Audio Toolkit provides an easy-to-use and performance optimized framework to play and manage music and sound effects in Unity.
## Classes

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<th>Class</th>
<th>Description</th>
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<tr>
<td>AudioCategory</td>
<td>An audio category represents a set of AudioItems. Categories allow to change the volume of all containing audio items.</td>
</tr>
<tr>
<td>AudioController</td>
<td>The audio managing class used to define and play audio items and categories.</td>
</tr>
<tr>
<td>AudioItem</td>
<td>The AudioItem class represents a uniquely named audio entity that can be played by scripts.</td>
</tr>
<tr>
<td>AudioLog</td>
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<td>AudioLog.LogData</td>
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<td>AudioLog.LogData_Destroy</td>
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<td>AudioLog.LogData_PlayClip</td>
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<td>AudioLog.LogData_SkippedPlay</td>
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<td>AudioLog.LogData_Stop</td>
<td></td>
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<td>AudioObject</td>
<td>The object playing the audio clip associated with a AudioSubItem</td>
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<tr>
<td>AudioSubItem</td>
<td>An AudioSubItem represents a specific Unity audio clip.</td>
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<td>ObjectPoolController</td>
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<td>PoolableObject</td>
<td>Add this component to your prefab to make it poolable.</td>
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<tr>
<td>PoolableReference(T)</td>
<td>Auxiliary class to overcome the problem of references to pooled objects that should become null when objects are moved back to the pool after calling Destroy(GameObject).</td>
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<tr>
<td>RegisteredComponent</td>
<td>Derive your MonoBehaviour class from RegisteredComponent and all references to instances of this component will be saved in an internal array. Use <code>GetAllOfType(T)</code> to retrieve this array, which is much faster than using Unity's <code>GameObject.FindObjectsOfType()</code> function.</td>
</tr>
<tr>
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<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>RegisteredComponentController</td>
<td>This controller provides fast access to all currently existing RegisteredComponent instances.</td>
</tr>
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<td>SingletonMonoBehaviour(T)</td>
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</tr>
<tr>
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<td>Description</td>
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<tr>
<td>-------------------</td>
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<tr>
<td>IRegisteredComponent</td>
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<th>Description</th>
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<td>AudioObject.AudioEventDelegate</td>
<td>The audio event delegate type.</td>
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</thead>
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<tr>
<td>AudioItem.LoopMode</td>
<td>AudioItem loop mode.</td>
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<tr>
<td>AudioPickSubItemType</td>
<td>Used by AudioItem to determine which AudioSubItem is chosen.</td>
</tr>
<tr>
<td>AudioSubItemType</td>
<td>The type of an AudioSubItem.</td>
</tr>
</tbody>
</table>

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An audio category represents a set of AudioItems. Categories allow to change the volume of all containing audio items.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

[SerializableAttribute]
public class AudioCategory
Inheritance Hierarchy

System.Object
(Default Namespace).AudioCategory
See Also

AudioCategory.AUDIOCATEGORY_MEMBERS
(DefaultValue) Namespace

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The `AudioCategory` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="AudioCategory" alt="" /></td>
<td>Instantiates an AudioCategory</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAudioMixerGroup</td>
<td>Retrieves the AudioMixerGroup associated with this category. AudioMixerGroupa are inherited by the parent category.</td>
</tr>
<tr>
<td>GetAudioObjectPrefab</td>
<td>Retrieves the AudioObjectPrefab associated with this category. AudioObjectPrefabs are inherited by the parent category.</td>
</tr>
<tr>
<td>UnloadAllAudioClips</td>
<td>Unloads all AudioClips specified in the subitems from memory.</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioItems</td>
<td>Define your AudioItems using Unity inspector.</td>
</tr>
<tr>
<td>audioMixerGroup</td>
<td>Allows to assign the category to a Unity 5 Audio Mixer Group</td>
</tr>
<tr>
<td>AudioObjectPrefab</td>
<td>Allows to define a specific audio object prefab for this category. If none is defined, the default prefab as set by AudioObjectPrefab is taken.</td>
</tr>
<tr>
<td>Name</td>
<td>The name of category ( = categoryID )</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioController</td>
<td>The AudioController the category belongs to</td>
</tr>
<tr>
<td>parentCategory</td>
<td>If a parent category is specified, the category inherits the volume of its parent.</td>
</tr>
<tr>
<td>Volume</td>
<td>The volume factor applied to all audio items in the category (NOT including a possible parentCategory) If you change the volume by script the change will be applied to all playing audios immediately.</td>
</tr>
<tr>
<td>VolumeTotal</td>
<td>The volume factor applied to all audio items in the category (including a possible parentCategory)</td>
</tr>
</tbody>
</table>
See Also

AudioCategory Class
(Default Namespace) Namespace

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Instantiates an AudioCategory

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public AudioCategory(
    AudioController audioController
)
```

### Parameters

`audioController`

Type: ([Default Namespace].AudioController)

The `AudioController` the category belongs to.
See Also

AudioCategory Class
AudioCategory, AudioCategory Members
(Default Namespace) Namespace

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The **AudioCategory** type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tr>
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<td>Allows to define a specific audio object prefab for this category. If none is defined, the default prefab as set by AudioObjectPrefab is taken.</td>
</tr>
<tr>
<td>Name</td>
<td>The name of category (= categoryID )</td>
</tr>
</tbody>
</table>
See Also

AudioCategory Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Define your AudioItems using Unity inspector.

**Namespace:**  ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public AudioItem[] AudioItems</td>
</tr>
</tbody>
</table>

### Field Value

Type: AudioItem[]
See Also

AudioCategory Class
AudioCategory,AudioCategory Members
(Default Namespace) Namespace

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AudioCategory.audioMixerGroup Field

Allows to assign the category to a Unity 5 Audio Mixer Group

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioMixerGroup audioMixerGroup
```

Field Value
Type: `AudioMixerGroup`
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(_Default Namespace)_Namespace

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AudioCategory.AudioObjectPrefab Field

Allows to define a specific audio object prefab for this category. If none is defined, the default prefab as set by AudioObjectPrefab is taken.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public GameObject AudioObjectPrefab</td>
</tr>
</tbody>
</table>

Field Value
Type: GameObject
Remarks

This way you can e.g. use special effects such as the reverb filter for a specific category. Just add the respective filter component to the specified prefab.
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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The name of category ( = `categoryID` )

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public string Name
```

Field Value

Type: `String`
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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The **AudioCategory** type exposes the following members.
## Methods

<table>
<thead>
<tr>
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<th>Description</th>
</tr>
</thead>
<tbody>
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<td>Retrieves the AudioObjectPrefab associated with this category. AudioObjectPrefabs are inherited by the parent category.</td>
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<tr>
<td>UnloadAllAudioClips</td>
<td>Unloads all AudioClips specified in the subitems from memory.</td>
</tr>
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</table>
See Also

AudioCategory Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioCategory.GetAudioMixerGroup Method

Retrieves the AudioMixerGroup associated with this category. AudioMixerGroupa are inherited by the parent category.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioMixerGroup GetAudioMixerGroup()
```

Return Value

Type: **AudioMixerGroup**
The AudioMixerGroup associated with this category.
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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AudioCategory.GetAudioObjectPrefab Method

Retrieves the AudioObjectPrefab associated with this category. AudioObjectPrefabs are inherited by the parent category.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

C#

```csharp
public GameObject GetAudioObjectPrefab()
```

### Return Value

Type: **GameObject**

The AudioObjectPrefab associated with this category.
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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AudioCategory.UnloadAllAudioClips Method

Unloads all AudioClips specified in the subitems from memory.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
public void UnloadAllAudioClips()
Remarks

You will still be able to play the AudioClips, but you may experience performance hickups when Unity reloads the audio asset.
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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The **AudioCategory** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioController</td>
<td>The <a href="#">AudioController</a> the category belongs to</td>
</tr>
<tr>
<td>parentCategory</td>
<td>If a parent category is specified, the category inherits the volume of its parent.</td>
</tr>
<tr>
<td>Volume</td>
<td>The volume factor applied to all audio items in the category (NOT including a possible parentCategory) If you change the volume by script the change will be applied to all playing audios immediately.</td>
</tr>
<tr>
<td>VolumeTotal</td>
<td>The volume factor applied to all audio items in the category (including a possible parentCategory)</td>
</tr>
</tbody>
</table>
See Also

AudioCategory Class
(Default Namespace) Namespace

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The **AudioController** the category belongs to

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioController audioController { get; set; }
```

Property Value

Type: AudioController
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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If a parent category is specified, the category inherits the volume of its parent.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

```csharp
public AudioCategory parentCategory { get; set; }
```

**Property Value**

Type: [AudioCategory](#)
See Also

AudioCategory Class

AudioCategory.AudioCategory Members

(Default Namespace) Namespace

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The volume factor applied to all audio items in the category (NOT including a possible parentCategory) If you change the volume by script the change will be applied to all playing audios immediately.

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float Volume { get; set; }
```

Property Value

Type: Single
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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The volume factor applied to all audio items in the category (including a possible parentCategory).

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>

public float VolumeTotal { get; }

## Property Value

Type: Single
See Also

AudioCategory Class
AudioCategory.AudioCategory Members
(Default Namespace) Namespace

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AudioController Class

The audio managing class used to define and play audio items and categories.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public class AudioController : SingletonMonoBehaviour ISerializationCallbackReceiver</td>
</tr>
</tbody>
</table>
Remarks

At least one instance of an AudioController must exist in each scene using the Audio Toolkit. Usually there is exactly one controller, but you can have additional controllers if they are marked as such (in the Unity inspector, see `isAdditionalAudioController`) There are two options when setting up an AudioController. Either you can specify all audio files that are used in your entire project in one single AudioController. Then add this AudioController to your initial scene and set it persistent from within the inspector, so it will survive when a new scene is loaded. This way all audios are accessible from within your entire application. If you have a lot of audio files though, this may lead to a lengthy loading time and will have a rather large memory footprint. To avoid this, you can alternatively set up a specific AudioController for each scene which only contains those audio files needed in the particular scene.
Examples

Once you have defined your audio categories and items in the Unity inspector you can play music and sound effects very easily:

```csharp
AudioController.Play("MySoundEffect1");
AudioController.Play("MySoundEffect2", new Vector3(posX, posY, posZ));
AudioController.PlayMusic("MusicTrack1");
AudioController.SetCategoryVolume("Music", 0.5f);
AudioController.PauseMusic();
```
Inheritance Hierarchy

System.Object
  Object
    Component
      Behaviour
        MonoBehaviour
          (Default Namespace), SingletonMonoBehaviour(AudioController)
            (Default Namespace).AudioController
See Also

AudioController, AudioController Members
(Default Namespace) Namespace

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The **AudioController** type exposes the following members.
## Constructors

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioController</td>
<td>Initializes a new instance of the AudioController class</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td><strong>AddPlaylist</strong></td>
<td>Adds a new playlist.</td>
</tr>
<tr>
<td><strong>AddToCategory(AudioCategory, AudioItem)</strong></td>
<td>Adds a custom audio item to a category.</td>
</tr>
<tr>
<td><strong>AddToCategory(AudioCategory, AudioClip, String)</strong></td>
<td>Creates an AudioItem with the name <code>audioID</code> containing a single subitem playing the specified custom AudioClip. This AudioItem is then added to the specified category.</td>
</tr>
<tr>
<td><strong>ClearPlaylists</strong></td>
<td>Clears all music playlist.</td>
</tr>
<tr>
<td><strong>DetachAllAudios</strong></td>
<td>Detaches all audio objects possibly parented to the specified game object.</td>
</tr>
<tr>
<td><strong>EnableAmbienceSound</strong></td>
<td>Enables the ambience sound.</td>
</tr>
<tr>
<td><strong>EnableMusic</strong></td>
<td>Enables the music.</td>
</tr>
<tr>
<td><strong>EnqueueMusic</strong></td>
<td>Enqueues an audio ID to the music playlist queue.</td>
</tr>
<tr>
<td><strong>GetAudioItem</strong></td>
<td>Returns the AudioItem with the given <code>audioID</code>.</td>
</tr>
<tr>
<td><strong>GetAudioItemMaxDistance</strong></td>
<td>Gets the audio item's max distance. (respects all proper default values and overwrites).</td>
</tr>
<tr>
<td><strong>GetCategory</strong></td>
<td>Gets a category.</td>
</tr>
<tr>
<td><strong>GetCategoryVolume</strong></td>
<td>Gets the category volume.</td>
</tr>
<tr>
<td><strong>GetCurrentAmbienceSound</strong></td>
<td>Gets the current ambience sound.</td>
</tr>
<tr>
<td><strong>GetCurrentAudioListener</strong></td>
<td>Gets the currently active Unity audio listener.</td>
</tr>
<tr>
<td><strong>GetCurrentMusic</strong></td>
<td>Gets the current music.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>GetGlobalVolume</td>
<td>Gets the global volume.</td>
</tr>
<tr>
<td>GetMusicPlaylist</td>
<td>If playlistName == null then gets a copy of the current playlist audioID array, otherwise gets a copy of the playlist with the specified name.</td>
</tr>
<tr>
<td>GetPlayingAudioObjects(Boolean)</td>
<td>Returns an array of all playing audio objects.</td>
</tr>
<tr>
<td>GetPlayingAudioObjects(String, Boolean)</td>
<td>Returns an array of all playing audio objects with the specified audioID.</td>
</tr>
<tr>
<td>GetPlayingAudioObjectsCount</td>
<td>Returns the number of all playing audio objects with the specified audioID.</td>
</tr>
<tr>
<td>GetPlayingAudioObjectsInCategory</td>
<td>Returns an array of all playing audio objects in the category with name categoryName.</td>
</tr>
<tr>
<td>GetPlaylistByName</td>
<td>Retrieves a playlist by name. If playlists are named identically it will return the first one it finds.</td>
</tr>
<tr>
<td>InitializeAudioItems</td>
<td>Updates the internal audioID dictionary and initializes all registered AudioItem objects.</td>
</tr>
<tr>
<td>IsAmbienceSoundEnabled</td>
<td>Determines whether ambience sound is enabled.</td>
</tr>
<tr>
<td>IsAmbienceSoundPaused</td>
<td>Uses to test if ambience sound is paused.</td>
</tr>
<tr>
<td>IsMusicEnabled</td>
<td>Determines whether music is enabled.</td>
</tr>
<tr>
<td>IsMusicPaused</td>
<td>Uses to test if music is paused.</td>
</tr>
<tr>
<td>IsPlaying</td>
<td>Determines whether the specified audio ID is playing.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>IsPlaylistPlaying</td>
<td>Determines whether the playlist is playing.</td>
</tr>
<tr>
<td>IsSoundMuted</td>
<td>Determines whether sound is muted.</td>
</tr>
<tr>
<td>IsValidAudioID</td>
<td>Tests if a given <code>audioID</code> is valid.</td>
</tr>
<tr>
<td>MuteSound</td>
<td>Mutes / Unmutes the sound.</td>
</tr>
<tr>
<td>NewCategory</td>
<td>Creates a new audio category.</td>
</tr>
<tr>
<td>OnAfterDeserialize</td>
<td></td>
</tr>
<tr>
<td>OnBeforeSerialize</td>
<td></td>
</tr>
<tr>
<td>PauseAll</td>
<td>Pauses all playing audio items (including the music).</td>
</tr>
<tr>
<td>PauseAmbienceSound</td>
<td>Pauses the currently playing ambience sound.</td>
</tr>
<tr>
<td>PauseCategory</td>
<td>Pauses all playing audio items in the specified category (including the music).</td>
</tr>
<tr>
<td>PauseMusic</td>
<td>Pauses the currently playing music.</td>
</tr>
<tr>
<td>Play(String)</td>
<td>Plays an audio item with the name <code>audioID</code>.</td>
</tr>
<tr>
<td>Play(String, Transform)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform.</td>
</tr>
<tr>
<td>Play(String, Vector3, Transform)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform with a world offset.</td>
</tr>
<tr>
<td>Play(String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code>.</td>
</tr>
<tr>
<td>Play(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform.</td>
</tr>
<tr>
<td>Play(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform.</td>
</tr>
<tr>
<td>Action</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>PlayAfter</td>
<td>Plays an audio item with the name <code>audioID</code> right after the given <code>AudioObject</code> stops playing. (see the Unity AudioSettings.dspTime documentation)</td>
</tr>
<tr>
<td>PlayAmbienceSound(String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound.</td>
</tr>
<tr>
<td>PlayAmbienceSound(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound at the specified position.</td>
</tr>
<tr>
<td>PlayAmbienceSound(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound at the specified position.</td>
</tr>
<tr>
<td>PlayAudioItem</td>
<td>Plays a specific AudioItem.</td>
</tr>
<tr>
<td>PlayAudioSubItem</td>
<td>Plays a specific AudioSubItem.</td>
</tr>
<tr>
<td>PlayMusic(String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music.</td>
</tr>
<tr>
<td>PlayMusic(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music at the specified position.</td>
</tr>
<tr>
<td>PlayMusic(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music at the specified position.</td>
</tr>
<tr>
<td>PlayMusicPlaylist</td>
<td>Start playing the music playlist.</td>
</tr>
<tr>
<td>PlayNextMusicOnPlaylist</td>
<td>Jumps to the next music track on the playlist.</td>
</tr>
<tr>
<td>PlayPreviousMusicOnPlaylist</td>
<td>Jumps to the previous music track on the playlist.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PlayScheduled</td>
<td>Plays an audio item with the name {audioID} parented to a specified transform with a world offset scheduled at a specified high precision DSP time. (see the Unity AudioSettings.dspTime documentation)</td>
</tr>
<tr>
<td>RemoveAudioItem</td>
<td>Removes an AudioItem from the AudioController.</td>
</tr>
<tr>
<td>RemoveCategory</td>
<td>Removes an audio category.</td>
</tr>
<tr>
<td>SetCategoryVolume</td>
<td>Changes the category volume. Also effects currently playing audio items.</td>
</tr>
<tr>
<td>SetCurrentMusicPlaylist</td>
<td>Sets the current playlist to the specified audioID array</td>
</tr>
<tr>
<td>SetGlobalVolume</td>
<td>Changes the global volume. Effects all currently playing audio items.</td>
</tr>
<tr>
<td>Stop(String)</td>
<td>Stops all playing audio items with name {audioID}.</td>
</tr>
<tr>
<td>Stop(String, Single)</td>
<td>Stops all playing audio items with name {audioID} with a fade-out.</td>
</tr>
<tr>
<td>StopAll()</td>
<td>Immediately stops playing audio items (including the music).</td>
</tr>
<tr>
<td>StopAll(Single)</td>
<td>Fades out all playing audio items (including the music).</td>
</tr>
<tr>
<td>StopAmbienceSound()</td>
<td>Stops the currently playing ambience sound.</td>
</tr>
<tr>
<td>StopAmbienceSound(Single)</td>
<td>Stops the currently playing ambience sound with fade-out.</td>
</tr>
<tr>
<td>StopCategory</td>
<td>Stops all playing audio items in the specified category.</td>
</tr>
<tr>
<td></td>
<td>Function</td>
</tr>
<tr>
<td>---</td>
<td>---------------------------</td>
</tr>
<tr>
<td></td>
<td>StopMusic()</td>
</tr>
<tr>
<td></td>
<td>StopMusic(Single)</td>
</tr>
<tr>
<td></td>
<td>UnloadAllAudioClips</td>
</tr>
<tr>
<td></td>
<td>UnpauseAll</td>
</tr>
<tr>
<td></td>
<td>UnpauseAmbienceSound</td>
</tr>
<tr>
<td></td>
<td>UnpauseCategory</td>
</tr>
<tr>
<td></td>
<td>UnpauseMusic</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>_currentInspectorSelection</code></td>
<td></td>
</tr>
<tr>
<td><code>ambienceSoundCrossFadeTime</code></td>
<td>If set to a value &gt; 0 (in seconds) music will automatically be cross-faded with this fading time.</td>
</tr>
<tr>
<td><code>AUDIO TOOLKIT_VERSION</code></td>
<td>A string containing the version number of the Audio Toolkit</td>
</tr>
<tr>
<td><code>AudioCategories</code></td>
<td>Specify your audio categories here using the Unity inspector.</td>
</tr>
<tr>
<td><code>AudioObjectPrefab</code></td>
<td>You must specify your AudioObject prefab here using the Unity inspector.</td>
</tr>
<tr>
<td></td>
<td>• <strong>AudioObjectAudioSource (Unity built-in)PoolableObject</strong> - only required if pooling is uses</td>
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<tr>
<td><code>crossfadePlaylist</code></td>
<td>if enabled, the tracks on the playlist will get cross-faded as specified by <code>musicCrossFadeTime</code></td>
</tr>
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<td>Mute time in between two tracks on the playlist.</td>
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</tr>
<tr>
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</tr>
<tr>
<td>Feature</td>
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</tr>
<tr>
<td>-----------------------</td>
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<tr>
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<tr>
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<td>enables / disables shuffling for the music playlist</td>
</tr>
<tr>
<td>specifyCrossFadeInAndOutSeperately</td>
<td>If enabled specific music and ambience sound cross-fading in and out times can be specified with musicCrossFadeTime_In and musicCrossFadeTime_Out respectively ambienceSoundCrossFadeTime_In and ambienceSoundCrossFadeTime_Out</td>
</tr>
<tr>
<td>UnloadAudioClipsOnDestroy</td>
<td>If enabled all audio resources (AudioClips) specified in this AudioController are unloaded from memory when the AudioController gets destroyed (e.g. when loading a new scene and Persistent is not enabled)</td>
</tr>
<tr>
<td>UsePooledAudioObjects</td>
<td>Enables / Disables AudioObject pooling</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ambienceSoundCrossFadeTime_In</strong></td>
<td>Specifies a specific fade-in time for ambience sound cross fading. Only meaningful if <strong>specifyCrossFadeInAndOutSeperately</strong> enabled.</td>
</tr>
<tr>
<td><strong>ambienceSoundCrossFadeTime_Out</strong></td>
<td>Specifies a specific fade-out time for ambience sound cross fading. Only meaningful if <strong>specifyCrossFadeInAndOutSeperately</strong> enabled.</td>
</tr>
<tr>
<td><strong>ambienceSoundEnabled</strong></td>
<td>Gets or sets the ambienceSoundEnabled.</td>
</tr>
<tr>
<td><strong>DisableAudio</strong></td>
<td>Disables all audio playback.</td>
</tr>
<tr>
<td><strong>isAdditionalAudioController</strong></td>
<td>You may use several AudioControllers in the same scene in parallel. All but one (the main controller) must be marked as 'additional'. You can play audio items of any of those controllers with the normal Play() calls.</td>
</tr>
<tr>
<td><strong>isSingletonObject</strong></td>
<td>Returns true if the AudioController is the main controller (not an additional controller) (Overrides SingletonMonoBehaviour(T).isSingletonObject).</td>
</tr>
<tr>
<td><strong>musicCrossFadeTime_In</strong></td>
<td>Specifies a specific fade-in time for music cross fading. Only meaningful if <strong>specifyCrossFadeInAndOutSeperately</strong> enabled.</td>
</tr>
<tr>
<td><strong>musicCrossFadeTime_Out</strong></td>
<td>Specifies a specific fade-out time for music cross fading. Only meaningful if <strong>specifyCrossFadeInAndOutSeperately</strong> enabled.</td>
</tr>
<tr>
<td><strong>musicEnabled</strong></td>
<td>Gets or sets the musicEnabled.</td>
</tr>
<tr>
<td><strong>soundMuted</strong></td>
<td>Gets or sets the soundMuted.</td>
</tr>
<tr>
<td><strong>systemDeltaTime</strong></td>
<td>Returns the high precision audio system delta time since the last frame update.</td>
</tr>
<tr>
<td><strong>systemTime</strong></td>
<td>Returns the high precision audio system time.</td>
</tr>
<tr>
<td><strong>Volume</strong></td>
<td>The global volume applied to all categories. Change the volume by script and the change will be applied to all playing audios immediately.</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController Constructor

