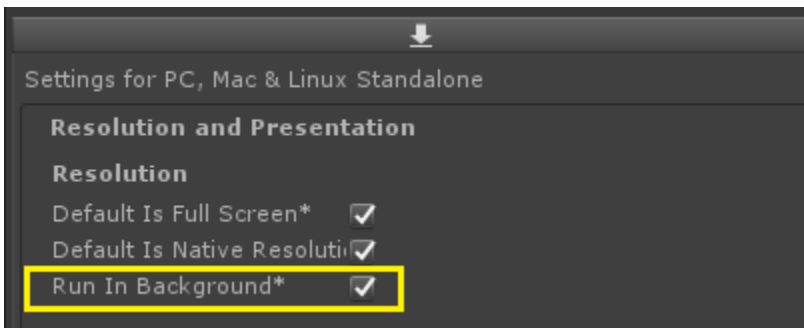


v1.1 DOCUMENTATION

FIRST STEPS

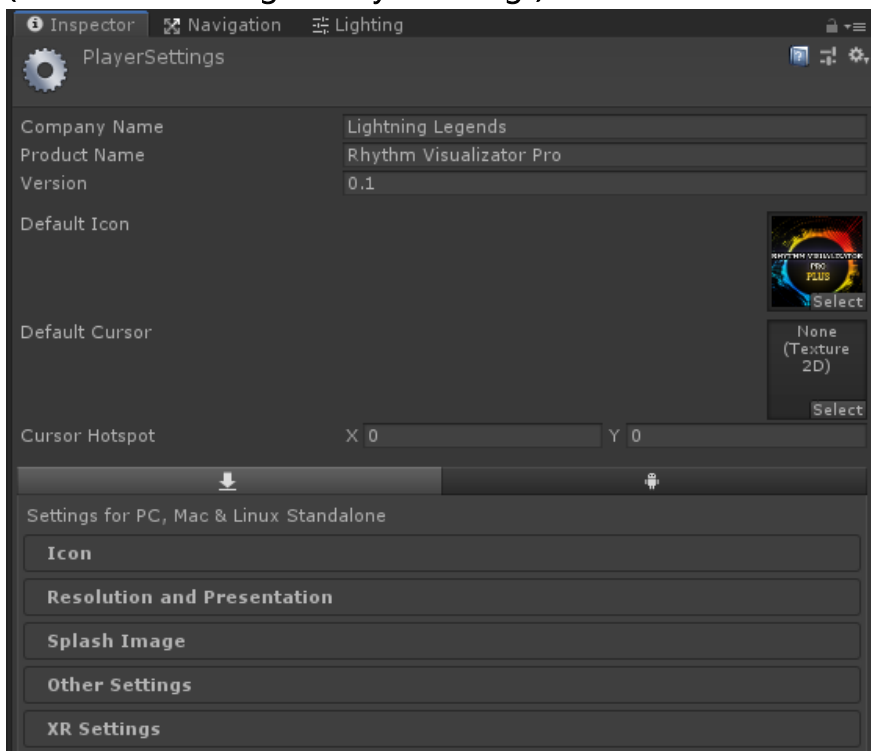
1. Make your application to run in background.

(Edit > Project Settings > Player > Resolution and Presentation > Run in background)

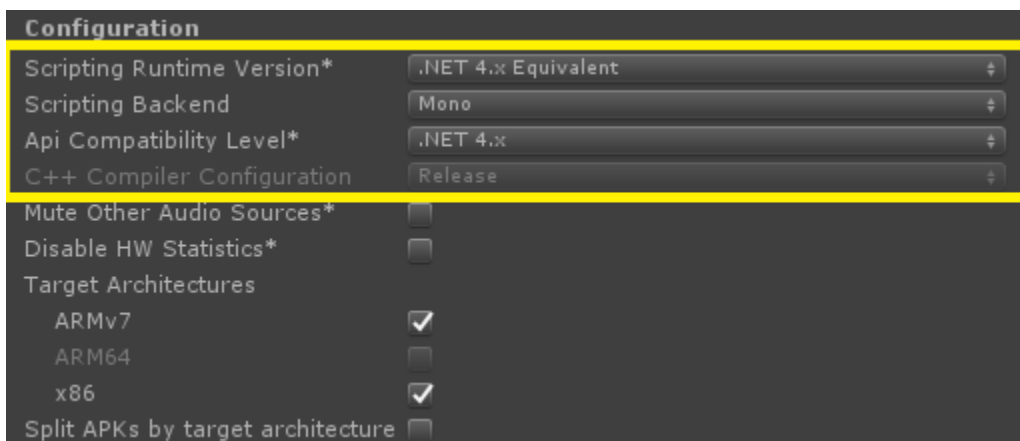


2. Make you application run the latest code available

(File > Build Settings > Player Settings)



