

Easy Audio Manual

EASY AUDIO



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This Asset is for **Unity**, made with Unity 2020.1.7f1

Implement a simple Audio Controller with User Interface in a couple of minutes to give the Player full Control over the Audio Volume and Save it for the next Session.

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Manual

Requirements

- Unity Version 2019+
- TextMeshPro (Free Download in Package Manager)

Download and Install

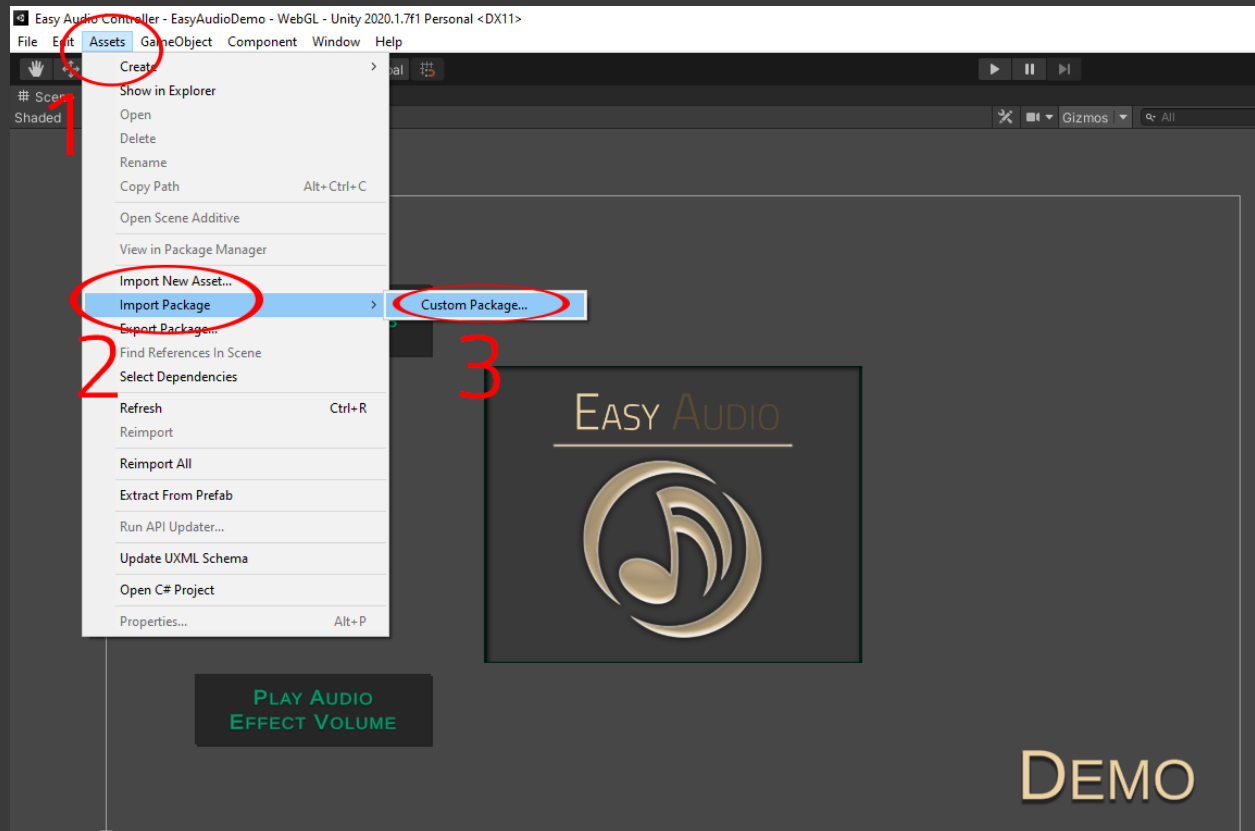
Download

Download Easy Audio from one of the available Sources:

Sources

[Easy Audio - Unity Asset by Stusse Games \(itch.io\)](#)

