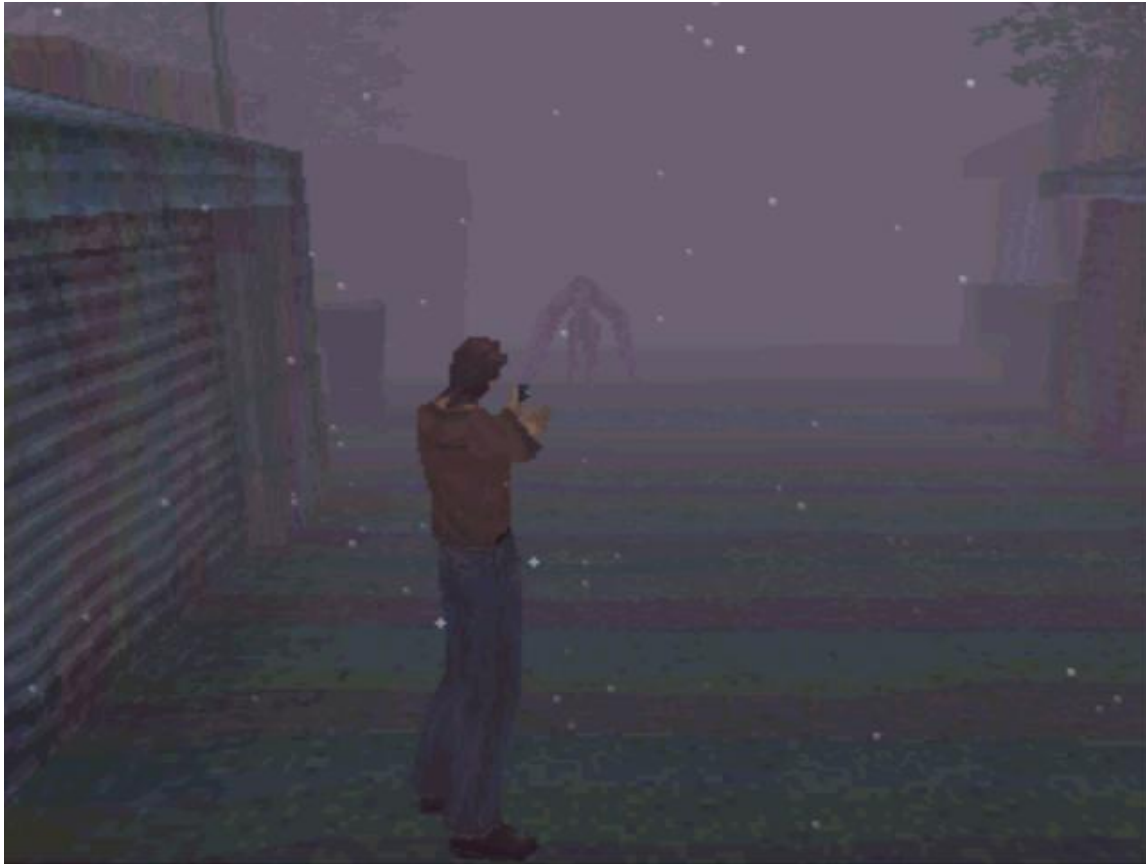


Unity – Etc

NHN NEXT
서형석

Unity

- 안개



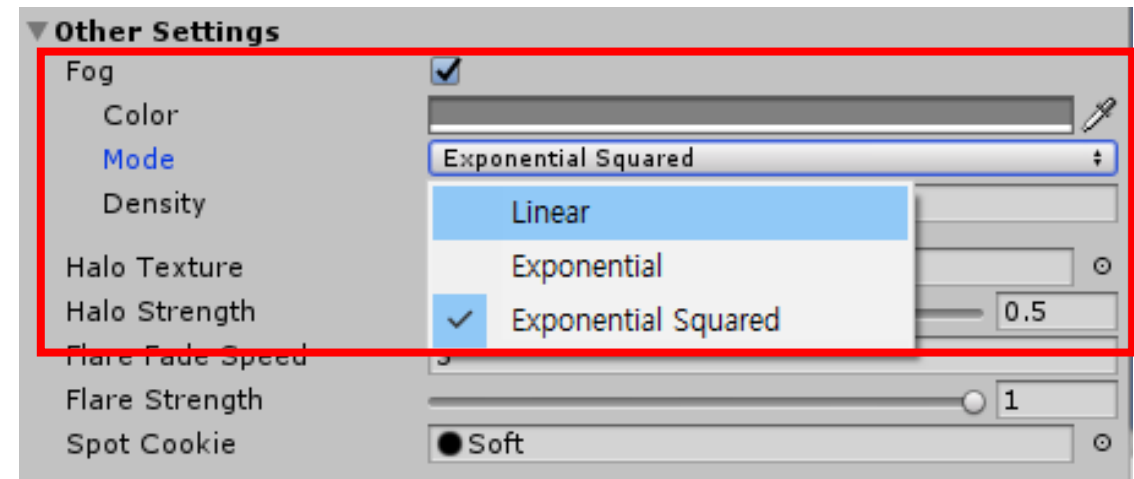
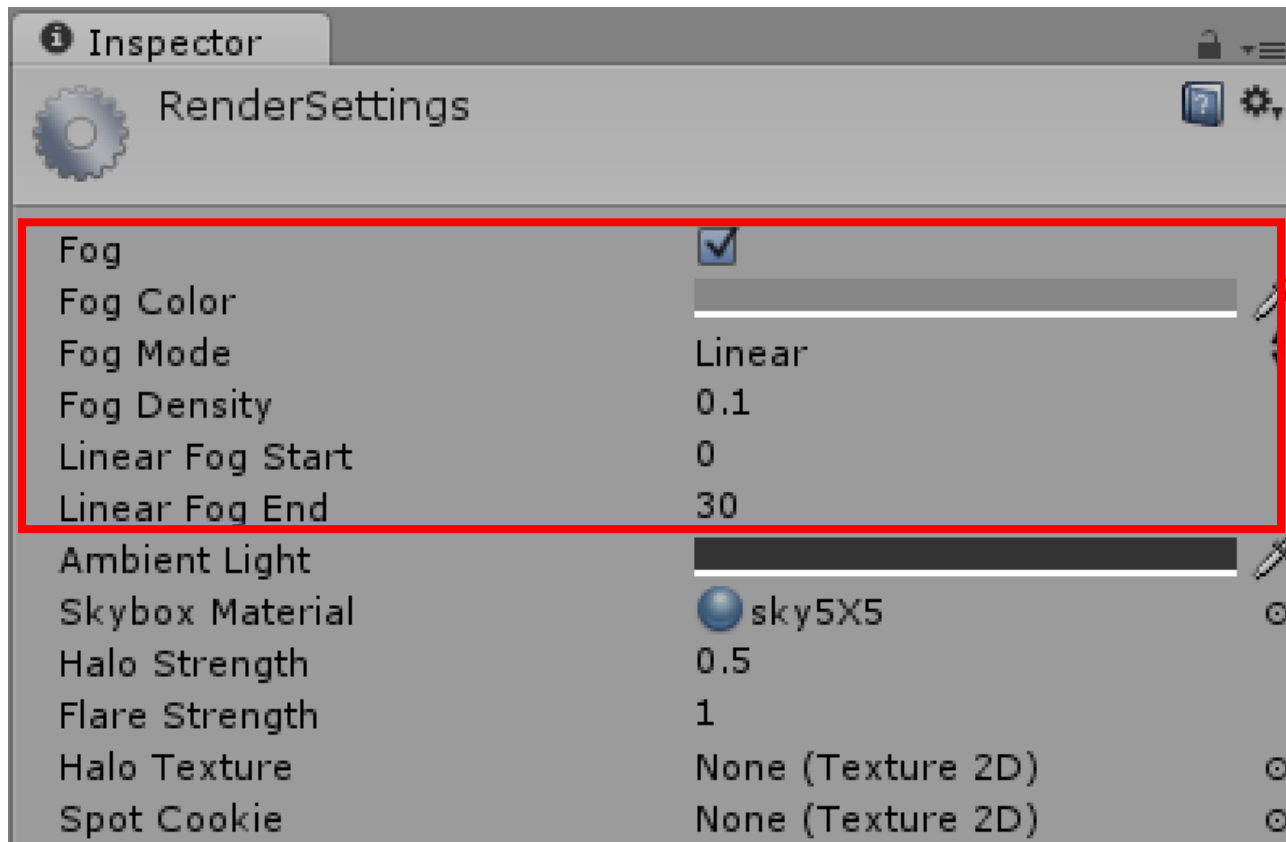
Unity

