Streaming Behaviors

Video Stream

Class Reference

Displays a video stream from a given source on a texture. Reacts on VideoControl events (see also Configure and Play Stream), and emits VideoState events (see also Check Video State).

Common Properties

Property Name	Type	Description
TargetNode	Candera::AbstractNodePointer	The node on which the video will be displayed. If nothing is selected, the node on the anchor will be used.
VideoSource	FeatStd::String	URI to video resource (e.g. path to file or URL).
ScaleToVideoSource	bool	If enabled the texture will be resized to the video size, otherwise the size of the current texture will persist.
FlipVertically	bool	Flips video vertically.
Timestamp	FeatStd::UInt32	Plays a video from a given source (file path or URL) on a texture or image, with the option to play it normally or flipped vertically.

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