Time Saver Sound Manager

Documentation

Summary

Time Saver Sound Manager

Documentation

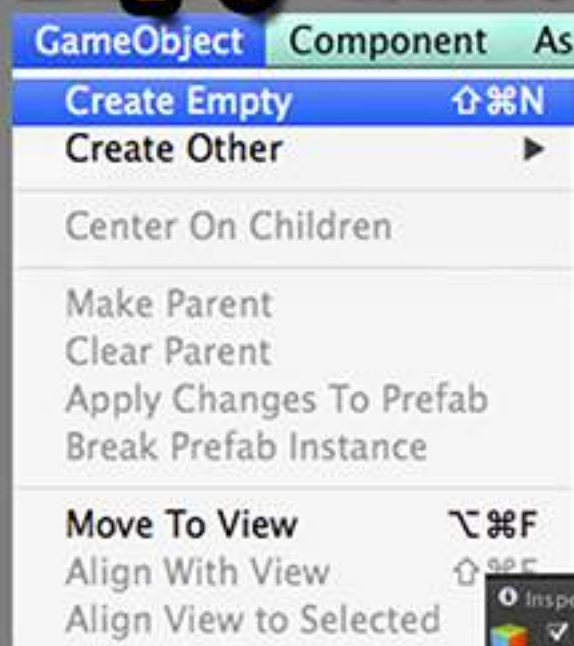# 1 - Set up project

Step 1- Create an Empty GameObject.

GameObject	Component	As:
Create Empty		⇧⌘N
Create Other		▶
Center On Children		
Make Parent		
Clear Parent		
Apply Changes To Prefab		
Break Prefab Instance		
Move To View		⌥⌘F
Align With View		⇧⌘F
Align View to Selected		

Step 2- Drag and drop the SoundManager.cs into the created GameObject.

(Fell free to change the GameObject name to whattever you want)

