MUSIC PLAYER

API REFERENCE

Freakshow Studio

Generated by Doxygen June 10, 2015

Table of Contents

CHAPTER 1

Namespace Documentation

1.1 Package FreakLib

Namespaces

- package Music

1.2 Package FreakLib.Music

Classes

- class MusicPlayer

  This class implements a MusicPlayer for Unity.

- class Playlist

  This class implements a Playlist for the MusicPlayer.

- class Track

  This class implements a single Track for the MusicPlayer. Tracks are added to a Playlist that the MusicPlayer can then play.

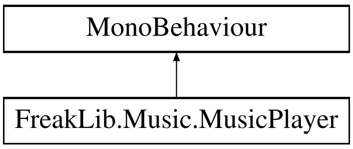
CHAPTER 2

Class Documentation

2.1 FreakLib.Music.MusicPlayer Class Reference

This class implements a MusicPlayer for Unity.

Inheritance diagram for FreakLib.Music.MusicPlayer:



Classes

- class MusicPlayerEvent

  A custom UnityEvent, which allows passing a MusicPlayer as an argument.

Public Member Functions

- void Play ()

  Starts playing the current Playlist, or the first defined Playlist if the current Playlist is not set.

- void Play (string name)

  Starts playing the specified Playlist.

- void Play (Playlist playlist)

  Starts playing the specified Playlist.

- void PauseOrResume ()

  Calling this will Pause the MusicPlayer if it is playing, or resume from pause if it is currently paused.

- void Pause ()

  Pause the MusicPlayer.

- void UnPause ()

  UnPause the MusicPlayer (resume from pause).

- void Stop ()

  Stops the MusicPlayer.

- void Next ()

  Skip to the next Track.

- void Previous ()

  Skip to the previous Track.

- Playlist GetPlaylist (string name)

  Get the Playlist with the given name.

Public Attributes

- MusicPlayerEvent OnPlay

  A UnityEvent that will fire when we start playing.

- MusicPlayerEvent OnStop

  A UnityEvent that will fire when we stop playing.

- MusicPlayerEvent OnPause

  A UnityEvent that will fire when we pause.

- MusicPlayerEvent OnUnpause

A UnityEvent that will fire when we un-pause.

- MusicPlayerEvent OnTrackChange

  A UnityEvent that will fire when we change track.

- MusicPlayerEvent OnPlaylistChange

  A UnityEvent that will fire when we change Playlist.

Properties

- bool PlayOnAwake `[get, set]`

  Gets or sets a value indicating whether this MusicPlayer should play on awake.

- float Volume `[get, set]`

  Gets or sets the volume.

- int HistoryLength `[get, set]`

  Gets or sets the length of the history.

- List< Playlist > Playlists `[get, set]`

  Gets the playlists.

- List< string > PlaylistNames `[get]`

  Gets the playlist names.

- Playlist CurrentPlaylist `[get]`

  Gets the current playlist.

- string CurrentPlaylistName `[get]`

  Gets the name of the current playlist.

- Track CurrentTrack `[get]`

  Gets the current track.

- string CurrentTrackName `[get]`

  Gets the name of the current track.

- bool IsPlaying `[get]`

  Gets a value indicating if we are currently playing.

- float Playtime `[get, set]`

  Gets the current playtime, in seconds. Will be a value between 0 and the track length.

- float PlaytimeNormalized `[get, set]`

  Gets the current playtime normalized. Will be a value between 0 and 1.

2.1.1 Detailed Description

This class implements a MusicPlayer for Unity.

The MusicPlayer will play a Playlist, either in order or shuffled, and allows pausing, skipping tracks forward and back, as well as seeking.

It will also send various UnityEvents when changing tracks, playlists and so on.

2.1.2 Member Function Documentation

2.1.2.1 Playlist FreakLib.Music.MusicPlayer.GetPlaylist (string *name*)

Get the Playlist with the given name.

Returns null if a playlist is not found.

Returns

The playlist.

Parameters

name	The name of the Playlist.

2.1.2.2 void FreakLib.Music.MusicPlayer.Next ( )

Skip to the next Track.

2.1.2.3 void FreakLib.Music.MusicPlayer.Pause ( )

Pause the MusicPlayer.

2.1.2.4 void FreakLib.Music.MusicPlayer.PauseOrResume ( )

Calling this will Pause the MusicPlayer if it is playing, or resume from pause if it is currently paused.

2.1.2.5 void FreakLib.Music.MusicPlayer.Play ( )

Starts playing the current Playlist, or the first defined Playlist if the current Playlist is not set.

Calling Play will always start playing, regardless of the current state of the MusicPlayer. It will also reset the Playlist.

2.1.2.6 void FreakLib.Music.MusicPlayer.Play (string *name*)

Starts playing the specified Playlist.

The name should match a Playlist defined in this instance of the MusicPlayer. If the specified playlist is not found, a UnityException is thrown.

Parameters

name	The name of the Playlist to play.

2.1.2.7 void FreakLib.Music.MusicPlayer.Play (Playlist *playlist*)

Starts playing the specified Playlist.

