[Valinta]

Version 1.0.0

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[valinta] music streaming

Quick start

Asset package contains three example scenes with differently themed players. You can choose to use those in your game or customize the player to fit your game's look and feel.

Music player itself should be fairly easy to integrate into your game:

1. Check the build settings first. Platform should be set to Android or iOS. (WebGL or stand-alone platforms are not supported)
2. Create a new scene or use existing one
3. Drag & drop ValintaController prefab into the scene (ValintaMusicStreaming -> Prefabs)
4. Add UI -> Canvas or use existing one
5. Drag & drop ValintaPlayer prefab into the canvas (ValintaPlayer_Tx, x = 1, 2 or 3)
6. Run the scene
7. Music player should be up and running

NOTE:

- There should only be one ValintaController present in project. Preferably, add ValintaController as early scene in scene order as possible.
- Every scene can have its own or even multiple UIs (ValintaPlayer prefab).
- Streaming music needs a working internet connection
- If you have Application ID, provided by Zemeho, add it to ValintaController -> Valinta player script -> Valinta Application ID
- If you want to use WWW class for audio clip downloading, enable "Use WWW For Audio Download" in Valinta player script

iOS:

- Add "AdSupport" for ValintaPlugin.mm in Plugins -> iOS

Monetizing your game with [valinta]

If you want to start monetizing your game using non-disruptive audio ads, visit
https://www.valintaplay.com to learn more.