Unity- Simple Audio Manager to stop unity audio from crackling.

1. using System.Collections;
2. using System.Collections.Generic;
3. using UnityEngine;
4. /\*
5. really simple audio manager, to stop unity audio from crackling or becoming inaudible
6. hawken king 2016
7. \*/
8. public class AudioPlayer : MonoBehaviour {
9. public static AudioPlayer instance;
10. public AudioSource audioSource;
11. int playing;
12. void Start()
13. {
14. instance = this;
15. }
16. public void PlayAudio(string clip)
17. {
18. if (playing > 20) return;
19. StartCoroutine(Playclip(clip));
20. }
21. IEnumerator Playclip(string clip)
22. {
23. playing++;
24. AudioClip a = Resources.Load("Audio/"+clip) as AudioClip;
25. audioSource.PlayOneShot(a);
26. yield return new WaitForSeconds(a.length);
27. playing--;
28. }
29. }

Resource.load could be (“Audio/guitar1) and this manager can be used for anything to inside togglebuttons and so on. Just use an array to load the Togglebutton values if creating a soundboard.