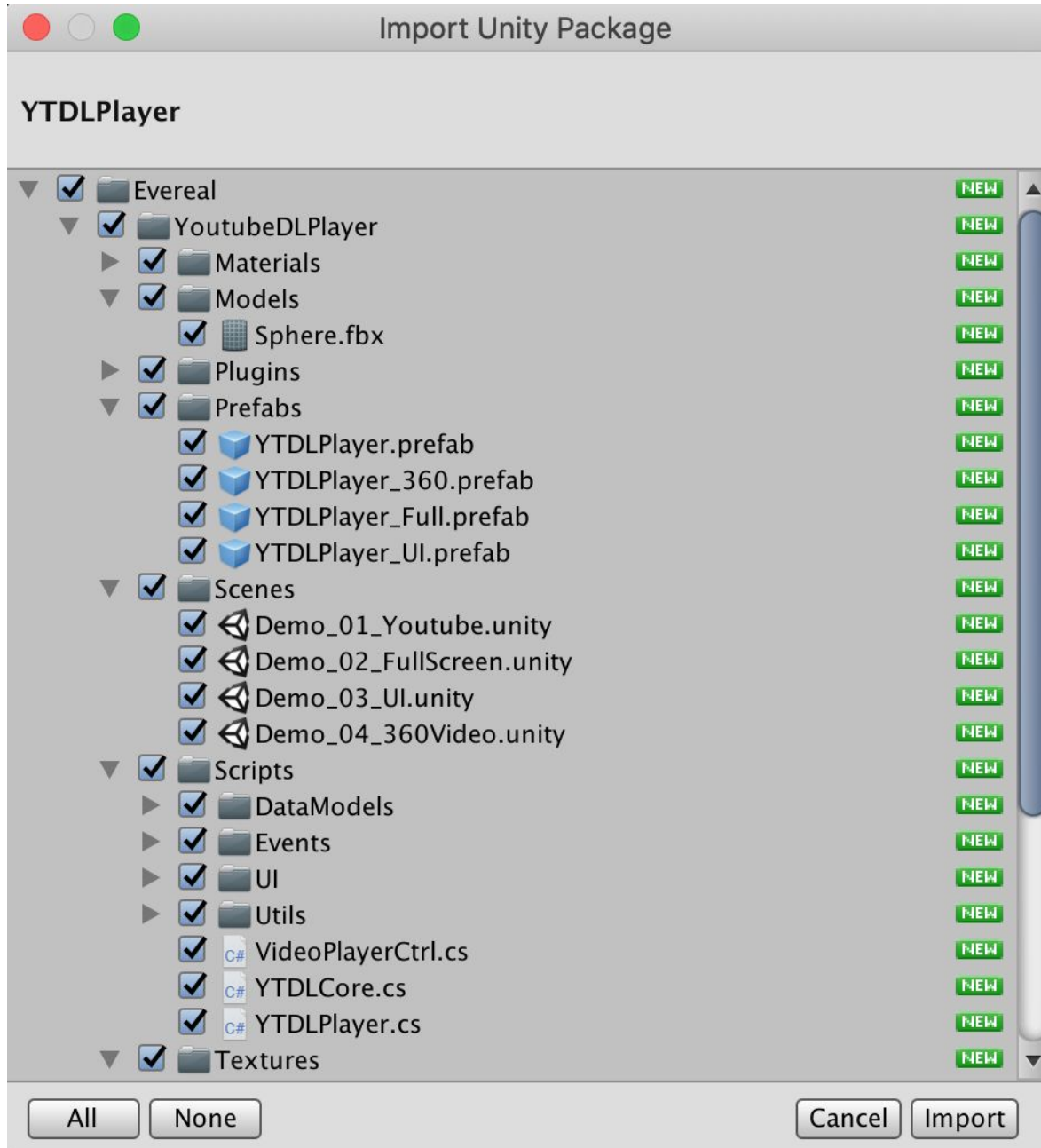
# Table of Contents

<b>1. Overview</b>	<b>3</b>
<b>2. Get Started</b>	<b>4</b>
<b>3. Integrations</b>	<b>5</b>
<b>3.1 Integrate with UI</b>	<b>5</b>
<b>3.2 Integrate with video player</b>	<b>6</b>
<b>3.3 Integrate youtube-dl parser</b>	<b>7</b>
<b>4. Events</b>	<b>8</b>
<b>5. Properties</b>	<b>8</b>
<b>6. Public Methods</b>	<b>8</b>
<b>7. Android</b>	<b>8</b>
<b>7.1 Deploy to Android</b>	<b>8</b>
<b>7.2 Android 10</b>	<b>9</b>
<b>8. iOS</b>	<b>10</b>
<b>9. Feedback</b>	<b>10</b>

