

## Zeus Unite – Easy Audio Scene For Unity Projects

Implement with Easy Audio Scene a simple Audio Controller with User Interface in a couple of minutes to give the Player full Control over the Audio Volume and Save it for the next Session in PlayerPrefs.



## Easy Audio Scene Manual

<https://zeusunite.stussegames.com>  
<https://www.stussegames.com>

### Asset Links

<https://assetstore.unity.com/packages/slug/228293>  
<https://u3d.as/2Ta1>  
[zeusunite.eas.stussegames.com/](https://zeusunite.eas.stussegames.com/)

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## Introduction of Zeus Unite – Easy Audio Scene Unity Audio Controller

Zeus Unite: Easy Audio Scene is an easy and lightweight tool that enables the implementation of adjustable audio volume settings with a user interface within seconds to your Game Project.

An Audio Player can be used to Pool Audio Source Objects and Play them with a single Line of Code inside a Script.

### Features

- The Audio Settings panel gets built in Runtime.
- Individual hotkey to open audio settings.
- Player volume settings get saved in PlayerPrefs local.
- Logarithm slider with the value from -80 to 0 (Unity Audio).
- Audio Settings Panel open button.
- Audio Player to call audio clips static from any script.
- Audio Shot, add this class to your scripts and call play to instantiate a single audio clip in 2D or 3D space.
- Audio Pooling, a small and simple object Pool for Audio Sources, to prevent CPU overhead during runtime.

TextMeshPro support.

Full source code. Easy to extend.

<https://github.com/Zeus-Unite/Zeus-Unite---Easy-Audio-Scene>

Easy Audio gives the player full control over the volume. The settings are saved at runtime inside PlayerPrefs and are available in the next session.

### Easy to Implement and Use

Demo Scene is available in the Project and on Itch.io

<https://stusse-games.itch.io/easyaudioscene>

A Manual will guide you how to Use and Extend the Asset.

### Interested in More Features?

The Base of the Easy Audio Scene is used in our Game Core Asset.

Zeus Unite – Game Core, comes also with Graphic Settings and much more Features.

Link: <https://assetstore.unity.com/packages/slug/224631>

# Zeus Unite - Easy Audio Scene Manual

## See our other Unity Editor Solutions: (Premium Assets)

Zeus Unite – Game Core

\*\* Full Game Template with Settings Controller and More

Zeus Unite – Item Database

\*\* Manage Thousands of Items and Databases within your Project

Zeus Unite – Monsters

\*\* Create Enemies and all Sorts of Non Player Characters

## (Free Assets)

Zeus Unite – Enum Editor

\*\* Create Enums of off Objects in the Project or simple by Entering Name

Zeus Unite – Easy Audio Scene

\*\* Audio Controller with Settings in 1 Minute

## Support Integration

- Documented
- Open Source Code
- Discord and EMail Support (Free Assets only receive Minor Support)

[Join Our Discord Server for Support, Feedback, and Suggestions](#)

