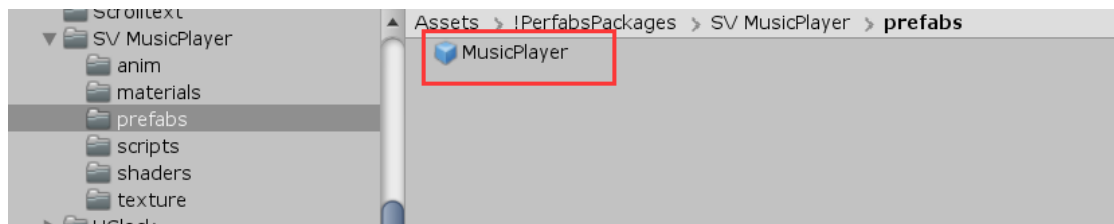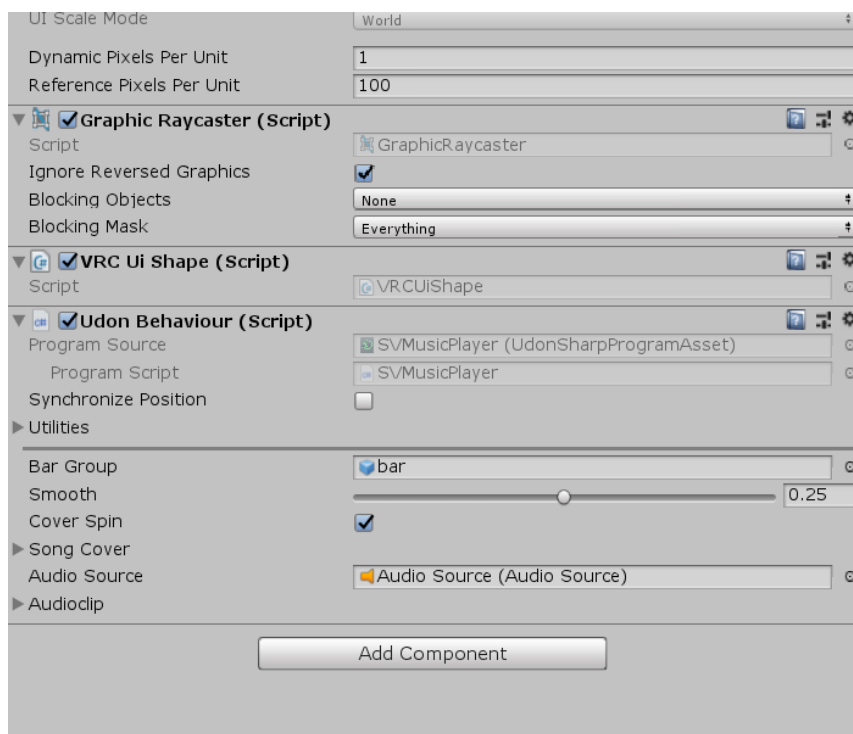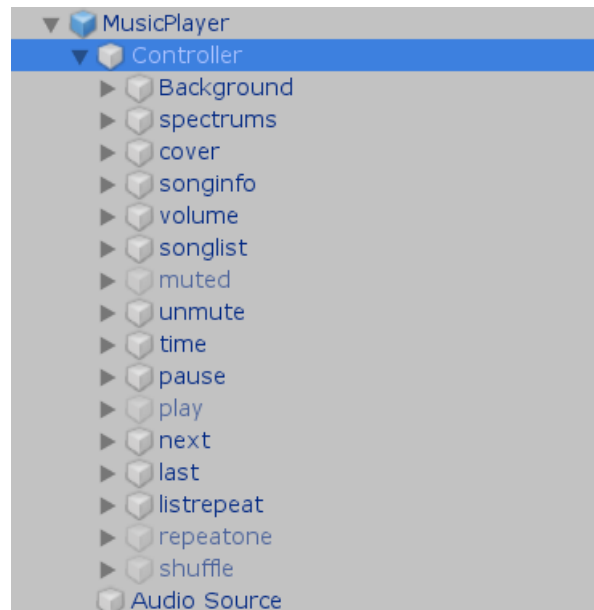# How