



Dev Tools Home
Page

Guides

Getting
Started

Basic Use

Advanced
Use

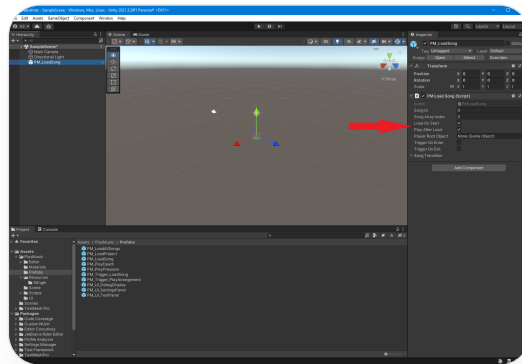
Errors

PM > Article > Basic Use

Unity: Adding a simple background soundtrack to your scene

This article will show you how to add a simple background soundtrack to your scene.

Adding a background soundtrack



Drag the PM_LoadSong prefab from the Assets/PlusMusic/Prefabs folder into your scene. Make sure the "Load On Start" and "Play After Load" options are selected.

Save the scene and play it.

By default the first soundtrack in your project will play. You should see activity in the “Console” window and hear your soundtrack playing after it has been downloaded.

[Go Back](#)



Search

© PlusMusic 2023. All rights reserved.