Rhythm framework

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Summary

Getting Started

Rhythm framework is a powerful and simple tool that will increase the speed of your Rhythm Based Game development.

The framework has an editor, who uses informations of your music, as music lenght and music bpm to create an map of beats who will be used in your game for event driven actions call.

Getting Started

This document will help you to use the framework properly. The following pages contains instructions about the tool.

This asset contains:

All source code

An scene that will be your editor
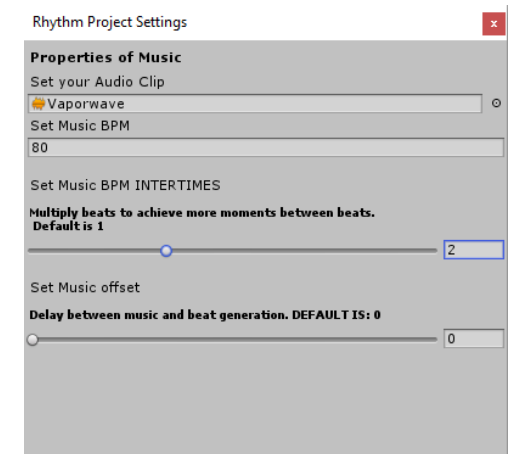
An mini game as example

An mapped music (Vaporwave)

Preparing The Music Editor

1. Open Rhythm Window Settings: top menu Rhythm > Project Settings

2. Set your AudioClip

3. Set Music Bpm field. You have to know the Bpm of your music

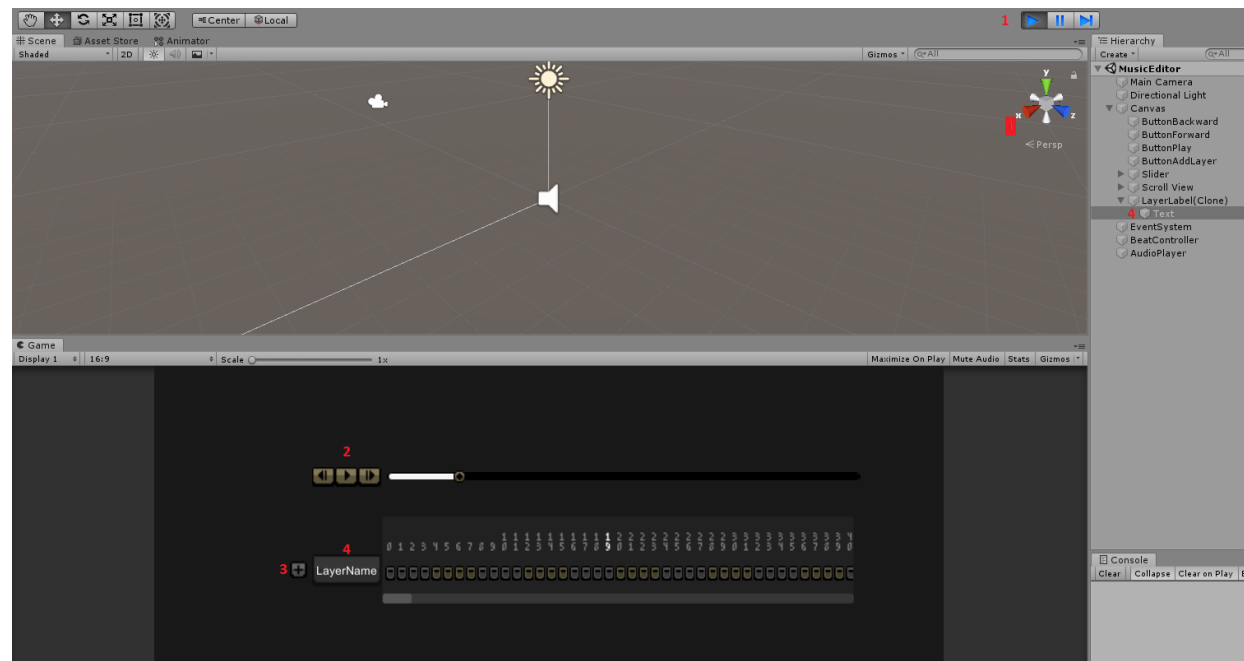4. Set times between beats generated (Min 1 Max 4). More times = More beats generated for your map
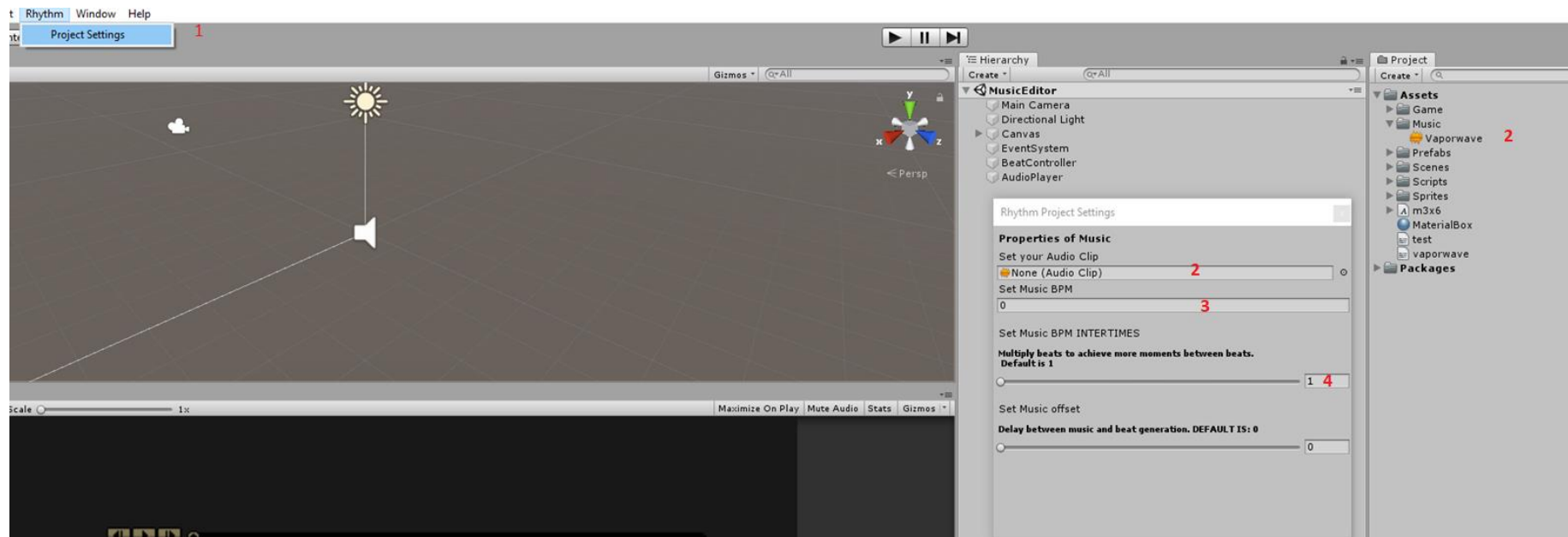
My settings for example music:

