Hellmade.Sound Namespace

▲ Classes

	Class	Description
~ \$	Audio	The audio object
? \$	EazySoundManag	ger Static class responsible for playing and managing audio and sounds.
—		
Enum	ierations	
Enum	Enumeration	Description
e Enum	Enumeration	Description Enum representing the type of audio

Other Assets | Hellmade Games

Audio Class

The audio object

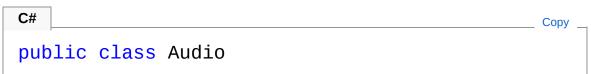
▲ Inheritance Hierarchy

SystemObject Hellmade.SoundAudio

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

⊿ Syntax



The Audio type exposes the following members.

Constructors

	Name	Description	
	Name	Description	
≓ ∳	Audio	Initializes a new instance of the Audio class	
Тор			
⊿ Prope	erties		
	Name	Description	
	Activated	Whether the audio is created	

and updated at least once.

*	AudioID	The ID of the Audio
	AudioSource	The audio source that is responsible for this audio. Do not modify the audiosource directly as it could result to unpredictable behaviour. Use the Audio class instead.
*	Clip	Audio clip to play/is playing
*	DopplerLevel	The doppler scale of the audio
	FadeInSeconds	How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)
*	FadeOutSeconds	How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)
	IsPlaying	Whether the audio is currently playing
	Loop	Whether the audio will be lopped
	Max3DDistance	(Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.
	Min3DDistance	Within the Min distance the audio will cease to grow louder in volume.
E	Mute	Whether the audio is muted

₩	Paused	Whether the audio is paused
	Persist	Whether the audio persists in between scene changes
	Pitch	The pitch of the audio
*	Priority	Sets the priority of the audio
	ReverbZoneMix	The amount by which the signal from the AudioSource will be mixed into the global reverb associated with the Reverb Zones.
*	RolloffMode	How the audio attenuates over distance
*	SourceTransform	The source transform of the audio.
	SpatialBlend	Sets how much this AudioSource is affected by 3D spatialisation calculations (attenuation, doppler etc). 0.0 makes the sound full 2D, 1.0 makes it full 3D.
	Spread	The spread angle (in degrees) of a 3d stereo or multichannel sound in speaker space.
	StereoPan	Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.
*		

	Stopping	Whether the audio is stopping
**	Туре	The type of the Audio
	Volume	The volume of the audio. Use SetVolume to change it.

Тор

▲ Methods

	Name	Description
≡Ŵ	Pause	Pause playing audio clip
≓ \$	Play	Start playing audio clip from the beggining
≓Ŷ	Play(Single)	Start playing audio clip from the beggining
≡ Ģ	Resume	Resume playing audio clip
≡∳	Set3DDistances	Sets the Audio 3D distances
≡Ŵ	SetVolume(Single)	Sets the audio volume
- =\$	SetVolume(Single, Single)	Sets the audio volume
≓Ŷ	SetVolume(Single, Single, Single)	Sets the audio volume
≡ Ģ	Stop	Stop playing audio clip
≡ Ģ	UnPause	Resume playing audio clip
=∳	Update	Update loop of the Audio. This is automatically called

from the sound manager itself. Do not use this function anywhere else, as it may lead to unwanted behaviour.

Тор

⊿ See Also

Reference Hellmade.Sound Namespace

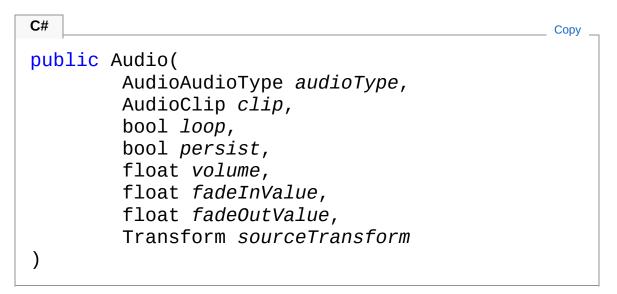
Other Assets | Hellmade Games

Audio Constructor

Initializes a new instance of the Audio class

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

⊿ Syntax



Parameters

audioType Type: Hellmade.SoundAudioAudioType clip Type: AudioClip loop Type: SystemBoolean persist Type: SystemBoolean volume Type: SystemSingle fadeInValue Type: SystemSingle fadeOutValue Type: SystemSingle sourceTransform Type: Transform

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

Audio Properties

The Audio type exposes the following members.

