**Experiment Report - 84 - test21\_SceneSoundManager**

1. **Summary Table of Errors Found**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Error ID | Line Number | Error Type | Self-Detected? | Peer 1 Found? | Peer 2 Found? |
| E01 | line 17 | Semantic | √ | × | × |
| E02 | line 44 | Logic | √ | √ | √ |

Additional Errors Found by Self: 0

Self-Review Detection Rate: 100%

Peer 1 Detection Rate: 50%

Peer 2 Detection Rate: 50%

1. **Source Code**
2. using System.Collections.Generic;
3. using UnityEngine;
4. using Thanos;
5. using Thanos.GameEntity;
6. public class SceneSoundManager: Singleton<SceneSoundManager>
7. {
8. Dictionary<AudioSource, GameObject> sceneSound = new Dictionary<AudioSource, GameObject>();
9. public void addSound(AudioSource audioSource, GameObject obj)
10. {
11. sceneSound[audioSource] = obj;
12. }
13. public void remove(AudioSource audiosource)
14. {
15. audiosource.volume = 0f;
16. sceneSound.Remove(audiosource);
17. audiosource = null;
18. }
19. public void Update()
20. {
21. Vector3 AudioPos;
22. Vector3 playerPos;
23. List<AudioSource> removeList = new List<AudioSource>();
24. foreach (KeyValuePair<AudioSource, GameObject> p in sceneSound)
25. {
26. if (p.Value != null && p.Key != null)
27. {
28. AudioPos = p.Value.transform.position;
30. playerPos = Vector3.zero;
31. if (PlayerManager.Instance.LocalPlayer != null && PlayerManager.Instance.LocalPlayer.RealEntity != null)
32. {
33. playerPos = PlayerManager.Instance.LocalPlayer.RealEntity.transform.position;
34. }
35. else if (UIViewerPersonInfo.Instance != null && UIViewerPersonInfo.Instance.SetCurrClickPlayer != null)
36. {
37. playerPos = UIViewerPersonInfo.Instance.SetCurrClickPlayer.RealEntity.transform.position;
38. }
39. float distance = Vector3.Distance(AudioPos, playerPos);
40. if (distance >= 30)
41. {
42. distance = 30.0f;
43. }
44. p.Key.volume = (30.0f - distance) / 30.0f;
46. }
47. else
48. {
49. removeList.Add(p.Key);
50. }
51. }
52. foreach (AudioSource a in removeList)
53. {
54. remove(a);
55. }
56. }
57. }