# 1. Overview

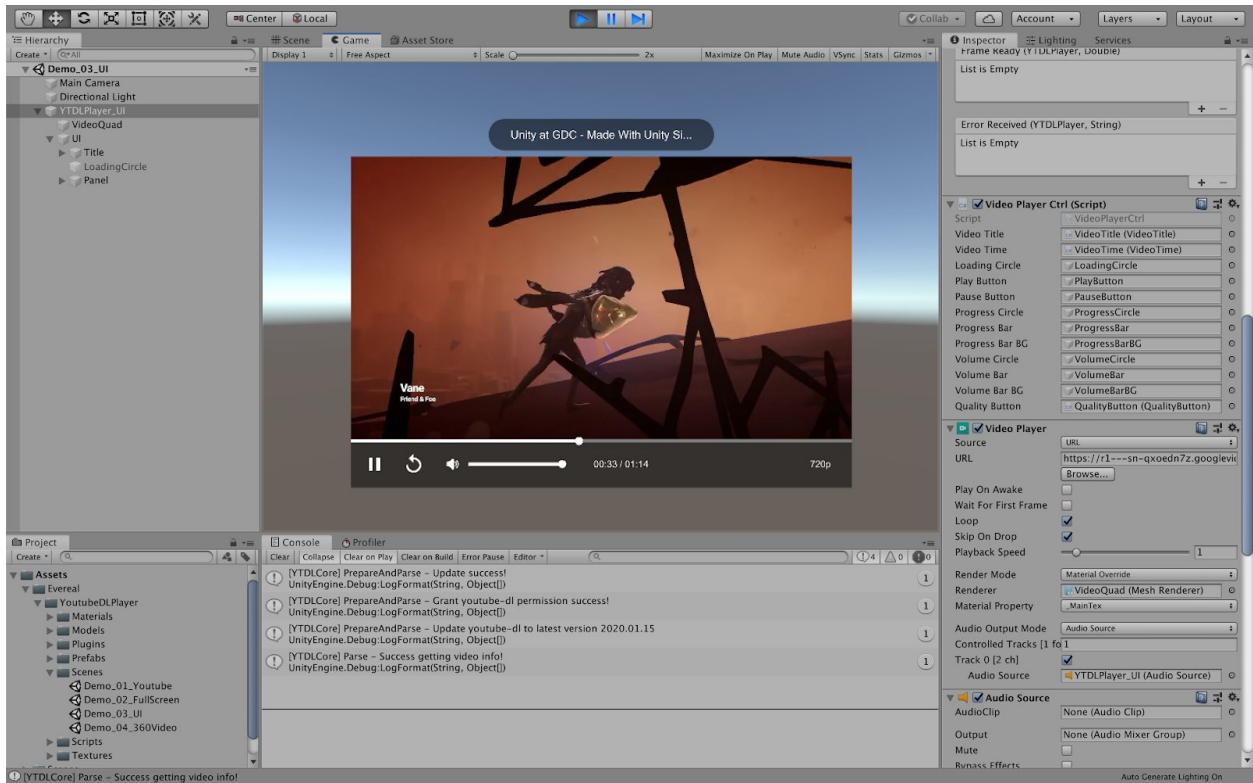
**Youtube DL Video Player** is a plugin that helps you play videos from youtube.com and a few [more sites](#) in your Unity game.

When you import Youtube DL Video Player plugin into your Unity project, the following assets will add:



## 2. Get Started

Youtube DL Video Player comes with several demos to help you to understand the functionality of the plugin quickly. Start by creating a new project and importing all Youtube DL Video Player package assets including demo scenes files.