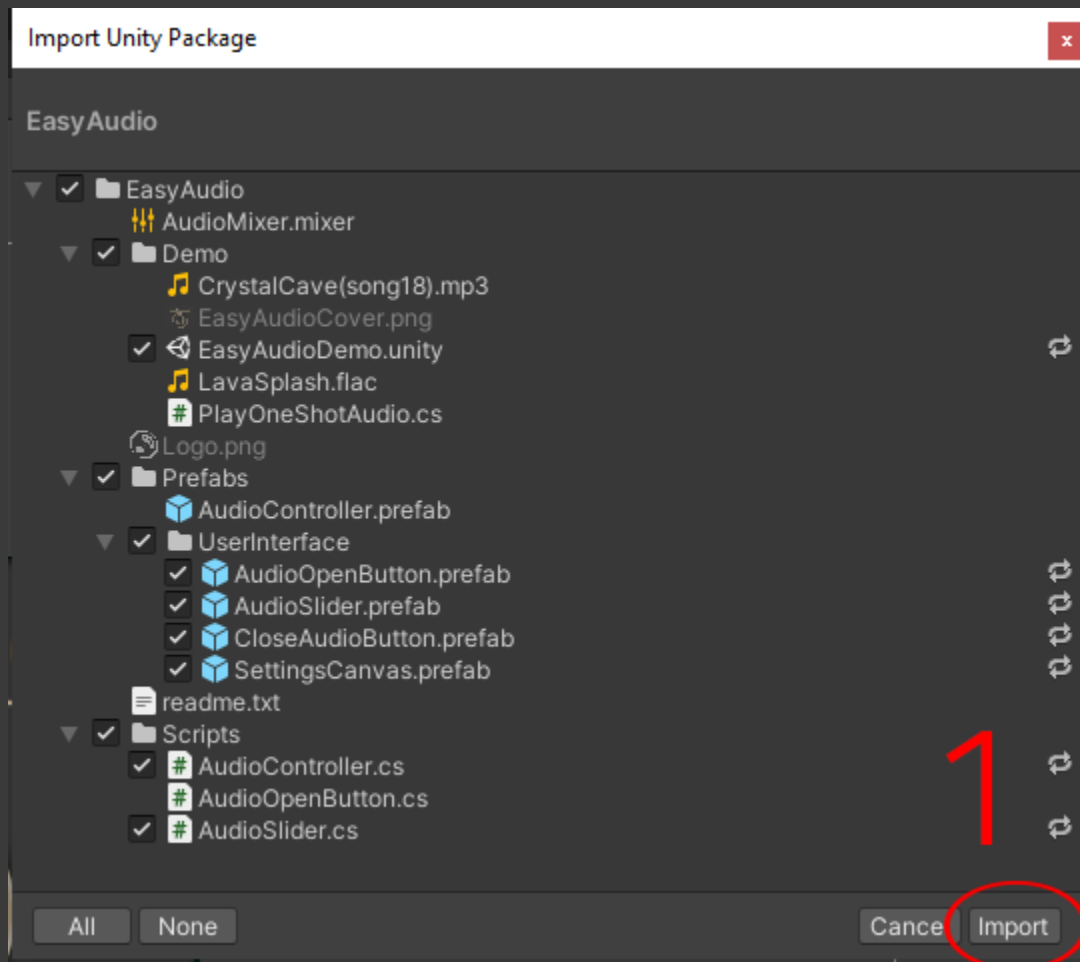
Install



Import Steps:

- ❖ Step 1: Click on Assets in the Unity Explorer Menu
- ❖ Step 2: Navigate under Import-Package
- ❖ Step 3: Click Custom Package
- ❖ Step 4: Select EasyAudio.unitypackage

