

AudiolImporter 3.3 Documentation

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Overview

AudioImporter enables you to import audio files at runtime in Unity. It loads an audio file into an AudioClip. The package includes a simple file browser that can be used to select a file.

An optional importer using BASS dll and BASS net is included as a separate package. This importer needs additional licenses and steps to use. See Using Bass Importer for more information.

Features

- Asynchronous importing
- File browser
- Supports Windows, Android and iOS

Contact

If you have any questions, suggestions, feedback or comments, please do one of the following:

- Send me an email: tim@hellomeow.net
- Make a post in the [forum thread](#) on the Unity forums

Importing a file

To import a song, we need an AudioImporter component. We can add NAudioImporter (or MobileImporter for Android or iOS) to a GameObject and start using it.



To start importing a file, use `AudioImporter.Import()` . This will start loading the file into an `AudioClip`. This happens in the background as much as possible.

Use the `AudioImporter.Loaded` event to obtain the `audioclip`. Alternatively you can use `AudioImporter.isDone` or `AudioImporter.progress` to find out when the `AudioClip` is available.

```
using UnityEngine;

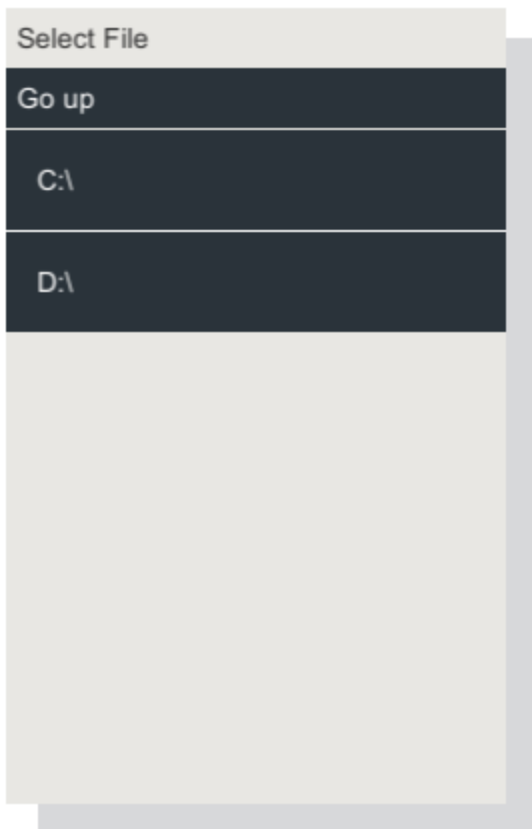
public class ImporterExample : MonoBehaviour
{
    public string path;
    public AudioImporter importer;
    public AudioSource audioSource;
}
```

```
void Awake()
{
    importer.Loaded += OnLoaded;
    importer.Import(path);
}

private void OnLoaded(AudioClip clip)
{
    audioSource.clip = clip;
    audioSource.Play();
}
}
```

Using the browser

The package also includes a simple file browser, in the form of a prefab with an attached Browser Component. The browser uses Unity's UI system, so the prefab has to be parented to a Canvas.



Use the Browser Component's FileSelected event to handle selected files.

```
using UnityEngine;

public class ImporterExample : MonoBehaviour
{
    public Browser browser;
    public AudioImporter importer;
    public AudioSource audioSource;

    void Awake()
    {
        browser.FileSelected += OnFileSelected;
        importer.Loaded += OnLoaded;
    }

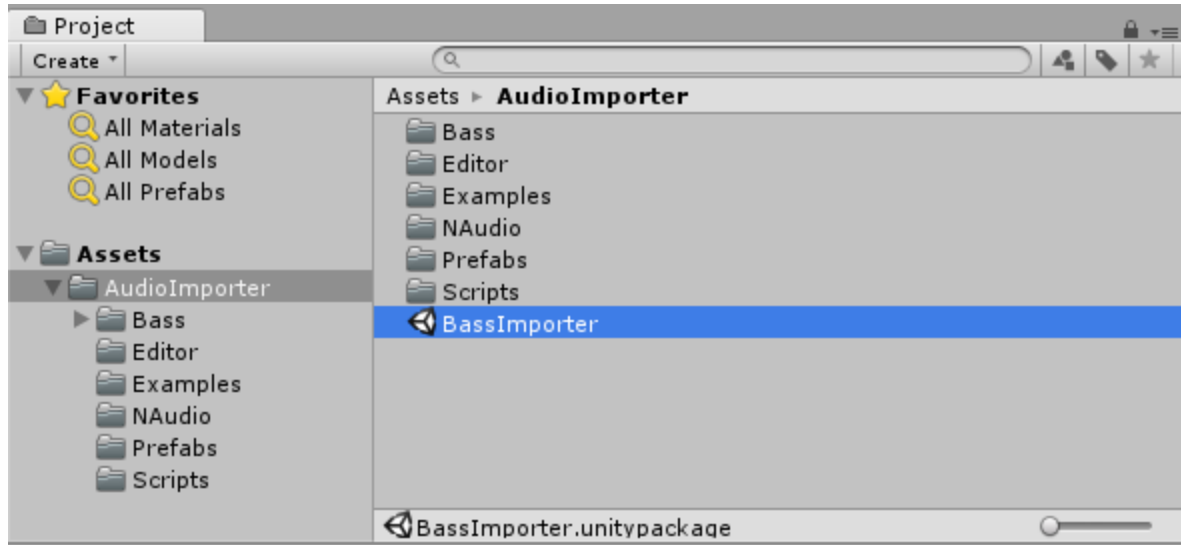
    private void OnFileSelected(string path)
    {
        importer.Import(path);
    }

    private void OnLoaded(AudioClip clip)
    {
        audioSource.clip = clip;
        audioSource.Play();
    }
}
```

Using BassImporter

An optional importer named BassImporter is included as a separate package. This importer uses BASS and BASS.NET, which support more platforms, formats and are a bit faster than NAudio. Both BASS and BASS.NET require separate licenses. The BassImporter component can be used in the same way as the other importers.

To use BassImporter, import the BassImporter Package located in AudioImporter's root folder.



After this, we need to acquire and add BASS and BASS.NET to the project.

Get bass.dll from <http://www.un4seen.com/> and place the required libraries (based on the editor platform and the project's build target) in a Plugins folder. You can get a licence at <https://www.un4seen.com/bass.html#license>.

Get bass.net.dll from <http://www.un4seen.com/> and place it somewhere in your project's assets folder. Bass.Net comes with a number of versions. Unity needs the one from the "V2.0" folder. You can register Bass.Net on http://bass.radio42.com/bass_register.html.