

ULTIMATE AUDIO MANAGER

About:

OVERVIEW

Ultimate Audio Manager helps you manage all the audios in your game, it's simple, helps organize all the audios in one place, and is easily expandable to be used in any game type.

FEATURES

You can play, pause, stop any of the audios in your game with a simple call of a function

3D SPACE SUPPORT

The asset has the ability to play an audio in a specific position in 3D Space to improve the user immersion

DRAG N' DROP READY

With a simple drag and drop you can start managing the audios from code

EASY TO SETUP

Just drag the prefab to your scene and add all the audios to it, then call the PlaySound() or StopSound() function from your code

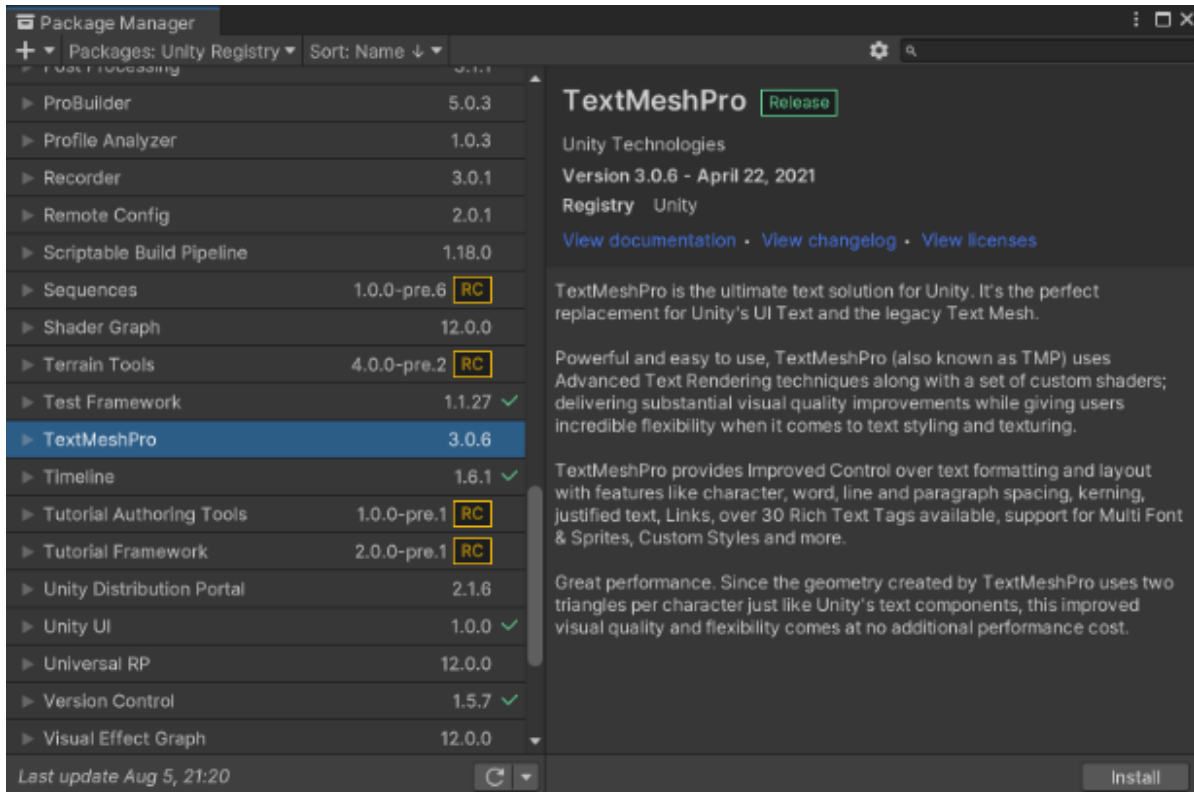
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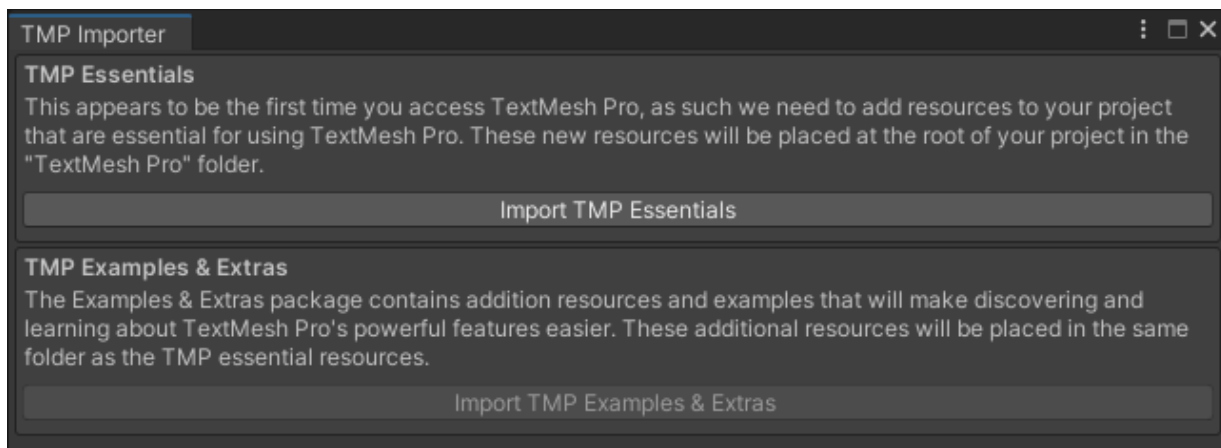
Setup Guide:

1- Installing Dependencies (Required for Demo only):

- Import the Ultimate In-Game Notifications package
- Install TextMeshPro (if not installed)

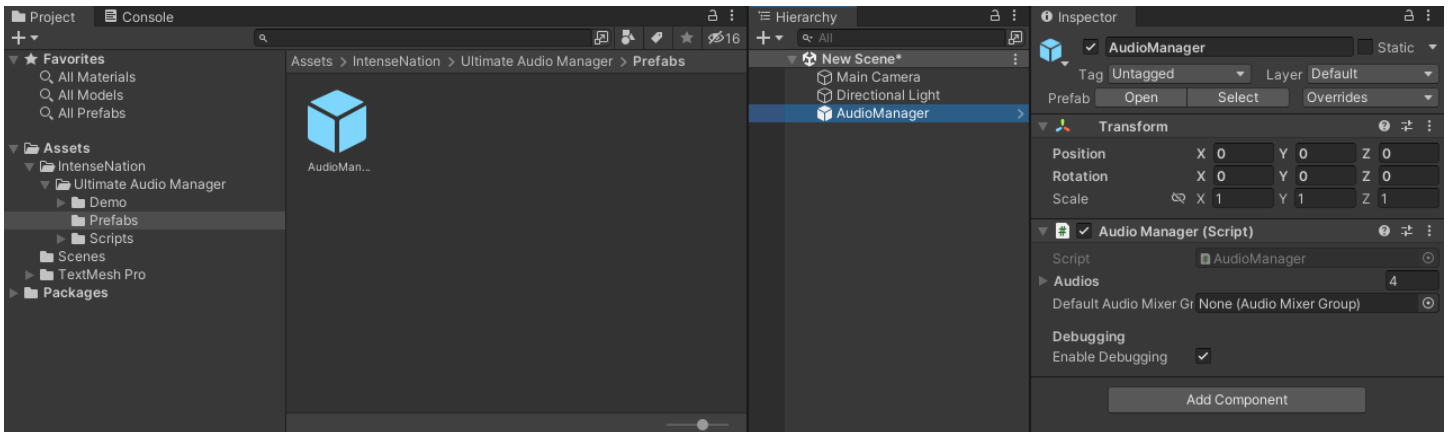


- Import TMP Essentials



2- Adding the Audio Manager:

- Drag and drop the AudioManager prefab to the first loaded scene (i.e Main Menu)
In Project window, go to IntenseNation → Ultimate Audio Manager → Prefabs → AudioManager