Inspector
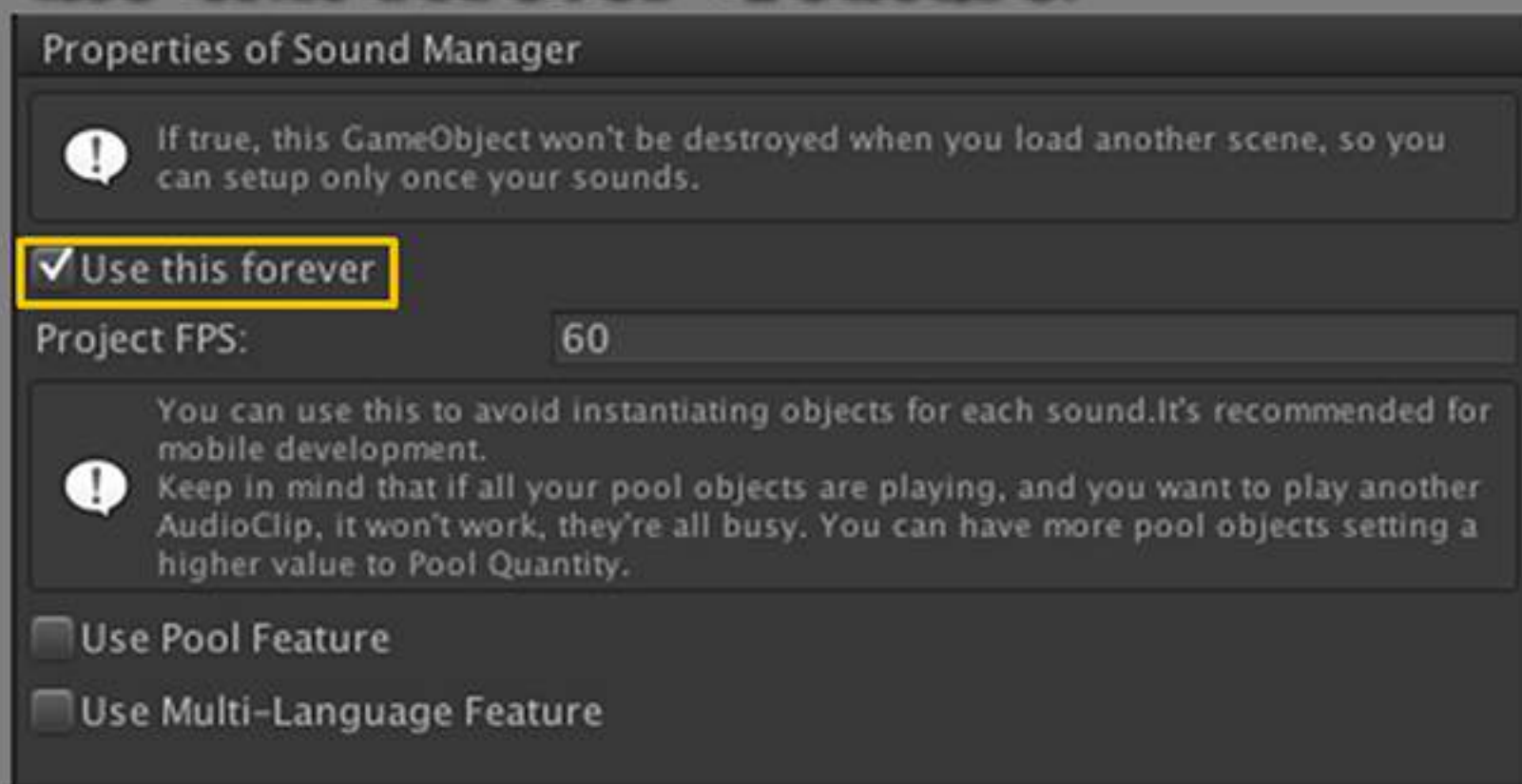
✓ GameObject — ☐ Static ▾

Tag Untagged   Layer Default

▾ **Transform**

Position
X 2.5358   Y 5.134315   Z -0.2527894

Rotation
X 0   Y 0   Z 0

Scale
X 1   Y 1   Z 1

▾ ◉ ✓ **Audio Listener**

▾ ◉ ✓ **Sound Manager (Script)**
Properties of Sound Manager

⚠ If true, this GameObject won't be destroyed when you load another scene, so you can setup only once your sounds.

☐ Use this forever

Project FPS: 60

⚠ You can use this to avoid instantiating objects for each sound.It's recommended for mobile development.
Keep in mind that if all your pool objects are playing, and you want to play another AudioClip, it won't work, they're all busy. You can have more pool objects setting a higher value to Pool Quantity.

☐ Use Pool Feature

☐ Use Multi-Language Feature

Choose the channel to edit:

Bkg	Efx	Voice

Editing Background Channel!
Volume   ◉ 1

Play at start   ☐
You have: 0 Background Musics

Sound Configuration Panel

Add Sound
or
Drag multiple AudioClips here.

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2 - Sound Manager Properties

2.1 - "Use this forever" Feature:

Properties of Sound Manager

⚠ If true, this GameObject won't be destroyed when you load another scene, so you can setup only once your sounds.

✓ Use this forever

Project FPS: 60

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Keep in mind that if all your pool objects are playing, and you want to play another AudioClip, it won't work, they're all busy. You can have more pool objects setting a higher value to Pool Quantity.

☐ Use Pool Feature

☐ Use Multi-Language Feature

If checked, the gameobject won't be destroyed. Use this if you want to set only one Sound Manager for the project, all your scenes will have it.

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2 - Sound Manager Properties

2.2 - Project FPS: Used for Fade-in and Fade-Out and other features that use time.

2.3 - Pool Feature: Use this to avoid instantiating objects while playing (good for projects targeting mobile platform).

Properties of Sound Manager

⚠ If true, this GameObject won't be destroyed when you load another scene, so you can setup only once your sounds.

☐ Use this forever

Project FPS: 60

⚠ You can use this to avoid instantiating objects for each sound. It's recommended for mobile development.
Keep in mind that if all your pool objects are playing, and you want to play another AudioClip, it won't work, they're all busy. You can have more pool objects setting a higher value to Pool Quantity.

☑ Use Pool Feature

Pool Quantity   2

☐ Use Multi-Language Feature

Note that when, "Use Pool Feature" is checked, an int field will apper, thats the quantity of gameobjects pre-created.

