Setting Up Project

URP:

1. Set the Color Space to Linear (Edit > Project Settings > Player > Other Settings)
2. Unpack URP package from "URP Shaders" folder depending on your Unity version
3. Set the "Highlands Universal Render Pipeline Asset" as default or keep your own (Edit > Project Settings > Graphics > Scriptable Render Pipeline Settings)

Built-in render pipeline:

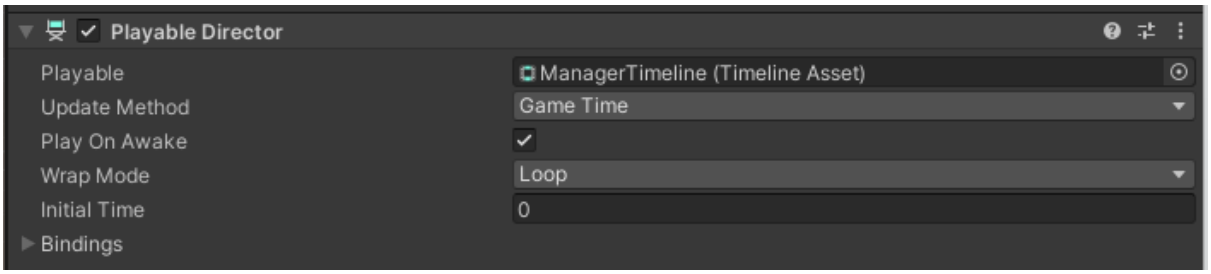
1. Install the Post Processing package from Package Manager
2. Set Color Space to Linear (Edit > Project Settings > Player > Other Settings)

If some materials turn pink, just restart Unity.

If you have any problems, feel free to email contact@raygeas.com

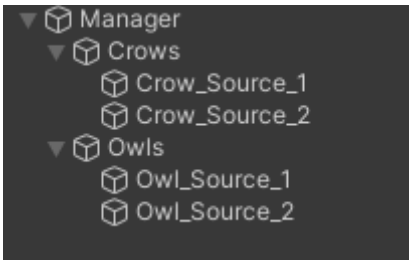
Timeline audio manager

To create a simple timeline audio manager, create an empty game object on scene and add a Playable Director to it.

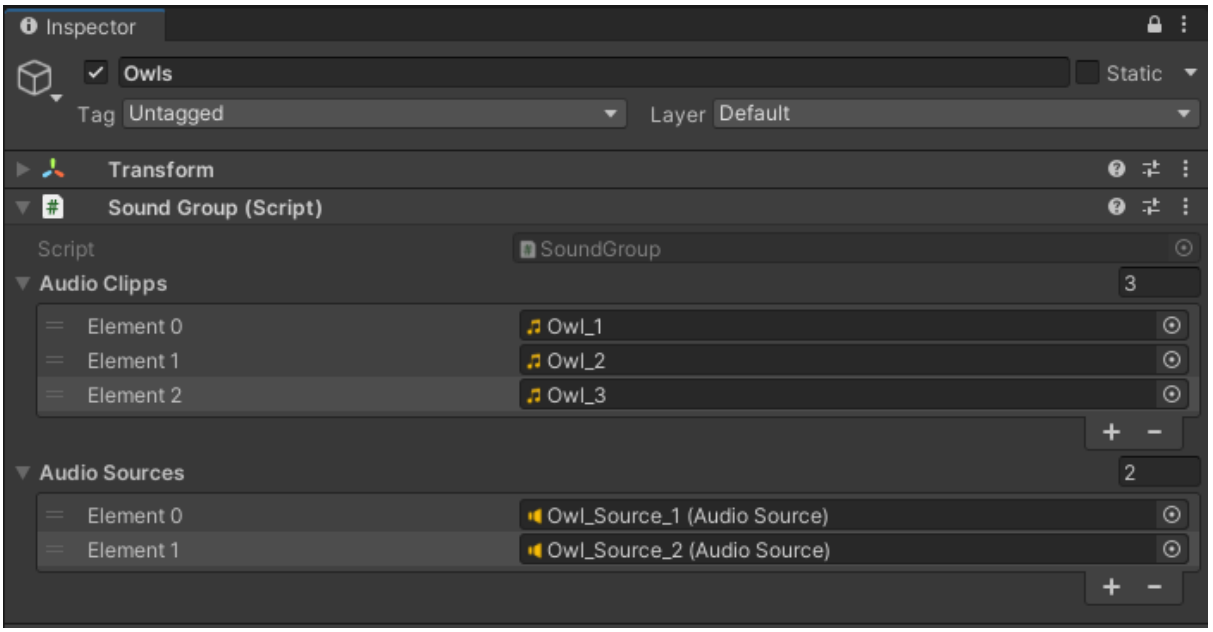


Create a timeline and choose it in Playable, in playable director set it to loop playback in Wrap mode.

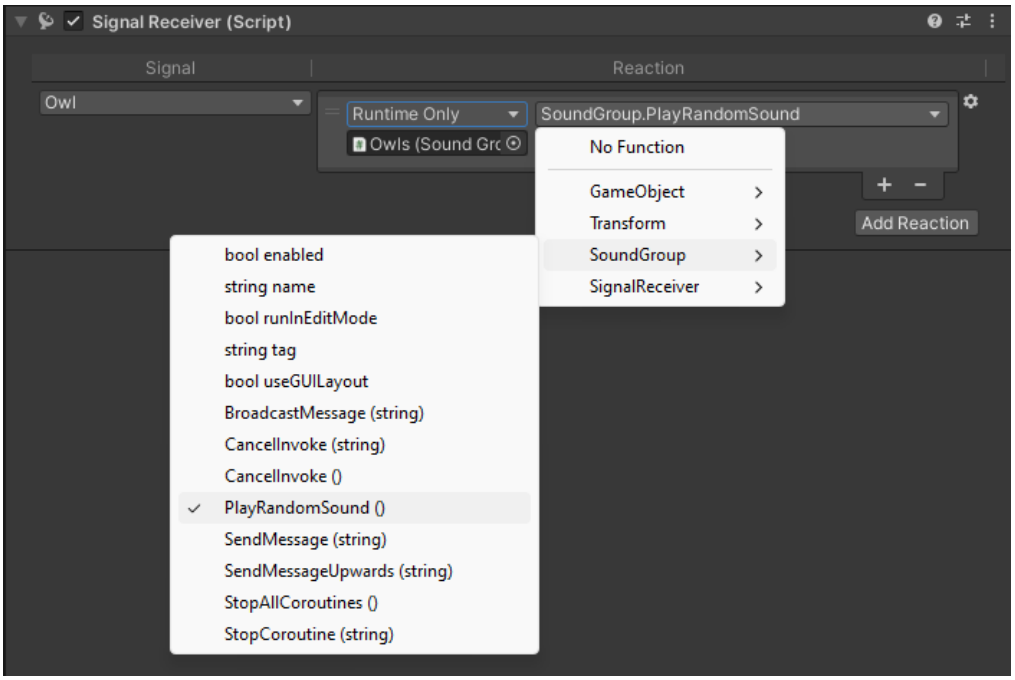
Next, create groups for each type of sound on scene and add the required number of audio sources to each group.



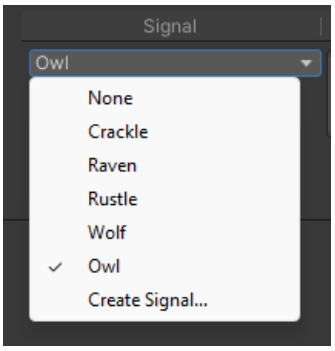
To each group of sources it is necessary to add a SoundGroup script, add all sources that are inside the group and sounds that should play these sources.



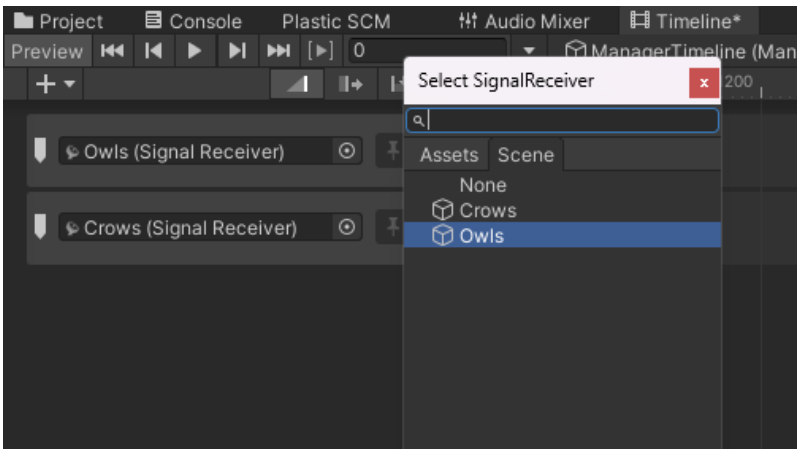
Also add the Signal Receiver component to this group. Add a reaction, the execution of the reaction selects Runtime only, selects the object of our group of sources and in the function tab select the PlayRandomSound() method as shown in the screenshot. For each group you must create a different type of signal or create your own, that will be placed on the timeline for correct operation.



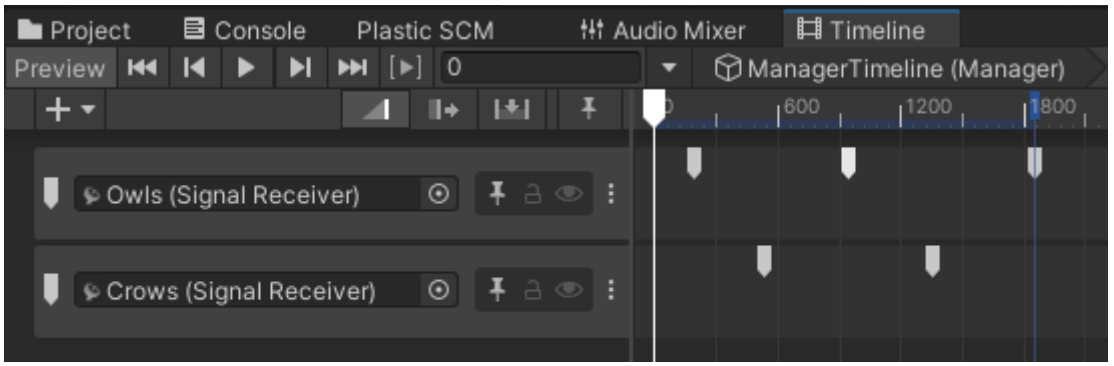
Then in the Signal column select or create the signal you want the receiver of the selected group to respond to, as shown in the screenshot.



The next step is to open the timeline we created earlier and add a signal track, in the track select the correct signal receiver that will respond to the signal emitters.



On the timeline, place the signal emitters corresponding to the receiver on the track in the preferred order



An important note. It is important that the signal emitters match the type of emitters we specified in the signal receiver for each group.

When the scene starts, our timeline will start and as it plays, each emitter will trigger the receiver, which in turn will play a random sound from a list by selecting a random source.