

Tidy Map Music

This add-on will allow you to have multiple audio clips assigned to your Maps, it can be used to play different music in a single line of code. It could be used to play music depending on the area of the map a player is etc.

This add-on relies on an Audio Mixer, I have included one and is all setup with the included prefab but if you are using your own Audio Mixer [click here for more info](#).

Setup Instructions

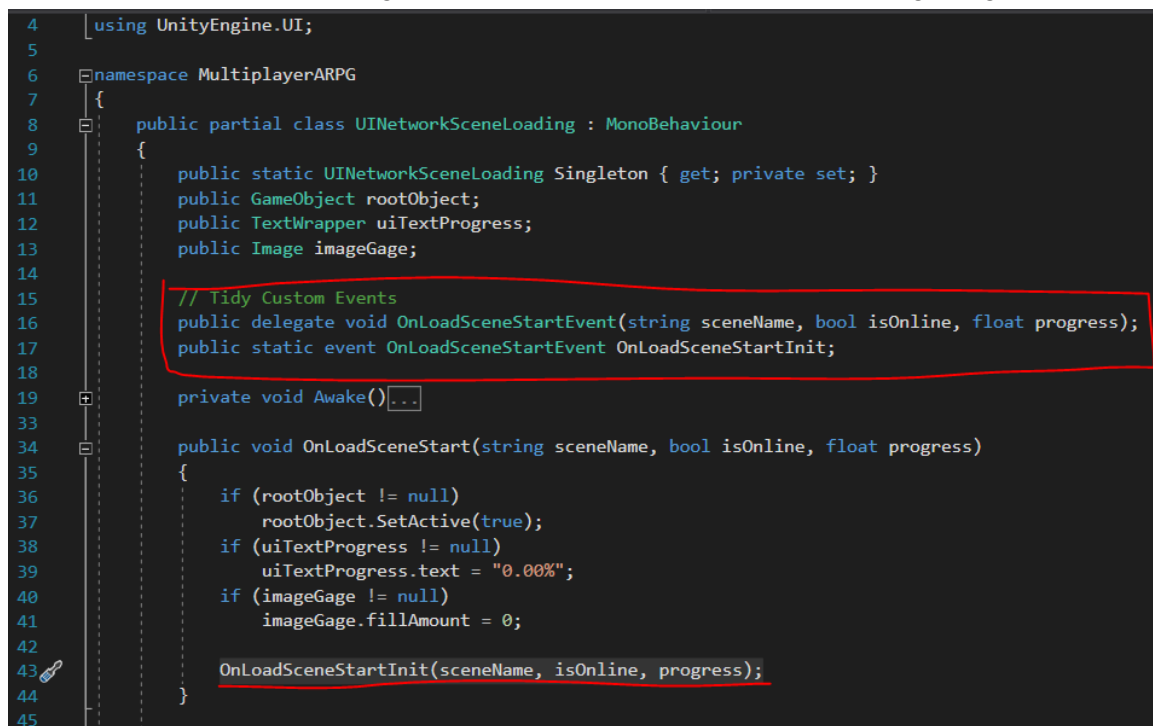
1. Install the package.
2. Open your Core/Scripts/UI/Scenes/UiNetworkSceneLoading.cs
3. Add the following code after line 13

```
public delegate void OnLoadSceneStartEvent(string sceneName, bool isOnline, float progress);  
public static event OnLoadSceneStartEvent OnLoadSceneStartInit;
```

4. Add the following code before the closing of public void OnLoadSceneStart

```
OnLoadSceneStartInit(sceneName, isOnline, progress);
```

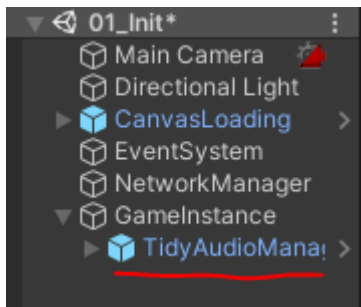
5. Your UiNetworkSceneLoading script should look similar to the following image



