

Illumisoft

Volume Control

Documentation

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Welcome

Thank you for purchasing Volume Control!

This package has been designed to speed up your development, by providing to you a plug & play solution to control the volume of your game without requiring any coding.

On the next pages, you will find descriptions about how to use this package. We recommend to also take look at the example scenes, coming with this package. They showcase different use cases and are a valuable learning resource.

If you like the project, we would be grateful if you would take a minute and give us a rating in the Asset Store. This really helps us in order to create and improve our Unity Assets.

If you encounter any problems or errors or if you have any questions, please get in touch with us via email:

support@ilumisoft.de

Online Documentation

We also provide an online version of the documentation [here](#).

Setup

1. Make sure you are using the latest release of Unity 2018.3 or higher.
2. Open the project you want to use with Volume Control.
3. Import Volume Control from the Asset Store.

Since Volume Control has been designed to work out of the box, no further setup is required. If you still have problems importing the project or getting shown any error messages, please [contact](#) us.

Volume Control

Volume Control makes it super easy to control your games volume!

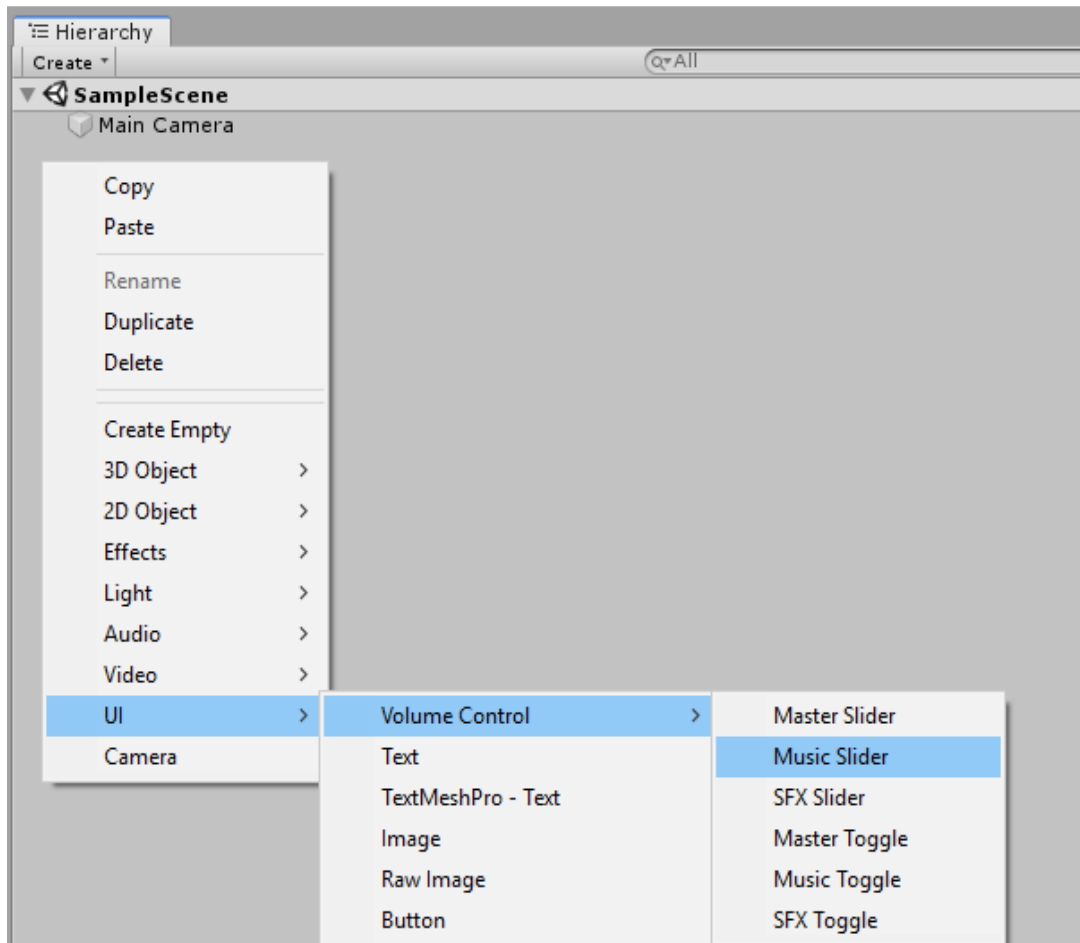
It comes with

- a predefined AudioManager, supporting three output groups (Master, Music, SFX)
- ready to use volume sliders and toggles for each group
- an easy to use API to control the volume of each group via script
- an automatic save system storing and loading the volume settings for you

How to create volume sliders & toggles

To make it as easy as possible for you to integrate volume control, we created some predefined menu items that you can use to directly add volume sliders and toggles to your UI. These elements already do the background logic and work out of the box.

Right click in the **Hierarchy**, click **UI->Volume Control** and select the desired element.

