

Adaptive Music Player

Grumble Labs

www.grumblelabs.com

Version 1.0

01/16/2016

Thanks for downloading the Grumble Labs Adaptive Music Player! This package includes an object you can place in your game room, which allows you to call custom functions that enable you to play synchronized groups of audio clips which you can crossfade between. This can effectively allow your music to change with game conditions.

The player also has the functionality to loop audio with a crossfade, so that the loop can start any amount of time before the last loop ends. This can be used to create more realistic looping performances.

INCLUDES MUSIC:

The package also includes 9 songs which are free to use in your project, each with 3-4 layers for the Adaptive Music Player.

LICENSE:

You are allowed to use the Adaptive Music Player without the included music, you are allowed to use the included music without the Adaptive Music Player, and you are allowed to use them together. Simply import the assets you want.

All of these combinations are completely free.

NOTES ON IMPORTING JUST THE PLAYER:

It should be noted that if you are importing the music player, you need to import the "obj_music_player" object, as well as ALL 19 associated scripts. Also, unless you import all the included music files, you will have to modify the scr_music_init script and take out the songs that don't exist in your project.

NOTE ON AUDIO SYSTEM:

The Adaptive Music Player requires functionality from the newer GameMaker audio system and will not work properly with the legacy system. This means that this asset cannot be used in HTML5 builds, which at the moment, don't use the new audio system.

TO IMPORT THE PLAYER INTO YOUR PROJECT:

- 1.** In Scripts>Grumble Labs, open up the script "scr_music_init".

Adjust the song[,] array as you need for your project.
(It is currently set up to play the music included in the project.)

The first number (height) of the array specifies the song number, and the second number (length) of the array specifies layers of your songs (if you have them). If a song only has one audio file, number the layer "0".

Assign the various indexes of the multidimensional array to sound files in your project. They need to highlight as red, indicating they are recognized by GameMaker.

- 2.** Below the song[,] array is the crossfadeByMicros[] array. This contains the amount of microseconds you wish to crossfade a track upon looping. There is one value per song, and all layers of that song will use the same value.

- 3.** Put the object "obj_music_player" in your room (or make it persistent in a previous room.) Note: the Adaptive Music Player runs completely independently of room_speed, so you can set that to whatever you want.

- 4.** Call functions (scripts) on that object to control your music.

For example, if you want to call the "scr_music_stop" function, simply type:

with (obj_music_player) scr_music_stop();

REFERENCE:

FUNCTIONS:

PLAY:

scr_music_play(songNumber,layerNumber,priority,looping,layerCrossfadeSeconds);

FADE-IN PLAY:

scr_music_fadein_play(songNumber,layerNumber,priority,looping,fadeInTimeSeconds);

STOP:

scr_music_stop();

FADE-OUT STOP:

scr_music_fadeout(fadeOutTimeSeconds);

PAUSE:

scr_music_pause();

UNPAUSE:

scr_music_unpause();

CROSSFADE TO LAYER NUMBER:

scr_music_crossfade_layer(layerNumber,crossfadeTimeSeconds);

SET GLOBAL VOLUME (0.0 through 1.0):

scr_music_set_global_volume(volumeFloat);

SET LAYER VOLUME (0.0 through 1.0) Default is 0.5:

scr_music_set_layer_volume(volumeFloat);

VARIABLES:

Read `scr_music_init` to learn more about variables you can read.
Write to these variables directly at your own risk.

SONGS:

Chaos In The Bubblebath

- Progressive Metal - Chiptune Piece -
60ms Looping Overlap

music_chaos0 - Heavy Layer
music_chaos1 - Medium Layer
music_chaos2 - Light Layer

Factory Birth

- Progressive Metal - Chiptune Piece -
60ms Looping Overlap

music_factory0 - Heavy Layer
music_factory1 - Medium Layer
music_factory2 - Light Layer

The Puzzle Box

- Progressive Metal - Chiptune Piece -
140ms Looping Overlap

music_puzzlebox0 - Heavy Layer
music_puzzlebox1 - Medium Layer
music_puzzlebox2 - Light Layer

The Puzzle Cube

- Progressive Metal - Chiptune Piece -
60ms Looping Overlap

music_puzzlecube0 - Heavy Layer
music_puzzlecube1 - Medium Layer
music_puzzlecube2 - Light Layer

Plankton

- Light Synth Piece -
8000ms Looping Overlap

music_plankton0 - Main Layer
music_plankton1 - FM Synth Emphasis Layer
music_plankton2 - Pad Layer

Hopeless Trail

- Fantasy Piece -
7000ms Looping Overlap

music_hopeless0 - Main Layer
music_hopeless1 - No Melodies
music_hopeless2 - No Percussion
music_hopeless3 - No Bases

Sanguine Glade

- Ambient Evil Fantasy Piece -
10000ms Looping Overlap

music_sanguine0 - Main Layer
music_sanguine1 - No Bass and Percussion
music_sanguine2 - No Melodies
music_sanguine3 - No Drone

Gliese (Long Cut)

- Progressive Metal Piece -
750ms Looping Overlap

music_glieselong0 - Main Layer
music_glieselong1 - Synth Layer
music_glieselong2 - No Synth Layer
music_glieselong3 - Pad Layer

Gliese (Short Cut)

- Progressive Metal Piece -
30ms Looping Overlap

music_glieseshort0 - Main Layer
music_glieseshort1 - Synth Layer
music_glieseshort2 - No Synth Layer
music_glieseshort3 - Pad Layer

Visit www.grumblelabs.com for more music!