▲ Properties

	Name	Description
*	Activated	Whether the audio is created and updated at least once.
	AudioID	The ID of the Audio
	AudioSource	The audio source that is responsible for this audio. Do not modify the audiosource directly as it could result to unpredictable behaviour. Use the Audio class instead.
	Clip	Audio clip to play/is playing
*	DopplerLevel	The doppler scale of the audio
**	FadeInSeconds	How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)
	FadeOutSeconds	How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)
	IsPlaying	Whether the audio is currently

		playing
*	Loop	Whether the audio will be lopped
	Max3DDistance	(Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.
	Min3DDistance	Within the Min distance the audio will cease to grow louder in volume.
*	Mute	Whether the audio is muted
*	Paused	Whether the audio is paused
*	Persist	Whether the audio persists in between scene changes
*	Pitch	The pitch of the audio
*	Priority	Sets the priority of the audio
	ReverbZoneMix	The amount by which the signal from the AudioSource will be mixed into the global reverb associated with the Reverb Zones.
*	RolloffMode	How the audio attenuates over distance
*	SourceTransform	The source transform of the audio.
	SpatialBlend	Sets how much this AudioSource is affected by 3D spatialisation calculations

		(attenuation, doppler etc). 0.0 makes the sound full 2D, 1.0 makes it full 3D.
	Spread	The spread angle (in degrees) of a 3d stereo or multichannel sound in speaker space.
	StereoPan	Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.
	Stopping	Whether the audio is stopping
**	Туре	The type of the Audio
*	Volume	The volume of the audio. Use SetVolume to change it.

Тор

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioActivated Property

Whether the audio is created and updated at least once.

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



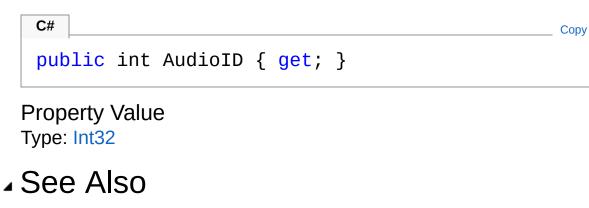
Other Assets | Hellmade Games

AudioAudioID Property

The ID of the Audio

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioAudioSource Property

The audio source that is responsible for this audio. Do not modify the audiosource directly as it could result to unpredictable behaviour. Use the Audio class instead.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Copy

▲ Syntax

C#

public AudioSource AudioSource { get; }

Property Value Type: **AudioSource**

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioClip Property

Audio clip to play/is playing

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

⊿ Syntax

C#

Сору

```
public AudioClip Clip { get; set; }
```

Property Value Type: AudioClip

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

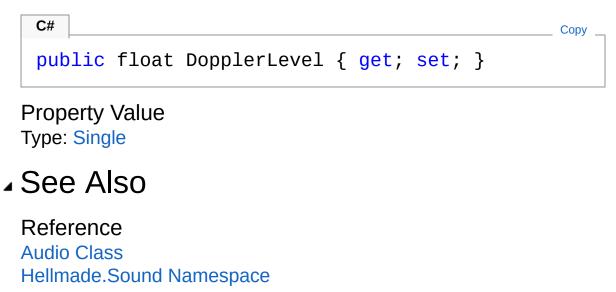
Other Assets | Hellmade Games

AudioDopplerLevel Property

The doppler scale of the audio

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Other Assets | Hellmade Games

AudioFadeInSeconds Property

How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioFadeOutSeconds Property

How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

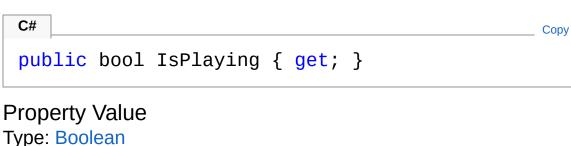
Other Assets | Hellmade Games

AudioIsPlaying Property

Whether the audio is currently playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

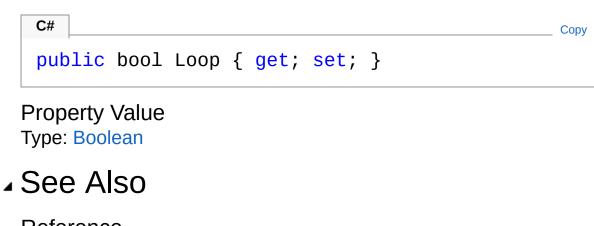
Other Assets | Hellmade Games

AudioLoop Property

Whether the audio will be lopped

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

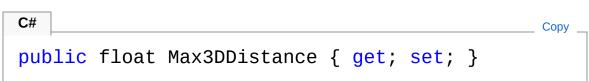
AudioMax3DDistance Property

(Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

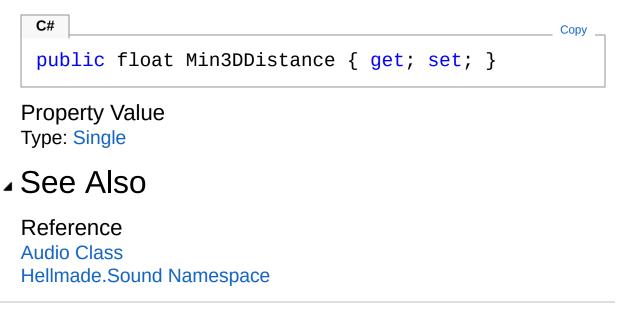
Other Assets | Hellmade Games

AudioMin3DDistance Property

Within the Min distance the audio will cease to grow louder in volume.

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

⊿ Syntax



Other Assets | Hellmade Games

AudioMute Property

Whether the audio is muted

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax



Other Assets | Hellmade Games

AudioPaused Property

Whether the audio is paused

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



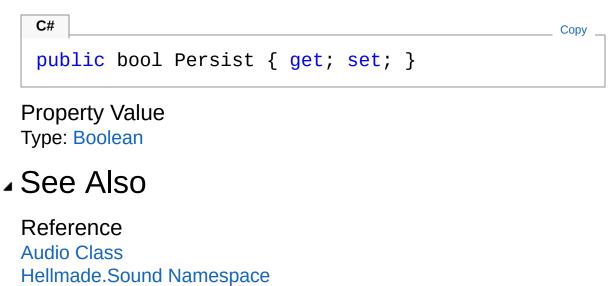
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AudioPersist Property

Whether the audio persists in between scene changes

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Other Assets | Hellmade Games

AudioPitch Property

The pitch of the audio

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#



public float Pitch { get; set; }

Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

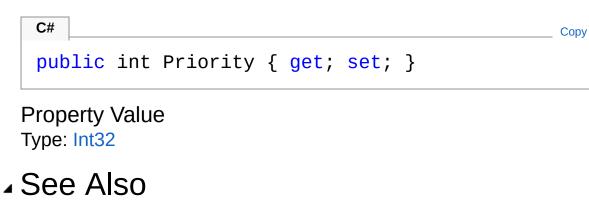
Other Assets | Hellmade Games

AudioPriority Property

Sets the priority of the audio

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax



Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioReverbZoneMix Property

The amount by which the signal from the AudioSource will be mixed into the global reverb associated with the Reverb Zones.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

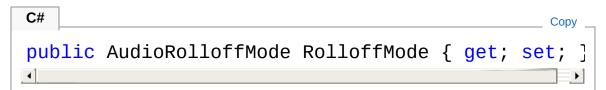
Other Assets | Hellmade Games

AudioRolloffMode Property

How the audio attenuates over distance

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: AudioRolloffMode

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioSourceTransform Property

The source transform of the audio.