Preparing The Music Editor

1.   Press Play in Unity Editor

2.   Press Play in Rhythm Editor Music Player. You can Backward and forward your music

3.   Click + to add your first layer

4.   Set layer name

Mapping Your First Music

1. Select Piano 1 beats. You can use scrollwheel of your mouse to scroll the timeline.

2. If music is going to fast, you can set speed in AudioPlayer Object, in AudioSource > Pitch

3. You can forward and Backward music any time

4. Shortcut Keys for: Backward is Q, Play/pause is W, forward is E
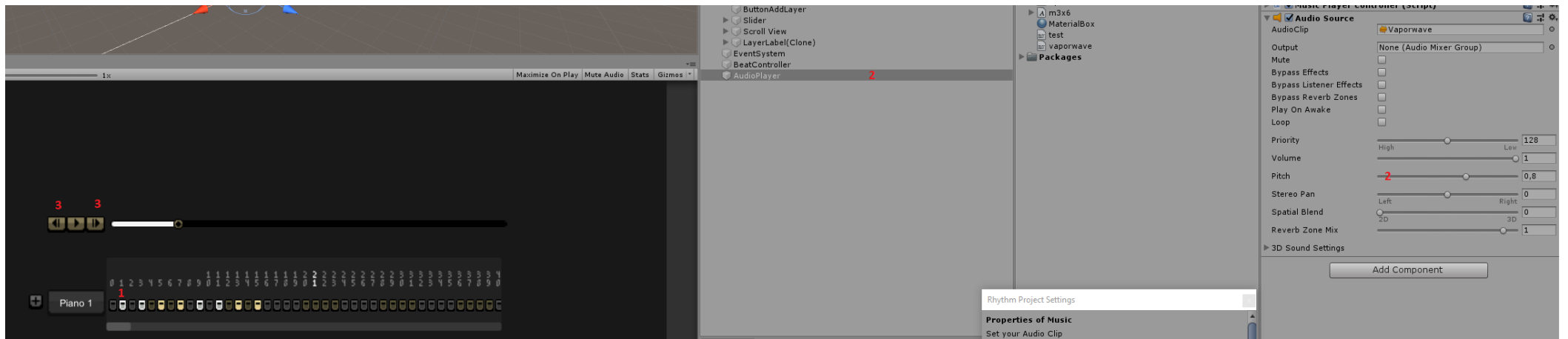
Mapping Your First Music