Initializes a new instance of the **AudioController** class

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public AudioController()
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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The **AudioController** type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>_currentInspectorSelection</td>
<td></td>
</tr>
<tr>
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<td>If set to a value &gt; 0 (in seconds) music will automatically be cross-faded with this fading time.</td>
</tr>
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<td>A string containing the version number of the Audio Toolkit</td>
</tr>
<tr>
<td>AudioCategories</td>
<td>Specify your audio categories here using the Unity inspector.</td>
</tr>
<tr>
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<td>You must specify your AudioObject prefab here using the Unity inspector.</td>
</tr>
<tr>
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<tr>
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<tr>
<td>musicPlaylist</td>
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</tr>
<tr>
<td>Setting</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-------------</td>
</tr>
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<td>If disabled, audios are not played if they have a resulting volume of zero.</td>
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</tr>
<tr>
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</tr>
<tr>
<td><strong>UnloadAudioClipsOnDestroy</strong></td>
<td>If enabled all audio resources (AudioClips) specified in this AudioController are unloaded from memory when the AudioController gets destroyed (e.g. when loading a new scene and <strong>Persistent</strong> is not enabled)</td>
</tr>
<tr>
<td><strong>UsePooledAudioObjects</strong></td>
<td>Enables / Disables AudioObject pooling</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController._currentInspectorSelection Field

AudioController Class See Also Send Feedback

[Missing <summary> documentation for "F:AudioController._currentInspectorSelection"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioController_CurrentInspectorSelection _currentInspectorSelection
```

Field Value
Type: `AudioController_CurrentInspectorSelection`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.ambienceSoundCrossFadeTime Field

If set to a value > 0 (in seconds) music will automatically be cross-faded with this fading time.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float ambienceSoundCrossFadeTime</td>
</tr>
</tbody>
</table>

## Field Value

Type: [Single](#)
Remarks

if specifyCrossFadeInAndOutSeparately is enabled, ambienceSoundCrossFadeTime_In and ambienceSoundCrossFadeTime_Out are used instead.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

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AudioController.AUDIO_TOOLKIT_VERSION Field

A string containing the version number of the Audio Toolkit

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public const string AUDIO_TOOLKIT_VERSION</code></td>
</tr>
</tbody>
</table>

### Field Value
Type: [String](#)
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Specify your audio categories here using the Unity inspector.

**Namespace:** (Default Namespace)

*Assembly:* AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public AudioCategory[] AudioCategories</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: [AudioCategory[]](#)
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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You must specify your AudioObject prefab here using the Unity inspector.

- **AudioObjectAudioSource (Unity built-in)** *PoolableObject* - only required if pooling is uses

**Namespace:** *(Default Namespace)*
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public GameObject AudioObjectPrefab
```

Field Value
Type: `GameObject`
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.crossfadePlaylist Field

if enabled, the tracks on the playlist will get cross-faded as specified by musicCrossFadeTime

Namespace: (Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool crossfadePlaylist</td>
</tr>
</tbody>
</table>

Field Value
Type: Boolean
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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Mute time in between two tracks on the playlist.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public float delayBetweenPlaylistTracks

Field Value
Type: Single
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.EqualPowerCrossfade Field

If enabled fading is adjusted in a way so that cross-fades should result in the same power during the time of fading

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool EqualPowerCrossfade
```

Field Value
Type: **Boolean**
Remarks

Unfortunately not 100% correct as Unity uses unknown internal formulas for computing the volume.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

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AudioController.loopPlaylist Field

specifies if the music playlist will get looped

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public bool loopPlaylist
```

### Field Value

Type: **Boolean**
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.musicCrossFadeTime Field

If set to a value > 0 (in seconds) music will automatically be cross-faded with this fading time.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public float musicCrossFadeTime

Field Value
Type: Single
Remarks

if `specifyCrossFadeInAndOutSeperately` is enabled, `musicCrossFadeTime_In` and `musicCrossFadeTime_Out` are used instead.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

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For backwards compatibility we still keep the old playlist system, its items will be copied over to the Default Playlist and then cleared

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>[ObsoleteAttribute] public string[] musicPlaylist</td>
</tr>
</tbody>
</table>

### Field Value

Type: `String[]`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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allows to specify a list of named playlist that can be played as music

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public Playlist[] musicPlaylists
```

Field Value
Type: `Playlist[]`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.Persistent Field

If enabled, the audio controller will survive scene changes

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public bool Persistent

Field Value
Type: Boolean
Remarks

For projects with a large number of audio files you may consider having separate AudioController version for each scene and only specify those audio items that are really required in this scene. This can reduce memory consumption and speed up loading time for the initial scene.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.PlayWithZeroVolume Field

If disabled, audios are not played if they have a resulting volume of zero.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public bool PlayWithZeroVolume
```

### Field Value

Type: [Boolean](#)
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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(AudioController.shufflePlaylist Field)

ensures / disables shuffling for the music playlist

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool shufflePlaylist
```

Field Value

Type: **Boolean**
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

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If enabled specific music and ambience sound cross-fading in and out times can be specified with `musicCrossFadeTime_In` and `musicCrossFadeTime_Out` respectively `ambienceSoundCrossFadeTime_In` and `ambienceSoundCrossFadeTime_Out`
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool specifyCrossFadeInAndOutSeperately</td>
</tr>
</tbody>
</table>

**Field Value**

Type: Boolean
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.UnloadAudioClipsOnDestroy Field

AudioController Class
See Also
Send Feedback

If enabled all audio resources (AudioClips) specified in this AudioController are unloaded from memory when the AudioController gets destroyed (e.g. when loading a new scene and Persistent is not enabled)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```
public bool UnloadAudioClipsOnDestroy
```

Field Value

Type: Boolean
Remarks

Uses Unity's `Resources.UnloadAsset(...)` method. Can be used to save memory if many audio resources are in use. It is recommended to use additional AudioControllers for audios that are used only within a specific scene, and a primary persistent AudioController for audio used throughout the entire application.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.UsePooledAudioObjects Field

Enables / Disables AudioObject pooling

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public bool UsePooledAudioObjects

Field Value
Type: Boolean
Remarks

Warning: Use `PoolableReference<T>` to store an AudioObject reference if you have pooling enabled.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

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The `AudioController` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>✰ AddPlaylist</td>
<td>Adds a new playlist.</td>
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<td>Adds a custom audio item to a category.</td>
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<tr>
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<td>Enables the ambience sound.</td>
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<td>✰ EnableMusic</td>
<td>Enables the music.</td>
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<tr>
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<td>GetPlayingAudioObjectsCount</td>
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<tr>
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<tr>
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<td>Tests if a given audioID is valid.</td>
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<td>Creates a new audio category</td>
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<td>PauseAll</td>
<td>Pauses all playing audio items (including the music).</td>
</tr>
<tr>
<td>PauseAmbienceSound</td>
<td>Pauses the currently playing ambience sound.</td>
</tr>
<tr>
<td>PauseCategory</td>
<td>Pauses all playing audio items in the specified category (including the music).</td>
</tr>
<tr>
<td>PauseMusic</td>
<td>Pauses the currently playing music.</td>
</tr>
<tr>
<td>Play(String)</td>
<td>Plays an audio item with the name audioID.</td>
</tr>
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<td>Play(String, Transform)</td>
<td>Plays an audio item with the name audioID parented to a specified transform.</td>
</tr>
<tr>
<td>Play(String, Vector3, Transform)</td>
<td>Plays an audio item with the name audioID parented to a specified transform with a world offset.</td>
</tr>
<tr>
<td>Play(String, Single, Single, Single)</td>
<td>Plays an audio item with the name audioID.</td>
</tr>
<tr>
<td>Play(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name audioID parented to a specified transform.</td>
</tr>
<tr>
<td>Play(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name audioID parented to a specified transform.</td>
</tr>
<tr>
<td>Method</td>
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</tr>
<tr>
<td>PlayAfter</td>
<td>Plays an audio item with the name <code>audioID</code> right after the given <code>AudioObject</code> stops playing. (see the Unity AudioSettings.dspTime documentation)</td>
</tr>
<tr>
<td>PlayAmbienceSound(String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound.</td>
</tr>
<tr>
<td>PlayAmbienceSound(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound at the specified position.</td>
</tr>
<tr>
<td>PlayAmbienceSound(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound at the specified position.</td>
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<td>Plays a specific <code>AudioSubItem</code>.</td>
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<td>Plays an audio item with the name <code>audioID</code> as music.</td>
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<tr>
<td>PlayMusic(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music at the specified position.</td>
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<tr>
<td>PlayMusic(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music at the specified position.</td>
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<tr>
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<td>Start playing the music playlist.</td>
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<td>Jumps to the next the music track on the playlist.</td>
</tr>
<tr>
<td>PlayPreviousMusicOnPlaylist</td>
<td>Jumps to the previous music track on the playlist.</td>
</tr>
<tr>
<td>Method</td>
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<td>Removes an AudioItem from the AudioController.</td>
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<td>RemoveCategory</td>
<td>Removes an audio category.</td>
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<td>Changes the category volume. Also effects currently playing audio items.</td>
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<tr>
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<td>Sets the current playlist to the specified audioID array</td>
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<td>Changes the global volume. Effects all currently playing audio items.</td>
</tr>
<tr>
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<td>Stops all playing audio items with name <code>audioID</code>.</td>
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<td>Stops all playing audio items with name <code>audioID</code> with a fade-out.</td>
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<tr>
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<td>Immediately stops playing audio items (including the music).</td>
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<td>Fades out all playing audio items (including the music).</td>
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<td>StopAmbienceSound()</td>
<td>Stops the currently playing ambience sound.</td>
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<tr>
<td>StopAmbienceSound(Single)</td>
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<tr>
<td>StopCategory</td>
<td>Stops all playing audio items in the specified category</td>
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</tr>
<tr>
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<td>Stops the currently playing music.</td>
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<tr>
<td>StopMusic(Single)</td>
<td>Stops the currently playing music with fade-out.</td>
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<td>Unloads all AudioClips specified in this AudioController from memory.</td>
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<td>Un-pauses all playing audio items (including the music).</td>
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<tr>
<td>UnpauseAmbienceSound</td>
<td>Unpauses the current ambience sound.</td>
</tr>
<tr>
<td>UnpauseCategory</td>
<td>Un-pauses all playing audio items in the specified category (including the music).</td>
</tr>
<tr>
<td>UnpauseMusic</td>
<td>Unpauses the current music.</td>
</tr>
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</table>
See Also

AudioController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Adds a new playlist.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public static void AddPlaylist(
    string playlistName,
    string[] audioItemIDs
)

Parameters

playlistName
Type: System.String
The name of the playlist to be added

audioItemIDs
Type: System.String[]
A list of audio item IDs that will represent the playlist
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.AddToCategory Method

AudioController Class  See Also  Send Feedback
<table>
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<th>Name</th>
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<tr>
<td>AddToCategory(AudioCategory, AudioItem)</td>
<td>Adds a custom audio item to a category.</td>
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<tr>
<td>AddToCategory(AudioCategory, AudioClip, String)</td>
<td>Creates an AudioItem with the name <code>audioID</code> containing a single subitem playing the specified custom AudioClip. This AudioItem is then added to the specified category.</td>
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</table>
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.AddToCategory Method (AudioCategory, AudioItem)

Adds a custom audio item to a category.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static void AddToCategory(
    AudioCategory category,
    AudioItem audioItem
)
```

Parameters

`category`
Type: `(Default Namespace).AudioCategory`
The category.

`audioItem`
Type: `(Default Namespace).AudioItem`
The audio item.
Examples

```javascript
var audioItem = new AudioItem();
audioItem.SubItemPickMode = AudioPickSubItemMode.Sequence;

audioItem.subItems = new AudioSubItem[2];

audioItem.subItems[0] = new AudioSubItem();
audioItem.subItems[0].Clip = audioClip0;
audioItem.subItems[0].Volume = 0.7f;

audioItem.subItems[1] = new AudioSubItem();
audioItem.subItems[1].Clip = audioClip1;
audioItem.subItems[1].Volume = 0.8f;

AddToCategory(GetCategory("CustomSFX"), audioItem)
```
See Also

- AudioController Class
- AudioController.AudioController Members
- AddToCategory Overload
- (Default Namespace) Namespace
- AudioController.NewCategory(String)
- AudioController.GetCategory(String)

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.AddToCategory Method (AudioCategory, AudioClip, String)

AudioController Class See Also Send Feedback

Creates an AudioItem with the name \texttt{audioID} containing a single subitem playing the specified custom AudioClip. This AudioItem is then added to the specified category.

\textbf{Namespace:} (Default Namespace)

\textbf{Assembly:} AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static AudioItem AddToCategory(
    AudioCategory category,
    AudioClip audioClip,
    string audioID
)
```

### Parameters

- **category**
  - Type: *(Default Namespace).AudioCategory*
  - The category.

- **audioClip**
  - Type: **AudioClip**
  - The custom audio clip.

- **audioID**
  - Type: **System.String**
  - The audioID for the AudioItem to create.

### Return Value

- Type: **AudioItem**
  - The AudioItem created with the specified audioID
See Also

AudioController Class
AudioController, AudioController Members
AddToCategory Overload
(Default Namespace) Namespace
AudioController, NewCategory(String)
AudioController, GetCategory(String)

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Clears all music playlist.

**Namespace:** ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
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</thead>
<tbody>
<tr>
<td>C#</td>
</tr>
<tr>
<td>public static void ClearPlaylists()</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Detaches all audio objects possibly parented to the specified game object.

**Namespace:** [(Default Namespace)](Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public static void DetachAllAudios(
    GameObject gameObjectWithAudios
)
```

**Parameters**

*gameObjectWithAudios*

Type: **GameObject**

The GameObject with possibly playing AudioObjects.
Remarks

Use this method on a game object BEFORE destroying it if you want to keep any audios playing parented to this object.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Enables the ambience sound.

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static void EnableAmbienceSound(
    bool b
)
```

### Parameters

- **b**
  - Type: `System.Boolean`
  - if set to `true` [b].
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.EnableMusic Method

Enables the music.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static void EnableMusic(
    bool b
)
```

Parameters

*b*
Type: `System.Boolean`
if set to `true [b].`
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Enqueues an audio ID to the music playlist queue.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static int EnqueueMusic(
    string audioID
)
```

### Parameters

**audioID**
Type: `System.String`
The audio ID.

### Return Value

Type: `Int32`
The number of music tracks on the playlist.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.GetAudioItem Method

AudioController Class See Also Send Feedback

Returns the AudioItem with the given audioID.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioItem GetAudioItem(
    string audioID
)
```

Parameters

audioID
Type: `System.String`
The `audioID`

Return Value

Type: `AudioItem`
The `AudioItem` if `audioID` is valid, else `null`
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.GetAudioItemMaxDistance Method

See Also
Send Feedback

Gets the audio item's max distance. (respects all proper default values and overwrites).

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| public static float GetAudioItemMaxDistance(
  string audioID
) |

Parameters

audioID
Type: System.String
The audioID

Return Value

Type: Single
The max distance applied to the AudioSource
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.GetCategory Method

Gets a category.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static AudioCategory GetCategory(
    string name
)
```

### Parameters

**name**
Type: `System.String`
The category's name.

### Return Value

Type: `AudioCategory`
The category or `null` if no category with the specified name exists.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.GetCategoryVolume Method

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the category volume.
Syntax

C#

```csharp
public static float GetCategoryVolume(
    string name
)
```

Parameters

*name*
Type: **System.String**
The category name.

Return Value

Type: **Single**
The volume of the specified category
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.GetCurrentAmbienceSound Method

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the current ambience sound.
Syntax

C#

public static AudioObject GetCurrentAmbienceSound()

Return Value

Type: AudioObject

Returns a reference to the AudioObject that is currently playing the ambience sound.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

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AudioController.GetCurrentAudioListener Method

This method gets the currently active Unity audio listener.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioListener GetCurrentAudioListener()
```

Return Value

Type: `AudioListener`

Reference of the currently active AudioListener object.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Gets the current music.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject GetCurrentMusic()
```

Return Value

Type: `AudioObject`

Returns a reference to the `AudioObject` that is currently playing the music.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.GetGlobalVolume Method

Gets the global volume.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static float GetGlobalVolume()</td>
</tr>
</tbody>
</table>

**Return Value**

Type: Single

The global volume (between 0 and 1).
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.GetMusicPlaylist Method

If playlistName == null then gets a copy of the current playlist audioID array, otherwise gets a copy of the playlist with the specified name

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static string[] GetMusicPlaylist(
    string playlistName = null
)
```

Parameters

`playlistName` (Optional)
Type: `System.String`

[Missing `<param name="playlistName"/>` documentation for "M:AudioController.GetMusicPlaylist(System.String)" ]

Return Value

Type: `String[]`
The playlist audio item ID array
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.GetPlayingAudioObjects Method

AudioController Class See Also Send Feedback
## Overload List

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<th>Description</th>
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</thead>
<tbody>
<tr>
<td>🟢 ✶ GetPlayingAudioObjects(Boolean)</td>
<td>Returns an array of all playing audio objects.</td>
</tr>
<tr>
<td>🟢 ✶ GetPlayingAudioObjects(String, Boolean)</td>
<td>Returns an array of all playing audio objects with the specified audioID.</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.GetPlayingAudioObjects Method (Boolean)

AudioController Class  See Also  Send Feedback

Returns an array of all playing audio objects.

Namespace:  (Default Namespace)
Assembly:  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static List<AudioObject> GetPlayingAudioObjects(
    bool includePausedAudio = false
)
```

## Parameters

`includePausedAudio` (Optional)
Type: `System.Boolean`
If enabled the returned array will also contain paused audios.

## Return Value

Type: `List<AudioObject>`
Array of all playing audio objects.
See Also

AudioController Class
AudioController,AudioController Members
GetPlayingAudioObjects Overload
(Default Namespace) Namespace

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AudioController.GetPlayingAudioObjects Method (String, Boolean)

Returns an array of all playing audio objects with the specified audioID.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

#### C#

```csharp
public static List<AudioObject> GetPlayingAudioObjects(
    string audioID,
    bool includePausedAudio = false
)
```

### Parameters

**audioID**
Type: `System.String`

The audio ID.

**includePausedAudio** (Optional)
Type: `System.Boolean`

If enabled the returned array will also contain paused audios.

### Return Value

Type: `List<AudioObject>`

Array of all playing audio objects with the specified `audioID`. 
See Also

AudioController Class
AudioController,AudioController Members
GetPlayingAudioObjects Overload
(Default Namespace) Namespace

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AudioController.GetPlayingAudioObjectsCount Method

AudioController Class  See Also  Send Feedback

Returns the number of all playing audio objects with the specified `audioID`.

**Namespace:**  [Default Namespace]
**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
# Syntax

**C#**

```csharp
public static int GetPlayingAudioObjectsCount(string audioID, bool includePausedAudio = false)
```

## Parameters

**audioID**  
Type: `System.String`  
The audio ID.

**includePausedAudio** (Optional)  
Type: `System.Boolean`  
If enabled the returned array will also contain paused audios.

## Return Value

Type: `Int32`  
Number of all playing audio objects with the specified `audioID`. 
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

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AudioController.GetPlayingAudioObjectsInCategory Method

Returns an array of all playing audio objects in the category with name `categoryName`.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static List<AudioObject> GetPlayingAudioObjectsInCategory(string categoryName, bool includePausedAudio = false)
```

**Parameters**

*categoryName*
Type: `System.String`
The category name.

*includePausedAudio* (Optional)
Type: `System.Boolean`
If enabled the returned array will also contain paused audios.

**Return Value**

Type: `List(AudioObject)`
Array of all playing audio objects belonging to the specified category or one of its child categories.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.GetPlaylistByName Method

Retrieves a playlist by name. If playlists are named identically it will return the first one it finds

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

C#

| public Playlist GetPlaylistByName( string playlistName ) |

**Parameters**

*playlistName*

Type: System.String

The playlist's name

**Return Value**

Type: Playlist

A playlist with the specified name, otherwise null
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Updates the internal `audioID` dictionary and initializes all registered `AudioItem` objects.

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
public void InitializeAudioItems()
Remarks

There is no need to call this function manually, unless AudioItem objects or categories are changed at runtime.
See Also

AudioController Class
AudioController. AudioController Members
(Default Namespace) Namespace
Determines whether ambience sound is enabled.

**Namespace:**  [Default Namespace]

**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public static bool IsAmbienceSoundEnabled()
```

## Return Value

Type: `Boolean`

`true` if ambience sound is enabled; otherwise, `false`. 
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Uses to test if ambience sound is paused

**Namespace:**  [(Default Namespace)]
**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static bool IsAmbienceSoundPaused()
```

Return Value

Type: Boolean

true if ambience sound is paused, otherwise false
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Determines whether music is enabled.

**Namespace:**  [(Default Namespace)]

**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static bool IsMusicEnabled()</td>
</tr>
</tbody>
</table>

**Return Value**

Type: Boolean

true if music is enabled; otherwise, false.


See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Uses to test if music is paused

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static bool IsMusicPaused()
```

### Return Value

Type: **Boolean**

*true* if music is paused, otherwise *false*
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Determines whether the specified audio ID is playing.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static bool IsPlaying(
    string audioID
)
```

### Parameters

*audioID*
Type: [System.String](#)
The audio ID.

### Return Value

Type: [Boolean](#)
*true* if the specified audio ID is playing; otherwise, *false*. 
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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Determines whether the playlist is playing.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static bool IsPlaylistPlaying()
```

## Return Value

Type: `Boolean`  
`true` if the current music track is from the playlist; otherwise, `false`. 
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.IsSoundMuted Method

Determines whether sound is muted

**Namespace:** ([Default Namespace])

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public static bool IsSoundMuted()
```

### Return Value

Type: *Boolean*

- `true` if sound is muted; otherwise, `false`. 
Remarks

'Sound' means all audio except music and ambience sound.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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Tests if a given `audioID` is valid.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
public static bool IsValidAudioID(
    string audioID
)
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.MuteSound Method

Mutes / Unmutes the sound.

Namespace: (Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static void MuteSound(
    bool b
)
```

Parameters

*b*

Type: `System.Boolean`

If set to `true` [b].
Remarks

'Sound' means all audio except music and ambience sound.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.NewCategory Method

Creates a new audio category

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| public static AudioCategory NewCategory(  
   string categoryName  
) |

### Parameters

`categoryName`  
Type: System.String  
Name of the category.

### Return Value

Type: AudioCategory  
Reference to the new category.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.OnAfterDeserialize Method

AudioController Class  See Also  Send Feedback

[Missing <summary> documentation for "M:AudioController.OnAfterDeserialize"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public void OnAfterDeserialize()
```

Implements

`ISerializationCallbackReceiverOnAfterDeserialize()`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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Missing <summary> documentation for "M:AudioController.OnBeforeSerialize""

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public void OnBeforeSerialize()

Implements
ISerializationCallbackReceiverOnBeforeSerialize()
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Pauses all playing audio items (including the music).

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| public static void PauseAll(
    float fadeOutLength = 0f
) |

**Parameters**

*fadeOutLength* (Optional)
Type: **System.Single**
The fade-out time [Default=0]
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Pauses the currently playing ambience sound.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static bool PauseAmbienceSound(
    float fadeOut = 0f
)
```

Parameters

`fadeOut` (Optional)
Type: `System.Single`
The fade-out time in seconds.

Return Value

Type: `Boolean`

`true` if any ambience sound was paused, otherwise `false`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Pauses all playing audio items in the specified category (including the music).

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

#### C#

```csharp
public static void PauseCategory(
    string categoryName,
    float fadeOutLength = 0f
)
```

### Parameters

- **categoryName**
  
  Type: `System.String`
  
  Name of category.

- **fadeOutLength (Optional)**
  
  Type: `System.Single`
  
  The fade-out time [Default=0]
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Pauses the currently playing music.

**Namespace:** [(Default Namespace)]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static bool PauseMusic(
    float fadeOut = 0f
)
```

### Parameters

`fadeOut` (Optional)
Type: `System.Single`
The fade-out time in seconds.

### Return Value

Type: `Boolean`
`true` if any music was paused, otherwise `false`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.Play Method

AudioController Class See Also Send Feedback
### Overload List

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<tr>
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<th>Description</th>
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<td>Plays an audio item with the name <code>audioID</code>.</td>
</tr>
<tr>
<td>Play(String, Transform)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform.</td>
</tr>
<tr>
<td>Play(String, Vector3, Transform)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform with a world offset.</td>
</tr>
<tr>
<td>Play(String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code>.</td>
</tr>
<tr>
<td>Play(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform.</td>
</tr>
<tr>
<td>Play(String, Vector3, Transform, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> parented to a specified transform with a world offset.</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.Play Method (String)

Plays an audio item with the name `audioID`.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public static AudioObject Play(
    string audioID
)

Parameters

audioID
Type: System.String
The audio ID.

Return Value

Type: AudioObject
Returns the reference of the AudioObject that is used to play the audio item, or null if the audioID does not exist. Warning: Use PoolableReference(T) to store an AudioObject reference if you have pooling enabled.
Remarks

If "3D sound" is enabled in the audio import settings of the audio clip the object will be placed right in front of the current audio listener which is usually on the main camera. Note that the audio object will not be parented - so you will hear when the audio listener moves.
See Also

AudioController Class
AudioController, AudioController Members
Play Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.Play Method (String, Transform)

Plays an audio item with the name **audioID** parented to a specified transform.

**Namespace:**  [(Default Namespace)]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject Play(
    string audioID,
    Transform parentObj
)
```

Parameters

audioID
Type: System.String
The audio ID.

parentObj
Type: Transform
The parent transform.