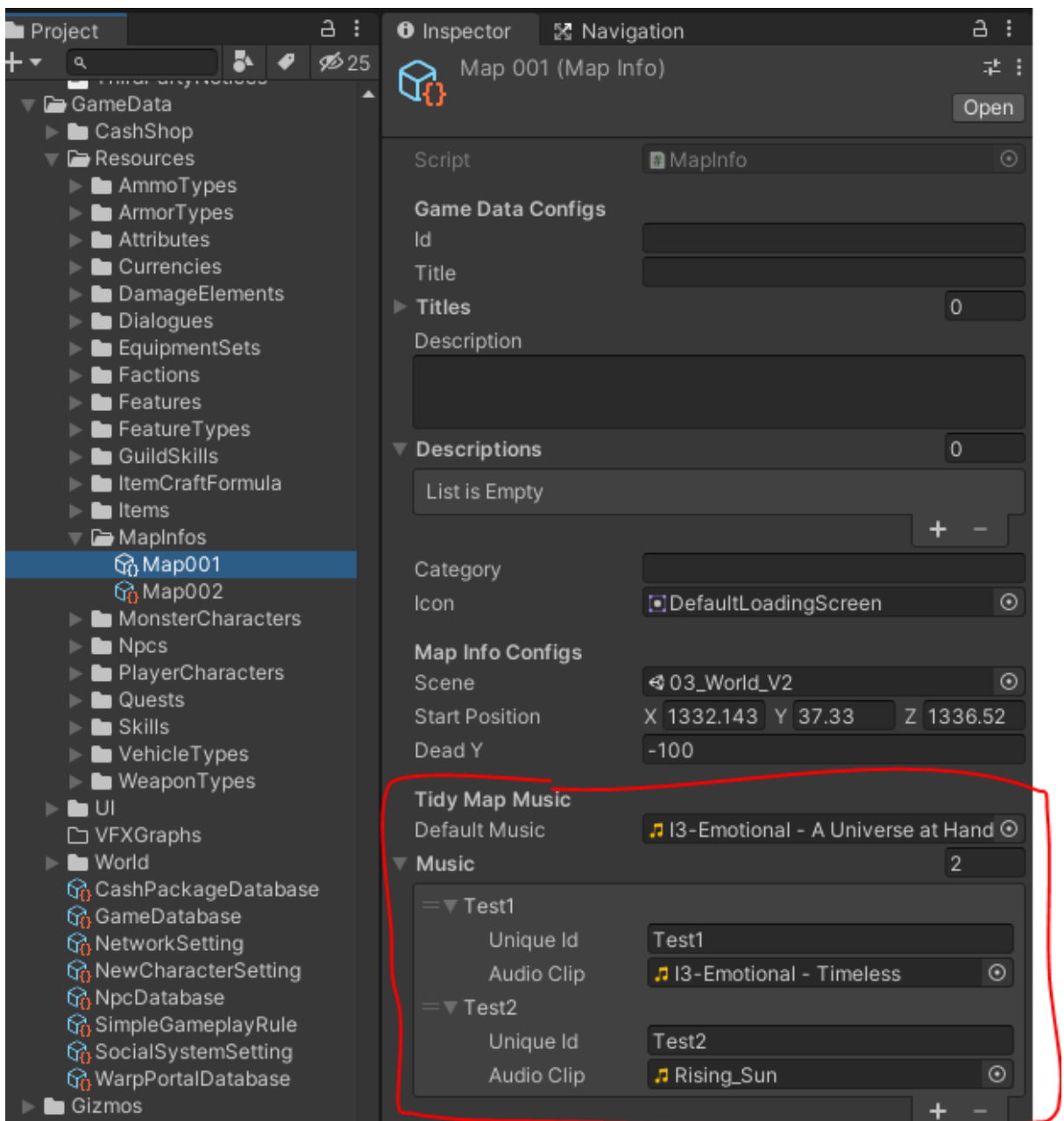
```
4 using UnityEngine.UI;  
5  
6 namespace MultiplayerARPG  
7 {  
8     public partial class UiNetworkSceneLoading : MonoBehaviour  
9     {  
10         public static UiNetworkSceneLoading Singleton { get; private set; }  
11         public GameObject rootObject;  
12         public TextWrapper uiTextProgress;  
13         public Image imageGage;  
14  
15         // Tidy Custom Events  
16         public delegate void OnLoadSceneStartEvent(string sceneName, bool isOnline, float progress);  
17         public static event OnLoadSceneStartEvent OnLoadSceneStartInit;  
18  
19         private void Awake()...  
20  
21  
22  
23  
24         public void OnLoadSceneStart(string sceneName, bool isOnline, float progress)  
25         {  
26             if (rootObject != null)  
27                 rootObject.SetActive(true);  
28             if (uiTextProgress != null)  
29                 uiTextProgress.text = "0.00%";  
30             if (imageGage != null)  
31                 imageGage.fillAmount = 0;  
32  
33             OnLoadSceneStartInit(sceneName, isOnline, progress);  
34         }  
35  
36  
37  
38  
39  
40  
41  
42  
43  
44  
45
```