⁝≡ Hierarchy

Create ▾   Q▾All

GameObject
  AudioEmitter
  AudioEmitter
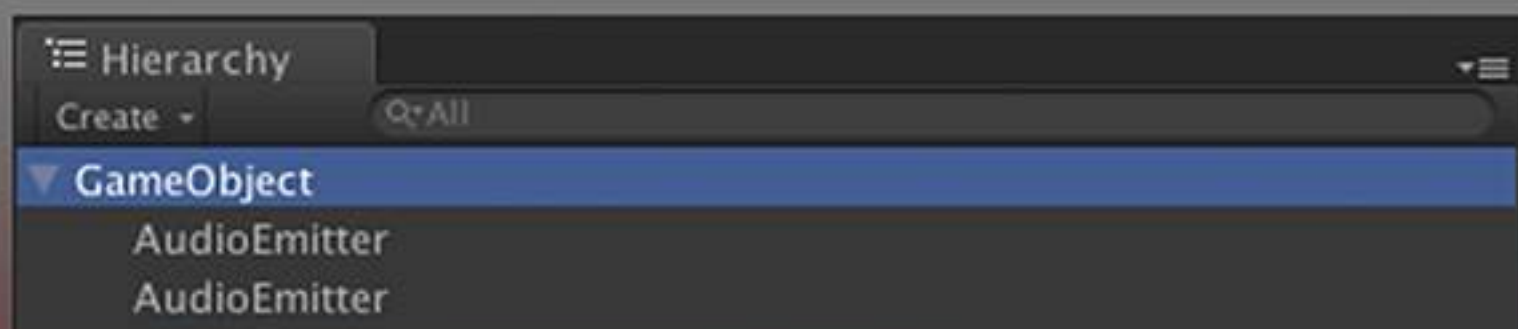
Obs: If you play more sounds than the number of objects, if all objects are "busy" playing, they will not stop playing to play the new sound.

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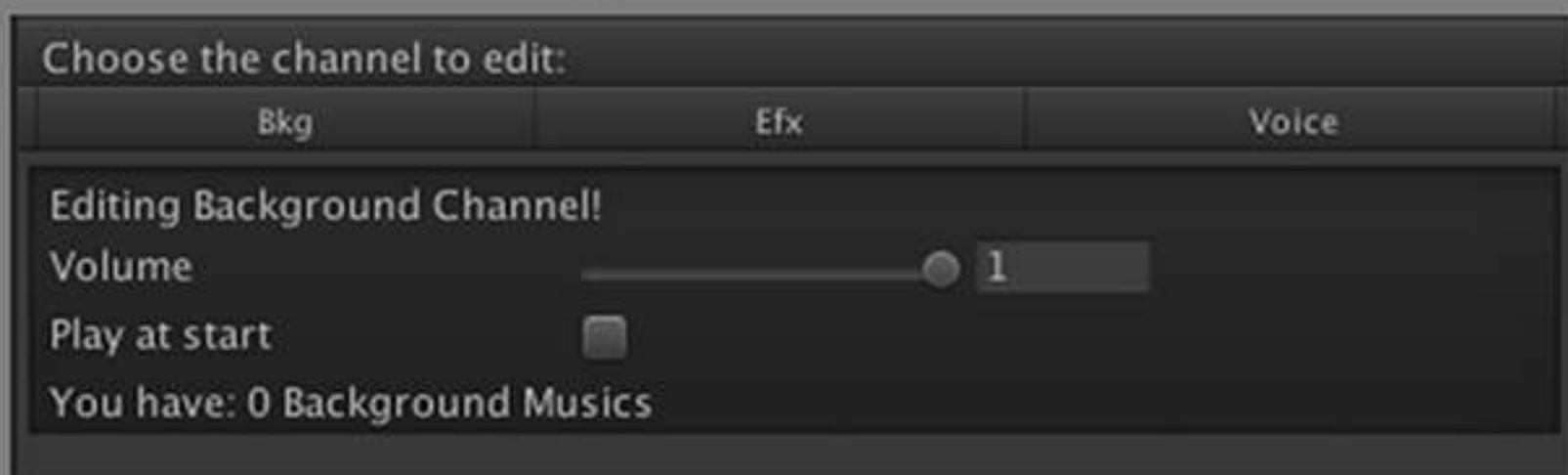
2 - Sound Manager Properties

2.4 - Multi-Language Feature: Use this if your project has more than one language, it will allow you to swap between languages while playing. This is good because you can have more than one sound with the same name, but different languages, with one line you'll be able to play different sounds, just by changing the language of the project.