All demo scenes located in *Assets/Everreal/YoutubeDLPlayer/Demos/Scenes/* folder:

*Demo\_01\_Youtube* plays a single Youtube video.

*Demo\_02\_FullScreen* plays video within the full screen.

*Demo\_03\_UI* is a complete demo play video with time scrub and controls UI.

*Demo\_04\_360Video* plays a 360 degree video.

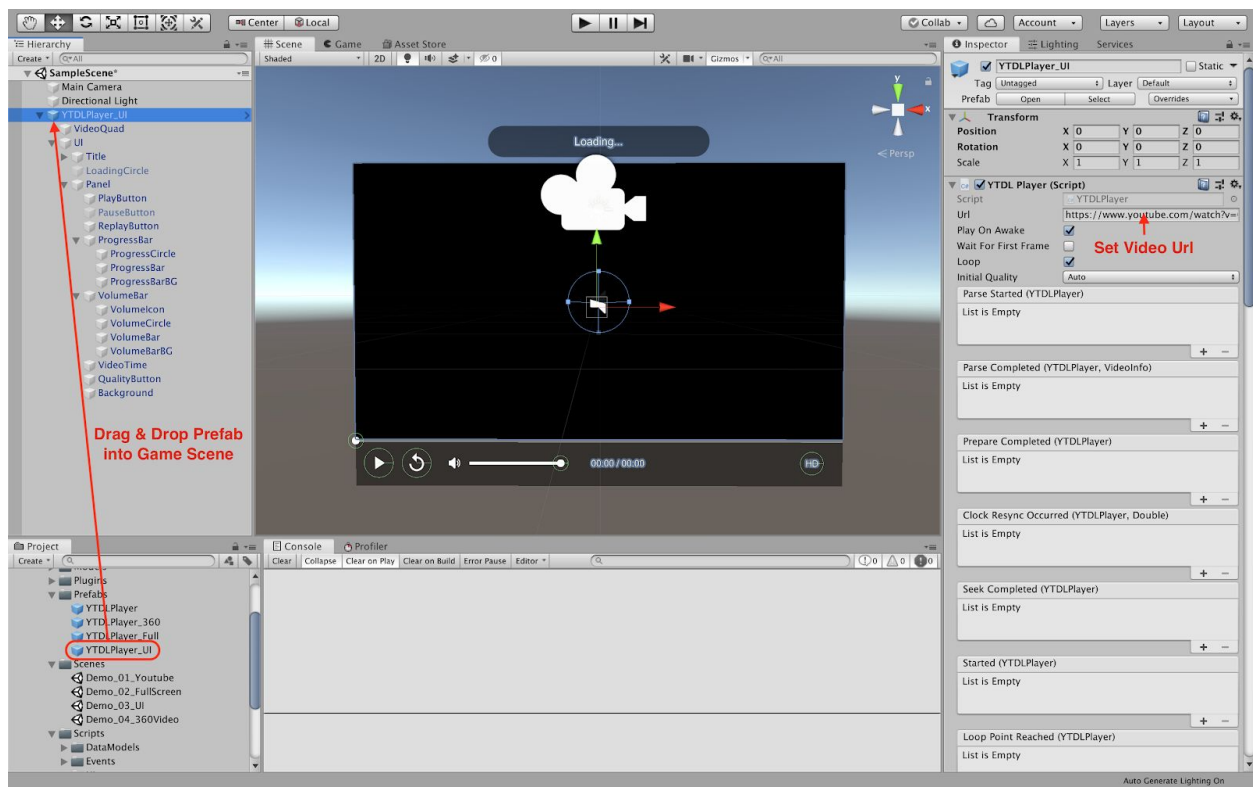
*Demo\_05\_Parse* demonstrates using the core youtube-dl library.

## 3. Integrations

You can integrate your Unity project with Youtube DL Video Player based on your requirements.

### 3.1 Integrate with UI

You can choose this option if you want full integration with the UI. Including features such as play, pause, replay, time scrubber, volume adjust and select quality, etc. You can also easily customize the UI as you like.

