

Editor Music Manager for Windows

Editor Music Manager automatically pauses your music while you play your game.

When you click play in the Unity Editor, your music will be paused, resuming when you leave playmode. Editor Music Manager supports any music player that works with the keyboard media function keys (Windows Music Player, VLC Media Player, etc.), but has additional direct integration for Spotify.

Editing preferences

To change your preferences for Editor Music Manager, first open the Unity Preferences window via **Edit > Preferences**.

Then, select **Music Manager** tab in the Unity Preferences window.

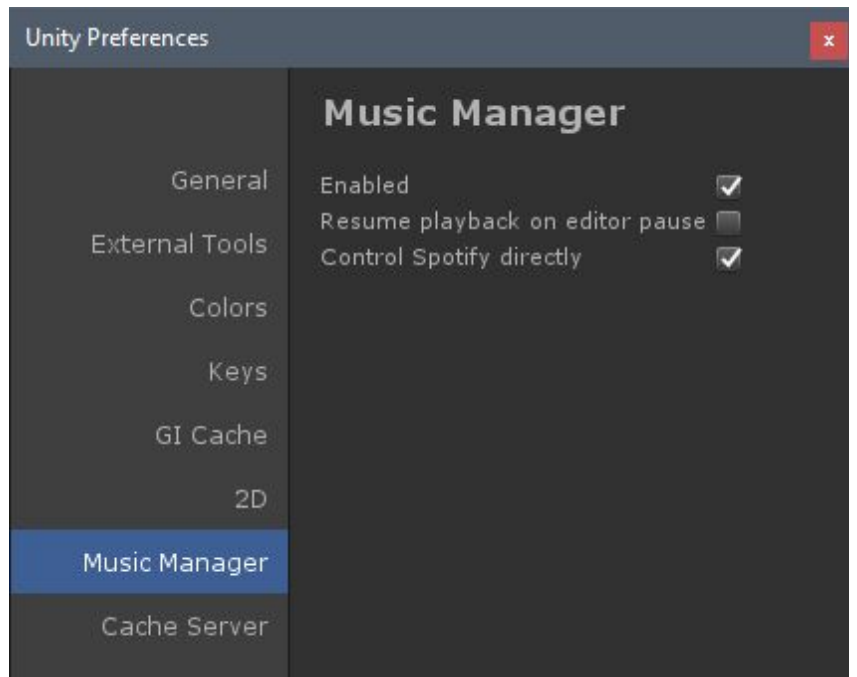
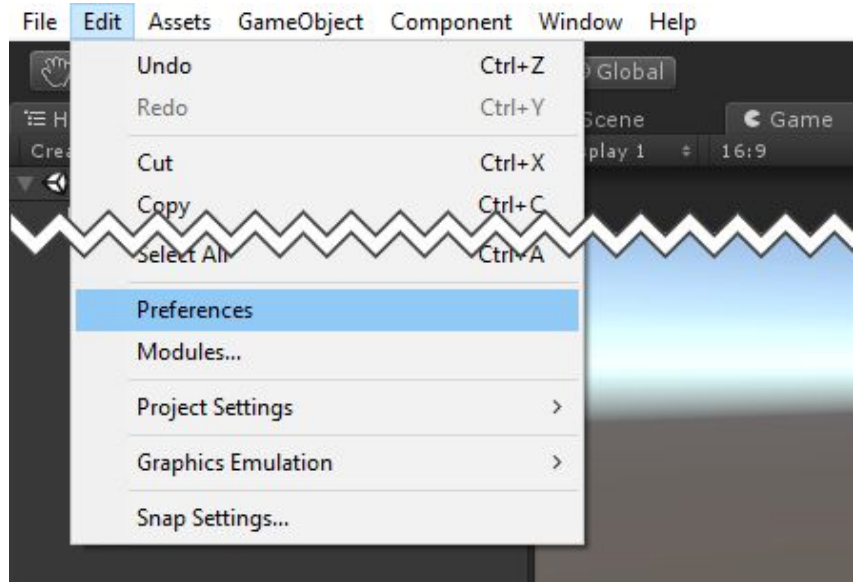
Preferences

Preferences for Editor Music Manager are stored with your Unity Editor, and will stay the same between projects.

Enabled: Whether or not Editor Music Manager is enabled, and therefore pauses/resumes your music for you.

Resume playback on editor pause: Whether or not to unpause your music when you pause the editor. Music will be paused again when you unpause the editor.

Control Spotify directly: Attempts to control Spotify directly, instead of globally pausing/unpausing all media. Enabling this should stop Spotify and other applications from accidentally unpausing. Disable this if you don't use Spotify.



Need more help?

Contact noah@easyfeedback.io if you need additional help or have a feature request!