✔ Use Multi-Language Feature	
Multi-Language Manager	Add Language
Egyptian	remove
Akkadian	remove
Choose the starting language	
Egyptian ⬍	
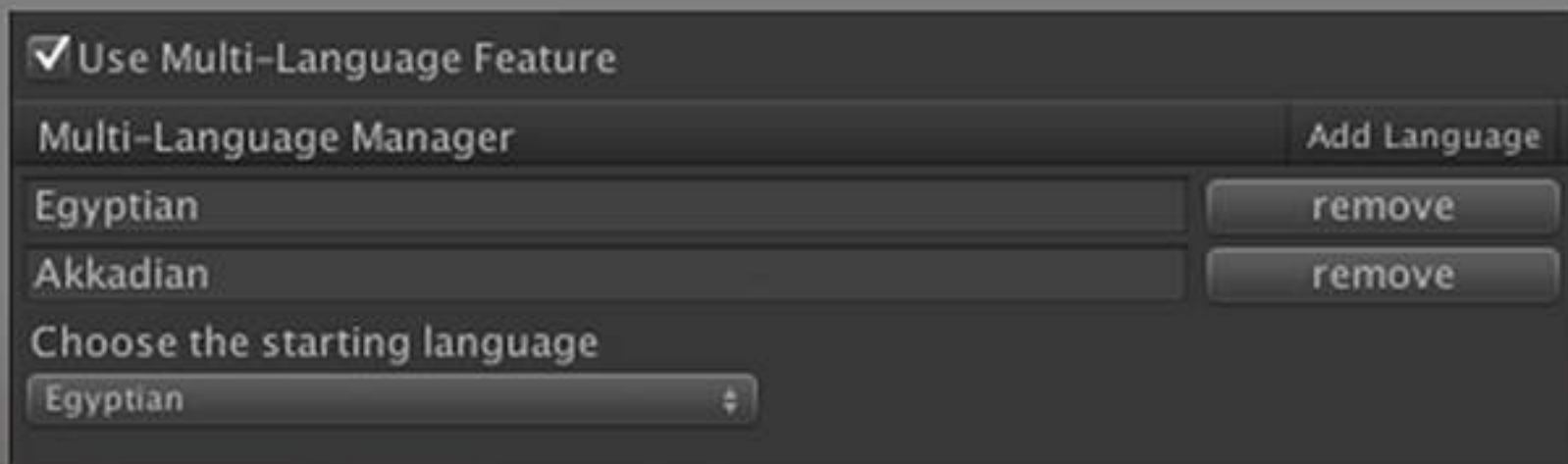
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3 - Editing Channel Tracks

Choose the channel to edit:		
Bkg	Efx	Voice

Editing Background Channel!
Volume   ◯ 1
Play at start   ☐
You have: 0 Background Musics

This will allow you to edit each of the three audio channels: Background, Effects and Voice.

3.1 - You can also play any background sound at start using this feature:

Play at start   ☑
Choose the Background AudioClip
✓ Game Background
   Menu Background
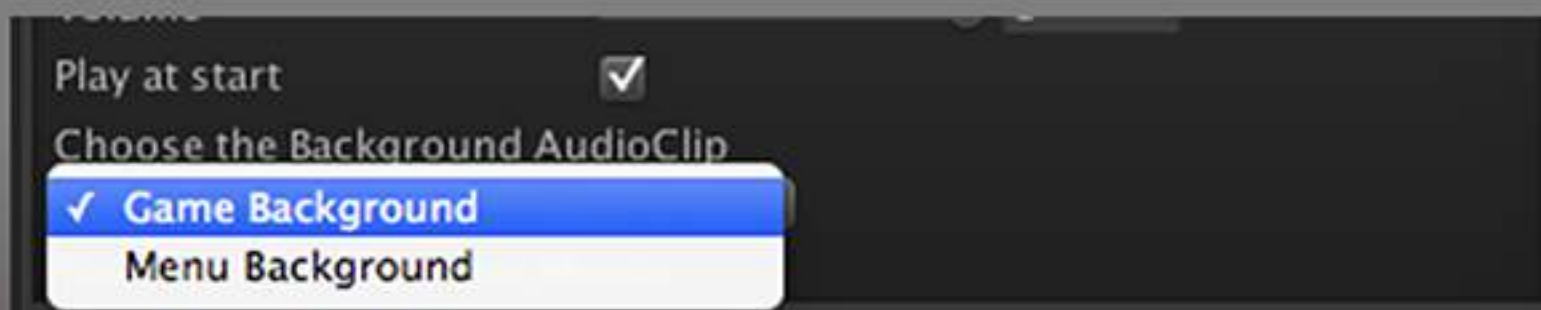
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4 - Adding Audio Clips

4.1 - By clicking in "Add Sound"

Click in Add Sound to add manually a sound, you'll have to add the clip, name, and all other properties manually.

4 - Adding Audio Clips

4.2 - By Drag'n Drop

Firstly, crate a folder for each sound channel and language, if you want to a quick edit, like this:

```
▼ 📁 Efx
    ▼ 📁 Akkadian
        🔊 background2
    ▼ 📁 Egyptian
        🔊 background
```
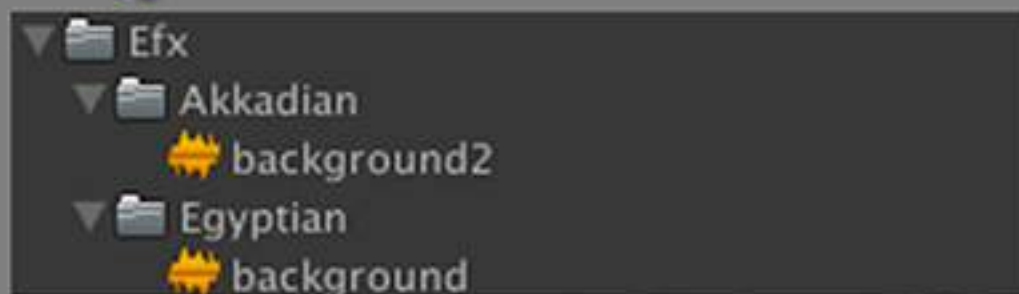
The sound manager will detect that a Effect Channel sound, that belong to Akkadian or Egyptian language.

▼ Sound: background2		Preview	Stop	Track: EffectSound	Delete
Drag the audio clip here		📁 Assets/Efx/Akkadian/background2.mp3			⊙
Name		background2			
Volume				○	1
Loop		☐			
FadeIn		☐			
FadeOut		☐			
3D Sound		☐			
Track		Effect Sound			↕
SoundClip Language		Akkadian			↕
☐ Trigger Event					
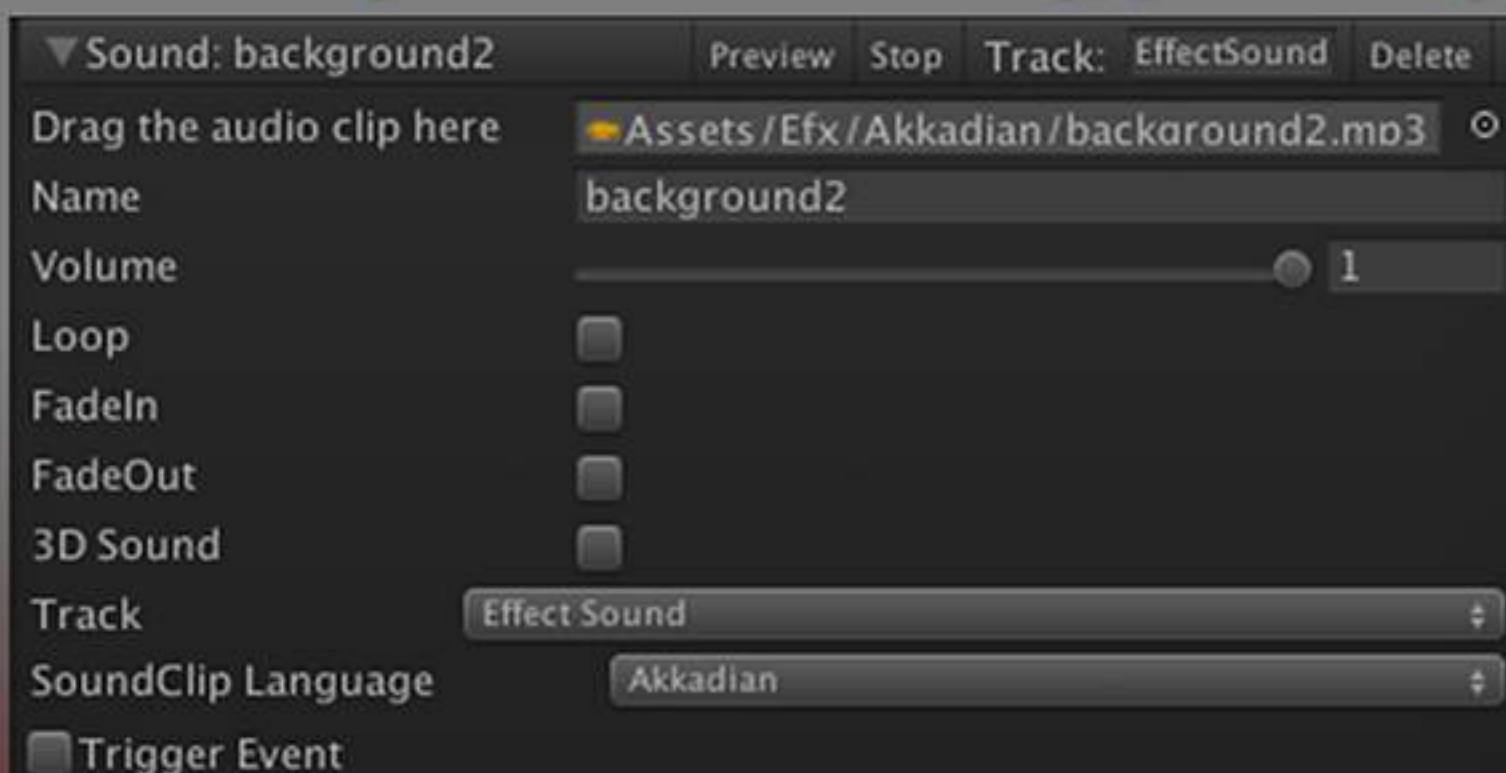
Note- the folder must be called:

For Background: "Background", "Bkg", "background" or "bkg";
For Voice: "Voice", "Voi", "voice", "voi";
For Effect: "Effect", "effect", "Efx", "efx";

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5 - Sound Configuration Panel

Sound Configuration Panel

▶ Sound: Parrot   Preview Stop Track: BackgroundSound Delete
1   2   3   4   5   6

1- Click the arrow to show more options;

2- Sound name;

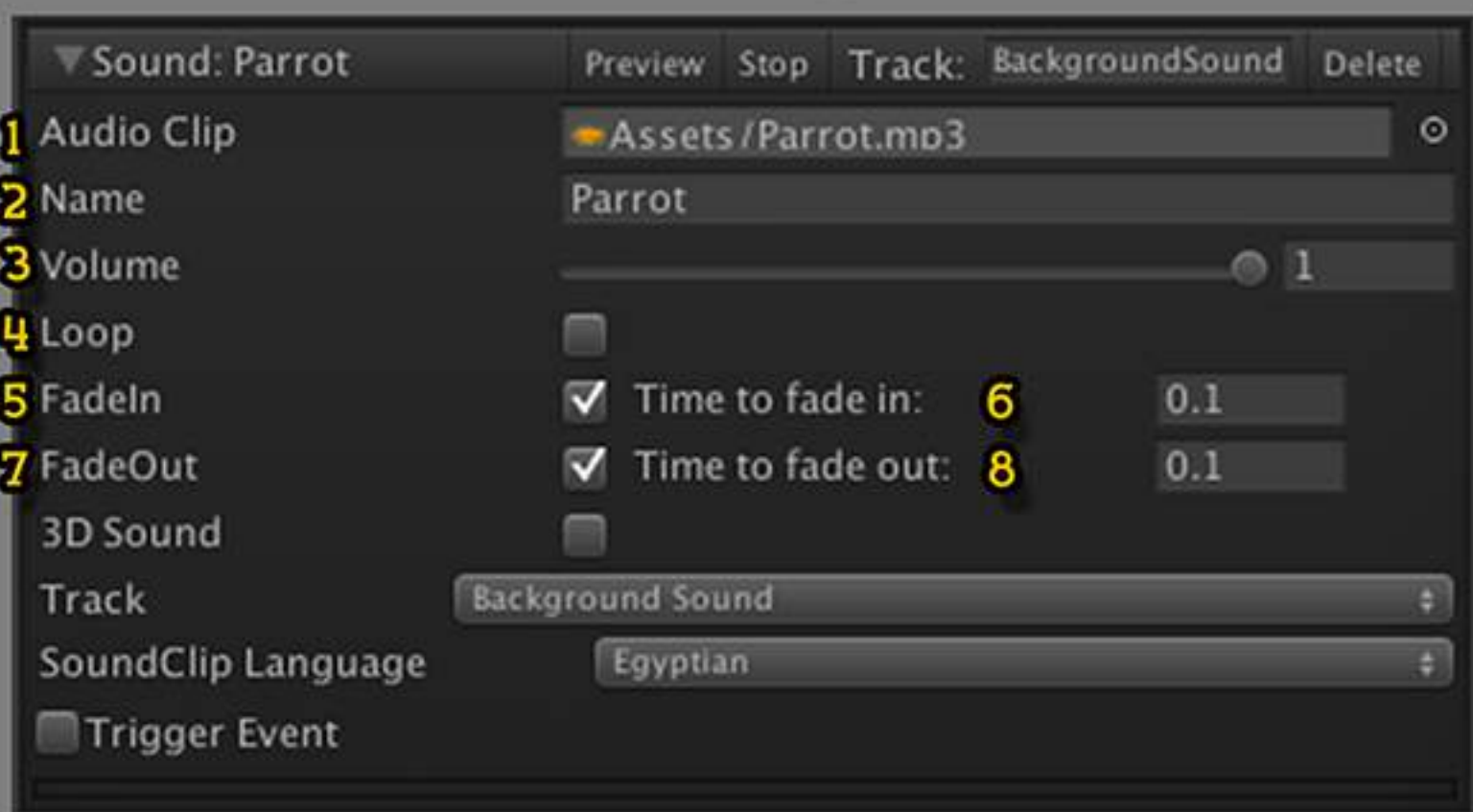3- Click to listen the sound;