- 안개



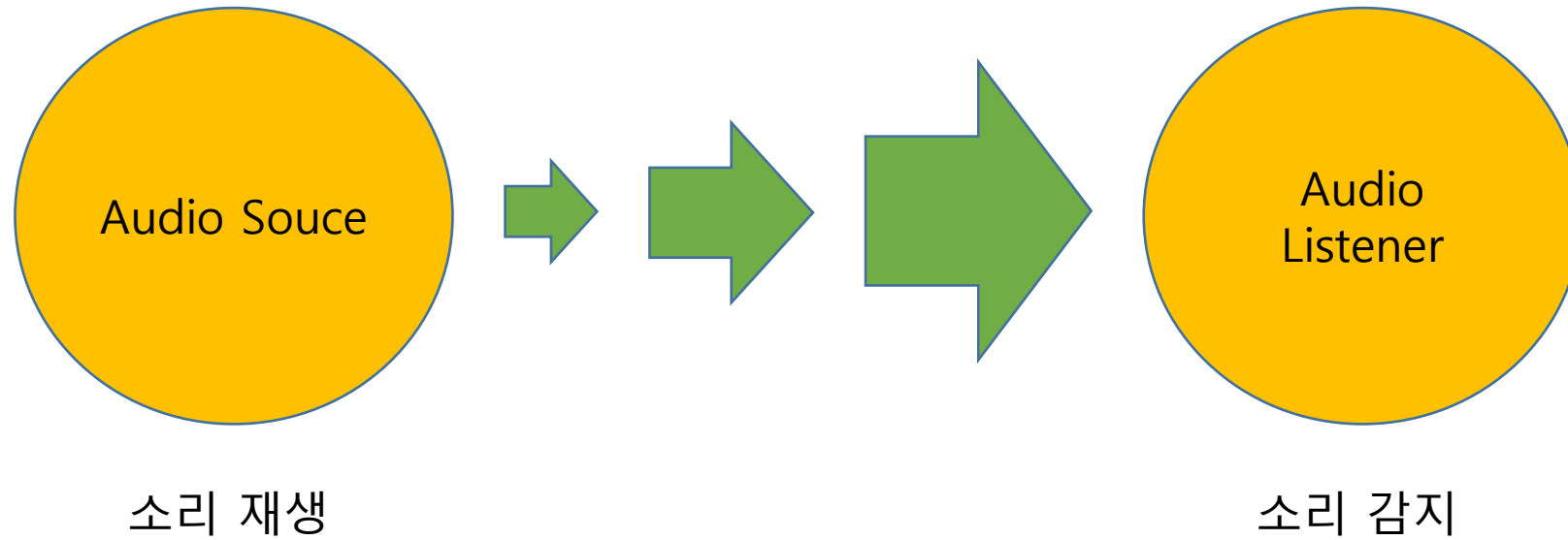
Unity

- 안개



Unity

- Audio



Unity

- SoundManager 구성

```
public class SoundManager : MonoBehaviour
{
    public AudioClip music = null;
    public AudioSource audioSource;

    void Start()
    {
        audioSource = GetComponent<AudioSource>();
        if( music != null )
        {
            audioSource.clip = music;
            audioSource.loop = true;
            audioSource.Play();
        }
    }
}
```

Unity

```
public class SoundManager : MonoBehaviour
{
    public static SoundManager instance { get; private set; }

    void Start()
    {
        if( instance == null )
            instance = this;
        .....
    }
}
```

Unity

```
public class SoundManager : MonoBehaviour
{
    public AudioClip[] sfxClips; // 효과음들 셋팅

    public void PlaySfx( SFX sfx )
    {
        AudioClip clip = sfxClips[(int)sfx]);
        audioSource.PlayOneShot( clip );
    }
}
```

```
// SoundManager 위에 구현
public enum SFX
{
    BOMB = 0,
    DAMAGE
}
```


Unity

- 포탄 사운드 처리

```
public class Bomb : MonoBehaviour
{
    void OnCollisionEnter( Collision collision )
    {
        SoundManager.instance.PlaySfx( SFX.BOMB );

        .....
    }
}
```

Unity

- 3D sound 처리를 간단히 한다면.

AudioSource.PlayClipAtPoint

SWITCH TO MANUAL

public static void PlayClipAtPoint(AudioClip clip, Vector3 position, float volume = 1.0F);

