



DOCUMENTATION

Rhythm Visualizator offers high-quality visual sound detection to your application/game.

--- ▽ Pro Features ▽ ---

Upgradable from Rhythm Visualizator

Automatic Rhythm Detection

Automatic Rhythm Particles

Includes Music Player

Song Selection UI

Scale by Rhythm

Sphere visualization

Set particles interval (for performance)

Selectable scale point

Optimized code

Optimized values

More customizable values

--- ▽ Main Features ▽ ---

▽ Appareance:

- + 4 amazing forms of visualization
- + Bars and particles with sound sensibility
- + Rhythmic particles
- + Realtime customizable values
- + Can scale with AudioSource values included the audio pitch
- + 4 customizable color gradients
- + Customizable amount of particles to emit
- + Can deactivate the particles
- + Visualize two or more songs at same time

▽ Sound:

- + Works with ANY audio
- + Bass detection
- + Treble detection
- + Spectrum sensibility control
- + Use both channels of audio

▽ Camera:

- + Customizable camera
- + Rotating around camera movement
- + Automatic camera position

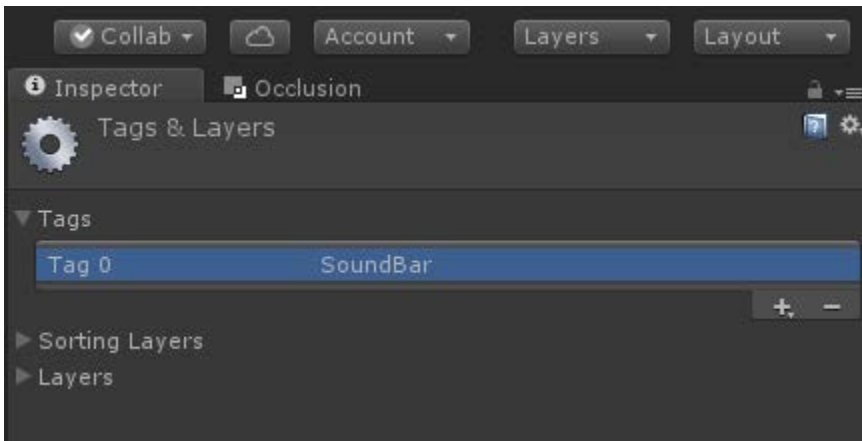
▽ Code:

- + Full source code
- + Customizable code
- + Optimized and well documented
- + Endless ways to use

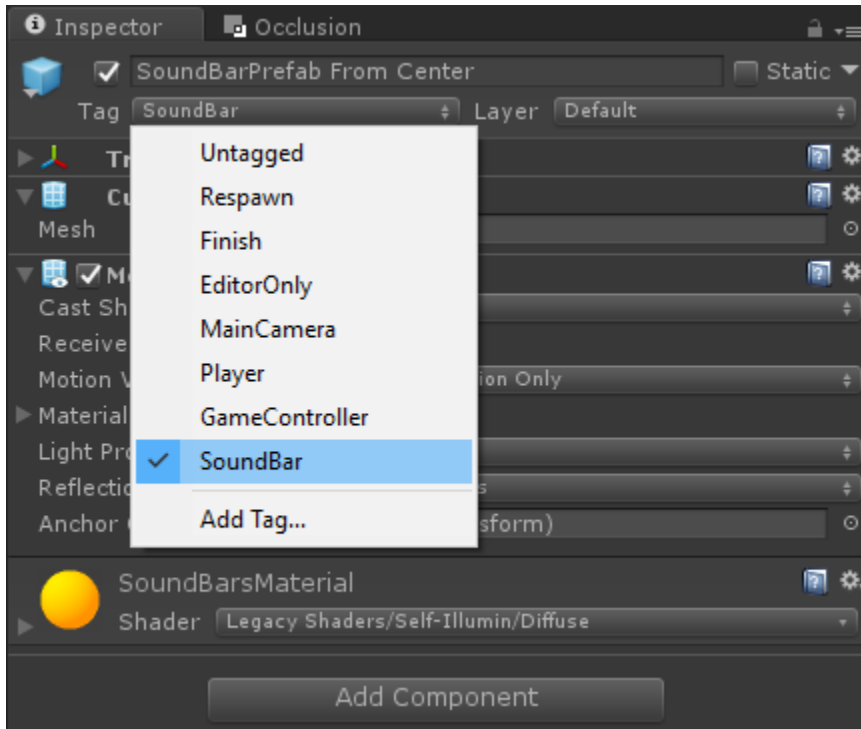
FIRST STEPS:

