Piano Player



Thank you for purchasing this asset. I hope it will bootstrap your project and you will find it very useful.

Main point of interest of this asset is 7 octave piano ranging from A0 to G7# notes.

Quick setup

Open Default scene under Scene folder. There are two ways the piano can be used. First way is to simply point the mouse cursor and play the note. Second option is to use a keyboard that has pre defined key mapping per each note and active octave.

Changing keyboard mapping

Open PianoController.cs and search for keyMapping Dictionary, change if you prefer different mapping.

Here is default mapping for notes

```
{"s", "C"},
{"e", "C-sharp"},
{"d", "D"},
{"r", "D-sharp"},
{"f", "E"},
```

```
{"g", "F"},

{"y", "F-sharp"},

{"h", "G"},

{"u", "G-sharp"},

{"j", "A"},

{"i", "A-sharp"},

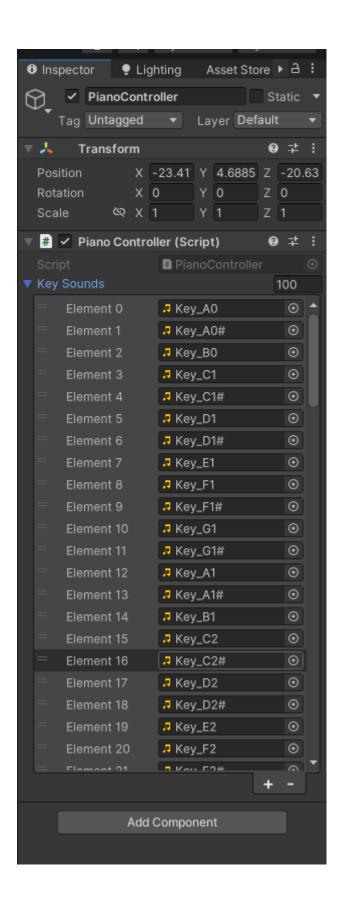
{"k", "B"}
```

You can also change the current octave - range from 1-7.

Adding custom sounds

If you do not like default piano sounds you can replace them by providing your own sound sample for each note. The location for sounds is in the Sounds folder. Make sure to follow the name convention.

Then update the sound in PianoController script



Questions/Feedback/Requests

For any of the above please contact me at adam@visualab.co.uk or theadambielecki@gmail.com