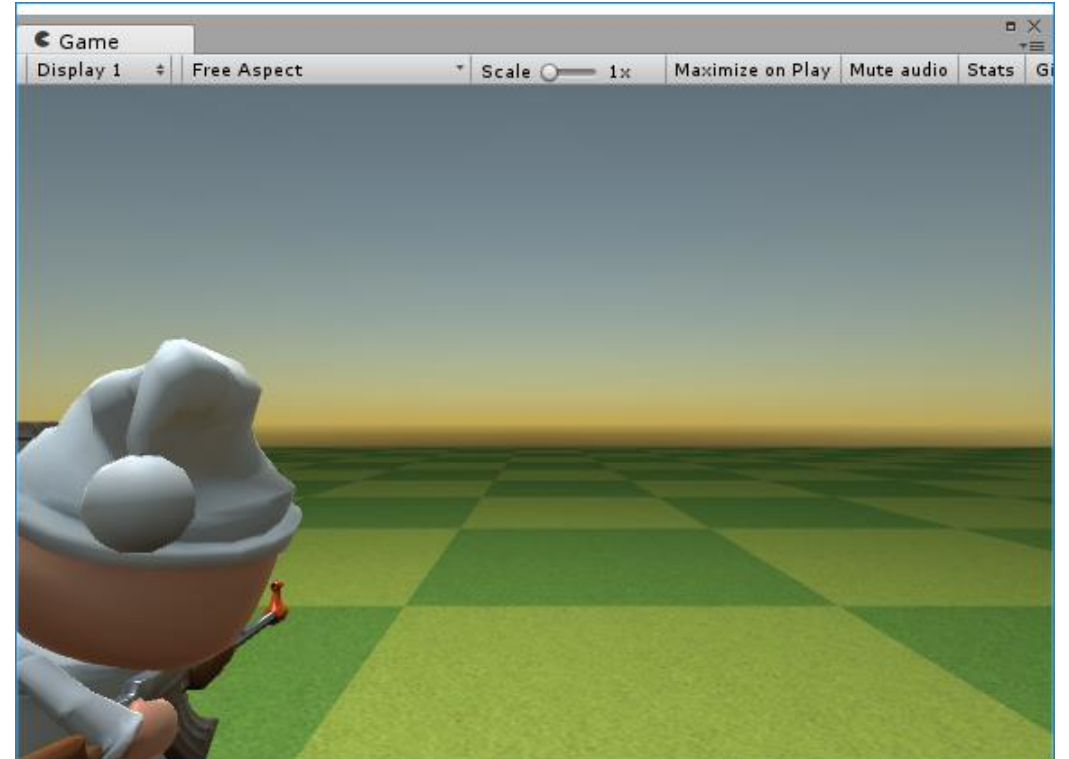
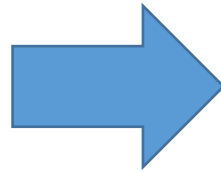
```
public AudioClip clip;
void Start() {
    AudioSource.PlayClipAtPoint(clip, new Vector3(5, 1, 2));
}
```

