

Simple Playlist Player

by Thunderstorm Game Studios

General Description:

Thank you for buying this package! **Simple Playlist Player** is an asset aiming to give developers the ability to *easily* configure a *custom playlist* for their games inside Unity without touching the source code. The only you have to do is to *drag a prefab* into your first scene, drag and drop your favorite tracks and... you are ready! It is a really good *time saver* that you can use in all your projects!

This package is designed for people who do not know or do not want to mess with code to have a playlist ready for their game. This is why the package will not require you to write any line of code to use it properly. Making a playlist in Unity is now as easy as dragging a prefab into a scene!

The code is as simple and well organized as possible. We provide you with 100 lines of carefully written, well-crafted and commented code. The source code is designed to be easily-extensible and really simple to understand. What is more, the comments explain how the code works and what each line of code does.

Features:

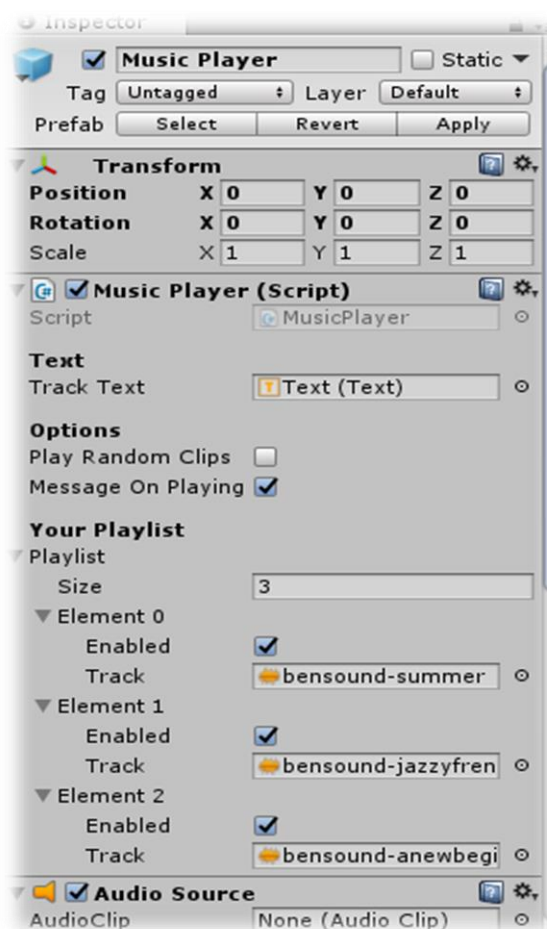
- Codeless playlist configuration
- You can select between random and custom playing order
- Easily select/deselect tracks from your active playlist
- Ready system to enable text showing the name of the track playing
- Well documented and commented code
- Code is designed to be simple, well organized and easily extensible
- Easy and convenient set up
- Example scene demonstrating how to use the package
- Continuous support by the developer
- Full source code included
- New features will be added on a bi-weekly basis

How to download and install:

Inside Unity Editor open the Asset Store (Window > Asset Store or Ctrl+9) and purchase the “Simple Playlist Player” asset. Once you have purchased it you can download and then import it. In the import settings you will definitely need to import the Prefabs and the Scripts folder in order for the asset to work properly. Our suggestion is to import the entire package because, in this way, you will have access to the example scene demonstrating the correct use of the package.

How to use the package:

Using the “Simple Playlist Player” package is really easy. Firstly, make sure you have correctly imported the asset as described above. Then, open the first scene of your project (the scene that will run first in the complete game). From the project window, find the Music Player prefab (Assets > Simple Playlist Player > Prefabs > Music Player) and drag it into your scene. In the Hierarchy, select the “Music Player” game object and look at the Music Player script in the Inspector Panel. It should look like this:



This panel contains everything you need to easily configure your playlist. So now let's explain what each option does. The first field, named Track Text, must hold a Game Object with a Text component attached to it. The purpose of this text is to show which track is playing if this option is enabled. We have made a Canvas containing a Text object for you. It is a child of the Music Player Game Object. Below, we can see two boolean values (true/false). The first one (Play random clips) is about the playing order. If this variable is selected the clips will play in random order, otherwise they will play from the first to the last one. The other variable defines whether the Track Text will show up when a track begins. After that, we have the Playlist configuration. In the "Size" field you will write the number of the tracks you want to include. Then the script will automatically generate fields for your tracks. For each track there are 2 corresponding values. The first is again a boolean. If you check that field, this specific track will be included in the actual playlist, otherwise it will be ignored by the music player. The other field is the actual music clip of the track. It is usually an .mp3 or .wav file. We have some sample tracks included in the package for testing purposes. Thanks www.bensound.com for those sound files! So, that's it! Now you should know everything about how to use this package. We hope you will find it useful!

Code Explanation:

We explain the code analytically in the form of comments inside the script. By reading through the comments you will understand everything about the code and what each line does. Please do not alter the code if you are not sure about what you are doing!

Customer Support:

Should you have any question, suggestion, complain or remark you want to share with us, we would like to hear from you. To contact us, please use the following email address: thunderstormgamestudios@gmail.com. For most of the time you may expect a response within 24 hours.

Updates and new features:

This package is not completely ready yet. We will continue to update the product adding new features, bug fixes and performance optimizations. We will try to push a new update once every two weeks. Features we plan to add include: custom inspector for easier editing, audio settings menu and scripts, different playlists for specific levels. We are waiting for your ideas too!