Audio Controller - Gaskellgames

by Gaskellgames

'Tools / Sound' for Unity 3D game engine

USER GUIDE

Release 1.0.0

October 2023

Copyright (C) 2023 Gaskellgames - All Rights Reserved

This manual, as well as the software described in it, is furnished under license and may be used or copied only in accordance with the terms of such license. The content of this manual is furnished for informational use only, is subject to change without notice and should not be construed as a commitment by its authors. The author assumes no responsibility or liability for any errors or inaccuracies that may appear in this manual.

Table of Contents:

Getting Started

Overview..... 4
Installation..... 4
Quick Start..... 4
Support & API documentation..... 4

Asset Content

File structure..... 5
Example scene..... 6
How to use / setup guide..... 7
Sound Manager 7
Sound Controller 7
3D Sound Effects 8

Getting Started:

Overview

This user guide was created to provide a basic overview of the features functionality of the asset.

Installation

Once you have downloaded the asset **Audio Controller - Gaskellgames** from the Unity's Asset Store, go to: "Assets > Import Package > Custom Package…". In the Import Asset Window, find and select **Audio Controller - Gaskellgames**. After the 'import package' window appears in Unity, verify that all items to import are selected and then click the import button in the bottom right of the window.

Quick Start

The content of the asset will be found in the project window, under assets and within a header file with the name **Gaskellgames**.

All content that you as the end user are expected to interact with is under the sub folder with the name **Content**.

An up-to-date copy of this guide can be found under the sub folder with the name **Documentation**.

All back-end files and resources that are required to make the assts work can be found within the sub folder with the name **Resources**.

Support & API documentation

Should you have any questions or require assistance, please join the official Gaskellgames Discord:

https://discord.gg/nzRQ87GGbD

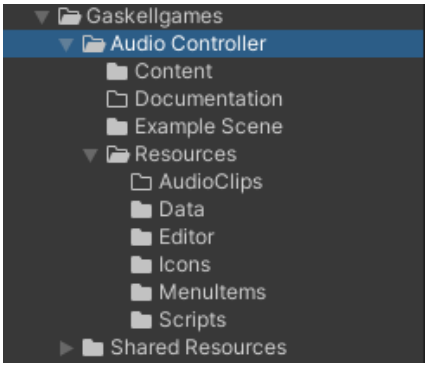
In the event you are unable to find the information you seek on the forums or discord, you can contact Gaskellgames via the weblink:

https://www.gaskellgames.com/contact

Asset Content:

File Structure

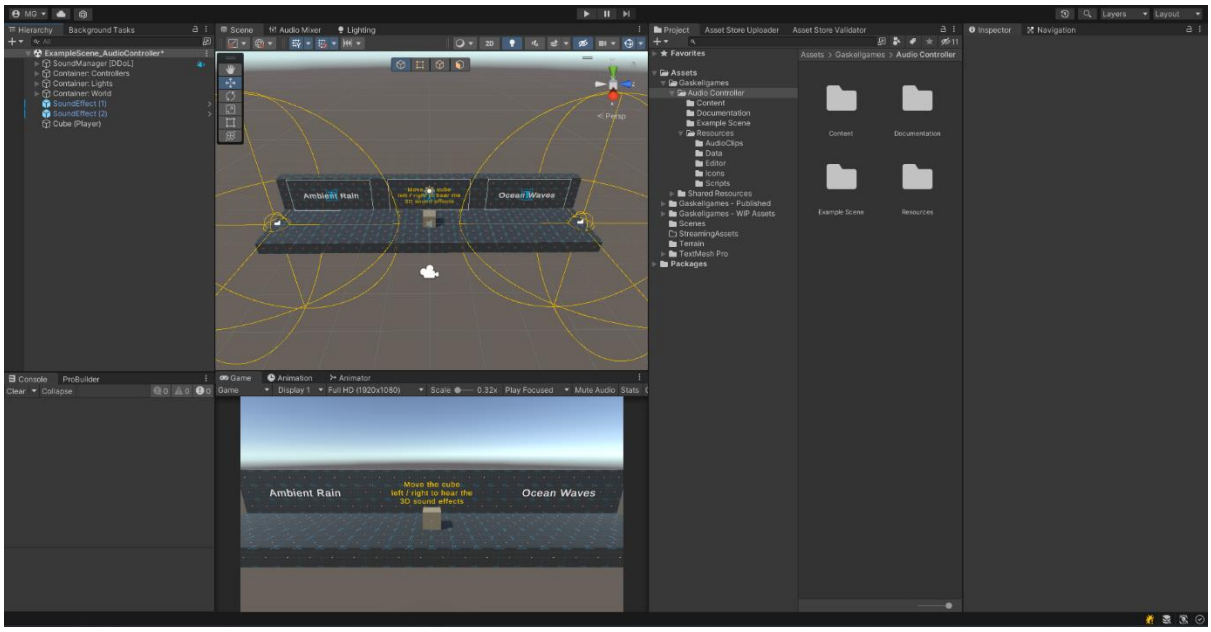
The files and content within the asset are laid out in the same way as all Gaskellgames assets. You will find the asset name under the header file of Gaskellgames, with all content that you as the end user are expected to interact with to be found under the sub folder with the name Content. The asset version's up-to-date copy of this guide can be found under the sub folder with the name Documentation, and all back-end files and resources that are required to make the assts work can be found within the sub folder with the name Resources.



