UniHowl

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Hi, and thank you for downloading **UniHowl!**

I hope you find this asset as useful as I have to integrate WEB Audio API by Howler.JS to your Unity projects. Unity Engine is a powerful cross-platform game engine, and plugin allows developers to use Audio across multiple platforms, without problems. In here you will find a detailed overview of all the functions and options UniHowl offers you. If something is still not clear after reading this, or if you want to request a feature or report a bug, scroll down to the bottom and you will find links to contact me through various ways.

➔ Compatibility: Unity 2021 and Higher
Recommended WebGL Audio Format: mp3

➔ Introduction: UniHowl is a tool that offers the following:

- ◆ Crossplatform Audio Source

➔ How to use:

- ◆ First you need create Audio Map (In which all your sounds will be saved as a key-clip), you can made it by press RMB -> Create -> UniHowl -> Audio Map
- ◆ Specify in the Audio Map all the sounds and their keys that you would like to use in the player.
  - ➔ The name of the key and the name of the audio clip must contain only Latin letters and not have special characters, numbers can be used
  - ➔ The sound should not be located in the Resources folder or subfolder, this will lead to an error
  - ➔ The path along which your sounds lie must also contain only Latin letters and not have special symbols, numbers can be used
- ◆ Next go to Resources folder, and enter to Audio Configuration File, select in inspector, your Audio Map.
- ◆ Just add component <Crossplatform Audio Source> into the object what you want, and set settings what you want.
- ◆ Completely, you can access to this source, as default unity Audio Source.

➔ How to Build WEBGL:

- ➔ **UniHowl WebGL Template** ➔ You need only select UniHowl WebGL Template, and audio be work
- ➔ **Custom WebGL Template** ➔ You need copy folder “UniHowlJs” to root of your WebGL Template, and inject JS files to your html as this code:

```
<script type="text/javascript" src="./UniHowlJs/howler.min.js"></script>
<script type="text/javascript" src="./UniHowlJs/WebAudio.js"></script>
```

Follow the order, connect the lines!

➔ Crossplatform Audio Source:

- ◆ Fallback Player – What player need be used in Build
  - ◆ Howl – Prefered Howler.JS Audio Engine.
  - ◆ Unity – Default Unity Audio Engine
- ◆ Key – Setup key of your Sound
- ◆ Volume – Setup volume of your Audio
- ◆ Loop – Loop this audio source
- ◆ Mute – Mute this audio source

➔ Audio configuration:

- ◆ Debug – Enable Unity Audio Engine for Editor.
- ◆ Audio – Audio map of sounds.

➔ Audio map:

- ◆ Key – Key of sound, used for playing clip by Audio Source;
- ◆ Clip – Clip of sound.
- ◆ Preload – Do you need preload sound.

➔ Entry points of Crossplatform Audio Source:

- ◆ Play() – Play source sound;

- Stop() – Stop source sound;
- Volume – Control volume of this source;
- Mute – Mute this source
- Loop – Loop this sosdfasdfsdaund
- SoundKey – Set new sound to this source
- SetGlobalMute(bool) – Mute/Unmute all sources
- SetGlobalVolume(floa) – Set global volume (volume of audio context);
- Load() – Load not preloaded sound

I've you've read until here, thank you! I hope that you enjoy **UniHowl** and that it makes your developer life easier. It would be highly appreciated if you leave a review in the Asset Store, and if you want to contact me, don't hesitate to get in touch through:

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