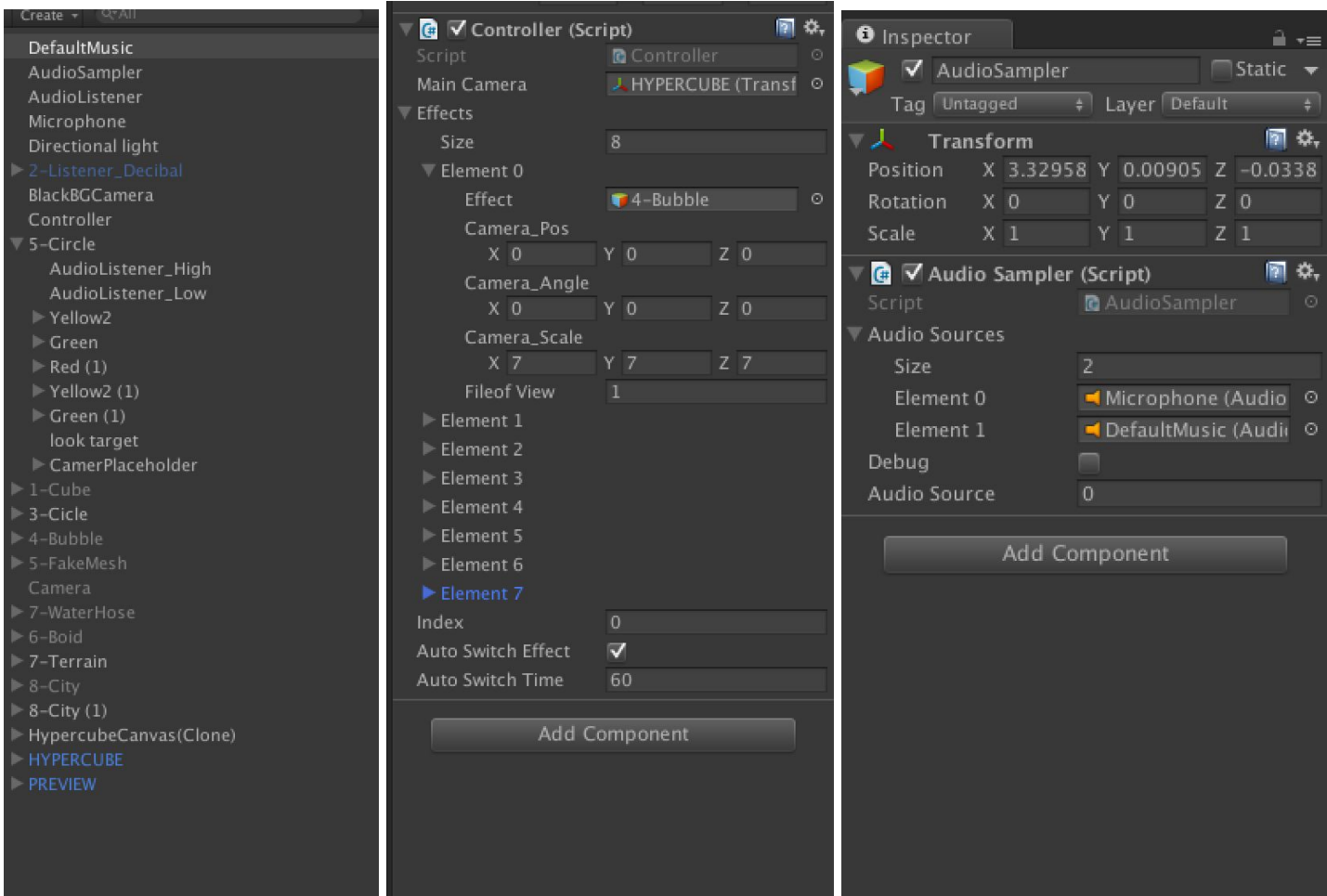


## [ Structure ]

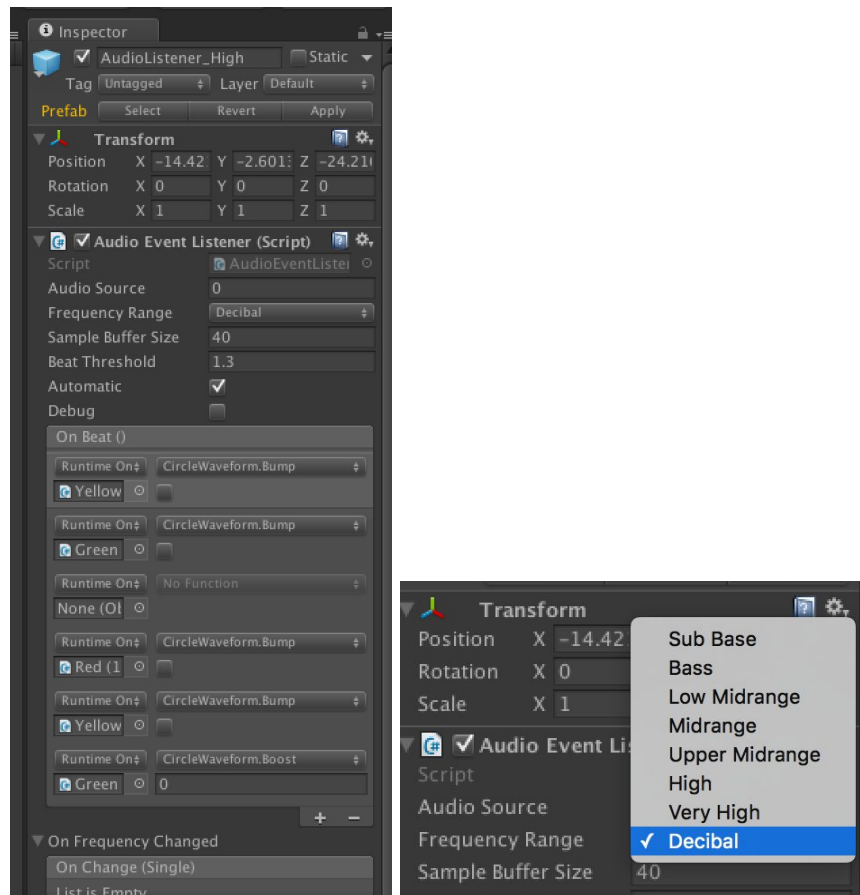
The main controller are named **Controller** and **AudioSampler**.

Controller - the main script to switch visualization effect, in picture, you can see there are 8 effects in the list. Index value in Controller.cs is showing current effect index number in Effects list. Each of effect has specific gameobject which is enabled/disabled on script.

AudioSampler - the main script to control input audio source. AudioSource is showing current input source index number.



The main way to listen music is using **AudioEventListener** script. User can choose different frequency in script and choose function to trigger.



Each of effect gameobject has totally different setting and parameters. It is triggered by AudioEventListener.