Unity

- 씬 전환



Title

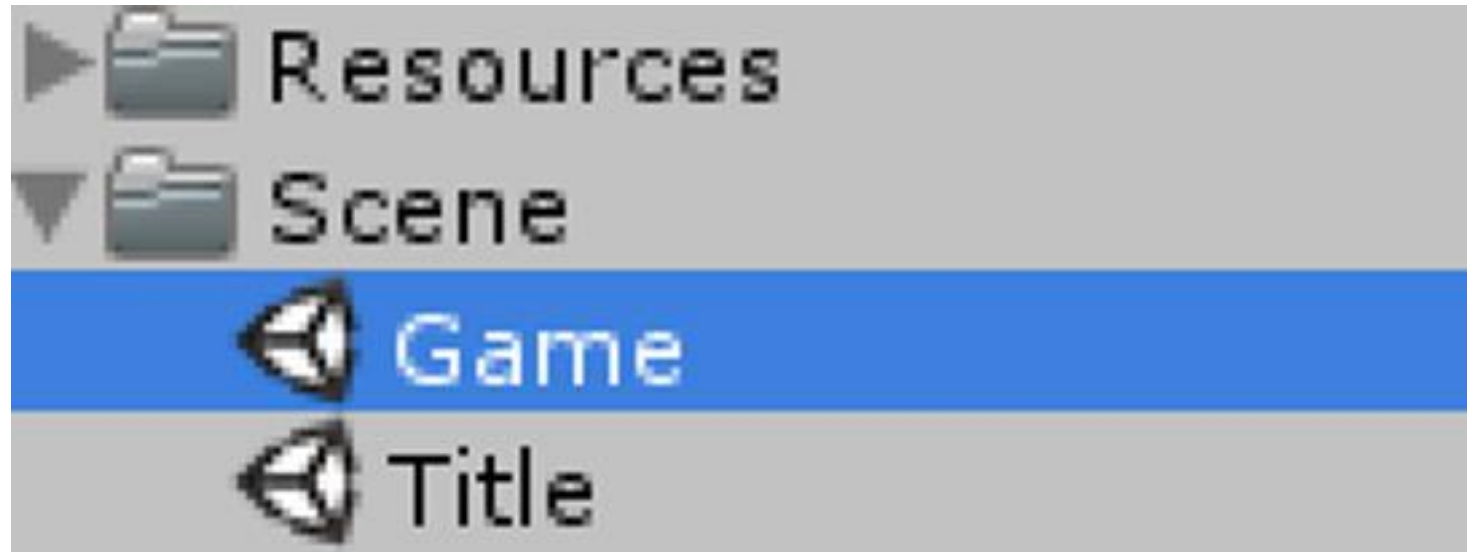


Game

Unity

- Title Scene 구성

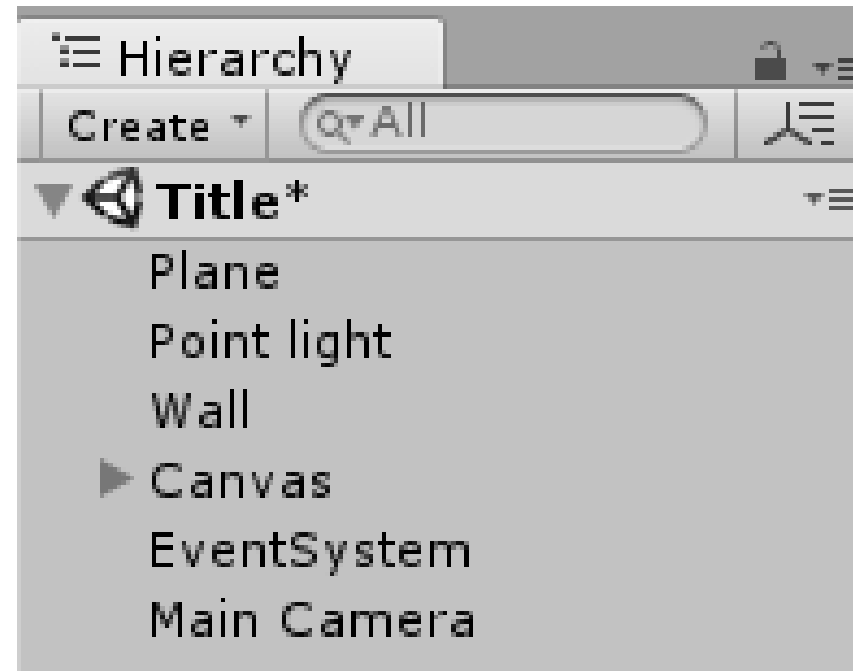
Game 씬 복제



Unity

- Title Scene 구성

불필요 오브젝트 및 스크립트 제거

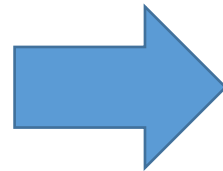
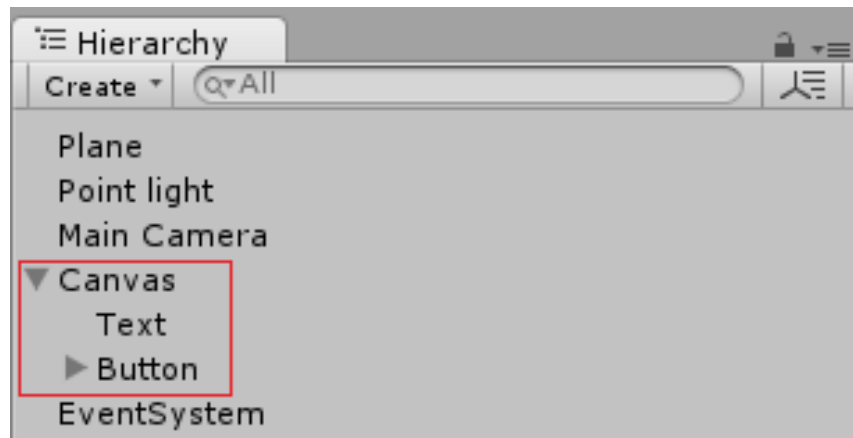


Unity

- Title 이미지 구성

UI -> Text로 Title 글자 구성

UI -> Button 으로 PLAY 버튼 구성



Unity

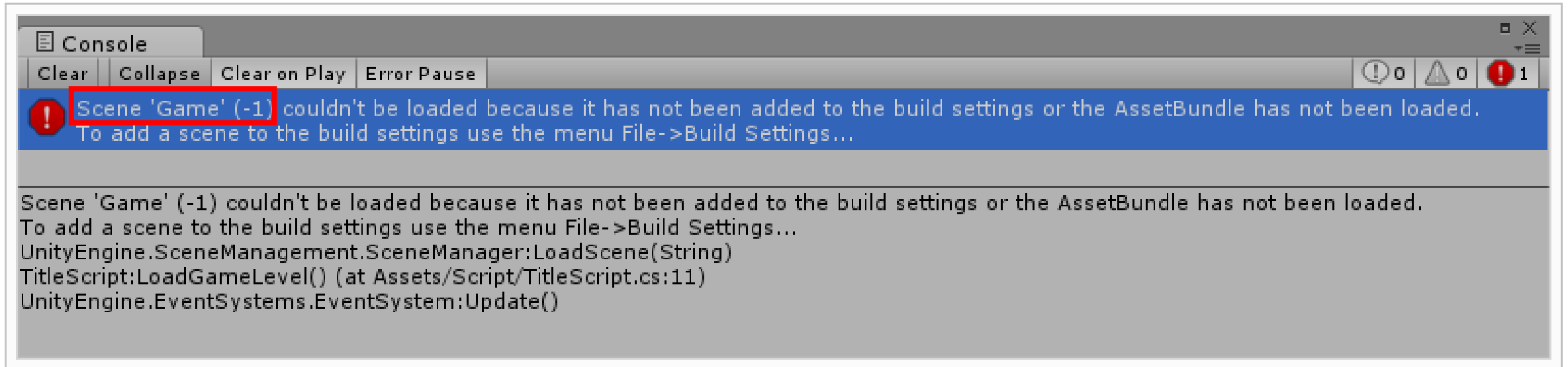
- Title Script 작성

```
using UnityEngine.SceneManagement;

public class TitleScript : MonoBehaviour
{
    public void LoadGameLevel()
    {
        Application.LoadLevel("Game");    // Legacy
        SceneManager.LoadScene("Game");    // New way
    }
}
```

