Music Manager

Support contact & info

This documentation can be viewed online at http://www.williamjouot.com/musicmanager
If you need support, email me at willjouo@gmail.com

Overview

Music Manager allows you to easily play, pause and stop musics in your game with a single line of code. All the functions in MusicManager are static. You do **not** have to create an object. Because of this, you just have to import the package in Unity and you are ready to go. Fades and volume changes are smoothed using a cubic function like this:

Files

- **Docs/** - Folder containing the documentation
- **Scripts/**
  - **MusicManager.cs** - The main script
  - **MusicPlayer.cs** - Internal script which plays the music
- **TestScene/**
  - **Example.unity** - A demo scene of the package
  - **ExampleScript.cs** - The script for the demo
  - **Resources/** - Contains two musics for the demo

Examples

Here are some examples:

```
// Will play "Dark Descent.mp3" in a Resources folder with a fade out/in of 5s
MusicManager.play("Dark Descent", 5.0f, 5.0f);

// Will play "The Dark Amulet.ogg" in 4s (3s fade out and 1s fade in)
MusicManager.play("The Dark Amulet", 3.0f, 1.0f);

// Pause and unpause the music
MusicManager.pause();
MusicManager.unpause();

// Smoothly stop the music over 3 seconds
MusicManager.stop(3.0f);

// Set the volume of the music to 25% immediatly
MusicManager.setVolume(0.25f);
// Smoothly set the volume of the music to 100% in 1 second
MusicManager.setVolume(1.0f, 1.0f);

// Advanced use: Access the audio component of the internal MusicManager
object
GameObject player = MusicManager.getMusicEmitter();
int volume = player.audio.volume;
```

Functions

```
void MusicManager.play(AudioClip clip, float fadeOut = 0f, float fadeIn = 0f)
```

Will play the music after fading out the precedent music in *fadeOut* seconds and fading in the new music in *fadeIn* seconds.

```
void MusicManager.play(string file, float fadeOut = 0f, float fadeIn = 0f)
```

Convenient function which loads the music from a Resources folder by its filename.

```
void MusicManager.setLoop(bool t)
```

Set if the music should loop or not. Default is true.

```
void MusicManager.pause()
```

Pause the music.

```
void MusicManager.unpause()
```

Unpause the music.

```
void MusicManager.stop(float fadeOut = 0f)
```

Stop the music over *fadeOut* seconds.

```
void MusicManager.setVolume(float volume = 1.0f, float duration = 0f)
```

Set the music volume over *duration* seconds.
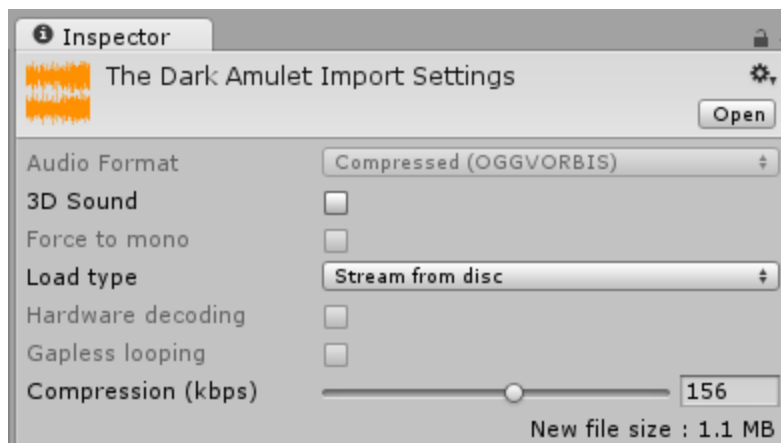
Advanced use

```
GameObject MusicManager.getMusicEmitter()
```

Return the GameObject containing the Audio Source of the music.

FAQ

« My music is not playing! »

Make sure that your music is not set to 3D sound:

Also, if you used the string version of the play() function, make sure you are correctly pointing to the music file. If your music is in *Assets/Subfolder/Resources/Musics/supermusic.ogg*, you should pass *Musics/supermusic* as the parameter. When the music is not found, a debug message is supposed to be shown in your console.