

Sound Manager

Version 1.0.0 Documentation by UshiSoft

Thank you for purchasing Sound Manager. If you have any questions, please contact us using the information below.

Documents in languages other than Japanese are machine translated versions of documents written in Japanese. Therefore, there may be some unnatural expressions, but please forgive us.

link

- [demo](#)
- [Script Reference \(Japanese only\)](#)
- [Email](#)

overview

The SoundManager creates a SoundPlayer, which then plays the sound. This means that there will be as many SoundPlayers as there are sounds being played simultaneously.

SoundManager is a singleton and a Don'tDestoryOnLoad object.

SoundPlayer will be reused when it is no longer in use, for example after playback has completed.

A unique ID is assigned to the SoundPlayer when it plays. Use this ID to stop the sound, adjust the volume, etc. When playback is complete, the ID becomes -1.

set up

1.

First, register the sound you want to use in UshiSoft > SoundManager > Prefabs > SoundManager's Data List > Data List.

Name:

The name of the sound. This specifies the sound to play. Do not duplicate.

Clip:

This is an AudioClip of the sound.

Category:

This is the category of sounds. Sounds that belong to the same category can be adjusted in volume or stopped all at once. If you set sound effects to "SE" and background music to "BGM", they can be cross-faded or you can use the volume adjustment slider as is.

Volume:

This is the volume of the sound. If the original volume is too loud/too quiet, adjust it with this. However, this is just a bonus. We strongly recommend that you edit the volume in advance with a dedicated software.

2.

Place UshiSoft > SoundManager > Prefabs > SoundManager in the scene that is loaded first. Also place it in any scene that you want to play directly during development.

Playing a sound

`SoundManager.Instance.Play(name, volume, pitch, loop, fadeDuration, priority, panStereo, spatialBlend, position)`

name:

The name of the sound. The name of the sound is the string set in SoundManager > Data List > Data List > Name.

volume:

Volume. Default is 1.

pitch:

Pitch. Initial value is 1.

loop:

Whether to loop. Default is false.

fadeDuration:

Time it takes to fade in. The initial value is 0.

priority:

Priority. Initial value is 128. Range is 0 to 256. The smaller the value, the higher the priority.

panStereo:

Left/right balance. The initial value is 0. If you set it to -1, the sound will come completely from the left, and if you set it to 1, the sound will come completely from the right.

spatialBlend:

3D effect. Default value is 0. 0 is fully 2D, 1 is fully 3D.

position:

Sound coordinates. The initial value is (0,0,0). Use this together with spatialBlende.

return:

ID assigned to the SoundPlayer that plays the sound. Used to check if the sound is playing or to change the volume after playback. Values below 0 will not be used.

Play a sound effect

`SoundManager.Instance.PlaySE(name, volume, pitch)`

This function wraps the Play function for playing sound effects.

name:

The name of the sound.

volume:

Volume. Default is 1.

pitch:

Pitch. Initial value is 1.

Play background music

`SoundManager.Instance.PlayBGM(name, fadeDuration, crossFade)`

This function wraps the Play function for playing background music. Loop is enabled by default.

name:

The name of the sound.

fadeDuration:

Fade in/out time. Default is 1.

crossFade:

Should it crossfade? The initial value is true. If true, the currently playing BGM will fade out and the new BGM will fade in.

Whether or not something is BGM is determined by its category. Sounds in the "BGM" category are treated as BGM. If multiple BGMs are playing at the same time, they will all be stopped.

Stopping the sound

`SoundManager.Instance.Stop(id, fadeDuration)`

Unlike pausing, once stopped, it cannot be resumed.

`id`:

The sound ID.

`fadeDuration`:

The time it takes to fade out. The default value is 0.

Pause the sound

`SoundManager.Instance.Pause(id, fadeDuration)`

`id`:

The sound ID.

`fadeDuration`:

The time it takes to fade out. The default value is 0.

Resume sound from pause

`SoundManager.Instance.Resume(id, fadeDuration)`

`id`:

The sound ID.

`fadeDuration`:

Time it takes to fade in. The initial value is 0.

Check if sound is playing

`SoundManager.Instance.IsPlaying(id)`

`id`:

The sound ID.

Adjusting the volume

`SoundManager.Instance.SetVolume(category, volume)`

category:
Sound category.

volume:
Volume, specified in the range 0 to 1.

Adjust the volume with the slider

A simple slider is provided to adjust the volume.

Sound effects

Place UshiSoft > SoundManager > Prefabs > SEVolumeSlider on the Canvas.

The category of sound effects must be set to "SE", otherwise the volume adjusted with the slider will not be reflected in the sound effects.

If you want to treat it as a sound effect in a category other than "SE", change the Volume Slider > Category.

BGM

Place UshiSoft > SoundManager > Prefabs > BGMVolumeSlider on the Canvas.

The BGM category must be set to "BGM", otherwise the volume adjusted with the slider will not be reflected in the BGM.

Other

Duplicate SEVolumeSlider or BGMVolumeSlider and change Volume Slider > Category to the desired category.

Get the sound that is playing

`SoundManager.Instance.GetPlayersByName(id)`

id:
The sound ID.

return:
Returns the SoundPlayer with the matching ID, or null if not found.
The ID is reset when the sound playback is completed or stopped, so even if you pass a correct ID, it may not be possible to find a SoundPlayer with a matching ID and null may be returned.