Return Value

Type: AudioObject
Returns the reference of the AudioObject that is used to play the audio item, or null if the audioID does not exist.
Remarks

If the audio clip is marked as 3D the audio clip will be played at the position of the parent transform. As the audio object will get attached to the transform, it is important to destroy the parent object using the `Destroy(GameObject)` function, even if the parent object is not poolable itself.
See Also

AudioController Class
AudioController, AudioController Members
Play Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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Play an audio item with the name `audioID` parented to a specified transform with a world offset.

**Namespace:** [(Default Namespace)](Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static AudioObject Play(
    string audioID,
    Vector3 worldPosition,
    Transform parentObj = null
)
```

### Parameters

- **audioID**
  Type: `System.String`
  The audio ID.

- **worldPosition**
  Type: `Vector3`
  The position in world coordinates.

- **parentObj** (Optional)
  Type: `Transform`
  The parent transform [default=null].

### Return Value

Type: `AudioObject`

Returns the reference of the AudioObject that is used to play the audio item, or `null` if the audioID does not exist.
Remarks

If the audio clip is marked as 3D the audio clip will be played at the position of the parent transform. As the audio object will get attached to the transform, it is important to destroy the parent object using the `Destroy(GameObject)` function, even if the parent object is not poolable itself.
See Also

AudioController Class
AudioController, AudioController Members
Play Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Plays an audio item with the name `audioID`.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public static AudioObject Play(
    string audioID,
    float volume,
    float delay = 0f,
    float startTime = 0f
)
```

**Parameters**

- **audioID**
  Type: `System.String`
  The audio ID.

- **volume**
  Type: `System.Single`
  The volume between 0 and 1 [default=1].

- **delay** (Optional)
  Type: `System.Single`
  The delay [default=0].

- **startTime** (Optional)
  Type: `System.Single`
  The start time [default=0]

**Return Value**

Type: `AudioObject`

Returns the reference of the `AudioObject` that is used to play the audio item, or `null` if the audioID does not exist. Warning: Use `PoolableReference<T>` to store an `AudioObject` reference if you have pooling enabled.
Remarks

If "3D sound" is enabled in the audio import settings of the audio clip the object will be placed right in front of the current audio listener which is usually on the main camera. Note that the audio object will not be parented - so you will hear when the audio listener moves.
See Also

AudioController Class
AudioController, AudioController Members
Play Overload
(Default Namespace) Namespace

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AudioController.Play Method (String, Transform, Single, Single, Single)

Plays an audio item with the name audioID parented to a specified transform.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| ```csharp
public static AudioObject Play(
    string audioID,
    Transform parentObj,
    float volume,
    float delay = 0f,
    float startTime = 0f
)
``` |

**Parameters**

*audioID*
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
The audio ID.

*parentObj*
Type: [Transform](https://docs.unity3d.com/ScriptReference/Transform.html)
The parent transform.

*volume*
Type: [System.Single](https://docs.microsoft.com/en-us/dotnet/api/system.single)
The volume between 0 and 1 [default=1].

*delay (Optional)*
Type: [System.Single](https://docs.microsoft.com/en-us/dotnet/api/system.single)
The delay [default=0].

*startTime (Optional)*
Type: [System.Single](https://docs.microsoft.com/en-us/dotnet/api/system.single)
The start time [default=0]

**Return Value**
Type: [AudioObject](https://docs.unity3d.com/ScriptReference/AudioObject.html)
Returns the reference of the AudioObject that is used to play the audio item, or **null** if the audioID does not exist.
Remarks

If the audio clip is marked as 3D the audio clip will be played at the position of the parent transform. As the audio object will get attached to the transform, it is important to destroy the parent object using the `Destroy(GameObject)` function, even if the parent object is not poolable itself.
See Also

AudioController Class
AudioController, AudioController Members
Play Overload
(Default Namespace) Namespace

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AudioController.Play Method (String, Vector3, Transform, Single, Single, Single)

AudioController Class See Also Send Feedback

Plays an audio item with the name audioID parented to a specified transform with a world offset.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static AudioObject Play(
    string audioID,
    Vector3 worldPosition,
    Transform parentObj,
    float volume,
    float delay = 0f,
    float startTime = 0f
)
```

### Parameters

- **audioID**
  Type: `System.String`
  The audio ID.

- **worldPosition**
  Type: `Vector3`
  The position in world coordinates.

- **parentObj**
  Type: `Transform`
  The parent transform.

- **volume**
  Type: `System.Single`
  The volume between 0 and 1 [default=1].

- **delay** (Optional)
  Type: `System.Single`
  The delay [default=0].

- **startTime** (Optional)
  Type: `System.Single`
  The start time [default=0]
Return Value

Type: AudioObject

Returns the reference of the AudioObject that is used to play the audio item, or null if the audioID does not exist.
Remarks

If the audio clip is marked as 3D the audio clip will be played at the position of the parent transform. As the audio object will get attached to the transform, it is important to destroy the parent object using the `Destroy(GameObject)` function, even if the parent object is not poolable itself.
See Also

AudioController Class
AudioController,AudioController Members
Play Overload
(Default Namespace) Namespace

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AudioController.PlayAfter Method

Plays an audio item with the name `audioID` right after the given `AudioObject` stops playing. (see the Unity AudioSettings.dspTime documentation)

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public static AudioObject PlayAfter(
    string audioID,
    AudioObject playingAudio,
    double deltaDspTime = 0,
    float volume = 1f,
    float startTime = 0f
)
```

**Parameters**

- **audioID**
  Type: `System.String`
  The audio ID.

- **playingAudio**
  Type: `(Default Namespace).AudioObject`
  Playback will start after this `AudioObject` finished playing.

- **deltaDspTime** (Optional)
  Type: `System.Double`
  A time delta (high precision DSP time) at which to start playing. Negative values will cause audios to overlap.

- **volume** (Optional)
  Type: `System.Single`
  The volume between 0 and 1 [default=1].

- **startTime** (Optional)
  Type: `System.Single`
  The start time seconds [default=0]

**Return Value**

Type: `AudioObject`

Returns the reference of the AudioObject that is used to play the audio item,
or **null** if the audioID does not exist.
Remarks

Uses the PlayScheduled function only available in Unity v4.1 or newer that allows to stitch two audios together at DSP level precision without a gap. Cannot be used to chain more than one audio.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.PlayAmbienceSound Method

AudioController Class  See Also  Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![PlayAmbienceSound](String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound.</td>
</tr>
<tr>
<td>![PlayAmbienceSound](String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound at the specified position.</td>
</tr>
<tr>
<td>![PlayAmbienceSound](String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as ambience sound at the specified position.</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayAmbienceSound Method (String, Single, Single, Single)

AudioController Class  See Also  Send Feedback

Plays an audio item with the name `audioID` as ambience sound.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject PlayAmbienceSound(
    string audioID,
    float volume = 1f,
    float delay = 0f,
    float startTime = 0f
)
```

Parameters

audioID
Type: `System.String`
The audio ID.

volume (Optional)
Type: `System.Single`
The volume between 0 and 1 [default=1].

delay (Optional)
Type: `System.Single`
The delay [default=0].

startTime (Optional)
Type: `System.Single`
The start time [default=0]

Return Value

Type: `AudioObject`
Returns the reference of the AudioObject that is used to play the audio item, or `null` if the audioID does not exist. Warning: Use `PoolableReference(T)` to store an AudioObject reference if you have pooling enabled.
Remarks

PlayAmbienceSound makes sure that only one ambience track is played at a time. If cross fading is enabled in the AudioController fading is performed automatically.

The audio clip the object will be placed right in front of the current audio listener which is usually on the main camera. Note that the audio object will not be parented - so you will hear when the audio listener moves.
See Also

AudioController Class
AudioController,AudioController Members
PlayAmbienceSound Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayAmbienceSound Method (String, Transform, Single, Single)

Plays an audio item with the name **audioID** as ambience sound at the specified position.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject PlayAmbienceSound(
    string audioID,
    Transform parentObj,
    float volume = 1f,
    float delay = 0f,
    float startTime = 0f
)
```

Parameters

/audioID
Type: `System.String`
The audio ID.

/parentObj
Type: `Transform` The parent transform or `null`.

volume (Optional)
Type: `System.Single`
The volume between 0 and 1 [default=1].

delay (Optional)
Type: `System.Single`
The delay [default=0].

startTime (Optional)
Type: `System.Single`
The start time [default=0]

Return Value

Type: `AudioObject`
Returns the reference of the AudioObject that is used to play the audio item, or `null` if the audioID does not exist. Warning: Use `PoolableReference<T>` to
store an AudioObject reference if you have pooling enabled.
Remarks

PlayAmbienceSound makes sure that only one ambience track is played at a time. If cross fading is enabled in the AudioController fading is performed automatically.
See Also

AudioController Class
AudioController, AudioController Members
PlayAmbienceSound Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Plays an audio item with the name `audioID` as ambience sound at the specified position.

**Namespace:** [(Default Namespace)](Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

### C#

```csharp
public static AudioObject PlayAmbienceSound(
    string audioID,
    Vector3 worldPosition,
    Transform parentObj = null,
    float volume = 1f,
    float delay = 0f,
    float startTime = 0f
)
```

**Parameters**

- **audioID**
  Type: `System.String`
  The audio ID.

- **worldPosition**
  Type: `Vector3`
  The position in world coordinates.

- **parentObj** (Optional)
  Type: `Transform`
  The parent transform or `null`.

- **volume** (Optional)
  Type: `System.Single`
  The volume between 0 and 1 [default=1].

- **delay** (Optional)
  Type: `System.Single`
  The delay [default=0].

- **startTime** (Optional)
  Type: `System.Single`
  The start time [default=0]
**Return Value**

Type: [AudioObject](#)

Returns the reference of the AudioObject that is used to play the audio item, or `null` if the audioID does not exist. Warning: Use [PoolableReference(T)](#) to store an AudioObject reference if you have pooling enabled.
Remarks

PlayAmbienceSound makes sure that only one ambience track is played at a time. If cross fading is enabled in the AudioController fading is performed automatically.
See Also

AudioController Class
AudioController, AudioController Members
PlayAmbienceSound Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Plays a specific AudioItem.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public AudioObject PlayAudioItem(
    AudioItem sndItem,
    float volume,
    Vector3 worldPosition,
    Transform parentObj = null,
    float delay = 0f,
    float startTime = 0f,
    bool playWithoutAudioObject = false,
    AudioObject useExistingAudioObj = null,
    double dspTime = 0,
    bool playAsMusicOrAmbienceSound = false
)
```

### Parameters

- **sndItem**
  Type: *(Default Namespace)*.AudioItem
  the AudioItem

- **volume**
  Type: System.Single
  the volume

- **worldPosition**
  Type: Vector3
  the world position

- **parentObj** (Optional)
  Type: Transform
  the parent object, or null

- **delay** (Optional)
  Type: System.Single
  the delay in seconds

- **startTime** (Optional)
Type: `System.Single`
the start time seconds

`playWithoutAudioObject` (Optional)
Type: `System.Boolean`
if `true` plays the audio by using the Unity function `PlayOneShot` without creating an audio game object. Allows playing audios from within the Unity inspector.

`useExistingAudioObj` (Optional)
Type: `(Default Namespace).AudioObject`
if specified this existing audio object is used instead of creating a new `AudioObject`

`dspTime` (Optional)
Type: `System.Double`
The high precision DSP time at which to schedule playing the audio [default=0]

`playAsMusicOrAmbienceSound` (Optional)
Type: `System.Boolean`
Determines if it is effected by sound muting [default=false]

**Return Value**
Type: `AudioObject`
The created `AudioObject` or `null`
Remarks

This function is used by the editor extension and is normally not required for application developers. Use `Play(String)` instead.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Plays a specific AudioSubItem.

**Namespace:** ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
C#

```csharp
public AudioObject PlayAudioSubItem(
    AudioSubItem subItem,
    float volume,
    Vector3 worldPosition,
    Transform parentObj,
    float delay,
    float startTime,
    bool playWithoutAudioObject,
    AudioObject useExistingAudioObj,
    double dspTime = 0,
    bool playAsMusicOrAmbienceSound = false
)
```

**Parameters**

- **subItem**
  Type: *(Default Namespace).AudioSubItem*
  the *AudioSubItem*

- **volume**
  Type: *System.Single*
  the volume

- **worldPosition**
  Type: *Vector3*
  the world position

- **parentObj**
  Type: *Transform*
  the parent object, or *null*

- **delay**
  Type: *System.Single*
  the delay in seconds

- **startTime**
Type: `System.Single`
the start time seconds

`playWithoutAudioObject`
Type: `System.Boolean`
if `true` plays the audio by using the Unity function `PlayOneShot` without creating an audio game object. Allows playing audios from within the Unity inspector.

`useExistingAudioObj`
Type: `(Default Namespace).AudioObject`
if specified this existing audio object is used instead of creating a new `AudioObject`

`dspTime` (Optional)
Type: `System.Double`
The high precision DSP time at which to schedule playing the audio [default=0]

`playAsMusicOrAmbienceSound` (Optional)
Type: `System.Boolean`
if `true` plays the audio as music or ambience track [default=`false`]

**Return Value**
Type: `AudioObject`
The created `AudioObject` or `null`
Remarks

This function is used by the editor extension and is normally not required for application developers. Use `Play(String)` instead.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayMusic Method

AudioController Class  See Also  Send Feedback
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<th>Description</th>
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<tbody>
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<td>🎶 PlayMusic(String, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music.</td>
</tr>
<tr>
<td>🎶 PlayMusic(String, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music at the specified position.</td>
</tr>
<tr>
<td>🎶 PlayMusic(String, Vector3, Transform, Single, Single, Single)</td>
<td>Plays an audio item with the name <code>audioID</code> as music at the specified position.</td>
</tr>
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</table>
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayMusic Method (String, Single, Single, Single)

Plays an audio item with the name `audioID` as music.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```
public static AudioObject PlayMusic(
    string audioID,
    float volume = 1f,
    float delay = 0f,
    float startTime = 0f
)
```

## Parameters

**audioID**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
The audio ID.

**volume** (Optional)
Type: [System.Single](https://docs.microsoft.com/en-us/dotnet/api/system.single)
The volume between 0 and 1 [default=1].

**delay** (Optional)
Type: [System.Single](https://docs.microsoft.com/en-us/dotnet/api/system.single)
The delay [default=0].

**startTime** (Optional)
Type: [System.Single](https://docs.microsoft.com/en-us/dotnet/api/system.single)
The start time [default=0]

## Return Value

Type: [AudioObject](https://docs.microsoft.com/en-us/dotnet/api/system.audioobject)
Returns the reference of the AudioObject that is used to play the audio item, or `null` if the audioID does not exist. Warning: Use [PoolableReference(T)](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.poolablereference-1) to store an AudioObject reference if you have pooling enabled.
Remarks

PlayMusic makes sure that only one music track is played at a time. If music cross fading is enabled in the AudioController fading is performed automatically.

The audio clip the object will be placed right in front of the current audio listener which is usually on the main camera. Note that the audio object will not be parented - so you will hear when the audio listener moves.
See Also

AudioController Class
AudioController, AudioController Members
PlayMusic Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayMusic Method (String, Transform, Single, Single, Single)

Plays an audio item with the name `audioID` as music at the specified position.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject PlayMusic(
    string audioID,
    Transform parentObj,
    float volume = 1f,
    float delay = 0f,
    float startTime = 0f
)
```

Parameters

**audioID**
Type: `System.String`
The audio ID.

**parentObj**
Type: `Transform`
The parent transform or `null`.

**volume** (Optional)
Type: `System.Single`
The volume between 0 and 1 [default=1].

**delay** (Optional)
Type: `System.Single`
The delay [default=0].

**startTime** (Optional)
Type: `System.Single`
The start time [default=0]

Return Value

Type: `AudioObject`
Returns the reference of the AudioObject that is used to play the audio item, or `null` if the audioID does not exist. Warning: Use `PoolableReference<T>` to
store an AudioObject reference if you have pooling enabled.
Remarks

PlayMusic makes sure that only one music track is played at a time. If music cross fading is enabled in the AudioController fading is performed automatically.
See Also

AudioController Class
AudioController, AudioController Members
PlayMusic Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayMusic Method (String, Vector3, Transform, Single, Single)

Plays an audio item with the name **audioID** as music at the specified position.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static AudioObject PlayMusic(
    string audioID,
    Vector3 worldPosition,
    Transform parentObj = null,
    float volume = 1f,
    float delay = 0f,
    float startTime = 0f
)
```

## Parameters

**audioID**
Type: `System.String`
The audio ID.

**worldPosition**
Type: `Vector3`
The position in world coordinates.

**parentObj** (Optional)
Type: `Transform`
The parent transform or `null`.

**volume** (Optional)
Type: `System.Single`
The volume between 0 and 1 [default=1].

**delay** (Optional)
Type: `System.Single`
The delay [default=0].

**startTime** (Optional)
Type: `System.Single`
The start time [default=0]
Return Value

Type: AudioObject

Returns the reference of the AudioObject that is used to play the audio item, or null if the audioID does not exist. Warning: Use PoolableReference(T) to store an AudioObject reference if you have pooling enabled.
Remarks

PlayMusic makes sure that only one music track is played at a time. If music cross fading is enabled in the AudioController fading is performed automatically.
See Also

AudioController Class
AudioController, AudioController Members
PlayMusic Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Start playing the music playlist.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject PlayMusicPlaylist(
    string playlistName = null
)
```

Parameters

`playlistName` (Optional)
Type: `System.String`
[Missing `<param name="playlistName"/>` documentation for "M:AudioController.PlayMusicPlaylist(System.String)"

Return Value

Type: `AudioObject`
The `AudioObject` of the current music, or `null` if no music track could be played.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayNextMusicOnPlaylist Method

Jumps to the next the music track on the playlist.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static AudioObject PlayNextMusicOnPlaylist()
```

Return Value

Type: AudioObject

The AudioObject of the current music, or null if no music track could be played.
Remarks

If shuffling is enabled it will jump to the next randomly chosen track.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.PlayPreviousMusicOnPlaylist Method

Jumps to the previous music track on the playlist.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static AudioObject PlayPreviousMusicOnPlaylist</td>
</tr>
</tbody>
</table>

### Return Value

Type: `AudioObject`

The `AudioObject` of the current music, or `null` if no music track could be played.
Remarks

If shuffling is enabled it will jump to the previously played track.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Plays an audio item with the name `audioID` parented to a specified transform with a world offset scheduled at a specified high precision DSP time (see the Unity AudioSettings.dspTime documentation)

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

```csharp
public static AudioObject PlayScheduled(
    string audioID,
    double dspTime,
    Vector3 worldPosition,
    Transform parentObj = null,
    float volume = 1f,
    float startTime = 0f
)
```

### Parameters

**audioID**
- Type: `System.String`
- The audio ID.

**dspTime**
- Type: `System.Double`
- The high precision DSP time at which to start playing.

**worldPosition**
- Type: `Vector3`
- The position in world coordinates.

**parentObj** (Optional)
- Type: `Transform`
- The parent transform.

**volume** (Optional)
- Type: `System.Single`
- The volume between 0 and 1 [default=1].

**startTime** (Optional)
- Type: `System.Single`
- The start time seconds [default=0]
**Return Value**

Type: *AudioObject*

Returns the reference of the AudioObject that is used to play the audio item, or *null* if the audioID does not exist.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.RemoveAudioItem Method

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Removes an AudioItem from the AudioController.
**Syntax**

```csharp
public static bool RemoveAudioItem(
    string audioID
)
```

**Parameters**

`audioID`
Type: `System.String`
Name of the audio item to remove.

**Return Value**

Type: `Boolean`
`true` if the audio item was found and successfully removed, otherwise `false`
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Removes an audio category.

**Namespace:** ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static void RemoveCategory(
    string categoryName
)
```

### Parameters

* **categoryName**
  Type: `System.String`
  Name of the category to remove.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Changes the category volume. Also effects currently playing audio items.

**Namespace:**  [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static void SetCategoryVolume(
    string name,
    float volume
)
```

### Parameters

**name**
Type: `System.String`
The category name.

**volume**
Type: `System.Single`
The volume (between 0 and 1).
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Sets the current playlist to the specified audioID array

**Namespace:** ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static bool SetCurrentMusicPlaylist(
    string playlistName
)
```

### Parameters

*playlistName*

Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)

The new playlist array

### Return Value

Type: [Boolean](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)

[Missing <returns> documentation for "M:AudioController.SetCurrentMusicPlaylist(System.String)" ]
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Changes the global volume. Effects all currently playing audio items.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static void SetGlobalVolume(
    float volume
)
```

Parameters

`volume`
Type: `System.Single`
The volume (between 0 and 1).
Remarks

Volume change is also applied to all additional AudioControllers.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.Stop Method

AudioController Class See Also Send Feedback
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<th>Description</th>
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<td><code>Stop(String)</code></td>
<td>Stops all playing audio items with name <code>audioID</code>.</td>
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<td><code>Stop(String, Single)</code></td>
<td>Stops all playing audio items with name <code>audioID</code> with a fade-out.</td>
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See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.Stop Method (String)

Stops all playing audio items with name **audioID**.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public static bool Stop(string audioID)
```

**Parameters**

*audioID*

Type: System.String

The audio ID.

**Return Value**

Type: Boolean

Return true if any audio was stopped.
See Also

AudioController Class
AudioController, AudioController Members
Stop Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.Stop Method (String, Single)

Stops all playing audio items with name **audioID** with a fade-out.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static bool Stop(
    string audioID,
    float fadeOutLength
)
```

### Parameters

**audioID**
- Type: `System.String`
- The audio ID.

**fadeOutLength**
- Type: `System.Single`
- The fade out time. If a negative value is specified, the subitem's `FadeOut` value is taken.

### Return Value

- Type: `Boolean`
- Return `true` if any audio was stopped.
See Also

AudioController Class
AudioController, AudioController Members
Stop Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.StopAll Method

AudioController Class
See Also
Send Feedback
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<td>StopAll()</td>
<td>Immediately stops playing audio items (including the music).</td>
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<td>StopAll(Single)</td>
<td>Fades out all playing audio items (including the music).</td>
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See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.StopAll Method

Immediately stops playing audio items (including the music).

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
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<tbody>
<tr>
<td>C#</td>
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<tr>
<td></td>
</tr>
<tr>
<td>public static void StopAll()</td>
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See Also

AudioController Class
AudioController, AudioController Members
StopAll Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Fades out all playing audio items (including the music).

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static void StopAll(
    float fadeOutLength
)
```

Parameters

`fadeOutLength`
Type: System.Single
The fade out time. If a negative value is specified, the subitem's FadeOut value is taken.
AudioController.StopAmbienceSound Method

AudioController Class See Also Send Feedback
### Overload List

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<td>Stops the currently playing ambience sound.</td>
</tr>
<tr>
<td>🌡️ S StopAmbienceSound(Single)</td>
<td>Stops the currently playing ambience sound with fade-out.</td>
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</table>
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.StopAmbienceSound Method

Stops the currently playing ambience sound.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public static bool StopAmbienceSound()  

Return Value

Type: 

Boolean

type if any ambience sound was stopped, otherwise false
See Also

AudioController Class
AudioController,AudioController Members
StopAmbienceSound Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.StopAmbienceSound Method (Single)

Stops the currently playing ambience sound with fade-out.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static bool StopAmbienceSound(
    float fadeOut
)
```

### Parameters

- `fadeOut`
  - Type: `System.Single`
  - The fade-out time in seconds.

### Return Value

- Type: `Boolean`
  - `true` if any ambience sound was stopped, otherwise `false`
See Also

AudioController Class
AudioController, AudioController Members
StopAmbienceSound Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Stops all playing audio items in the specified category (including the music).

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

C#

```csharp
public static void StopCategory(
    string categoryName,
    float fadeOutLength = 0f
)
```

### Parameters

- **categoryName**
  - Type: `System.String`
  - Name of category.

- **fadeOutLength** (Optional)
  - Type: `System.Single`
  - The fade-out time [Default=0]
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.StopMusic Method

AudioController Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StopMusic()</td>
<td>Stops the currently playing music.</td>
</tr>
<tr>
<td>StopMusic(Single)</td>
<td>Stops the currently playing music with fade-out.</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.StopMusic Method

Stops the currently playing music.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public static bool StopMusic()
```

### Return Value

Type: [Boolean](#)  
true if any music was stopped, otherwise false
See Also

AudioController Class
AudioController, AudioController Members
StopMusic Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.StopMusic Method (Single)

See Also

Stops the currently playing music with fade-out.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static bool StopMusic(
    float fadeOut
)
```

### Parameters

- **fadeOut**
  - Type: `System.Single`
  - The fade-out time in seconds.

### Return Value

- Type: `Boolean`
  - `true` if any music was stopped, otherwise `false`
See Also

AudioController Class
AudioController, AudioController Members
StopMusic Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioController.UnloadAllAudioClips Method

Unloads all AudioClips specified in this AudioController from memory.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
</tr>
</tbody>
</table>

```csharp
public void UnloadAllAudioClips()
```
Remarks

You will still be able to play the AudioClips, but you may experience performance hickups when Unity reloads the audio asset.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Un-pauses all playing audio items (including the music).

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
# Syntax

**C#**

```csharp
public static void UnpauseAll(
    float fadeInLength = 0f
)
```

**Parameters**

`fadeInLength` (Optional)

Type: `System.Single`

The fade-in time [Default=0]
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Unpauses the current ambience sound.

**Namespace:** ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static bool UnpauseAmbienceSound(
    float fadeIn = 0f
)
```

Parameters

`fadeIn` (Optional)
- Type: `System.Single`
- The fade-in time in seconds.

