Audio Manager Change Log

Summary

Contributors
Jonathan Carter

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Contents

Update 2.5.4

> ℹ️ hotfix for a scanning issue found in the asset.

Bug Fixes

- Fixed a bug where the auto scanning would not scan any clips in directories other than the base scan directory.

Update 2.5.3

> ℹ️ Minor patch update to fix a few issues with the asset.

Asset Changes

- Added IsTrackPlaying to Music Player to let the user get if a track is currently playing.
- Added Stop() to Music Player to let the user stop the active track from playing.
- Updated header comments to show the right version.
- Corrected incorrect caption on the Audio Manager File scriptable object.

Bug Fixes

- Fixed a bug where the PlayRange methods would not function due to a missing parameter.

Update 2.5.2

> ℹ️ Minor update, fixes a few issues with 2.5.1 as well as provides a small demo scene that explains thing a little better. Plus totally re-written documentation to better explain to setup & usage of the asset.

Store Listing Changes

- Updated some of the store listing graphics with the new style.
- Updated store listing description with to better explain the asset.

Asset Changes

- Re-written the Music Player script to ensure that it works as intended.
- Added Audio Events to allow users to get when a clip has ended.
- Added new PlayRange methods to allow users to play ca random clip with a collection of requests.
- Added a custom inspector for the Audio Manager File scriptable object.
- Added ability to change the base scan directory so the user can store their audio files in a folder other than Assets/Audio
- Re-written documentaion to better explain the asset and how to use it.
- Added basic demo scene, explaining how examples of some of the scripts can't be provided due to the asset setup, though the music player has an example.

Bug Fixes

- Fixed issues with the music player coroutines not properly working.

Update 2.5.1

> ℹ️ Minor update, fixes several bugs found in the 2.5.0 update that needed addressing.

Store Listing Changes

- Updated some of the store listing graphics to be more uniform.

Asset Changes

- Moved the AudioArgs method to the new Audio Helper class so it can be accessed without a reference to the Audio Manager script.

Bug Fixes

- Fixed a bug where pressing the static instancing button would remove all other scripting defines other than itself.
- Fixed a bug where the user could get duplicates of file sin a directory by using lowercase or by having a slash after the directory string.
- Fixed a bug where the Audio Manager inspector would throw a null exception error or first run.
- Fixed a bug where the Audio Manager inspector would show an incorrect warning message if the user had a directory that didn't exist written in one of the directory elements.

Update 2.5.0

> ℹ️ Major update, adding multiple features requested by users as well as some improvements to the Music Player & Audio Player scripts

Store Listing Changes

- Updated the store listing description.
- Updated the store listing graphics.

Asset Changes

- Added support for a static instanced version of the Audio Manager.
- Updated the way audio is cleaned up to be more performant.
- Added additional methods to return the audio source a clip is using.
- Added support for checking to see if a certain clip is currently been played.
- Added support for additional options to be passed through when playing an audio clip.
- Added support to view and hide the Audio Source on any Music Player script.
- Re-written the Music Player script to actually work as intended.
- Made the Music Player a static instanced script.
- Renamed UI Audio Player → Audio Player.
- Edited the Audio Player clip selection to allow more customisation.
- Updated the inspector look for all scripts to be more uniform.

Bug Fixes

- Fixed a bug where changing the audio manager file in the inspector would assign the prefab from the old file into the newly selected file.
- Fixed editor script error messages appearing when using the asset.

Update 2.4.1

| | Patch to fix issues reported to us by a user on our community discord server. |

Asset Changes

- Added a "should loop track" option to the music player inspector so users can toggle this option.

Bug Fixes

- Fixed an issue where having only 1 clip in a directory would break the inspector.
- Fixed an issue where having a blank directory not be first in the order would break the scanning functionality.
- Fixed an issue where multiple directories would not work.
- Fixed an issue where the default Music Player script would appear under the custom inspector.

Update 2.4.0

| | Major update that adds new support scripts for playing music tracks and a UI audio player for playing clips on UI button actions. |

Store Listing Changes

- Updated Store Listing to have report issues link.

Asset Changes

- Added support for Audio Mixers in the Audio Manager.
- Added UI Audio Player Script + Custom Inspector.
- Added Music Player Script + Custom Inspector.
- Changed the way the asset saves audio.
- Improved the play call methods to not constantly use "GetComponent".
- Updated comments and header comments with new format.

Bug Fixes

- Fixed issues with the Audio Manager Inspector not rendering on reload.
- Fixed issues where the inspector would fail to scan a valid path.
- Fixed issues where the Audio Manager would lose data.

Update 2.3.4

Store Listing Changes

- Updated the asset title to remove the "(CG)" characters after the asset name. This has been replaced with "| CG" instead to look a little neater.

- Updated the main asset description to explain more about the asset and its features.

- Updated all links to be correct for the asset.

- Updated to key images to all be the same size as the main key image.

Asset Changes

- Updated script header comments to the latest format.

- Added box background to each section on the inspector for a cleaner look.

- Removed unused code from previous iterations of the asset.

- Moved some code into methods for a cleaner editor script.

- Updated comments across all scripts.

Bug Fixes

- Fixed a bug where the directories section could not be toggled by the user.

- Fixed a bug where the asset would cause the scene to always need saving every frame.

Update 2.3.3

> ℹ Hotfix: Updated the discord invite, as it was broken, to be our redirect so it doesn't need updating again. Fixed the store page discord logo to be a proper logo to comply with the store requirements. Fixed several minor issues with the inspector editor that would cause problems for users.

Bug Fixes

- Attempt to fix a bug where the inspector would reset after a build was made

- Attempt to fix problems with the inspector not showing directories correctly

- Removed old buttons that are not needed anymore due to the inspector updating itself on the go.

> ℹ 2.3.2 & older | No logs available.....