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Other Assets | Hellmade Games

AudioSpatialBlend Property

Sets how much this AudioSource is affected by 3D spatialisation calculations (attenuation, doppler etc). 0.0 makes the sound full 2D, 1.0 makes it full 3D.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public float SpatialBlend { get; set; }
```

Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

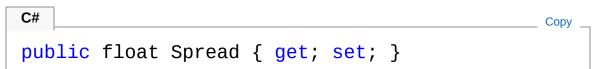
AudioSpread Property

The spread angle (in degrees) of a 3d stereo or multichannel sound in speaker space.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

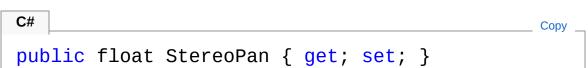
AudioStereoPan Property

Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

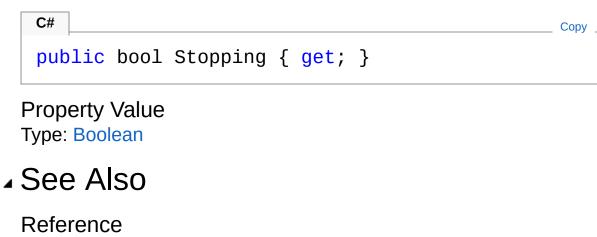
Other Assets | Hellmade Games

AudioStopping Property

Whether the audio is stopping

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax



Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioType Property

The type of the Audio

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public AudioAudioType Type { get; }

Property Value Type: AudioAudioType

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioVolume Property

The volume of the audio. Use SetVolume to change it.

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Other Assets | Hellmade Games

Audio Methods

The Audio type exposes the following members.

▲ Methods

	Name	Description
≡∳	Pause	Pause playing audio clip
= 0	Play	Start playing audio clip from the beggining
-= \$	Play(Single)	Start playing audio clip from the beggining
≓Ŵ	Resume	Resume playing audio clip
≡∳	Set3DDistances	Sets the Audio 3D distances
щ ф	SetVolume(Single)	Sets the audio volume
= \$	SetVolume(Single, Single)	Sets the audio volume
≓ ©	SetVolume(Single, Single, Single)	Sets the audio volume
≡ ≬	Stop	Stop playing audio clip
≡ ≬	UnPause	Resume playing audio clip
≓Ŷ	Update	Update loop of the Audio. This is automatically called from the sound manager itself. Do not use this function

Тор



Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioPause Method

Pause playing audio clip

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#



public void Pause()

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioPlay Method

Overload List

		Name	Description
	≓Ŵ	Play	Start playing audio clip from the beggining
	≓Ŵ	Play(Single)	Start playing audio clip from the beggining
	Тор		
⊿ See Also			
	Reference Audio Class Hellmade.Sound Namespace		

Other Assets | Hellmade Games

AudioPlay Method

Start playing audio clip from the beggining

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public void Play()

⊿ See Also

Reference Audio Class Play Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioPlay Method (Single)

Start playing audio clip from the beggining

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public void Play(
    float volume
)
```

Parameters

volume Type: SystemSingle The target volume

▲ See Also

Reference Audio Class Play Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioResume Method

Resume playing audio clip

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#



▲ See Also

Reference Audio Class Hellmade.Sound Namespace

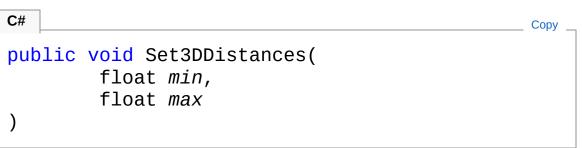
Other Assets | Hellmade Games

AudioSet3DDistances Method

Sets the Audio 3D distances

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

⊿ Syntax



Parameters

min

Type: SystemSingle the min distance

max

Type: SystemSingle the max distance

▲ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioSetVolume Method

Overload List

	Name	Description
= Q	SetVolume(Single)	Sets the audio volume
÷	SetVolume(Single, Single)	Sets the audio volume
÷	SetVolume(Single, Single, Single)	Sets the audio volume

Тор

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioSetVolume Method (Single)

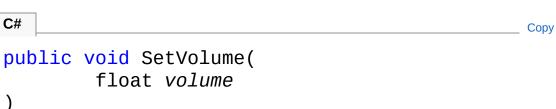
Sets the audio volume

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

)



Parameters

volume Type: SystemSingle The target volume

▲ See Also

Reference Audio Class SetVolume Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioSetVolume Method (Single, Single)

Sets the audio volume

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

```
public void SetVolume(
    float volume,
    float fadeSeconds
)
```