1. Add new layers

2. Select more beats

3. Each selected beat represents an event in your game
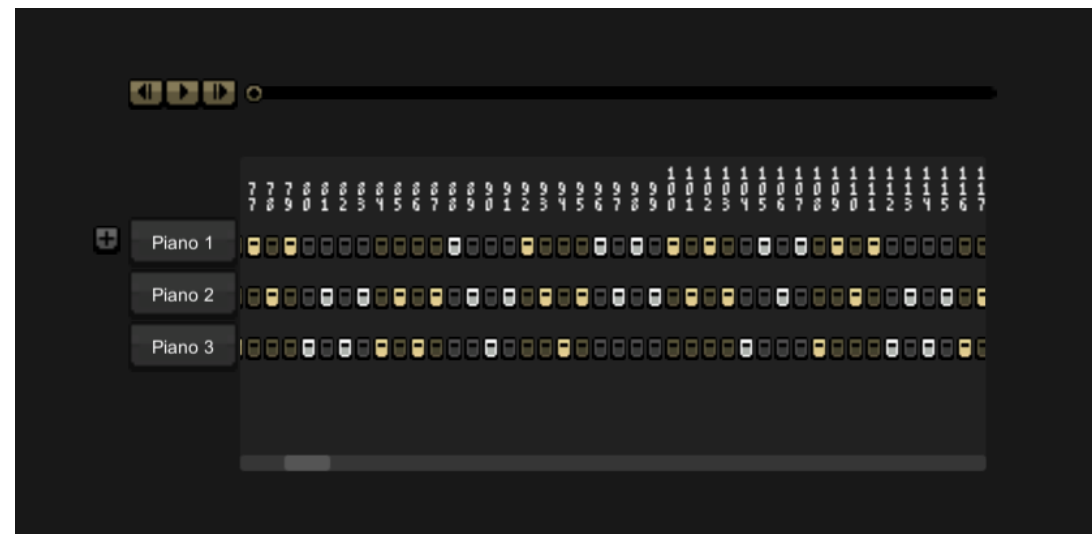
Finishing and Saving Your Music Map

1.   In Play Mode, go back to Rhythm Project Window and Set a Name to Save

2.   Click in Save Button and Exit Play Mode

3.   Your JSON file will be created in root of Assets folder

4.   You must remember your Layer Quantity, for future modifications on your map. In this example we have three
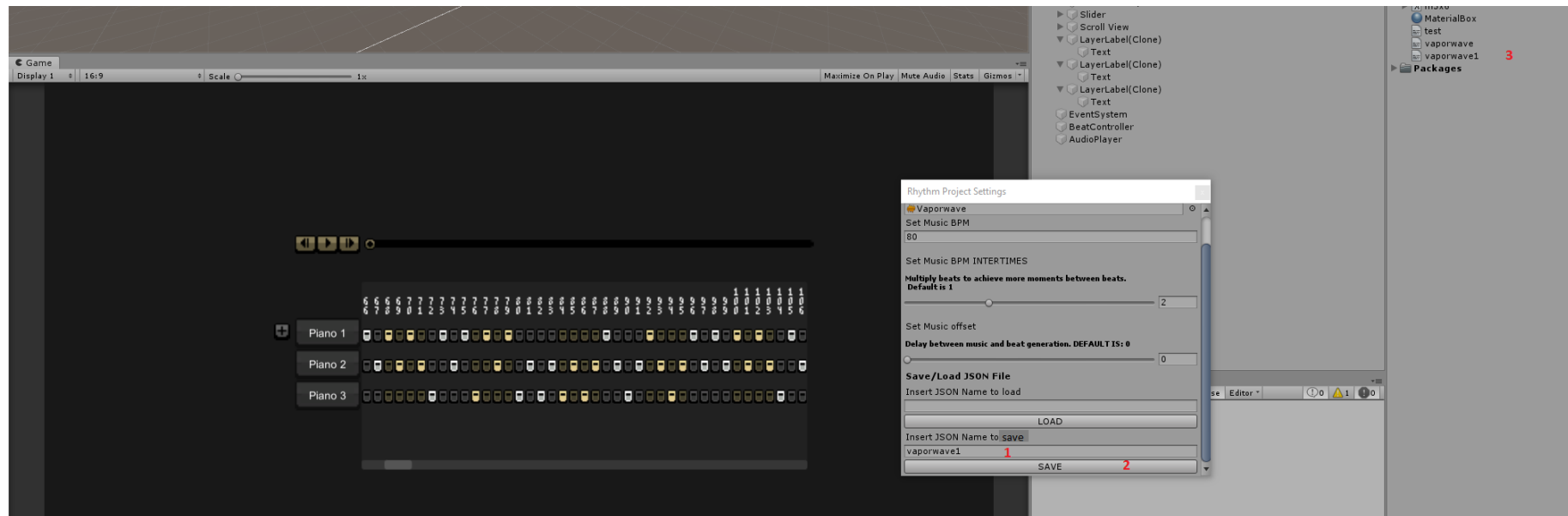
Finishing and Saving Your Music Map

