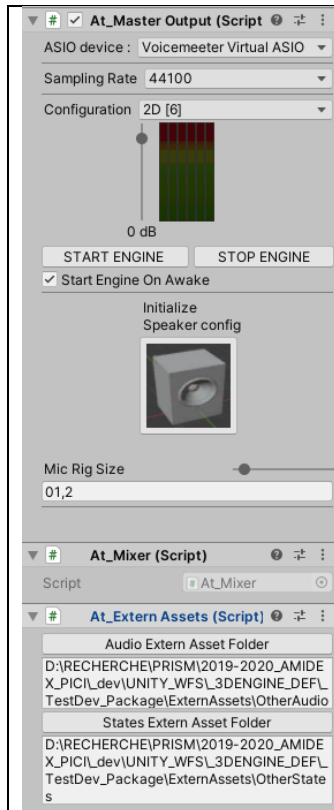**At_3DAudioEngine - Unity**

What's new ?– version.2.1 Alpha – 20/07/2021

1 - At_MasterOutput

Now, when you add the At_MasterOutput component to an object, it automatically add :
- The At_Mixer component (no change)
- The new At_ExternAssets component which is used to define two important external folders :
    (a) The "Audio Extern Asset Folder" where your audio file are
    (b) The "States Extern Asset Folder" where all the json file maintaining the state of the audio engine are written and read.

/!\ you absolutely need to set this path before doing anything else. Just clic the buttons and select the corresponding folders in your hard drive.

/!\ The paths are saved using the "PlayerPrefs" class of Unity. This mean you must re-build the app if the paths need to be changed.

2 - At_DynamicPlayer

We now use two libraries "Ookii.Dialogs" and "System.Windows.Forms" which implement the native file dialog system of Windows (https://github.com/gkngkc/UnityStandaloneFileBrowser)

You can then select multiple files at the same time.
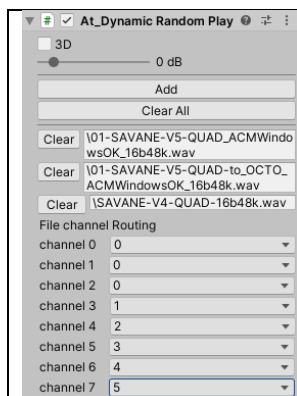
We also add the channel routing if the At_DynamicRandomPlayer is 2D (3D uncheck)

/!\ Because not all audio files have the same amount of channels, the number of channels for routing is the greater number of channel.
In this example, there is one file with 8 channels and two files with 4 channels with an 6 channels output. Then 8 channels are displayed for routing.
Please avoid this. We will not provide a fine way to independently route the channels of each audio file.

If "3D" is check we also add new parameters and a debug visualization of the At_DynamicRandomPlayer.

- First of all we now define a zone for limiting a spawning random position of the 3D At_Player generated. This zone is defined by 3 parameters : 2 angles and a distance
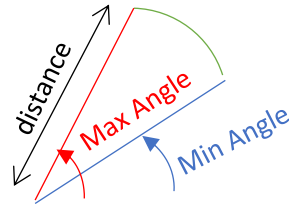
- We also add a minimum distance for the generated 3D At_Player
- And the generated 3D At_Player are represented with their green circle of minimum distance
- At last, the GameObject are destroyed when the audio file reach the end.