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# Plugin Change Log

The Plugin Change Log contains an itemized breakdown of all changes, bug fixes, new features etc. for each of the plugin releases.

## Plugin Version 0.9.24 (beta)

### Unity

- Fixed an issue that could cause the plugin to hang if a soundtrack had multiple version of the same arrangement type
- Improved error messages for missing arrangements and uncompiled soundtracks/game-packs

### Unreal

- Still in development ...

## Plugin Version 0.9.23 (beta)

### Unity

- Fixed issue with **PlusMusicSceneManager** that prevented the singleton instance of the DJ to stay alive during startup on iOS all devices
- Improved startup logic for **PMLoadSong** and **PMLoadAllSongs** to prevent potential race conditions between scripts
- Added **PlayScrossScenes** setting. By default it is turned off. If turned on, any currently playing audio will carry over into the next Scene and keep playing.

- Fixed several minor issues with our sample scene at ***Assets/PlusMusic/Scene/PlusMusicSampleScene***
- Fixed several logging inconsistencies in the DJ
- Made ***WindDownMainAudio()*** and ***TurnUpMainAudio()*** public

## Unreal

- Still in development ...

## Plugin Version 0.9.22 (beta)

### Unity

- Added ***SetAudioMixerGroup()*** API call
- Added ability to specify a subset of soundtracks to the ***PMLoadAllSongs*** script
- Added ***UseVolume*** to transitions to make volume changes when playing transitions optional
- Added ***ReturnToPrevious*** to transitions to allow for returning to the previous arrangement after playing the current arrangement
- NOTE: The above was previously hardcoded into ***TimeToLive*** which is now more generic but can still be combined with ***ReturnToPrevious***
- Added ***PlusMusicSceneManager*** class that loads at runtime and manages the PlusMusic plugin across multiple scenes
- Moved the ***PlusMusicPlugin*** prefab to the ***Resource*** folder so it can be programmatically loaded
- Removed several now redundant settings from the ***PlusMusicPlugin***
- Fixed race condition bug in ***PMLoadSong***
- Fixed race condition bug in ***PMPlayArrangement***
- Fixed possible race condition in ***PMLoadAllSongs***
- Fixed bug the could result into transitions not honoring the ***volume*** setting
- Renamed ***Api Key*** to ***Auth Token*** to align with the website UI
- Renamed the following prefabs: ***PM\_DebugDisplay*** ⇒ ***PM\_UI\_DebugDisplay***, ***PM\_SettingsPanel*** ⇒

### ***PM\_UI\_SettingsPanel, PM\_TestPanel ⇒ PM\_UI\_TestPanel***

- Removed unused transition creation overloads
- Reworked the ***PlusMusicSampleScene*** and ***PlusMusicSettings*** script
- NOTE: All current in-scene references in your game to the ***PlusMusicPlugin*** (formerly known as ***PlusMusic DJ Source***) prefab need to be removed!
- Your ***Project ID*** and ***Auth Token*** are now only set once per game in ***Assets/PlusMusic/Resources/PlusMusicPlugin***
- You can also specify an ***AudioMixerGroup*** here if you want to run the PlusMusic audio through an existing ***AudioMixer***
- Improved logging

## Unreal

- Still in development ...

## Plugin Version 0.9.20 (beta)

### Unity

- Fixed transition bug that could result in random initializing values
- Moved project settings from the main menu to the plugin inspector window
- Added/expanded auto load/play functionality in the inspector window
- Added an optional ***AudioMixerGroup*** reference to allow using existing audio mixers for our playback
- Added tooltips to many of the inspector components
- Added ***Volume*** to transitions, allowing you to set the target volume
- Added ***TimeToLive*** to transitions, allowing you to specify a time limit for playing an arrangement after which the plugin will return to playing the previous arrangement
- Added ***OnLoadingProjectProgress*** event
- Added new scripts to support new functionality: ***PMLoadProject, PMLoadSong, PMPlayArrangement,***

***PMLoadAllSongs***

- Added several new prefabs to allow for quicker prototyping: ***PM\_LoadProject, PM\_LoadSong, PM\_Trigger\_LoadSong, PM\_Trigger\_PlayArrangement, PM\_PlayDeath, PM\_PlayPressure, PM\_TestPanel, PM\_LoadAllSongs***
- Added new function overload to ***LoadSoundtrack()***
- Improved the song loading logic
- Renamed existing prefabs to be more in line with naming conventions: ***PlusMusic DJ Source*** ⇒ ***PlusMusicPlugin, DebugDisplay*** ⇒ ***PM\_DebugDisplay, SettingsPanel*** ⇒ ***PM\_SettingsPanel***
- Switched default transition timing to ***Now*** instead of ***NextBeat***
- Updated the sample scene at ***Assets/PlusMusic /Scene/PlusMusicSampleScene***

