Unity Asset Store Package



*https://www.assetstore.unity3d.com/#!/content/70172*

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| **NAME** | **FEATURES** |
| Audio Manager – Papae Audio Engine | An audio controller and manager component in inspector view |
| Persistent singleton class call from code (no prefabs needed) |
| **CATEGORY** | Static function calls with callbacks |
| Scripting / Audio | 3 background music transition effects (swift, fade & cross fade) |
|  | Control of all sound effects in game without tags |
| **AUTHOR** | Integration with AudioMixerGroups |
| Oluwaseye Ayinla | Built-in sound pool for looping sounds |
|  | Pool for loading audio assets from resource folder |
| **PRICE** | Fully commented code for understanding |
| $5 | 2 demo scenes to play test |

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| **SCREEN SHOTS** | |
| ***C:\Users\Papae Game Studio\Projects\Unity Projects\Asset Store Packages\AudioManager-Unity-AssetStore\Art\Screenshot - 06.png*** | ***C:\Users\Papae Game Studio\Projects\Unity Projects\Asset Store Packages\AudioManager-Unity-AssetStore\Art\Screenshot - 01.png*** |
| ***C:\Users\Papae Game Studio\Projects\Unity Projects\Asset Store Packages\AudioManager-Unity-AssetStore\Art\Screenshot - 02.png*** | ***C:\Users\Papae Game Studio\Projects\Unity Projects\Asset Store Packages\AudioManager-Unity-AssetStore\Art\Screenshot - 05.png*** |