Audio Play List Scriptable

Descripción

Files: CGFAudioPlayListScriptable.cs

Path: "CGF/Systems/Audio"

Description

Scriptable object template that stores to manage audio playlists and categories in a Unity project

Reference

- **Categories List** – List of categories.
  - **ID** – Text used to identify or display ID.
  - **Muted** – Silence or desilence to the category.
- **Playlists List** – Runtime value containing the playlists entries processed by this component.
  - **Category** – Numeric setting that configures category.
  - **Content List** – List of Themes.
    - **Category** – Specifies the current category of the theme.
    - **Content List** – Inspector setting containing the content entries processed by this component.
      - **Audio** – Cached AudioClip reference used by this component.
      - **Audio Reference** – Internal value used to configure audio Reference.
      - **Category** – Specifies the current category of the theme.
      - **ID** – Identifier or name of the Track.
      - **Name Category** – Text used to identify or display name category.
      - **Play Order** – Current playback mode.
      - **Settings** – CGFAudioSettingsClass reference assigned through the inspector.
        - **Begin On** – Time at which the Track starts playing.
        - **Bypass Effects** – Bypass effects (Applied from filter components or global listener filters).
        - **Bypass Listener Effects** – When set global effects on the AudioListener will not be applied to the audio signal generated by the AudioSource. Does not apply if the AudioSource is playing into a mixer group.
        - **Bypass Reverb Zones** – When set doesn't route the signal from an AudioSource into the global reverb associated with reverb zones.
        - **Delay Interval** – Playback delay time.
          - **Max** – Internal value used to configure max.
          - **Min** – Internal value used to configure min.

        - **Type** – Internal value used to configure type.
            - **None** – No interval is applied.
            - **Fixed** – Uses a fixed value for the interval.
            - **Ranged Fixed** – Generates a random value within the range once and reuses it.
            - **Ranged Random** – Generates a new random value within the range each time it is accessed.
    - **Dont Destroy On Load** – Audio is not destroyed when changing scenes.
    - **Doppler Level Interval** – Sets the Doppler scale for this AudioSource.
        - **Max** – Internal value used to configure max.
        - **Min** – Internal value used to configure min.
        - **Type** – Internal value used to configure type.
            - **None** – No interval is applied.
            - **Fixed** – Uses a fixed value for the interval.
            - **Ranged Fixed** – Generates a random value within the range once and reuses it.
            - **Ranged Random** – Generates a new random value within the range each time it is accessed.
    - **Fade In Duration** – Duration of Fade In.
    - **Fade Mode** – Fade mode to execute.
        - **None** – No effects.
        - **Fade** – Fade effect.
        - **Cross Fade** – Mutual fading effect.
    - **Fade Out Duration** – Duration in seconds used for fade out duration.
    - **Loop** – Is the audio clip looping? If you disable looping on a playing AudioSource the sound will stop after the end of the current loop.
    - **Max Distance** – (Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.(Linear rolloff) MaxDistance is the distance where the sound is completely inaudible.
    - **Min Distance** – Within the Min distance the AudioSource will cease to grow louder in volume.
    - **Mixer** – Internal value used to configure mixer.
    - **Mute** – Un- / Mutes the AudioSource. Mute sets the volume=0, Un-Mute restore the original volume.
    - **Pan Level Custom Curve Value** – Custom curve for stereo pan level.
    - **Pan Stereo Interval** – Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.
        - **Max** – Internal value used to configure max.
        - **Min** – Internal value used to configure min.
        - **Type** – Internal value used to configure type.
            - **None** – No interval is applied.
            - **Fixed** – Uses a fixed value for the interval.
            - **Ranged Fixed** – Generates a random value within the range once and reuses it.

        - **Ranged Random** – Generates a new random value within the range each time it is accessed.
- **Pitch Interval** – Internal value used to configure pitch Interval.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.
        - **None** – No interval is applied.
        - **Fixed** – Uses a fixed value for the interval.
        - **Ranged Fixed** – Generates a random value within the range once and reuses it.
        - **Ranged Random** – Generates a new random value within the range each time it is accessed.
- **Play On Awake** – If set to true, the audio source will automatically start playing on awake.
- **Priority Interval** – Sets the priority of the AudioSource. Unity is virtualizing AudioSources, when theres more AudioSources playing than available hardware channels. The AudioSources with lowest priority (and audibility) is virtualized first. Priority is an integer between 0 and 255. 0=highest priority, 255=lowest priority.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.
        - **None** – No interval is applied.
        - **Fixed** – Uses a fixed value for the interval.
        - **Ranged Fixed** – Generates a random value within the range once and reuses it.
        - **Ranged Random** – Generates a new random value within the range each time it is accessed.
- **Reverb Zone Mix** – Numeric setting used for reverb Zone Mix.
- **Reverb Zone Mix Custom Curve Value** – Custom curve for reverb zone mix level.
- **Rolloff Custom Curve Value** – Custom curve for rolloff mode.
- **Rolloff Mode** – Sets/Gets how the AudioSource attenuates over distance.
- **Single Instance** – Indicates if only one instance of this audio setting is allowed.
- **Spatial Blend** – Numeric setting used for spatial Blend.
- **Spatialize** – Enables or disables spatialization.
- **Spatialize Post Effects** – Determines if the spatializer effect is inserted before or after the effect filters.
- **Spread Custom Curve Value** – Custom curve for spread level.
- **Spread Interval** – Sets the spread angle (in degrees) of a 3D stereo or multichannel sound in speaker space.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.

