Audio Manager Tool

Descripción

Files: CGFAudioManagerTool.cs

Path: "CGF/Editor/Tools/AudioManager"

Menu: "CGF/Content/Audio Manager"

Description

Audio system editor.

Reference

- **Configuration file** – Audio Playlist Manager asset whose playlists, themes and tracks are displayed in the editor.
- **Filter** – Show only playlists whose names contain this text.
- **Add** – Add a new playlist to the current Audio Playlist Manager.
- **Remove** – Remove the selected playlist and all of its themes and tracks.
- **Clear All** – Remove every playlist, theme and track from the current Audio Playlist Manager.
- **Transform To Asset Reference** – Convert every directly assigned AudioClip in this Audio Playlist Manager to an Addressables AssetReference. Existing asset references are preserved.
- **Filter** – Show only themes in the selected playlist whose names contain this text.
- **Add** – Add a new theme to the selected playlist.
- **Remove** – Remove the selected theme and all of its tracks from the current playlist.
- **Clear All** – Remove every theme and track from the selected playlist.
- **Move** – Move the selected theme, including all of its tracks, to the playlist chosen above.
- **Filter** – Show only tracks in the selected theme whose names contain this text.
- **Add** – Add a new track to the selected theme.
- **Remove** – Remove the selected track from the current theme.
- **Clear All** – Remove every track from the selected theme.
- **Clone** – Create a copy of the selected track in the current theme.
- **Move** – Move the selected track to the theme chosen above.
- **Information**
    - **Name** – Identifier used to find and request this playlist, theme or track at runtime.
    - **Play Mode** – How this playlist or theme chooses the next child item when audio is requested.
- **Settings**

    - **Use Asset Reference** – Store and load the track clip through Unity Addressables instead of keeping a direct AudioClip reference.
    - **Clip** – AudioClip played by this track. When Asset Reference is enabled, selecting a clip creates or updates its Addressables reference.
    - **Mixer Group** – Audio Mixer Group that receives the output of audio instances created from this item.
    - **Mute** – Create audio instances from this item with their output muted.
    - **Bypass Effects** – Ignore effects applied directly to the AudioSource for audio instances created from this item.
    - **Bypass Listener Effects** – Ignore effects applied to the AudioListener for audio instances created from this item.
    - **Bypass Reverb Zones** – Prevent audio instances created from this item from being affected by Reverb Zones.
    - **Play On Awake** – Start playback automatically when an audio instance created from this item becomes active.
    - **Loop** – Restart the clip automatically when playback reaches its end.
    - **Priority** – Range used to randomize the AudioSource priority for each instance. Lower values receive higher playback priority.
    - **Volume** – Range used to randomize the AudioSource volume for each instance, from silent (0) to full volume (1).
    - **Pitch** – Range used to randomize playback pitch for each instance. Values below 1 slow it down; values above 1 speed it up.
    - **Stereo Pan** – Range used to randomize stereo placement for each instance, from left (-1) to right (1).
    - **Spatial Blend** – Blend between fully 2D audio (0) and fully 3D spatial audio (1).
    - **Reverb Zone Mix** – Amount of the AudioSource signal routed to Reverb Zones; 0 disables the send and 1 uses the normal level.
- **Instance Options**
    - **Don't Destroy On Scene** – Keep audio instances created from this item alive when a new scene is loaded.
    - **Single Instance** – Prevent a new instance of this item from starting while another instance of it is already playing.
- **Information**
    - **Name** – Identifier used to find and request this playlist, theme or track at runtime.
    - **Play Mode** – How this playlist or theme chooses the next child item when audio is requested.
- **Settings**
    - **Use Asset Reference** – Store and load the track clip through Unity Addressables instead of keeping a direct AudioClip reference.
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    - **Mixer Group** – Audio Mixer Group that receives the output of audio instances created from this item.
    - **Mute** – Create audio instances from this item with their output muted.

