TazMan-Audio

Fabric Reference

FABRIC

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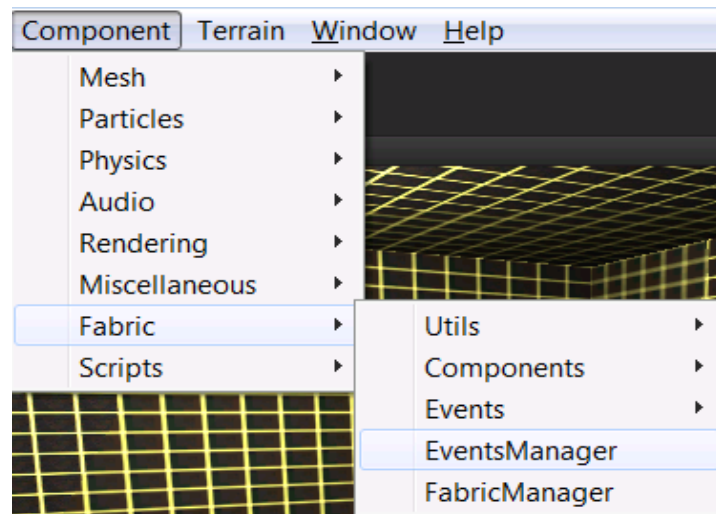# Introduction

The Reference provides detailed information for all of the Fabric components and their properties.
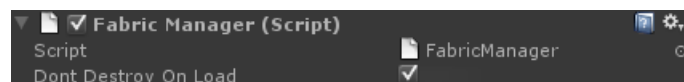
Managers

The Fabric manager components can be accessed through the Component->Fabric menu selection.

Fabric Manager
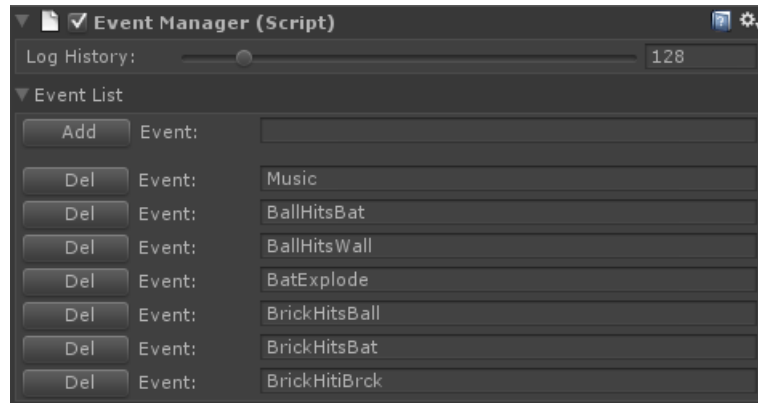
Fabric manager manages the hierarchy of all audio components as well as loading and unloading audio assets.

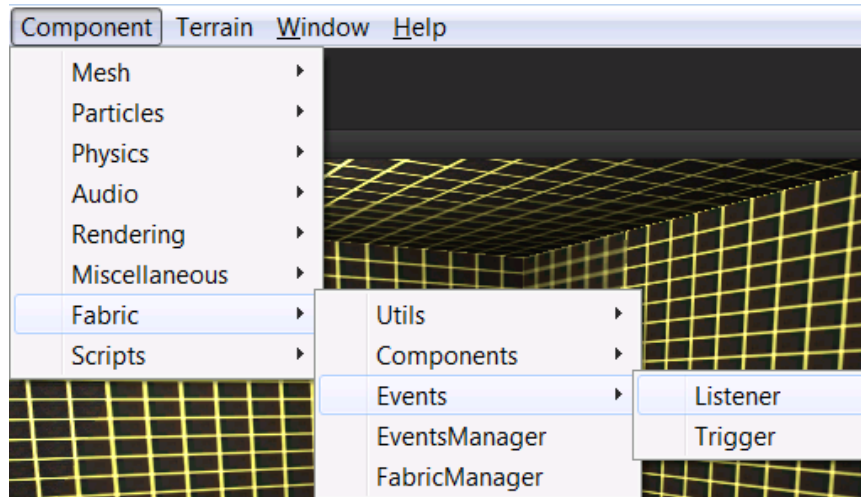| Properties	Description
Don't Destroy On Load	Allows the manager to stay alive when loading scenes

Event Manager

The event manager is responsible for the communication of events between the game and the audio components.

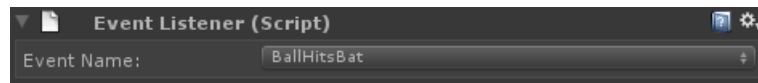| Properties	Description
Log History Size	The size of the event log history (default: 128)
Add Event	The event with the name entered is added into the list.
Del Event	The event is deleted from the list.