1. **TO EDIT YOUR SONG:** Enter in Play Mode and Press Play in Rhythm Music Player

2. Before we create 3 Layers, so we have to click in + three times, to create three layers

3. Set the name of JSON file we had created before

4. Press Load. Edit and Repeat save routine
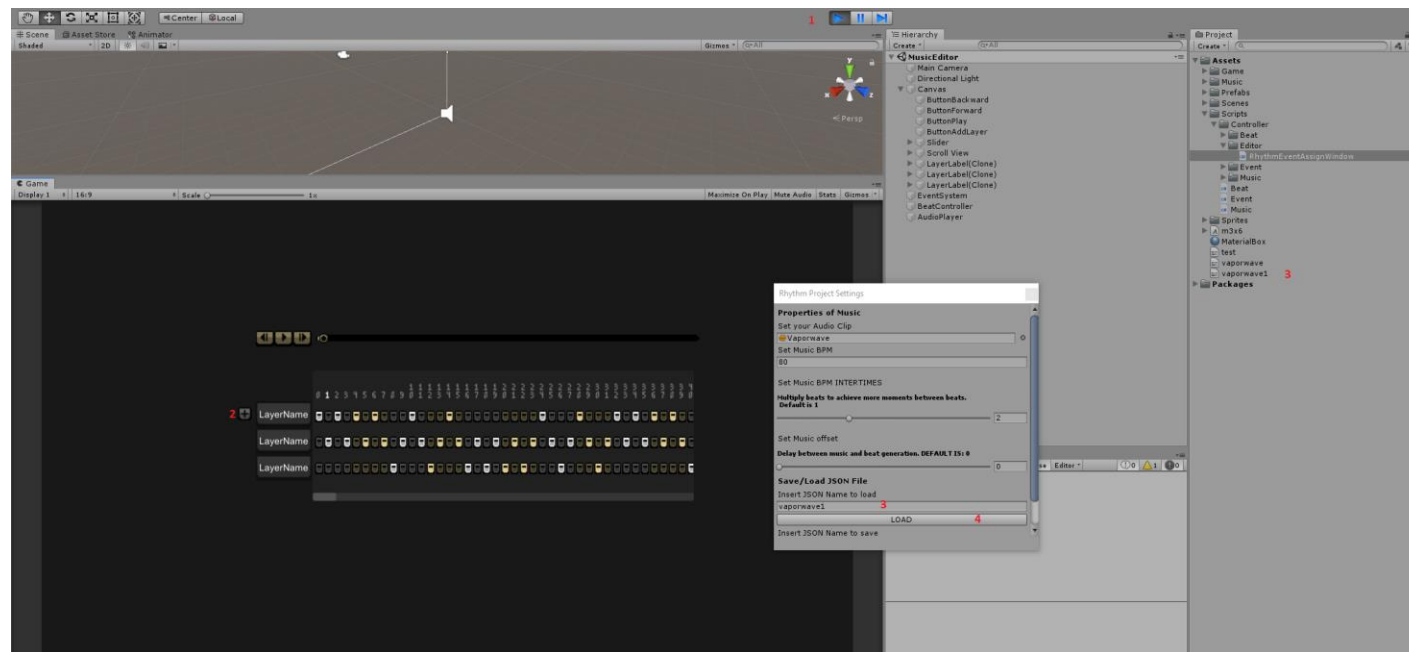
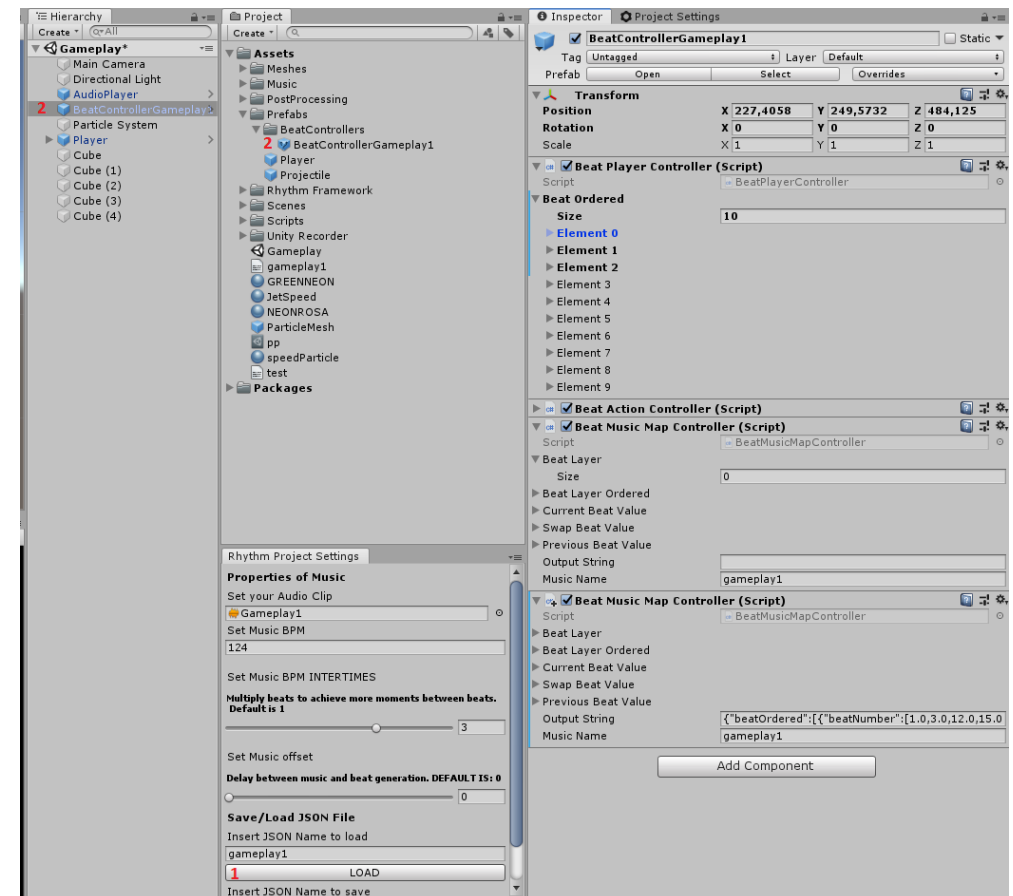# Setting and Calling Events in Your Game

