

Eazy Sound Manager

Eazy Sound Manager is a simple Unity3D tool which aims to make sound and music management in games easier. Playing a single audio clip is now as easy as calling one API function. The API can handle multiple music, game and UI sound effects at the same time while still giving you the option to interrupt previous audio clips when needed. Audio clips can be one shot, or looping.

Moreover, Eazy Sound Manager has the option to make music persist through multiple scenes, as well as add fade in/out transitions. Different global settings for music, game sound effects and UI sound effects are also implemented. However, each audio has its own volume setting which is always relative to its global volume.

For more information on the API methods and properties, please read the [API Documentation](#)

Setup

No setup is needed. Just place the SoundManager.cs script somewhere inside your assets folder, and you are ready to go.

DO NOT ATTACH THE SCRIPT ON ANY GAMEOBJECT

Play Music & Sounds

To play a new audio, just use [PlayMusic](#) for background music, [PlaySound](#) for sound fx, and [PlayUISound](#) for UI sound fx. These functions return a unique audioID, which can be later used to access the created Audio. Note that playing a new music audio, will stop the previous one. However, multiple sounds can be played at the same time.

Example

```
int backgroundMusicID = SoundManager.PlayMusic(musicAudioClip, 0.7f, true, false, 1, 1, -1);
```

Accessing Audios

As stated above, each Audio has its own audioID. This ID is used to access them later if needed. You can play, stop or pause Audios individually.

Example

```
Audio backgroundMusicAudio = SoundManager.GetAudio(backgroundMusicID);  
backgroundMusicAudio.Stop();
```

Moreover, several settings like the fade in/ fade out speed, audio volume or whether to keep looping can be changed by accessing an Audio object.

Example

```
backgroundMusicAudio.SetVolume(0.5f);  
backgroundMusicAudio.loop = false;
```

Global Volumes

There are four types of global volumes. The global volume, the music global volume, the sound FX global volume and the UI sound FX global volume. The global volume affects all of them. The music global volume affects only music audios, the sound FX global volume affects only the soundFX audios and so on.

Example

```
SoundManager.globalMusicVolume = 0.3f;
```

Contact

If you have any question, comments or recommendations, please do not hesitate to contact me at jack.hadjicosti@gmail.com Jack

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