Return Value

- Type: `Boolean`
- `true` if any ambience sound was unpaused, otherwise `false`
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Un-pauses all playing audio items in the specified category (including the music).

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static void UnpauseCategory(
    string categoryName,
    float fadeInLength = 0f
)
```

### Parameters

- **categoryName**
  - Type: `System.String`
  - Name of category.

- **fadeInLength** (Optional)
  - Type: `System.Single`
  - The fade-in time [Default=0]
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Unpauses the current music.

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static bool UnpauseMusic(
    float fadeIn = 0f
)
```

Parameters

`fadeIn` (Optional)
Type: `System.Single`
The fade-in time in seconds.

Return Value

Type: `Boolean`
true if any music was unpaused, otherwise false
See Also

AudioController Class

AudioController, AudioController Members

(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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The **AudioController** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ambienceSoundCrossFadeTime_In</strong></td>
<td>Specifies a specific fade-in time for ambience sound cross fading. Only meaningful if specifyCrossFadeInAndOutSeparately enabled.</td>
</tr>
<tr>
<td><strong>ambienceSoundCrossFadeTime_Out</strong></td>
<td>Specifies a specific fade-out time for ambience sound cross fading. Only meaningful if specifyCrossFadeInAndOutSeparately enabled.</td>
</tr>
<tr>
<td><strong>ambienceSoundEnabled</strong></td>
<td>Gets or sets the ambienceSoundEnabled.</td>
</tr>
<tr>
<td><strong>DisableAudio</strong></td>
<td>Enables all audio playback.</td>
</tr>
<tr>
<td><strong>isAdditionalAudioController</strong></td>
<td>You may use several AudioControllers in the same scene in parallel. All but one (the main controller) must be marked as 'additional'. You can play audio items of any of those controllers with the normal Play() calls.</td>
</tr>
<tr>
<td><strong>isSingletonObject</strong></td>
<td>Returns true if the AudioController is the main controller (not an additional controller). (Overrides SingletonMonoBehaviour(T).isSingletonObject)</td>
</tr>
<tr>
<td><strong>musicCrossFadeTime_In</strong></td>
<td>Specifies a specific fade-in time for music cross fading. Only meaningful if specifyCrossFadeInAndOutSeparately enabled.</td>
</tr>
<tr>
<td><strong>musicCrossFadeTime_Out</strong></td>
<td>Specifies a specific fade-out time for music cross fading. Only meaningful if specifyCrossFadeInAndOutSeparately enabled.</td>
</tr>
<tr>
<td><strong>musicEnabled</strong></td>
<td>Gets or sets the musicEnabled.</td>
</tr>
<tr>
<td><strong>soundMuted</strong></td>
<td>Gets or sets the soundMuted.</td>
</tr>
<tr>
<td><strong>systemDeltaTime</strong></td>
<td>Returns the high precision audio system delta time since the last frame update.</td>
</tr>
<tr>
<td><strong>systemTime</strong></td>
<td>Returns the high precision audio system time.</td>
</tr>
<tr>
<td><strong>Volume</strong></td>
<td>The global volume applied to all categories. You can change the volume by script and the change will be applied to all playing audios immediately.</td>
</tr>
</tbody>
</table>
See Also

AudioController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.ambienceSoundCrossFadeTime_In Property

Specifies a specific fade-in time for ambience sound cross fading. Only meaningful if specifyCrossFadeInAndOutSeparately is enabled.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float ambienceSoundCrossFadeTime_In { get; set; }
```

Property Value

Type: Single
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

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Specifies a specific fade-out time for ambience sound cross fading. Only meaningful if `specifyCrossFadeInAndOutSeparately` is enabled.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public float ambienceSoundCrossFadeTime_Out { get; set; }

Property Value

Type: Single
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.ambienceSoundEnabled Property

Gets or sets the ambienceSoundEnabled.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

```csharp
public bool ambienceSoundEnabled { get; set; }
```

**Property Value**
Type: `Boolean`
`true` enables ambience sounds; `false` disables ambience sounds
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.DisableAudio Property

Disables all audio playback.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool DisableAudio { get; set; }</td>
</tr>
</tbody>
</table>

**Property Value**

Type: [Boolean](https://en.wikipedia.org/wiki/Boolean)
Remarks

Does not stop currently playing audios. Call `StopAll()` to stop all currently playing.
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioController.isAdditionalAudioController Property

AudioController Class See Also Send Feedback

You may use several AudioControllers in the same scene in parallel. All but one (the main controller) must be marked as 'additional'. You can play audio items of any of those controllers with the normal Play() calls.

Namespace:  (Default Namespace)
Assembly:  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool isAdditionalAudioController { get; set; }
```

Property Value

Type: Boolean
Remarks

This can be used for games with a large amount of audio where you don't want all audio to be in memory at all time. In this case use a persistent main AudioController for audios shared between all scenes of your game, and additional AudioControllers for each scene containing specific audio for this level.
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

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returns `true` if the AudioController is the main controller (not an additional controller)

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override bool isSingletonObject { get; }</td>
</tr>
</tbody>
</table>

**Property Value**
Type: Boolean
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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Specifies a specific fade-in time for music cross fading. Only meaningful if `specifyCrossFadeInAndOutSeperately` is enabled.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float musicCrossFadeTime_In { get; set; }</td>
</tr>
</tbody>
</table>

Property Value
Type: Single
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Specifies a specific fade-out time for music cross fading. Only meaningful if `specifyCrossFadeInAndOutSeparately` is enabled.

**Namespace**: (Default Namespace)

**Assembly**: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float musicCrossFadeTime_Out { get; set; }
```

Property Value

Type: Single
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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Gets or sets the musicEnabled.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool musicEnabled { get; set; }
```

Property Value

Type: Boolean

true enables music; false disables music
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioController.soundMuted Property

Gets or sets the soundMuted.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool soundMuted { get; set; }
```

Property Value

Type: **Boolean**

**true** enables sound mute; **false** disables sound mute
Remarks

'Sound' means all audio except music and ambience sound
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Returns the high precision audio system delta time since the last frame update.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static double systemDeltaTime { get; }
```

## Property Value

Type: **Double**
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioController.systemTime Property

Returns the high precision audio system time size the application launch.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static double systemTime { get; }
```

Property Value

Type: Double
Remarks

The audio system time does not increase if the application is paused. For performance reasons the time only gets updated with the frame rate. However, the time value does not lose precision even if the application is running for a long time (unlike Unity's 32bit float Time.systemTime
See Also

AudioController Class
AudioController,AudioController Members
(Default Namespace) Namespace

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AudioController.Volume Property

The global volume applied to all categories. You change the volume by script and the change will be apply to all playing audios immediately.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public float Volume { get; set; }
```

### Property Value

Type: [Single](#)
See Also

AudioController Class
AudioController, AudioController Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
The AudioItem class represents a uniquely named audio entity that can be played by scripts.

**Namespace:** ([Default Namespace](#))  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
C#

```csharp
[SerializableAttribute]
public class AudioItem
```
Remarks

AudioItem objects are defined in an AudioCategory using the Unity inspector.
Inheritance Hierarchy

System.Object
(DefaultValue).AudioItem
See Also

AudioItem.AudioItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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The **AudioItem** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioItem()</td>
<td>Initializes a new instance of the AudioItem class</td>
</tr>
<tr>
<td>AudioItem(AudioItem)</td>
<td>Copy constructor</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ResetSequence</td>
<td>Resets the sub-item sequence. (So if you are using a sequence mode the first sub-item will be played next)</td>
</tr>
<tr>
<td>UnloadAudioClip</td>
<td>Unloads the AudioClip from memory.</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioSource_MaxDistance</td>
<td>Overrides the AudioSource MaxDistance value if overrideAudioSourceSettings is enabled.</td>
</tr>
<tr>
<td>audioSource_MinDistance</td>
<td>Overrides the AudioSource MinDistance value if overrideAudioSourceSettings is enabled.</td>
</tr>
<tr>
<td>Delay</td>
<td>Defers the playback of the audio item for Delay seconds.</td>
</tr>
<tr>
<td>DestroyOnLoad</td>
<td>If disabled, the audio will keep on playing if a new scene is loaded.</td>
</tr>
<tr>
<td>Loop</td>
<td>If enabled the audio item will get looped when played.</td>
</tr>
<tr>
<td>loopSequenceCount</td>
<td>The number of sub-items to be played in the loop modes LoopSequence.</td>
</tr>
<tr>
<td>loopSequenceOverlap</td>
<td>Specifies a time overlap for the LoopSequence</td>
</tr>
<tr>
<td>loopSequenceRandomDelay</td>
<td>Specifies a random delay for the LoopSequence</td>
</tr>
<tr>
<td>loopSequenceRandomPitch</td>
<td>Specifies a random pitch for the LoopSequence</td>
</tr>
<tr>
<td>loopSequenceRandomVolume</td>
<td>Specifies a random volume for the LoopSequence</td>
</tr>
<tr>
<td>MaxInstanceCount</td>
<td>Assures that the same audio item will not be played more than MaxInstanceCount times simultaneously.</td>
</tr>
<tr>
<td>MinTimeBetweenPlayCalls</td>
<td>Assures that the same audio item will not be played multiple times within this time frame. This is</td>
</tr>
</tbody>
</table>
useful if several events triggered at almost the same time want to play the same audio item which can cause unwanted noise artifacts.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
<td>The unique name of the audio item (= audioID)</td>
</tr>
<tr>
<td><strong>overrideAudioSourceSettings</strong></td>
<td>If enabled you can specify specific AudioSource settings</td>
</tr>
<tr>
<td><strong>RandomDelay</strong></td>
<td>This is the general random delay variation for the sub items in this audio item</td>
</tr>
<tr>
<td><strong>RandomPitch</strong></td>
<td>This is the general random pitch variation for the sub items in this audio item</td>
</tr>
<tr>
<td><strong>RandomVolume</strong></td>
<td>This is the general random volume variation for the sub items in this audio item</td>
</tr>
<tr>
<td><strong>spatialBlend</strong></td>
<td>Overrides the AudioSource spatialBlend value (0=2D 1=3D)</td>
</tr>
<tr>
<td><strong>SubItemPickMode</strong></td>
<td>Determines which AudioSubItem is chosen when playing an AudioItem</td>
</tr>
<tr>
<td><strong>subItems</strong></td>
<td>Define your audio sub-items using the Unity inspector.</td>
</tr>
<tr>
<td><strong>Volume</strong></td>
<td>The volume applied to all audio sub-items of this audio item.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>category</td>
<td>the AudioCategory the audio item belongs to.</td>
</tr>
</tbody>
</table>
See Also

AudioItem Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioItem Constructor

AudioItem Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioItem()</td>
<td>Initializes a new instance of the AudioItem class</td>
</tr>
<tr>
<td>AudioItem(AudioItem)</td>
<td>Copy constructor</td>
</tr>
</tbody>
</table>

See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioItem Constructor

Initializes a new instance of the AudioItem class

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
google AudioItem()
```
See Also

AudioItem Class
AudioItem,AudioItem Members
AudioItem Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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Copy constructor

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioItem(
    AudioItem orig
)
```

Parameters

`orig`

Type: `(Default Namespace).AudioItem`

[Missing `<param name="orig"/> documentation for "M:AudioItem.#ctor(AudioItem)"`]
See Also

AudioItem Class
AudioItem, AudioItem Members
AudioItem Overload
(Default Namespace) Namespace

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The **AudioItem** type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioSource_MaxDistance</td>
<td>Overrides the AudioSource MaxDistance value if <code>overrideAudioSourceSettings</code> is enabled.</td>
</tr>
<tr>
<td>audioSource_MinDistance</td>
<td>Overrides the AudioSource MinDistance value if <code>overrideAudioSourceSettings</code> is enabled.</td>
</tr>
<tr>
<td>Delay</td>
<td>Defers the playback of the audio item for <code>Delay</code> seconds.</td>
</tr>
<tr>
<td>DestroyOnLoad</td>
<td>If disabled, the audio will keep on playing if a new scene is loaded.</td>
</tr>
<tr>
<td>Loop</td>
<td>If enabled the audio item will get looped when played.</td>
</tr>
<tr>
<td>loopSequenceCount</td>
<td>The number of sub-items to be played in the loop modes <code>LoopSequence</code>.</td>
</tr>
<tr>
<td>loopSequenceOverlap</td>
<td>Specifies a time overlap for the <code>LoopSequence</code></td>
</tr>
<tr>
<td>loopSequenceRandomDelay</td>
<td>Specifies a random delay for the <code>LoopSequence</code></td>
</tr>
<tr>
<td>loopSequenceRandomPitch</td>
<td>Specifies a random pitch for the <code>LoopSequence</code></td>
</tr>
<tr>
<td>loopSequenceRandomVolume</td>
<td>Specifies a random volume for the <code>LoopSequence</code></td>
</tr>
<tr>
<td>MaxInstanceCount</td>
<td>Assures that the same audio item will not be played more than <code>MaxInstanceCount</code> times simultaneously.</td>
</tr>
<tr>
<td>MinTimeBetweenPlayCalls</td>
<td>Assures that the same audio item will not be played multiple times within this time frame. This is</td>
</tr>
</tbody>
</table>
useful if several events triggered at almost the same time want to play the same audio item which can cause unwanted noise artifacts.

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Name</strong></td>
<td>The unique name of the audio item (= audioID)</td>
</tr>
<tr>
<td></td>
<td><strong>overrideAudioSourceSettings</strong></td>
<td>If enabled you can specify specific AudioSource settings</td>
</tr>
<tr>
<td></td>
<td><strong>RandomDelay</strong></td>
<td>This is the general random delay variation for the sub items in this audio item</td>
</tr>
<tr>
<td></td>
<td><strong>RandomPitch</strong></td>
<td>This is the general random pitch variation for the sub items in this audio item</td>
</tr>
<tr>
<td></td>
<td><strong>RandomVolume</strong></td>
<td>This is the general random volume variation for the sub items in this audio item</td>
</tr>
<tr>
<td></td>
<td><strong>spatialBlend</strong></td>
<td>Overrides the AudioSource spatialBlend value (0=2D 1=3D)</td>
</tr>
<tr>
<td></td>
<td><strong>SubItemPickMode</strong></td>
<td>Determines which AudioSubItem is chosen when playing an AudioItem</td>
</tr>
<tr>
<td></td>
<td><strong>subItems</strong></td>
<td>Define your audio sub-items using the Unity inspector.</td>
</tr>
<tr>
<td></td>
<td><strong>Volume</strong></td>
<td>The volume applied to all audio sub-items of this audio item.</td>
</tr>
</tbody>
</table>
See Also

AudioItem Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioItem.audioSource_MaxDistance Field

Overrides the AudioSource MaxDistance value if overrideAudioSourceSettings is enabled.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float audioSource_MaxDistance
```

Field Value

Type: **Single**
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioItem.audioSource_MinDistance Field

Overrides the AudioSource MinDistance value if `overrideAudioSourceSettings` is enabled.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float audioSource_MinDistance</td>
</tr>
</tbody>
</table>

Field Value
Type: **Single**
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

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AudioItem.Delay Field

Defers the playback of the audio item for \textit{Delay} seconds.

\textbf{Namespace:} (Default Namespace)

\textbf{Assembly:} AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float Delay</td>
</tr>
</tbody>
</table>

### Field Value

Type: **Single**
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.DestroyOnLoad Field

If disabled, the audio will keep on playing if a new scene is loaded.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public bool DestroyOnLoad

Field Value
Type: Boolean
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

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AudioItem LOOP Field

If enabled the audio item will get looped when played.

**Namespace:**  [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public AudioItemLoopMode Loop

Field Value
Type: AudioItemLoopMode
See Also

AudioItem Class
AudioItem.AudioItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioItem.loopSequenceCount Field

See Also

Send Feedback

The number of sub-items to be played in the loop modes **LoopSequence**.

**Namespace:**  *(Default Namespace)*

**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```
public int loopSequenceCount
```

Field Value
Type: Int32
Remarks

Specify 0 to loop infinitely (This is also the default value). In PlaySequenceAndLoopLast mode as many sub-item will be picked as there are sub-items specified for this audio item.
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.loopSequenceOverlap Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Specifies a time overlap for the LoopSequence
Syntax

C#

<table>
<thead>
<tr>
<th>Field Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type: <strong>Single</strong></td>
</tr>
</tbody>
</table>

```csharp
public float loopSequenceOverlap
```
Remarks

Positive values mean an overlap, negative values mean a gap between two consequent sub-items in the loop sequence.
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

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AudioItem.loopSequenceRandomDelay Field

Specifies a random delay for the LoopSequence

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float loopSequenceRandomDelay</td>
</tr>
</tbody>
</table>

Field Value

Type: Single
Remarks

A random delay between 0 and this value will be added between two subsequent subitems in the \texttt{LoopSequence}. Can be combined with \texttt{loopSequenceOverlap}.
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.loopSequenceRandomPitch Field

Specifies a random pitch for the LoopSequence

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float loopSequenceRandomPitch</td>
</tr>
</tbody>
</table>

Field Value

Type: Single
Remarks

A random pitch between 0 and this value will be added to each subitem played in the LoopSequence.
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.loopSequenceRandomVolume Field

Specifies a random volume for the LoopSequence

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float loopSequenceRandomVolume</td>
</tr>
</tbody>
</table>

**Field Value**

Type: [Single](#)
Remarks

A random volume value % will be added to each subitem played in the 'LoopSequence'. Will be combined with subitem random volume value.
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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Assures that the same audio item will not be played more than \texttt{MaxInstanceCount} times simultaneously.

\textbf{Namespace:} (Default Namespace)
\textbf{Assembly:} AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public int MaxInstanceCount
```

## Field Value

Type: [Int32](#)
Remarks

Set to 0 to disable.
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

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AudioItem.MinTimeBetweenPlayCalls Field

Assures that the same audio item will not be played multiple times within this time frame. This is useful if several events triggered at almost the same time want to play the same audio item which can cause unwanted noise artifacts.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public float MinTimeBetweenPlayCalls
```

### Field Value

Type: [Single](#)
See Also

AudioItem Class
AudioItem.AudioItem Members
(Default Namespace) Namespace

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AudioItem.Name Field

The unique name of the audio item ( = audioID )

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public string Name
```

### Field Value

Type: [String](https://docs.microsoft.com/en-us/dotnet/api/system.string?view=netcore-3.1)
See Also

AudioItem Class
AudioItem.AudioItem Members
(Default Namespace) Namespace

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If enabled you can specify specific AudioSource settings

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool overrideAudioSourceSettings</td>
</tr>
</tbody>
</table>

**Field Value**

Type: [Boolean](#)
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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This is the general random delay variation for the sub items in this audio item

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float RandomDelay</td>
</tr>
</tbody>
</table>

**Field Value**

Type: [Single](#)
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioItem.RandomPitch Field

This is the general random pitch variation for the sub items in this audio item

**Namespace:**  ([Default Namespace](#))  
**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float RandomPitch</td>
</tr>
</tbody>
</table>

## Field Value

Type: [Single](#)
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

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AudioItem.RandomVolume Field

This is the general random volume variation for the sub items in this audio item

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float RandomVolume</td>
</tr>
</tbody>
</table>

**Field Value**

Type: *Single*
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.spatialBlend Field

Overrides the AudioSource spatialBlend value (0=2D 1=3D)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float spatialBlend
```

Field Value

Type: `Single`
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.SubItemPickMode Field

Determines which AudioSubItem is chosen when playing an AudioItem

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioPickSubItemMode SubItemPickMode
```

Field Value
Type: [AudioPickSubItemMode](#)
See Also

AudioItem Class
AudioItem.AudioItem Members
(Default Namespace) Namespace

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AudioItem.subItems Field

Define your audio sub-items using the Unity inspector.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| ```
public AudioSubItem[] subItems
```
|

**Field Value**

Type: [AudioSubItem[]](#)
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.Volume Field

The volume applied to all audio sub-items of this audio item.

