Audio Manager

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Index
A. Setup Audio Manager
B. Setup Audio Toggle Button
C. Setup Background Music Player
D. Setup Button Audio Manager
E. API references

A. Setup Audio Manager

1. Import your music and sound.

Create a folder named "Resources" in you assets folder. Then create a "Music" folder and "Sound" folder (The name is not fix, you can name what your want). Import your music and sound in those folders.

Tips: The name of the file without extension will become the id of the sound/music. Name you sound/music file will simple and clear name, help you identify each sound/music.

2. Import Audio Manager.

Open Assets Store windows. Go to Audio Manager page and click the import button. After import the assets. You will found folder named "*Digicrafts/AudioManager*" in your assets folder.

3. Add the Audio Manger in your scene

In the scene where the game first load. Drag and drop the **Audio Manager** prefab into your scene hierarchy from "Digicrafts/AudioManager/Prefab/[DC] AudioManager.prefab".
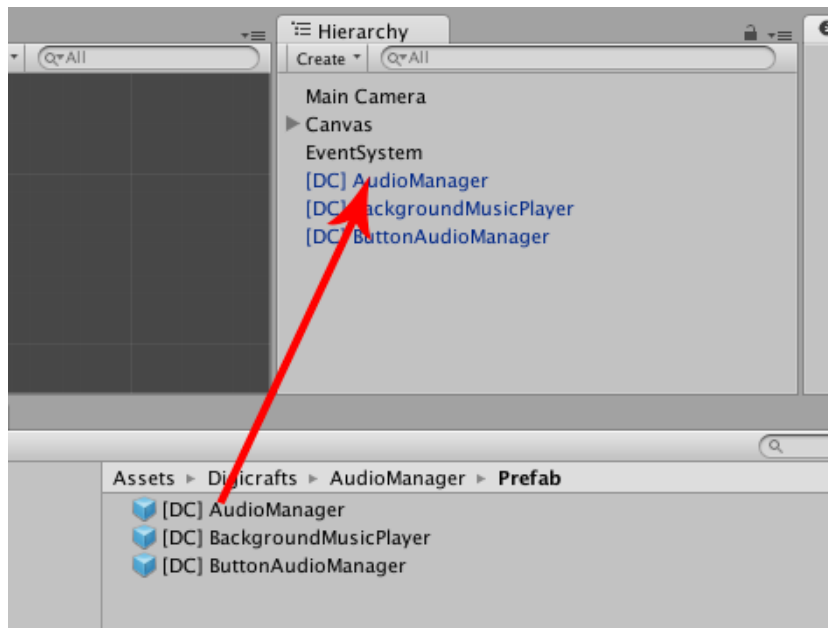
4. Open the inspector windows and select the **Audio Manage**r from hierarchy.

5. Fill the name of the folders that use to load sound and music (default is "Sound" and "Music").

Audio Manager Bootstrap (Script)

Script	AudioManagerBootstrap

Audio Manager

Copyright 2016 *Name of the folder to load sound*

Auto unload when load a new scene

Group name of the sound

For Sound FX –

Global volume of the sound fx

Sound Folder   Sou
Sound Auto Unload   ☐
Sound Group Name
Global Sound Volume ———————————○ 1

Name of the folder to load music

Auto unload when load new scene

For Music –

Music Folder   Music
Music Auto Unload   ☐   *Global volume of the music*
Global Music Volume ——————○———— 0.51
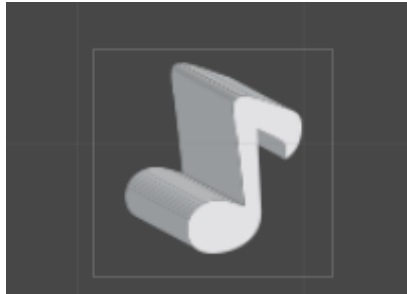
Add Component

6.

using Digicrafts.Audio;

Then, play the music and sound by code.

