



MUSIC

Documentat**Home**

Guides

Getting
StartedBasic
UseAdvance
Use

Errors

Categories



API

Docs

PlusMusic
API
v1.0.14PlusMusic
API
v0.9.24PlusMusic
API
v0.9.18Developr
LogsPlugin
Change
LogKnown
Issues

Upcoming

PM > Article > Development Logs

Plugin Change Log

The Plugin Change Log contains an itemized breakdown of all changes, bug fixes, new features etc. for each of the plugin releases.

Plugin Version 1.0.14 (preview)

Unity

- Added support for audio layers/stems
- Added local disk cache for both audio and meta-data
- Added "offline" mode. NOTE: This requires all data to be loaded into the local disk cache.
- Updated plugin API
- Transitions have been expanded to include settings for layers
- The Plugin is now automatically loaded and runs in the background without the need to attach it to your scenes
- The Plugin settings have moved to Assets/PlusMusic/Resources/PlusMusicSettingsSo
- Added a new sample scene to show off an in-game UI that allows for mixing layer audio at runtime
- Too many to list: Bug fixes, performance improvements, improved messaging system, streamlined code, new EventManager and SceneManager

Unreal

- Still in development ...

Plugin Version 0.9.24 (beta)

Unity

- Fixed an issue that could cause the plugin to hang if a soundtrack had multiple version of the same arrangement

type

- Improved error messages for missing arrangements and uncompiled soundtracks/game-packs

Unreal

- Still in development ...

Plugin Version 0.9.23 (beta)

Unity

- Fixed issue with ***PlusMusicSceneManager*** that prevented the singleton instance of the DJ to stay alive during startup on iOS all devices
- Improved startup logic for ***PMLoadSong*** and ***PMLoadAllSongs*** to prevent potential race conditions between scripts
- Added ***PlayScrossScenes*** setting. By default it is turned off. If turned on, any currently playing audio will carry over into the next Scene and keep playing.
- Fixed several minor issues with our sample scene at ***Assets/PlusMusic/Scene/PlusMusicSampleScene***
- Fixed several logging inconsistencies in the DJ
- Made ***WindDownMainAudio()*** and ***TurnUpMainAudio()*** public

Unreal

- Still in development ...

Plugin Version 0.9.22 (beta)

Unity

- Added ***SetAudioMixerGroup()*** API call
- Added ability to specify a subset of soundtracks to the ***PMLoadAllSongs*** script
- Added ***UseVolume*** to transitions to make volume changes when playing transitions optional
- Added ***ReturnToPrevious*** to transitions to allow for returning to the previous arrangement after playing the

current arrangement

- NOTE: The above was previously hardcoded into ***TimeToLive*** which is now more generic but can still be combined with ***ReturnToPrevious***
- Added ***PlusMusicSceneManager*** class that loads at runtime and manages the PlusMusic plugin across multiple scenes
- Moved the ***PlusMusicPlugin*** prefab to the ***Resource*** folder so it can be programmatically loaded
- Removed several now redundant settings from the ***PlusMusicPlugin***
- Fixed race condition bug in ***PMLoadSong***
- Fixed race condition bug in ***PMPlayArrangement***
- Fixed possible race condition in ***PMLoadAllSongs***
- Fixed bug that could result into transitions not honoring the ***volume*** setting
- Renamed ***Api Key*** to ***Auth Token*** to align with the website UI
- Renamed the following prefabs: ***PM_DebugDisplay*** ⇒ ***PM_UI_DebugDisplay***, ***PM_SettingsPanel*** ⇒ ***PM_UI_SettingsPanel***, ***PM_TestPanel*** ⇒ ***PM_UI_TestPanel***
- Removed unused transition creation overloads
- Reworked the ***PlusMusicSampleScene*** and ***PlusMusicSettings*** script
- NOTE: All current in-scene references in your game to the ***PlusMusicPlugin*** (formerly known as ***PlusMusic DJ Source***) prefab need to be removed!
- Your ***Project ID*** and ***Auth Token*** are now only set once per game in ***Assets/PlusMusic/Resources/PlusMusicPlugin***
- You can also specify an ***AudioMixerGroup*** here if you want to run the PlusMusic audio through an existing ***AudioMixer***
- Improved logging

Unreal

- Still in development ...

