

The Network AudioSource allows for easy and fast synchronisation of AudioSources across the network using Unity's NetworkMessages. It synchronises from and to both clients and servers.

It additionally supports the features FadeIn and FadeOut, which allows for linear fading of a currently played AudioClip.

Prerequisites

- Every AudioClip must have a unique name.
- A connection must have been established using Unity's NetworkManager.

Setting it up

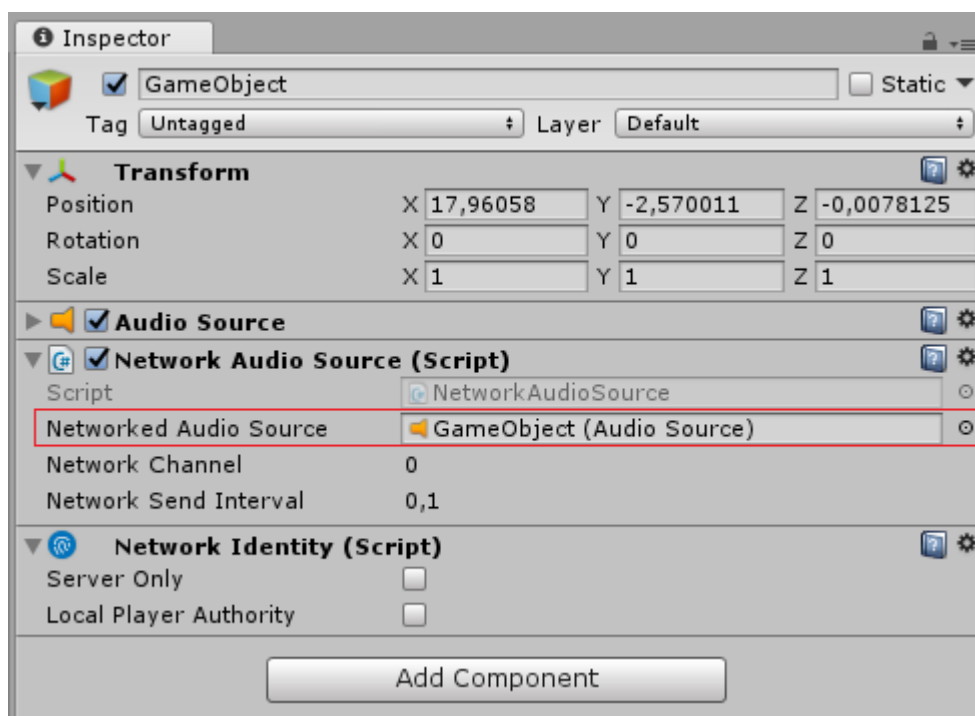
1. Set the message identifier `NetworkAudioSourceMessageIdentifier` in `NetworkAudioSource.cs` to a short value that you are not using for other messages.

```
/// <summary>
/// Set this to a value you are not using anywhere else. It should be higher than 47.
/// </summary>
private static readonly short NetworkAudioSourceMessageIdentifier = 50;
```

2. Set the path to your AudioClips in `NetworkAudioSource.cs`.

Syncing an AudioSource

1. Add an AudioSource to your game object
2. Add the script `NetworkAudioSource` to your game object
3. A `NetworkIdentity` should be added automatically
4. Drag the AudioSource to the field *Networked Audio Source*



5. Instead of accessing the AudioSource via `GetComponent<AudioSource>`, access it using `GetComponent<NetworkAudioSource>()`. Calls will be synchronised across the network.

Supported properties

Clip	The default AudioClip to play.
DopplerLevel	Sets the Doppler scale for this AudioSource.
IgnoreListenerPause	Allows AudioSource to play even though AudioListener.pause is set to true. This is useful for the menu element sounds or background music in pause menus.
IgnoreListenerVolume	This makes the audio source not take into account the volume of the audio listener.
IsPlaying	Is the clip playing right now (Read Only)?
Loop	Is the audio clip looping?
Pitch	The pitch of the audio source.
Time	Playback position in seconds.
TimeSamples	Playback position in PCM samples.
Volume	The volume of the audio source (0.0 to 1.0).

Supported functions

Pause	Pauses playing the clip.
Play	Plays the clip with an optional certain delay.
PlayDelayed	Plays the clip with a delay specified in seconds. Users are advised to use this function instead of the old Play(delay) function that took a delay specified in samples relative to a reference rate of 44.1 kHz as an argument.
PlayOneShot	Plays an AudioClip, and scales the AudioSource volume by volumeScale.
PlayScheduled	Plays the clip at a specific time on the absolute time-line that AudioSettings.dspTime reads from.
Stop	Stops playing the clip.
UnPause	Unpause the paused playback of this AudioSource.
FadeIn	Fades the AudioSource from the current volume to a specified target volume given a specified time.
FadeOut	Fades out the AudioSource given a specified time.
PlayAndLoop	Plays and loops a clip.
LoopRandomClips	Selects a random clip based on provided clips and plays it. Repeats this process endlessly stopped.
StopLoopRandomClips	Stops the looping of random clips.
AddLinkedSource	Adds a source with a corresponding dampening factor that is linked to this audioSource, eg if AudioSource A is linked to AudioSource B with a dampening factor 0.5f, if A plays a clip at volume 1f, B automatically is told to play the same clip at volume 0.5f.

Contact

If you notice any bugs or need a currently unsupported property or function urgently, feel free to send me a tweet to @Chykary or write an email to chikari@t-online.de