

ULTIMATE MUSIC PLAYER



Now Playing

SUCH AN AMAZING PLAYER

By Yousif Ragab

About:

Ultimate Music Player helps you take your game audio to the next level using a well-designed music player, whether it's a simple game or a AAA one, you will have the ability to implement a music player like the ones available in popular games, or just have a simple one without HUD.

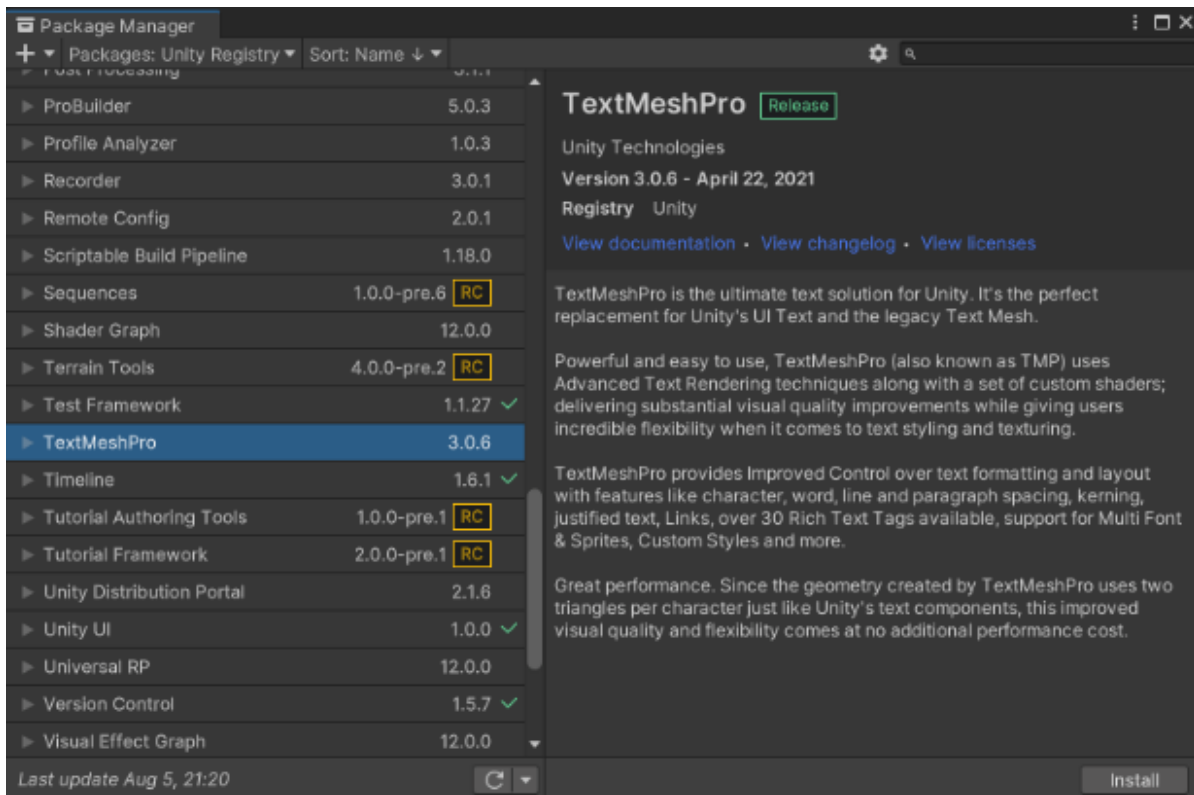
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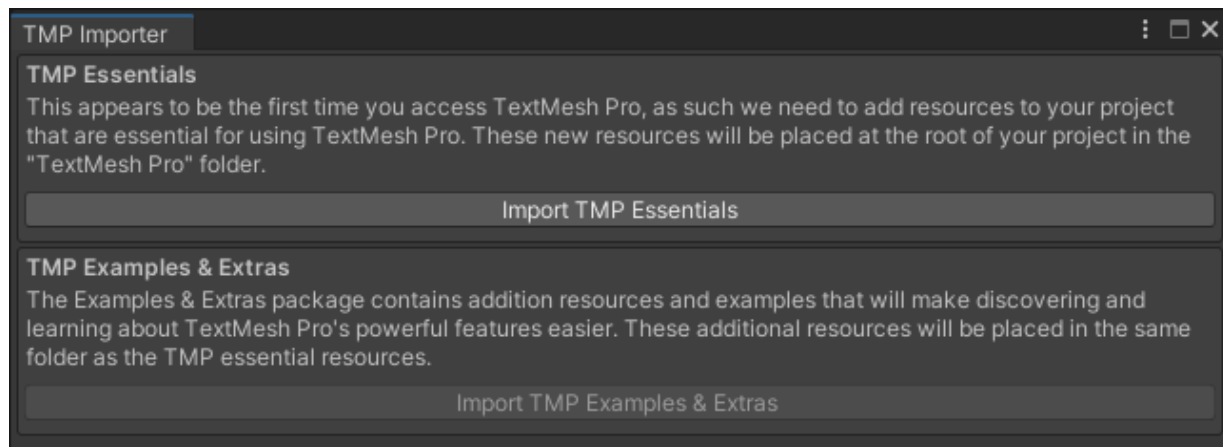
Setup Guide:

1- Installing Dependencies:

- Import the Ultimate Music Player package
- Install TextMeshPro (if not installed)

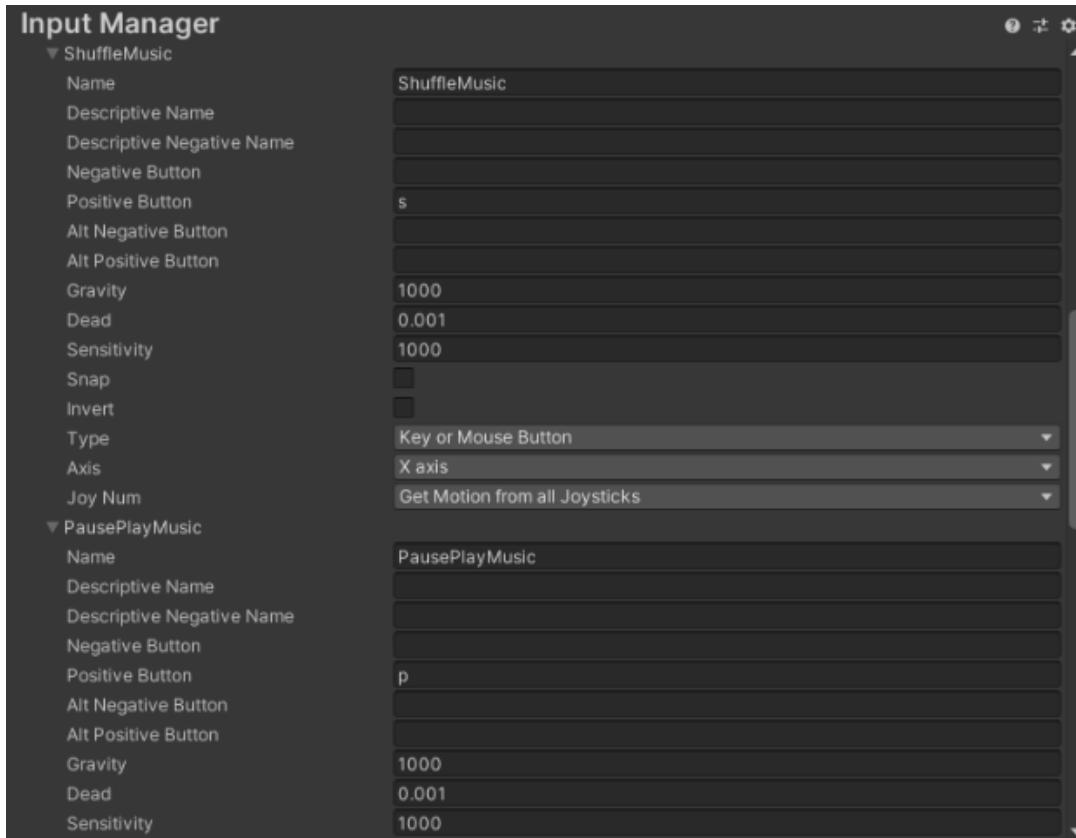


- Import TMP Essentials



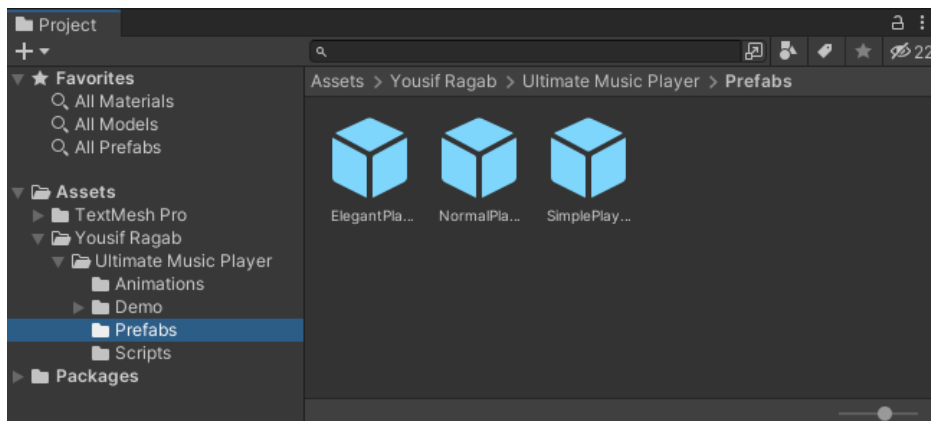
2- Setting up the controls:

- Open Edit → Project Settings → Input Manager → Axes, then add the following buttons:
 - ShuffleMusic
 - PausePlayMusic
 - NextSong
 - PreviousSong



3- Adding the music player:

- Choose a game-ready prefab and drag it to your scene
In Project window, go to Yousif Ragab → Ultimate Music Player → Prefabs



4- Adding songs:

- Select the Music Player in the Hierarchy window
- Add a new element in the Songs list (By clicking the little “+” icon in the list)
- Drag and drop a song from Project window to the Songs list in the Inspector window
- Type the song name in the Song Name text field
- Type the artist’s name in the Artist Name text field

4.1- Removing songs:

- Select the Music Player in the Hierarchy window
- Expand the Songs List in the Inspector window
- Select the song you want to remove
- Remove the element in the Songs list (By clicking the little “-” icon in the list)

4.2- Changing songs:

- Select the Music Player in the Hierarchy window
- Expand the Songs List in the Inspector window
- Select the song you want to replace in the Songs List
- Drag and drop a song from Project window to the Songs list in the Inspector window
- Type the song name in the Song Name text field
- Type the artist’s name in the Artist Name text field

Included Demo:

Overview:

- Each Music Player Type includes a demo scene which shows the Music Player in action
- Each demo includes a background text to tell you what you should expect from this Music Player Type.

Opening a demo:

- Open the Demos folder
Yousif Ragab → Ultimate Music Player → Demo → Scenes
- Select and open one of the available scenes
(You will see a scene for each available music type)
- Press play to showcase the demo you chose in action

Code Documentation:

Music Player:

- Songs (Add songs to this list)
 - Song Name
 - Artist Name
 - Song Image
 - Audio Clip
 - Loop (Should the song loop?)
- Audio Prefix (What comes before the artist name (i.e. Produced By))
- Shuffle (Is shuffle turned on or off?)
- Enable Notifications (Should the user get a notification when the song changes?)

Music Player HUD:

- Song Name (Text that shows the name of the song)
- Artist Name (Text that shows the name of the artist)
- Image (Song cover image)
- Hud (The main layout for the music player)
- Animator (The main Animator that includes all music player HUD animations)
- Animate On Start (Should the animation start once the game starts?)
- Animation Name (Name of the animation that will play)

Notes:

- 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 each included prefab. Go to Yousif Ragab → Ultimate Music Player → Demo → Scenes.