1.   Create a new scene and go to: Prefabs > Managers. Drag to scene: AudioPlayer, AudioPlayerDelayed,

BeatController and EventListenerExample.
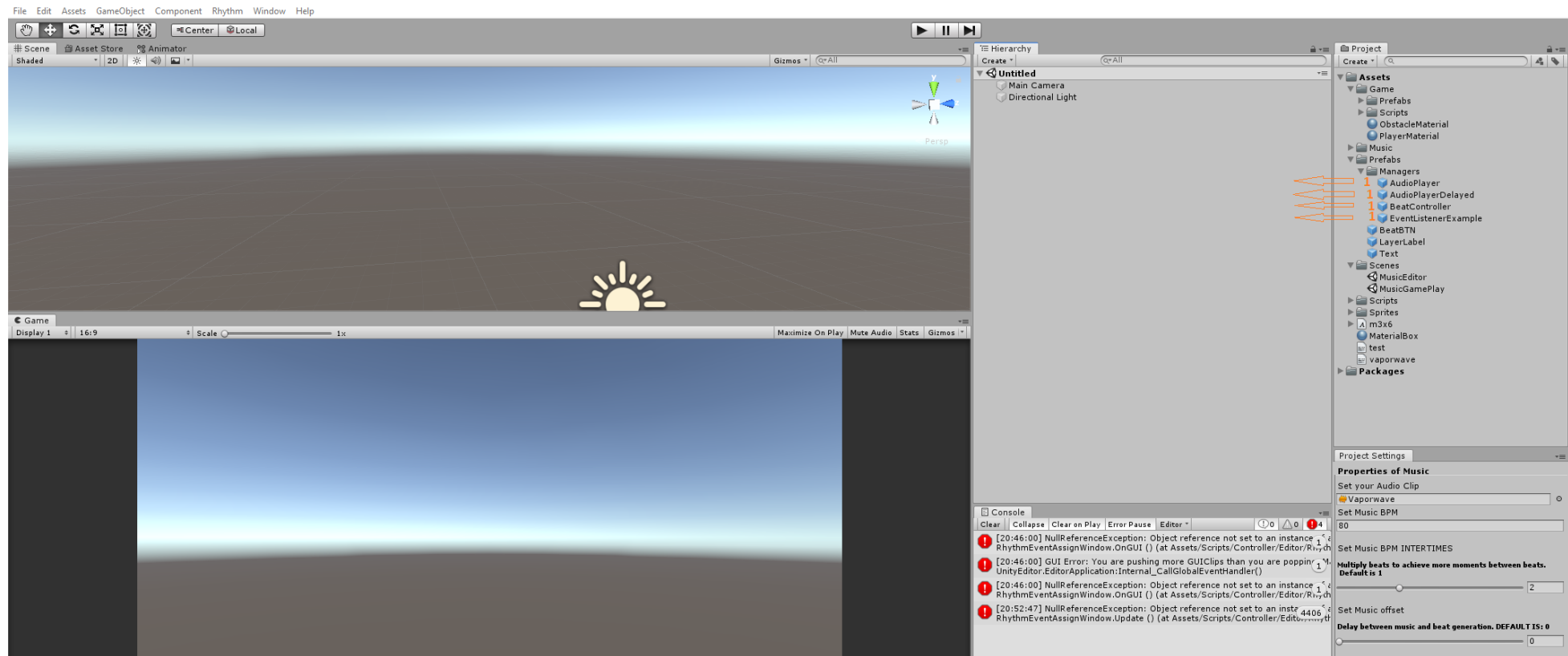
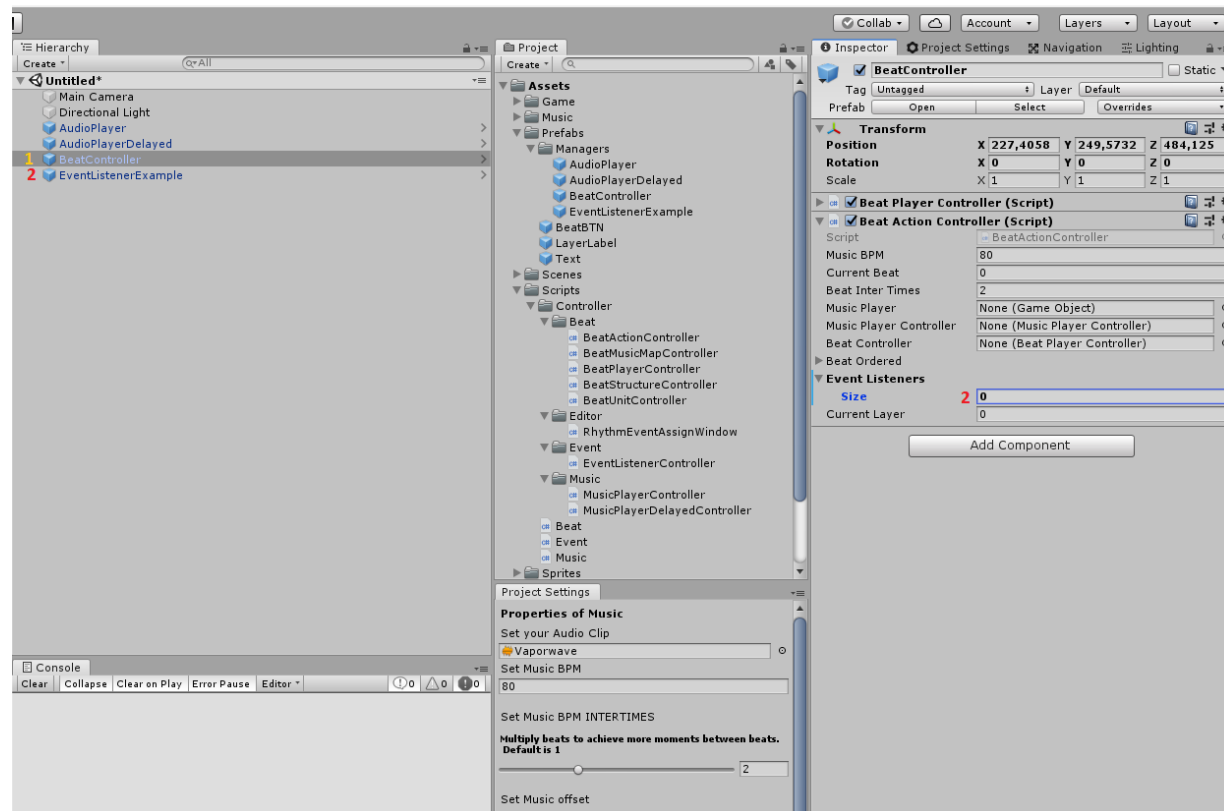# Setting and Calling Events in Your Game