1. Please add the tag “SoundBar” in the editor.

(Edit > Project Settings > Tags and Layers > Tags > and create it.)

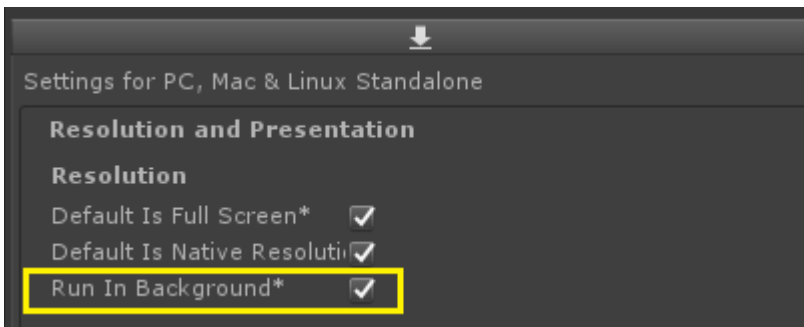


2. Assign that tag to the SoundBarPrefabs.



3. Make your application to run in background.

(Edit > Project Settings > Player > Resolution and Presentation > Run in background)



4. Open the ExampleScene.

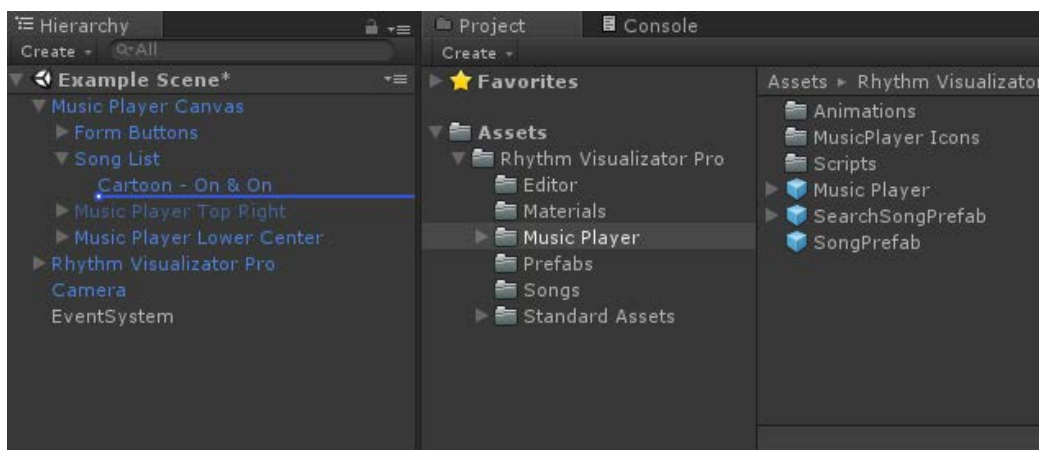
or...

1. Drag Rhythm Visualizator prefab to the scene.
2. Drag ExampleCamera to the scene.
3. Import a song and assign it to AudioSource script in Rhythm Visualizator Game Object.