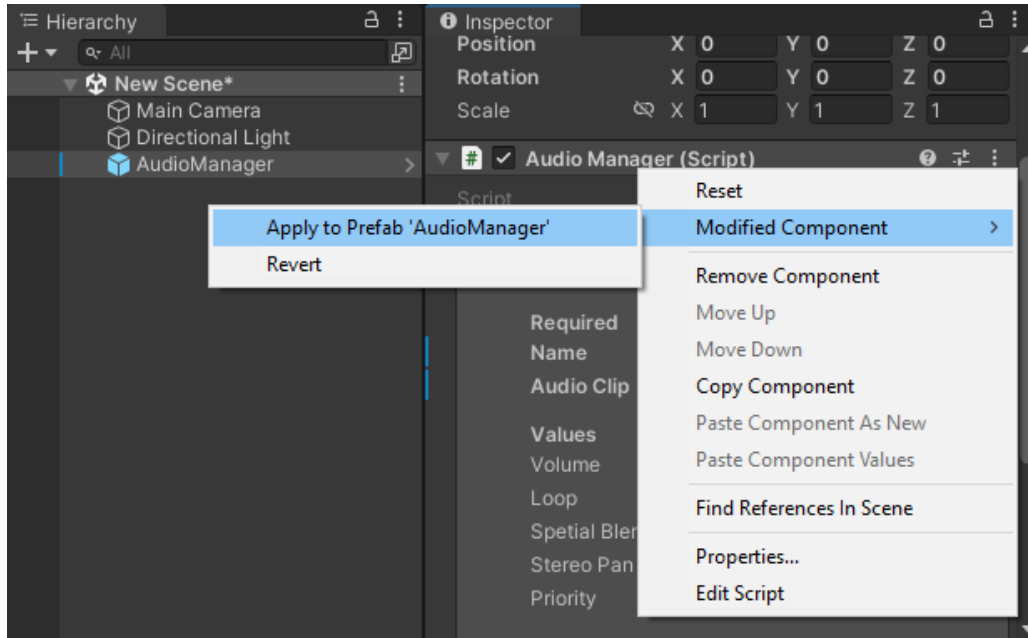


2.1- Adding Sounds:

- Press the + button in the Audios list to add a new Audio
(Required) Assign a Unique name, and the audio clip that will be used
(Optional) Volume, Loop, Audio Mixer Group, etc.



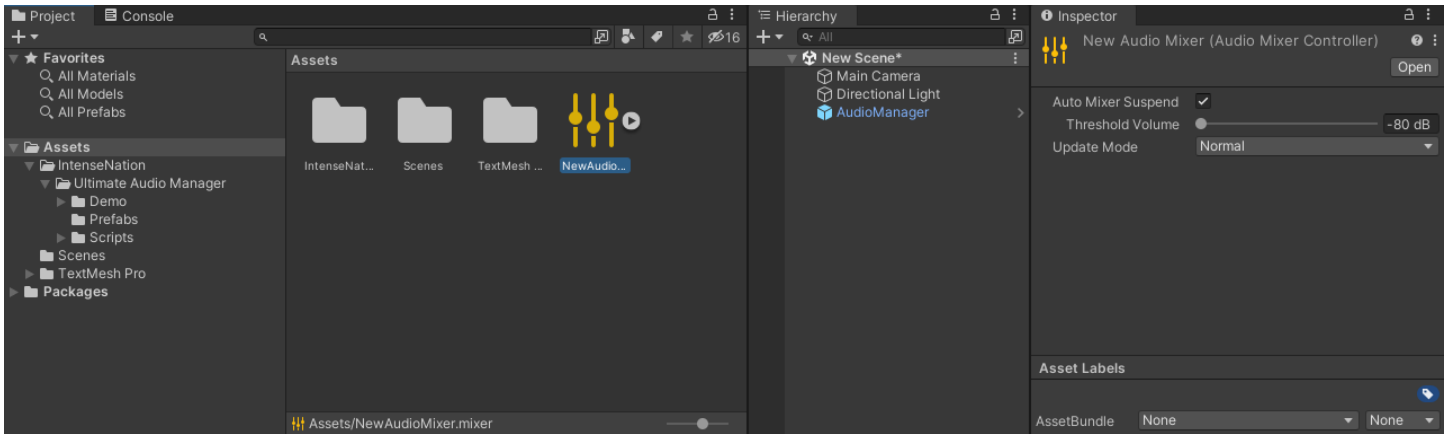
- Then right click on the Audios list and select Modified Component and click Apply to Prefab 'AudioManager'



