Content

Open Music Editor

Music Config

Load an existing config-file by selecting it on the left,
or create a new one by clicking on the button on the right and saving it into the project.

You need to link an SFX-config into the music config to work with it. See the SFX-readme on how to create and edit SFX-configs.
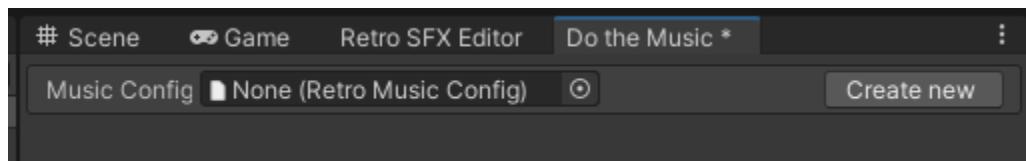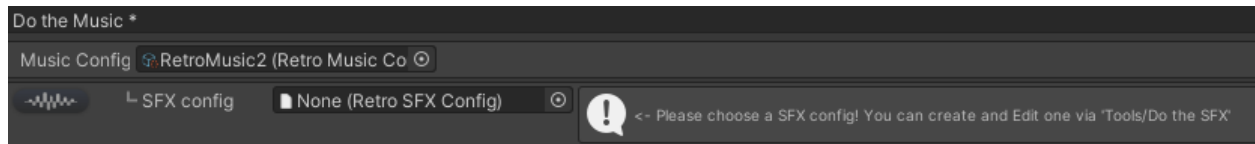

Add, Rename, Delete Music-Parts and -Tracks.

To add music-parts click on the + Button.

To rename the new Music-part double-click the button, type the name and press Enter.

Click the "x" button to delete the Music-part.

When pressing the Tab key or clicking on the big button above the music-part list and below music-config selection you can switch edit-mode to Music-Tracks.
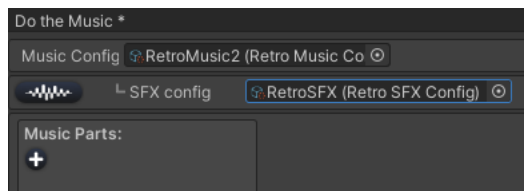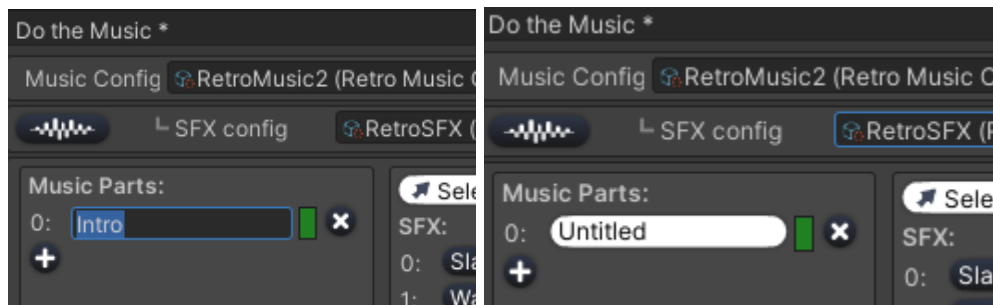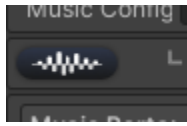

Here you can also create, rename, delete Music-Tracks in the same way as with SFX and music parts. To work with tracks you need some parts first though.

Music Parts Overview
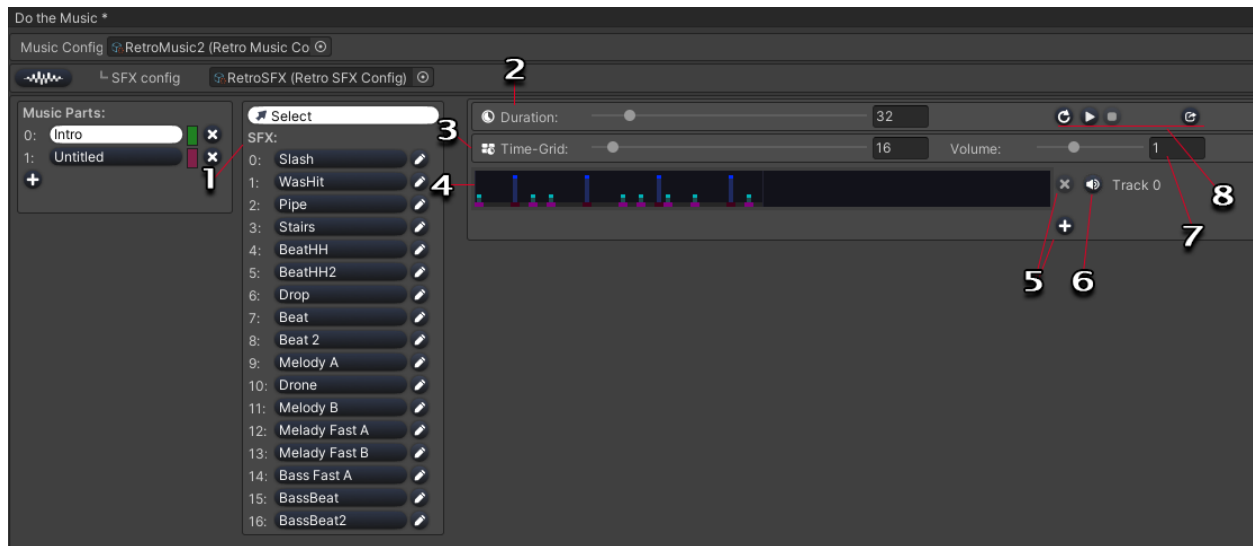
1. Selection Tool and SFX-List

   You can use the select-tool to select SFX drawn to edit them or select one of the SFX you created in your SFXConfig to draw with them in the Track-section (4).