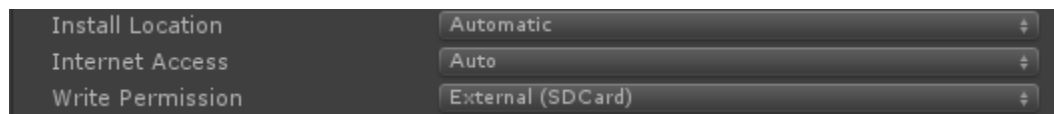
Open "Other Settings" Category



Set scripting runtime version to .NET 4.x

And API Compatibility Level to .NET 4.x

3. Set Write Permission to "External (SDCard)"



4. Open any ExampleScene.

or...

1. Drag Rhythm Visualizator prefab to the scene.
2. Drag ExampleCamera to the scene.
3. Import a song and assign it to AudioSource script in Rhythm Visualizator Game Object.

RHYTHM VISUALIZATOR PRO VARIABLES DESCRIPTION

Restart Button: Reloads the **SoundBars** in **PlayMode**. Use when you change some options that need recreate the Sound Bars.

SCRIPT ASSIGNATIONS

Sound Bar Prefab From Center: The **SoundBarPrefab** used when **ScaleFrom** is **Center**.

Sound Bar Prefab From Downside: The **SoundBarPrefab** used when **ScaleFrom** is **Downside**.

Sound Bars Transform: SoundBars Center Transform.

AUDIO SETTINGS

Listen All Sounds: If **FALSE** it visualizes the assigned **AudioSource**, if **TRUE** visualize any listened sound in the scene.

AudioSource: The **AudioSource** to visualize if **Listen All Sounds** is **FALSE**.

SOUND BARS [Requires Restart]

Sound Bars Quantity: The quantity of Sound Bars to display. **Higher** values **decrease** the **performance**.

Scale From: The **Starting Scale Point** to **scale** the Sound Bars.

Sound Bars Width: The Width of the Sound Bars.

Sound Bars Depth: The Depth of the Sound Bars.

CAMERA

Center: The Center of the Sound Bars to Rotate Around.

Camera Control: If **TRUE** Rhythm Visualizator **controls** the **Main Camera** for you.

Rotate Camera: If **TRUE** your Camera will start **rotating around** the **Center Transform**.

Use Default Values: If **TRUE** when you change the **Visualization** it **uses the default values**. If **FALSE** it uses **below values**.

Velocity: Rotation Velocity. **NEGATIVE VALUES:** Rotate to Left. **POSITIVE VALUES:** Rotate to Right.

Height: The **Camera Height** View Point.

Orbit Distance: The **Orbit Distance** to the **Center**.

Field of View: Field of View of the Camera.

VISUALIZATION

Mirror: If **TRUE** the Sound Bars will be displayed in Mirror Mode. Bass is in the Center and scales equal for both sides.

Scale by Rhythm: The Sound Bars **scales only when the Rhythm are detected**.

Length: The Visualization Length.

Extra Scale Velocity: The **velocity to scale UP** the Sound Bars.

LEVELS

Global Scale: The Sound Bars Global Scale.

Min Height: The Sound Bars minimum height.

Smooth Velocity: The **smooth velocity to scale DOWN** the Sound Bars.

Channels: Large value of channels represents more spectrum values, you will need increase the SoundBars amount to represent all these values. **Recommended: 4096, 2048**

Method: **FFTWindow** to use, it is a **type of filter**. **Rectangular** = Very Low filter, **BlackmanHarris** = Very High filter.

Recommended: Blackman

RHYTHM DETECTION [Experimental]

Rhythm Particle System: The Particle System to use when the Rhythm are detected.

Auto Rhythm Particles: Emit particles when Rhythm are detected.

Rhythm Sensibility: The Rhythm detection sensibility.

