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PlusMusic API v0.9.24

This page contains a list of all exposed API functions, classes, structs, enums and events for the PlusMusic API.

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Functions

[LoadProject\(\)](#) - Load a PlusMusic Project

[LoadSoundtrack\(\)](#) - Load a PlusMusic Soundtrack

[LoadSoundtrackByName\(\)](#) - Load a PlusMusic Soundtrack

[PlayArrangement\(\)](#) - Play a Soundtrack arrangement

[PlayArrangementByName\(\)](#) - Play a Soundtrack arrangement

[SetVolume\(\)](#) - Set the volume

[GetVolume\(\)](#) - Get the volume

[SetMute\(\)](#) - Mute the volume

[StartAudio\(\)](#) - Start audio playback

[StopAudio\(\)](#) - Stop audio playback

[PauseAudio\(\)](#) - Pause audio playback

[UnPauseAudio\(\)](#) - UnPause audio playback

[GetIsLoopable\(\)](#) - Check if an arrangement is loopable

[TimeNextBar\(\)](#) - Get the time of the next bar

[TimeNextBeat\(\)](#) - Get the time of the next beat

[AllFilesLoaded\(\)](#) - **Check if all arrangements are loaded**

[GetEnvVariable\(\)](#) - **Load an environment variable**

[SetAudioMixerGroup\(\)](#) - **Set an AudioMixerGroup for audio playback**

[CopyTransition\(\)](#) - **Make a deep copy of a transition object**

[WindDownMainAudio\(\)](#) - **Reduce the volume gradually from its current level to zero**

[TurnUpMainAudio\(\)](#) - **Raise the volume gradually from zero to its current volume**

Data Classes/Structs/Enums

[SoundtrackOptionData](#)

[ServerArrangementsData](#)

[TransitionInfo](#)

[Arrangements](#)

[EAudioFaderCurve](#)

[PMTimings](#)

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Events

[OnLoadingProjectProgress](#)

[OnArrangementChanged](#)

[OnAudioStateChanged](#)

[OnSoundTracksNamesLoaded /
OnSoundTrackOptionsReceived](#)

[OnLoadingProgressChanged / LoadingProgress](#)

[OnRealTimeDebug / RealTimeDebug](#)

[OnSoundTracksAudiosLoaded](#)

[DEPRECATED] Functions

SetupSoundtrackOptions() - **Use [LoadProject\(\)](#) instead**

SelectRemoteSoundtrackByID() - **Use [LoadSoundtrack\(\)](#) instead**

PlaySoundPM() - **Use [PlayArrangement\(\)](#) instead**

PlaySoundPMByName() - **Use [PlayArrangementByName\(\)](#) instead**

SetMusicVolume() - **Use [SetVolume\(\)](#) instead**

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