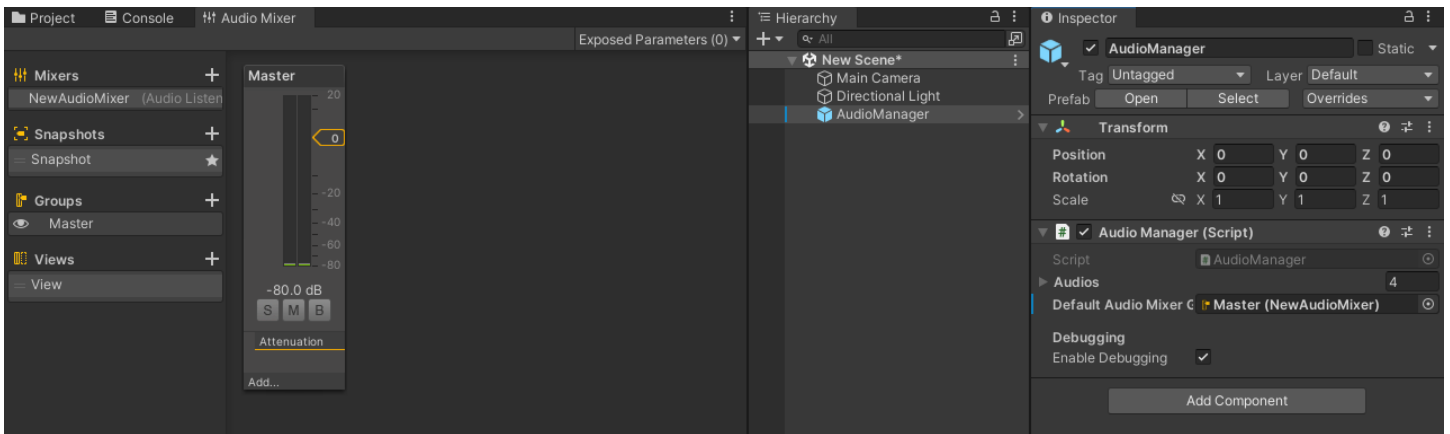
Alternatively, you can open the prefab and add, remove, or edit any of the amounts then save it

3- Assigning the Main Audio Mixer Group (Optional):

- Choose the Audio Mixer, then open it by double clicking on the file
To create a new one, Right click → Create → Audio Mixer

