Mundo Sound - Audio Manager

This plugin helps Unity developers to play a sound in the game using just one line of code! Playing any sound using our main class (MundoSound.cs) is quick and makes it automatically recycle the sound you play, reducing memory and CPU usage.

Thanks for using our plugin, we hope that all our classes are useful for you! If you need any documentation how to use this plugin, please acess our documentation API in the link below.

Full documentation API: www.mundosound.com/unityplugin

Also, if you need affordable high quality royality free audio, do not forget to visit our website: www.mundosound.com/home

If you have any sugestion, please mail me at **itsluisg@gmail.com**

Thank you!
MundoSound team

Offline documentation:
MundoSound.cs

This is a static the class containing static methods to play and fade audio.

There are several overload methods for MundoSound.Play, you can see in the examples below their specific features

Methods:

public static AudioSource Play(AudioClip clip);

public static AudioSource Play(AudioClip clip, float volume);

public static AudioSource Play(AudioClip clip, bool loop);

public static AudioSource Play(AudioClip clip, Transform container);

public static AudioSource Play(AudioClip clip, float volume, Transform container);

public static AudioSource Play(AudioClip clip, Vector3 offsetPosition, Transform container);

public static AudioSource Play(AudioClip clip, float volume, Vector3 position);

public static AudioSource Play(AudioClip clip, float volume, bool loop);

public static AudioSource Play(AudioClip clip, float volume, Vector3 position, bool loop);

public static AudioSource Play(AudioClip clip, float volume, Vector3 position, bool loop, float delay, Transform container);

public static void FadeVolumeIn(AudioSource audioSource, float time);

public static void FadeVolumeOut(AudioSource audioSource, float time);

public static void FadeVolume(AudioSource audioSource, float time, float targetVolume);

public static void FadeVolume(AudioSource audioSource, float time, AnimationCurve interpolation);

MundoSound.Play(…)

Description: Play a sound.

Example:

```
public class ExampleClass : MonoBehaviour {
        public AudioClip explosionClip;
        private void Start(){
                MundoSound.Play(explosionClip);
        }
}
```

Every MundoSound.Play() method returns an AudioSource, so you can cache it.

Example:

```
public class ExampleClass : MonoBehaviour {

        public AudioClip explosionClip;

        public Vector3 explosionPosition;

        private void Start(){

                AudioSource audioSource = MundoSound.Play(explosionClip, 0.5f,

                explosionPosition);

                }

}
```

Example:
```
public class ExampleClass : MonoBehaviour {

        public AudioClip explosionClip;

        public Vector3 explosionPosition;

        private void Start(){

                MundoSound.Play(explosionClip, 0.5f, explosionPosition, true, 0.3f,

        transform);

                }

}
```

MundoSound.FadeVolumeIn(AudioSource audioSource, float time)

Description: Fades the volume in linearly.

Example:
```
public class ExampleClass : MonoBehaviour {

        public AudioClip explosionClip;

        public Vector3 explosionPosition;

        private void Start(){

                AudioSource audioSource = MundoSound.Play(explosionClip, 0.5f,

                explosionPosition, true, 0.3f);

                MundoSound.FadeVolumeIn(audioSource, 1);

        }

}
```
MundoSound.FadeVolumeOut(AudioSource audioSource, float time)

Description: Fades the volume out linearly.

Example:

```
public class ExampleClass : MonoBehaviour {
        public AudioClip explosionClip;
        public Vector3 explosionPosition;
        private void Start(){
                AudioSource audioSource = MundoSound.Play(explosionClip, 0.5f,
                explosionPosition, true, 0.3f);
                MundoSound.FadeVolumeOut(audioSource, 1);
        }
}
```

MundoSound.FadeVolume(AudioSource audioSource, float time, float targetVolume)

Description: Fades the volume linearly to a target Volume.

Example:

```
public class ExampleClass : MonoBehaviour {
        public AudioClip explosionClip;
        public Vector3 explosionPosition;
        private void Start(){
                AudioSource audioSource = MundoSound.Play(explosionClip, 0.5f,
                explosionPosition, true, 0.3f);
                MundoSound.FadeVolume(audioSource, 1,  0.5f);
        }
}
```

MundoSound.FadeVolume(AudioSource audioSource, float time, AnimationCurve interpolation)

Description: Fades the volume using animation curve.

Example:

```
public class ExampleClass : MonoBehaviour {
public AudioClip explosionClip;
public Vector3 explosionPosition;
        private void Start(){
                AudioSource audioSource = MundoSound.Play(explosionClip, 0.5f,
                explosionPosition, true, 0.3f);
                MundoSound.FadeVolume(audioSource, 1, animationCurve);
        }
}
```