Easy Audio Scene Manual

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.

Table of Content

Manual

Requirements

–   Unity Version 2019+
–   TextMeshPro (Free Download in Package Manager)
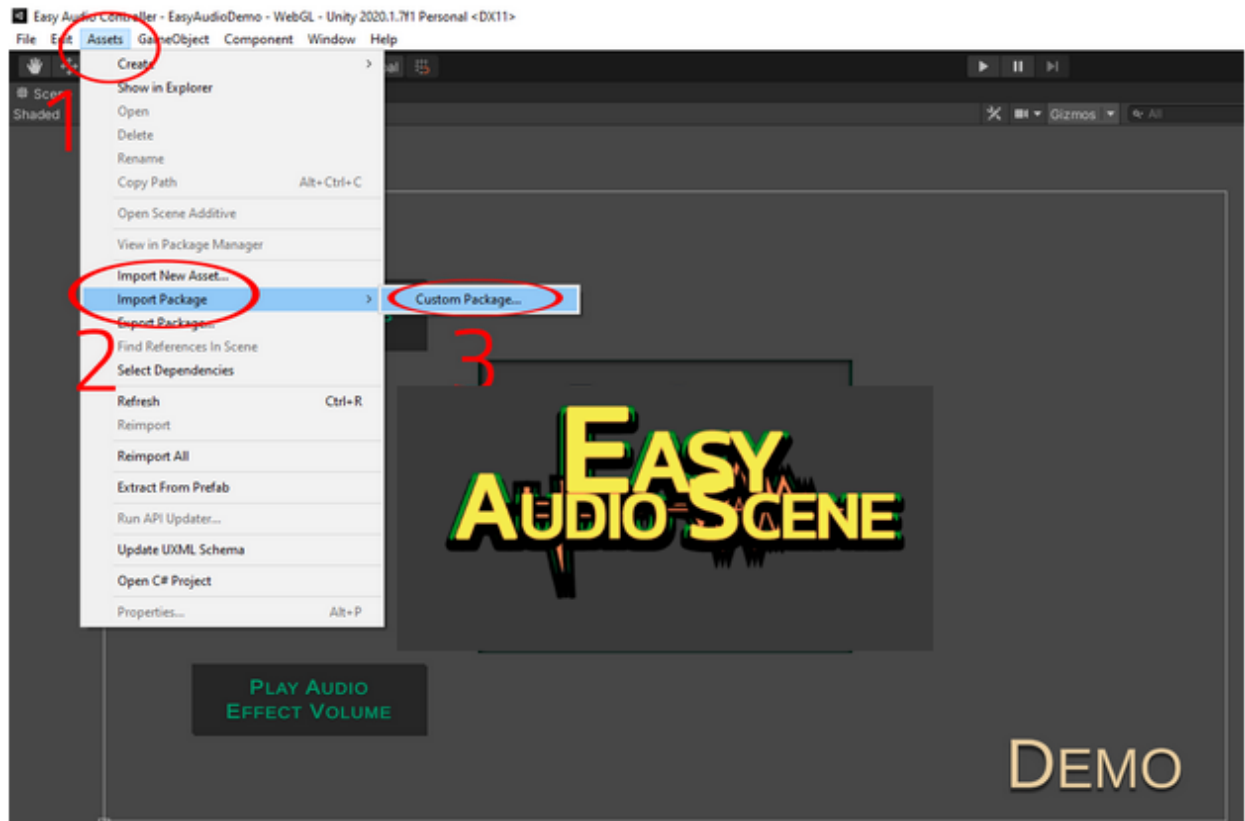
Download and Install

