

Endless Cave Ambience – Script Reference

Endless Cave Ambience is a randomised music system that uses probability to play a set of melodic, percussive and fx cues over a looping bed at timed intervals, generating a randomised ambient performance.

Basic Use

Drop the CaveMusic prefab into a project and check **Play On Start**. The music will begin automatically.

Settings

Play On Start

Immediately start the music when the object is loaded. If false, StartMusic() will need to be called instead

Randomise Start Position

Randomises the start position of the bed. Use this to avoid repetition when repeatedly restarting the music.

Audio Sources (Bed, Melody, Perc, FX)

The Audio Sources that clips will be played from. In the prefab, these are contained on child objects of the Cave Music object.

Mixer

The mixer containing the Master Volume Group that will be used to fade the music in and out.

Exposed Param Name

The string of the exposed parameter used to control the Master Volume Group. By default this is “CaveMasterVol”. If using the system with a different Mixer you may need to change this setting to your own exposed parameter.

Fade Duration

How quickly, in seconds, the music will fade in and out. Set to 0 to disable fading.

Clip Arrays (Melody, Perc, Fx)

The Audio Clips that will be randomly selected for each cue type. Add your own clips here to create a different composition.

BPM

The BPM of the music. This is used to musically time the triggering of clips, required if using your own Audio Clips.

Beats Per Bar

The number of beats in a bar. This is used to calculate the length of each bar, relative to the bpm, required if using your own Audio Clips.

Bars Per Trigger

This affects how frequently Audio Clips are triggered. For example, a value of 2 will trigger clips every two bars. Audio Clips are only triggered at a trigger point if their probability is high enough (see below).

Trigger Chance (Melody, Perc, FX)

The chance of each cue type being triggered at a trigger point, where 100 will definitely trigger the clip while 0 essentially disables it. A clip will only be triggered at the trigger point if a clip of that type is not already playing.

Pan Variation

The amount of pan variation applied to an audio clip when it's triggered. A value of 0 disables pan variation, whereas 1 applies the maximum amount of possible pan variation, where a clip may be panned anywhere between the full left and right channels.

Enquiries / Product Support

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