Unity

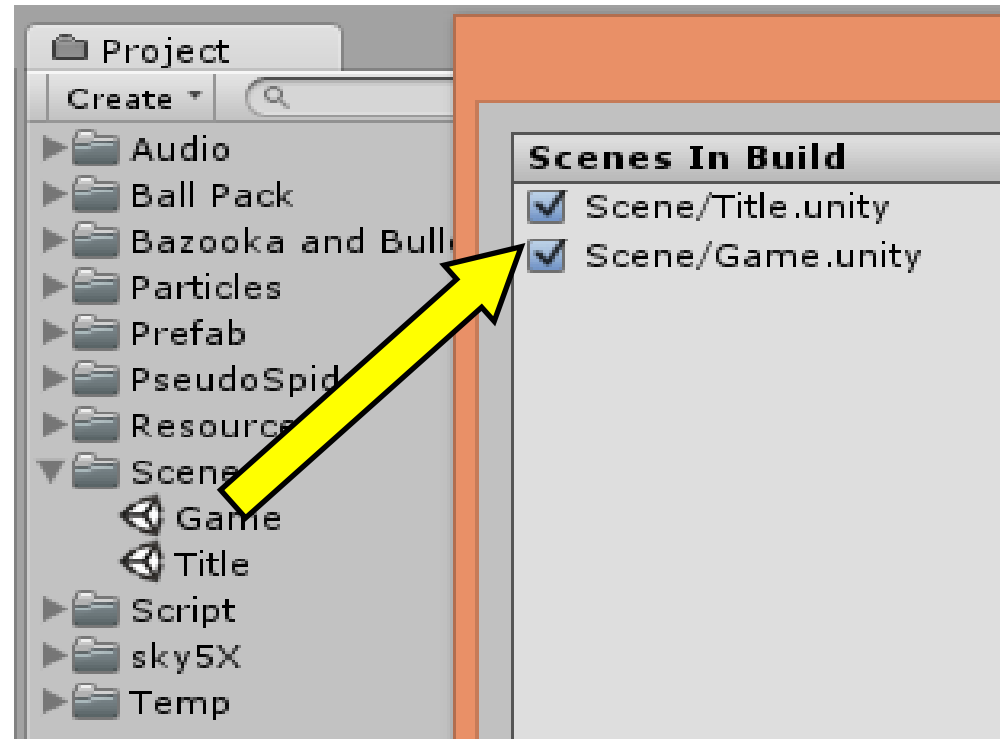
- 테스트 시 에러 발생



Unity

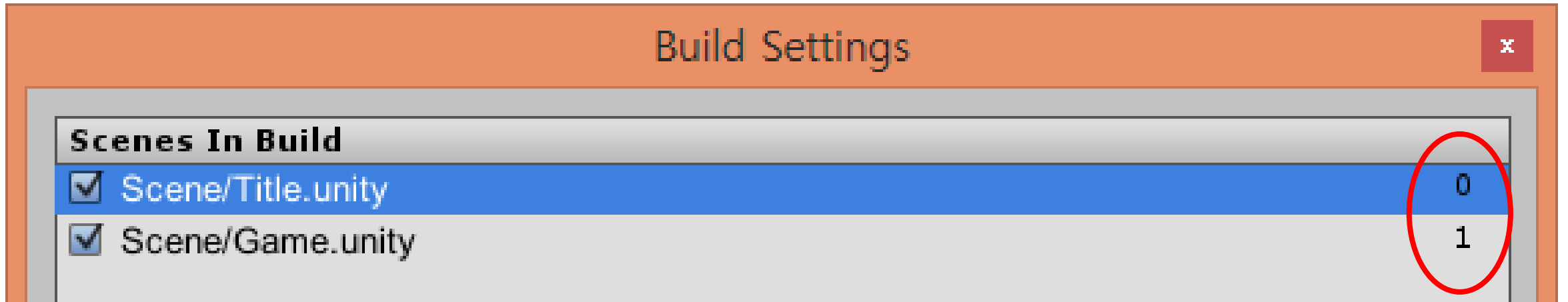
- 씬 등록

Build Settings(단축키 : Ctrl + Shift + b)