AudioManager.PlaySound("sound_name");
AudioManager.PlayMusic("music_name");
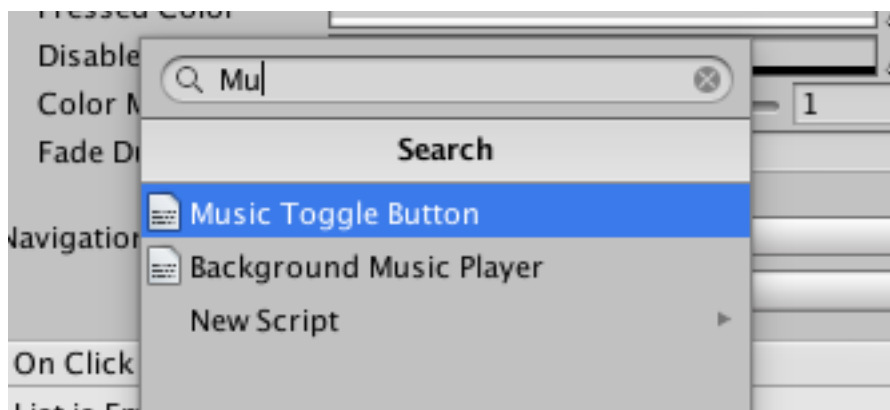
B. Setup Audio Toggle Button

The assets come with a script that help create music/sound toggle button. You can use UI Button to enable or disable sound and music.
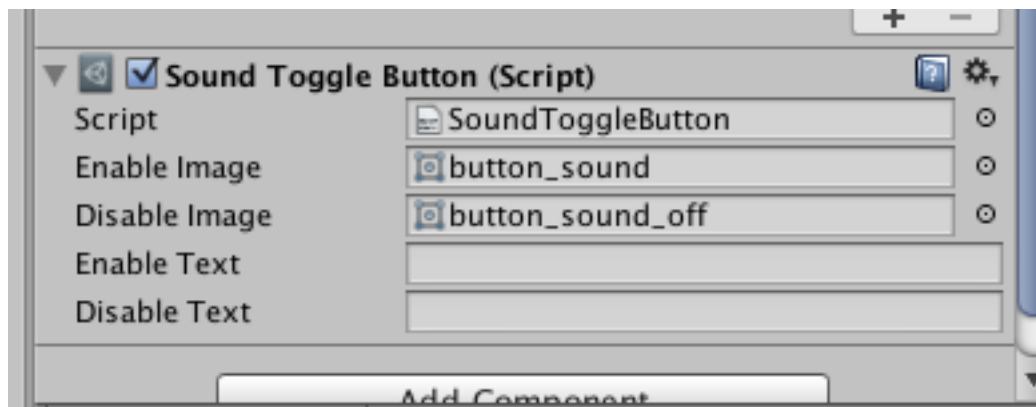
1. Create a UI Button and setup the image.

2. Add the **Sound/Music Toggle Button** script.

Select the UI Button and open the inspector. Click "Add Component" and select "**Sound Toggle Button**" from the list (Use **Music Toggle Button** if music).


3. Set the image for Enable and Disable.

4. The button will become a toggle button for sound or music when run.

B. Setup Background Music Player

Background Music Player is bundled with **Audio Manger** which help you to play background music in your game. In order to use **Background Music Player**, you need to setup **Audio Manger** first.
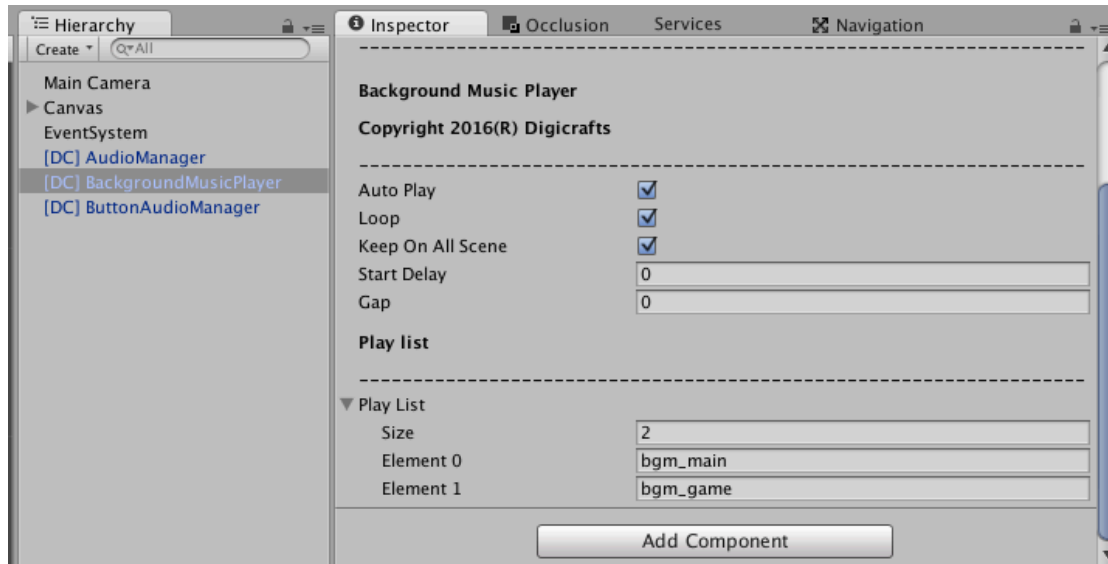
1. Add **Background Music Player** in the scene.