There is also an example scene with a working version of the asset should you need to view an example of the asset.

Example scene

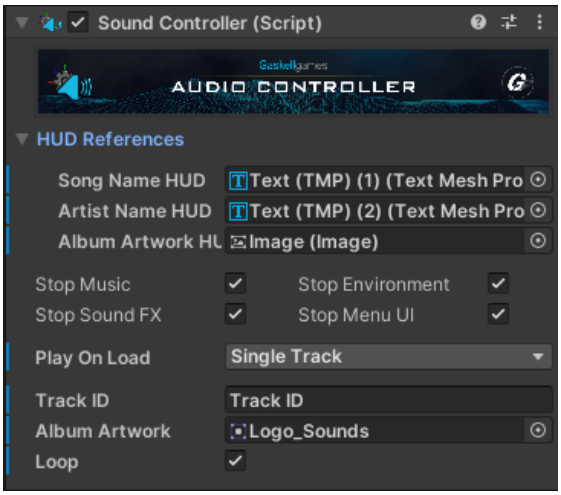
The example scene, found within the resources folder, can be viewed to see a working version of the asset. For the asset **Audio Controller - Gaskellgames** it looks as follows:



Within the scene, you will find a scene camera and directional light source, along with a working version of each audio controller.

How to use / setup guide

The audio controller is split into two components: The sound manager and the sound controller:



Sound Manager

The sound manager script is a singleton and therefore should be added to the start-up scene (Build Index 0). This gameobject will then be persistent through all loaded scenes. To create a sound manager, drag and dop the prefab from the 'Content' folder into the hierarchy. The sound manager has 4 child objects, that each contain an audio source component. This is the audio source that all sounds will be played through.

To add new sounds simply drag and drop an audio clip, from your project folder, into the specific sound library list. Individual playlists can be created from the music sound library list.

Sound Controller

The sound controller should be added to each scene that you want to have access to the sound manager library. Through the sound controller, you will be able to play all sounds from the sound manager, simply by calling the public functions in the sound controller.

Note: The sound controller will not play a sound in the editor unless you have loaded the scene from the scene containing the sound manager script.

3D Sound Effect

The sound effect script should be added anywhere in the scene that you want to have 3D sounds playing. Again, these have access to the sound manager library. Through the sound effect script, you will be able to play all sounds from the sound manager, simply by adding the sound ID.

You can select the channel a sound will be played through, which will make sure the sounds volume will be adjusted when you increase / decrease the main mixer's sound level.

Note: The sound effect script will not play a sound in the editor unless you have loaded the scene from the scene containing the sound manager script.