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PlusMusic API v1.0.14

This page contains a list of all exposed API functions, classes, structs, enums and events for the PlusMusic API.

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Functions

[LoadProject\(\)](#) - Load meta data for a Project, make it current and auto play if specified

[LoadProjectInfo\(\)](#) - Load meta data for a Project

[SetCurrentProject\(\)](#) - Make the specified Project the current

[LoadTrack\(\)](#) - Load meta data for a Track, make it current and auto play if specified

[LoadTrackInfo\(\)](#) - Load meta data for a Track

[LoadTrackAudio\(\)](#) - Load audio for a Track

[LoadTrackImage\(\)](#) - Load image for a Track

[PlayTrack\(\)](#) - Play the specified Track

[PlayArrangement\(\)](#) - Play the audio for the specified Arrangement

[PlayCurrent\(\)](#) - Play the currently selected Arrangement

[PlaySoundFX\(\)](#) - Play a SoundFX (Stinger) from the Resources/SoundFX folder

[TimeNextBeat\(\)](#) - Return the time of the next beat of the current Arrangement

[TimeNextBar\(\)](#) - Return the time of the next bar of the current Arrangement

[CopyTransition\(\)](#) - Make a deep copy of a Transition object

[GetEnvVariable\(\)](#) - Load an environment variable into a String

[GetCurrentAudioSource\(\)](#) - Return a reference to the current AudioSource

[StartPlay\(\)](#) - Start audio playback

[StopPlay\(\)](#) - **Stop audio playback**

[PausePlay\(\)](#) - **Pause audio playback**

[UnPausePlay\(\)](#) - **Unpause audio playback**

[MutePlay\(\)](#) - **Mute audio playback**

[UnMutePlay\(\)](#) - **Unmute audio playback**

[GetVolume\(\)](#) - **Return the volume of the current Track playback**

[SetVolume\(\)](#) - **Set the volume for the Track playback**

[SetLayerVolume\(\)](#) - **Sets the volume for individual Layers (Stems)**

Data Classes/Structs/Enums

[PMProject](#) - **Class/Struct that holds project information**

[PMArrangement](#) - **Class/Struct that holds arrangement information**

[PMTrackInfo](#) - **Class/Struct that holds track information**

[PMTransitionInfo](#) - **Class/Struct that holds transition information**

[PMTrackProgress](#) - **Class/Struct that holds track loading progress information**

[PMTrack](#) - **Class/Struct that holds track information**

[PMTimings](#) - **Enum that holds transition timing types**

[PMTags](#) - **Enum that holds arrangement types**

[PMSoundFX](#) - **Enum that holds SoundFX/Stinger types**

[PMAudioState](#) - **Enum that holds audio state types**

[PMLayerVolumes](#) - **Class/Struct that holds layer volume information**

[PMMessageProjectInfo](#) - **Class/Struct that holds project/track information**

[PMMessageTrackList](#) - **Class/Struct that holds track information**

[PMSegmentClip](#) - **Class/Struct that holds segment time information**

Events

[OnInit\(\)](#) - **Event returning true once the Core has finished initializing**

[OnProjectInfoLoaded\(\)](#) - Event returning information about the loaded project

[OnTrackLoadingProgress\(\)](#) - Event returning track loading status

[OnRealTimeStatus\(\)](#) -Event returning plugin status info

[OnArrangementChanged\(\)](#) - Event returning current arrangement after change

[OnAudioStateChanged\(\)](#) - Event for audio state changes Start/Stop/Pause etc.

[OnLayerVolumeChanged\(\)](#) - Event for audio layer volume changes

[DEPRECATED] Functions

Nothing to show yet ...

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