6. Save the changes.
7. Open your Init scene

8. Drag and drop the “TidyAudioManager” prefab included in the package as a child of GamelInstance gameobject



9. Select a MapInfo object, in the inspector you will see a new section named Tidy Map Music



10. Add multiple audio clips to the MapInfo, all should be set.

Tidy Map Music Settings

Default Music: If set, this music will start to play on scene load.

Music:

Unique Id: Important, each audio clip will need its own unique id for that MapInfo

Audio Clip: The music you would like to play

How to use

The TidyAudioManager is a singleton, to play some music from your MapInfo you can call the following function.

```
TidyAudioManager.Singleton.PlayMapMusic(string uniqueId);
```

For example;

```
TidyAudioManager.Singleton.PlayMapMusic("My Zone Music");
```

Note: uses the MultiplayerARPG namespace.

Use Cases

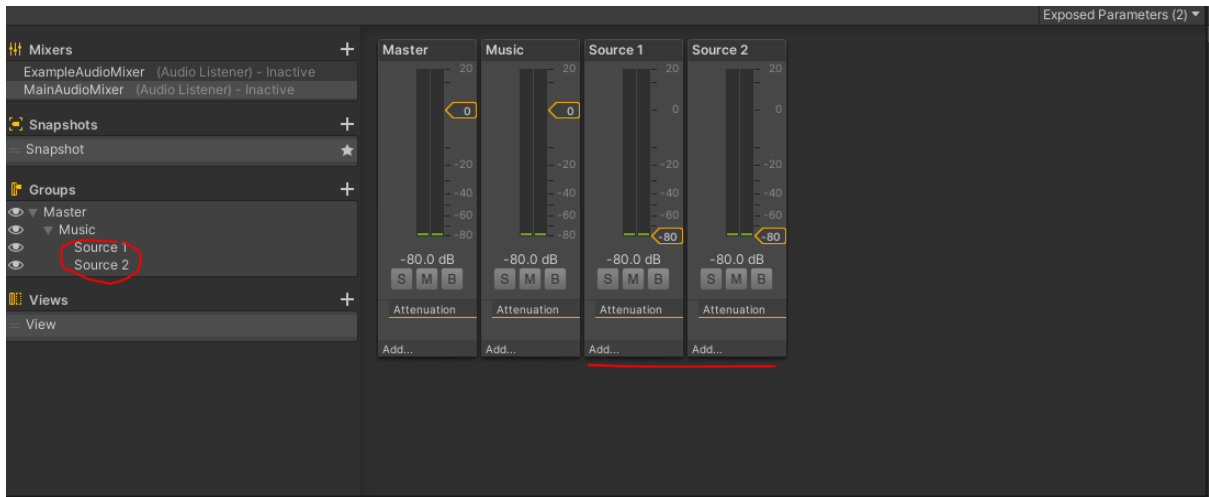
I personally will be using this to change the music when I enter a zone on my map, can maybe be used for more than that I guess. :)

Suggestions are welcome, like all my free addons I will fix errors and add new features when I have the time but feel free to adapt the code as you like.

Custom Audio Mixer

You will need to add 2 new controllers to your groups.

Source 1 & Source 2 (these can be named anything). Set the default volume on these to -80



You will then need to expose the volume of each of the new controllers.

Source 1 exposed volume should be name “MusicSourceOneVolume”

Source 2 exposed volume should be name “MusicSourceTwoVolume”