4- Click to stop listening the sound;

5- The track that the sound belong;

6- Delete the sound;

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5 - Sound Configuration Panel

1- Audio Clip;
2- Name (you'll play the sound using this name);
3- Volume;
4- Is the sound supposed to loop?
5- Is the sound supposed to have fade in effect? (doesnt work with loop sounds);
6- Time to fade in;
7- Is the sound supposed to have fade out effect? (doesnt work with loop sounds);
8- Time to fade out;

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5 - Sound Configuration Panel
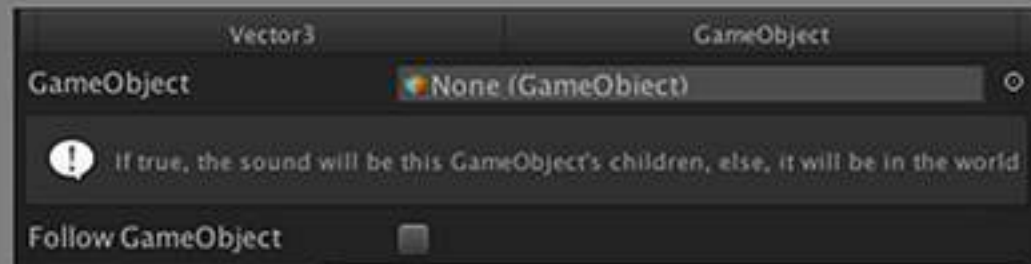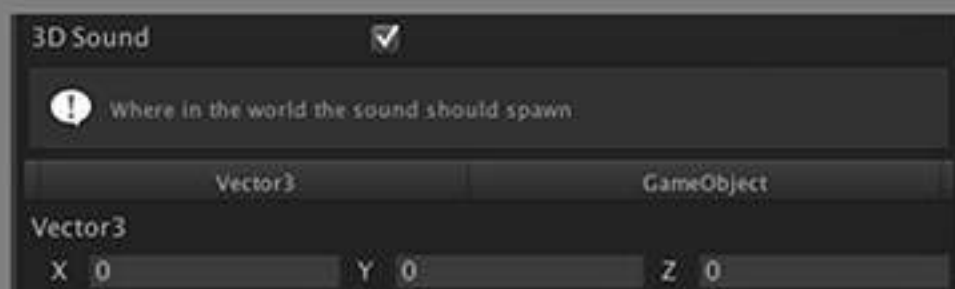
3D Sounds- If its a 3d sound, check the 3D sound toggle box, and set an Vector3 or a GameObject. If you want the sound to follow the object setted, check Follow GameObject toggle box;
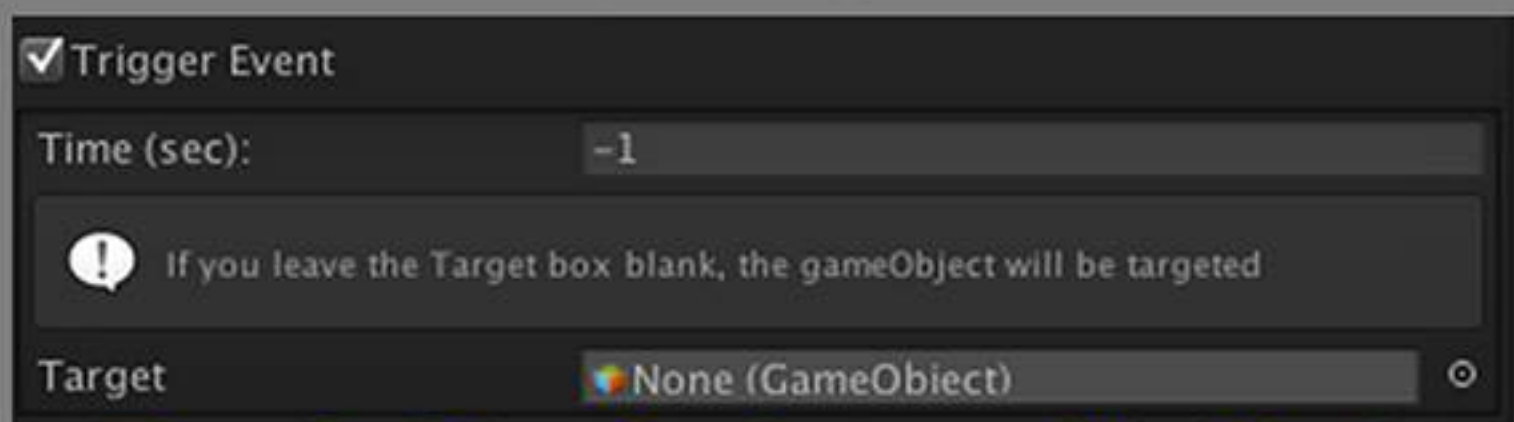