Events

The Event components can be accessed through the Component->Fabric->Events menu selection.
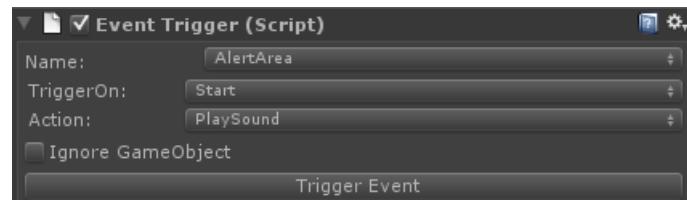

Event Listener

Listener inserted in an audio component that listens for a specific event in order to play.

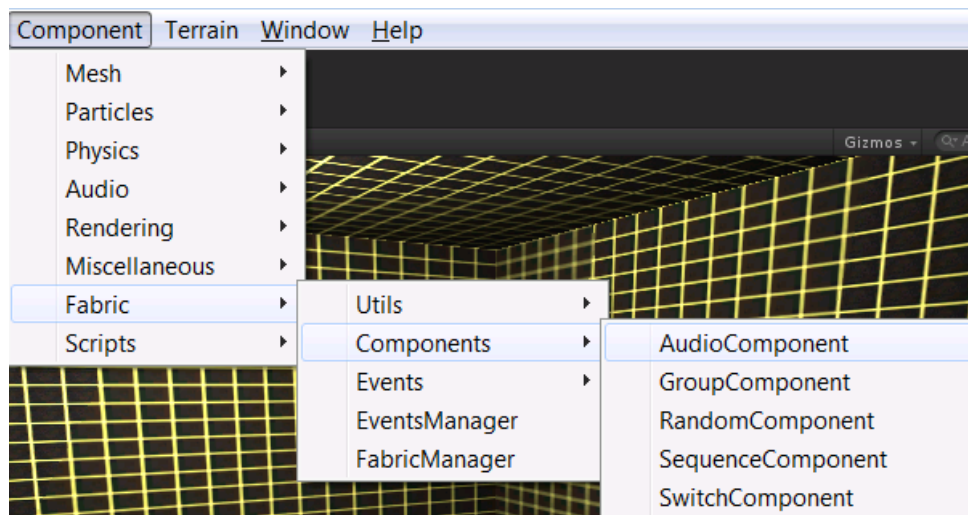| Properties	Description
Event Name	Name of the event to listen for.

Event Trigger

Event trigger sends a specific event type to the event manager.

Properties	Description
TriggerOn	When will the trigger occur: - Start - Destroy - Update - Enable - Disable - TriggerEnter - TriggerExit - CollisionEnter - CollisionExit - MouseUp - MouseDown
Action	The action to be taken when the event is received: - PlaySound - StopSound - PauseSound - UnpauseSound - SetVolume - SetPitch - SetSwitch - SetParameter
Ignore GameObject	Game Object is not used with the event (no 3D position update)
Trigger Event	Force a trigger of the event.

Components

Several components each with its own functionality can be added into a game object by selecting them from the Fabric->Components menu selection.

Component common properties

Every component has a number of common properties.

Properties	Description
Max Instances	Number of maximum instances that can be played. Note: Only used when the component has an Event Listener attached to it and therefore can be triggered.
Priority	Determines how important this component is.
Stealing	Stealing behaviour when max instances is reached: - Oldest - Newest - Farthest - None
Pan2D	Sets a channel pan position linearly. Only works on 2D clips.
Override Parent Volume	Overrides the parent volume.
Volume	Volume of the component multiplied with its parent volume.
Volume Randomization	Amount of volume randomization to be added.
Pitch	Pitch value of the component multiplied with its parent pitch.
Pitch Randomization	Amount of pitch randomization to be added.
Override Parent Pitch	Overrides the parent pitch.
Override 3D Properties	Override parent 3D properties.
Pan Level	Sets how much the 3D engine has an effect on the component.
Spread Level	Sets the spread angle a 3D stereo or multichannel sound.
Doppler Level	Sets the Doppler level of the component.
Min Distance	Min audible distance.
Max Distance	Max audible distance.
Rolloff Mode	Determines how fast the sounds fades over distance: - Logarithmic - Linear - Custom

Audio Component

Audio component extends unity's audio source functionality
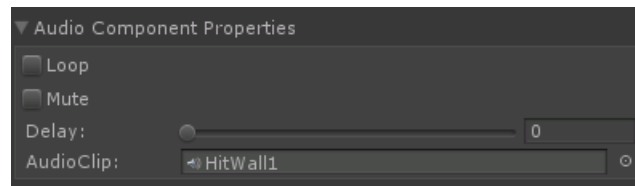
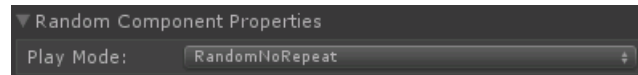| Properties	Description
Audio Clip	Audio clip to play.
Delay	How many ms to delay before the component is played.
Loop	Pitch value of the component multiplied with/by its parent pitch.
Mute	Overrides the parent pitch.