Amount to Emit: Amount of Particles to emit when the Rhythm are detected.

Rhythm Particles Max Interval: The max interval in seconds to emit the particles.

BASS / MIRROR SETTINGS Mirror Mode uses these settings

Bass Sensibility: Visualization Bass Sensibility. **Higher values increases the scale.**

Bass Height: Increases the **height visualization of the Bass**.

Bass Horizontal Scale: Higher values display less bass spectrum values.

Bass Offset: Apply offset to the spectrum values for display or not some bass frequencies.

TREBLE SETTINGS

Treble Sensibility: Visualization Treble Sensibility. **Higher values increases the scale.**

Treble Height: Increases the height visualization of the treble.

Treble Horizontal Scale: Higher values display less treble spectrum values.

Treble Offset: Apply offset to the spectrum values for display or not some treble frequencies.

APPEARANCE

Sound Bars Particles: if **TRUE** every Sound Bar will emit particles.

Particles Max Interval: The Interval to Emit Particles. **Higher values emit less particles but increase the performance.**

Min Particle Sensibility: The minimum value to emit a particle.

Lerp Color: If **TRUE** Lerps the visualization colors using the below colors.

Colors: Colors to use when Lerp Color is **TRUE**.

Color Interval Time: Time in seconds to change from one color to other.

Color Lerp Time: Time in seconds to lerp one color to other.

Use Gradient: if **TRUE** uses the below gradient in the visualization.

Gradient: The gradient to use in the visualization.

Rhythm Particles System Color: The Rhythm Particle System Color to emit when **Use Gradient** is **TRUE**.

RAYS [Requires Restart]

Rays Length: The Rays Length.

Rays Alpha: The Alpha for the Rays.