Namespace: [Default Namespace]

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float Volume
```

Field Value

Type: Single
See Also

AudioItem Class
AudioItem.AudioItem Members
(Default Namespace) Namespace

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AudioItem Methods

The AudioItem type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ResetSequence</td>
<td>Resets the sub-item sequence. (So if you are using a sequence mode the first sub-item will be played next)</td>
</tr>
<tr>
<td>Unload AudioClip</td>
<td>Unloads the AudioClip from memory.</td>
</tr>
</tbody>
</table>
See Also

AudioItem Class
(Default Namespace) Namespace

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AudioItem.ResetSequence Method

Resets the sub-item sequence. (So if you are using a sequence mode the first sub-item will be played next)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
</tbody>
</table>
| ```
public void ResetSequence()
``` |
See Also

AudioItem Class
AudioItem,AudioItem Members
(Default Namespace) Namespace

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AudioItem.UnloadAudioClip Method

Unloads the AudioClip from memory.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public void UnloadAudioClip()
```
Remarks

You will still be able to play the AudioClip, but you may experience performance hickups when Unity reloads the audio asset.
See Also

AudioItem Class
AudioItem.AudioItem Members
(Default Namespace) Namespace

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The **AudioItem** type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>category</td>
<td>the AudioCategory the audio item belongs to.</td>
</tr>
</tbody>
</table>
See Also

AudioItem Class
(Default Namespace) Namespace

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the **AudioCategory** the audio item belongs to.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public AudioCategory category { get; }</td>
</tr>
</tbody>
</table>

**Property Value**

Type: [AudioCategory](#)
See Also

AudioItem Class
AudioItem, AudioItem Members
(Default Namespace) Namespace

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AudioItem loop mode.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>[SerializableAttribute]</code></td>
</tr>
<tr>
<td><code>public enum LoopMode</code></td>
</tr>
</tbody>
</table>
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoNotLoop</td>
<td>0</td>
<td>No looping.</td>
</tr>
<tr>
<td>LoopSubItem</td>
<td>1</td>
<td>The chosen subitem (in dependence of the SubItemPickMode will be looped.</td>
</tr>
<tr>
<td>LoopSequence</td>
<td>2</td>
<td>After the subitem chosen in dependence of the SubItemPickMode has stopped playing, a new subitem will be chosen and played.</td>
</tr>
<tr>
<td>PlaySequenceAndLoopLast</td>
<td>4</td>
<td>Play as many sub-items as specified by loopSequenceCount and loop the last one picked. Specify zero to play as many sub-items as specified in this audio item.</td>
</tr>
<tr>
<td>IntroLoopOutroSequence</td>
<td>5</td>
<td>Play as many sub-items as specified by loopSequenceCount (as intro) and loop the second last one picked. If see AudioItem.Stop() is called the very last ist played as an outro.</td>
</tr>
</tbody>
</table>
See Also

(Default Namespace) Namespace

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AudioLog Class

[Missing <summary> documentation for "T:AudioLog"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static class AudioLog
```

Inheritance Hierarchy

System.Object
(Default Namespace).AudioLog
See Also

AudioLog, AudioLog Members, (Default Namespace) Namespace

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The **AudioLog** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🎣</td>
<td>Clear</td>
</tr>
<tr>
<td>🎣</td>
<td>Log</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🛠️ logData</td>
<td></td>
</tr>
<tr>
<td>🛠️ onLogUpdated</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog Class
(Default Namespace) Namespace

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The **AudioLog** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>logData</td>
<td></td>
</tr>
<tr>
<td>onLogUpdated</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog Class
(Default Namespace) Namespace

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AudioLog.logData Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static LinkedList&lt;AudioLog.LogData&gt; logData</td>
</tr>
</tbody>
</table>

**Field Value**
Type: [LinkedList](AudioLog.LogData)
See Also

AudioLog Class
AudioLog.AudioLog Members
(Default Namespace) Namespace

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AudioLog.onLogUpdated Field

AudioLog Class

See Also

Send Feedback

[Missing <summary> documentation for "F:AudioLog.onLogUpdated"]

Namespace: (Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static Action onLogUpdated</td>
</tr>
</tbody>
</table>

**Field Value**

Type: [Action](#)
See Also

AudioLog Class
AudioLog.AudioLog Members
(Default Namespace) Namespace

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AudioLog Methods

The AudioLog type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td></td>
</tr>
<tr>
<td>Log</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog Class
(Default Namespace) Namespace

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AudioLog.Clear Method


Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static void Clear()</td>
</tr>
</tbody>
</table>
See Also

AudioLog Class
AudioLog.AudioLog Members
(Default Namespace) Namespace

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AudioLog.Log Method

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public static void Log(
    AudioLog.LogData playClipData
)
```

**Parameters**

`playClipData`

Type: *(Default Namespace).AudioLog.LogData*

[Missing `<param name="playClipData"/> documentation for "M:AudioLog.Log(AudioLog.LogData)"*]
See Also

AudioLog Class
AudioLog.AudioLog Members
(Default Namespace) Namespace

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AudioLog.LogData Class

[Missing <summary> documentation for "T:AudioLog.LogData"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public abstract class LogData</td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

[System.Object](Default Namespace).AudioLog.LogData
  (Default Namespace).AudioLog.LogData_Destroy
  (Default Namespace).AudioLog.LogData_PlayClip
  (Default Namespace).AudioLog.LogData_SkippedPlay
  (Default Namespace).AudioLog.LogData_Stop
See Also

AudioLog, LogData, LogData Members
(Default Namespace) Namespace

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LogData Members

The **AudioLog.LogData** type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>time</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
The `AudioLog.LogData` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>time</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Syntax

C#

public float time

Field Value

Type: Single
See Also

AudioLog.LogData Class
AudioLog.LogData.LogData Members
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
[Missing <summary> documentation for "T:AudioLog.LogData_Destroy"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public class LogData_Destroy : AudioLog.LogData</td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
(Default Namespace).AudioLog.LogData
(Default Namespace).AudioLog.LogData_Destroy
See Also

AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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LogData_Destroy Members

The **AudioLog.LogData_Destroy** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioLog.LogData_Destroy</td>
<td>Initializes a new instance of the AudioLog.LogData_Destroy class</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>clipName</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_Destroy Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioLog.LogData_Destroy Constructor

Initializes a new instance of the AudioLog.LogData_Destroy class

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
C#

public LogData_Destroy()
See Also

AudioLog.LogData_Destroy Class
AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
The AudioLog.LogData_Destroy type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>clipName</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_Destroy Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_Destroy.audioID Field

namespace: (Default Namespace)
assembly: AudioToolkit (in AudioToolkit.dll) version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public string audioID
```

Field Value
Type: String
See Also

AudioLog.LogData_Destroy Class
AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

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AudioLog.LogData_Destroy.category Field

[Missing <summary> documentation for "F:AudioLog.LogData_Destroy.category"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string category</td>
</tr>
</tbody>
</table>

Field Value

Type: String
See Also

AudioLog.LogData_Destroy Class
AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

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AudioLog.LogData_Destroy.clipName Field

See Also: Send Feedback

[Missing <summary> documentation for "F:AudioLog.LogData_Destroy.clipName"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string clipName</td>
</tr>
</tbody>
</table>

## Field Value

Type: [String](#)
See Also

AudioLog.LogData_Destroy Class
AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_Destroy.parentObject Field

AudioLog.LogData_Destroy Class See Also Send Feedback

[Missing <summary> documentation for "F:AudioLog.LogData_Destroy.parentObject"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public string parentObject
```

Field Value

Type: String
See Also

AudioLog.LogData_Destroy Class
AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioLog.LogData_Destroy.position Field

[Missing <summary> documentation for "F:AudioLog.LogData_Destroy.position" ]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public Vector3 position
```

Field Value
Type: Vector3
See Also

AudioLog.LogData_Destroy Class
AudioLog.LogData_Destroy.LogData_Destroy Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public class LogData_PlayClip : AudioLog.LogData</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
(Default Namespace).AudioLog.LogData
(Default Namespace).AudioLog.LogData_PlayClip
See Also

AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

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LogData_PlayClip Members

The AudioLog.LogData_PlayClip type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>AudioLog.LogData_PlayClip</code></td>
<td>Initializes a new instance of the <code>AudioLog.LogData_PlayClip</code> class</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>clipName</td>
<td></td>
</tr>
<tr>
<td>delay</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>pitch</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
<tr>
<td>scheduledDspTime</td>
<td></td>
</tr>
<tr>
<td>startTime</td>
<td></td>
</tr>
<tr>
<td>volume</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_PlayClip Class
(Default Namespace) Namespace

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AudioLog.LogData_PlayClip Constructor

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
public LogData_PlayClip()
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
LogData_PlayClip Fields

The `AudioLog.LogData_PlayClip` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>clipName</td>
<td></td>
</tr>
<tr>
<td>delay</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>pitch</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
<tr>
<td>scheduledDspTime</td>
<td></td>
</tr>
<tr>
<td>startTime</td>
<td></td>
</tr>
<tr>
<td>volume</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_PlayClip Class
(Default Namespace) Namespace

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AudioLog.LogData_PlayClip.audioID Field

AudioLog.LogData_PlayClip Class See Also Send Feedback

[Missing <summary> documentation for "F:AudioLog.LogData_PlayClip.audioID"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string audioID</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: [String](#)
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_PlayClip.category Field

[Missing <summary> documentation for "F:AudioLog.LogData_PlayClip.category"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string category</td>
</tr>
</tbody>
</table>

### Field Value

Type: [String](#)
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioLog.LogData_PlayClip.clipName Field

[Missing <summary> documentation for
"F:AudioLog.LogData_PlayClip.clipName"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

```
C#

public string clipName
```

**Field Value**

Type: `String`
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

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AudioLog.LogData_PlayClip.delay Field

[Missing <summary> documentation for
"F:AudioLog.LogData_PlayClip.delay"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float delay</td>
</tr>
</tbody>
</table>

**Field Value**

Type: Single
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| ```csharp
public string parentObject
``` |

### Field Value

Type: [String](#)
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

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AudioLog.LogData_PlayClip.pitch Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float pitch
```

Field Value

Type: Single
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip,LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_PlayClip.position Field

[Missing <summary> documentation for "F:AudioLog.LogData_PlayClip.position"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Vector3 position</td>
</tr>
</tbody>
</table>

### Field Value

Type: `Vector3`
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_PlayClip.scheduledDspTime Field

[Missing <summary> documentation for "F:AudioLog.LogData_PlayClip.scheduledDspTime"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public float scheduledDspTime</code></td>
</tr>
</tbody>
</table>

### Field Value
Type: [Single](#)
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace
AudioLog.LogData_PlayClip.startTime Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public float startTime

Field Value
Type: Single
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_PlayClip.volume Field

[Missing <summary> documentation for "F:AudioLog.LogData_PlayClip.volume"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public float volume</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: [Single](#)
See Also

AudioLog.LogData_PlayClip Class
AudioLog.LogData_PlayClip.LogData_PlayClip Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_SkippedPlay Class

[Missing <summary> documentation for "T:AudioLog.LogData_SkippedPlay"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public class LogData_SkippedPlay : AudioLog.LogData</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
  (Default Namespace).AudioLog.LogData
  (Default Namespace).AudioLog.LogData_SkippedPlay
See Also

AudioLog.LogData_SkippedPlay.LogData_SkippedPlay.Members
(Default Namespace) Namespace

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The `AudioLog.LogData_SkippedPlay` type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>AudioLog.LogData_SkippedPlay</code></td>
<td>Initializes a new instance of the <code>AudioLog.LogData_SkippedPlay</code> class</td>
</tr>
</tbody>
</table>
# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>delay</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
<tr>
<td>reasonForSkip</td>
<td></td>
</tr>
<tr>
<td>scheduledDspTime</td>
<td></td>
</tr>
<tr>
<td>startTime</td>
<td></td>
</tr>
<tr>
<td>volume</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_SkippedPlay Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioLog.LogData_SkippedPlay Constructor

Initializes a new instance of the AudioLog.LogData_SkippedPlay class

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public LogData_SkippedPlay()
```
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
LogData_SkippedPlay Fields

The AudioLog.LogData_SkippedPlay type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>delay</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
<tr>
<td>reasonForSkip</td>
<td></td>
</tr>
<tr>
<td>scheduledDspTime</td>
<td></td>
</tr>
<tr>
<td>startTime</td>
<td></td>
</tr>
<tr>
<td>volume</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_SkippedPlay Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioLog.LogData_SkippedPlay.audioID Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string audioID</code></td>
</tr>
</tbody>
</table>

Field Value

Type: `String`
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_SkippedPlay.category Field

[Missing <summary> documentation for "F:AudioLog.LogData_SkippedPlay.category"

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string category</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: [String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioLog.LogData_SkippedPlay.delay Field

[Missing <summary> documentation for "F:AudioLog.LogData_SkippedPlay.delay"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float delay
```

Field Value
Type: Single
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_SkippedPlay.parentObject Field

[Missing <summary> documentation for "F:AudioLog.LogData_SkippedPlay.parentObject"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public string parentObject
```

Field Value

Type: `String`
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_SkippedPlay.position Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public Vector3 position
```

**Field Value**

Type: `Vector3`
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_SkippedPlay.reasonForSkip Field

AudioLog.LogData_SkippedPlay Class  See Also  Send Feedback

[Missing <summary> documentation for
"F:AudioLog.LogData_SkippedPlay.reasonForSkip"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public string reasonForSkip
```

### Field Value

Type: [String](#)
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_SkippedPlay.scheduledDspTime Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float scheduledDspTime</td>
</tr>
</tbody>
</table>

Field Value
Type: Single
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_SkippedPlay.startTime Field

See Also Send Feedback

[Missing <summary> documentation for "F:AudioLog.LogData_SkippedPlay.startTime"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public float startTime
```

### Field Value

Type: [Single](#)
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

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ClockStone Audio Toolkit for Unity - Documentation

AudioLog.LogData_SkippedPlay.volume Field

See Also: Send Feedback

[Missing <summary> documentation for "F:AudioLog.LogData_SkippedPlay.volume"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public float volume

Field Value
Type: Single
See Also

AudioLog.LogData_SkippedPlay Class
AudioLog.LogData_SkippedPlay.LogData_SkippedPlay Members
(Default Namespace) Namespace

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[Missing <summary> documentation for "T:AudioLog.LogData_Stop" ]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public class LogData_Stop : AudioLog.LogData
```
Inheritance Hierarchy

System.Object
(Default Namespace).AudioLog.LogData
(Default Namespace).AudioLog.LogData_Stop
See Also

AudioLog, LogData_Stop, LogData_Stop Members
(Default Namespace) Namespace

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LogData_Stop Members

The AudioLog.LogData_Stop type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioLog.LogData_Stop</td>
<td>Initializes a new instance of the AudioLog.LogData_Stop class</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>clipName</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_Stop Class
(Default Namespace) Namespace

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AudioLog.LogData_Stop Constructor

namespace: (Default Namespace)
assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
public LogData_Stop()
See Also

AudioLog.LogData_Stop Class
AudioLog.LogData_Stop.LogData_Stop Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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LogData_Stop Fields

The `AudioLog.LogData_Stop` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td></td>
</tr>
<tr>
<td>category</td>
<td></td>
</tr>
<tr>
<td>clipName</td>
<td></td>
</tr>
<tr>
<td>parentObject</td>
<td></td>
</tr>
<tr>
<td>position</td>
<td></td>
</tr>
</tbody>
</table>
See Also

AudioLog.LogData_Stop Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_Stop.audioID Field

[Missing <summary> documentation for "F:AudioLog.LogData_Stop.audioID"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string audioID</code></td>
</tr>
</tbody>
</table>

## Field Value
Type: [String](#)
See Also

AudioLog::LogData_Stop Class
AudioLog::LogData_Stop::LogData_Stop Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioLog.LogData_Stop.category Field

[Missing <summary> documentation for "F:AudioLog.LogData_Stop.category"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

C#

```
public string category
```

**Field Value**

Type: *String*
See Also

AudioLog.LogData_Stop Class
AudioLog.LogData_Stop,LogData_Stop Members
(Default Namespace) Namespace

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AudioLog.LogData_Stop.clipName Field

[Missing <summary> documentation for "F:AudioLog.LogData_Stop.clipName"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string clipName</td>
</tr>
</tbody>
</table>

### Field Value

Type: **String**
See Also

AudioLog.LogData_Stop Class
AudioLog.LogData_Stop,LogData_Stop Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_Stop.parentObject Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public string parentObject

Field Value
Type: String
See Also

AudioLog.LogData_Stop Class
AudioLog.LogData_Stop,LogData_Stop Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioLog.LogData_Stop.position Field

[Missing <summary> documentation for "F:AudioLog.LogData_Stop.position"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public Vector3 position</code></td>
</tr>
</tbody>
</table>

### Field Value

**Type:** Vector3
See Also

AudioLog.LogData_Stop Class
AudioLog.LogData_Stop,LogData_Stop Members
(Default Namespace) Namespace

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AudioObject Class

Namespace: (Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

The object playing the audio clip associated with a AudioSubItem
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
</tbody>
</table>
| ```csharp
public class AudioObject : RegisteredComponent
``` |
Remarks

If audio object pooling is enabled make sure you store references to an AudioObject by using `PoolableReference<T>`
var soundFX = new PoolableReference<AudioObject>(AudioController.Play();

// some other part of the code executed later when the sound may have stopped and was moved back to the pool
AudioObject audioObject = soundFX.Get();
if( audioObject != null )
{
    // it is safe to access audioObject here
    audioObject.Stop();
}
Inheritance Hierarchy

System.Object
Object
Component
Behaviour
MonoBehaviour

(Default Namespace).RegisteredComponent

(Default Namespace).AudioObject
See Also

AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject Members

The **AudioObject** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioObject</td>
<td>Initializes a new instance of the AudioObject class</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DestroyAudioObject</strong></td>
<td>Destroys the audio object (using <a href="#">ObjectPoolController</a> if pooling is enabled)</td>
</tr>
<tr>
<td><strong>DoesBelongToCategory</strong></td>
<td>Checks if this <a href="#">AudioObject</a> belongs to a specific category</td>
</tr>
<tr>
<td><strong>FadeIn</strong></td>
<td>Fades-in a playing audio.</td>
</tr>
<tr>
<td><strong>FadeOut(Single)</strong></td>
<td>Starts a fade-out. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.</td>
</tr>
<tr>
<td><strong>FadeOut(Single, Single)</strong></td>
<td>Starts a fade-out at a specified time. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.</td>
</tr>
<tr>
<td><strong>FinishSequence</strong></td>
<td>Finishes a playing sequence, depending on the AudioItem's loop mode :</td>
</tr>
<tr>
<td></td>
<td>- <strong>LoopSequence</strong>: The sequence will stop after the current item has finished playing</td>
</tr>
<tr>
<td></td>
<td>- <strong>PlaySequenceAndLoopLast</strong>: The sequence will stop after the current item has finished playing. If the sequence is during the looping part the looping will stop after the current loop reached its end.</td>
</tr>
<tr>
<td></td>
<td>- <strong>IntroLoopOutroSequence</strong>: The sequence will stop after the current item has finished playing. If the sequence is during the looping part the outro will be played and the sequence will stop afterwards.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>InverseTransformPitch</td>
<td>Inverse pitch transformation: <em>TransformPitch(Single)</em></td>
</tr>
<tr>
<td>InverseTransformVolume</td>
<td>Inverse volume transformation <em>TransformVolume(Single)</em></td>
</tr>
<tr>
<td>IsPaused</td>
<td>Determines whether the audio clip is paused.</td>
</tr>
<tr>
<td>IsPlaying</td>
<td>Determines if either the primary or the secondary audio clip is playing.</td>
</tr>
<tr>
<td>IsPrimaryPlaying</td>
<td>Determines if the primary audio clip is playing.</td>
</tr>
<tr>
<td>IsSecondaryPlaying</td>
<td>Determines if the secondary audio clip is playing.</td>
</tr>
<tr>
<td>Pause()</td>
<td>Pauses the audio clip.</td>
</tr>
<tr>
<td>Pause(Single)</td>
<td>Pauses the audio clip with a fade-out.</td>
</tr>
<tr>
<td>Play</td>
<td>Plays the audio clip with the specified delay.</td>
</tr>
<tr>
<td>PlayAfter</td>
<td>Plays the specified audio after the current has finished playing</td>
</tr>
<tr>
<td>PlayNow</td>
<td>Plays the specified audio.</td>
</tr>
<tr>
<td>PlayScheduled</td>
<td>Plays the audio clip at the specified high precision DSP time (see the Unity AudioSettings.dspTime documentation)</td>
</tr>
<tr>
<td>Stop()</td>
<td>Stops playing this instance.</td>
</tr>
<tr>
<td>Stop(Single)</td>
<td>Stops a playing audio with fade-out.</td>
</tr>
<tr>
<td>Stop(Single, Single)</td>
<td>Stops a playing audio with fade-out at a specified time.</td>
</tr>
<tr>
<td>SwitchAudioSources</td>
<td>Switches the primary and secondary audio source</td>
</tr>
<tr>
<td>TransformPitch</td>
<td>Transforms the pitch from semitones to a multiplicative factor</td>
</tr>
<tr>
<td>TransformVolume</td>
<td>Transforms the volume to make it perceptually more intuitive to scale and cross-fade.</td>
</tr>
<tr>
<td>Unpause()</td>
<td>Unpauses the audio clip.</td>
</tr>
<tr>
<td><strong>Unpause(Single)</strong></td>
<td>Unpauses the audio clip with a fade-in.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td>Gets the audio ID.</td>
</tr>
<tr>
<td>audioItem</td>
<td>Gets the corresponding AudioSubItem</td>
</tr>
<tr>
<td>audioObjectTime</td>
<td>Returns the high precision local time of this audio object</td>
</tr>
<tr>
<td>audioTime</td>
<td>Sets or gets the current audio time relative to ClipStartTime</td>
</tr>
<tr>
<td>category</td>
<td>Gets the category.</td>
</tr>
<tr>
<td>clipLength</td>
<td>Gets the length of the clip.</td>
</tr>
<tr>
<td>completelyPlayedDelegate</td>
<td>Gets or sets the delegate to be called once an audio clip was completely played.</td>
</tr>
<tr>
<td>isFadeOutComplete</td>
<td>return true if the audio has completely faded out</td>
</tr>
<tr>
<td>isFadingIn</td>
<td>return true if the audio is currently fading in</td>
</tr>
<tr>
<td>isFadingOut</td>
<td>return true if the audio is currently fading out</td>
</tr>
<tr>
<td>isFadingOutOrScheduled</td>
<td>return true if the audio is currently fading out or is scheduled to fade out</td>
</tr>
<tr>
<td>isPlayedAsMusicOrAmbienceSound</td>
<td>Returns true if the audio object is treated as music</td>
</tr>
<tr>
<td>pan</td>
<td>Sets or gets the audio pan.</td>
</tr>
<tr>
<td>pitch</td>
<td>Sets or gets the audio pitch.</td>
</tr>
<tr>
<td>playCalledAtTime</td>
<td>Gets the systemTime at which the audio Play() function was called.</td>
</tr>
<tr>
<td>primaryAudioSource</td>
<td>returns the primary AudioSource</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>scheduledPlayingAtDspTime</td>
<td>Gets or sets the DSP time at which the audio is scheduled to play.</td>
</tr>
<tr>
<td>secondaryAudioSource</td>
<td>Returns the secondary AudioSource.</td>
</tr>
<tr>
<td>startedPlayingAtTime</td>
<td>Gets the systemTime at which the audio started playing.</td>
</tr>
<tr>
<td>stopAfterFadeOut</td>
<td>If enabled, the audio will stop playing if a fadeout is finished.</td>
</tr>
<tr>
<td>subItem</td>
<td>Gets the corresponding AudioSubItem.</td>
</tr>
<tr>
<td>timeUntilEnd</td>
<td>Gets the time until the clip will stop.</td>
</tr>
<tr>
<td>volume</td>
<td>Gets or sets the volume.</td>
</tr>
<tr>
<td>volumeItem</td>
<td>Gets or sets the volume of the audio item.</td>
</tr>
<tr>
<td>volumeTotal</td>
<td>Gets the total volume.</td>
</tr>
<tr>
<td>volumeTotalWithoutFade</td>
<td>Gets the total volume.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
(Default Namespace) Namespace

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AudioObject Constructor

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public AudioObject()
```
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject Methods

The **AudioObject** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DestroyAudioObject</td>
<td>Destroys the audio object (using ObjectPoolController if pooling is enabled)</td>
</tr>
<tr>
<td>DoesBelongToCategory</td>
<td>Checks if this AudioObject belongs to a specific category</td>
</tr>
<tr>
<td>FadeIn</td>
<td>Fades-in a playing audio.</td>
</tr>
<tr>
<td>FadeOut(Single)</td>
<td>Starts a fade-out. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.</td>
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<tr>
<td>FadeOut(Single, Single)</td>
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<td>- IntroLoopOutroSequence: The sequence will stop after the current item has finished playing. If the sequence is during the looping part the outro will be played and the sequence will stop afterwards.</td>
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<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>InverseTransformPitch</td>
<td>Inverse pitch transformation: TransformPitch(Single)</td>
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<tr>
<td>InverseTransformVolume</td>
<td>Inverse volume transformation TransformVolume(Single)</td>
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<td>Determines whether the audio clip is paused.</td>
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<tr>
<td>IsSecondaryPlaying</td>
<td>Determines if the secondary audio clip is playing.</td>
</tr>
<tr>
<td>Pause()</td>
<td>Pauses the audio clip.</td>
</tr>
<tr>
<td>Pause(Single)</td>
<td>Pauses the audio clip with a fade-out.</td>
</tr>
<tr>
<td>Play</td>
<td>Plays the audio clip with the specified delay.</td>
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<tr>
<td>PlayAfter</td>
<td>Plays the specified audio after the current has finished playing.</td>
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</tr>
<tr>
<td>Stop()</td>
<td>Stops playing this instance.</td>
</tr>
<tr>
<td>Stop(Single)</td>
<td>Stops a playing audio with fade-out.</td>
</tr>
<tr>
<td>Stop(Single, Single)</td>
<td>Stops a playing audio with fade-out at a specified time.</td>
</tr>
<tr>
<td>SwitchAudioSources</td>
<td>Switches the primary and secondary audio source.</td>
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<tr>
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<tr>
<td>Unpause()</td>
<td>Unpauses the audio clip.</td>
</tr>
<tr>
<td><strong>Unpause(Single)</strong></td>
<td>Unpauses the audio clip with a fade-in.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
(Default Namespace) Namespace

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AudioObject_DestroyAudioObject Method

AudioObject Class  See Also  Send Feedback

Destroys the audio object (using ObjectPoolController if pooling is enabled)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public void DestroyAudioObject()
```
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.DoesBelongToCategory Method

AudioObject Class See Also Send Feedback

Checks if this AudioObject belongs to a specific category

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public bool DoesBelongToCategory(
    string categoryName
)

Parameters

categoryName
Type: System.String
The name of the category

Return Value
Type: Boolean
true if the category with the specified name or one of its child categories contains the AudioItem the AudioObject belongs to.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.FadeIn Method

Fades-in a playing audio.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public void FadeIn(</td>
</tr>
<tr>
<td>float fadeInTime</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

**Parameters**

*fadeInTime*
Type: `System.Single`
The fade time in seconds.
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

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AudioObject.FadeOut Method

AudioObject Class See Also Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FadeOut(Single)</td>
<td>Starts a fade-out. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.</td>
</tr>
<tr>
<td>FadeOut(Single, Single)</td>
<td>Starts a fade-out at a specified time. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.FadeOut Method (Single)

AudioObject Class  See Also  Send Feedback

Starts a fade-out. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.