1. To load a music, write her JSON respective name and click LOAD

2. for each music save an BeatController prefab variant

3. **IMPORTANT**: If you want to load again the same music, rename the beatcontroller in your scene to BeatController and clicl load

Setting and Calling Events in Your Game

1. Select BeatController in Hierarchy Tab

2. DragEventListenerExample into Event Listeners Array

Setting and Calling Events in Your Game

1. Select EventListenerExample

2. On Script Component Event Listener Controller, set the layer number that your object will listen

3. Double-Click on Script

4. Code your actions in CallEventAction() — In this example, I'll set random color for each event
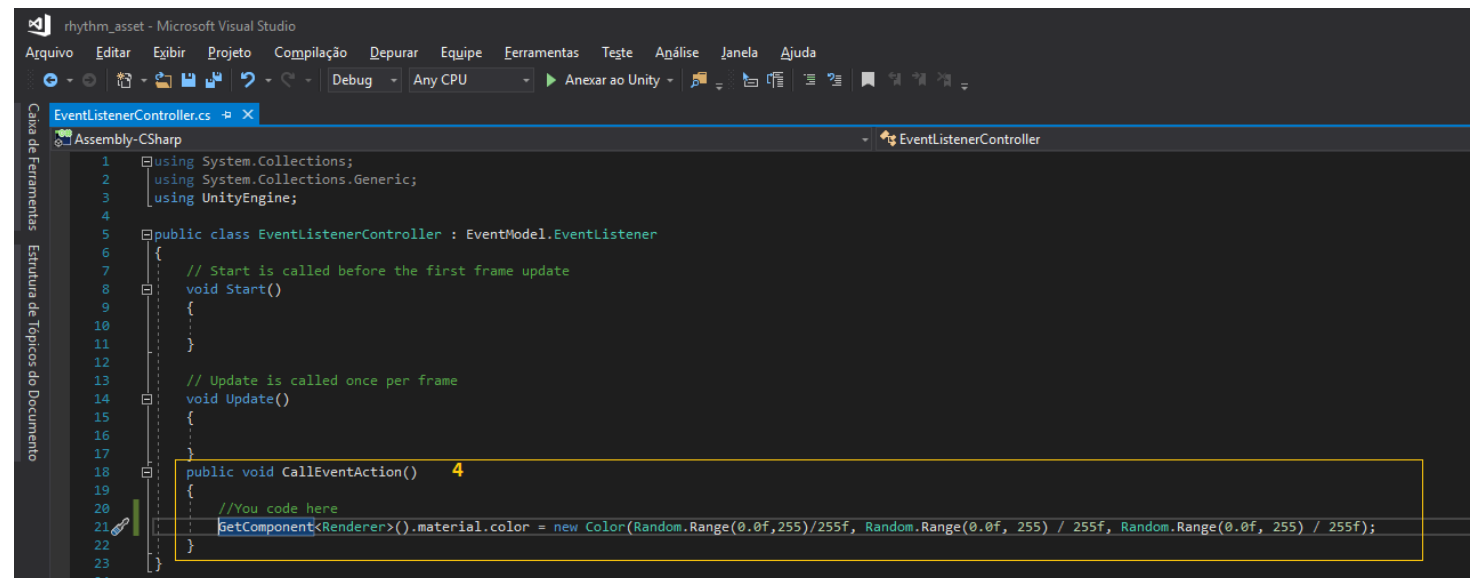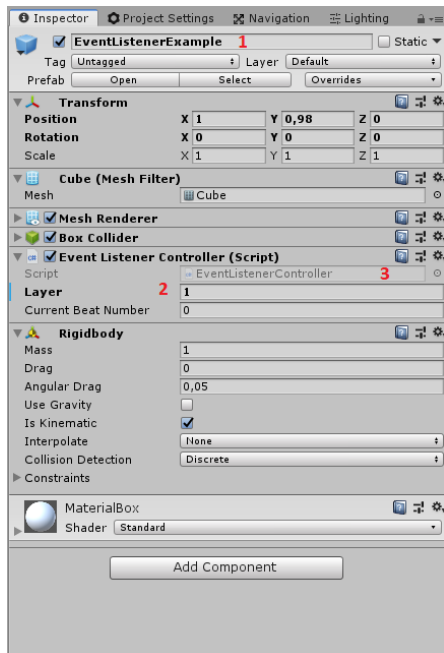
Playing your music