Download and Install Instructions

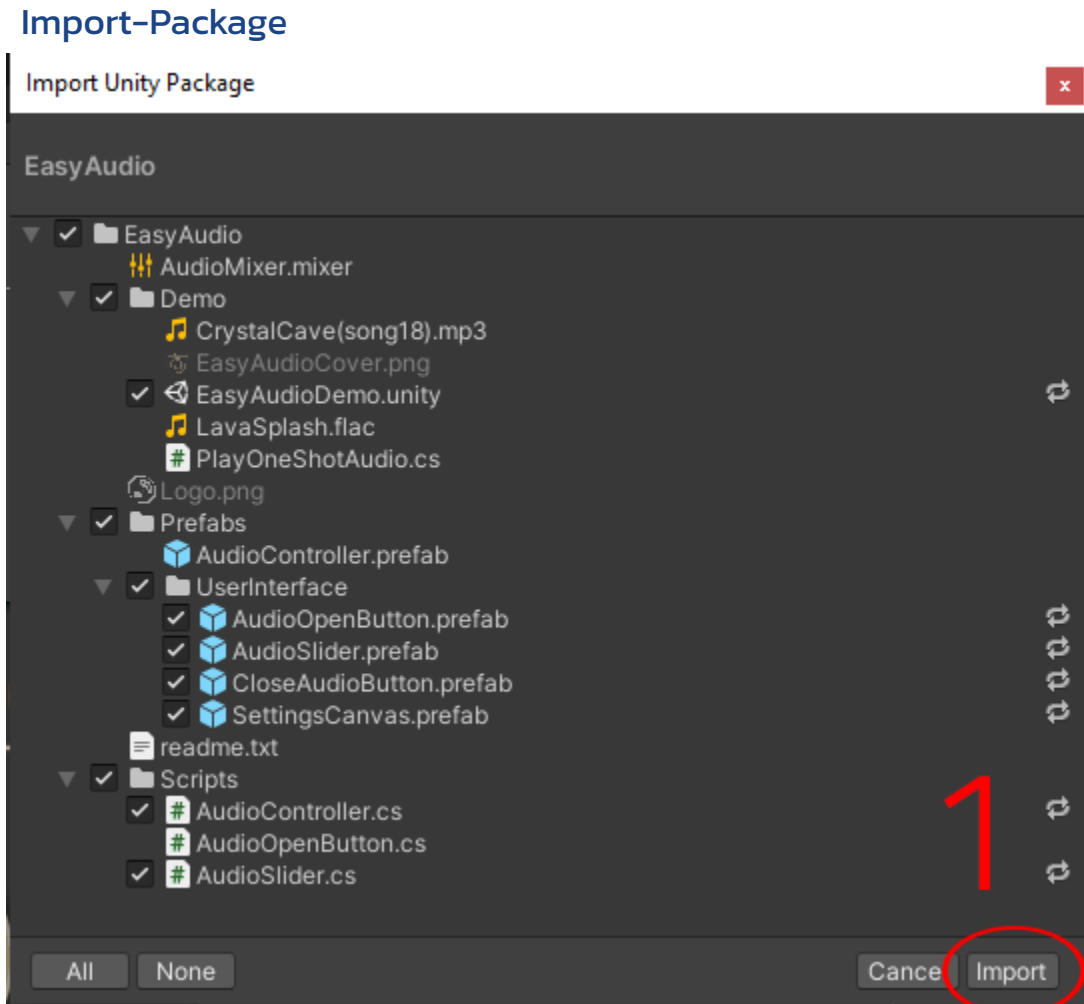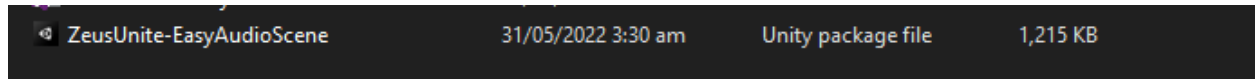Download Easy Audio from one of the available Sources:

Sources

Easy Audio – Unity Asset by Stusse Games (itch.io)

Install

✦   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

| ZeusUnite-EasyAudioScene | 31/05/2022 3:30 am | Unity package file | 1,215 KB |

