

Automated Audio Playlist

Script reference

Setup

1. Create Empty.
2. Add "AutomatedAudioPlaylist" component.
3. Fill the Playlist array.

Parameters

isPlayOnStart

If true, playlist begins playing at the start of a scene.

isRepeatPlaylist

If true, the playlist will be playing in infinity cycle.

Methods

Play ();

Just play current playlist.

Stop ();

Stop playing current playlist.

Next ();

Play next track in current playlist.

Pause ();

Pause playing.

Resume ();

Resume playing.

Previous ();

Play previous track in current playlist.

IsPlaying ();

Return current state (bool).

ClipName ();

Return current track name (string);

Shuffle ();

Random shuffle current playlist.

AddToPlaylist (AudioClip clip);

Add new track to current playlist.

RemoveFromPlaylist (int index);

Remove a track from current playlist by index.

SpectrumData (int rate = 256);

Return array of floats with a spectrum data of the current track.