1. Select AudioPlayer

2. DoubleClick in Script Shortcut for MusicPlayerController.cs

3. You can StartMusic(), ResumeMusic() or PauseMusic() on this script.

4. You can call this methods from a Button, or another scripts using
GameObject.find("AudioPlayer").Getcomponent<MusicPlayerController>();
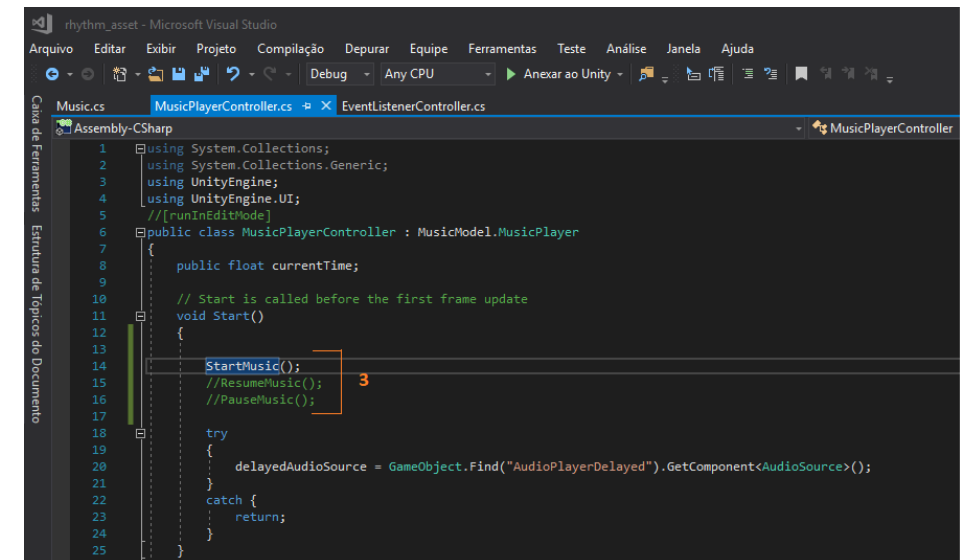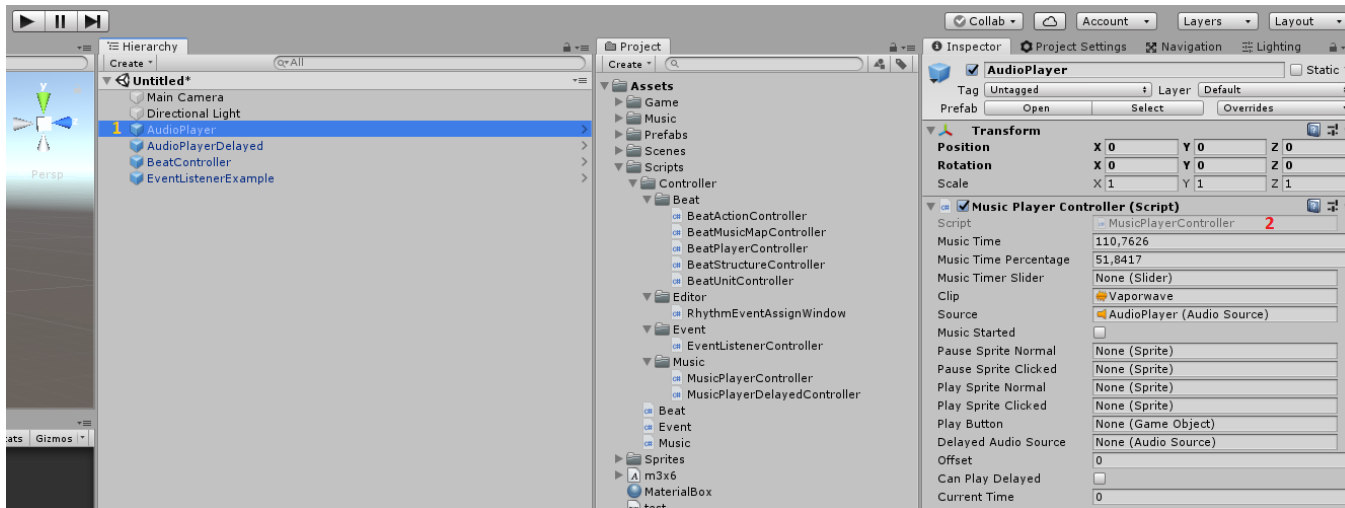
Setting Time Offset

1.   You can set na offset in second if you want a delay between music and event generation