Open the start up scene of your game. Drag and drop the **[DC] BackgroundMusicPlayer** from prefab folder to the hierarchy.
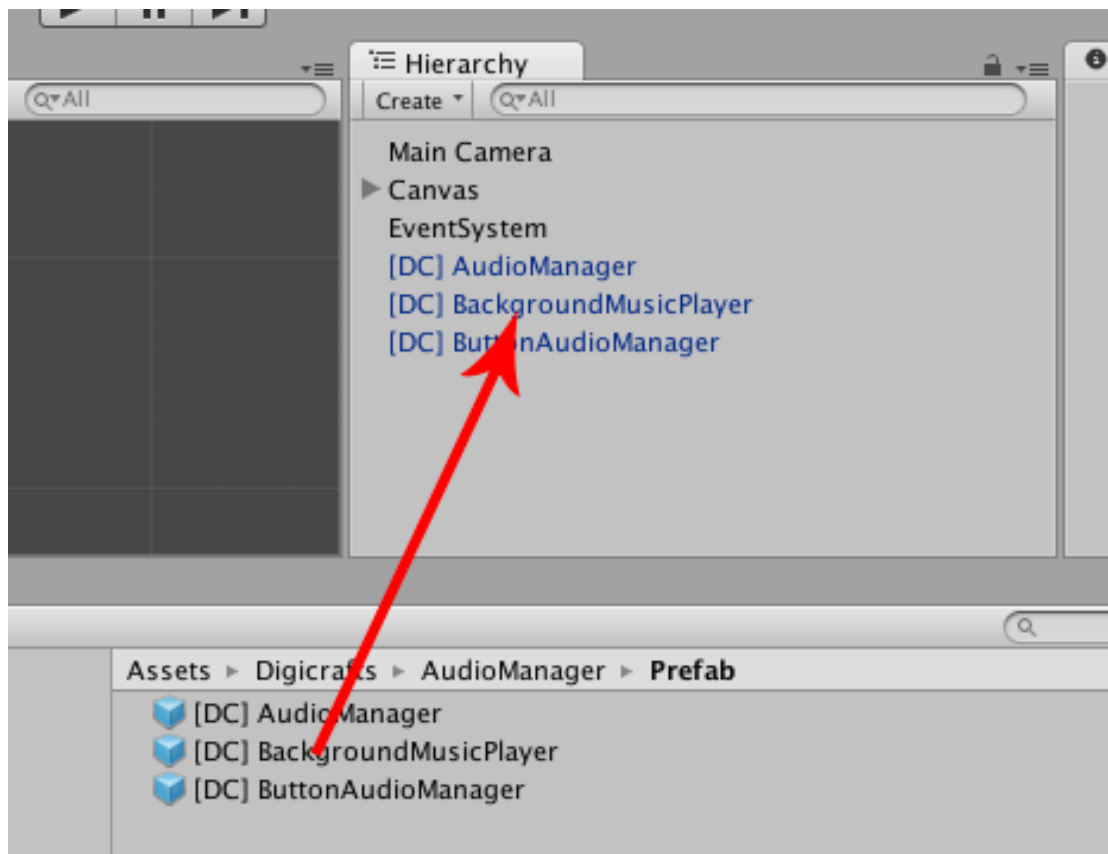
2. Setup playlist.

Select the **Background Music Player** from hierarchy and open inspector. Set number of track you want in this player. Then enter the music name in each element.

3. When the scene is loaded, it will play the music in the list automatically. By enable the "loop" option, the playlist will restart when finished.

4. (Optional) Use different *Background Music Player* in each scene.

If you want to play different music in each scene, just add **Background Music Player** in each scene and set a differ playlist. But disable the **"Keep On All Scene"** option.

