

Creating an Instrument

The following document will guide you through creating an instrument for a member to play. An 'instrument' does not necessarily need to be musical; it can be any sound.

Requirements

- All Together, Now Unity project
- Audio Clips of an instruments notes (maximum: 8)
- Addressables package

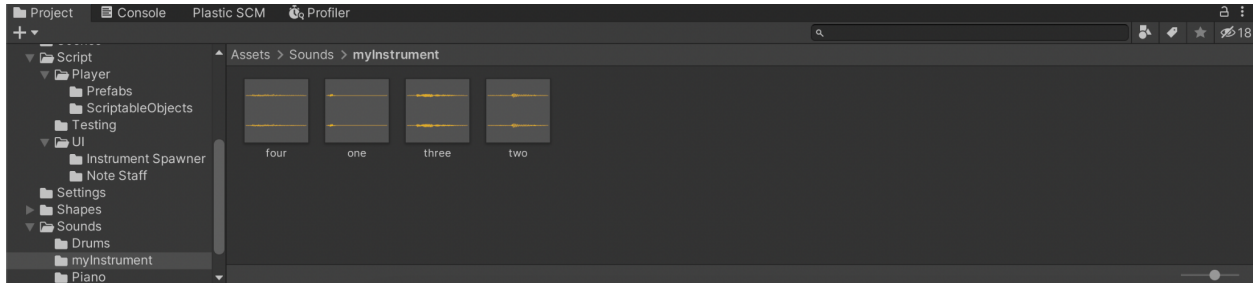
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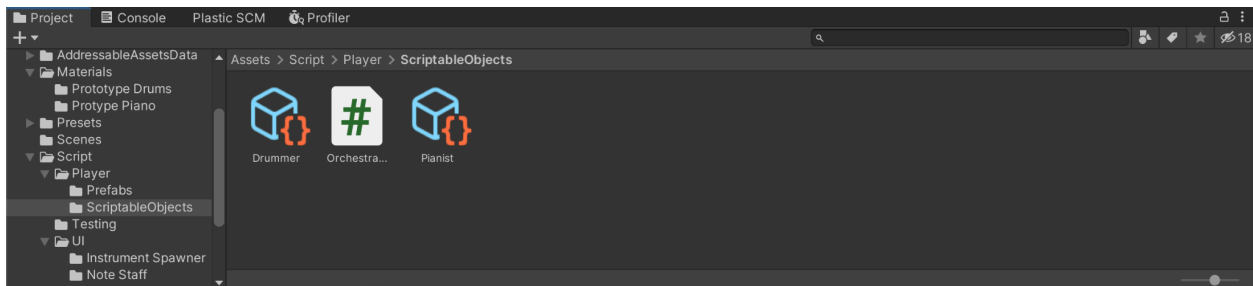
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Creating the Instrument

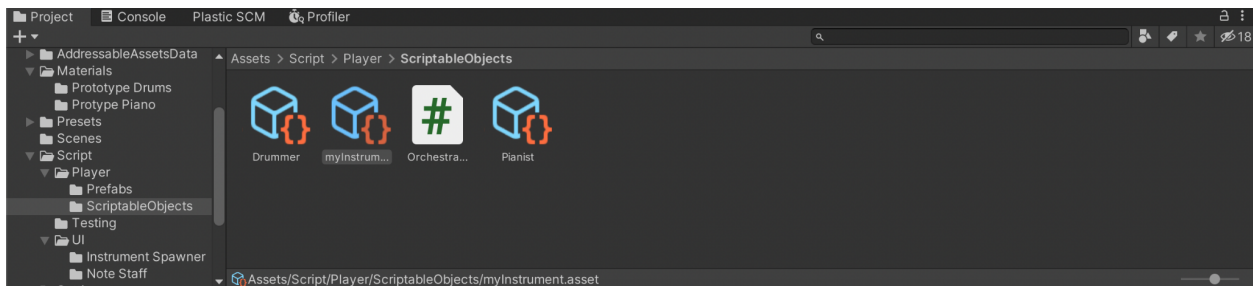
1. In the Project window, navigate to **Asset/Sounds** and create a folder with your instrument name. For this example, we'll be using the name "myInstrument"
2. Move your sound clips into this folder.



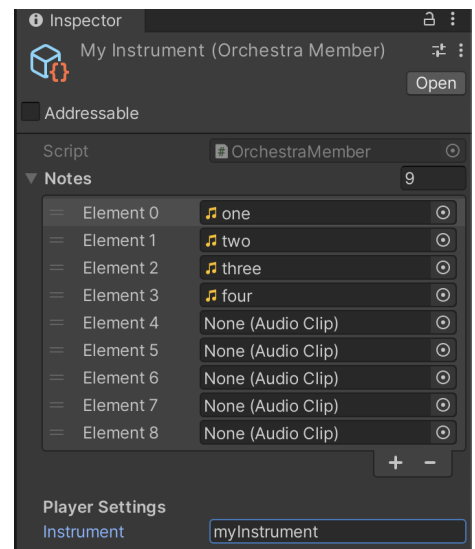
3. In the Project window, Navigate to **Assets/Script/Player/ScriptableObjects** folder.



