

1 Public Inspector Attributes

- **Play List:** List of clips to play. Instead of setting them by hand in the inspector, they can be loaded automatically from a Resources folder using the LoadClipsFromResources method in the “Public Scripted Setup” region.
- **Repeat:** Loop the currently-playing clip until told otherwise.
- **Auto Advance:** Automatically go to next clip when current clip finishes. Does not work if Repeat is on.
- **Recycle:** When end of play list is reached, go back to first clip.
- **Play On Awake:** Begin playing first clip as soon as the Music Manager starts.
- **Fade In Time:** If nonzero, take this many seconds to fade into the track on resume from pause or changing track from middle of song.
- **Fade Out Time:** If nonzero, take this many seconds to fade out the track on pause or changing track from middle of song.
- **Volume:** Adjust the volume of the clip.
- **Load From Resources:** Append clips from resources directories into playlist. This will not duplicate clips that are already there.
- **Dont Destroy On Load:** (sic) Make the Music Manager a singleton class that persists between scene changes.

2 Public Scripted Setup

- **ClearPlaylist():** Remove all clips from playlist.
- **AddToPlaylist(AudioClip clip):** Add a clip to the end of the playlist.
- **RemoveFromPlaylist(int index):** Remove selected track from playlist (0 is first track).
- **LoadClipFromResources(string name):** Load named clip from resources folder(s) into playlist.

LoadClipsFromResources(string path=""): Load all clips from resources folders, from named subdirectory if given. Automatically dedupes.

- **AudioClip GetPlaylistClip(int index):** Get the audioclip at specified track in playlist (0 is first track).
- **int GetPlaylistLength():** Get the number of tracks in the playlist.
- **SetFadeIn(float time):** Set the fade-in time when resuming from pause.
- **SetFadeOut(float time):** Set the fade-out time when pausing.
- **SetVolume(float amount):** Adjust the volume control, from 0 to 1 (use 1 for "turn it up to eleven").
- **AutoAdvance()/NoAutoAdvance():** Set/unset auto advance.
- **Repeat()/NoRepeat():** Set/unset repeat.
- **Recycle()/NoRecycle():** Set/unset recycle.

3 Public Controls

- **PlayPauseToggle():** Toggle between playing and pausing of current track.
- **ToggleRepeat():** Toggle the Repeat (loop this track) flag.
- **ToggleRecycle():** Toggle the Recycle (loop the whole playlist) flag.
- **VolumeUp(float amount = 0.05f):** Increment the volume.
- **VolumeDown(float amount = 0.05f):** Decrement the volume.
- **ToggleMute():** Toggle between muting and playing at last-set volume.
- **Play():** Start playing, or resume from pause.
- **Pause():** Stop playing, but don't lose place in clip.
- **Rewind():** Go back to beginning of playlist.
- **RewindClip():** Go back to beginning of clip.
- **Stop():** Stop playing and rewind to beginning of playlist.
- **StopClip():** Stop playing and rewind to beginning of clip.
- **Next():** Advance to next song on playlist.
- **Previous():** Go back to previous song on playlist.

- **MoveForward(float seconds = 10f):** Advance a bit in the song.
- **MoveBackward(float seconds = 10f):** Go back a bit in the song.
- **Shuffle():** Reorder the playlist randomly.

4 Public Queries

- **int CurrentTrackNumber():** Track number playing (from 0 to number of tracks – 1).
- **AudioClip NowPlaying():** Audio clip now playing (even if paused).
- **bool IsPlaying():** True if there is a current clip and it is not paused.
- **bool IsPaused():** True if there is a current clip and it is paused.
- **float TimeInSeconds():** Time into the current clip.
- **float LengthInSeconds():** Length of the current clip, or 0 if no clip