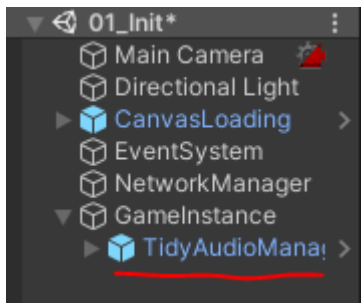# Tidy Map Music

This addon addon will allow you to have multiple audio clips assigned to your Maps, it can be used to play different music in a single line of code. It could be used to play music depending on the area of the map a player is etc.

This addon relies on an Audio Mixer, I have included one and is all setup with the included prefab but if you are using your own Audio Mixer click here for more info.

Setup Instructions

1. Install the package.
2. Open your Init scene
3. Drag and drop the "TidyAudioManager" prefab included in the package as a child of GameInstance gameobject

4. Select a MapInfo object, in the inspector you will see a new section named Tidy Map Music
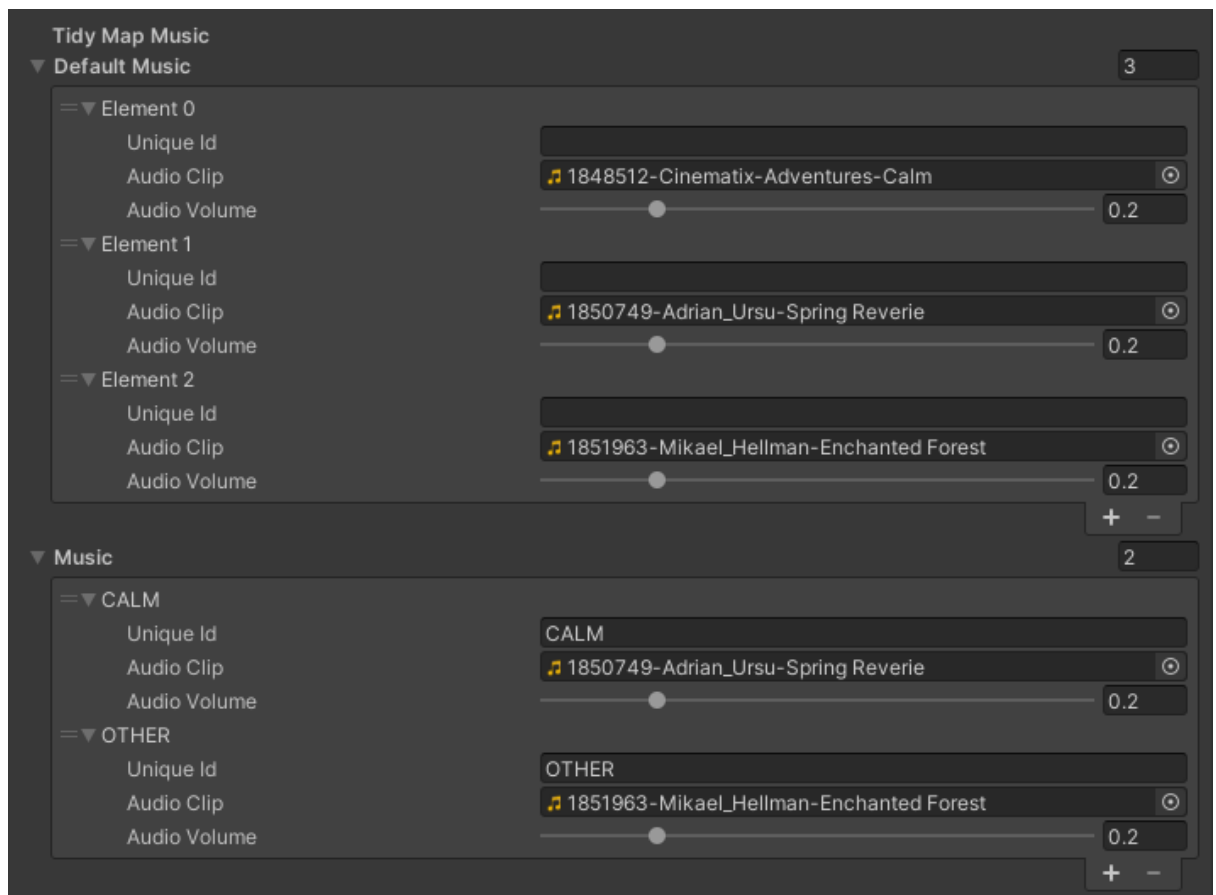
5. Add multiple audio clips to the MapInfo, all should be set.

Tidy Map Music Settings

Default Music: If set, this music will start to play on scene load. If multiple (array) then the music will play as a playlist and repeat.
Music:
   Unique Id: Important, each audio clip will need its own unique id (UID) for that MapInfo, this is for trigger areas and code to enable this music to play based on its UID.
   Audio Clip: The music you would like to play

How to use

The TidyAudioManager is a singleton, to play some music from your MapInfo you can call the following function.

```
TidyAudioManager.Singleton.PlayMapMusic(string uniqueId);
```

For example;

```
TidyAudioManager.Singleton.PlayMapMusic("My Zone Music");
```

Note: uses the TidyDev namespace.

Use Cases

I personally will be using this to change the music when I enter a zone on my map, one can maybe be used for more than that I guess such as entering combat, boss battles etc.

Custom Audio Mixer

You will need to add 2 new controllers to your groups.

Source 1 & Source 2 (these can be named anything). Set the default volume on these to -80

You will then need to expose the volume of each of the new controllers.

Source 1 exposed volume should be name "MusicSourceOneVolume"
Source 2 exposed volume should be name "MusicSourceTwoVolume"