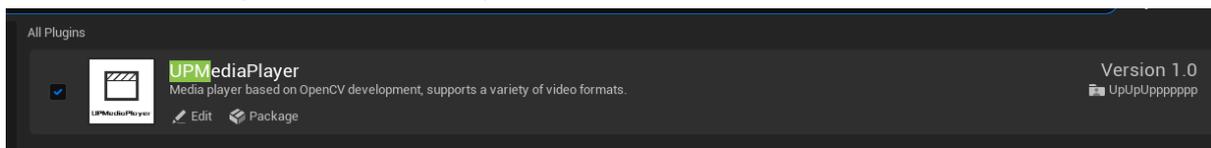
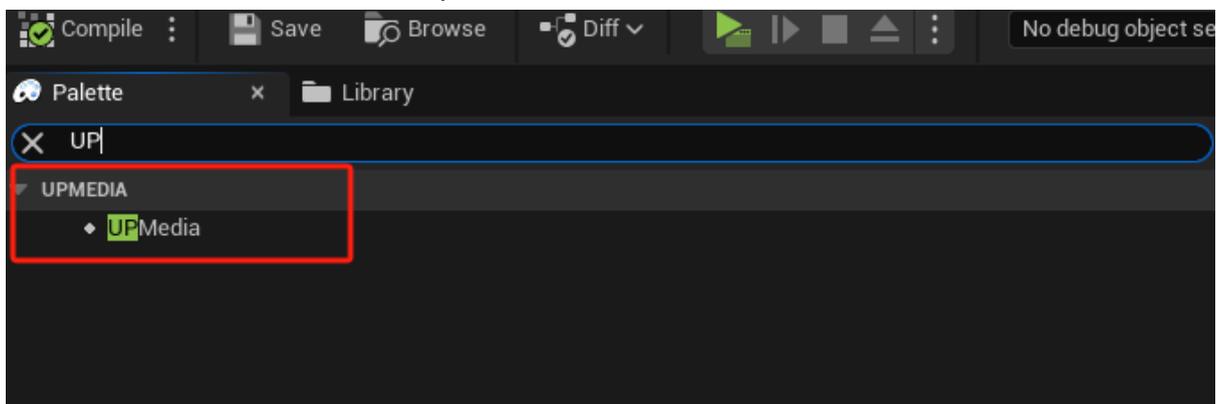


UPMediaPlayerManual

1. Please support genuine plugins, please don't use pirated plugins, every developer doesn't want someone to use their pirated plugins.
2. Please open the plugin
 - a. Plugins->UPMediaPlayer



3. Find the UPMedia component in the Palette.
 - a. Add UPMedia component.



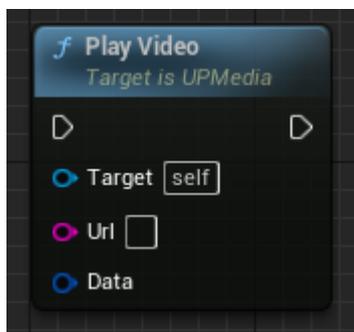
4. **UPMediaSetting**
 - a. AutoVideo:Autoplay video provided that the video address is not empty.
 - b. VideoUrl:video address.
 - c. RenderMode:The rendering mode of the video stream in the UE
 - d. AutoFps:Frame rate is automatically set by default.
 - e. CustomFps:Customize the video stream frame rate.
 - f. Haar:Turn on video image recognition.
 - g. RectScale:Video image recognition ratio, the smaller the ratio mobilizes more cpu resources, the screen will lag, but the recognition success rate is high, the larger the ratio of the screen to reduce lag, but the recognition success rate is low.
 - h. DrawType:Video image recognition when drawing a frame, or a circle.
 - i. Color:The color of the frame.
 - j. HaarXml:Types of video image recognition.
 - k. **TimeOut:Video connection timeout time.(Unit: milliseconds)**
 - i. **When that video address fails, you must wait for a timeout and return to the video state before restarting the video.**
 - l. PlayDelay:The time of the PlayVideo timer.

UPMedia Player	
Auto Video	<input checked="" type="checkbox"/>
Video Url	<input type="text"/>
Video Data	
Render Mode	Memory <input type="button" value="v"/>
Auto Fps	<input checked="" type="checkbox"/>
Custom Fps	<input type="text" value="30.0"/>
Haar	<input type="checkbox"/>
Rect Scale	<input type="text" value="4"/>
Draw Type	Rectangle <input type="button" value="v"/>
Color	<input type="color" value="red"/>
Haar Xml	Face <input type="button" value="v"/>
Time Out	<input type="text" value="3000"/>
Play Delay	<input type="text" value="0.2"/>

5. UPMedia Function

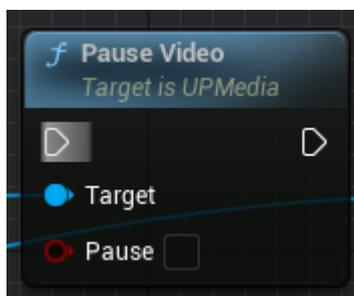
a. PlayVideo

- i. Url:Set the video address.
- ii. Data:Set the video parameters.