2. Duration

   Define the duration of this music-part. A duration of '1' is a quarter of a second.

3. Time-Grid

   When drawing the SFX will snap to this grid.

   Example: If you want two SFX of duration 16 after another you choose 32 for the duration of this part and grid 16. If you then need to be completely free in placing the parts you choose a grid of 1.

4. Tracks Drawing Area

   Draw or edit the sfx for this part with the mouse in this area.

5. Add, Remove Tracks

   Use "+" to add new Tracks to put sfx on. Click "x"-Button to remove a track.

6. Mute Tracks

   Use this button to mute a track.

7. Volume

   Adjust Volume for this music part.

8. Play, Pause, Stop and Export

   Use Play to preview the music-part. When a music-part is played you can pause or stop it too.

   Use Export to export the music-part. Note that you can also play the music-part via code without exporting it. ([See here](#))

Music Tracks Overview
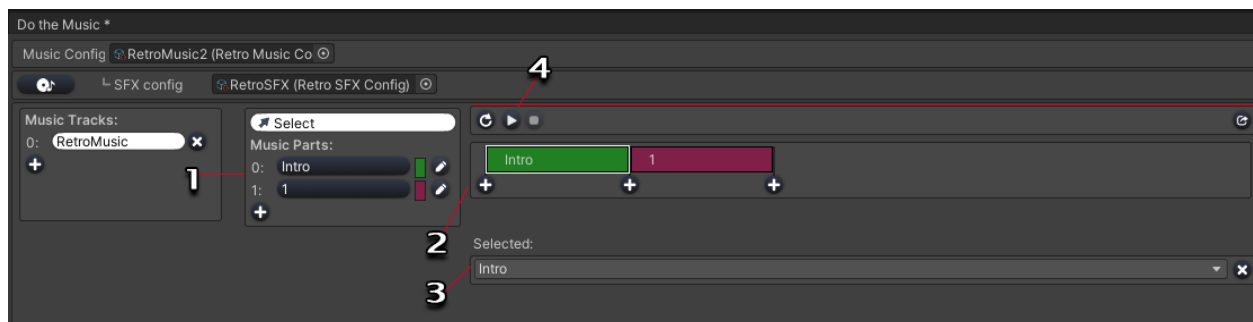
1. Selection Tool and Music-Part-List

   You can use the select-tool to select Music-Parts drawn to edit them or select one of the Music-Parts you created to draw with them in the Sequence-section (2).

2. Sequence Drawing Area

   Draw or edit the music-part for this music-track with the mouse in this area. Click the "+"-Button to add more parts, which can be drawn on.

3. Selected Data

You can also select parts via select-tool and change the part in this popup-field. There is a "x"-Button on the right side of this field to delete the part, but you can also use the Delete-Key.

4. Play, Pause, Stop and Export

Use Play to preview the music-track. When a music-track is played you can pause or stop it too.
Use Export to export the music-track. Note that you can also play the music-track via code without exporting it. ([See here](#))

Edit Selection/ Keyboard-Keys

- **Delete-Key**
  Deletes the selection.
- **Escape**
  Choose Selection-Tool and deselect any GUI-control.

Keyboard-Shortcuts

In this section you will find keyboard-shortcuts, which you can also change in unity via Edit->Shortcuts..

- **SwitchView**
  Default Key: Tab
  switch between music-parts and -tracks.
- **ReduceDuration**
  Default Key: Period [**.**]
  Reduce the duration of the music-part.
  Hold the shift key to jump by 4 steps.
- **IncreaseDuration**
  Default Key: Comma [**,**]
  Increase the duration of the music-part.
  Hold the shift key to jump by 4 steps.
- **Play**
  Default Key: Space
  Plays or stops playing current part or track.
- **EditNextElement**
  Default Key: Equals [**=**]
  Select the next element (part/ track) in the config.
  Hold the shift key to jump by 4 steps.

- **EditPrevElement**
  Default Key: Minus [**-**]
  Select the previous element (part/ track) in the config.
  Hold the shift key to jump by 4 steps.
- **DrawSelectionNextElement**
  Default Key: LeftBracket [**[**]
  Select the next element to draw with (sfx or part).
  Hold the shift key to jump by 4 steps.
- **DrawSelectionPrevElement**
  Default Key: RightBracket [**]**]
  Select the previous element to draw with (sfx or part).
  Hold the shift key to jump by 4 steps.

Playing via code

Instead of exporting the music-track you can also play it via code. This can save you a lot of disk-space and repository-space, since wav-files can get quite big.
But the tracks have to be built before they can be played.
So there can be a latency/ lag when playing the track for the first time.
To prevent that you can build the tracks when loading the game.
To use the music track in code you have to link the RetroMusicConfig you use.

Link the RetroMusicConfig:
```
[SerializedField] RetroMusicConfig m_musicConfig;
```

Build the Music-Tracks
```
m_musicConfig.BuildMusicTracks();
```

Get an AudioClip for a Track by index
```
int bossTrack = 7;
AudioClip clip = m_musicConfig.GetClipForTrack(bossTrack);
```

Get an AudioClip for a Track by name
```
AudioClip clip = m_musicConfig.GetClipForTrack("Boss Track");
```

You could also get specific parts if you need to.

Build the Music-Parts
```
m_musicConfig.BuildMusicParts();
```

Get an AudioClip for a Part by index
```
int myPart = 0;
AudioClip clip = m_musicConfig.GetClipForPart(myPart);
```

Get an AudioClip for a Track by name
```
AudioClip clip = m_musicConfig.GetClipForPart("Intro");
```

After building and getting the AudioClip you can then set it to an AudioSource and play the sound. See the Unity-Documentation and Reference for handling AudioClips and AudioSource.