to setup music player
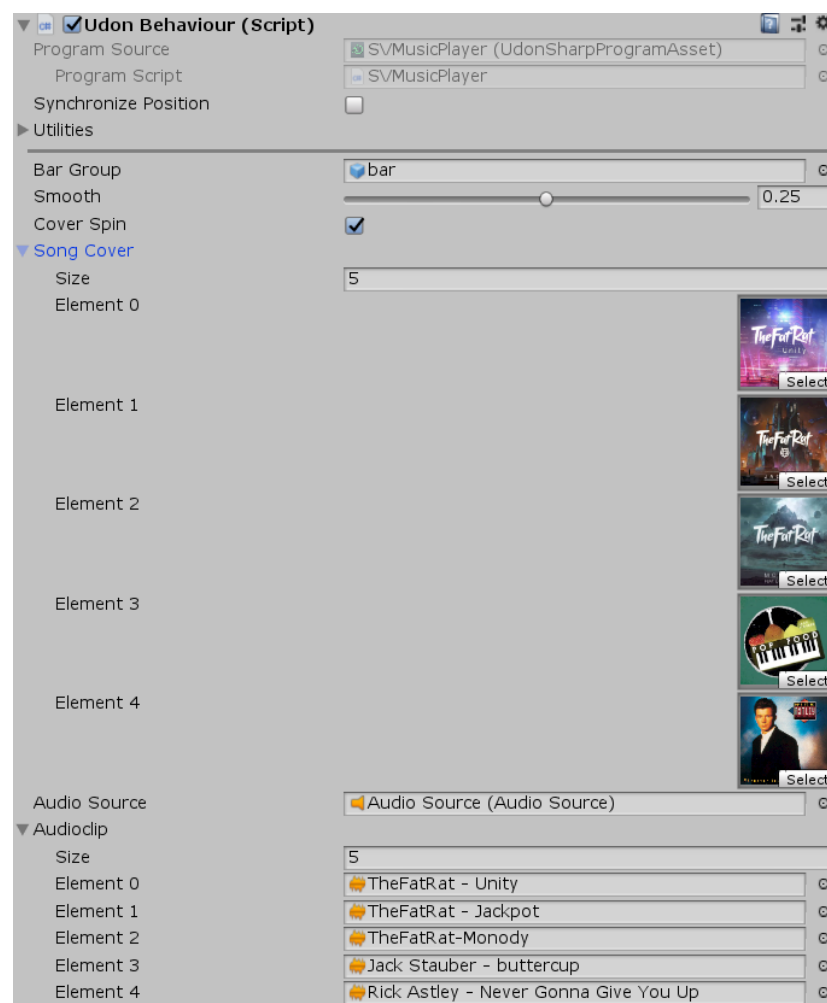
# 1.Drag the prefab into your scene.

