

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)

🖬 Package Manager		: •×	
+ Packages: Unity Registry	Sort: Name 🧄 🔻	۹.	
▶ ProBuilder	5.0.3	TextMeshPro Release	
▶ Profile Analyzer	1.0.3	Unity Technologies	
▶ Recorder	3.0.1	Version 3.0.6 - April 22, 2021	
▶ Remote Config	2.0.1	Registry Unity	
Scriptable Build Pipeline	1.18.0		
▶ Sequences	1.0.0-pre.6 RC	TextMeshPro is the ultimate text solution for Unity. It's the perfect	
Shader Graph	12.0.0	replacement for Unity's UI Text and the legacy Text Mesh.	
▶ Terrain Tools	4.0.0-pre.2 RC	Powerful and easy to use, TextMeshPro (also known as TMP) uses	
▶ Test Framework	1.1.27 🗸	delivering substantial visual quality improvements while giving users incredible flexibility when it comes to text styling and texturing.	
▶ TextMeshPro	3.0.6		
▶ Timeline	1.6.1 🗸	TextMeshPro provides Improved Control over text formatting and layout with features like character, word line and paragraph species, kerning,	
Tutorial Authoring Tools	1.0.0-pre.1 RC	justified text, Links, over 30 Rich Text Tags available, support for Multi Font & Sprites, Custom Styles and more.	
Tutorial Framework	2.0.0-pre.1 RC		
Unity Distribution Portal	2.1.6	Great performance. Since the geometry created by TextMeshPro uses two	
▶ Unity UI	1.0.0 🗸	visual quality and flexibility comes at no additional performance cost.	
▶ Universal RP	12.0.0		
▶ Version Control	1.5.7 🗸		
▶ Visual Effect Graph	12.0.0 👻		
Last update Aug 5, 21:20	C -	Install	

• Import TMP Essentials

TMP Importer i × TMP Essentials This appears to be the first time you access TextMesh Pro, as such we need to add resources to your project that are essential for using TextMesh Pro. These new resources will be placed at the root of your project in the "TextMesh Pro" folder. Import TMP Essentials TMP Examples & Extras The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources. Import TMP Examples & Extras

2- Setting up the controls:

• Open Edit \rightarrow Project Settings \rightarrow Input Manager \rightarrow Axes, then add the following buttons:

- ShuffleMusic
- PausePlayMusic
- NextSong
- PreviousSong

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ShuffleMusic	
1000	
0.001	
1000	
Key or Mouse Button	
X axis 👻	
Get Motion from all Joysticks 🔹	
PausePlayMusic	
p	
1000	
0.001	
1000	-
	PausePlayMusic P 1000 0.001 0.000 0.001 0.000 0.001 0.000 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001 0.001

3- Adding the music player:

- Choose a game-ready prefab and drag it to your scene
 - In Project window, go to Yousif Ragab \rightarrow Ultimate Music Player \rightarrow 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 \rightarrow Ultimate Music Player \rightarrow Demo \rightarrow 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.