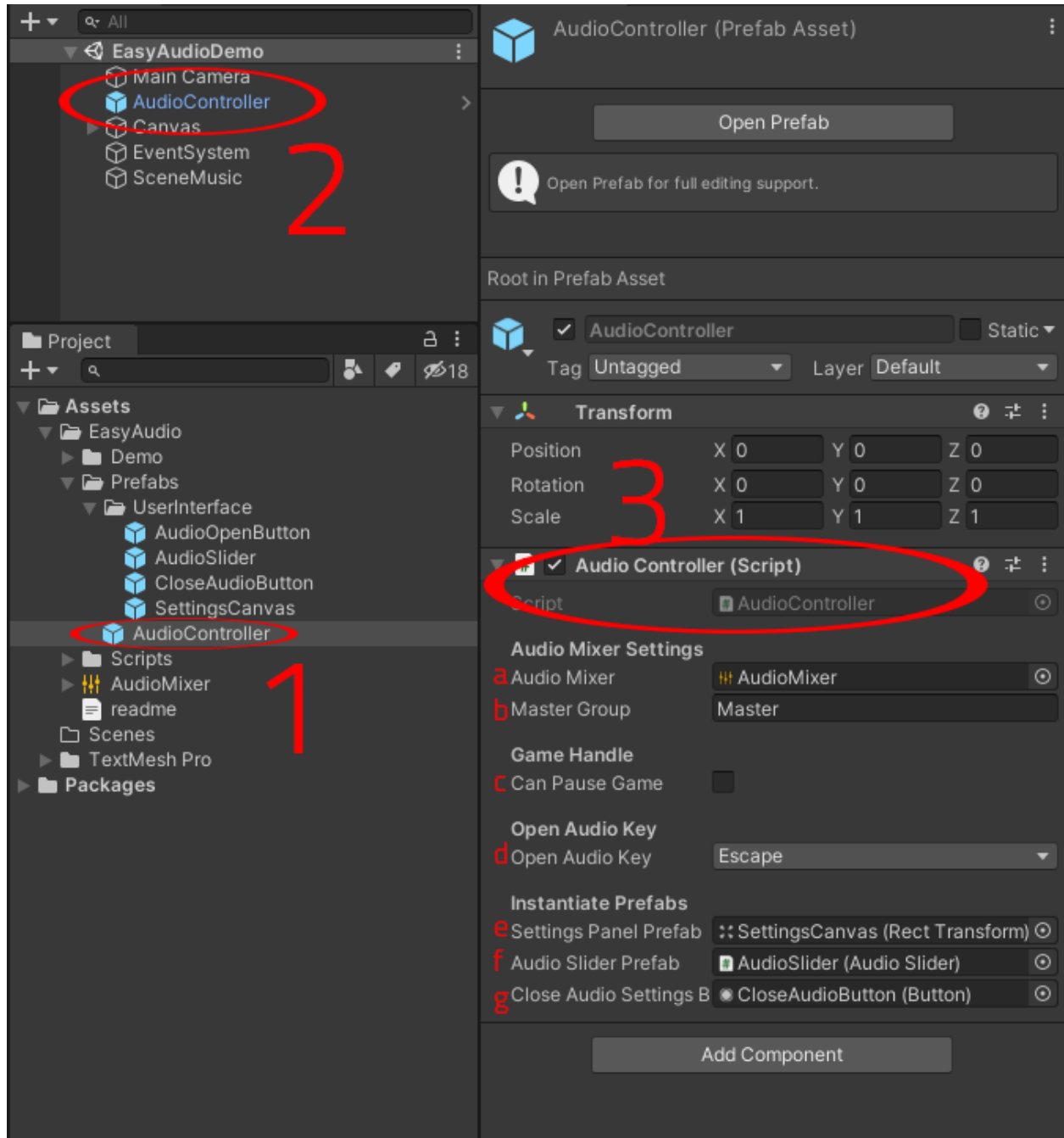
## Zeus Unite

Zeus Unite offers Unity Editor Extensions around Databases. The studio creates useful Unity editor information and material for free on the [Zeus Unite Website](#).

Our Website contains a lot of useful information about Unity, Game Design and our Assets

## Zeus Unite – Easy Audio Scene Manual

### Implement Demo Controller



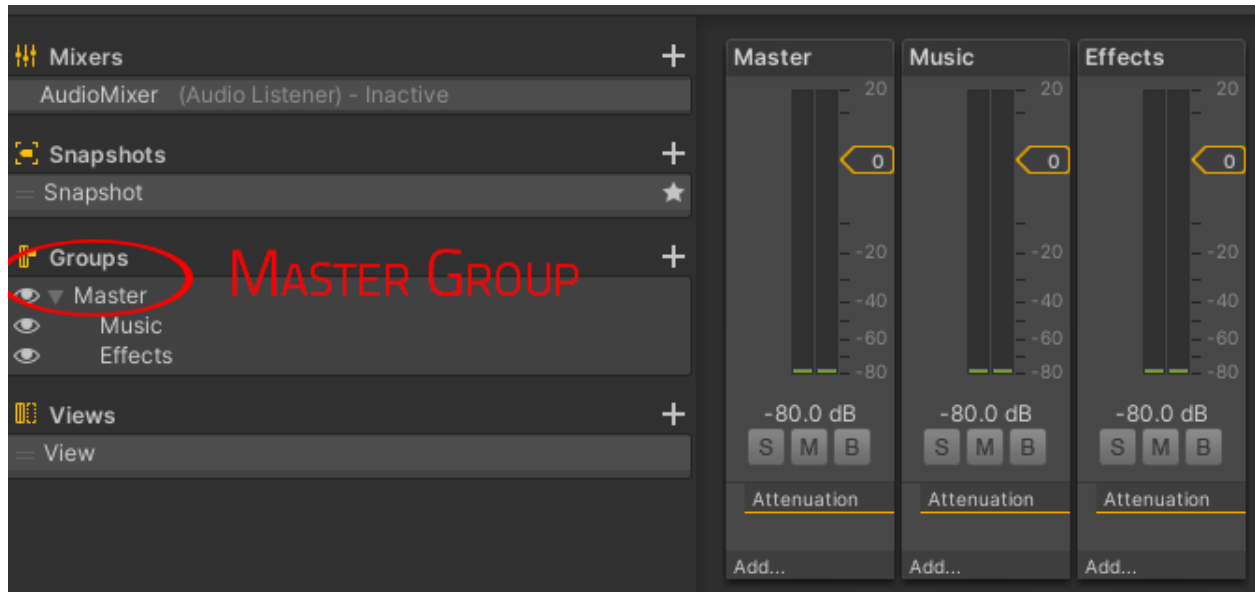
- ❖ Step 1: Find the AudioController Prefab
- ❖ Step 2: Drag the Audio Controller Prefab inside your First Loaded Game Scene
- ❖ Step 3: Setup the AudioController
  - a. Audio Mixer:

# Zeus Unite - Easy Audio Scene Manual

Drag the Demo Audio Mixer or your Existing Audio Mixer inside the Inspector Field.

b. Master Group

Define the Audio Mixer Master Group, Default is Master, the Audio Groups, as well as the Exposed Volumes, have to be the same Name. (More Information)



c. Can Pause Game

The Audio Controller can Pause the Game while controlling the `UnityEngine.Time.timeScale`

If you want the Audio Controller to Handle your Pause activate this Option.

d. Open Audio Key

You can Optional Define a Key to Open the Audio Controller Settings Panel.

With "Can Pause Game" is Activated the Key also Triggers Pause.

e. Settings Panel Prefab

Drag the Demo Settings Panel Prefab or your own Settings Panel Prefab inside the Inspector.

(How the Settings Panel work)

f. Audio Slider Prefab

Drag the Demo Slider Prefab or your own Slider Prefab inside the Inspector.

(How the Audio Slider work)

g. Close Audio Settings Button Prefab

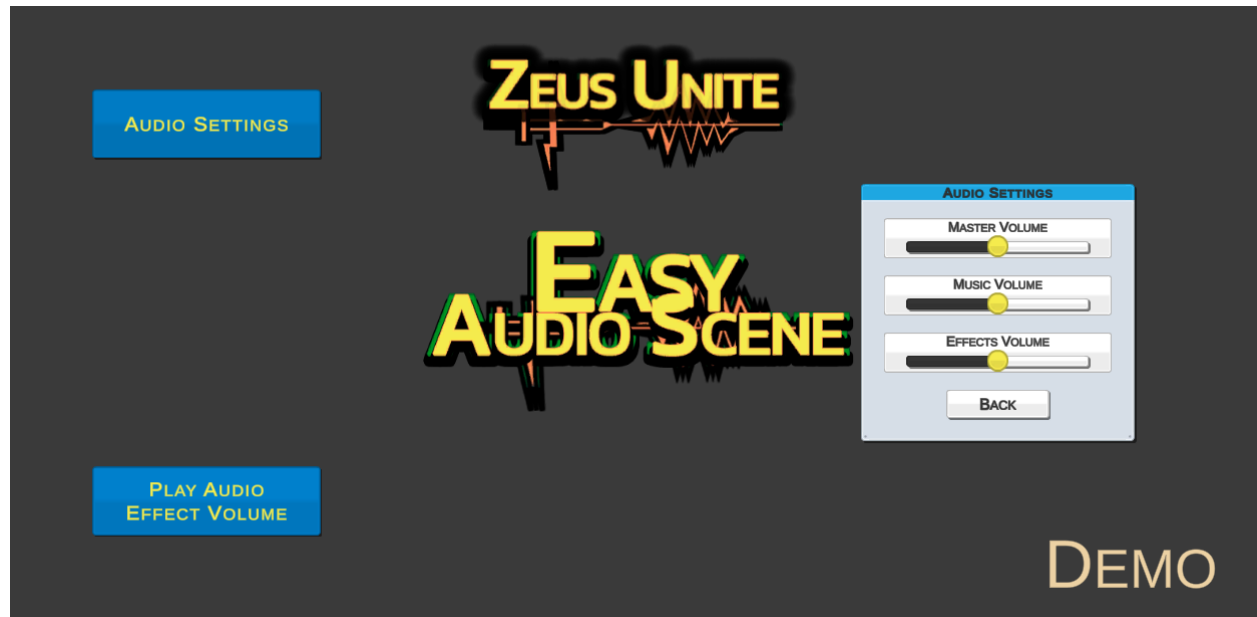
Drag the Demo Close Button Prefab or your own Button Prefab inside the inspector