2.Take a look at the gameobject named "Controller", you can find the Udon Behavior component.

3.Add your audioclips into the "Audioclip" and images into the "song cover".The size of "Song Cover" and "Audioclip" must be equal, just don't leave anything empty or the script won't run.

4.Find the "songlist" and fill the options with your song name in order.
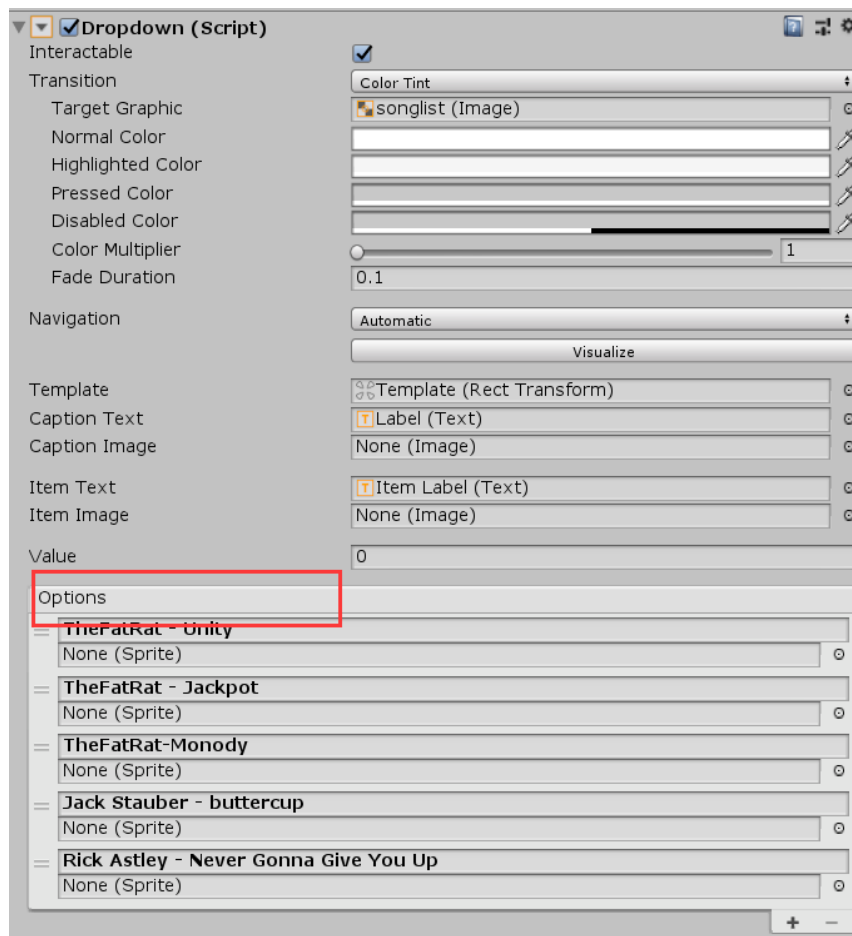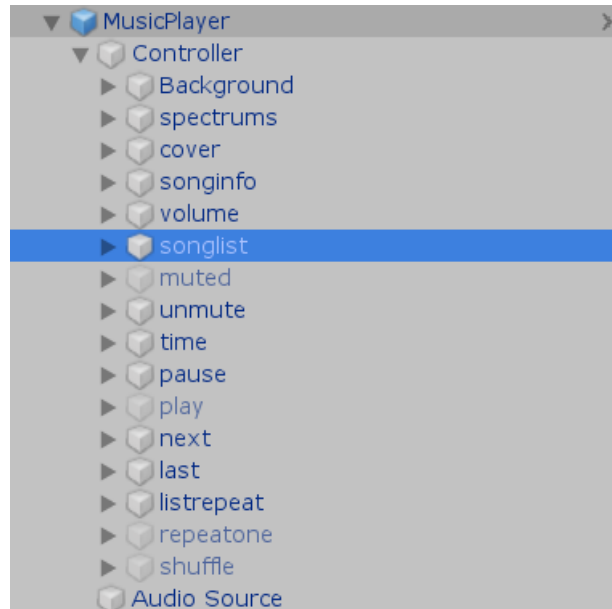
5.The element in the "Song Cover"
match the same element in the
"Audioclip". The Song Cover element
use sprite, so make sure your image is
sprite.
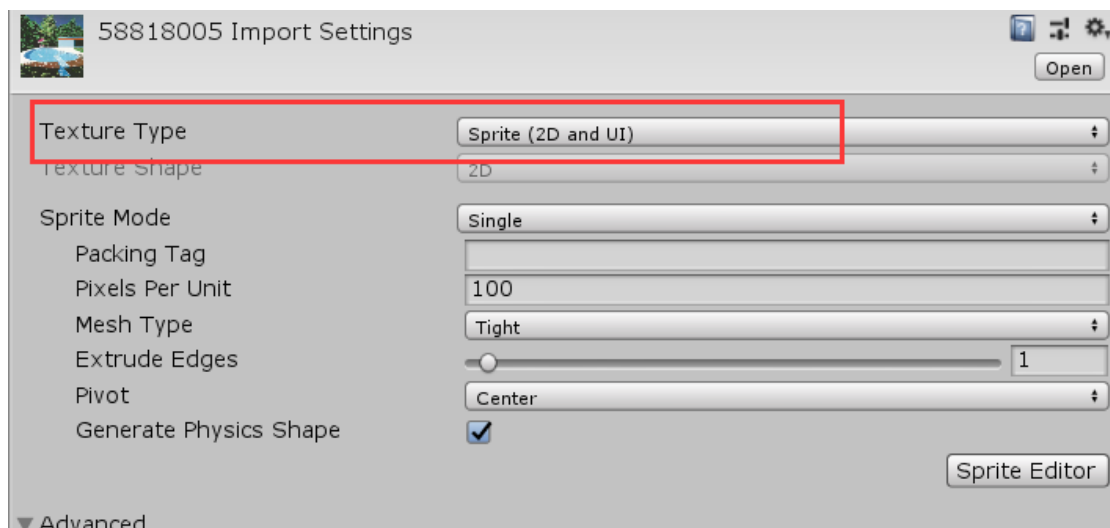
Important*

If you check the "Dynamic Bar Color", your
images must be read/write enabled, or the
script won't run.

Udon Behaviour (Script)