Import-Package

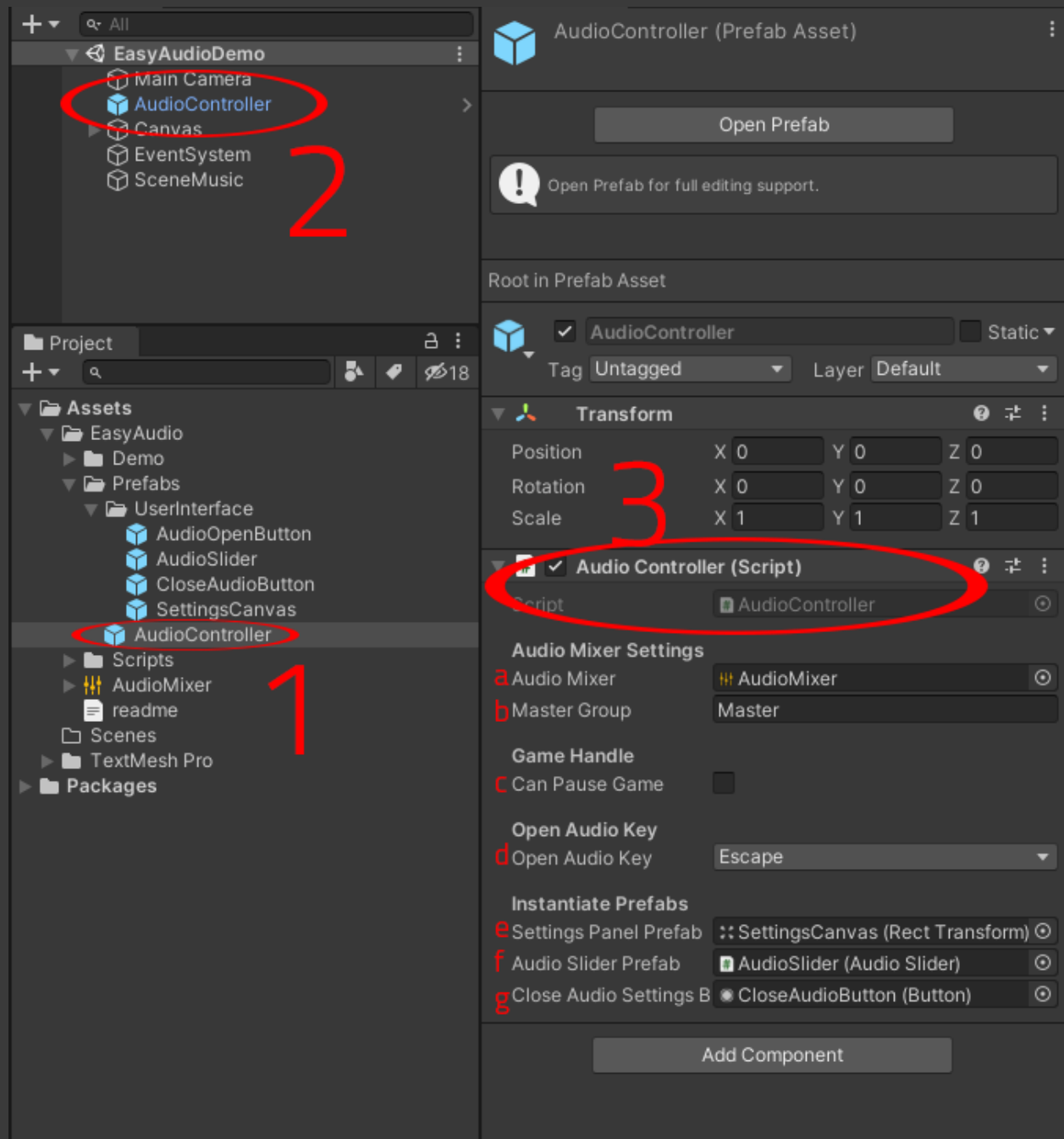


After you selected the Package the "Import Unity Package" Window shows up.

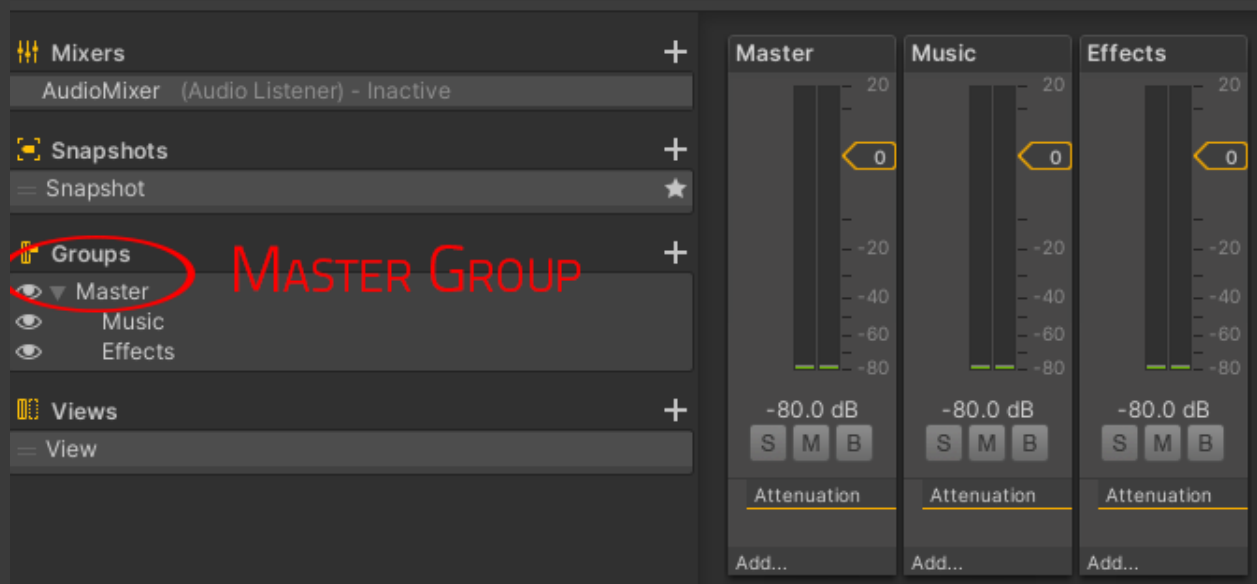
The Demo Folder is not necessary for Easy Audio to work and can be unchecked if not wanted.