The specified Playlist does not necessarily need to be defined in this instance of the Music↩ Player, but can be generated and passed in as a separate instance.

Parameters

playlist	Playlist.

2.1.2.8 void FreakLib.Music.MusicPlayer.Previous ( )

Skip to the previous Track.

2.1.2.9 void FreakLib.Music.MusicPlayer.Stop ( )

Stops the MusicPlayer.

2.1.2.10 void FreakLib.Music.MusicPlayer.UnPause ( )

UnPause the MusicPlayer (resume from pause).

2.1.3 Member Data Documentation

2.1.3.1 MusicPlayerEvent FreakLib.Music.MusicPlayer.OnPause

A UnityEvent that will fire when we pause.

2.1.3.2 MusicPlayerEvent FreakLib.Music.MusicPlayer.OnPlay

A UnityEvent that will fire when we start playing.

2.1.3.3 MusicPlayerEvent FreakLib.Music.MusicPlayer.OnPlaylistChange

A UnityEvent that will fire when we change Playlist.

2.1.3.4 MusicPlayerEvent FreakLib.Music.MusicPlayer.OnStop

A UnityEvent that will fire when we stop playing.

2.1.3.5 MusicPlayerEvent FreakLib.Music.MusicPlayer.OnTrackChange

A UnityEvent that will fire when we change track.

2.1.3.6 MusicPlayerEvent FreakLib.Music.MusicPlayer.OnUnpause

A UnityEvent that will fire when we un-pause.

2.1.4 Property Documentation

2.1.4.1 Playlist FreakLib.Music.MusicPlayer.CurrentPlaylist `[get]`

Gets the current playlist.

The current playlist.

2.1.4.2 string FreakLib.Music.MusicPlayer.CurrentPlaylistName `[get]`

Gets the name of the current playlist.

The name of the current playlist.

2.1.4.3 Track FreakLib.Music.MusicPlayer.CurrentTrack `[get]`

Gets the current track.

The current track.

2.1.4.4 string FreakLib.Music.MusicPlayer.CurrentTrackName `[get]`

Gets the name of the current track.

The name of the current track.

2.1.4.5 int FreakLib.Music.MusicPlayer.HistoryLength `[get]`, `[set]`

Gets or sets the length of the history.

The length of the history.

2.1.4.6 bool FreakLib.Music.MusicPlayer.IsPlaying `[get]`

Gets a value indicating if we are currently playing.

`true` if playing; otherwise, `false`.

2.1.4.7 List<string> FreakLib.Music.MusicPlayer.PlaylistNames `[get]`

Gets the playlist names.

The playlist names.

2.1.4.8 List<Playlist> FreakLib.Music.MusicPlayer.Playlists `[get]`, `[set]`

Gets the playlists.

The playlists.

2.1.4.9 bool FreakLib.Music.MusicPlayer.PlayOnAwake `[get]`, `[set]`

Gets or sets a value indicating whether this MusicPlayer should play on awake.

`true` if play on awake; otherwise, `false`.

2.1.4.10 float FreakLib.Music.MusicPlayer.Playtime `[get]`, `[set]`

Gets the current playtime, in seconds. Will be a value between 0 and the track length.

The playtime.

2.1.4.11 float FreakLib.Music.MusicPlayer.PlaytimeNormalized `[get]`, `[set]`

Gets the current playtime normalized. Will be a value between 0 and 1.

The playtime normalized.

2.1.4.12 float FreakLib.Music.MusicPlayer.Volume `[get]`, `[set]`

Gets or sets the volume.

The volume.

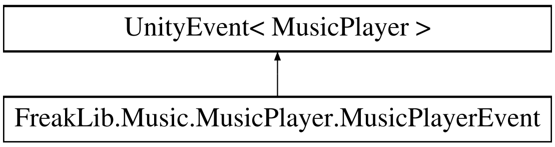
The documentation for this class was generated from the following file:

- Plugins/FreakshowStudio/MusicPlayer/Scripts/MusicPlayer.cs

2.2 FreakLib.Music.MusicPlayer.MusicPlayerEvent Class Reference

A custom UnityEvent, which allows passing a MusicPlayer as an argument.

Inheritance diagram for FreakLib.Music.MusicPlayer.MusicPlayerEvent:


UnityEvent< MusicPlayer >
FreakLib.Music.MusicPlayer.MusicPlayerEvent

2.2.1 Detailed Description

A custom UnityEvent, which allows passing a MusicPlayer as an argument.

The documentation for this class was generated from the following file:

- Plugins/FreakshowStudio/MusicPlayer/Scripts/MusicPlayer.cs

2.3 FreakLib.Music.Playlist Class Reference

This class implements a Playlist for the MusicPlayer.

Public Member Functions

- Playlist ()

  Initializes a new instance of the FreakLib.Jukebox.Playlist class.
- Playlist (string aName)

  Initializes a new instance of the FreakLib.Music.Playlist class.
- Playlist (string aName, List< Track > theTracks, bool shouldShuffle=false)

  Initializes a new instance of the FreakLib.Music.Playlist class.