## [DEPRECATED]

- ***SetLowPassFilter()*** use filters on an ***AudioMixer*** instead
- ***SetMixerSetting()*** use an ***AudioMixer*** instead
- ***beats/bars*** in the ***PMTimings*** enum, use ***NextBeat/NextBar*** instead
- ***EffectTrigger*** prefab, no longer needed, see ***SetMixerSetting***
- ***CurveTriggerSoundtrackSwitch*** prefab, use ***PMPlayArrangement*** instead
- ***CurveInDownTriggerSoundtrackSwitch*** prefab, use ***PM\_Trigger\_PlayArrangement*** prefab instead
- ***CurveTriggerSwitchBlock*** prefab, use ***PM\_Trigger\_PlayArrangement*** prefab instead

**Unreal**

- Still in development ...

**Plugin Version 0.9.18 (beta)****Unity**

- Fixed intermittent memory leak when calling

### ***PlayArrangement()***

- Fixed bug that could prevent the plugin from loading another song that was previously loaded/cached
- Fixed bug that could cause the plugin to hang if a song was missing arrangements
- Fixed bug that could cause the plugin to hang if ***PlayArrangement()*** was called before the song was fully loaded
- Updated the sample scene at ***Assets/PlusMusic/Scene/PlusMusicSampleScene***
- Added several new API functions to support Start/Stop/Pause UI: ***StartAudio()*** / ***StopAudio()*** / ***PauseAudio()*** / ***UnPauseAudio()***
- Added ***GetVolume()*** API function
- Added new events to support better UI implementations: ***OnArrangementChanged*** / ***OnAudioStateChanged***

## Unreal

- Removed ***PlusMusicCompressor*** (which wasn't used anyways) to allow our plugin to work on **5.1.x**
- Fixed bug that could prevent the plugin from loading another song that was previously loaded/cached
- Fixed bug that could cause the plugin to hang if a song was missing arrangements
- Fixed bug that could cause the plugin to hang if ***PlayArrangement()*** was called before the song was fully loaded
- Added several new API functions to support Start/Stop/Pause UI: ***StartAudio()*** / ***StopAudio()*** / ***PauseAudio()*** / ***UnPauseAudio()***
- Added ***GetVolume()*** API function
- Added new events to support better UI implementations: ***OnArrangementChanged*** / ***OnAudioStateChanged***

## Plugin Version 0.9.17 (beta)

### Unity

- Songs within a project are now cached after the first time they are downloaded. Once cached, you can switch between songs without delay. The cache is in-

memory and only persists for the current game play session.

- [\*\*\*LoadSoundtrackByName\(\)\*\*\*](#) has been added
- ***ChangeSoundtrack()*** has been deprecated, use [\*\*\*LoadSoundtrack\(\)\*\*\*](#) or [\*\*\*LoadSoundtrackByName\(\)\*\*\*](#) instead
- Inconsistent use of ***string*** and ***int*** for numeric values has been fixed, old *string* version functions are now all deprecated

## Unreal

- Songs within a project are now cached after the first time they are downloaded. Once cached, you can switch between songs without delay. The cache is in-memory and only persists for the current game play session.
- [\*\*\*LoadSoundtrackByName\(\)\*\*\*](#) has been added
- Inconsistent use of ***string*** and ***int*** for numeric values has been fixed, old *string* version functions are now all deprecated
- Fixed an issue where we were decompressing ***ogg*** audio every time we played a sound. We now only decompress once, when the sound is first downloaded.

## Plugin Version 0.9.16 (beta)

### Unity

- Fixed issue with mismatching arrangement types between the plugin and the backend database
- Fixed issue with asynchronous arrangement loading that could result in missing arrangements
- Greatly simplified arrangement loading code
- Updated the plugin sample scene ***PlusMusic/Scene/PlusMusicSampleScene*** to work with the above changes

### Unreal

- Fixed issue with mismatching arrangement types

between the plugin and the backend database

Greatly simplified arrangement loading code  
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