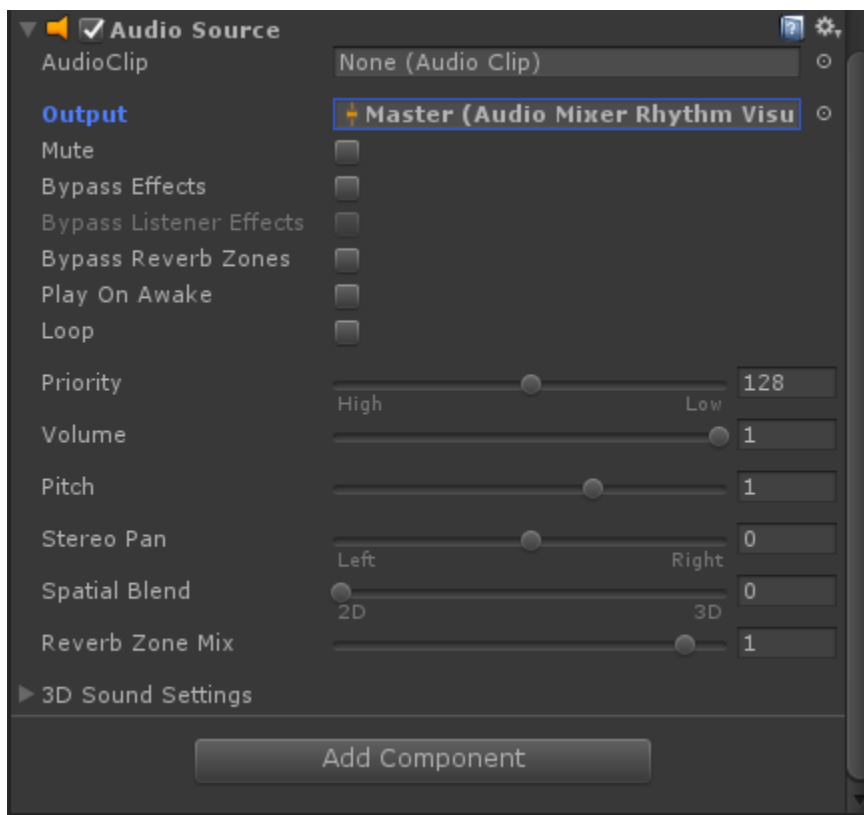
RHYTHM VISUALIZATOR FAQ

THE AUDIO MIXER CONTROLS THE VOLUME AND THE AUDIOSOURCE CONTROLS
THE INPUT TO THE VISUALIZATION

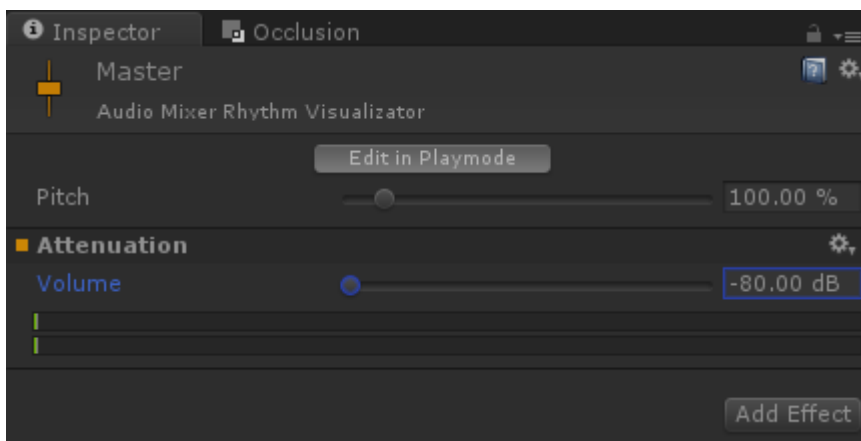
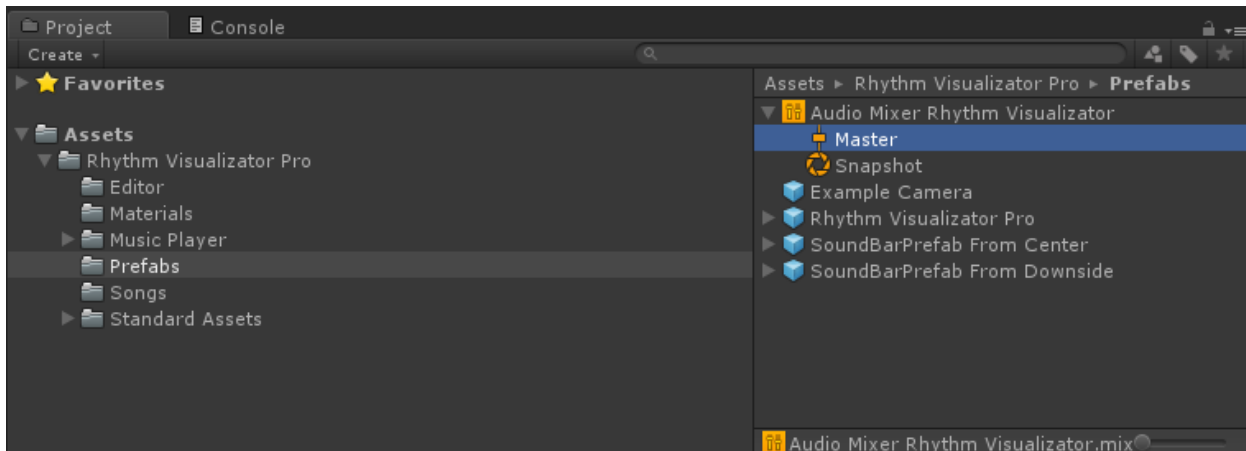
LEAVE THE AUDIOSOURCE UNMUTED AND SET HIS VOLUME TO 1

HOW TO VISUALIZE AN AUDIOSOURCE IF THE VOLUME IS ZERO OR MUTED?

1. Set AudioSource Volume to 1 and unmark Mute.
2. Make sure the AudioSource have the Master AudioManager.



3. Search your AudioManager and open "Master".



4. Reduce the volume in the AudioMixer (MUTED: -80.00dB - NORMAL: 0.00dB)

HOW TO SET/EDIT MY SONGS DATA (ALBUM ART, TITLE, ARTIST)?

You can use <https://www.creevity.com/> to easily get and set a cover from internet and modify his data.

Thanks for purchasing!

Created by Carlos Arturo Rodríguez Silva

Contact:

carlosarturors@gmail.com

Video v2:

<https://www.youtube.com/watch?v=72X0OySMzj0>

CHANGES

v1.1 Changes

Added:

- Added stream audio from URL support
- Added load local songs example
- Replaced the Sound Bar Rays with others for best quality
- Added a basic music player for non-load in runtime scenes

v1.0 First Version