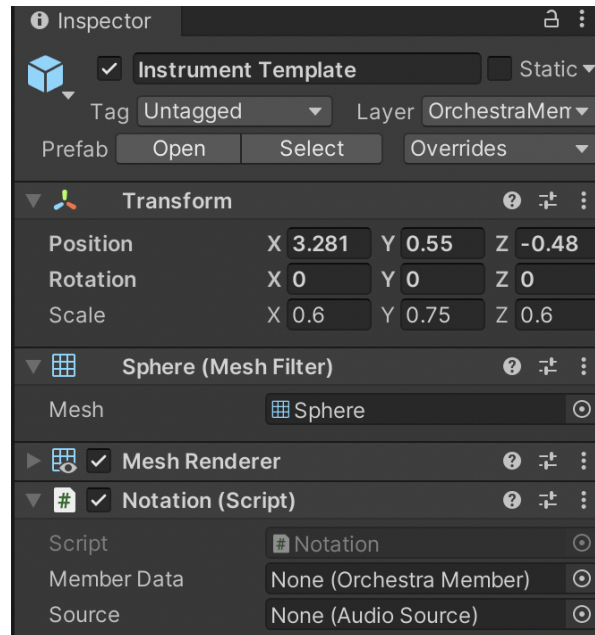
4. Right click in an empty space and choose **Create > Orchestra > Member**, rename it to the instrument, myInstrument for our example.




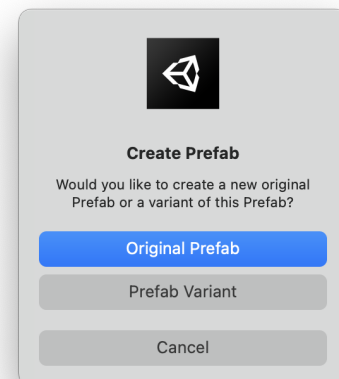
5. In the **Inspector** window, add the audio clips of your instrument and name the instrument.



6. In the project window, navigate to **Assets/Script/Player/Prefabs** and locate the **Instrument Template** prefab.
7. **Drag** the Instrument Template prefab into the scene hierarchy.
8. **Select the prefab** in the scene and check the inspector for **Notation** script.



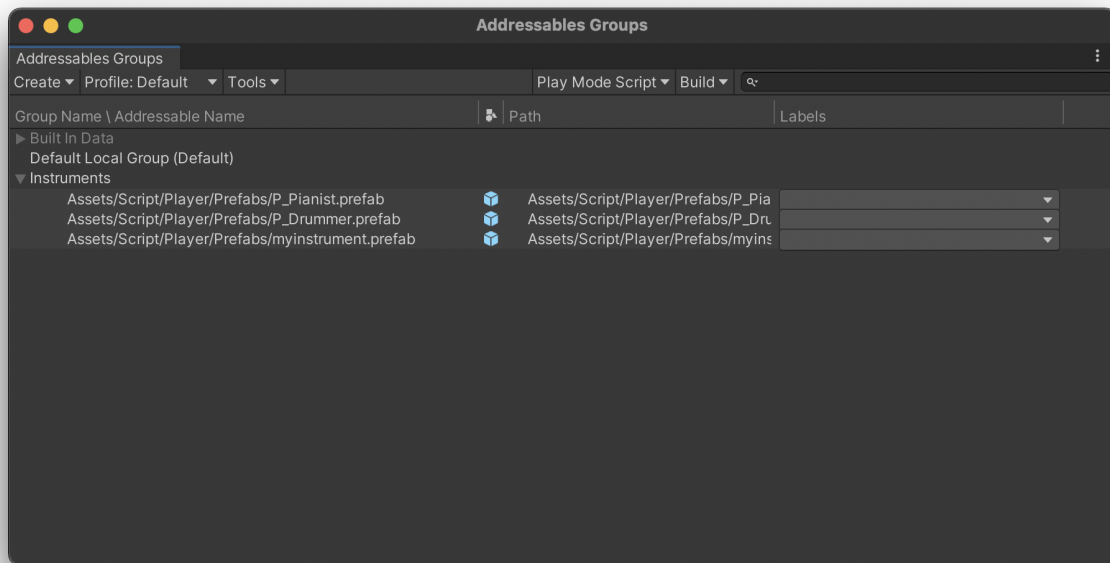
9. Click on the  on the **Member Data** field and choose your instrument.
10. Drag and drop your Instrument Template object back into the **Prefab** project folder.
11. In the following dialogue box, choose **Original Prefab**.
12. Rename the prefab copy to your instrument.