**Namespace:**  [Default Namespace]
**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public void FadeOut(
    float fadeOutLength
)
```

Parameters

`fadeOutLength`
Type: `System.Single`
The fade time in seconds. If a negative value is specified, the fade out as specified in the corresponding `FadeOut` is used


Remarks

If the audio is already fading out the requested fade-out is combined with the existing one. This function only fades-out the primary audio source.
See Also

AudioObject Class
AudioObject.AudioObject Members
FadeOut Overload
(Default Namespace) Namespace

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AudioObject.FadeOut Method (Single, Single)

Starts a fade-out at a specified time. If the AudioItem mode is a sequence, the next sub-item will continue to play after the this sub-item is completely faded out.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public void FadeOut(
    float fadeOutLength,
    float startToFadeTime
)
```

Parameters

`fadeOutLength`
Type: `System.Single`
The fade time in seconds. If a negative value is specified, the fade out as specified in the corresponding `FadeOut` is used

`startToFadeTime`
Type: `System.Single`
Fade out starts after `startToFadeTime` seconds have passed
Remarks

If the audio is already fading out the requested fade-out is combined with the existing one. This function only fades-out the primary audio source.
See Also

AudioObject Class
AudioObject.AudioObject Members
FadeOut Overload
(Default Namespace) Namespace

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AudioObject.FinishSequence Method

Finishes a playing sequence, depending on the AudioItem's loop mode:

- **LoopSequence**: The sequence will stop after the current item has finished playing.
- **PlaySequenceAndLoopLast**: The sequence will stop after the current item has finished playing. If the sequence is during the looping part the looping will stop after the current loop reached its end.
- **IntroLoopOutroSequence**: The sequence will stop after the current item has finished playing. If the sequence is during the looping part the outro will be played and the sequence will stop afterwards.

**Namespace**: (Default Namespace)

**Assembly**: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public void FinishSequence()
```
Remarks

Has no effect if the audio is not in a sequence loop mode.
See Also

AudioObject Class
AudioObject, AudioObject Members
(Default Namespace) Namespace
(Default Namespace).AudioItem.LoopMode

Send comments on this topic to ClockStone Support Email

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AudioObject.InverseTransformPitch Method

Inverse pitch transformation: **TransformPitch(Single)**

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| public static float InverseTransformPitch(  
  float pitch  
) |

### Parameters

**pitch**

Type: `System.Single`
The transformed pitch

### Return Value

Type: `Single`
The pitch shift in semitones
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Inverse volume transformation **TransformVolume(Single)**

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static float InverseTransformVolume(
    float volume
)
```

Parameters

`volume`
Type: `System.Single`
The volume to inverse-transform.

Return Value

Type: `Single`
The inverse-transformed volume
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Determines whether the audio clip is paused.

**Namespace:** *(Default Namespace)*  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool IsPaused(
    bool returnTrueIfStillFadingOut = true
)
```

Parameters

`returnTrueIfStillFadingOut` (Optional)
Type: `System.Boolean`
If `true` the function will return `true` even if the item is still fading out due to a Pause request with a fade-out.

Return Value

Type: `Boolean`
`true` if paused; otherwise, `false`.
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

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AudioObject.IsPlaying Method

Determines if either the primary or the secondary audio clip is playing.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool IsPlaying()</td>
</tr>
</tbody>
</table>

### Return Value

Type: **Boolean**

- **true** if the audio clip is playing; otherwise, **false**.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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Determine if the primary audio clip is playing.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public bool IsPrimaryPlaying()
```

### Return Value

Type: `Boolean`

- `true` if the audio clip is playing; otherwise, `false`. 
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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Determine if the secondary audio clip is playing.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool IsSecondaryPlaying()
```

Return Value

Type: `Boolean`

`true` if the audio clip is playing; otherwise, `false`.
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.Pause Method

AudioObject Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pause()</td>
<td>Pauses the audio clip.</td>
</tr>
<tr>
<td>Pause(Single)</td>
<td>Pauses the audio clip with a fade-out.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Pauses the audio clip.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public void Pause()</code></td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
AudioObject,AudioObject Members
Pause Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.Pause Method (Single)

Pauses the audio clip with a fade-out.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public void Pause(
    float fadeOutTime
)
```

Parameters

`fadeOutTime`
Type: `System.Single`
The fade-out time in seconds.
See Also

AudioObject Class
AudioObject.AudioObject Members
Pause Overload
(Default Namespace) Namespace

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AudioObject.Play Method

Plays the audio clip with the specified delay.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public void Play(  
    float delay = 0f
)

Parameters

delay (Optional)
Type: System.Single
The delay [Default=0].
See Also

AudioObject Class  
AudioObject.AudioObject Members  
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
Plays the specified audio after the current has finished playing

**Namespace:**  [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

#### C#

```csharp
public void PlayAfter(
    string audioID,
    double deltaDspTime = 0,
    float volume = 1f,
    float startTime = 0f
)
```

### Parameters

**audioID**
Type: `System.String`
The audioID to be played.

**deltaDspTime (Optional)**
Type: `System.Double`
Optional delta time (high precision DSP time), Default = 0.

**volume (Optional)**
Type: `System.Single`
The volume [Default = 0].

**startTime (Optional)**
Type: `System.Single`
The start time [Default = 0].
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
Plays the specified audio.

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

#### C#

```csharp
public void PlayNow(
    string audioID,
    float delay = 0f,
    float volume = 1f,
    float startTime = 0f
)
```

### Parameters

- **audioID**
  - Type: `System.String`
  - The audioID to be played.

- **delay** (Optional)
  - Type: `System.Single`
  - Start playing after this amount of seconds [Default = 0].

- **volume** (Optional)
  - Type: `System.Single`
  - The volume [Default = 0].

- **startTime** (Optional)
  - Type: `System.Single`
  - The start time [Default = 0].
Remarks

Does not stop the secondary audio source (if playing). See SwitchAudioSources().
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

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AudioObject.PlayScheduled Method

Plays the audio clip at the specified high precision DSP time (see the Unity AudioSettings.dspTime documentation)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public void PlayScheduled(
    double dspTime
)
```

## Parameters

**dspTime**

Type: `System.Double`

The high precision DSP time.
See Also

AudioObject Class
AudioObject, AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioObject.Stop Method

AudioObject Class
See Also
Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stop()</td>
<td>Stops playing this instance.</td>
</tr>
<tr>
<td>Stop(Single)</td>
<td>Stops a playing audio with fade-out.</td>
</tr>
<tr>
<td>Stop(Single, Single)</td>
<td>Stops a playing audio with fade-out at a specified time.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.Stop Method

Stops playing this instance.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
public void Stop()
Remarks

Uses fade out as specified in the corresponding FadeOut.
See Also

AudioObject Class
AudioObject.AudioObject Members
Stop Overload
(Default Namespace) Namespace

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AudioObject.Stop Method (Single)

Stops a playing audio with fade-out.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public void Stop(
    float fadeOutLength
)
```

Parameters

`fadeOutLength`
Type: `System.Single`
The fade time in seconds. If a negative value is specified, the fade out as specified in the corresponding `FadeOut` is used.
See Also

AudioObject Class
AudioObject.AudioObject Members
Stop Overload
(Default Namespace) Namespace

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AudioObject.Stop Method (Single, Single)

Stops a playing audio with fade-out at a specified time.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| ```csharp
public void Stop(
    float fadeOutLength,
    float startToFadeTime
)
``` |

**Parameters**

*fadeOutLength*
Type: `System.Single`
The fade time in seconds. If a negative value is specified, the fade out as specified in the corresponding `fadeOut` is used

*startToFadeTime*
Type: `System.Single`
Fade out starts after `startToFadeTime` seconds have passed
Remarks

If the audio is already fading out the requested fade-out is combined with the existing one.
See Also

AudioObject Class
AudioObject.AudioObject Members
Stop Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Switches the primary and secondary audio source

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public void SwitchAudioSources()
```
Remarks

This way a single AudioObject can play two audio clips at the same time. You can use it e.g. to cross fade between two audios using the same AudioObject.
Examples

playingAudioObject.FadeOut( 3 );
playingAudioObject.SwitchAudioSources(); playingAudioObject.PlayNow( "otherAudioID" ); playingAudioObject.FadeIn( 3 );
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject.TransformPitch Method

AudioObject Class See Also Send Feedback

Transforms the pitch from semitones to a multiplicative factor

Namespace:  (Default Namespace)
Assembly:  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| ```csharp
public static float TransformPitch(
    float pitchSemiTones
)
``` |

### Parameters

**pitchSemiTones**

Type: `System.Single`

The pitch shift in semitones to transform.

### Return Value

Type: `Single`

The transformed pitch = \( \text{Pow}(2, \frac{\text{pitch}}{12}) \)
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.TransformVolume Method

Transforms the volume to make it perceptually more intuitive to scale and cross-fade.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static float TransformVolume(
    float volume
)
```

Parameters

`volume`

Type: `System.Single`

The volume to transform.

Return Value

Type: `Single`

The transformed volume = `Pow(volume, 1.6)`
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioObject.Unpause Method

AudioObject Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unpause()</td>
<td>Unpauses the audio clip.</td>
</tr>
<tr>
<td>Unpause(Single)</td>
<td>Unpauses the audio clip with a fade-in.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
Unpauses the audio clip.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

C#

```csharp
public void Unpause()
```
See Also

AudioObject Class
AudioObject.AudioObject Members
Unpause Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Unpauses the audio clip with a fade-in.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public void Unpause(
    float fadeInTime
)
```

### Parameters

**fadeInTime**
- **Type:** `System.Single`
- The fade-in time in seconds.
See Also

AudioObject Class
AudioObject.AudioObject Members
Unpause Overload
(Default Namespace) Namespace

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The **AudioObject** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>audioID</td>
<td>Gets the audio ID.</td>
</tr>
<tr>
<td>audioItem</td>
<td>Gets the corresponding AudioSubItem</td>
</tr>
<tr>
<td>audioObjectTime</td>
<td>Returns the high precision local time of this audio object</td>
</tr>
<tr>
<td>audioTime</td>
<td>Sets or gets the current audio time relative to ClipStartTime</td>
</tr>
<tr>
<td>category</td>
<td>Gets the category.</td>
</tr>
<tr>
<td>clipLength</td>
<td>Gets the length of the clip.</td>
</tr>
<tr>
<td>completelyPlayedDelegate</td>
<td>Gets or sets the delegate to be called once an audio clip was completely played.</td>
</tr>
<tr>
<td>isFadeOutComplete</td>
<td>return true if the audio has completely faded out</td>
</tr>
<tr>
<td>isFadingIn</td>
<td>return true if the audio is currently fading in</td>
</tr>
<tr>
<td>isFadingOut</td>
<td>return true if the audio is currently fading out</td>
</tr>
<tr>
<td>isFadingOutOrScheduled</td>
<td>return true if the audio is currently fading out or is scheduled to fade out</td>
</tr>
<tr>
<td>isPlayedAsMusicOrAmbienceSound</td>
<td>Returns true if the audio object is treated as music</td>
</tr>
<tr>
<td>pan</td>
<td>Sets or gets the audio pan.</td>
</tr>
<tr>
<td>pitch</td>
<td>Sets or gets the audio pitch.</td>
</tr>
<tr>
<td>playCalledAtTime</td>
<td>Gets the systemTime at which the audio Play() function was called.</td>
</tr>
<tr>
<td>primaryAudioSource</td>
<td>returns the primary AudioSource</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>scheduledPlayingAtDspTime</code></td>
<td>Gets or sets the DSP time at which the audio is scheduled to play.</td>
</tr>
<tr>
<td><code>secondaryAudioSource</code></td>
<td>Returns the secondary AudioSource.</td>
</tr>
<tr>
<td><code>startedPlayingAtTime</code></td>
<td>Gets the systemTime at which the audio started playing.</td>
</tr>
<tr>
<td><code>stopAfterFadeOut</code></td>
<td>If enabled, the audio will stop playing if a fadeout is finished.</td>
</tr>
<tr>
<td><code>subItem</code></td>
<td>Gets the corresponding AudioSubItem.</td>
</tr>
<tr>
<td><code>timeUntilEnd</code></td>
<td>Gets the time until the clip will stop.</td>
</tr>
<tr>
<td><code>volume</code></td>
<td>Gets or sets the volume.</td>
</tr>
<tr>
<td><code>volumeItem</code></td>
<td>Gets or sets the volume of the audio item.</td>
</tr>
<tr>
<td><code>volumeTotal</code></td>
<td>Gets the total volume.</td>
</tr>
<tr>
<td><code>volumeTotalWithoutFade</code></td>
<td>Gets the total volume.</td>
</tr>
</tbody>
</table>
See Also

AudioObject Class
(Default Namespace) Namespace

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AudioObject.audioID Property

Gets the audio ID.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public string audioID { get; }

Property Value

Type: String
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.audioItem Property

Gets the corresponding AudioSubItem

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioItem audioItem { get; }
```

Property Value

Type: [AudioItem](#)
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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Returns the high precision local time of this audio object

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public double audioObjectTime { get; }</td>
</tr>
</tbody>
</table>

### Property Value

Type: [Double](#)
Remarks

The local time is paused when the audio object is paused.
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

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Sets or gets the current audio time relative to `ClipStartTime`

**Namespace:** [Default Namespace](#)  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float audioTime { get; set; }
```

Property Value
Type: Single
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject.category Property

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the category.
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public AudioCategory category { get; }</code></td>
</tr>
</tbody>
</table>

### Property Value

Type: [AudioCategory](#)
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.clipLength Property

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the length of the clip.
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>

```csharp
public float clipLength { get; }
```

**Property Value**

Type: [Single](#)
Remarks

Is effected by ClipStopTime and ClipStartTime
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.completelyPlayedDelegate Property

AudioObject Class See Also Send Feedback

Gets or sets the delegate to be called once an audio clip was completely played.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public AudioObject.AudioEventDelegate completelyPlayedDelegate;
```

### Property Value

Type: [AudioObject.AudioEventDelegate](#)
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject.isPlayingProperty

AudioObject Class See Also Send Feedback

return true if the audio has completely faded out

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool isFadeOutComplete { get; }
```

Property Value

Type: Boolean
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.isFadingIn Property

return `true` if the audio is currently fading in

**Namespace:**  [(Default Namespace)](default_namespace)

**Assembly:**  AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool isFadingIn { get; }</td>
</tr>
</tbody>
</table>

## Property Value

Type: [Boolean](#)
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.isFadingOut Property

AudioObject Class See Also Send Feedback

return true if the audio is currently fading out

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool isFadingOut { get; }
```

Property Value
Type: Boolean
Remarks

If the fade-out is complete then `isFadingOut` return `false` and `isFadeOutComplete` returns `true`
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject.isFadingOutOrScheduled Property

AudioObject Class See Also Send Feedback

return true if the audio is currently fading out or is scheduled to fade out

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public bool isFadingOutOrScheduled { get; }
```

**Property Value**

Type: Boolean
Remarks

`isFadingOutOrScheduled` returns `true` even if the fade out is complete.
See Also

AudioObject Class
AudioObject Members
(Default Namespace) Namespace

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AudioObject.isPlayingAsMusicOrAmbienceSound Property

AudioObject Class See Also Send Feedback

Returns true if the audio object is treated as music

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool isPlayedAsMusicOrAmbienceSound { get; }
```

Property Value

Type: Boolean
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Sets or gets the audio pan.

**Namespace:** ([Default Namespace](#))
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public float pan { get; set; }
```

**Property Value**

Type: [Single](#)
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioObject.pitch Property

Sets or gets the audio pitch.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public float pitch { get; set; }</code></td>
</tr>
</tbody>
</table>

**Property Value**

Type: [Single](#)
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject.playCalledAtTime Property

Gets the `systemTime` at which the audio `Play()` function was called.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public double playCalledAtTime { get; }
```

### Property Value

Type: [Double](#)
Remarks

If a play was scheduled or delayed, the actual time at which the audio started playing is different.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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returns the primary AudioSource

Namespace: ([Default Namespace])
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioSource primaryAudioSource { get; }
```

Property Value
Type: AudioSource
Remarks

some features like "loop sequence" require an additional AudioSource. Functions like Stop(), FadeIn(), etc. always act on the primary audio source.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.scheduledPlayingAtDspTime Property

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets or sets the DSP time at which the audio is scheduled to play.
Syntax

C#

```csharp
public double scheduledPlayingAtDspTime { get; set; }
```

Return Value

Type: `Double`

Returns -1 if no audio is scheduled.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
returns the secondary AudioSource

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioSource secondaryAudioSource { get; }
```

Property Value

Type: `AudioSource`
Remarks

some features like "loop sequence" require an additional AudioSource. Functions like Stop(), FadeIn(), etc. always act on the primary audio source.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.startedPlayingAtTime Property

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the `systemTime` at which the audio started playing.
Syntax

C#

```csharp
public double startedPlayingAtTime { get; }
```

Property Value

Type: Double
Remarks

If a play was scheduled or delayed, this value is different than playCalledAtTime
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

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AudioObject.stopAfterFadeOut Property

If enabled, the audio will stop playing if a fadeout is finished.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>

```csharp
public bool stopAfterFadeOut { get; set; }
```

**Property Value**

Type: **Boolean**
Remarks

Enabled by default.
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.subItem Property

Gets the corresponding AudioSubItem

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public AudioSubItem subItem { get; }
```

### Property Value

Type: [AudioSubItem](#)
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioObject.timeUntilEnd Property

Gets the time until the clip will stop.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float timeUntilEnd { get; }</td>
</tr>
</tbody>
</table>

Property Value

Type: Single
Remarks

Is effected by ClipStopTime
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

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AudioObject.volume Property

Gets or sets the volume.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

C#

```csharp
public float volume { get; set; }
```

**Property Value**

Type: Single
Remarks

This is the adjusted volume value with which the Audio clip is currently playing. It is the value resulting from multiplying the volume of the subitem, item, the category, and the script parameter. It does not contain the global volume or the fading value.

"Adjusted" means that the value does not equal Unity's internal audio clip volume value, because Unity's volume range is not distributed in a perceptually even manner.

```csharp
unityVolume = Mathf.Pow( adjustedVolume, 1.6 )
```
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.volumeItem Property

Gets or sets the volume of the audio item.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float volumeItem { get; set; }</td>
</tr>
</tbody>
</table>

**Property Value**

Type: Single
Remarks

This is the adjusted volume value with which the Audio clip is currently playing. It is the value resulting from multiplying the volume of the subitem and the item. It does not contain the global volume, the category, the script parameter, or the fading value.

"Adjusted" means that the value does not equal Unity's internal audio clip volume value, because Unity's volume range is not distributed in a perceptually even manner.

\[ \text{unityVolume} = \text{Mathf.Pow}( \text{adjustedVolume}, 1.6 ) \]
See Also

AudioObject Class
AudioObject.AudioObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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AudioObject.volumeTotal Property

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the total volume.
Syntax

C#

```csharp
public float volumeTotal { get; }
```

Property Value

Type: Single
Remarks

This is the adjusted volume value with which the Audio clip is currently playing. It is the value resulting from multiplying the volume of the subitem, item, the category, the script parameter, the global volume, and the fading value.

"Adjusted" means that the value does not equal Unity's internal audio clip volume value, because Unity's volume range is not distributed in a perceptually even manner.

```csharp
unityVolume = Mathf.Pow( adjustedVolume, 1.6 )
```
AudioObject.volumeTotalWithoutFade Property

Gets the total volume.

Namespace: (Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```
public float volumeTotalWithoutFade { get; }
```

Property Value
Type: Single
Remarks

This is the adjusted volume value with which the Audio clip is currently playing without fade in/out. It is the value resulting from multiplying the volume of the subitem, item, the category, the script parameter, the global volume and sound muting.

"Adjusted" means that the value does not equal Unity's internal audio clip volume value, because Unity's volume range is not distributed in a perceptually even manner.

unityVolume = Mathf.Pow( adjustedVolume, 1.6 )
See Also

AudioObject Class
AudioObject,AudioObject Members
(Default Namespace) Namespace

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The audio event delegate type.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public delegate void AudioEventDelegate(
    AudioObject audioObject
)
```

### Parameters

- **audioObject**
  - Type: [(Default Namespace).AudioObject](#)
See Also

*(Default Namespace) Namespace*

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AudioPickSubItemMode Enumeration

Used by AudioItem to determine which AudioSubItem is chosen.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th><strong>C#</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>public enum AudioPickSubItemMode</td>
</tr>
</tbody>
</table>
### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disabled</td>
<td>0</td>
<td>disables playback</td>
</tr>
<tr>
<td>Random</td>
<td>1</td>
<td>chooses a random subitem with a probability in proportion to Probability</td>
</tr>
<tr>
<td>RandomNotSameTwice</td>
<td>2</td>
<td>chooses a random subitem with a probability in proportion to Probability and makes sure it is not played twice in a row (if possible)</td>
</tr>
<tr>
<td>Sequence</td>
<td>3</td>
<td>chooses the subitems in a sequence one after the other starting with the first</td>
</tr>
<tr>
<td>SequenceWithRandomStart</td>
<td>4</td>
<td>chooses the subitems in a sequence one after the other starting with a random subitem</td>
</tr>
<tr>
<td>AllSimultaneously</td>
<td>5</td>
<td>chooses all subitems at the same time</td>
</tr>
<tr>
<td>TwoSimultaneously</td>
<td>6</td>
<td>chooses two different subitems at the same time (if possible)</td>
</tr>
<tr>
<td>StartLoopSequenceWithFirst</td>
<td>7</td>
<td>always chooses the first subitem. Intended to be used with with a AudioItem_LOOPMODE</td>
</tr>
<tr>
<td>RandomNotSameTwiceOddsEvens</td>
<td>8</td>
<td>Same as RandomNotSameTwice</td>
</tr>
</tbody>
</table>
but only picks from odds or evens switching every time. Useful for footsteps left/right
See Also

(Default Namespace) Namespace

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An AudioSubItem represents a specific Unity audio clip.

**Namespace:** ([Default Namespace])

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
</tbody>
</table>
| `[SerializableAttribute]`  
  `public class AudioSubItem` |
Remarks

Add your AudioSubItem to an AudioItem using the Unity inspector.
Inheritance Hierarchy

System.Object
(Default Namespace).AudioSubItem
See Also

AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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The **AudioSubItem** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AudioSubItem()</td>
<td>Initializes a new instance of the AudioSubItem class</td>
</tr>
<tr>
<td>AudioSubItem(AudioSubItem, AudioItem)</td>
<td>Copy constructor</td>
</tr>
</tbody>
</table>
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ToString</strong></td>
<td>Returns the name of the audio clip for debugging. (Overrides <code>Object.ToString()</code>.)</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clip</strong></td>
<td>Specifies the <strong>AudioClip</strong> to be played in case of the <strong>Item</strong> mode.</td>
</tr>
<tr>
<td><strong>ClipStartTime</strong></td>
<td>Offsets the the audio clip start time (in seconds).</td>
</tr>
<tr>
<td><strong>ClipStopTime</strong></td>
<td>Ends playing the audio at this time (in seconds).</td>
</tr>
<tr>
<td><strong>Delay</strong></td>
<td>Defers the playback of the audio sub-item for <strong>Delay</strong> seconds.</td>
</tr>
<tr>
<td><strong>DisableOtherSubitems</strong></td>
<td>If enabled all other subitems which do not have this option enabled will not be played. Useful for testing specific subitems within a large list of subitems.</td>
</tr>
<tr>
<td><strong>FadeIn</strong></td>
<td>Automatic fade-in in seconds</td>
</tr>
<tr>
<td><strong>FadeOut</strong></td>
<td>Automatic fade-out in seconds</td>
</tr>
<tr>
<td><strong>individualSettings</strong></td>
<td>List of attribute names that have individual settings, ie. that are not inherited by the parent AudioItem</td>
</tr>
<tr>
<td><strong>ItemModeAudioID</strong></td>
<td>Specifies the <strong>audioID</strong> to be played in case of the <strong>Item</strong> mode</td>
</tr>
<tr>
<td><strong>Pan2D</strong></td>
<td>Alters the pan: -1..left, +1..right</td>
</tr>
<tr>
<td><strong>PitchShift</strong></td>
<td>Alters the pitch in units of semitones (thus 12 = twice the speed)</td>
</tr>
<tr>
<td><strong>Probability</strong></td>
<td>If multiple sub-items are defined within an audio item, the specific audio clip is chosen with a probability in proportion to the <strong>Probability</strong> value.</td>
</tr>
<tr>
<td><strong>RandomDelay</strong></td>
<td>Randomly adds a delay between 0 and RandomDelay</td>
</tr>
<tr>
<td><strong>RandomPitch</strong></td>
<td>Randomly shifts the pitch in units of semitones (thus 12 = twice the speed)</td>
</tr>
<tr>
<td><strong>RandomStartPosition</strong></td>
<td>Starts playing at a random position.</td>
</tr>
<tr>
<td><strong>RandomVolume</strong></td>
<td>Randomly shifts the volume +/- this value</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td><strong>SubItemType</strong></td>
<td>Specifies the type of this AudioSubItem</td>
</tr>
<tr>
<td><strong>Volume</strong></td>
<td>The volume applied to the audio sub-item.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>item</td>
<td>the <em>AudioItem</em> the sub-item belongs to.</td>
</tr>
</tbody>
</table>
See Also

AudioSubItem Class
(Default Namespace) Namespace

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AudioSubItem Constructor

AudioSubItem Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>AudioSubItem()</code></td>
<td>Initializes a new instance of the <code>AudioSubItem</code> class</td>
</tr>
<tr>
<td><code>AudioSubItem(AudioSubItem, AudioItem)</code></td>
<td>Copy constructor</td>
</tr>
</tbody>
</table>
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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Initialized a new instance of the AudioSubItem class

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioSubItem()
```
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
AudioSubItem Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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Copy constructor