C. Setup Button Audio Manager

Button Audio Manager helps you to add button sound effect easily. It can defined the sound to play for different button action. Apply to all buttons in the scene or the buttons with specified tag name.
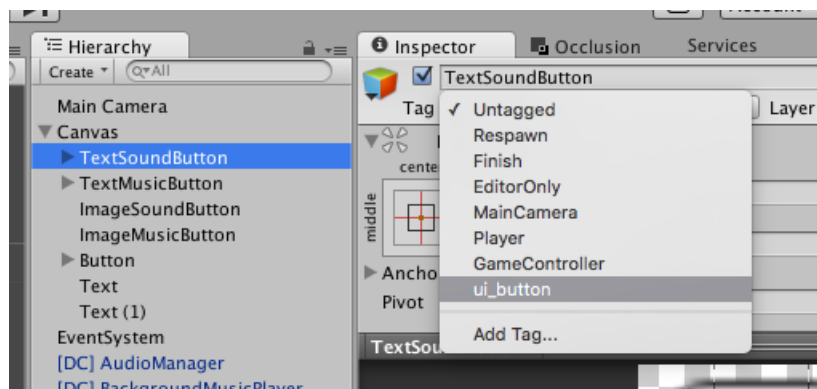
1. Add **Button Audio Manager** in to the scene.

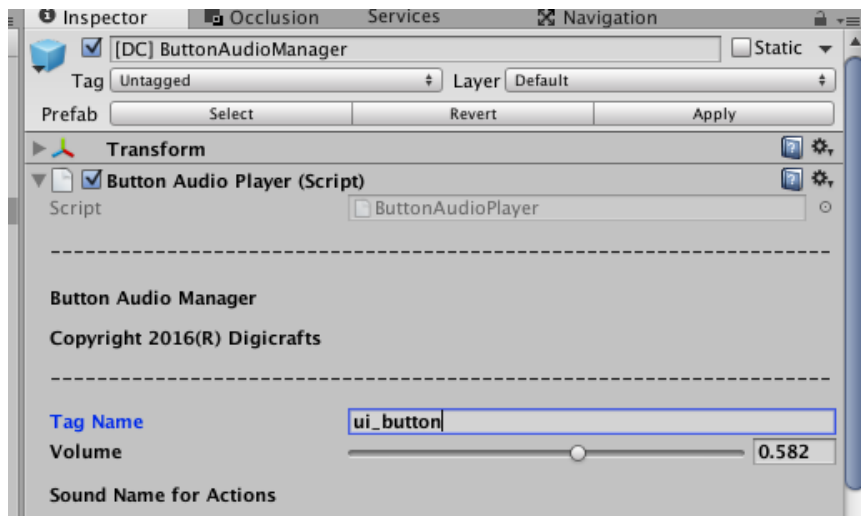Drag and drop the *[DC]ButtonAudioManager* from prefab folder to hierarchy.
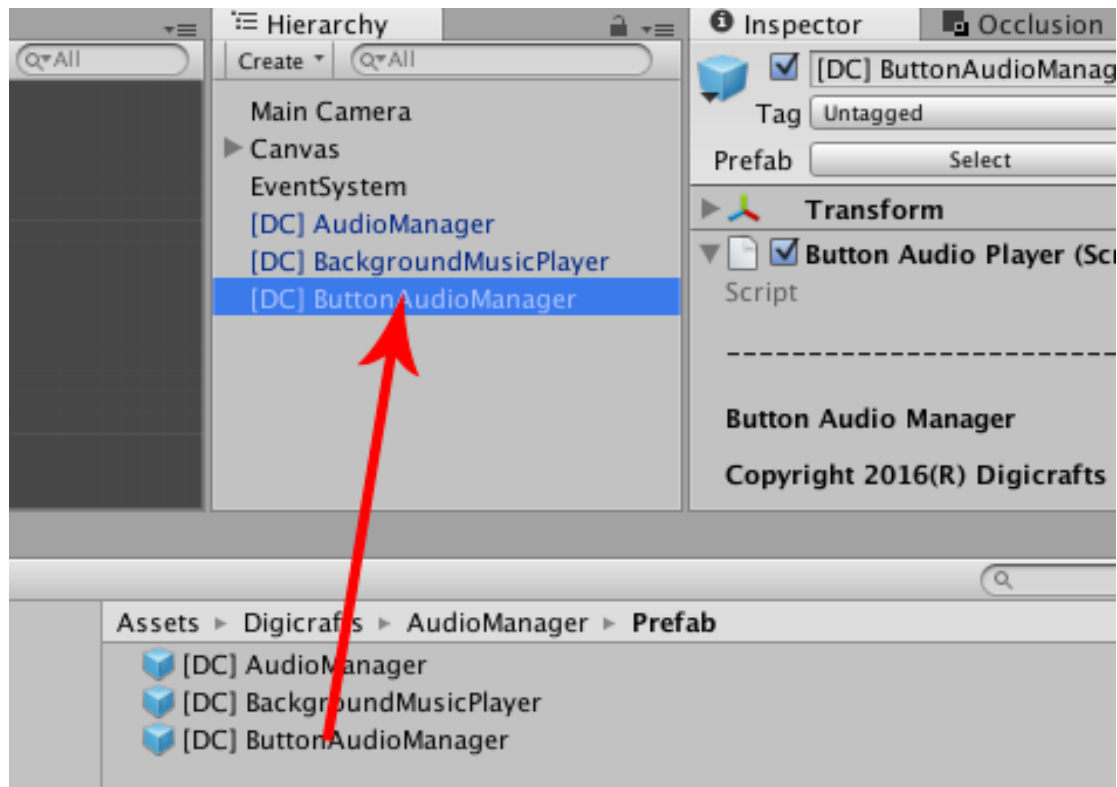
2. Set the tag name (Optional). You can apply the sound effect only on specified button with tag name.
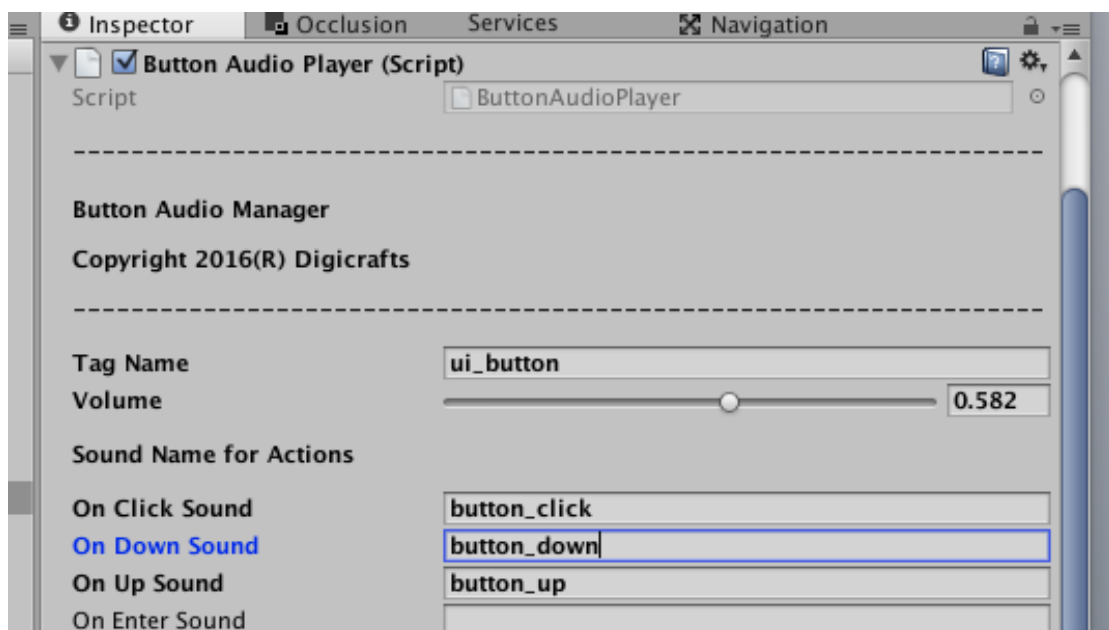
For each button which you want to add the sound. Select it and apply the tag name from inspector.

