

# **USM Lite - Ultimate Sound Manager (Lite Version)**

## **Quick Start Guide**

### **1. Installation**

1. Import the USM Lite folder into your Unity project
2. Your project is now ready to use USM Lite!

### **2. Setup (One-Click Setup)**


1. Go to: Tools > Kitler Dev > Setup Audio Manager
2. That's it! Your Audio Manager is ready to use

### **3. Adding Your Sounds**

1. Select the **AudioManager** GameObject in your scene
2. In the Inspector, find the **Sound** array
3. Click the + button to add new sounds
4. For each sound:
  - **Name:** Enter the sound name (e.g., "Jump")
  - **Clip:** Drag your audio file here
  - **Adjust Volume, Pitch, and Loop** as needed

## 4. Using the Constants (Recommended)

Instead of typing strings, use the auto-generated constants:

```
//  DO THIS - Prevents typos!  
AudioManager.Instance.Play(Audio.Jump);  
AudioManager.Instance.Play(Audio.Land);
```

## 5. Generating Constants

1. Add your sounds in the Inspector
2. Click the button: "Generate Audio Constants"
3. Your constants are now ready in Audio.Jump, Audio.Land,

etc.

## 6. Basic API

```
// Play a sound
AudioManager.Instance.Play(Audio.Jump);

// Stop a sound
AudioManager.Instance.Stop(Audio.Music);

// Check if sound exists (prevents errors)
if (AudioManager.Instance.HasSound(Audio.Jump))
{
    AudioManager.Instance.Play(Audio.Jump);
}
```

## 7. Script Reference

Play a sound:

```
public class Player : MonoBehaviour
{
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space))
        {
            AudioManager.Instance.Play(Audio.Jump);
        }
    }
}
```

## 8. Troubleshooting

**Problem:** Sound doesn't play

**Solution:** Check if:

- Audio clip is assigned in Inspector
- Volume is greater than 0
- The sound name matches exactly

**Problem:** Error "Sound not found!"

**Solution:** Use the constants (Audio.Jump) instead of strings

## 9. Need More Features?

**This is the Lite version. Upgrade to Ultimate Sound Manager for:**

- Audio Mixer integration
- Sound pooling (better performance)
- Priority system
- Custom editor tools
- Fade effects
- And much more!

## **Support**

**For questions or issues.**

**Contact on this email**

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