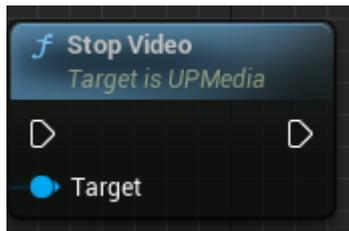


b. PauseVideo

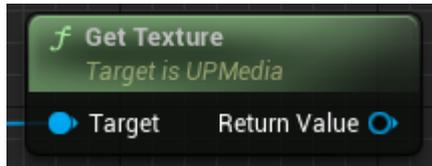
- i. Pause:Set whether the video is paused or played.



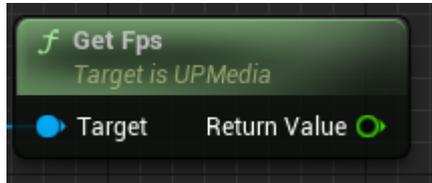
c. StopVideo



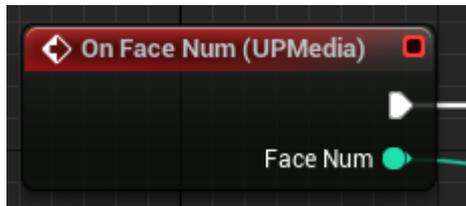
- d. GetTexture
 - i. Get the Texture of the current video stream.



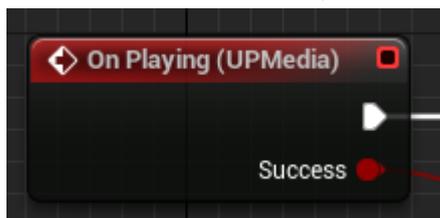
- e. GetFps
 - i. Get the fps of the current video stream.



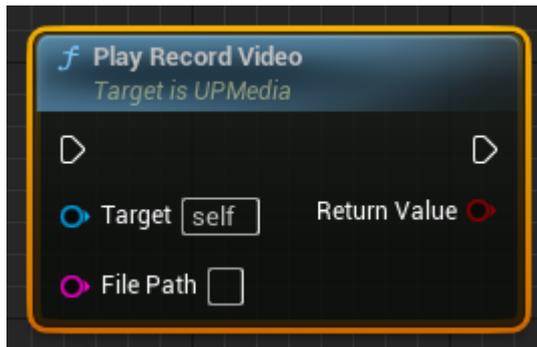
- f. OnFaceNum
 - i. Get the number of images recognized in the video stream.



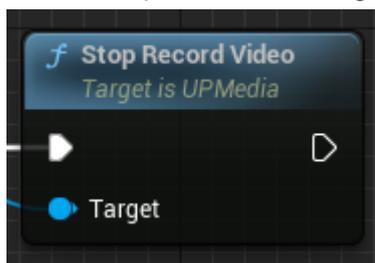
- g. OnPlaying
 - i. Video stream playback status.



- h. PlayRecordVideo
 - i. Turn on video recording.
 - ii. FilePath: **The path needs to have a file suffix in it. (The supported video formats are: mp4,avi.)**



- i. StopRecordVideo
 - i. Stop video recording.



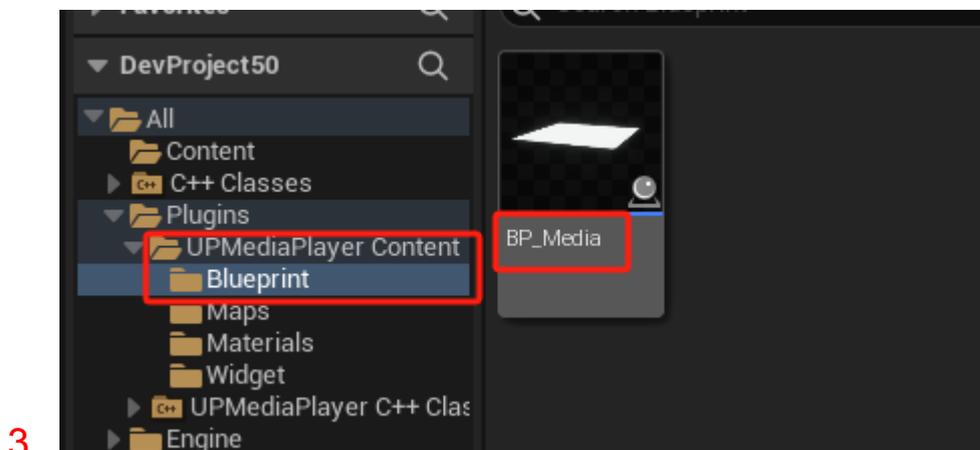
Update Log

V1.4

1. Optimize the automatic acquisition of fps in videos, but there may still be situations where the obtained fps are incorrect. In this case, please turn off automatic acquisition of fps and manually set the fps.
2. Incorrect acquisition of fps can cause video recording to accelerate or fail.

V1.5

1. Support 3D material ball monitoring and playback.
2. See BP_Media for details on how to use it.



3.