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
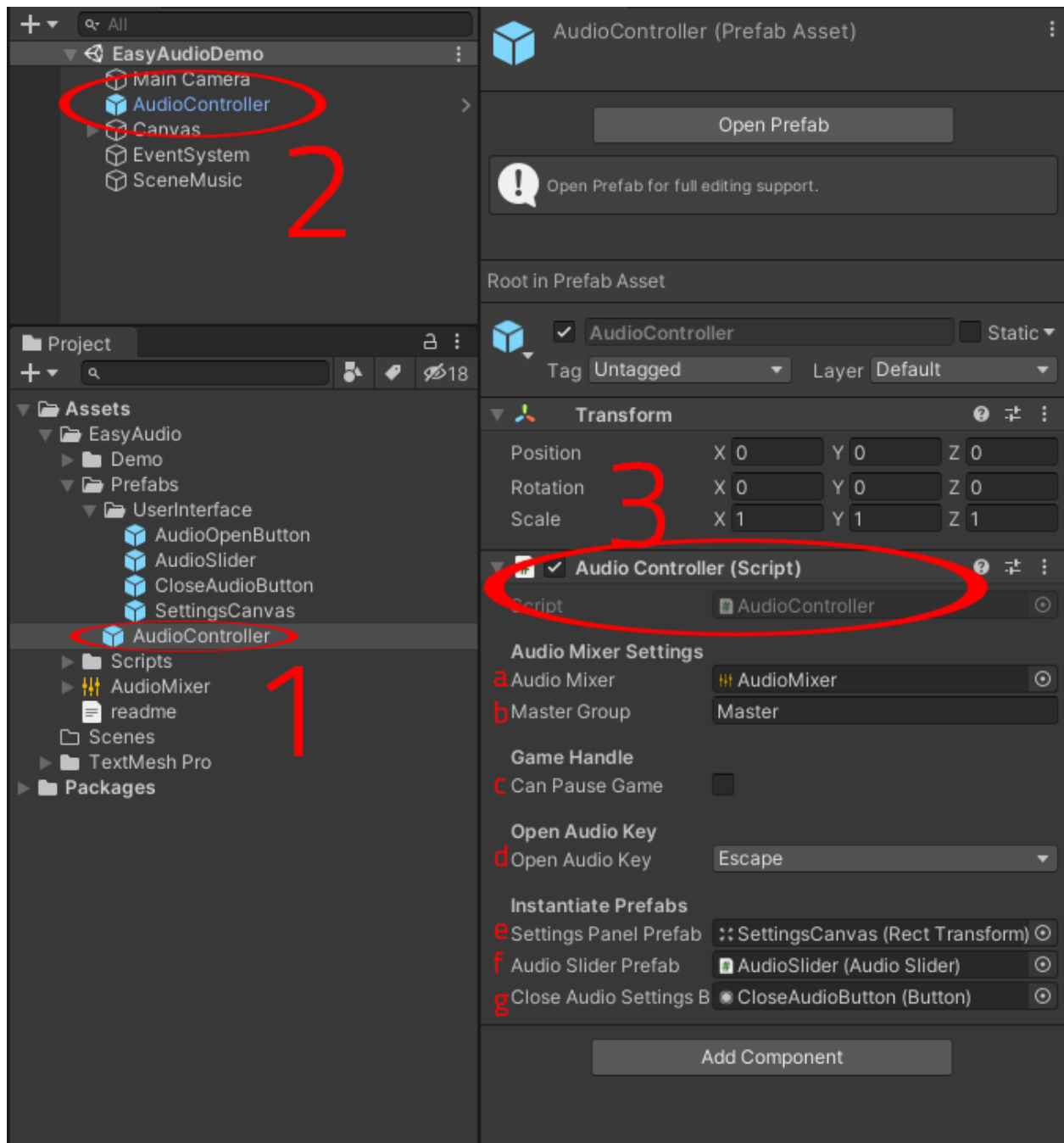
❖ Step 1: Find the AudioController Prefab
❖ Step 2: Drag the Audio Controller Prefab inside your First Loaded Game Scene