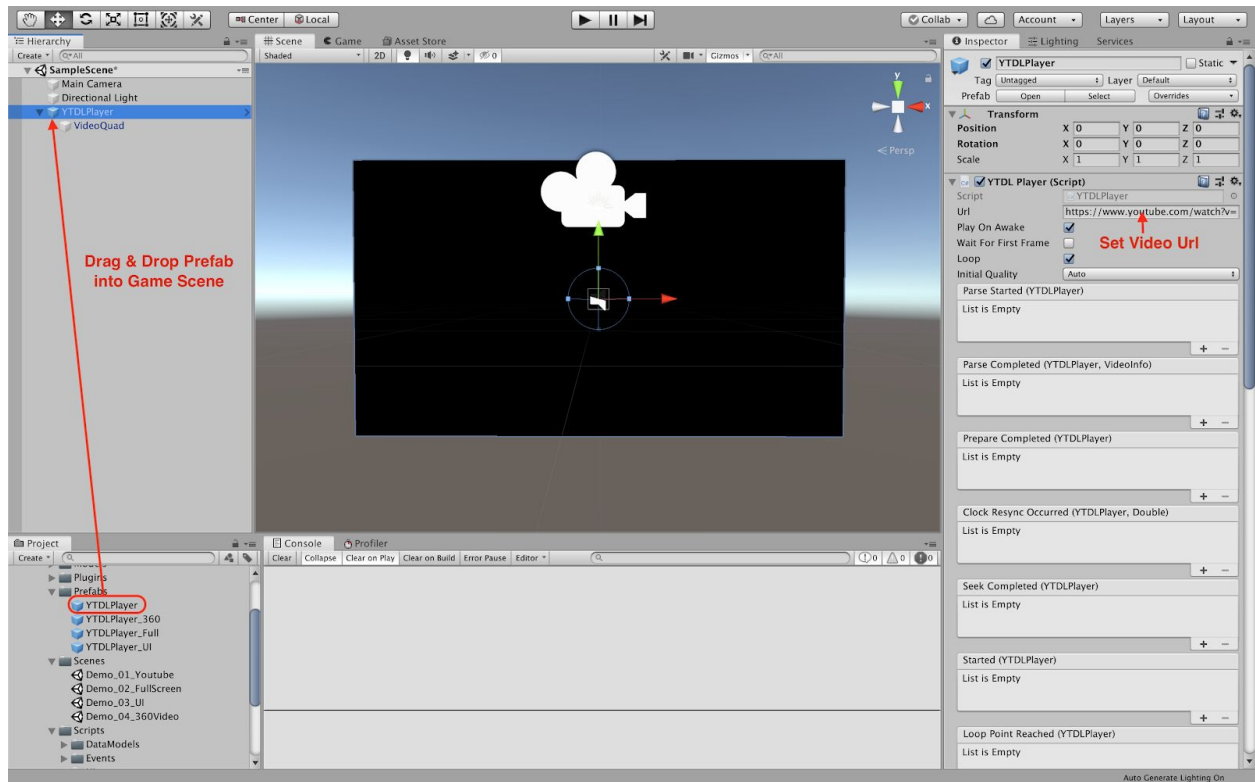


**Step 1:** Drag & Drop the **YTDLPlayer\_UI** (*Assets/Everreal/YoutubeDLPlayer/Resources/Prefabs/YTDLPlayer\_UI*) prefab into your game scene.

**Step 2:** Update the Url field with your target video url (such as <https://vimeo.com/91264375> or <https://www.youtube.com/watch?v=QCqTn3SbfA0>).

## 3.2 Integrate with video player

You can choose this integration option if you only require the plugin just play an online video without any interaction.



**Step 1:** Drag & Drop the player prefab into your game scene, you can choose from:

***YTDLPlayer*** (*Assets/Everreal/YoutubeDLPlayer/Resources/Prefabs/YTDLPlayer*) for online video play.

***YTDLPlayer\_FullScreen***

(*Assets/Everreal/YoutubeDLPlayer/Resources/Prefabs/YTDLPlayer\_FullScreen*) for full-screen video play

***YTDLPlayer\_360*** (*Assets/Everreal/YoutubeDLPlayer/Resources/Prefabs/YTDLPlayer\_360*) for 360-degree video play.

**Step 2:** Update the Url field with your target video url (such as <https://vimeo.com/91264375> or <https://www.youtube.com/watch?v=QCqTn3SbfA0>).