Click on (1) to Import Easy Audio to your Unity Project.

Implement Demo Controller



- ❖ Step 1: Find the AudioController Prefab
- ❖ Step 2: Drag the Audio Controller Prefab inside your First Loaded Game Scene
- ❖ Step 3: Setup the AudioController
 - a. Audio Mixer:
Drag the Demo Audio Mixer or your Existing Audio Mixer inside the Inspector Field.
 - b. Master Group
Define the Audio Mixer Master Group, Default is Master, the Audio Groups, as well as the Exposed Volumes, have to be the same Name. ~~(More Information)~~



- c. Can Pause Game
The Audio Controller can Pause the Game while controlling the `UnityEngine.Time.timeScale`
If you want the Audio Controller to Handle your Pause activate this Option.
- d. Open Audio Key
You can Optional Define a Key to Open the Audio Controller Settings Panel.
With "Can Pause Game" is Activated the Key also Triggers Pause.
- e. Settings Panel Prefab
Drag the Demo Settings Panel Prefab or your own Settings Panel Prefab inside the Inspector.
~~(How the Settings Panel work)~~

f. Audio Slider Prefab

Drag the Demo Slider Prefab or your own Slider Prefab inside the Inspector.

~~(How the Audio Slider work)~~

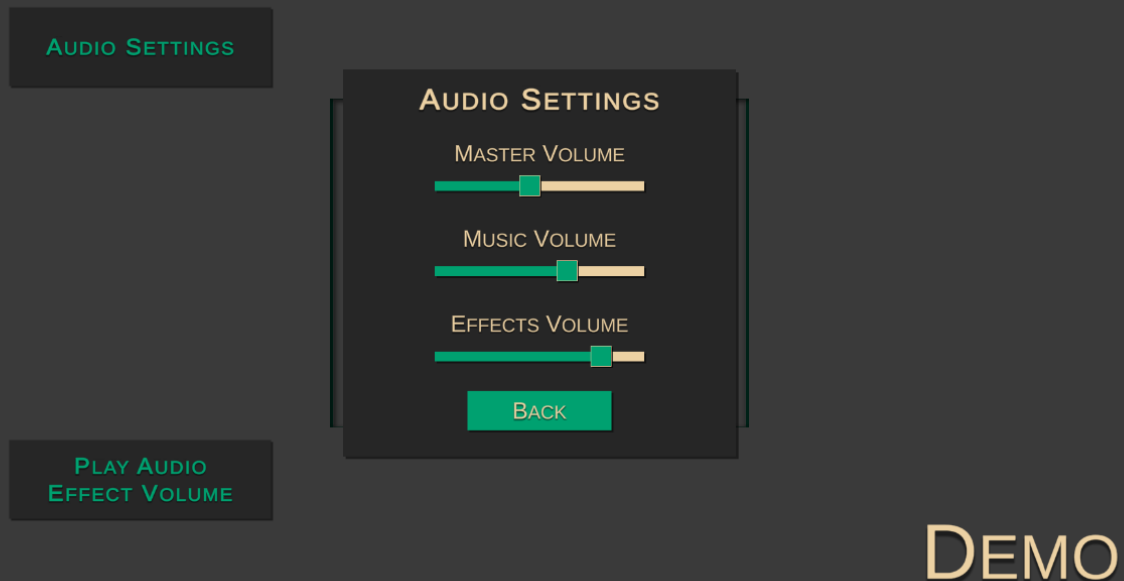
g. Close Audio Settings Button Prefab

Drag the Demo Close Button Prefab or your own Button Prefab inside the inspector

~~(How the Close Button work)~~

❖ Step 4: Start Game and Test

If everything has the correct Setup you can Start the Game and Open the Audio Settings Panel with your chosen Key.



EASY AUDIO



Credentials

Easy Audio is made by Stusse Games (<https://www.stussegames.com>)

Follow Our Social Media to get information about our Games and Assets



@StusseGames - Official



@Irenegalz - Irene



@DerDerEr1st1 - Alex



Youtube



Twitch



Facebook



Instagram



Tumblr

Who we are

Stusse Games - Simplicity and Fun founded by Irene and Alex

A Couple that wants to Create and Bring you awesome Video Games.