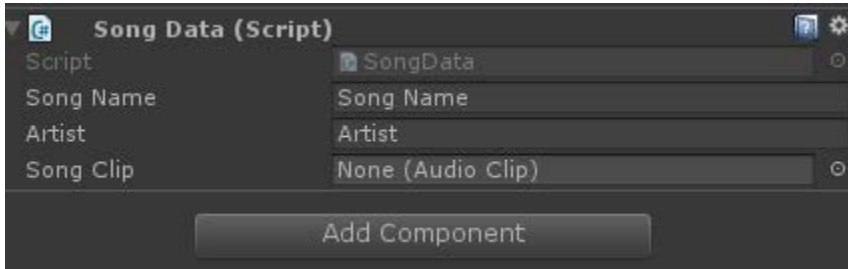
MUSIC PLAYER:

HOW TO ADD A NEW SONG?

1. Make sure you have "Music Player" prefab in the Scene.
2. Open "Song List" transform.
3. Drag and Drop the "SongPrefab" to "SongList" transform.



4. Assign "Artist" and "Song Name" values and his "AudioClip" on "SongData" script.



HOW TO SEE THE OTHER MUSIC PLAYER?

1. Deactivate the "Music Player Lower Center" Game Object.
2. Activate "Music Player Top Right" Game Object.

RHYTHM VISUALIZATOR:

HOW TO VISUALIZE ALL OUTPUT AUDIOS?

1. Open "RhythmVisualizator.cs" script
2. Search this lines (CTRL + F)

```
float[] spectrumLeftData = audioSource.GetSpectrumData (channelValue, 0, method);  
float[] spectrumRightData = audioSource.GetSpectrumData (channelValue, 1, method);
```

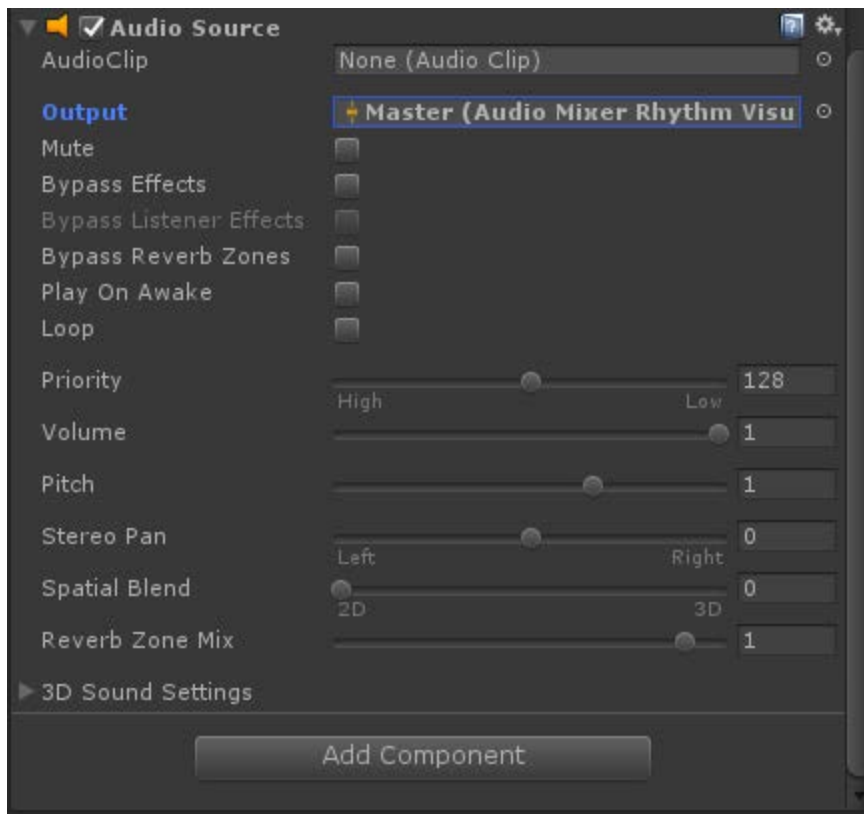
and Change to:

```
float[] spectrumLeftData = AudioListener.GetSpectrumData (channelValue, 0, method);  
float[] spectrumRightData = AudioListener.GetSpectrumData (channelValue, 1, method);
```