(How the Close Button work)

# Zeus Unite - Easy Audio Scene Manual

## Start Game and Test

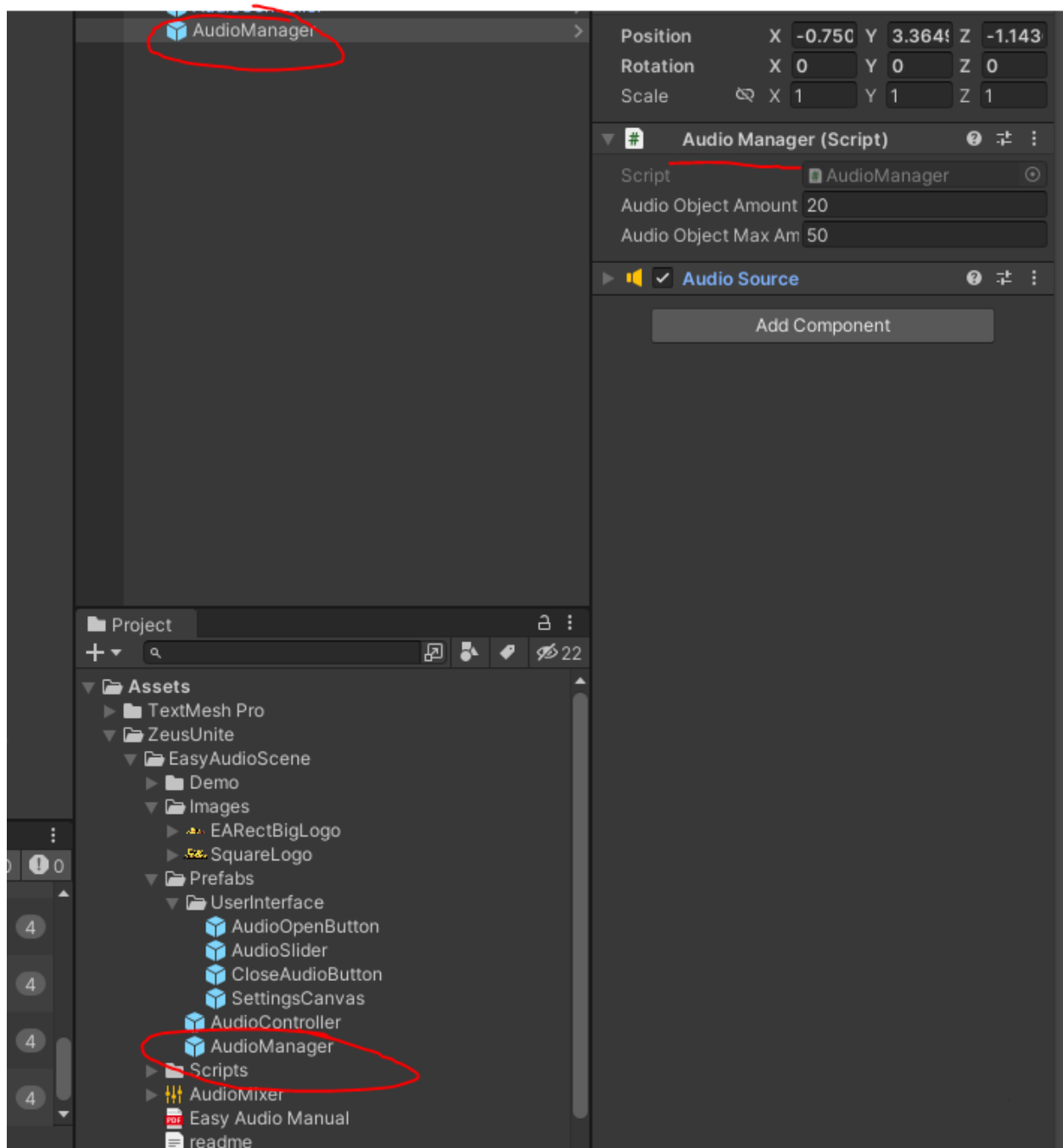
If everything has the correct Setup you can Start the Game and Open the Audio Settings Panel with your chosen Key.



