Adding a Song to the Bell Hero App in Unity

*Writing the Song Text File*

- The song file needs to be in a standard text file format (document.txt).
- Each note needs to be on a separate row. If there are two or more notes playing at the same time, they must be on the same row together with a dash in between them.
    - Example: 12-8
- Each line represents an 8th note in rhythmic notation
- If there is a pause/break in the song, represent the pause with an asterisk on its own individual row. There should be one asterisk per pause.
- Once finished, save the file as the name of the song and replace any spaces with underscores. Make sure the song is all in lowercase.
    - Example: a_holly_jolly_christmas.txt

```
1    12-8
2    *
3    12-8
4    *
5    12-7
6    *
7    15-7
8    *
9    15-10
10   *
11   7
12   13
13   12-8
14   *
15   *
16   *
17   12-8
18   *
19   10-7
20   *
21   12-8
22   *
```

Example text file formatting

*Adding a Song File to the Bell Hero App in Unity*
1. Once the text file is in the correct format, add the song file to the "Songs" folder in Unity. The file path is BellHero-> Assets ->Songs.
2. Next open Unity with the BellHero project loaded in. In the Project tab at the bottom of the screen, expand the Assets folder. Then, double-click on the Scenes folder. Once the Scenes folder is open, double-click on the SongSelectionScreen.
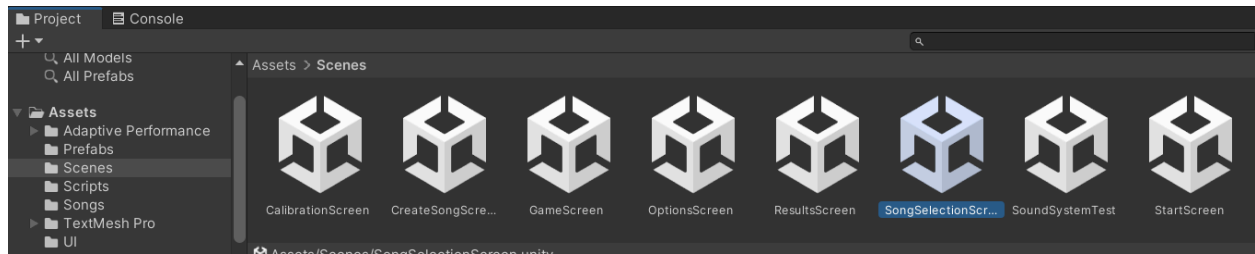
3. In the Hierarchy tab on the left side of the screen, expand the Canvas Game Object. Next, expand the ScrollableList Game Object and expand the Grid Content Game Object.
    a. The Grid Content is where all of the Song Buttons are held within the app.
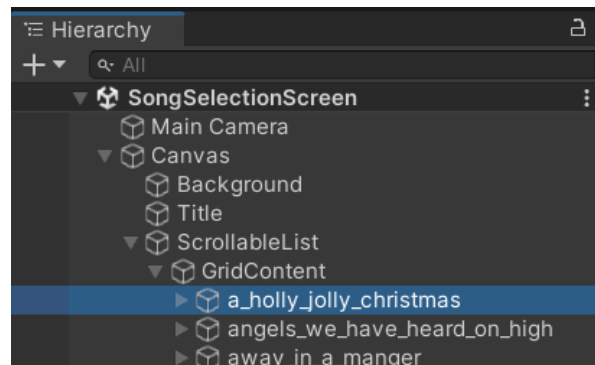


4. Right-click the top song and select "Duplicate" to make a copy of this button. (The copy of the button should appear below the original button).
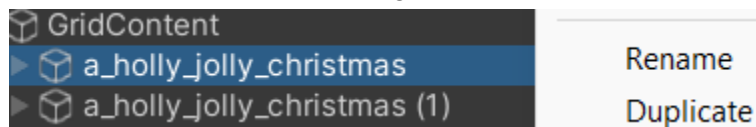


5. Right-click the copied button and select "Rename". Rename the button with the same formatting as the song file. (All lowercase and underscores for spaces)
6. Now, expand the new button so that the "Text(TMP)" label appears. Click on the Text(TMP) label.
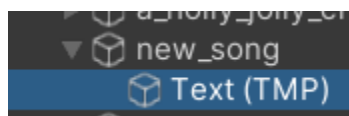


7. In the Inspector tab on the right side of the screen, find the Text Input box under the label TextMeshPro - Text (UI). This will be the textbox used to change the text on the button. Delete the old text and add the new song's name and artist.
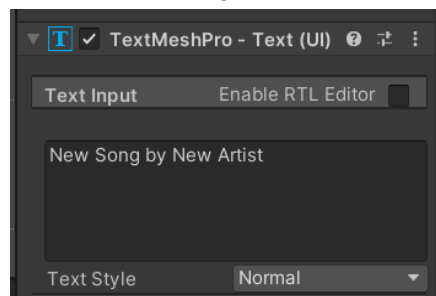
8. Save the file by clicking Control+S or by clicking File-> Save. Then, go to File -> Build and Run to save/run the project.

*Handling Issues*

- If the button is not working, try looking at Canvas ->ScrollableList->GridContent and clicking on the button's name. On the Inspector's tab on the right side of the screen, scroll down until you see On Click(). Make sure the On Click() has the following parameters:
  - Left Dropdown Menu: Runtime Only
  - Canvas (below the dropdown menu)
  - Right Dropdown Menu: SongSelectionScript.clickedButton()