Public Attributes

- string name = ""

  The name of the Playlist.
- List< Track > tracks = new List<Track>()

  The list of FreakLib.Music.Tracks in this Playlist.
- bool shuffle = false

  Should the Playlist be shuffeled during play?
- bool foldout = false

  If this Playlist should be expanded in the inspector.

Properties

- List< int > EnabledTrackIndices `[get]`

  Returns a list of indices to the tracks in this Playlist that are currently enabled.

2.3.1 Detailed Description

This class implements a Playlist for the MusicPlayer.

A Playlist is a group of FreakLib.Music.Tracks that the MusicPlayer can play in order, or randomly shuffled.

2.3.2 Constructor & Destructor Documentation

2.3.2.1 FreakLib.Music.Playlist.Playlist ( )

Initializes a new instance of the FreakLib.Jukebox.Playlist class.

2.3.2.2 FreakLib.Music.Playlist.Playlist (string *aName*)

Initializes a new instance of the FreakLib.Music.Playlist class.

Parameters

aName	The Playlist name.

2.3.2.3 FreakLib.Music.Playlist.Playlist (string *aName*, List< Track > *theTracks*, bool *shouldShuffle* = `false`)

Initializes a new instance of the FreakLib.Music.Playlist class.

Parameters

aName	The Playlist name.
theTracks	A list of tracks for this Playlist.
shouldShuffle	If set to `true` the Playlist will shuffle.

2.3.3 Member Data Documentation

2.3.3.1 bool FreakLib.Music.Playlist.foldout = false

If this Playlist should be expanded in the inspector.

2.3.3.2 string FreakLib.Music.Playlist.name = ""

The name of the Playlist.

2.3.3.3 bool FreakLib.Music.Playlist.shuffle = false

Should the Playlist be shuffeled during play?

2.3.3.4 List<Track> FreakLib.Music.Playlist.tracks = new List<Track>()

The list of FreakLib.Music.Tracks in this Playlist.

2.3.4 Property Documentation

2.3.4.1 List<int> FreakLib.Music.Playlist.EnabledTrackIndices `[get]`

Returns a list of indices to the tracks in this Playlist that are currently enabled.

The enabled track indices.

The documentation for this class was generated from the following file:

- Plugins/FreakshowStudio/MusicPlayer/Scripts/Playlist.cs

2.4 FreakLib.Music.Track Class Reference

This class implements a single Track for the MusicPlayer. Tracks are added to a Playlist that the MusicPlayer can then play.

Public Member Functions

- Track ()

  Initializes a new instance of the FreakLib.Music.Track class.

- Track (AudioClip aClip, string aName="")

  Initializes a new instance of the FreakLib.Music.Track class.

- override string ToString ()

  Returns a System.String that represents the current FreakLib.Music.Track.

Public Attributes

- string name = ""

  The Track name.

- AudioClip clip

  The AudioClip for the Track.

- bool enabled = true

  If the Track is enabled. When disabled, the track will not be played.

- bool foldout = false

  If this Track should be expanded in the inspector.

Properties

- float Length `[get]`

  The Track length, in seconds.

- int Plays `[get, set]`

  The number of times this track has been played.

2.4.1 Detailed Description

This class implements a single Track for the MusicPlayer. Tracks are added to a Playlist that the MusicPlayer can then play.

2.4.2 Constructor & Destructor Documentation

2.4.2.1 FreakLib.Music.Track.Track ( )

Initializes a new instance of the FreakLib.Music.Track class.

2.4.2.2 FreakLib.Music.Track.Track (AudioClip *aClip*, string *aName* = `""`)

Initializes a new instance of the FreakLib.Music.Track class.

Parameters

aClip	The AudioClip for this Track.
aName	The name of this Track.

2.4.3 Member Function Documentation

2.4.3.1 override string FreakLib.Music.Track.ToString ( )

Returns a System.String that represents the current FreakLib.Music.Track.

Returns

A System.String that represents the current FreakLib.Music.Track.

2.4.4 Member Data Documentation

2.4.4.1 AudioClip FreakLib.Music.Track.clip

The AudioClip for the Track.

2.4.4.2 bool FreakLib.Music.Track.enabled = true

If the Track is enabled. When disabled, the track will not be played.

2.4.4.3 bool FreakLib.Music.Track.foldout = false

If this Track should be expanded in the inspector.

2.4.4.4 string FreakLib.Music.Track.name = ""

The Track name.

2.4.5 Property Documentation

2.4.5.1 float FreakLib.Music.Track.Length `[get]`

The Track length, in seconds.

Track length.

2.4.5.2 int FreakLib.Music.Track.Plays `[get]`, `[set]`

The number of times this track has been played.

This will be reset by the MusicPlayer whenever a new Playlist is started.

The number of plays.

The documentation for this class was generated from the following file:

- Plugins/FreakshowStudio/MusicPlayer/Scripts/Track.cs

Index