❖ Step 3: Setup the AudioController
    a. Audio Mixer:
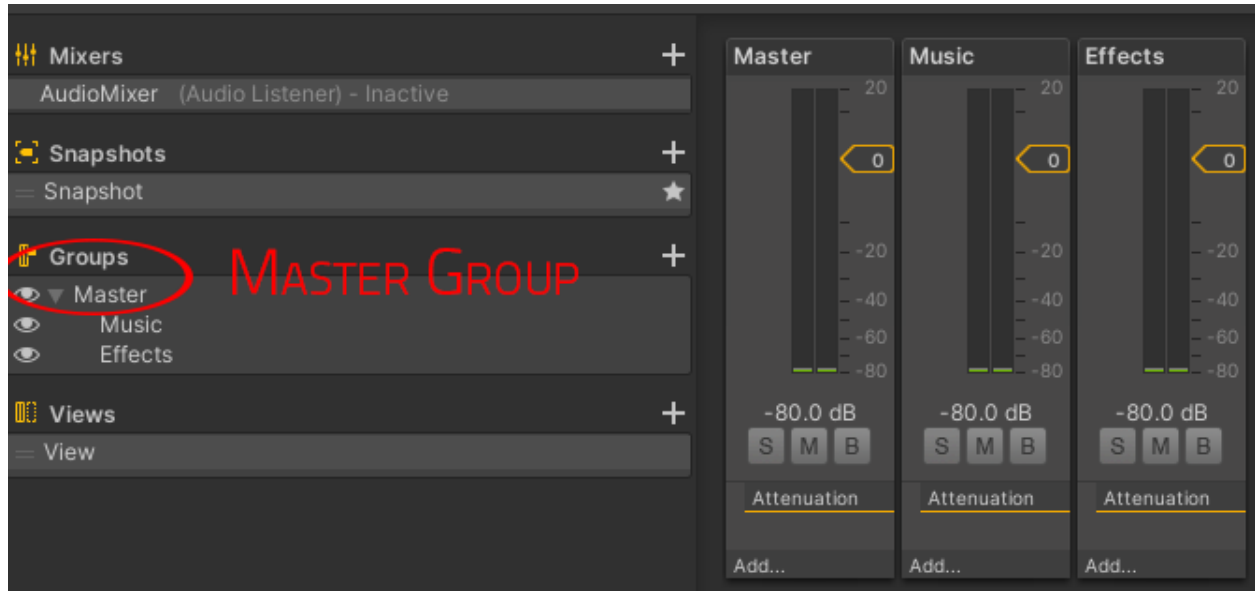   Drag the Demo Audio Mixer or your Existing Audio Mixer inside the Inspector
        Field.
    b. Master Group

