

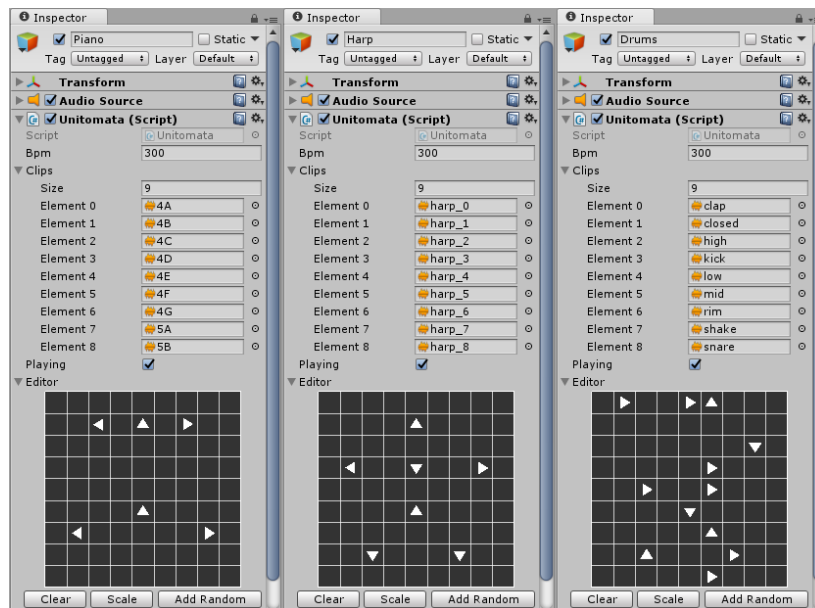
# Unitomata

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## Example scene

The scene at **“Unitomata/Examples”** folder shows tree objects with **Unitomata** component, to play tree instruments: Piano, Harp and Drums. Each instrument is made of 9 audio clips.

To test the example scene just enter Play Mode, select each object, and see the **Unitomata** component on Inspector.



## How to Use

To create a song, follow those steps:

1. Get a few audio clips to represent song notes.
2. Create an object with a **Unitomata** component attached.
3. Fill the **Clips** property with your audio clips.
4. Click on the grid inside **Editor** property to add notes.
  - 4.1. Click again to change note direction or remove it.
  - 4.2. The **“Clear”** button delete all notes from grid.
  - 4.3. The **“Scale”** button create on note for each audio clip.
  - 4.4. The **“Add Random”** button adds one random note on grid.
5. The row and column of the note in the grid represents one of the audio clips.
  - 5.1. The 1st row/column from bottom left represents the 1st audio clip.
  - 5.2. The 2nd row/column from bottom left represents the 2nd audio clip.
  - 5.3. And so on...
6. Enter Play Mode to listen the song.
7. Use **Playing** attribute do control the song.

For demonstration, watch the video at <https://youtu.be/nbKArhCb0Zg>.