                - **None** – No interval is applied.
                - **Fixed** – Uses a fixed value for the interval.
                - **Ranged Fixed** – Generates a random value within the range once and reuses it.
                - **Ranged Random** – Generates a new random value within the range each time it is accessed.
            - **Volume Interval** – Internal value used to configure volume Interval.
                - **Max** – Internal value used to configure max.
                - **Min** – Internal value used to configure min.
                - **Type** – Internal value used to configure type.
                    - **None** – No interval is applied.
                    - **Fixed** – Uses a fixed value for the interval.
                    - **Ranged Fixed** – Generates a random value within the range once and reuses it.
                    - **Ranged Random** – Generates a new random value within the range each time it is accessed.
        - **Use Asset Reference** – Controls whether this component uses asset reference.
    - **ID** – Identifier or name of the Theme.
    - **Name Category** – Text used to identify or display name category.
    - **Play Order** – Current playback mode.
    - **Settings** – CGFAudioSettingsClass reference assigned through the inspector.
        - **Begin On** – Time at which the Track starts playing.
        - **Bypass Effects** – Bypass effects (Applied from filter components or global listener filters).
        - **Bypass Listener Effects** – When set global effects on the AudioListener will not be applied to the audio signal generated by the AudioSource. Does not apply if the AudioSource is playing into a mixer group.
        - **Bypass Reverb Zones** – When set doesn't route the signal from an AudioSource into the global reverb associated with reverb zones.
        - **Delay Interval** – Playback delay time.
            - **Max** – Internal value used to configure max.
            - **Min** – Internal value used to configure min.
            - **Type** – Internal value used to configure type.
                - **None** – No interval is applied.
                - **Fixed** – Uses a fixed value for the interval.
                - **Ranged Fixed** – Generates a random value within the range once and reuses it.
                - **Ranged Random** – Generates a new random value within the range each time it is accessed.
        - **Dont Destroy On Load** – Audio is not destroyed when changing scenes.
        - **Doppler Level Interval** – Sets the Doppler scale for this AudioSource.
            - **Max** – Internal value used to configure max.
            - **Min** – Internal value used to configure min.
            - **Type** – Internal value used to configure type.
                - **None** – No interval is applied.

        - **Fixed** – Uses a fixed value for the interval.
        - **Ranged Fixed** – Generates a random value within the range once and reuses it.
        - **Ranged Random** – Generates a new random value within the range each time it is accessed.
- **Fade In Duration** – Duration of Fade In.
- **Fade Mode** – Fade mode to execute.
    - **None** – No effects.
    - **Fade** – Fade effect.
    - **Cross Fade** – Mutual fading effect.
- **Fade Out Duration** – Duration in seconds used for fade out duration.
- **Loop** – Is the audio clip looping? If you disable looping on a playing AudioSource the sound will stop after the end of the current loop.
- **Max Distance** – (Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.(Linear rolloff) MaxDistance is the distance where the sound is completely inaudible.
- **Min Distance** – Within the Min distance the AudioSource will cease to grow louder in volume.
- **Mixer** – Internal value used to configure mixer.
- **Mute** – Un- / Mutes the AudioSource. Mute sets the volume=0, Un-Mute restore the original volume.
- **Pan Level Custom Curve Value** – Custom curve for stereo pan level.
- **Pan Stereo Interval** – Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.
        - **None** – No interval is applied.
        - **Fixed** – Uses a fixed value for the interval.
        - **Ranged Fixed** – Generates a random value within the range once and reuses it.
        - **Ranged Random** – Generates a new random value within the range each time it is accessed.
- **Pitch Interval** – Internal value used to configure pitch Interval.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.
        - **None** – No interval is applied.
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- **Play On Awake** – If set to true, the audio source will automatically start playing on awake.

- **Priority Interval** – Sets the priority of the AudioSource. Unity is virtualizing AudioSources, when theres more AudioSources playing than available hardware channels. The AudioSources with lowest priority (and audibility) is virtualized first. Priority is an integer between 0 and 255. 0=highest priority, 255=lowest priority.
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- **Reverb Zone Mix** – Numeric setting used for reverb Zone Mix.
- **Reverb Zone Mix Custom Curve Value** – Custom curve for reverb zone mix level.
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- **Single Instance** – Indicates if only one instance of this audio setting is allowed.
- **Spatial Blend** – Numeric setting used for spatial Blend.
- **Spatialize** – Enables or disables spatialization.
- **Spatialize Post Effects** – Determines if the spatializer effect is inserted before or after the effect filters.
- **Spread Custom Curve Value** – Custom curve for spread level.
- **Spread Interval** – Sets the spread angle (in degrees) of a 3D stereo or multichannel sound in speaker space.
    - **Max** – Internal value used to configure max.
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    - **Type** – Internal value used to configure type.
        - **None** – No interval is applied.
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        - **Ranged Fixed** – Generates a random value within the range once and reuses it.
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- **Volume Interval** – Internal value used to configure volume Interval.
    - **Max** – Internal value used to configure max.
    - **Min** – Internal value used to configure min.
    - **Type** – Internal value used to configure type.
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    - **Ranged Fixed** – Generates a random value within the range once and reuses it.
    - **Ranged Random** – Generates a new random value within the range each time it is accessed.
- **Volume Interval** – Internal value used to configure volume Interval.
  - **Max** – Internal value used to configure max.
  - **Min** – Internal value used to configure min.
  - **Type** – Internal value used to configure type.
    - **None** – No interval is applied.
    - **Fixed** – Uses a fixed value for the interval.
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Use

Create or assign the ScriptableObject asset in the system that consumes this shared configuration. Configure the asset fields listed in Reference before using it at runtime.