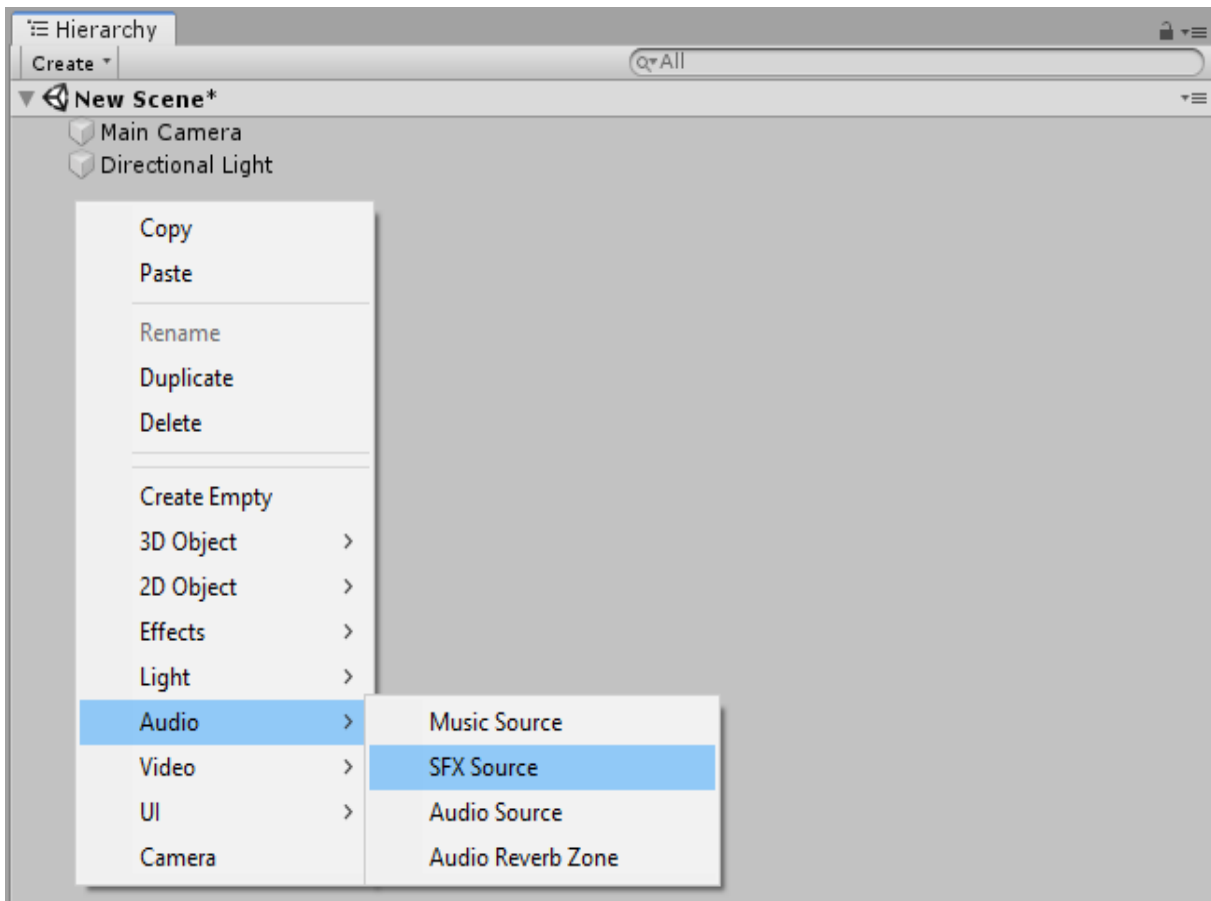


How to create a volume driven AudioSource

To control the volume output of an **AudioSource**, you simply need to select **Master**, **Music** or **SFX** as its **Output** property in the **Inspector**.

Alternatively, you can use one of our shortcuts to create directly an **AudioSource**, which volume is driven by one of these outputs. To do so, right click into the **Hierarchy** and select

Audio->Music Source or **Audio->SFX Source**



How to use the Volume Control API

If you need to access the different volume levels in a script, just import the **Ilumisoft.VolumeControl** namespace and set or get the appropriate **Volume** property of a group as shown in the example below:

```
using Ilumisoft.VolumeControl;
using UnityEngine;

public class VolumeExample : MonoBehaviour
{
    private void Start()
    {
        //Sets the master volume to 100%
        VolumeControl.Master.Volume = 1.0f;

        //Sets the music volume to 50%
        VolumeControl.Music.Volume = 0.5f;

        //Sets the sound effect volume to 25%
        VolumeControl.SFX.Volume = 0.25f;
    }
}
```

To mute or unmute a group, set the **IsMuted** property to *true* or *false*:

```
using Ilumisoft.VolumeControl;
using UnityEngine;

public class MutingExample : MonoBehaviour
{
    private void Start()
    {
        //Mutes all sounds
        VolumeControl.Master.IsMuted = true;

        //Mutes only music
        VolumeControl.Music.IsMuted = true;

        //Mutes only SFX
        VolumeControl.SFX.IsMuted = true;
    }
}
```

Support

If you encounter any problems, errors or got any ideas how the asset could be improved, please contact us via email:

support@ilumisoft.de