**Namespace:** *(Default Namespace)*

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public AudioSubItem(
    AudioSubItem orig,
    AudioItem item
)
```

### Parameters

**orig**
Type: `(Default Namespace).AudioSubItem`  
[Missing `<param name="orig"/> documentation for "M:AudioSubItem.#ctor(AudioSubItem,AudioItem)"`]

**item**
Type: `(Default Namespace).AudioItem`  
[Missing `<param name="item"/> documentation for "M:AudioSubItem.#ctor(AudioSubItem,AudioItem)"`]

See Also

AudioSubItem Class
AudioSubItem::AudioSubItem Members
AudioSubItem Overload
(Default Namespace) Namespace

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AudioSubItem Fields

The AudioSubItem type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clip</strong></td>
<td>Specifies the <strong>AudioClip</strong> to be played in case of the <strong>Item</strong> mode.</td>
</tr>
<tr>
<td><strong>ClipStartTime</strong></td>
<td>Offsets the the audio clip start time (in seconds).</td>
</tr>
<tr>
<td><strong>ClipStopTime</strong></td>
<td>Ends playing the audio at this time (in seconds).</td>
</tr>
<tr>
<td><strong>Delay</strong></td>
<td>Defers the playback of the audio sub-item for <strong>Delay</strong> seconds.</td>
</tr>
<tr>
<td><strong>DisableOtherSubitems</strong></td>
<td>If enabled all other subitems which do not have this option enabled will not be played. Useful for testing specific subitems within a large list of subitems.</td>
</tr>
<tr>
<td><strong>FadeIn</strong></td>
<td>Automatic fade-in in seconds</td>
</tr>
<tr>
<td><strong>FadeOut</strong></td>
<td>Automatic fade-out in seconds</td>
</tr>
<tr>
<td><strong>individualSettings</strong></td>
<td>List of attribute names that have individual settings, ie. that are not inherited by the parent AudioItem</td>
</tr>
<tr>
<td><strong>ItemModeAudioID</strong></td>
<td>Specifies the <strong>audioID</strong> to be played in case of the <strong>Item</strong> mode</td>
</tr>
<tr>
<td><strong>Pan2D</strong></td>
<td>Alters the pan: -1..left, +1..right</td>
</tr>
<tr>
<td><strong>PitchShift</strong></td>
<td>Alters the pitch in units of semitones (thus 12 = twice the speed)</td>
</tr>
<tr>
<td><strong>Probability</strong></td>
<td>If multiple sub-items are defined within an audio item, the specific audio clip is chosen with a probability in proportion to the <strong>Probability</strong> value.</td>
</tr>
<tr>
<td><strong>RandomDelay</strong></td>
<td>Randomly adds a delay between 0 and RandomDelay</td>
</tr>
<tr>
<td><strong>RandomPitch</strong></td>
<td>Randomly shifts the pitch in units of semitones (thus 12 = twice the speed)</td>
</tr>
<tr>
<td><strong>RandomStartPosition</strong></td>
<td>Starts playing at a random position.</td>
</tr>
<tr>
<td><strong>RandomVolume</strong></td>
<td>Randomly shifts the volume +/- this value</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------------------</td>
</tr>
<tr>
<td><strong>SubItemType</strong></td>
<td>Specifies the type of this AudioSubItem</td>
</tr>
<tr>
<td><strong>Volume</strong></td>
<td>The volume applied to the audio sub-item</td>
</tr>
</tbody>
</table>
See Also

AudioSubItem Class
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
Specifies the **AudioClip** to be played in case of the **Item** mode.

**Namespace:** [Default Namespace](#)  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public AudioClip Clip</td>
</tr>
</tbody>
</table>

**Field Value**
Type: AudioClip
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioSubItem.ClipStartTime Field

Offsets the audio clip start time (in seconds).

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

```c#
public float ClipStartTime
```

### Field Value

Type: **Single**
Remarks

Does not work with looping.
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioSubItem.ClipStopTime Field

Ends playing the audio at this time (in seconds).

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float ClipStopTime
```

Field Value

Type: Single
Remarks

Can be used as a workaround for an unknown clip length (e.g. for tracker files)
See Also

AudioSubItem Class
AudioSubItem,AudioSubItem Members
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
Defers the playback of the audio sub-item for **Delay** seconds.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public float Delay</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: [Single](#)
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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AudioSubItem.DisableOtherSubitems Field

If enabled all other subitems which do not have this option enabled will not be played. Useful for testing specific subitems within a large list of subitems.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public bool DisableOtherSubitems
```

## Field Value

Type: [Boolean](#)
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioSubItem.FadeIn Field

Automatic fade-in in seconds

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public float FadeIn
```

### Field Value

Type: [Single](#)
See Also

AudioSubItem Class
AudioSubItem,AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
Automatic fade-out in seconds

**Namespace:** [(Default Namespace)](Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public float FadeOut</td>
</tr>
</tbody>
</table>

### Field Value

Type: [Single](#)
See Also

AudioSubItem Class

AudioSubItem.AudioSubItem Members

(Default Namespace) Namespace

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AudioSubItem.individualSettings Field

List of attribute names that have individual settings, i.e. that are not inherited by the parent AudioItem

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

<table>
<thead>
<tr>
<th>Field Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type: <code>List&lt;String&gt;</code></td>
</tr>
</tbody>
</table>
See Also

AudioSubItem Class
AudioSubItem Members
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
Specifies the **audioID** to be played in case of the **Item** mode

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public string ItemModeAudioID
```

Field Value

Type: String
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
AudioSubItem.Pan2D Field

Alters the pan: -1..left, +1..right

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th><strong>Syntax</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public float Pan2D</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: [Single](#)
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
Alters the pitch in units of semitones (thus 12 = twice the speed)

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float PitchShift
```

Field Value

Type: Single
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
If multiple sub-items are defined within an audio item, the specific audio clip is chosen with a probability in proportion to the **Probability** value.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float Probability
```

Field Value
Type: Single
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace
AudioSubItem.RandomDelay Field

Randomly adds a delay between 0 and RandomDelay

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public float RandomDelay</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: [Single](#)
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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AudioSubItem.RandomPitch Field

Randomly shifts the pitch in units of semitones (thus 12 = twice the speed)

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public float RandomPitch

Field Value
Type: Single
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioSubItem.RandomStartPosition Field

Starts playing at a random position.

**Namespace:** [(Default Namespace)](Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool RandomStartPosition</td>
</tr>
</tbody>
</table>

## Field Value

Type: [Boolean](#)
Remarks

Useful for audio loops.
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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AudioSubItem.RandomVolume Field

Randomly shifts the volume +/- this value

Namespace: [(Default Namespace)](Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float RandomVolume
```

Field Value
Type: Single
See Also

AudioSubItem Class
AudioSubItem,AudioSubItem Members
(Default Namespace) Namespace

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Specifies the type of this **AudioSubItem**

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public AudioSubItemType SubItemType
```

Field Value

Type: [AudioSubItemType](#)
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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AudioSubItem.Volume Field

The volume applied to the audio sub-item.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public float Volume
```

Field Value

Type: Single
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
The **AudioSubItem** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ToString</td>
<td>Returns the name of the audio clip for debugging. (Overrides Object.ToString().)</td>
</tr>
</tbody>
</table>
See Also

AudioSubItem Class

(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
AudioSubItem.ToString Method

Returns the name of the audio clip for debugging.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public override string ToString()</code></td>
</tr>
</tbody>
</table>

### Return Value

Type: `String`
The debug output string.
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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The `AudioSubItem` type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>item</td>
<td>the AudioItem the sub-item belongs to.</td>
</tr>
</tbody>
</table>
See Also

AudioSubItem Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
Copyright (c) 2012 by ClockStone Software GmbH
the **AudioItem** the sub-item belongs to.

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

C#

```csharp
public AudioItem item { get; }
```

**Property Value**

Type: [AudioItem](#)
See Also

AudioSubItem Class
AudioSubItem.AudioSubItem Members
(Default Namespace) Namespace

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AudioSubItemType Enumeration

The type of an AudioSubItem

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public enum AudioSubItemType</code></td>
</tr>
</tbody>
</table>
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clip</td>
<td>0</td>
<td>The <a href="#">AudioSubItem</a> plays an <a href="#">AudioClip</a></td>
</tr>
<tr>
<td>Item</td>
<td>1</td>
<td>The <a href="#">AudioSubItem</a> plays an <a href="#">AudioItem</a></td>
</tr>
</tbody>
</table>
See Also

(Default Namespace) Namespace

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IRegisteredComponent Interface

[Missing <summary> documentation for "T:IRegisteredComponent" ]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public interface IRegisteredComponent
```
See Also

IRegisteredComponent, IRegisteredComponent Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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The **IRegisteredComponent** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>⚠️ GetRegisteredComponentBaseClassType</td>
<td></td>
</tr>
</tbody>
</table>
See Also

IRegisteredComponent Interface
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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The **IRegisteredComponent** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍃 GetRegisteredComponentBaseClassType</td>
<td></td>
</tr>
</tbody>
</table>
See Also

IRegisteredComponent Interface
(Default Namespace) Namespace

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IRegisteredComponent.GetRegisteredComponentBaseClassType Method
IRegisteredComponent Interface See Also Send Feedback

[Missing <summary> documentation for "M:IRegisteredComponent.GetRegisteredComponentBaseClassType"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Type GetRegisteredComponentBaseClassType()</code></td>
</tr>
</tbody>
</table>

### Return Value

Type: `Type`

[Missing `<returns>` documentation for "M:IRegisteredComponent.GetRegisteredComponentBaseClassType"]
See Also

IRegisteredComponent Interface
IRegisteredComponent, IRegisteredComponent Members
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
A static class used to create and destroy poolable objects.

**Namespace:** ([Default Namespace](#))

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public static class ObjectPoolController
Remarks

What is pooling?

GameObject.Instantiate(...) calls are relatively time expensive. If objects of the same type are frequently created and destroyed it is good practice to use object pools, particularly on mobile devices. This can greatly reduce the performance impact for object creation and garbage collection.

How does pooling work?

Instead of actually destroying object instances, they are just set inactive and moved to an object "pool". If a new object is requested it can then simply be pulled from the pool, instead of creating a new instance.

Awake(), Start() and OnDestroy() are called if objects are retrieved from or moved to the pool like they were instantiated and destroyed normally.
Examples

How to set up a prefab for pooling:

1. Add the PoolableObject script component to the prefab to be pooled. You can set the maximum number of objects to be be stored in the pool from within the inspector.

2. Replace all `Instantiate( myPrefab )` calls with `ObjectPoolController.Instantiate( myPrefab )`

3. Replace all `Destroy( myObjectInstance )` calls with `ObjectPoolController.Destroy( myObjectInstance )`

Attention: Be aware that:

- All data must get initialized in the Awake() or Start() function
- `OnDestroy()` will get called a second time once the object really gets destroyed by Unity
- If a poolable objects gets parented to none-poolable object, the parent must be destroyed using `ObjectPoolController.Destroy( ... )` even if it is none-poolable itself.
- If you store a reference to a poolable object then this reference does not evaluate to `null` after `ObjectPoolController.Destroy( ... )` was called like other references to Unity objects normally would. This is because the object still exists - it is just in the pool. To make sure that a stored reference to a poolable object is still valid you must use `PoolableReference<T>`.
Inheritance Hierarchy

System.Object
(Default Namespace).ObjectPoolController
See Also

ObjectPoolController, ObjectPoolController Members
(Default Namespace) Namespace
(Default Namespace). PoolableObject

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The **ObjectPoolController** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Destroy</strong></td>
<td>Destroys the specified game object, respectively sets the object inactive and adds it to the pool.</td>
</tr>
<tr>
<td><strong>Instantiate(GameObject)</strong></td>
<td>Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.</td>
</tr>
<tr>
<td><strong>Instantiate(GameObject, Vector3, Quaternion)</strong></td>
<td>Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.</td>
</tr>
<tr>
<td><strong>InstantiateWithoutPool&lt;GameObject&gt;</strong></td>
<td>Instantiates the specified prefab without using pooling.</td>
</tr>
<tr>
<td><strong>InstantiateWithoutPool&lt;GameObject, Vector3, Quaternion&gt;</strong></td>
<td>Instantiates the specified prefab without using pooling.</td>
</tr>
<tr>
<td><strong>Preload</strong></td>
<td>Preloads as many instances to the pool so that there are at least as many as specified in <code>preloadCount</code>.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![icon] s</td>
<td>isDuringPreload</td>
</tr>
</tbody>
</table>
See Also

ObjectPoolController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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The **ObjectPoolController** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![icon] Destroy</td>
<td>Destroys the specified game object, respectively sets the object inactive and adds it to the pool.</td>
</tr>
<tr>
<td>![icon] Instantiate(GameObject)</td>
<td>Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.</td>
</tr>
<tr>
<td>![icon] Instantiate(GameObject, Vector3, Quaternion)</td>
<td>Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.</td>
</tr>
<tr>
<td>![icon] InstantiateWithoutPool&lt;GameObject&gt;</td>
<td>Instantiates the specified prefab without using pooling. from the pool.</td>
</tr>
<tr>
<td>![icon] InstantiateWithoutPool&lt;GameObject, Vector3, Quaternion&gt;</td>
<td>Instantiates the specified prefab without using pooling. from the pool.</td>
</tr>
<tr>
<td>![icon] Preload</td>
<td>Preloads as many instances to the pool so that there are at least as many as specified in preloadCount.</td>
</tr>
</tbody>
</table>
See Also

ObjectPoolController Class
(Default Namespace) Namespace

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ObjectPoolController_Destroy Method

Namespace: (Default Namespace)

Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Destroys the specified game object, respectively sets the object inactive and adds it to the pool.
**Syntax**

```csharp
public static void Destroy(
    GameObject obj
)
```

**Parameters**

- **obj**
  - Type: `GameObject`
  - The game object.
Remarks

Can be used on non-poolable objects as well. It is good practice to use `ObjectPoolController.Destroy` whenever you may possibly make your prefab poolable in the future.

Must also be used on non-poolable objects with poolable child objects so the poolable child objects are correctly moved to the pool.
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
(Default Namespace) Namespace
ObjectPoolController.Instantiate(GameObject)

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ObjectPoolController.Instantiate Method

ObjectPoolController Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="GameObject" alt="Instantiate" /></td>
<td>Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.</td>
</tr>
<tr>
<td>![Instantiate](GameObject, Vector3, Quaternion)</td>
<td>Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.</td>
</tr>
</tbody>
</table>
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
(Default Namespace) Namespace

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ObjectPoolController.Instantiate Method (GameObject)

Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static GameObject Instantiate(</td>
</tr>
</tbody>
</table>
|      GameObject prefab |)

**Parameters**

*prefab*

Type: `GameObject`

The prefab to be instantiated.

**Return Value**

Type: `GameObject`

An instance of the prefab.
Remarks

Can be used on none-poolable objects as well. It is good practice to use `ObjectPoolController.Instantiate` whenever you may possibly make your prefab poolable in the future.
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
Instantiate Overload
(Default Namespace) Namespace
ObjectPoolController, Destroy(GameObject)

Send comments on this topic to ClockStone Support Email
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ObjectPoolController.Instantiate Method (GameObject, Vector3, Quaternion)

ObjectPoolController Class  See Also  Send Feedback

Retrieves an instance of the specified prefab. Either returns a new instance or it claims an instance from the pool.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public static GameObject Instantiate(
    GameObject prefab,
    Vector3 position,
    Quaternion quaternion
)
```

**Parameters**

*prefab*
Type: **GameObject**
The prefab to be instantiated.

*position*
Type: **Vector3**
The position in world coordinates.

*quaternion*
Type: **Quaternion**
The rotation quaternion.

**Return Value**
Type: **GameObject**
An instance of the prefab.
Remarks

Can be used on none-poolable objects as well. It is good practice to use `ObjectPoolController.Instantiate` whenever you may possibly make your prefab poolable in the future.
See Also

ObjectPoolController Class
ObjectPoolController,ObjectPoolController Members
Instantiate Overload
(Default Namespace) Namespace
ObjectPoolController.Destroy(GameObject)

Send comments on this topic to ClockStone Support Email

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ObjectPoolController.InstantiateWithoutPool Method

ObjectPoolController Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InstantiateWithoutPool(GameObject)</td>
<td>Instantiates the specified prefab without using pooling. from the pool.</td>
</tr>
<tr>
<td>InstantiateWithoutPool(GameObject, Vector3, Quaternion)</td>
<td>Instantiates the specified prefab without using pooling. from the pool.</td>
</tr>
</tbody>
</table>
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
(Default Namespace) Namespace

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ObjectPoolController.InstantiateWithoutPool Method (GameObject)

Instantiates the specified prefab without using pooling from the pool.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
</table>
| public static GameObject InstantiateWithoutPool(  
  GameObject prefab  
) |

### Parameters

**prefab**
Type: **GameObject**
The prefab to be instantiated.

### Return Value

Type: **GameObject**
An instance of the prefab.
Remarks

If the prefab is poolable, the `PoolableObject` component will be removed. This way no warning is generated that a poolable object was created without pooling.
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
InstantiateWithoutPool Overload
(Default Namespace) Namespace

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Copyright (c) 2012 by ClockStone Software GmbH
ObjectPoolController.InstantiateWithoutPool Method (GameObject, Vector3, Quaternion)

See Also: Send Feedback

Instantiates the specified prefab without using pooling. from the pool.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
class GameObject
{
    public static GameObject InstantiateWithoutPool(
        GameObject prefab,
        Vector3 position,
        Quaternion quaternion
    )
}
```

### Parameters

- **prefab**
  - Type: `GameObject`
  - The prefab to be instantiated.

- **position**
  - Type: `Vector3`
  - The position in world coordinates.

- **quaternion**
  - Type: `Quaternion`
  - The rotation quaternion.

### Return Value

- Type: `GameObject`
  - An instance of the prefab.
Remarks

If the prefab is poolable, the PoolableObject component will be removed. This way no warning is generated that a poolable object was created without pooling.
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
InstantiateWithoutPool Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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ObjectPoolController.Preload Method

Preloads as many instances to the pool so that there are at least as many as specified in `preloadCount`.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static void Preload(
    GameObject prefab
)
```

Parameters

`prefab`
Type: `GameObject`
The prefab.
Remarks

Use ObjectPoolController.isDuringPreload to check if an object is preloaded in the `Awake()` function. If the pool already contains at least `preloadCount` objects, the function does nothing.
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
(Default Namespace) Namespace
PoolableObject.preloadCount

Send comments on this topic to ClockStone Support Email

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The **ObjectPoolController** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>isDuringPreload</td>
<td></td>
</tr>
</tbody>
</table>
See Also

ObjectPoolController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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ObjectPoolController.isDuringPreload Property

See Also

Send Feedback

[Missing <summary> documentation for "P:ObjectPoolController.isDuringPreload"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static bool isDuringPreload { get; }</td>
</tr>
</tbody>
</table>

**Property Value**

Type: Boolean
See Also

ObjectPoolController Class
ObjectPoolController, ObjectPoolController Members
(Default Namespace) Namespace

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Playlist Class

[Missing <summary> documentation for "T:Playlist"]

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
C#

[SerializableAttribute]
public class Playlist
Inheritance Hierarchy

System.Object
( Default Namespace ).Playlist
See Also

Playlist, Playlist Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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The **Playlist** type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Playlist()</code></td>
<td>Initializes a new instance of the <code>Playlist</code> class</td>
</tr>
<tr>
<td><code>Playlist(String, String[])</code></td>
<td>Initializes a new instance of the <code>Playlist</code> class</td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td></td>
</tr>
<tr>
<td>playlistItems</td>
<td></td>
</tr>
</tbody>
</table>
Playlist Constructor

Playlist Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Playlist()</td>
<td>Initializes a new instance of the Playlist class</td>
</tr>
<tr>
<td>Playlist(String, String[])</td>
<td>Initializes a new instance of the Playlist class</td>
</tr>
</tbody>
</table>
See Also

Playlist Class
Playlist, Playlist Members
(Default Namespace) Namespace

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Playlist Constructor

Initializes a new instance of the Playlist class

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
C#

public Playlist()
See Also

Playlist Class
Playlist.Playlist Members
Playlist Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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Playlist Constructor (String, String[])  

Initializes a new instance of the Playlist class

Namespace: (Default Namespace)  
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public Playlist(
    string name,
    string[] playlistItems
)
```

Parameters

name
Type: `System.String`
[Missing `<param name="name"/> documentation for "M:Playlist.#ctor(System.String,System.String[])"`]

playlistItems
Type: `System.String[]`
[Missing `<param name="playlistItems"/> documentation for "M:Playlist.#ctor(System.String,System.String[])"`]
See Also

Playlist Class
Playlist.Playlist Members
Playlist Overload
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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The **Playlist** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>name</td>
<td></td>
</tr>
<tr>
<td>playlistItems</td>
<td></td>
</tr>
</tbody>
</table>
See Also

Playlist Class
(Default Namespace) Namespace

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Playlist.name Field

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

public string name

Field Value
Type: String
See Also

Playlist Class
Playlist,Playlist Members
(Default Namespace) Namespace
[Missing <summary> documentation for "F:Playlist.playlistItems"]

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

C#

```csharp
public string[] playlistItems
```

**Field Value**

Type: `String[]`
See Also

Playlist Class
Playlist,Playlist Members
(Default Namespace) Namespace

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Add this component to your prefab to make it poolable.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
</tr>
</tbody>
</table>

