Eazy Sound Manager

Eazy Sound Manager is a simple Unity3D tool which aims to make sound and music management in games easier. Playing a single audio clip is now as easy as calling one API function. The API can handle multiple music, game and UI sound effects at the same time while still giving you the option to interrupt previous audio clips when needed. Audio clips can be one shot, or looping.

Moreover, Eazy Sound Manager has the option to make music persist through multiple scenes, as well as add fade in/out transitions. Different global settings for music, game sound effects and UI sound effects are also implemented. However, each audio has its own volume setting which is always relative to its global volume.

For more information on the API methods and properties, please read the API Documentation

Setup

No setup is needed. Just place the SoundManager.cs script somewhere inside your assets folder, and you are ready to go.

DO NOT ATTACH THE SCRIPT ON ANY GAMEOBJECT

Play Music & Sounds

To play a new audio, just use PlayMusic for background music, PlaySound for sound fx, and PlayUISound for UI sound fx. These functions return a unique audioID, which can be later used to access the created Audio. Note that playing a new music audio, will stop the previous one. However, multiple sounds can be played at the same time.

Example

```
int backgroundMusicID = SoundManager.PlayMusic(musicAudioClip, 0.7f, true, false, 1,
1, -1);
```

Accessing Audios

As stated above, each Audio has its own audioID. This ID is used to access them later if needed. You can play, stop or pause Audios individually.

Example

```
Audio backgroundMusicAudio = SoundManager.GetAudio(backgroundMusicID);
backgroundMusicAudio.Stop();
```

Another way to access Audio objects, is to search using the AudioClip.

Example

```
public AudioClip backgroundMusicClip;
...
Audio backgroundMusicAudio = SoundManager.GetAudio(backgroundMusicClip);
backgroundMusicAudio.Stop();
```

Moreover, several settings like the fade in/ fade out speed, audio volume or whether to keep looping can be changed by accessing an Audio object.

Example

```
backgroundMusicAudio.SetVolume(0.5f);
backgroundMusicAudio.loop = false;
```

3D Audio

Eazy Sound Manager also supports playing 3D (spatial) audio. Only difference with 2D audio, is that you need to specify a transform to be the source of the audio(if 3D audio is not desired, just use null as source transform).

Example

```
int gunShootSoundID = SoundManager.PlaySound(gunShootClip, 1f, false,
gunTransform);
```

You can easily set min and max distances for 3D Audio. For more 3D settings, just access and modify the audioSource settings.

Example

```
Audio gunShootAudio = SoundManager.GetAudio(gunShootSoundID);
gunShootAudio.Set3DDistances(1f, 10f);
gunShootAudio.audioSource.spatialBlend = 0.8f;
```

Global Volumes

The are four types of global volumes. The global volume, the music global volume, the sound FX global volume and the UI sound FX global volume. The global volume affect all of them. The music global volume affects only music audios, the sound FX global volume affects only the soundFX audios and so on.

Example

```
SoundManager.globalMusicVolume = 0.3f;
```

Contact

If you have any question, comments or recommendations, please do not hesitate to contact me at jack.hadjicosti@gmail.com Jack

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