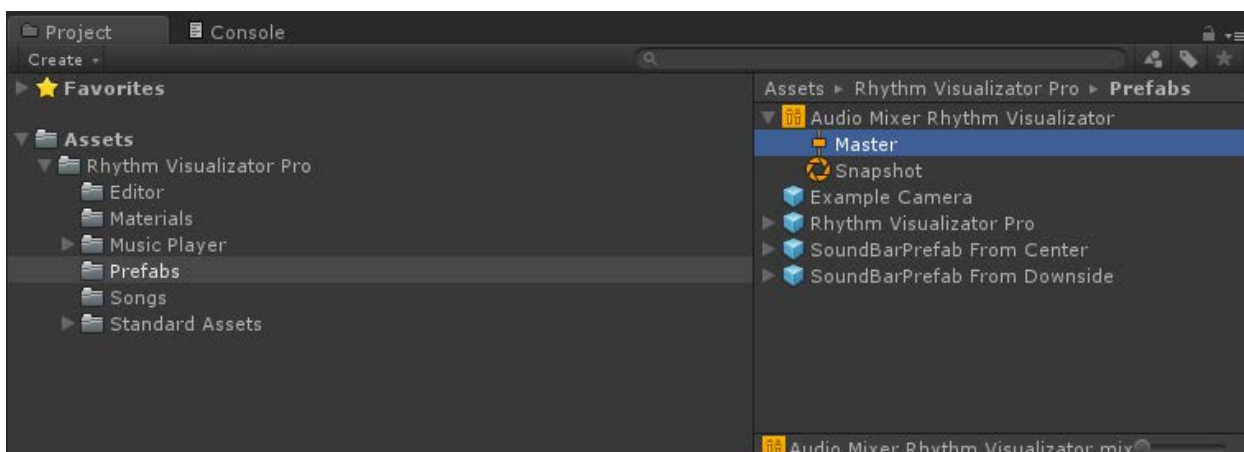
```
493 void Update () {  
494  
495     // Get Spectrum Data from Both Channels of audio  
496     #pragma warning disable 618  
497     float[] spectrumLeftData = AudioListener.GetSpectrumData (channelValue, 0, method);  
498     float[] spectrumRightData = AudioListener.GetSpectrumData (channelValue, 1, method);  
499     #pragma warning restore 618
```

HOW TO VISUALIZE AN AUDIOSOURCE IF THE VOLUME IS ZERO OR MUTED?

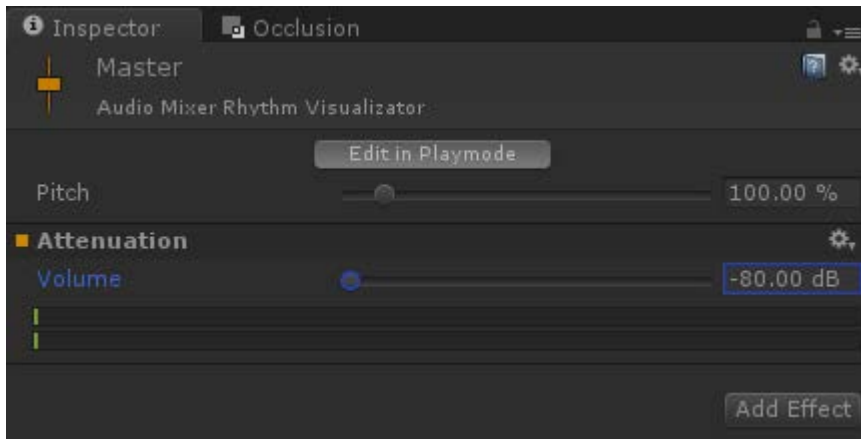
1. Set AudioSource Volume to 1 and unmark Mute.
2. Make sure the AudioSource have the Master AudioMixer.



3. Search your AudioMixer and open "Master" .



4. Reduce the volume in the AudioMixer (MUTED: -80.00dB - NORMAL: 0.00dB)



Thanks for purchasing.

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Video:

<https://www.youtube.com/watch?v=LXYWPNltY0s>