I cannot include an example song in the package (because licenses), but you can try with this song:

Cartoon - Why We Lose (No Copyright Music) [NCS Release] (Creative Commons)
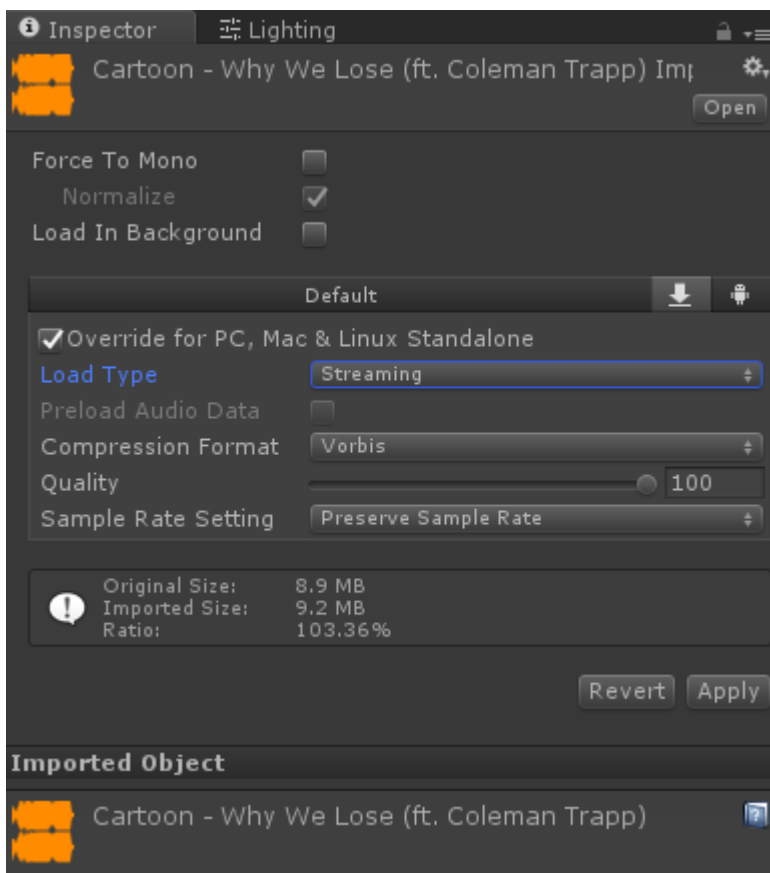
Download:

http://www.mediafire.com/file/fb3odbw9kobfrbf

Song Video:

https://www.youtube.com/watch?v=zyXmsVwZqX4

Steps:

1. Download the song.

2. Import to Unity. **(Remember change the load type to "Streaming" to improve the Performance every time you import a song)**

3. Assign the **Audio Clip** and **Song Data** to the **Song Data script** in the Hierarchy

"GameObject Rhythmic Objects Manager / Song List / Song 1".
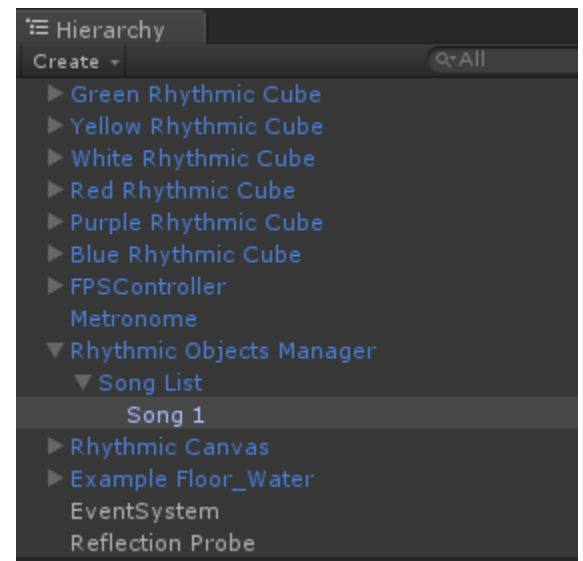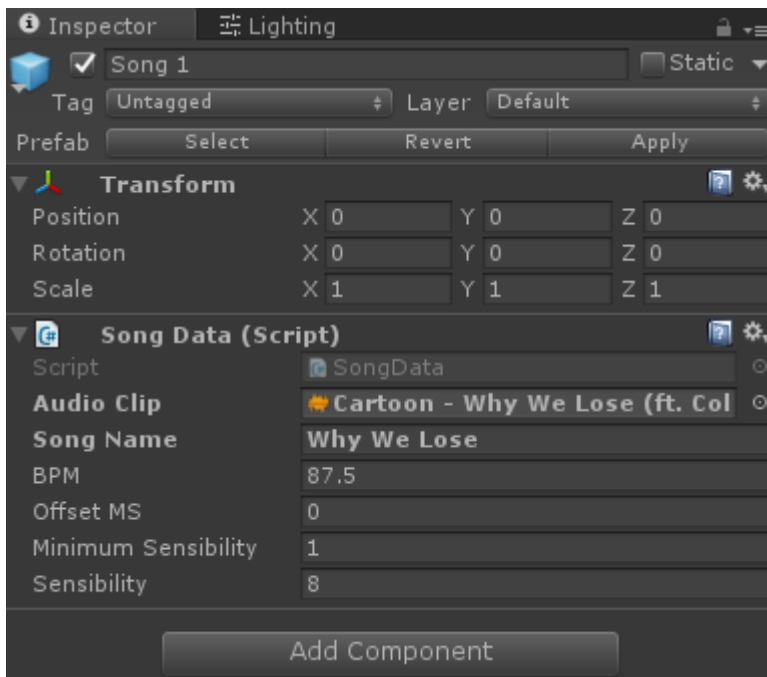
*** Song data ***

Song name: <u>Why We Lose</u>

BPM: <u>87.5</u>
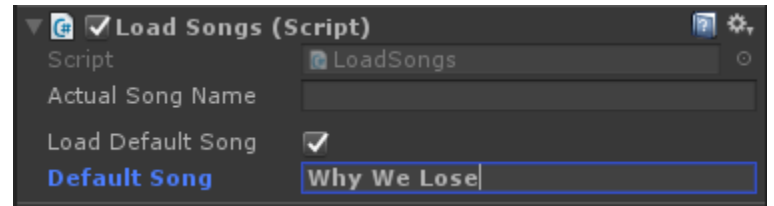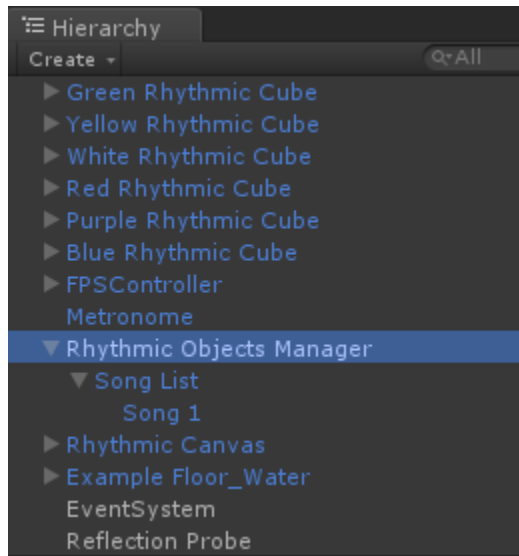
Offset MS: <u>0</u>

Minimum sensibility: <u>1</u>

Sensibility: <u>8</u>

4. Assign the default name: **"Why We Lose"** in the script **Load Songs** in the Hierarchy

"Rhythmic Objects Manager".

5. Press Play!