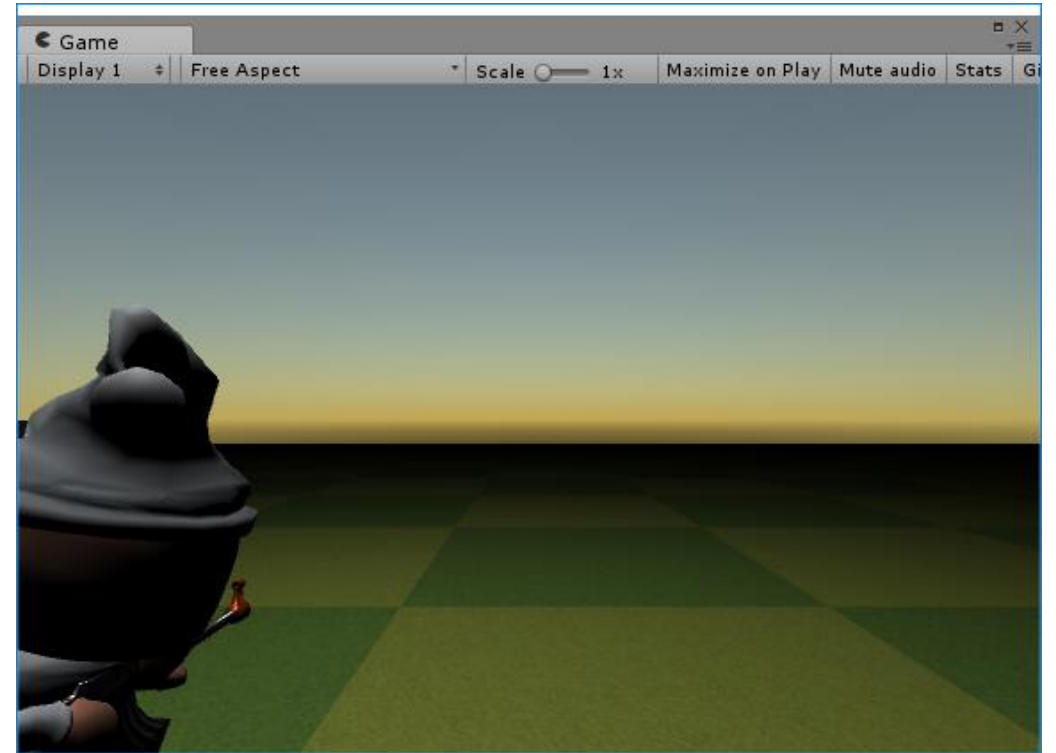
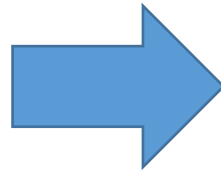
Unity

- 씬 등록



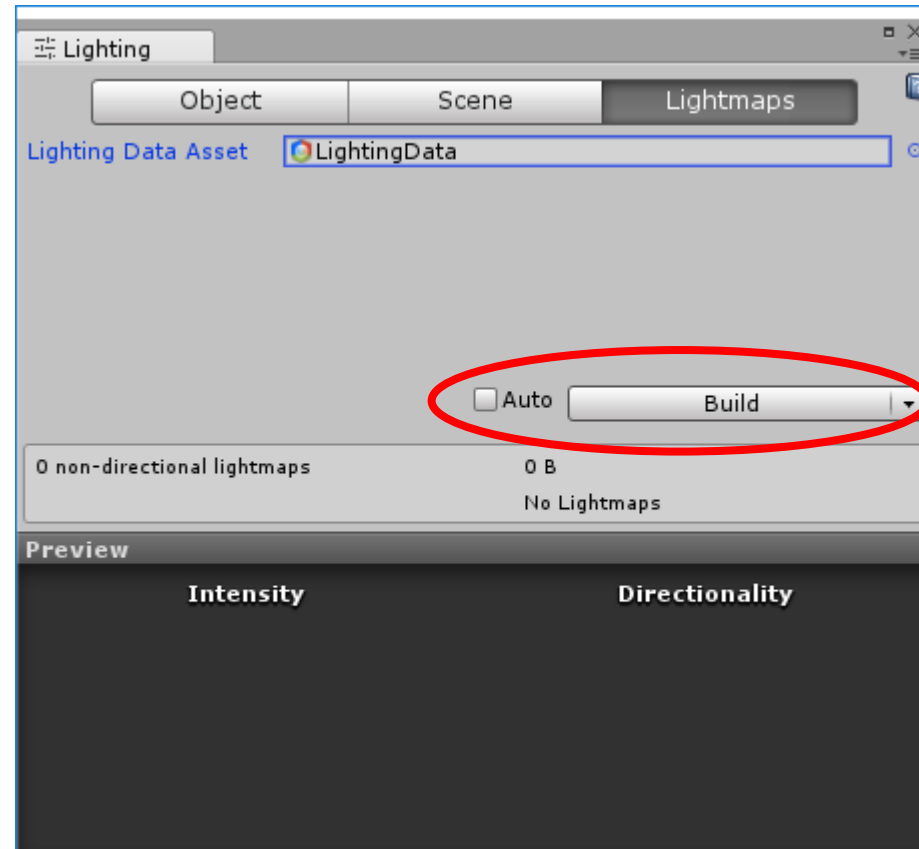
Unity

- 씬 변환시 문제



Unity

- Lightmap 문제
- 각 Scene 별로 Build



Unity

- Title Script 작성

```
using  UnityEngine.SceneManagement;

public class TitleScript : MonoBehaviour
{
    public void  LoadGameLevel()
    {
        //Application.LoadLevel("Game");    // Legacy
        //SceneManager.LoadScene("Game");    // New way
        StartCoroutine>LoadingProgress());
    }
}
```

Unity

```
using UnityEngine.SceneManagement;

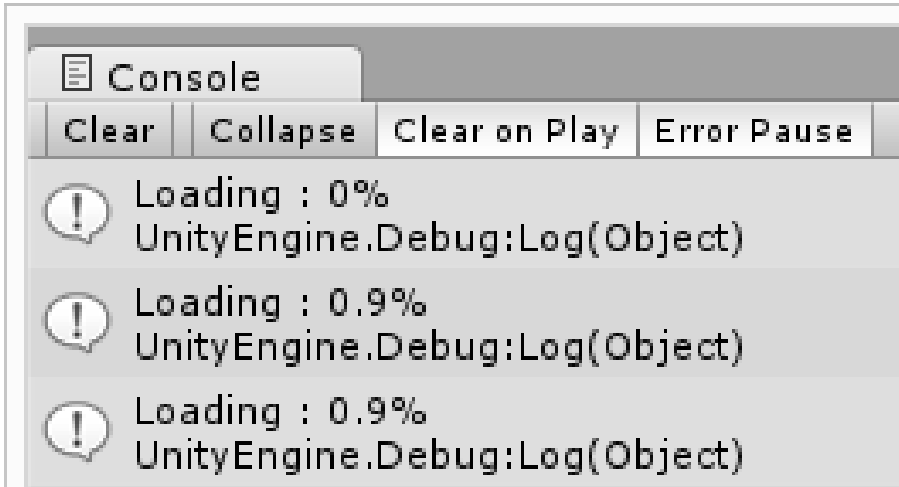
public class TitleScript : MonoBehaviour
{
    bool wantToChangeScene = false; // 이 값을 true로 해야만 씬이 변환된다. 안하면 안바뀜
    IEnumerator LoadingProgress()
    {
        //AsyncOperation async = Application.LoadLevelAsync("Game");
        AsyncOperation async = SceneManager.LoadSceneAsync("Game");
        async.allowSceneActivation = false; // 로딩 후 씬 변환 못하게 설정
        while( async.progress < 0.9f )
        {
            Debug.Log("Loading : " + async.progress + "%");
            yield return null;
        }

        // 씬 변경 원할 때 까지 대기. ( == wantToChangeScene이 true가 될 때까지.)
        while( wantToChangeScene == false )
        {
            yield return new WaitForEndOfFrame();
        }

        async.allowSceneActivation = true; // Change scene
        Debug.Log("Loading complete");
    }
}
```

Unity

- 씬 전환시 Progress 상태 확인



```
I/Unity < 5153>: Loading : 0.23531%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
I/Unity < 5153>:
I/Unity < 5153>: Loading : 0.2911051%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
I/Unity < 5153>:
I/Unity < 5153>: Loading : 0.7690027%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
I/Unity < 5153>:
I/Unity < 5153>: Loading : 0.9%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
I/Unity < 5153>:
I/Unity < 5153>: Loading : 0.9%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
I/Unity < 5153>:
I/Unity < 5153>: Loading : 0.9%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
I/Unity < 5153>:
I/Unity < 5153>: Loading : 0.9%
I/Unity < 5153>:
I/Unity < 5153>: <Filename: ../artifacts/generated/common/runtime/UnityEn
```