Track- Select the track to the sound (you can mute/unmute, set volume to each track);

SoundClip Language- Select the language of the sound that you setted in Properties of Sound Manger;

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5 - Sound Configuration Panel

☑ Trigger Event

Time (sec):	−1

⚠ If you leave the Target box blank, the gameObject will be targeted

Target	⬢ None (GameObject)	◎

Trigger Event- this feature will allert you when the sound reach a certain time. If you set -1 in the Time box, it will allert you when the sound end, if you set O in the Time box, it will allert you when the sound begin;

Note: The script will call the funcion "OnSoundTrigger", it also send the sound name by param. So you must have a function like this:

```
public void OnSoundTrigger(string NameOfTheSound){
    //do your stuff
}
```

Note 2: if the Target field is not filled, the target will be the gameObject itself;

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6.1 - Coding- Functions

Add Sound: add dynamically a sound to the sound manager

```
SoundManager.AddSound(
```

Sound **AddSound** (_AudioClip clip_, string **name**, soundTrack **track**, string **language**, float **volume**, bool **loop**, bool **fadeIn**, float **timeToFadeIn**, bool **fadeOut**, float **timeToFadeOut**, bool **is3D**, Vector3 **posFor3D**, bool **isTrigger**, GameObject **triggerTarget**, float **triggerTime**)

Play Sound:

```
SoundManager.Play (;
```

∧ 4 of 4 ∨ Sound **Play** (_string name_, float **delay**, float **playAt**, float **stopAt**)

Params:
name: the name setted in the inspector;
delay: wait for X seconds befor start;
playAt: Start playing the sound at X seconds;
stopAt: Stop playing the sound at X seconds;

Note: if there's more than one sound with the same name, the SoundManager will choose at random to play. (if they share the same language)

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6.1 - Coding- Functions

Mute: You can mute/unmute a sound or a track;

```
SoundManager.Mute(
```
∧ 1 of 2 ∨ void **Mute** (**bool mute**, string **clipName**)

```
SoundManager.Mute(
s SoundManager
```
∧ 2 of 2 ∨ void **Mute** (**bool mute**, track **compareTrack**)

Stop: The sound will be destroyed, note that if you play the sound again, it will start all over again;

```
SoundManager.Stop(
```
void **Stop** (**string name**)

StopAllSounds: will destroy all sounds;

```
SoundManager.StopAllSounds(
```
void **StopAllSounds** ()

Volume: You can set a single a volume to a single sound, or the whole track;

```
SoundManager.Volume(
```
∧ 1 of 2 ∨ void **Volume** (float **volume**, string **clipName**)

```
SoundManager.Volume(
e
```
∧ 2 of 2 ∨ void **Volume** (float **volume**, track **trackCompare**)

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6.2 - Coding- Variables

allMuted - return a boolean to check if all tracks are muted;

```
SoundManager.allMuted;
```

backgroundVolume - return a float between 1 and 0 representing the background track volume; you can also change it's value setting a float (backgroundVolume= 0.4f;);

```
SoundManager.backgroundVolume
```

bkgMuted - return a boolean to check if background track is muted;

```
SoundManager.bkgMuted
```

effectsVolume - return a float between 1 and 0 representing the effect track volume; you can also change it's value setting a float (effectsVolume= 0.4f;);

```
SoundManager.effectsVolume
```

efxMuted - return a boolean to check if effect track is muted;

```
SoundManager.efxMuted
```

voiceVolume - return a float between 1 and 0 representinf the voice track volume; you can also change it's value setting a float (voiceVolume = 0.4f;);

```
SoundManager.voiceVolume
```

voiceMuted - return a bolean to check if voice track is muted;

```
SoundManager.voiceMuted
```

fps - you can check or change the value of the sound manager fps;

```
SoundManager.fps
```

language - you can check or change the value of the language by setting a string;

```
SoundManager.language
```

7 - Credits and Information

This asset was created by:
Murillo Pugliesi Lopes

For more information about the asset, doubts, ideas for new features, and other stuff, please contact me at:
mukarillo@hotmail.com
or
mukarillo@gmail.com

Thank you very much for buying!