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.
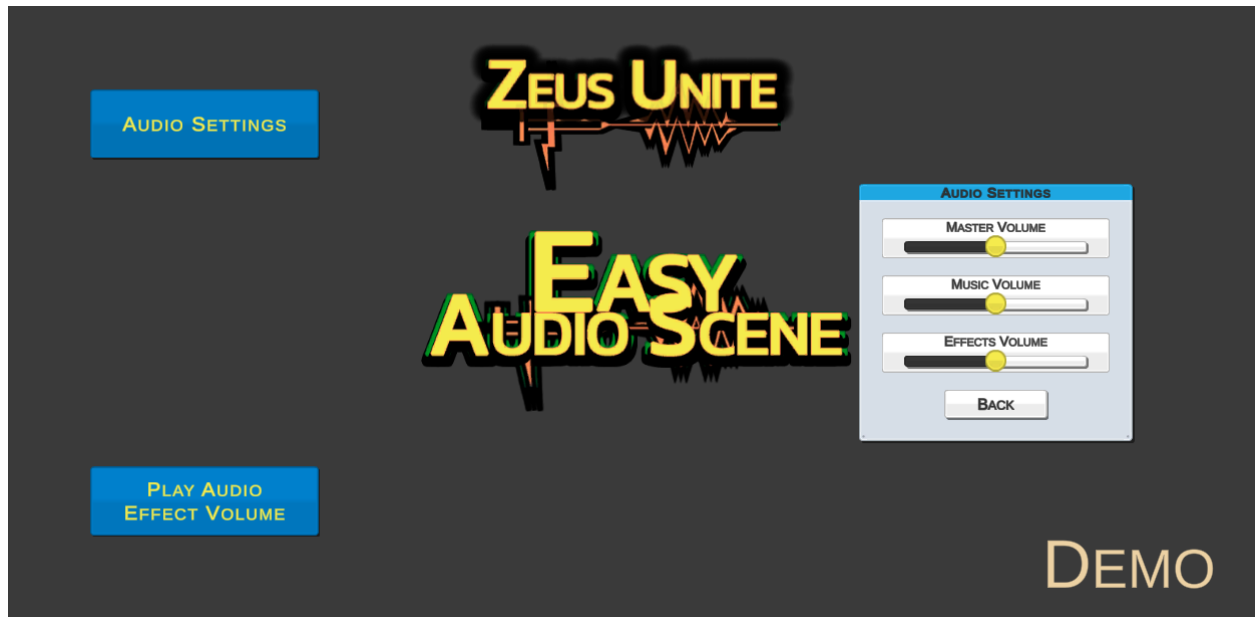(How the Audio Slider work)
  g. Close Audio Settings Button Prefab
    Drag the Demo Close Button Prefab or your own Button Prefab inside
    the inspector
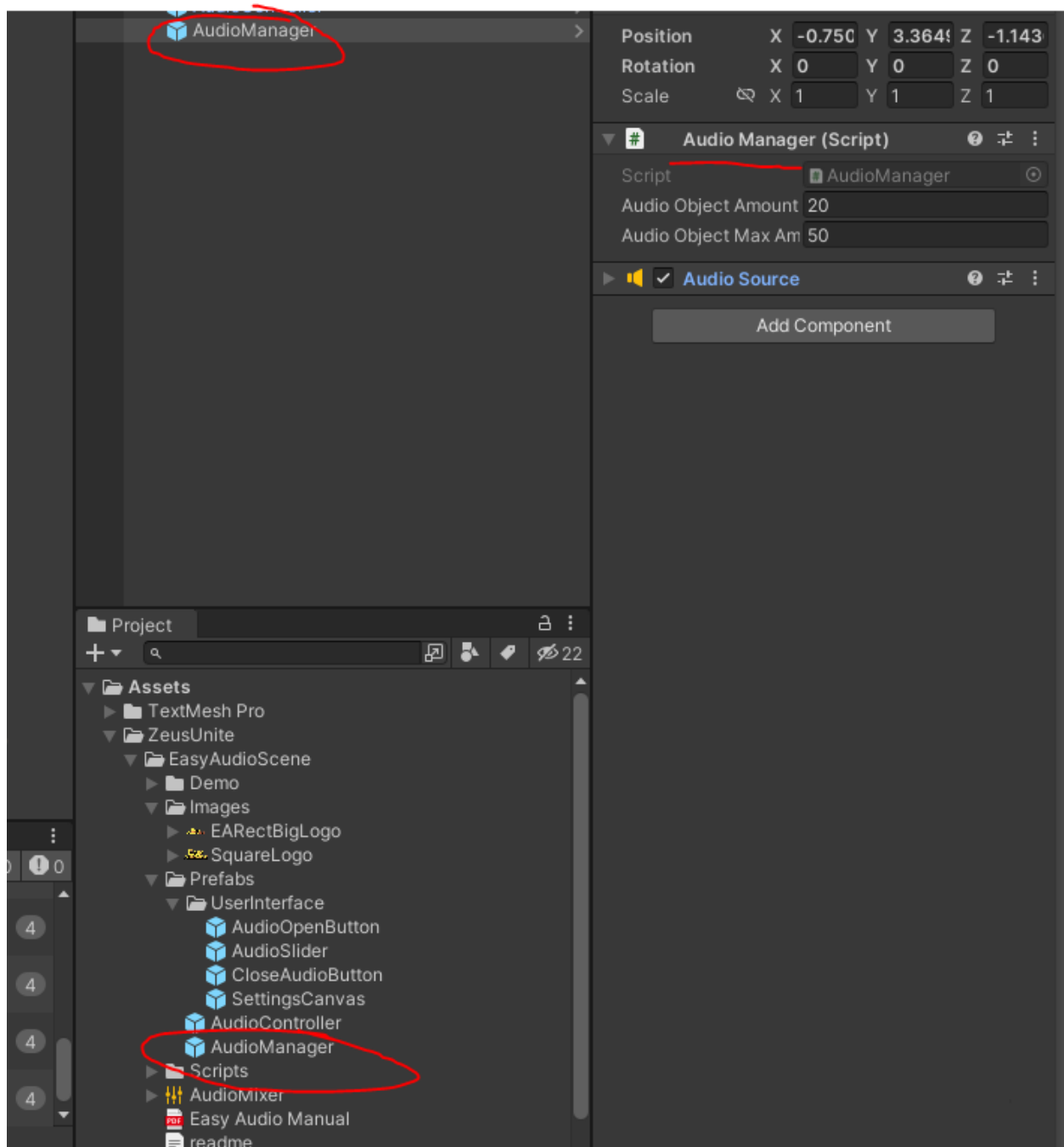   (How the Close Button work)