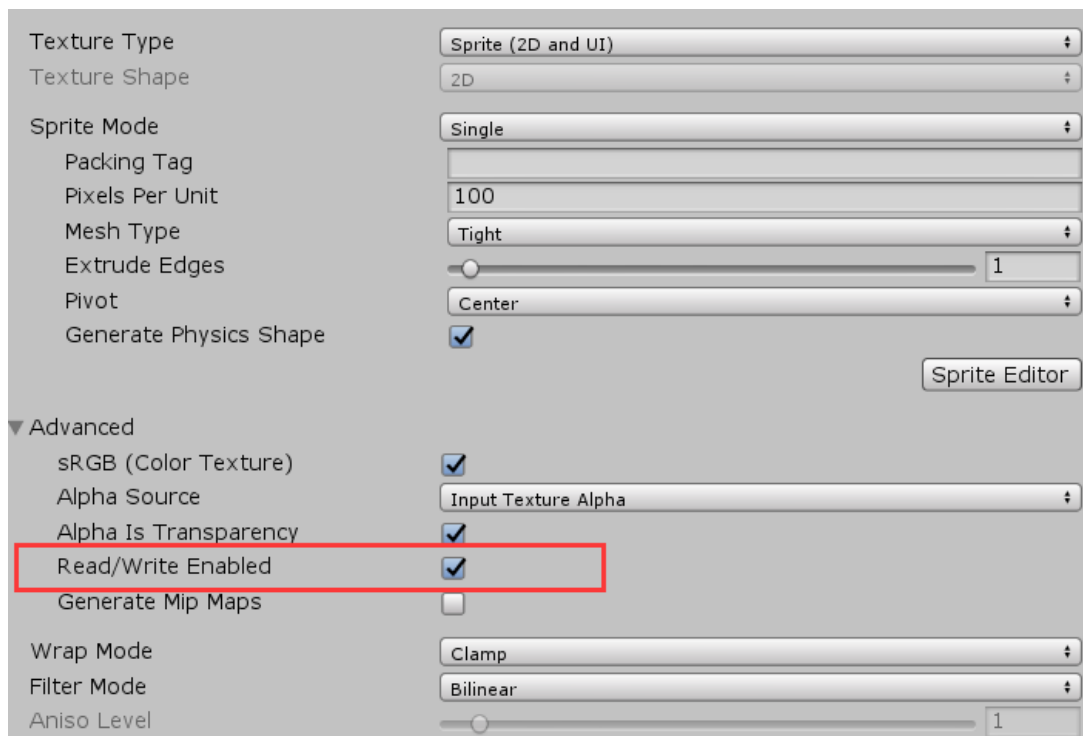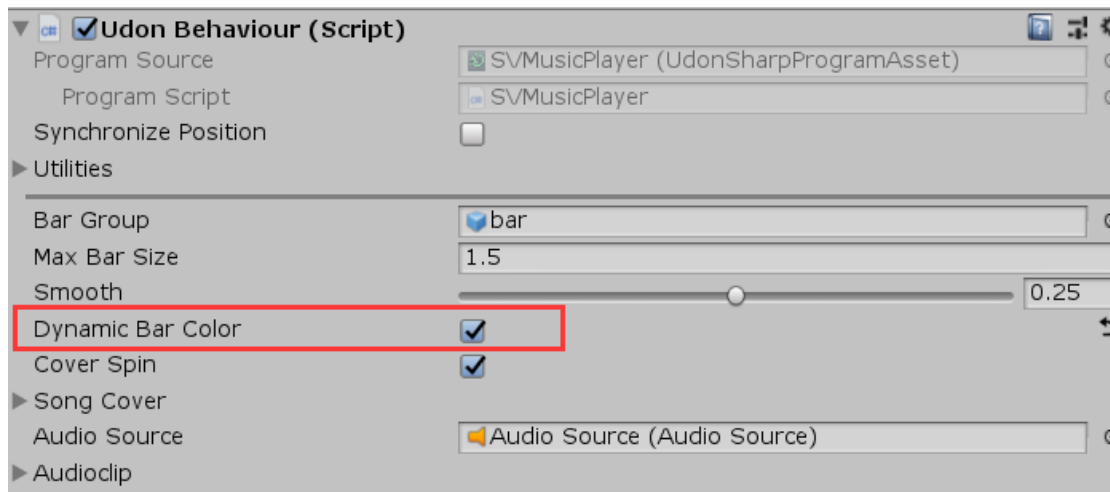|	
Program Source	SVMusicPlayer (UdonSharpProgramAsset)
Program Script	SVMusicPlayer
Synchronize Position	☐

▶ Utilities

Bar Group	bar
Max Bar Size	1.5
Smooth	0.25
Dynamic Bar Color	☑
Cover Spin	☑

▶ Song Cover

Audio Source	Audio Source (Audio Source)

▶ Audioclip

Texture Type	Sprite (2D and UI)
Texture Shape	2D
Sprite Mode	Single
Packing Tag	
Pixels Per Unit	100
Mesh Type	Tight
Extrude Edges	1
Pivot	Center
Generate Physics Shape	☑

Sprite Editor

▼ Advanced

sRGB (Color Texture)	☑
Alpha Source	Input Texture Alpha
Alpha Is Transparency	☑
Read/Write Enabled	☑
Generate Mip Maps	☐
Wrap Mode	Clamp
Filter Mode	Bilinear
Aniso Level	1

6.You can adjust the volume by changing the value of the volume slider and the Audio Source's volume.