

Sound Reactor

Upgrade Notes

Special Upgrade Instructions

Version 1.2

1. Import Sound Reactor 1.2
2. Delete the Utils folder
3. Import Sound Reactor 1.2 again

Version History

Version 1.2.1

- Fixed bug that kept “Stop Recording” from disappearing
- Renamed PeakLevel to PeakBand
- Updated documentation to reflect change
- Added online documentation

Version 1.2

- Peaks can be saved and shared with any audio clip now
- Added vector spectrum visualizer
- Added more demos
- Added tool tips to all important properties
- Improved documentation

Version 1.1.1

- Removed Post Processing Stack from project
- Fixed “3 argument” bug for Unity 5.6 and above

Version 1.1

- Spectrum Builder correctly centers the first level at the top of a Circle shape now.
- Repeat frequency correctly repeats now.
- The Spectrum Builder rebuilds as values change now.

Version 1.0

- Initial release

Contact

Direct all questions, suggestions, feature requests, and bugs to: support@littledreamergames.com