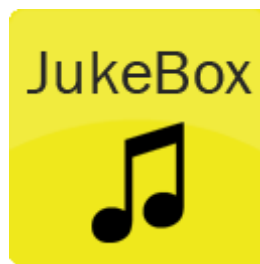


Project Name: **Jukebox Pro**
Modified Date: **12 Dec. 13**
Author: **Corrupted Smile Studio**
Version: **1.8**
Source: **C#**
[More info Link](#)



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Overview

Provides a playlist based music system, it will simply cycle through the songs that are entered into the array either randomly or in order. It repeats the list of songs by default.

Issues

No known issues. No testing has been made with Mac computers but no errors are anticipated for Macs.

Short Tutorial

1. Place the JukeBox onto an empty GameObject (it will add an Audio Source to the GameObject)
 - a. Or use the prefab
2. On the JukeBox component
 - a. Expand the Playlist Foldout
 - b. Click Add Playlist
 - c. Give the Playlist a name
 - i. Expand the Assign Songs foldout
 - ii. Click add Song to add a song
 - iii. In each element add the Audio Clip to Clip
 - iv. Enter the artist name into the Artist box
 - v. Enter the song title into the Title box

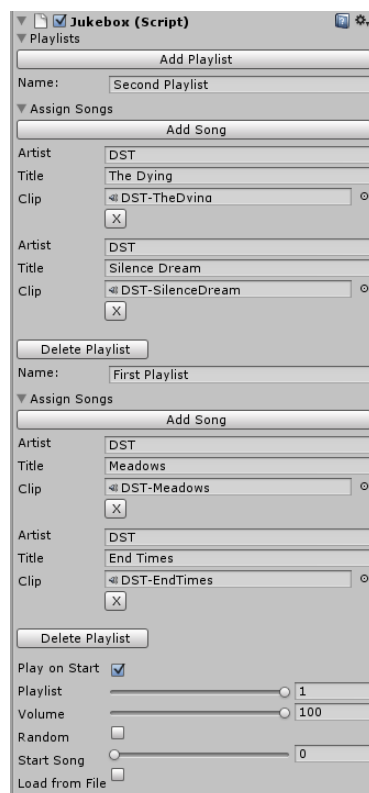


Figure 1 Custom Inspector

3. Set if you wish the song to Repeat

4. If system is set to Random skip to step 6
5. Set the Start Song to which element you wish to play first.
6. Set the volume between 0-100.
7. If you wish to load files from a folder on the user's system enable Load from File
8. Set Folder to Load to the directory you wish to use.
9. On pressing play, you will be able to skip songs, stop or play songs.

Class Overview

Within this release there is an included zip file called Documentation. Unzip this file **OUTSIDE** your Unity project to view a [Doxygen](#) generated class diagrams and method overviews.