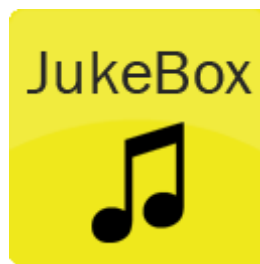


Project Name: **Jukebox Free**
Modified Date: **15 January 2012**
Author: **Corrupted Smile Studio**
Version: **1.0**
Source: **C#**
[More info Link](#)



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Overview

Provides a simple jukebox like music system, it will simply cycle through the songs that are entered into the array either randomly or in order. It repeats the list of songs by default.

Issues

No known issues. No testing has been made with Mac computers but no errors are anticipated for Macs.

Short Tutorial

1. Place JukeBox.cs onto an empty GameObject (it will add an Audio Source to the GameObject)
2. On the JukeBox component
 - a. Expand the Songs array list
 - b. Enter the number of songs into Size
 - c. In each element add the Audio Clip to Clip
 - d. Enter the artist name into the Artist box
 - e. Enter the song title into the Title box
3. Set the Current Song to which element you wish to play first.
4. Set the volume between 0-100.
5. Set whether you wish the system to randomly select the next song. If random the Current Song will be set randomly on Next/Previous and Start.

Class Overview

Within this release there is an included zip file called Documentation. Unzip this file **OUTSIDE** your Unity project to view a [Doxygen](#) generated class diagrams and method overviews.