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<https://www.youtube.com/watch?v=8mBZPROvR-o>

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- Rhythmic Objects -

**Rhythmic Objects is a very easy to use script to make
Rhythmic GameObjects or UI Elements in your
Unity application/game.**

**It allows a custom scale for each object, and turn off the s
cript when you want.**

FAQ:

1. What is BPM?

Beats per minute (BPM) is a unit typically used as a measure of tempo in music and heart rate.

2. What is the correct BPM for my Song?

Please search that BPM in dedicated pages for that:

<https://songbpm.com/> or <https://www.bpmdatabase.com/>

3. My Song is not here, what should i do?

Tap the BPM using this page: <http://www.bpm-counter.com/>

4. What is the correct off-set for my song?

1. Activate "Metronome" in "Rhythmic Objects" script

2. **Increase the offset (+10)** to match the metronome with the rhythm of the song.

If not result, increase again off-set +10.

Note: The BPM must be specified correctly; else, the offset will never match with the rhythm.

How to make a Rhythmic Object

1. Create a **GameObject** or UI Element (**GameObject > 3D Object > Cube**)
2. Select that **GameObject** and add the component "Rhythmic Object".
(**Component > Audio > Rhythmic Object**)
3. If the editor are playing press "Insert to Base", else, ignore this
4. Play the game

How to delete a Rhythmic Object

1. Select the Rhythmic Object
2. Remove the script "Rhythmic Object" or press "Delete from Base"

Note: "Delete from Base" will only delete from execution, when you reset the game/editor it will be loaded as Rhythmic Object again.

Set your custom variables for each **GameObject** you want
(Make sure to deactivate "Use Global Scales"
in "Rhythmic Objects" script to use custom values)

How to add another song

1. *Make sure you have a Song List*
2. Create a **GameObject**
3. Add "SongData" script to that **GameObject**
4. Set the **BPM** and **Offset** for that song

How to load a song

In another Script use `FindObjectOfType<LoadSongs> ().LoadSong (yourSongName);`

- Important -

The name of the song what do you want to load must be the same of one of your "SongData" songName variable.