## Audio Shot and Audio Player

### Implement Audio Manager to your Scene

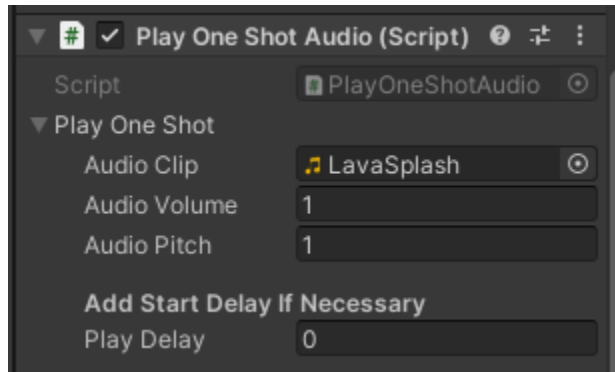
To make Use of the Audio Shot and Player simple Drag and Drop the Audio Manager Prefab inside your Scene.





## Play Audio From your Scripts

Place the AudioShot Class on your Classes and call the Property.Play()



When a Vector3 Parameter as Position is passed, the Sound gets played as 3D Sound inside World Space. In this Case you might wanna change the Min Distance of the Audio. You can Change it inside "ZeusUnite/EasyAudioScene/Scripts/AudioPlayer.cs"

## Min Distance when playing 3D Sounds

```
        AudioSource[i].pitch = audioshot.audioPitch;
        AudioSource[i].spatialBlend = position != null ? 1 : 0;
        AudioSource[i].minDistance = 12.25f;
        AudioSource[i].SetActive(true);
        AudioSource[i].Play();

        MyTimer.CreateTimer(() =>
        AudioSource[i].gameObject.SetActive(false), AudioSource[i].clip.length)
        return;
    }

    //check if we still under the Max Amount of Audio Objects
    if (AudioSources.Count >= audioObjectsMaxAmount)
        return; //End the Function and dont Play any Sound

    //Create a New Audio Pool Object and Play
    AudioSource audio = CreateAudioPoolObject(AudioSources.Count -
1);

    if (position != null)
        audio.transform.position = (Vector3)position;

    audio.clip = audioshot.audioClip;
    audio.volume = audioshot.audioVolume;
    audio.pitch = audioshot.audioPitch;

    //when we send a Position the AudioSource gets set to 3D Sound
    audio.spatialBlend = position != null ? 1 : 0;
    audio.minDistance = 12.25f;

    audio.SetActive(true);
    audio.Play();
```

## Final Information

### Latest Manual

Check the Zeus Unite Online Manual for the most recent Version and detailed Information::

 Zeus Unite – Easy Audio Scene Manual

## Support Integration

- Documented
- Open Source Code
- Discord and EMail Support (Free Assets only receive Minor Support)

[Join Our Discord Server for Support, Feedback, and Suggestions](#)

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[Zeus Unite – Item Database](#)

[Zeus Unite – Enum Editor](#)

[Zeus Unite – Game Core](#)

[Zeus Unite – Easy Audio Scene](#)

[Zeus Unite – Monsters](#)

[Asset Store Publisher Link](#)

[Steam Link](#)

[Itchio Link](#)

## Documentation End



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### **Zeus Unite - Easy Audio Scene**

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