# Music

# Music Player Kit

## V1.0.0

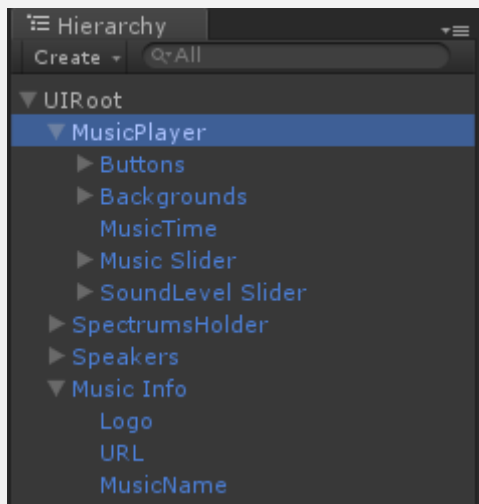# Indie Games Studio

# Table of Contents

# 1.0 - Music Player



The following figure describes each part in the music player:
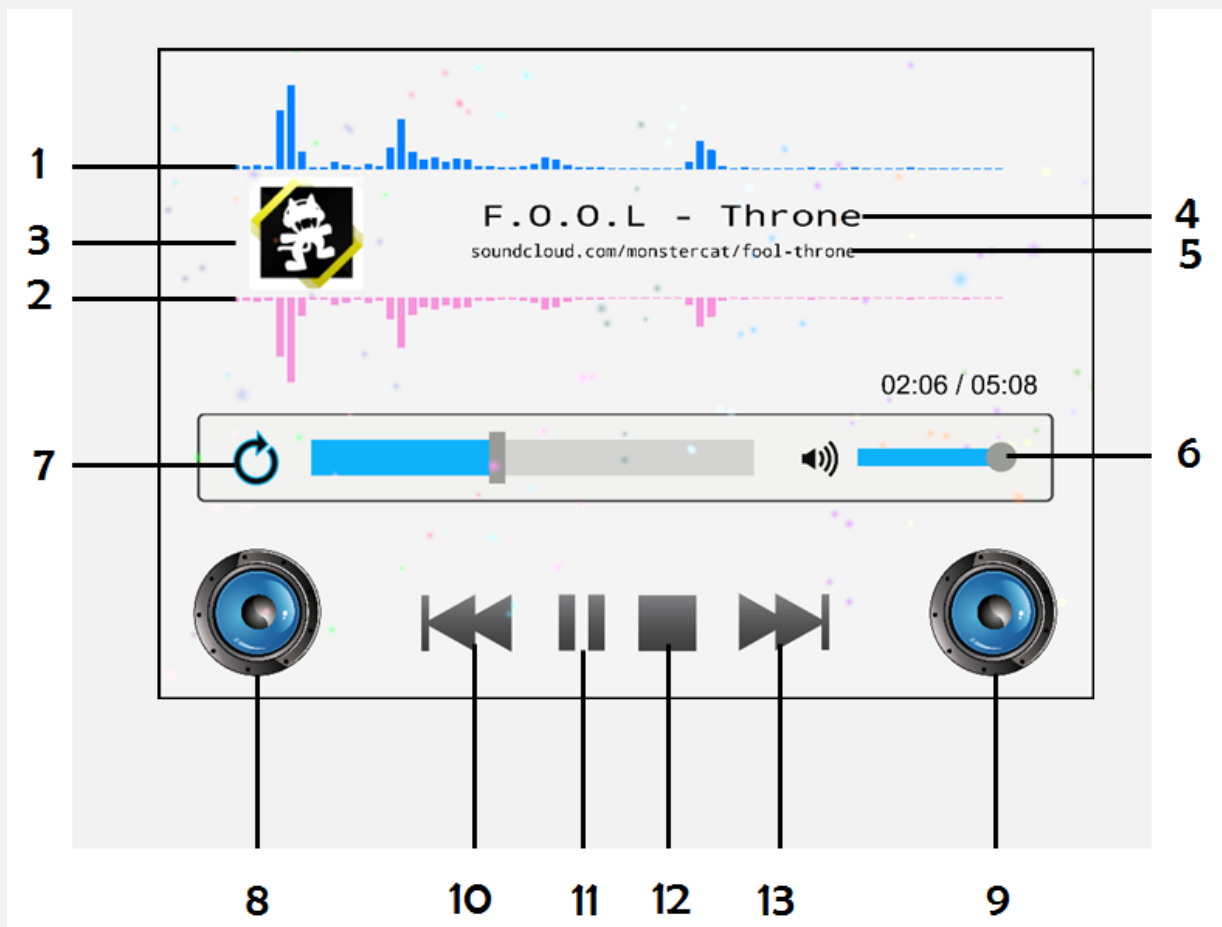
1. **Top-Spectrums -** The top spectrums of the current audio clip.
2. **Bottom-Spectrums -** The bottom spectrums of the current audio clip.
3. **Music Logo** – The logo of the current music.
4. **Music Name** – The name of the current music.
5. **Music URL** – The URL reference for the current music.
6. **Sound Level Slider** – Controls the volume of the current music.
7. **Repeat Music Button** – Whether to repeat or loop the music.
8. **Speaker** – Music speaker.
9. **Speaker** – Music speaker.
10. **Previous Music Button** – Change to the previous music.
11. **Pause Music Button** – Pause the current music.
12. **Stop Music Button** – Stop the current music.
13. **Next Music Button** – Change to the next music.

## 2.0 –Audio Spectrum

An audio spectrum displays the different frequencies present in a sound. Check the link.

To create audio spectrums use the AudioSpectrumManager.cs script:
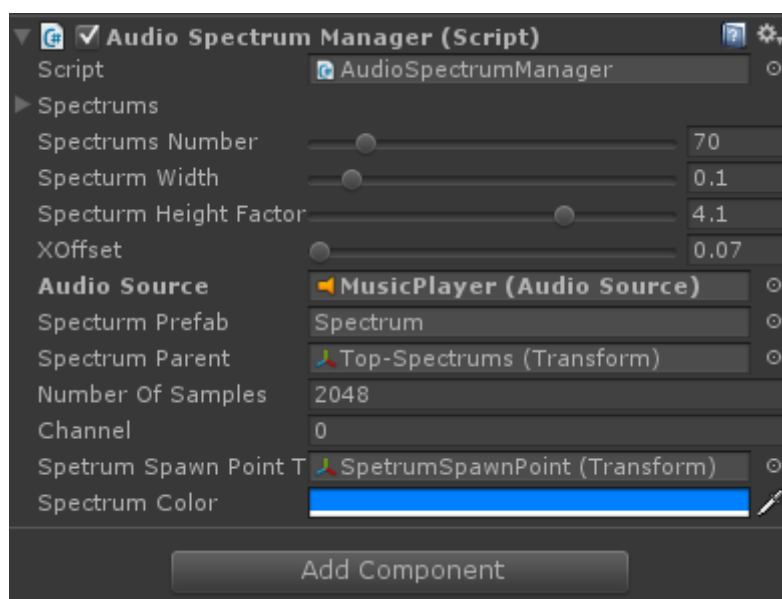
# 3.0 -Audio Speakers

To manage the speaker's impulse and scale range use the
Speakers.cs script: