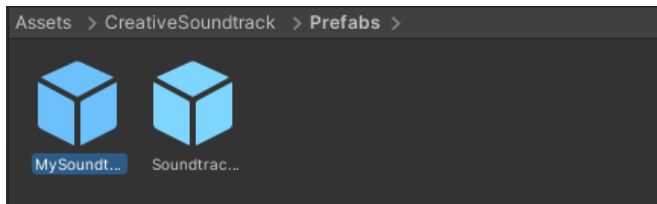


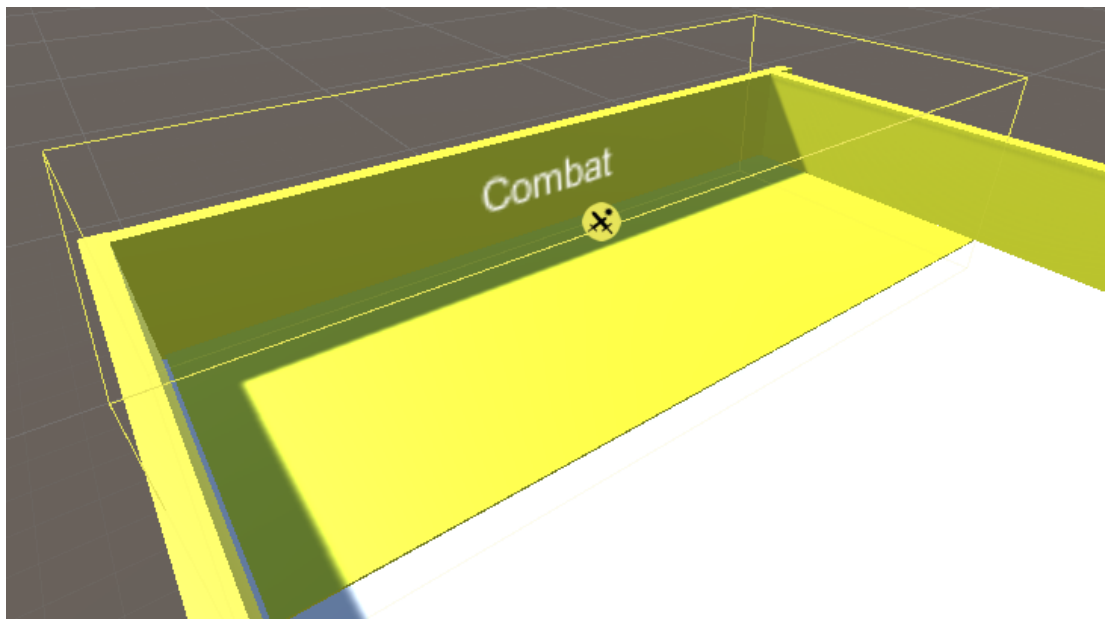
## 1. Setting up Scene

First of all, you want to add the prefab MySoundtrackManager to scenes you want to use our tool.



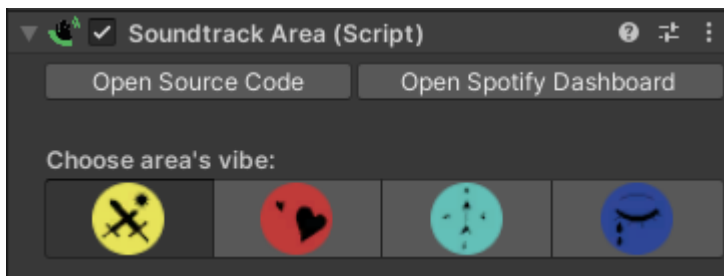
## 2. Inserting SountrackAreas to the Level

Just drag the prefabs into the scene, and a new object will be created, looking more or less like this:



That means that when the player enters this area, the player's songs that match the defined vibe will start to play.

In the inspector, you can change the vibe associated with the area:

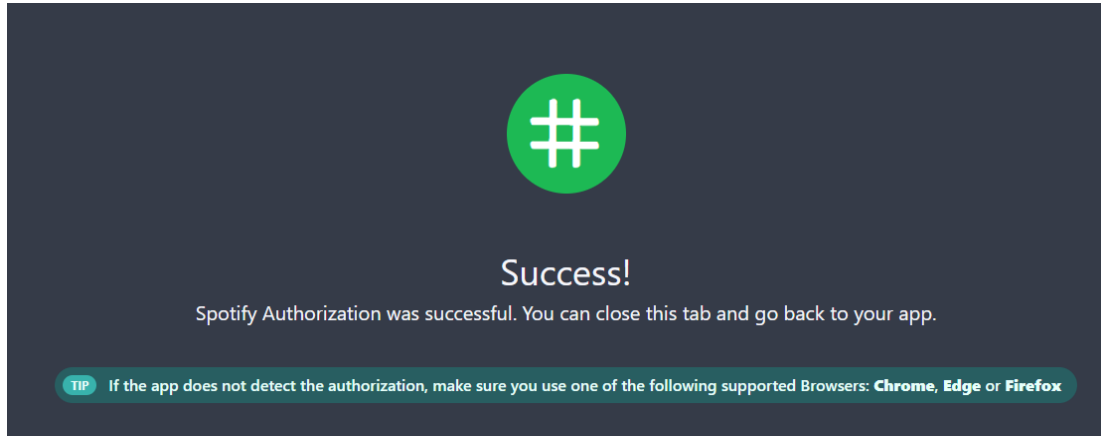


## 3. Playing and Logging In

Whether it is you testing or the player playing your game, when `MySoundtrack.Connect()` is called for the first time, a browser page will open asking you to log in into your spotify account. After the login, the SpotifyAPI

will ask for some permissions, in order to visualize songs and control playback states.

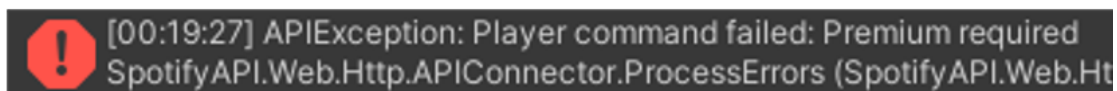
After you log in and accept the permissions request, you will be redirected to a success page:



Now you can close the browser page and enjoy MySoundtrack with your game!

### Important Notes

- Connect() is called on Start by default, but you may want to change it.
- Depending on your scene, and how many SoundtrackAreas you put in, it may take a few seconds to properly initialize all the areas. Performance improvements are currently under progress :)
- **Player must be a Premium user of Spotify**, or else, it will not be possible to play songs on the account via the API. If while testing or playing, you log in into a free Spotify account, you might get the following exception when trying to play player's songs:



And that's all you have to do to use MySountrack and start using the player's songs together with the game's experience!

Thank you all for downloading. This package is in its initial stages, more updates will be coming soon :)