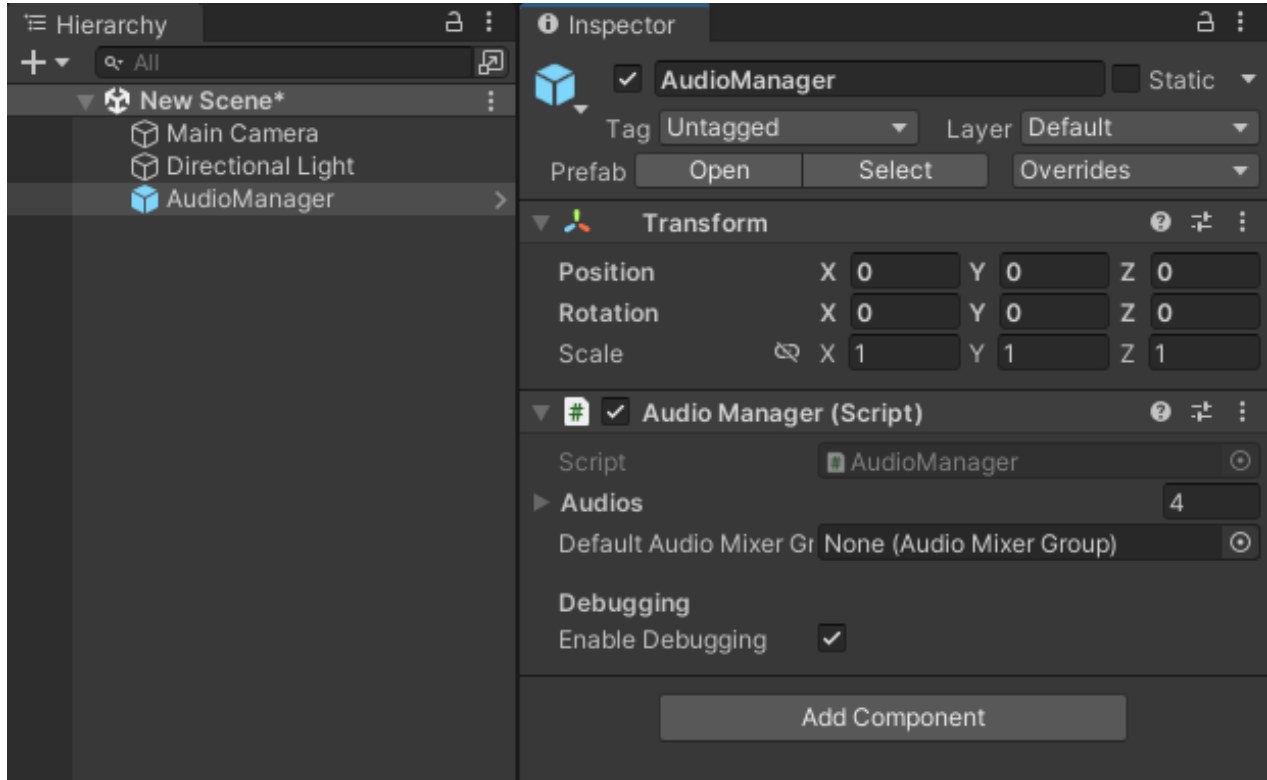


- Select the desired group from the Groups list in the Audio Mixer, then drag and drop it to “Default Audio Mixer Group” in the AudioManager prefab



Enable/Disable Debugging:

- This option enables sending debug messages to the console, this is helpful when testing the Audio Manager
- Select the AudioManager prefab, in the Audio Manager script, in the Debugging section, check/uncheck the Enable Debugging



Playing/Stopping Audio:

Namespace

To make the code cleaner, you have to access the AudioManager using this line using IntenseNation.AudioManager;

Main Functions

In your code add this function whenever you want to play an audio

```
AudioManager.instance.PlaySound();
```

Or add this function if you want to stop a sound

```
AudioManager.instance.StopSound();
```

Note:

You need to assign the same clip name / clip number used in the AudioManager prefab to identify the sound.

The Play function expects:

ClipName: string **OR** **ClipNumber:** int

Position: Vector3

spatialBlend: float

The Stop function expects:

ClipName: string **OR** **ClipNumber:** int

- **ClipName Only**

```
AudioManager.instance.PlaySound(clipName);
```

- **ClipName and a Position**

```
AudioManager.instance.PlaySound(clipName, position);
```

- **ClipName, Position, and spatialBlend**

```
AudioManager.instance.PlaySound(clipName, position, spatialBlend);
```

- **ClipNumber Only**

```
AudioManager.instance.PlaySound(clipNumber);
```

- **ClipNumber and a Position**

```
AudioManager.instance.PlaySound(clipNumber, position);
```

- **ClipNumber, Position, and spatialBlend**

```
AudioManager.instance.PlaySound(clipNumber, position, spatialBlend);
```

Playing Sound Examples:

- **RandomSoundButton Script**

In Project window, go to Ultimate Audio Manager → Scripts → Example → RandomSoundButton.cs

This script shows how to play a random sound from the Audios list in 2D and 3D space

- **SoundByInput Script**

In Project window, go to Ultimate Audio Manager → Scripts → Example → SoundByInput.cs

This script shows how to play a sound using an Audio Name in 2D and 3D space, in the mentioned demo the script shows how to select a play a sound in 3D position using one of the speakers position in world

Included Demo:

Overview:

- The scenes folder includes a demo for the 2D and another demo for the 3D sound.
- Each demo includes a background text to tell you how to test the audio.

Opening a demo:

- Open the Demos folder
Ultimate Audio Manager → Demo → Scenes
- Select and open one of the available scenes
(You will see a scene for 2D and another one for 3D)
- Press play to showcase the demo you chose in action

Code Documentation:

Audio Manager:

- Audios
 - List of all the audios
- Audio Mixer Group
 - The default audio mixer group for all the audios in the AudioManager (unless overridden)
- EnableDebugging
 - Enables sending debug messages to the console

Audio:

- Name (Unique, Required)
- audio Clip (Required)
- Volume
- Loop
- spatial Blend (0 for 2D, 1 for 3D)
- stereo Pan (-1 for Left, 0 for both, 1 for Right)
- priority
- audio Mixer Group (Overrides the default mixer group for this audio)

Notes:

- You don't have to add the Audio Manager to each scene, you could just add it to the first scene that opens (Like an Intro, or MainMenu)
- To access the AudioManager you need to use this line:
using IntenseNation.AudioManager;
- For more detailed documentation of how the code works you can check out each script included in the asset.
- There's a demo scene for both 2D and 3D. Go to IntenseNation → Ultimate Audio Manager → Demo → Scenes.
- Don't forget to save the prefab after making changes if it's used in more than one scene.

Need More Support?

Join the community

Reddit: <https://www.reddit.com/r/IntenseNation>

Discord: <https://discord.gg/Hw2QfGM>

Follow on Social Media

Twitter: <https://twitter.com/NtenseNation>

LinkedIn: <https://www.linkedin.com/company/intensenation>