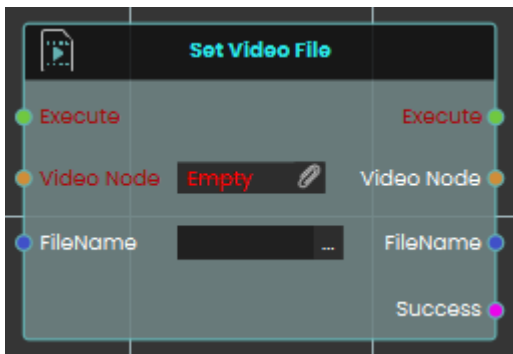


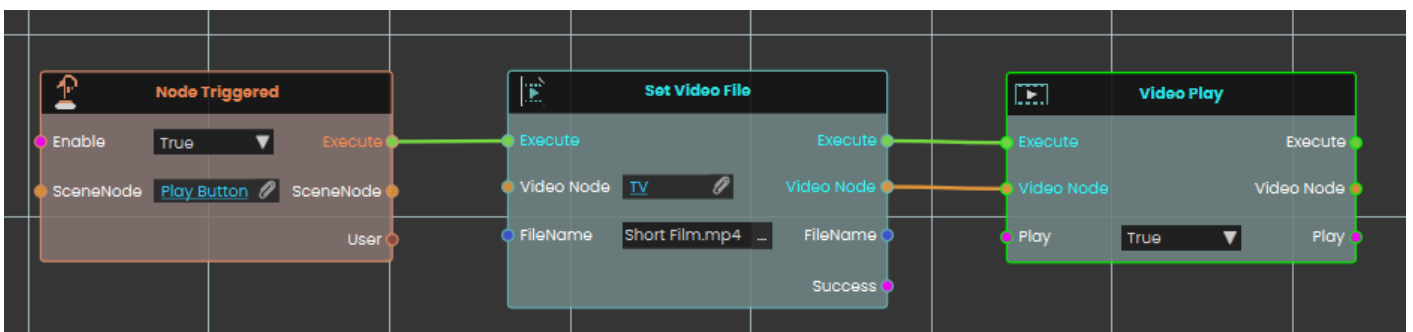
Media \ Video

Set Video File



The **Set Video File** node allows you to dynamically attach or change the media source of a specific Video Node within your scene. By assigning the target **Video Node** and inputting the exact **FileName** of your desired video (such as an `.mp4`), this node updates the object's media. For this to function correctly, the video file must first be imported into your project through the Resource Management tab. It also outputs a **Success** boolean to verify that the file was found and loaded.

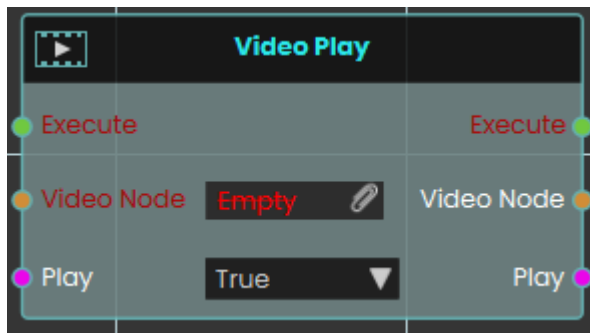
Example



In this example, an interaction is set up to load a short film onto a TV screen and immediately begin playback.

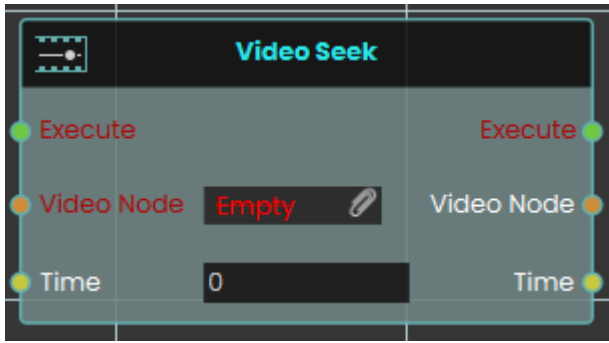
1. Upon interacting with the "Play Button" object, the **Node Triggered** event initiates the execution flow.
 2. The **Set Video File** node is executed, assigning the previously imported video file "Short Film.mp4" directly to the "TV" video node object.
 3. Once the file is successfully attached, the execution flow passes to the **Video Play** node (with the Play toggle set to **True**), which instantly starts playing the newly loaded short film on the TV screen.
-

Video Play



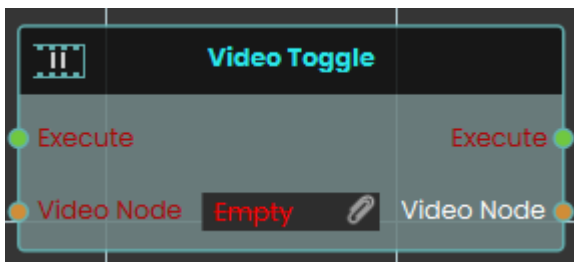
The **Video Play** node provides direct control over the playback of a **Video Node** through a boolean **Play** input. Setting the toggle to **True** starts the video, while **False** stops it.

Video Seek



The **Video Seek** node immediately moves the playback of the target **Video Node** to a specific **Time** defined in seconds. It enables precise navigation to any timestamp within the video's total duration.

Video Toggle



The **Video Toggle** node switches the playback state of the assigned **Video Node** between playing and paused. Each execution reverses the current state of the video material, making it ideal for simple play/pause button interactions.

Revision #3

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