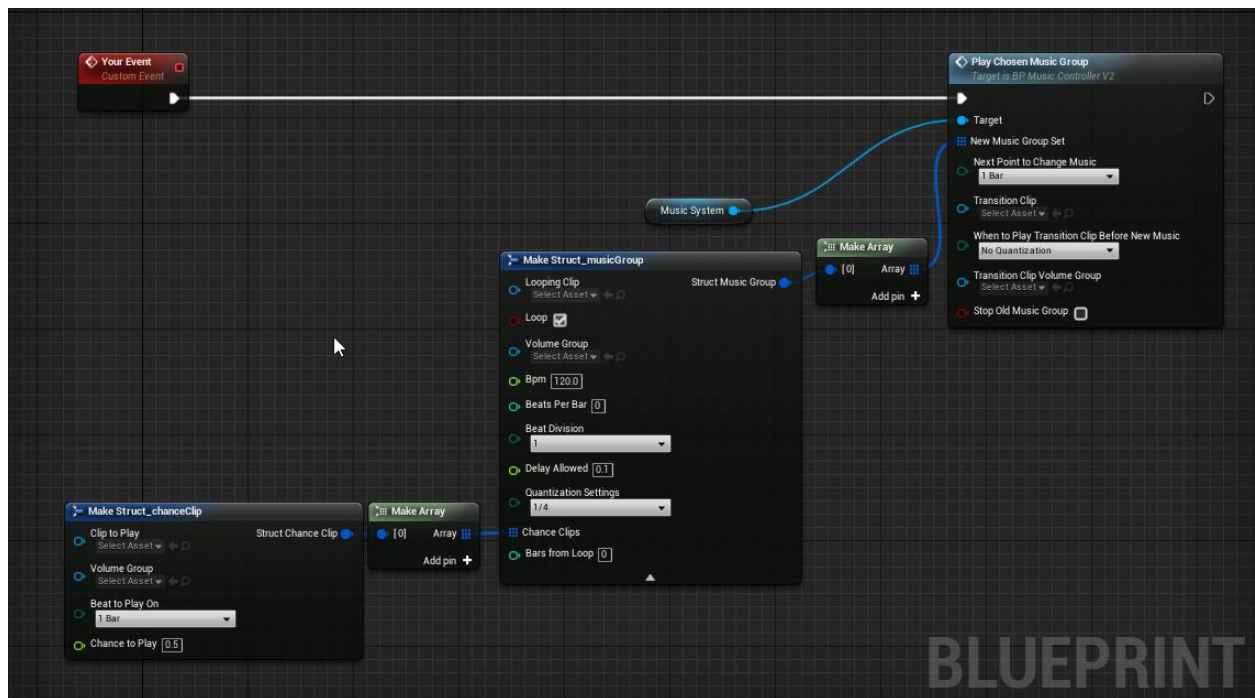
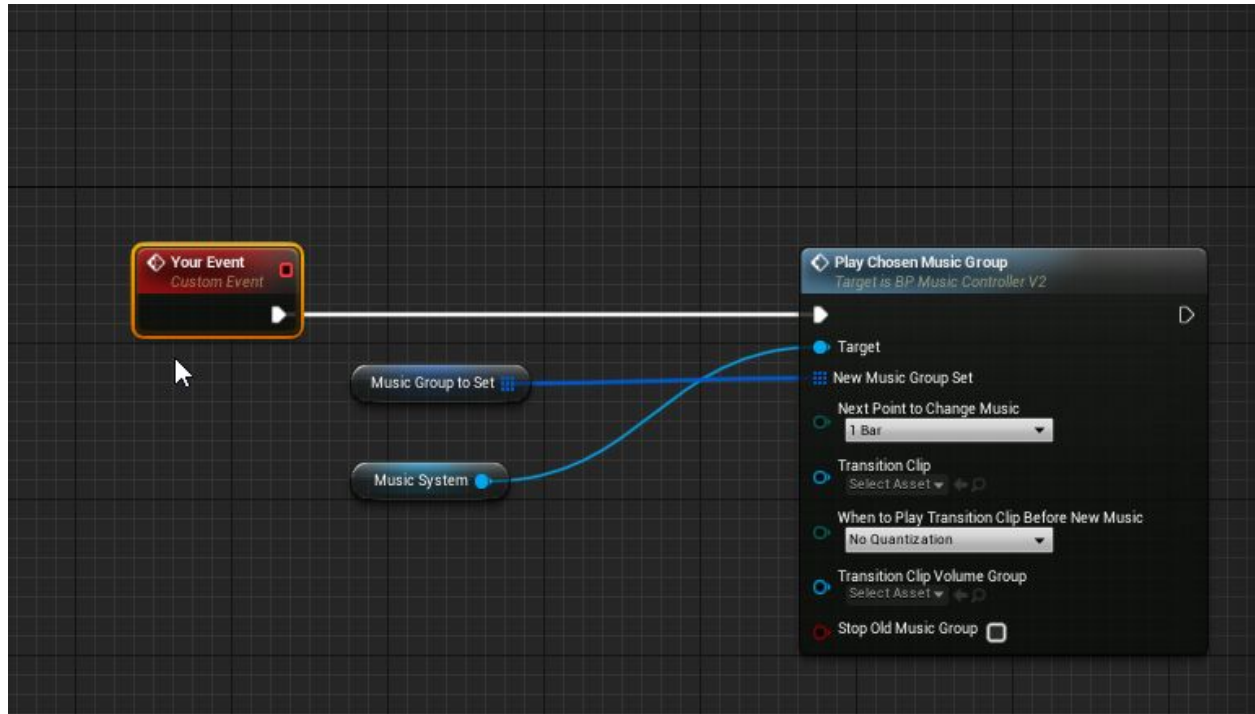


**FIRST: Turn on Timesynth and the Synthesis/DSP Plugins in your projects plug-in settings**

**How to use it:**

To use the Music Controller is fairly simple. The “Music System” shown in the pictures below is your “BP\_MusicControllerV2.” The controller can be referenced as a “BP\_MusicControllerV2” object reference. Dragging off of the variable will let you type to search for something to do to the controller. There is an event called “Play Chosen Music Group.” Using this will allow you to set the new music group you would like to switch to, decide when to transition, assign it to a volume group(which is kind of like a mixer channel), as well as whether or not to continue playing the old groups(for easy dynamic layered music). The transition section is under construction at the moment so it will not work currently, I plan to add it at a later date.

There are 2 ways to set the new music group, my preferred way is through a variable on whatever the controller is attached to but you can also create an array of “Struct\_musicGroup” with another array of “Struct\_chanceClip” attached to it. I recommend doing it through the variable as the latter is quite messy visually.



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