Plugin Version 0.9.20 (beta)

Unity

- Fixed transition bug that could result in random initializing values

- Moved project settings from the main menu to the plugin inspector window
- Added/expanded auto load/play functionality in the inspector window
- Added an optional **AudioMixerGroup** reference to allow using existing audio mixers for our playback
- Added tooltips to many of the inspector components
- Added **Volume** to transitions, allowing you to set the target volume
- Added **TimeToLive** to transitions, allowing you to specify a time limit for playing an arrangement after which the plugin will return to playing the previous arrangement
- Added **OnLoadingProjectProgress** event
- Added new scripts to support new functionality: **PMLoadProject**, **PMLoadSong**, **PMPlayArrangement**, **PMLoadAllSongs**
- Added several new prefabs to allow for quicker prototyping: **PM_LoadProject**, **PM_LoadSong**, **PM_Trigger_LoadSong**, **PM_Trigger_PlayArrangement**, **PM_PlayDeath**, **PM_PlayPressure**, **PM_TestPanel**, **PM_LoadAllSongs**
- Added new function overload to **LoadSoundtrack()**
- Improved the song loading logic
- Renamed existing prefabs to be more in line with naming conventions: **PlusMusic DJ Source** ⇒ **PlusMusicPlugin**, **DebugDisplay** ⇒ **PM_DebugDisplay**, **SettingsPanel** ⇒ **PM_SettingsPanel**
- Switched default transition timing to **Now** instead of **NextBeat**
- Updated the sample scene at **Assets/PlusMusic/Scene/PlusMusicSampleScene**

[DEPRECATED]

- **SetLowPassFilter()** use filters on an **AudioMixer** instead
- **SetMixerSetting()** use an **AudioMixer** instead
- **beats/bars** in the **PMTimings** enum, use **NextBeat/NextBar** instead
- **EffectTrigger** prefab, no longer needed, see **SetMixerSetting**
- **CurveTriggerSoundtrackSwitch** prefab, use **PMPlayArrangement** instead
- **CurveInDownTriggerSoundtrackSwitch** prefab, use **PM_Trigger_PlayArrangement** prefab instead
- **CurveTriggerSwitchBlock** prefab, use **PM_Trigger_PlayArrangement** prefab instead

Unreal

- Still in development ...

Plugin Version 0.9.18 (beta)

Unity

- Fixed intermittent memory leak when calling ***PlayArrangement()***
- Fixed bug that could prevent the plugin from loading another song that was previously loaded/cached
- Fixed bug that could cause the plugin to hang if a song was missing arrangements
- Fixed bug that could cause the plugin to hang if ***PlayArrangement()*** was called before the song was fully loaded
- Updated the sample scene at ***Assets/PlusMusic/Scene/PlusMusicSampleScene***
- Added several new API functions to support Start/Stop/Pause UI: ***StartAudio()*** / ***StopAudio()*** / ***PauseAudio()*** / ***UnPauseAudio()***
- Added ***GetVolume()*** API function
- Added new events to support better UI implementations: ***OnArrangementChanged*** / ***OnAudioStateChanged***

Unreal

- Removed ***PlusMusicCompressor*** (which wasn't used anyways) to allow our plugin to work on **5.1.x**
- Fixed bug that could prevent the plugin from loading another song that was previously loaded/cached
- Fixed bug that could cause the plugin to hang if a song was missing arrangements
- Fixed bug that could cause the plugin to hang if ***PlayArrangement()*** was called before the song was fully loaded
- Added several new API functions to support Start/Stop/Pause UI: ***StartAudio()*** / ***StopAudio()*** / ***PauseAudio()*** / ***UnPauseAudio()***
- Added ***GetVolume()*** API function
- Added new events to support better UI implementations: ***OnArrangementChanged*** / ***OnAudioStateChanged***

Plugin Version 0.9.17 (beta)

Unity

- Songs within a project are now cached after the first time they are downloaded. Once cached, you can switch between songs without delay. The cache is in-memory and only persists for the current game play session.
- ***LoadSoundtrackByName()*** has been added
- ***ChangeSoundtrack()*** has been deprecated, use ***LoadSoundtrack()*** or ***LoadSoundtrackByName()*** instead
- Inconsistent use of ***string*** and ***int*** for numeric values has been fixed, old *string* version functions are now all deprecated

Unreal

- Songs within a project are now cached after the first time they are downloaded. Once cached, you can switch between songs without delay. The cache is in-memory and only persists for the current game play session.
- ***LoadSoundtrackByName()*** has been added
- Inconsistent use of ***string*** and ***int*** for numeric values has been fixed, old *string* version functions are now all deprecated
- Fixed an issue where we were decompressing ***ogg*** audio every time we played a sound. We now only decompress once, when the sound is first downloaded.

Plugin Version 0.9.16 (beta)


Unity

- Fixed issue with mismatching arrangement types between the plugin and the backend database
- Fixed issue with asynchronous arrangement loading that could result in missing arrangements
- Greatly simplified arrangement loading code
- Updated the plugin sample scene ***PlusMusic/Scene/PlusMusicSampleScene*** to work with the above changes

Unreal

- Fixed issue with mismatching arrangement types between the plugin and the backend database
- Greatly simplified arrangement loading code

[Go Back](#)

 Search the Dev Tools ...

Search

© PlusMusic 2023. All rights reserved.