Audio Component

Group Component

Group component controls the volume and pitch properties for all its children.

Properties	Description
Volume	Set volume for all children components.
Pitch	Set pitch for all children components.
Mute	Mutes all children components.
Solo	Mutes all other group components except this one.

Random Component

Random component selects a child component at random.

Properties	Description
Play Mode	The type of playing mode: - Random: Elements are picked in random. - RandomNoRepeat: Elements picked at random but are not repeated.

Sequencer Component

Sequencer component plays components in sequence.

Properties	Description
Playlist	The order in which components are played (If not set it is ignored in which case the order in the hierarchy is used).
Sequence Type	The type of the sequence. - ContinuousPlay: Plays all elements in sequence. - AdvanceOnPlay: Advances on the next element when is triggered again.
Sequence Play Mode	The playing mode determines if a sequence is repeated or not. - Single: Plays sequence one and then stops. - Loop: Plays sequence continuously.

An arrow (←) indicates which component is currently playing.

Switch Component

Switch component allows access to choose which component to play.
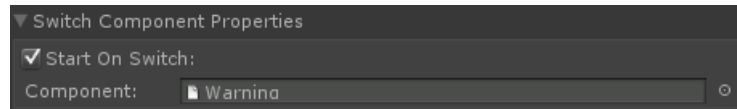
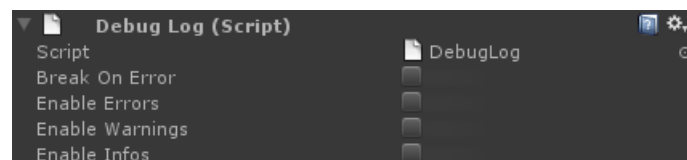| Properties	Description
Selected Component	Currently selected component. Use this to select the default component.
Start On Switch	Starts the component playing when a switch occurs.

Utils

Fabric comes with helper components which can be found in the Fabric->Utils menu selection.
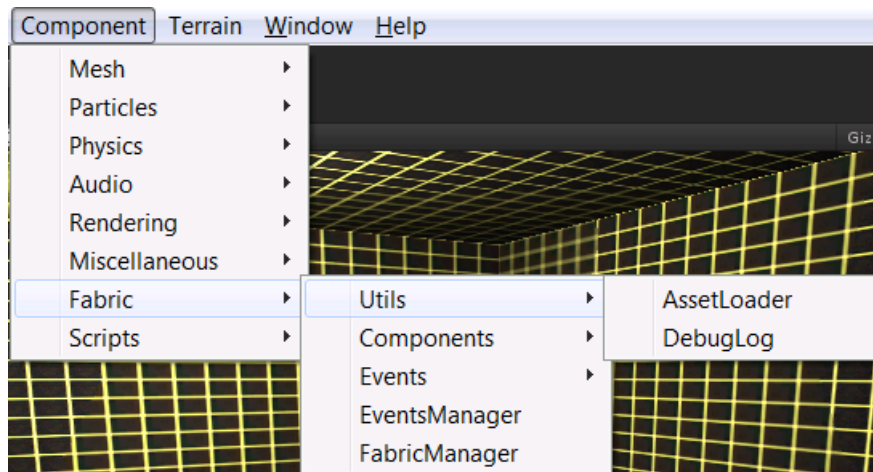

DebugLog

DebugLog provides the option to choose which type of messages will be displayed in the console output therefore reduces the amount of information displayed.

Properties	Description
Break On Error	Stops execute of code if an error occurs.
Enable Errors	Enables errors to be handled.
Enable Warnings	Enables warnings to be handled.
Enable Infos	Enables infos to be handled.

Asset Loader

Asset loader is a component that loads and unloads prefabs assets that contain Fabric components. When the component is started it loads the prefab assets and when it is destroyed it unloads them.
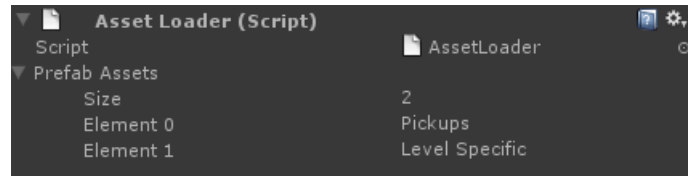
Properties	Description
Prefab Assets	List of prefab assets to be loaded/unloaded.