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.
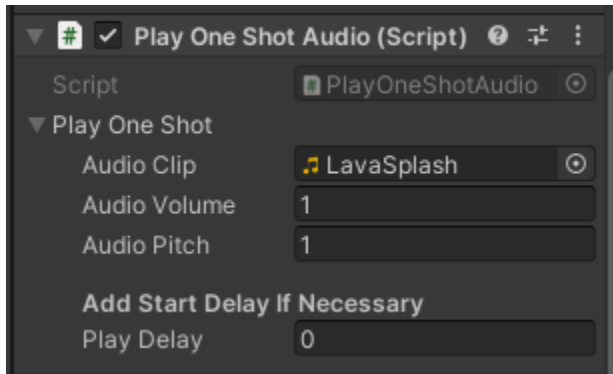
Audio Shot and Audio Player

Implement Audio Manager to your Scene

To make Use of the Audio Shot and Player simple Drag and Drop the Audio Manager Prefab inside your Scene.

Play Audio From your Scripts

Place the AudioShot Class on your Classes and call the Propertie.Play()

When a Vector3 Parameter as Position is passed, the Sound gets played as 3D Sound inside World Space. In this Case you might wanna change the Min Distance of the Audio. You can Change it inside "ZeusUnite/EasyAudioScene/Scripts/AudioPlayer.cs"

Min Distance when playing 3D Sounds

```
                AudioSources[i].pitch = audioShot.audioPitch;
                AudioSources[i].spatialBlend = position != null ? 1 : 0;
                AudioSources[i].minDistance = 12.25f;
                AudioSources[i].SetActive(true);
                AudioSources[i].Play();

                MyTimer.CreateTimer(() =>
AudioSources[i].gameObject.SetActive(false), AudioSources[i].clip.length)
                return;
            }

            //Check if we still under the Max Amount of Audio Objects
            if (AudioSources.Count >= audioObjectsMaxAmount)
                return; //End the Function and dont Play any Sound

            //Create a New Audio Pool  Object and Play
            AudioSource audio = CreateAudioPoolObject(AudioSources.Count -
1);

            if (position != null)
                audio.transform.position = (Vector3)position;

            audio.clip = audioShot.audioClip;
            audio.volume = audioShot.audioVolume;
            audio.pitch = audioShot.audioPitch;

            //When we send a Position the AudioSource gets set to 3D Soun
            audio.spatialBlend = position != null ? 1 : 0;
            audio.minDistance = 12.25f;

            audio.SetActive(true);
            audio.Play();
```

Support, Suggestions, Feedback and Bug Report

Support

You can get Support via EMail on: support@zeusunite.stussegames.com
Please Provide Detailed Information about the Problem. We try to Answer as soon as possible to help out.

We Refer first inside our Documentation and then on our Website FAQ

Thanks for your patience and cooperation.

Suggestions and Feedback

Join Our Discord Server and give us your Suggestions and Feedback and Join our Community.
https://discord.gg/t9peX8dCDa

Bug Report

You also can Reports Bugs in our Discord Server which is recommended:
https://discord.gg/t9peX8dCDa

The Bug Report System inside Discord is Connected with our Project Management Tool so we can quickly solve Tasks and Update our Assets frequently.
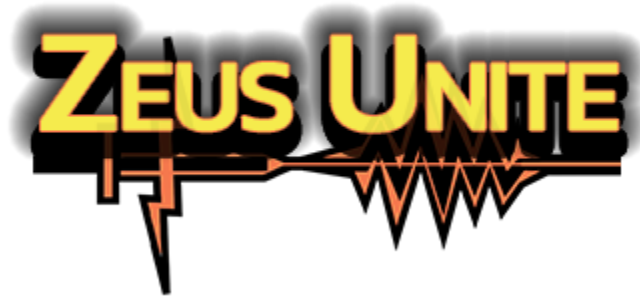
You can Report Bugs also via EMail to: support@zeusunite.stussegames.com
Please Provide Detailed Information and information how the Error occurred.
You can also use the Contact Form on our Website:
https://stusse-games.com/bug-report/

Documentation End

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Item Database Manager Version 1.0

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