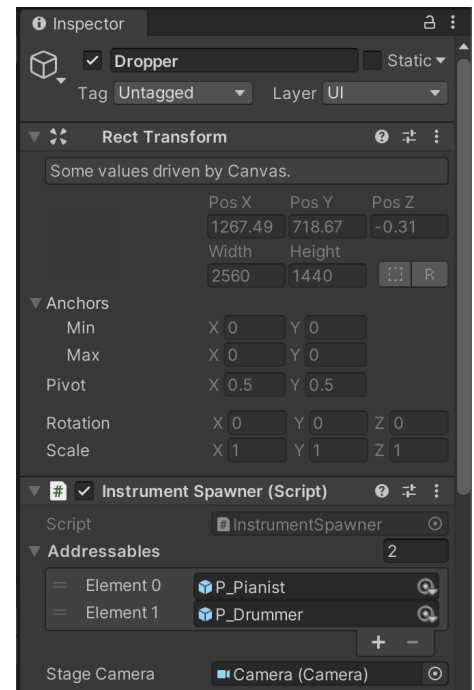
Adding the Instrument to a Scene

You need to have an Instrument Prefab before adding it to the instrument group. If you haven't done that yet, check the [Creating the Instrument](#) section.

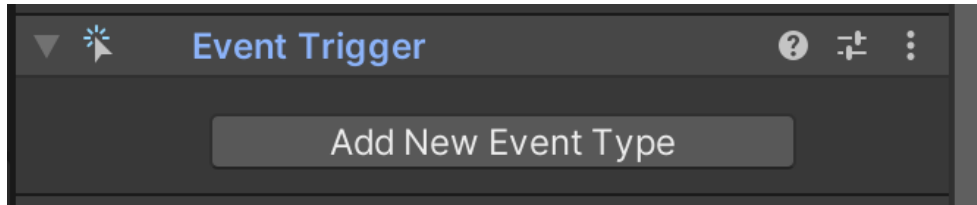
1. Go to the window tab and select **Window > Asset Management > Group**
2. in the **Addressables Groups** window, expand the **Instruments** tab. Then drag and drop your Instrument prefab into the adressables group. In the example, we're using the **myInstrument prefab**.



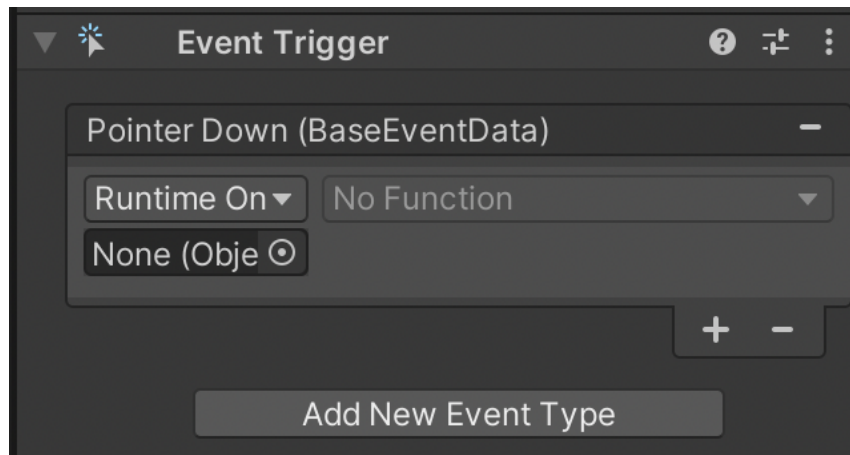
3. In the scene hierarchy window, check the **Staff View** gameobject.
4. Expand the gameobject and navigate to the **Dropper** gameobject. Locate the **Instrument Spawner** component.
5. In the **Instrument Spawner** component, click on the **+** button in the **Addressables** field and add your instrument, **keep track of what the element number is**.



6. In the scene hierarchy, right click on the **Dropper** gameobject and choose **UI > Button**.
7. In the new Button UI gameobject, go to the inspector and add an **Event Trigger** component.



8. Click **Add New Event Type** and choose **Pointer Down**.
9. In the **Pointer Down** group, press the **+** button and then drag and drop the **Dropper** gameobject into the **None (Object)** field.



10. In the function field, go to **Instrument Spawner > Spawn Instrument** and in the numerical field insert the **element number of your instrument** found in the Instrument Spawner component.
11. Your instrument is now spawnable in the empty stage scene.