### 3.3 Integrate youtube-dl parser

You can choose this integration option if you don't need to play the video by the plugin or want to play the parsed video url by other video plugin. You can use Youtube DL API to query information such as play url, title, duration, etc. of an online video as well.

Please refer [Demo\\_05\\_Core](#) as a full example.

```
using Evereal.YoutubeDLPlayer;

public class SampleScript : MonoBehaviour
{
    public YTDLParser ytdlParser;

    void Start()
    {
        string url = "https://www.youtube.com/watch?v=34K8YJOMDRY";
        ytdlParser.parseCompleted += ParseCompleted;
        ytdlParser.SetOptions("--format best[protocol=https]");
        StartCoroutine(ytdlParser.PrepareAndParse(url));
    }

    private void ParseCompleted(VideoInfo video)
    {
        Debug.Log(video.title);
        Debug.Log(video.url);
    }
}
```

If you familiar with [youtube-dl](#) library, there are lots of options available:

<https://github.com/ytdl-org/youtube-dl/blob/master/README.md#options>, currently the options --no-warnings and --dump-json will be set in default.

## 4. Events

Youtube DL Video Player wrapped Unity VideoPlayer events, for more details, please visit: <https://docs.unity3d.com/ScriptReference/Video.VideoPlayer.html>

## 5. Properties

Youtube DL Video Player wrapped Unity VideoPlayer properties, for more details, please visit: <https://docs.unity3d.com/ScriptReference/Video.VideoPlayer.html>

## 6. Public Methods

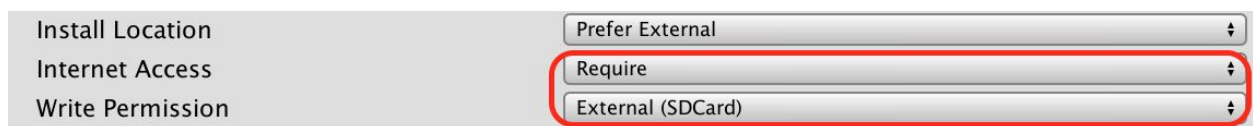
Youtube DL Video Player wrapped Unity VideoPlayer public methods, for more details, please visit: <https://docs.unity3d.com/ScriptReference/Video.VideoPlayer.html>

## 7. Android

**Youtube DL Video Player** supports **armeabi-v7a**, if you need support for **x86** and **x64** android devices as well, please contact me.

### 7.1 Deploy to Android

Before deploying to the Android platform, please set (*Edit > Project Settings, then select the Android settings tab*) Internet Access as **Required** and Write Permission as **External (SDCard)**.





## 7.2 Android 10

If you want to support Android 10 devices, you will need an explicit set `android:requestLegacyExternalStorage="true"` in your `AndroidManifest.xml` (<https://docs.unity3d.com/Manual/android-manifest.html>).

Create `AndroidManifest.xml` in `Assets/Plugins/Android/` and copy the sample code below:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest
  xmlns:android="http://schemas.android.com/apk/res/android"
  package="com.unity3d.player"
  xmlns:tools="http://schemas.android.com/tools"
  android:installLocation="preferExternal"
  android:versionCode="1"
  android:versionName="1.0">

  <uses-permission android:name="android.permission.INTERNET" />
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />

  <supports-screens
    android:smallScreens="true"
    android:normalScreens="true"
    android:largeScreens="true"
    android:xlargeScreens="true"
    android:anyDensity="true"/>

  <application
    android:theme="@style/UnityThemeSelector"
    android:icon="@drawable/app_icon"
    android:label="@string/app_name"
    android:requestLegacyExternalStorage="true">
    <activity android:name="com.unity3d.player.UnityPlayerActivity"
      android:label="@string/app_name">
      <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
      </intent-filter>
      <meta-data android:name="unityplayer.UnityActivity" android:value="true" />
    </activity>
  </application>
</manifest>
```

## 8. iOS

Coming soon...

## 9. Feedback

If you have any feedback on the *Youtube DL Video Player* plugin, please email us through [dev@everreal.com](mailto:dev@everreal.com) directly, your advice will be very valuable to us.

You are also very welcome to rate our plugin and leave your comment on the Unity Asset Store.