    - **Bypass Effects** – Ignore effects applied directly to the AudioSource for audio instances created from this item.
    - **Bypass Listener Effects** – Ignore effects applied to the AudioListener for audio instances created from this item.
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    - **Play On Awake** – Start playback automatically when an audio instance created from this item becomes active.
    - **Loop** – Restart the clip automatically when playback reaches its end.
    - **Priority** – Range used to randomize the AudioSource priority for each instance. Lower values receive higher playback priority.
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    - **Reverb Zone Mix** – Amount of the AudioSource signal routed to Reverb Zones; 0 disables the send and 1 uses the normal level.
- **Instance Options**
    - **Don't Destroy On Scene** – Keep audio instances created from this item alive when a new scene is loaded.
    - **Single Instance** – Prevent a new instance of this item from starting while another instance of it is already playing.
- **Apply** – Save all pending playlist, theme, track and category changes to the selected Audio Playlist Manager asset.
- **3D Settings**
- **3D Settings**
    - **Doppler Level** – Range used to randomize the strength of the Doppler effect for each audio instance. Zero disables the effect.
    - **Spread** – Range, in degrees, used to randomize how widely a 3D sound is distributed across the speaker space.
    - **Volume Rolloff** – How the volume of a 3D sound decreases as the listener moves away from its source.
    - **Min Distance** – Distance from the source within which a 3D sound remains at full volume.
    - **Max Distance** – Distance from the source beyond which the selected rolloff no longer reduces the volume.
- **Listener**
- **Effects**
- **Delay**
    - **Type** – Choose whether playback has no delay, a fixed delay, or a random delay between the minimum and maximum values.
    - **Min** – Minimum playback delay, in seconds. Fixed intervals use this value as their only delay.

    - **Max** – Maximum playback delay, in seconds, when the delay type uses a random interval.
- **Begin On**
    - **Begin On** – Position, in seconds, at which playback begins inside the selected AudioClip.
- **Fade Mode**
    - **Fade Mode** – Fade or crossfade behavior applied when this item starts and stops playing.
    - **Fade In Duration** – Normalized portion of the clip used for its fade-in transition.
    - **Time track**
    - **Fade Out Duration** – Normalized portion of the clip used for its fade-out transition.
    - **Time Audio**
- **Categories**
    - **Category** – Playback category assigned to this playlist or theme, used to share selection state with other items in the same category.
    - **Name** – Name used to create a new playback category.
    - **Add** – Create a playback category with the name entered above.
    - **Remove** – Delete the selected playback category and reset items that currently use it to None.
    - **Clear All** – Delete every playback category from the current Audio Playlist Manager.
- **Effects**
- **Delay**
    - **Type** – Choose whether playback has no delay, a fixed delay, or a random delay between the minimum and maximum values.
    - **Min** – Minimum playback delay, in seconds. Fixed intervals use this value as their only delay.
    - **Max** – Maximum playback delay, in seconds, when the delay type uses a random interval.
- **Begin On**
    - **Begin On** – Position, in seconds, at which playback begins inside the selected AudioClip.
- **Fade Mode**
    - **Fade Mode** – Fade or crossfade behavior applied when this item starts and stops playing.
    - **Fade In Duration** – Normalized portion of the clip used for its fade-in transition.
    - **Time Audio: 0s, Use 0% Fade in 0s to 0s**
    - **Fade Out Duration** – Normalized portion of the clip used for its fade-out transition.
    - **Time Audio: 0s, Use 0% Fade out 0s to 0s**
- **Categories**
    - **Category** – Playback category assigned to this playlist or theme, used to share selection state with other items in the same category.
    - **Name** – Name used to create a new playback category.
    - **Add** – Create a playback category with the name entered above.
    - **Remove** – Delete the playback category whose name is entered above.
    - **Clear All** – Delete every playback category from the current Audio Playlist Manager.

Use

Open the tool from `CGF/Content/Audio Manager` in the Unity editor.
Use the controls listed in Reference to configure the window workflow.