

Dynamic Music – Script Reference

Dynamic Music is a set of deconstructed Layers and Parts that can be played in parallel to create dynamically different compositions at runtime.

Each composition is provided as a **Music Set**, in two different types:

LAYERS – usually referred to as Stems, **Layers** are the different instrument groups of a single composition, for example, Bass, Drums and Strings. Use Layers by playing them together, while controlling the volume of each group.

PARTS – are individual sections of music that include all of the layers, but are played at different levels of intensity. Parts are played together, but only one can be heard at a time. Change the intensity level by crossfading between them.

To change which Music Set you use, set the Music Set variable on the Dynamic Player object.

Dynamic Player Script Reference

The Dynamic Player prefab is used to play back dynamic music and will create Audio Sources in Awake depending on the **Music Set** that is selected.

Play On Start

When checked the music will automatically Start. When this box is unchecked, you'll need to use the **Play Music** function instead.

Fade Time (PARTS only)

Sets how long it will take to crossfade between Parts. For more intense pieces of music try a lower setting, such as 0.25 or, for slower, less intense music, try a longer fade, such as 1–3 seconds.

Music Set

The set of clips to play from (see how to create a new Music Set). When using a **Parts** Set, the Dynamic Player will turn down all of the Audio Sources except for the first one. By default, Music Sets can't be changed at runtime.

Mixer Group Output

Optionally set the output of each created Audio Source to a specific Mixer Group.

Play Music ()

Call this function to start the music.

Stop Music ()

Call this function to stop the music.

Set Source Volume (int sourceID, float targetVolume)

Use this function to change the volume of a specific Audio Source. The Source ID refers to the array of Channels that's set when the Audio Sources are created.

For example, to turn off the first Audio Source:

```
SetSourceVolume(0, 0);
```

Switch Parts (int partID)

Use this function to crossfade between parts, where the Part ID refers to the part that will be audible.

For example, to switch to the third Part:

```
SwitchParts(2);
```

The duration of the fade can be changed with the **Fade Time** variable.

How to Create a new Music Set

Music Sets are scriptable objects containing an array of Audio Clips and a Parts Set checkbox, to use the set in Parts (checked) or Layers (unchecked).

To create your own Music Set:

1. Right Click in the **Project Window**
2. Select **Create > Music Set**
3. Name the Set
4. Add your own audio clips to the **Audio Clips** array
5. Check or uncheck **Parts Set**, depending on how you want to use the set