Select **Button Audio Manager** and enter the tag name in "Tag Name" field.

3. Set the sound name for each action.

4. When run, **Button Audio Manager** will add the sound effect to all buttons automatically.

D. API References

Digicrafts.Audio.AudioManager

Static Properties

Property Name	Type	Default	Remarks	Descriptions
isPlaying	Bool	False	(Read only)	Indicate if the music is playing
globalSoundVolume	Float	1.0f	Possible value 0 to 1.0f	Set the global volume of sound effect.
globalMusicVolume	Float	1.0f	Possible value 0 to 1.0f	Set the global volume of music.
isSoundEnabled	Bool	True	True/False	Enable/disable sound globally
isMusicEnabled	Bool	True	True/False	Enable/disable music globally

Public Static Methods

Method Name	Arguments	Descriptions
PlaySound(name, volume, count)	**name (string):** name of sound **volume (float):** volume of sound 0 to 1.0f **count (int):** No. of times play 0 to 1.0f	Play the sound with the name. The name is the audio filename without extension.
PlayMusic(name, loop, volume)	**name (string):** name of sound **loop (bool):** Set the music to loop. False/True **volume (float):** volume of sound 0 to 1.0f	Play the music with the name. The name is the audio filename without extension.
PauseMusic()	-	Pause the current playing music.
ResumeMusic()	-	Resume the current paused music.
StopMusic()	-	Stop the current playing music.