```csharp
public class PoolableObject :MonoBehaviour
```
Remarks

See [ObjectPoolController](#) for an explanation how to set up a prefab for pooling. The following messages are sent to a poolable object:

- **Awake** and **OnDestroy** whenever a poolable object is activated or deactivated from the pool. This way the same behaviour is simulated as if the object was instantiated respectively destroyed. These messages are only sent when [sendAwakeStartOnDestroyMessage](#) is enabled.

- **OnPoolableInstanceAwake** and **OnPoolableInstanceDestroy** when the object was actually instantiated respectively destroyed. Because of current Unity limitations **OnPoolableInstanceDestroy** does not work on Flash!

- **OnPoolableObjectActivated** and **OnPoolableObjectDeactivated** whenever a poolable object is activated or deactivated from the pool. These messages are only sent when [sendPoolableActivateDeactivateMessages](#) is enabled.
Inheritance Hierarchy

System.Object
Object
Component
Behaviour
MonoBehaviour
(Default Namespace).PoolableObject
See Also

PoolableObject.PoolableObject Members
( Default Namespace ) Namespace
( Default Namespace ).ObjectPoolController

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The `PoolableObject` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PoolableObject</strong></td>
<td>Initializes a new instance of the <strong>PoolableObject</strong> class</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DeactivateAllPoolableObjectsOfMyKind</td>
<td>Moves all poolable objects of this kind (instantiated from the same prefab as this instance) back to the pool.</td>
</tr>
<tr>
<td>GetAllPoolableObjectsOfMyKind</td>
<td>Retrieves an array of all poolable objects of this kind (instantiated from the same prefab as this instance).</td>
</tr>
<tr>
<td>GetSerialNumber</td>
<td>Gets the object's pool serial number. Each object has a unique serial number. Can be useful for debugging purposes.</td>
</tr>
<tr>
<td>GetUsageCount</td>
<td>Gets the usage counter which gets increased each time an object is re-used from the pool.</td>
</tr>
<tr>
<td>IsDeactivated</td>
<td>Checks if the object is deactivated and in the pool.</td>
</tr>
</tbody>
</table>
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>doNotDestroyOnLoad</td>
<td>If enabled the object will not get destroyed if a new scene is loaded.</td>
</tr>
<tr>
<td>maxPoolSize</td>
<td>The maximum number of instances of this prefab to get stored in the pool.</td>
</tr>
<tr>
<td>preloadCount</td>
<td>This number of instances will be preloaded to the pool if Preload(GameObject) is called.</td>
</tr>
<tr>
<td>sendAwakeStartOnDestroyMessage</td>
<td>If enabled Awake(), Start(), and OnDestroy() messages are sent to the poolable object if the object is set respectively inactive whenever Destroy(GameObject) or Instantiate(GameObject) is called.</td>
</tr>
<tr>
<td>sendPoolableActivateDeactivateMessages</td>
<td>If enabled a OnPoolableObjectActivated and OnPoolableObjectDeactivated message is sent to the poolable object if the object is activated respectively deactivated by the ObjectPoolController.</td>
</tr>
</tbody>
</table>
See Also

PoolableObject Class
(Default Namespace) Namespace

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PoolableObject Constructor

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public PoolableObject()
```
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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The `PoolableObject` type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>doNotDestroyOnLoad</td>
<td>If enabled the object will not get destroyed if a new scene is loaded.</td>
</tr>
<tr>
<td>maxPoolSize</td>
<td>The maximum number of instances of this prefab to get stored in the pool.</td>
</tr>
<tr>
<td>preloadCount</td>
<td>This number of instances will be preloaded to the pool if <code>Preload(GameObject)</code> is called.</td>
</tr>
<tr>
<td>sendAwakeStartOnDestroyMessage</td>
<td>If enabled Awake(), Start(), and OnDestroy() messages are sent to the poolable object if the object is set inactive when Destroy() or Instantiate() is called. This way it is simulated that the object really gets instantiated respectively destroyed.</td>
</tr>
<tr>
<td>sendPoolableActivateDeactivateMessages</td>
<td>If enabled a <code>OnPoolableObjectActivated</code> and <code>OnPoolableObjectDeactivated</code> message is sent to the poolable object if the object is activated respectively deactivated by the <code>ObjectPoolController</code>.</td>
</tr>
</tbody>
</table>
See Also

PoolableObject Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

Copyright (c) 2012 by ClockStone Software GmbH
PoolableObject.doNotDestroyOnLoad Field

If enabled the object will not get destroyed if a new scene is loaded

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public bool doNotDestroyOnLoad</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: [Boolean](#)
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(_DefaultNamespace) Namespace

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PoolableObject.maxPoolSize Field

The maximum number of instances of this prefab to get stored in the pool.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

    public int maxPoolSize

Field Value
Type: Int32
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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PoolableObject.preloadCount Field

This number of instances will be preloaded to the pool if `Preload(GameObject)` is called.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public int preloadCount
```

### Field Value

Type: [Int32](#)
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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If enabled Awake(), Start(), and OnDestroy() messages are sent to the poolable object if the object is set active respectively inactive whenever Destroy(GameObject) or Instantiate(GameObject) is called.

This way it is simulated that the object really gets instantiated respectively destroyed.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool sendAwakeStartOnDestroyMessage
```

Field Value
Type: Boolean
Remarks

The Start() function is called immediately after Awake() by Instantiate(GameObject) and not next frame. So do not set data after Instantiate(GameObject) that Start() relies on. In some cases you may not want the Awake(), Start(), and OnDestroy() messages to be sent for performance reasons because it may not be necessary to fully reinitialize a game object each time it is activated from the pool. You can still use the OnPoolableObjectActivated and OnPoolableObjectDeactivated messages to initialize specific data.
See Also

PoolableObject Class
PoolableObject,PoolableObject Members
(Default Namespace) Namespace

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If enabled a `OnPoolableObjectActivated` and `OnPoolableObjectDeactivated` message is sent to the poolable instance if the object is activated respectively deactivated by the `ObjectPoolController`.

**Namespace:** *(Default Namespace)*
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

<table>
<thead>
<tr>
<th>Field Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type:</strong> Boolean</td>
</tr>
</tbody>
</table>

```csharp
public bool sendPoolableActivateDeactivateMessages
```
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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PoolableObject Methods

The **PoolableObject** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DeactivateAllPoolableObjectsOfMyKind</strong></td>
<td>Moves all poolable objects of this kind (instantiated from the same prefab as this instance) back to the pool.</td>
</tr>
<tr>
<td><strong>GetAllPoolableObjectsOfMyKind</strong></td>
<td>Retrieves an array of all poolable objects of this kind (instantiated from the same prefab as this instance).</td>
</tr>
<tr>
<td><strong>GetSerialNumber</strong></td>
<td>Gets the object's pool serial number. Each object has a unique serial number. Can be useful for debugging purposes.</td>
</tr>
<tr>
<td><strong>GetUsageCount</strong></td>
<td>Gets the usage counter which gets increased each time an object is re-used from the pool.</td>
</tr>
<tr>
<td><strong>IsDeactivated</strong></td>
<td>Checks if the object is deactivated and in the pool.</td>
</tr>
</tbody>
</table>
See Also

PoolableObject Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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PoolableObject.DeactivateAllPoolableObjectsOfMyKind Method

Moves all poolable objects of this kind (instantiated from the same prefab as this instance) back to the pool.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

**C#**

```csharp
public int DeactivateAllPoolableObjectsOfMyKind()
```

**Return Value**

Type: **Int32**

The number of instances deactivated and moved back to its pool.
See Also

PoolableObject Class
PoolableObject, PoolableObject Members
(Default Namespace) Namespace

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PoolableObject.GetAllPoolableObjectsOfMyKind Method

Retrieves an array of all poolable objects of this kind (instantiated from the same prefab as this instance).

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

**C#**

```csharp
public PoolableObject[] GetAllPoolableObjectsOfMyKind(bool includeInactiveObjects)
```

**Parameters**

- `includeInactiveObjects`  
  Type: `System.Boolean`  
  If enabled, the returned array will also include the inactive objects in the pool.

**Return Value**

- Type: `PoolableObject[]`  
  The array of poolable objects.
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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PoolableObject.GetSerialNumber Method

PoolableObject Class  See Also  Send Feedback

Gets the object's pool serial number. Each object has a unique serial number. Can be useful for debugging purposes.

Namespace:  (Default Namespace)  
Assembly:  AudioToolkit (in AudioToolkit.dll)  Version:  8.0.0.0  (8.0.0.0)
## Syntax

**C#**

```csharp
public int GetSerialNumber()
```

### Return Value

Type: **Int32**
The serial number (starting with 1 for each pool).
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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PoolableObject.GetUsageCount Method

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Gets the usage counter which gets increased each time an object is re-used from the pool.
### Syntax

**C#**

```csharp
public int GetUsageCount()
```

### Return Value

Type: [Int32](#)

The usage counter
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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PoolableObject.IsDeactivated Method

PoolableObject Class See Also Send Feedback

Checks if the object is deactivated and in the pool.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public bool IsDeactivated();
```

Return Value

Type: **Boolean**

*true* if the object is in the pool of deactivated objects, otherwise *false*. 
See Also

PoolableObject Class
PoolableObject.PoolableObject Members
(Default Namespace) Namespace

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Auxiliary class to overcome the problem of references to pooled objects that should become **null** when objects are moved back to the pool after calling **Destroy(GameObject)**.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public class PoolableReference<T>
where T : Component
```
Type Parameters

$T$
A UnityEngine.Component
Examples

Instead of a normal reference to a script component on a poolable object use

```csharp
MyScriptComponent scriptComponent = PoolableObjectController.Instantiate(prefab).GetComponent<MyScriptComponent>();
var myReference = new PoolableReference<MyScriptComponent>(scriptComponent);
if (myReference.Get() != null) // will check if poolable instance still belongs to the original object
{
    myReference.Get().MyComponentFunction();
}
```
Inheritance Hierarchy

`System.Object`

(Default Namespace).PoolableReference(T)
See Also

PoolableReference(T).PoolableReference(T) Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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PoolableReference(T) Members

The **PoolableReference(T)** generic type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PoolableReference(T)()</td>
<td>Initializes a new instance of the PoolableReference(T) class with a null reference.</td>
</tr>
<tr>
<td>PoolableReference(T)(T)</td>
<td>Initializes a new instance of the PoolableReference(T) class with the specified reference.</td>
</tr>
<tr>
<td>PoolableReference(T)(PoolableReference(T))</td>
<td>Initializes a new instance of the PoolableReference(T) class from a given PoolableReference(T).</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Gets the reference to the script component, or <code>null</code> if the object was already destroyed or moved to the pool.</td>
</tr>
<tr>
<td>Reset</td>
<td>Resets the reference to <code>null</code>.</td>
</tr>
<tr>
<td>Set(T)</td>
<td>Sets the reference to a poolable object with the specified component.</td>
</tr>
<tr>
<td>Set(T, Boolean)</td>
<td>Sets the reference to a poolable object with the specified component.</td>
</tr>
</tbody>
</table>
See Also

PoolableReference(T) Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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PoolableReference\((T)\) Constructor
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="T" alt="PoolableReference" />()</td>
<td>Initializes a new instance of the PoolableReference(T) class with a null reference.</td>
</tr>
<tr>
<td><img src="T" alt="PoolableReference" />(T)</td>
<td>Initializes a new instance of the PoolableReference(T) class with the specified reference.</td>
</tr>
<tr>
<td><img src="T" alt="PoolableReference" />(PoolableReference(T))</td>
<td>Initializes a new instance of the PoolableReference(T) class from a given PoolableReference(T).</td>
</tr>
</tbody>
</table>
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
(Default Namespace) Namespace

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PoolableReference\((T)\) Constructor

Initializes a new instance of the PoolableReference\((T)\) class with a null reference.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
C#

```csharp
public PoolableReference()
```
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
PoolableReference(T) Overload
(Default Namespace) Namespace

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PoolableReference(T) Constructor (T)

Initializes a new instance of the PoolableReference(T) class with the specified reference.

Namespace: (Default Namespace) 
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public PoolableReference(
    T componentOfPoolableObject
)
```

### Parameters

*componentOfPoolableObject*

Type: `T`

The referenced component of the poolable object.
See Also

PoolableReference\(T\) Class
PoolableReference\(T\).PoolableReference\(T\) Members
PoolableReference\(T\) Overload
(Default Namespace) Namespace

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PoolableReference(T) Constructor (PoolableReference(T))

Initializes a new instance of the PoolableReference(T) class from a given PoolableReference(T).

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public PoolableReference(
    PoolableReference<T> poolableReference
)
```

## Parameters

*poolableReference*

Type: *(Default Namespace).PoolableReference(T)*

The poolable reference.
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
PoolableReference(T) Overload
(Default Namespace) Namespace

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The `PoolableReference<T>` generic type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get</td>
<td>Gets the reference to the script component, or <code>null</code> if the object was already destroyed or moved to the pool.</td>
</tr>
<tr>
<td>Reset</td>
<td>Resets the reference to <code>null</code>.</td>
</tr>
<tr>
<td>Set(T)</td>
<td>Sets the reference to a poolable object with the specified component.</td>
</tr>
<tr>
<td>Set(T, Boolean)</td>
<td>Sets the reference to a poolable object with the specified component.</td>
</tr>
</tbody>
</table>
See Also

PoolableReference(T) Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email
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PoolableReference\(T\).Get Method

Gets the reference to the script component, or null if the object was already destroyed or moved to the pool.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

#### C#

```csharp
public T Get()
```

### Return Value

Type: \( T \)

The reference to \( T \) or null
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
(Default Namespace) Namespace

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PoolableReference(T).Reset Method
PoolableReference(T).Class See Also Send Feedback

Resets the reference to `null`.

Namespace: [Default Namespace]
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
</tbody>
</table>

```csharp
public void Reset()
```
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
(Default Namespace) Namespace
PoolableReference(T).Set Method

PoolableReference(T) Class  See Also  Send Feedback
## Overload List

<table>
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<td>Set(T)</td>
<td>Sets the reference to a poolable object with the specified component.</td>
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See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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PoolableReference(T).Set Method (T)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

**C#**

```csharp
public void Set(
    T componentOfPoolableObject
)
```

### Parameters

- **componentOfPoolableObject**
  - Type: `T`

[Missing <param name="componentOfPoolableObject"/> documentation for "M:PoolableReference`1.Set(`0)"]
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
Set Overload
(Default Namespace) Namespace

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Sets the reference to a poolable object with the specified component.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public void Set(
    T componentOfPoolableObject,
    bool allowNonePoolable
)
```

Parameters

`componentOfPoolableObject`
Type: `T`
The component of the poolable object.

`allowNonePoolable`
Type: `System.Boolean`
If set to false an error is output if the object does not have the `PoolableObject` component.
See Also

PoolableReference(T) Class
PoolableReference(T).PoolableReference(T) Members
Set Overload
(Default Namespace) Namespace

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RegisteredComponent Class

Derive your MonoBehaviour class from RegisteredComponent and all references to instances of this component will be saved in an internal array. Use `GetAllOfType<T>()` to retrieve this array, which is much faster than using Unity's `GameObject.FindObjectsOfType()` function.

**Namespace:** (Default Namespace)
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
```csharp
public abstract class RegisteredComponent : MonoBehaviour
    IRegisteredComponent
```
Inheritance Hierarchy

- `System.Object`
  - `Object`
    - `Component`
      - `Behaviour`
        - `MonoBehaviour`
          - `(Default Namespace).RegisteredComponent`
            - `(Default Namespace).AudioObject`
See Also

RegisteredComponent.RegisteredComponent Members
(Default Namespace) Namespace

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The `RegisteredComponent` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetRegisteredComponentBaseClassType</td>
<td></td>
</tr>
</tbody>
</table>
See Also

RegisteredComponent Class
(Default Namespace) Namespace

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The **RegisteredComponent** type exposes the following members.
## Methods

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</table>
See Also

RegisteredComponent Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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RegisteredComponent.GetRegisteredComponentBaseClassType Method

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

| public Type GetRegisteredComponentBaseClassType() |

Return Value
Type: Type

[Missing <returns> documentation for "M:RegisteredComponent.GetRegisteredComponentBaseClassType"]

Implements
IRegisteredComponent.GetRegisteredComponentBaseClassType()
See Also

- RegisteredComponent Class
- RegisteredComponent.RegisteredComponent Members
- (Default Namespace) Namespace

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RegisteredComponentController Class

This controller provides fast access to all currently existing RegisteredComponent instances.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

#### C#

```csharp
public static class RegisteredComponentController
```
Remarks

The function `GetAllOfType(T)` is understood as a replacement for Unity's slow `GameObject.FindObjectsOfType()` function.
Inheritance Hierarchy

System.Object
(Default Namespace).RegisteredComponentController
See Also

RegisteredComponentController, RegisteredComponentController Members (Default Namespace) Namespace

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RegisteredComponentController Members

The **RegisteredComponentController** type exposes the following members.
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAllOfType(Type)</td>
<td>Retrieves an array of all currently existing instances of the class with type <strong>type</strong>, (type must be a <a href="#">RegisteredComponent</a>)</td>
</tr>
<tr>
<td>GetAllOfType(T)()</td>
<td>Retrieves an array of all currently existing instances of the class <strong>T</strong>, where <strong>T</strong> must be a <a href="#">RegisteredComponent</a></td>
</tr>
<tr>
<td>InstanceCountOfType(T)</td>
<td>Return the number of all currently existing instances of the class <strong>T</strong>, where <strong>T</strong> must be a <a href="#">RegisteredComponent</a></td>
</tr>
</tbody>
</table>
See Also

RegisteredComponentController Class
(Default Namespace) Namespace

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RegisteredComponentController Methods

The **RegisteredComponentController** type exposes the following members.
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<thead>
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<th>Name</th>
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<tr>
<td><code>GetAllOfType(Type)</code></td>
<td>Retrieves an array of all currently existing instances of the class with type type, (type must be a RegisteredComponent)</td>
</tr>
<tr>
<td><code>GetAllOfType(T)()</code></td>
<td>Retrieves an array of all currently existing instances of the class T, where T must be a RegisteredComponent</td>
</tr>
<tr>
<td><code>InstanceCountOfType(T)</code></td>
<td>Return the number of all currently existing instances of the class T, where T must be a RegisteredComponent</td>
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</table>
See Also

RegisteredComponentController Class
(Default Namespace) Namespace

Send comments on this topic to ClockStone Support Email

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RegisteredComponentController.GetAllOfType Method

RegisteredComponentController Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetAllOfType(T)()</code></td>
<td>Retrieves an array of all currently existing instances of the class T, where T must be a <a href="#">RegisteredComponent</a>.</td>
</tr>
<tr>
<td><code>GetAllOfType(Type)</code></td>
<td>Retrieves an array of all currently existing instances of the class with type type, (type must be a <a href="#">RegisteredComponent</a>).</td>
</tr>
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</table>
See Also

RegisteredComponentController Class
RegisteredComponentController,RegisteredComponentController Members
(Default Namespace) Namespace

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RegisteredComponentController.GetAllOfType(T) Method

Retrieves an array of all currently existing instances of the class \( T \), where \( T \) must be a RegisteredComponent

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

C#

```csharp
public static T[] GetAllOfType<T>()
where T : IRegisteredComponent
```
Type Parameters

\[ T \]

a class derived from `RegisteredComponent`

Return Value

Type: \( T[] \)
The array of instances.
See Also

RegisteredComponentController Class
RegisteredComponentController, RegisteredComponentController Members
GetAllOfType Overload
(Default Namespace) Namespace

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RegisteredComponentController.GetAllOfType Method (Type)

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)

Retrieves an array of all currently existing instances of the class with type type, (type must be a RegisteredComponent )
## Syntax

### C#

```csharp
public static Object[] GetAllOfType(
    Type type
)
```

## Parameters

- `type`
  
  Type: [System.Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)
  
  The type of the instances to be retrieved

## Return Value

- Type: [Object][]
  
  The array of instances.
Remarks

Use this function instead of GetAllOfType<T> if you need Flash compatibility.
See Also

RegisteredComponentController Class
RegisteredComponentController, RegisteredComponentController Members
GetAllOfType Overload
(Default Namespace) Namespace

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Return the number of all currently existing instances of the class \( T \), where \( T \) must be a `RegisteredComponent`.

**Namespace:** (Default Namespace)  
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public static int InstanceCountOf&lt;T&gt;() where T : IRegisteredComponent</td>
</tr>
</tbody>
</table>
Type Parameters

$T$

a class derived from RegisteredComponent

Return Value

Type: Int32

The number of instances.
See Also

RegisteredComponentController Class
RegisteredComponentController, RegisteredComponentController Members
(Default Namespace) Namespace

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SingletonMonoBehaviour\(T\) Class

Provides singleton-like access to a unique instance of a MonoBehaviour.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
```csharp
public abstract class SingletonMonoBehaviour<T> : MonoBehaviour
    where T : MonoBehaviour
```
Type Parameters

$T$
Your singletonMonoBehaviour
Remarks

Makes sure that an instance is available from other Awake() calls even before the singleton's Awake() was called. (Requires AwakeSingleton() !)
Derive your own class from SingletonMonoBehaviour.

```csharp
public class MyScriptClass : SingletonMonoBehaviour<MyScriptClass>
{
    public MyScriptClass()
    {
        MyScriptClass.SetSingletonType(typeof(MyScriptClass));
    }
    public void MyFunction() {}
    protected override void Awake()
    {
        base.Awake();
    }
    void AwakeSingleton()
    {
        // all initialisation code here. Will get called from Awake() by singleton.
        // Can get called before Awake() if an instance was called earlier
    }
}
```

access the instance by writing

```csharp
MyScriptClass.Instance.MyFunction();
```
Inheritance Hierarchy

- System.Object
- Object
- Component
- Behaviour
- MonoBehaviour
  (Default Namespace).SingletonMonoBehaviour(T)
    (Default Namespace).AudioController
See Also

SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace

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The `SingletonMonoBehaviour(T)` generic type exposes the following members.
### Methods

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✉️ ActivateSingletonInstance</td>
<td>Activates the singleton instance.</td>
</tr>
<tr>
<td>✉️ DoesInstanceExist</td>
<td>Checks if an instance of this MonoBehaviour exists.</td>
</tr>
<tr>
<td>✉️ SetSingletonAutoCreate</td>
<td>Sets the object to be instantiated automatically if no instance of the singleton is found.</td>
</tr>
<tr>
<td>✉️ SetSingletonType</td>
<td>Only required for Flash builds. If this function is not called by the class deriving from SingletonMonoBehaviour in the constructor the singleton can not be found by GetSingleton(...)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td>Gets the singleton instance.</td>
</tr>
<tr>
<td>isSingletonObject</td>
<td>must return true if this instance of the object is the singleton. Can be used to allow multiple objects of this type that are &quot;add-ons&quot; to the singleton.</td>
</tr>
</tbody>
</table>
See Also

SingletonMonoBehaviour(T) Class
(Default Namespace) Namespace

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The `SingletonMonoBehaviour<T>` generic type exposes the following members.
## Methods

<table>
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</table>
See Also

SingletonMonoBehaviour(T) Class
(Default Namespace) Namespace

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Activates the singleton instance.

**Namespace:** [Default Namespace](#)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
### Syntax

**C#**

```csharp
public static void ActivateSingletonInstance()
```
Remarks

Call this function if you set an singleton object inactive before ever accessing the Instance. This is required because Unity does not (yet) offer a way to find inactive game objects.
See Also

SingletonMonoBehaviour(T) Class
SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace

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Checks if an instance of this MonoBehaviour exists.

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static T DoesInstanceExist()
```

Return Value

Type: `T`
A reference to the instance if it exists, otherwise `null`
See Also

SingletonMonoBehaviour(T) Class
SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace

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SingletonMonoBehaviour\(T\).SetSingletonAutoCreate Method

Sets the object to be instantiated automatically if no instance of the singleton is found.

**Namespace:** [Default Namespace]
**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
**Syntax**

### C#

```csharp
public static void SetSingletonAutoCreate(
    GameObject autoCreatePrefab
)
```

**Parameters**

`autoCreatePrefab`
Type: **GameObject**
The prefab to be instantiated automatically.
Remarks

Either the game object itself or one of its child objects must contain the singleton component
See Also

SingletonMonoBehaviour(T) Class
SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace

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Only required for Flash builds. If this function is not called by the class deriving from SingletonMonoBehaviour in the constructor the singleton can not be found by GetSingleton(...)

**Namespace:** [Default Namespace]

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
## Syntax

### C#

```csharp
public static void SetSingletonType(
    Type type
)
```

### Parameters

type
Type: `System.Type`

[Missing <param name="type"/> documentation for "M:SingletonMonoBehaviour`1.SetSingletonType(System.Type)" ]
See Also

SingletonMonoBehaviour(T) Class
SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace

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SingletonMonoBehaviour\((T)\) Properties

The `SingletonMonoBehaviour\((T)\)` generic type exposes the following members.
### Properties

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</tr>
<tr>
<td>isSingletonObject</td>
<td>must return true if this instance of the object is the singleton. Can be used to allow multiple objects of this type that are &quot;add-ons&quot; to the singleton.</td>
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</table>
See Also

SingletonMonoBehaviour(T) Class
(Default Namespace) Namespace

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SingletonMonoBehaviour(T).Instance Property

Gets the singleton instance.

Namespace: (Default Namespace)
Assembly: AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public static T Instance { get; }
```

Return Value

Type: $T$

A reference to the instance if it exists, otherwise `null`
Remarks

Outputs an error to the debug log if no instance was found.
See Also

SingletonMonoBehaviour(T) Class
SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace

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SingletonMonoBehaviour\((T)\).isSingletonObject Property

must return true if this instance of the object is the singleton. Can be used to allow multiple objects of this type that are "add-ons" to the singleton.

**Namespace:** (Default Namespace)

**Assembly:** AudioToolkit (in AudioToolkit.dll) Version: 8.0.0.0 (8.0.0.0)
Syntax

C#

```csharp
public virtual bool isSingletonObject { get; }
```

Property Value

Type: Boolean
See Also

SingletonMonoBehaviour(T) Class
SingletonMonoBehaviour(T).SingletonMonoBehaviour(T) Members
(Default Namespace) Namespace