Parameters

volume

Type: SystemSingle

The target volume

fadeSeconds

Type: SystemSingle

How many seconds it needs for the audio to fade in/out to reach target volume. If passed, it will override the Audio's fade in/out seconds, but only for this transition

⊿ See Also

Reference Audio Class SetVolume Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioSetVolume Method (Single, Single, Single)

Sets the audio volume

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public void SetVolume(
    float volume,
    float fadeSeconds,
    float startVolume
)
```

Parameters

volume

Type: SystemSingle

The target volume

fadeSeconds

Type: SystemSingle

How many seconds it needs for the audio to fade in/out to reach target volume. If passed, it will override the Audio's fade in/out seconds, but only for this transition

startVolume

Type: SystemSingle

Immediately set the volume to this value before beginning the fade. If not passed, the Audio will start fading from the current volume towards the target volume

⊿ See Also

Reference

Audio Class SetVolume Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioStop Method

Stop playing audio clip

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public void Stop()

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioUnPause Method

Resume playing audio clip

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#



▲ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioUpdate Method

Update loop of the Audio. This is automatically called from the sound manager itself. Do not use this function anywhere else, as it may lead to unwanted behaviour.

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public void Update()

⊿ See Also

Reference Audio Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

AudioAudioType Enumeration

Enum representing the type of audio

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Members

Member name	Value	Description
Music	0	
Sound	1	
UISound	2	

⊿ See Also

Reference Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManager Class

Static class responsible for playing and managing audio and sounds.

Inheritance Hierarchy

SystemObject Object Component Behaviour MonoBehaviour Hellmade.SoundEazySoundManager

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

⊿ Syntax

C#

Copy _

public class EazySoundManager : MonoBehaviour

The EazySoundManager type exposes the following members.

Constructors

	Name	Description
=∲	EazySoundManager	Initializes a new instance of the EazySoundManager class

Тор

Properties

	Name	Description
≌ s	Gameobject	The gameobject that the sound manager is attached to
🖀 s	GlobalMusicVolume	Global music volume
🖀 S	GlobalSoundsVolume	Global sounds volume
🕈 S	GlobalUISoundsVolume	Global UI sounds volume
🖀 S	GlobalVolume	Global volume
≌ S	IgnoreDuplicateMusic	When set to true, new music audios that have the same audio clip as any other music audios, will be ignored
≌ S	IgnoreDuplicateSounds	When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored
≧ S	IgnoreDuplicateUISounds	When set to true, new UI sound audios that have the same audio clip as any other UI sound audios, will be ignored

Тор

▲ Methods

		-
	Name	Description
⊴ ŵ S	GetAudio(Int32)	Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found
= 0 S	GetAudio(AudioClip)	Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found
=\$ S	GetMusicAudio(Int32)	Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found
=∳ S	GetMusicAudio(AudioClip)	Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found
= 0 S	GetSoundAudio(Int32)	Returns the sound fx Audio that has

		as its id the audioID if one is found, returns null if no such Audio is found
= 0 S	GetSoundAudio(AudioClip)	Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found
= ≬ S	GetUISoundAudio(Int32)	Returns the UI sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found
≕∳ S	GetUISoundAudio(AudioClip)	Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found
=0 S	PauseAll	Pause all audio playing
= 0 S	PauseAllMusic	Pause all music playing
≓ ≬ S	PauseAllSounds	Pause all sound fx playing

= ≬ S	PauseAllUISounds	Pause all UI sound fx playing
= ≬ S	PlayMusic(AudioClip)	Play background music
= 0 S	PlayMusic(AudioClip, Single)	Play background music
= 0 S	PlayMusic(AudioClip, Single, Boolean, Boolean)	Play background music
≋∳ S	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Play background music
≓ ≬ S	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Play background music
≡ ≬ S	PlaySound(AudioClip)	Play a sound fx
= ≬	PlaySound(AudioClip, Boolean)	Play a sound fx
≡ŵ S	PlaySound(AudioClip, Single)	Play a sound fx
:∳ S	PlaySound(AudioClip, Single, Boolean, Transform)	Play a sound fx
= 0 S	PlayUISound(AudioClip)	Play a UI sound fx
≓ ≬ S	PlayUISound(AudioClip, Single)	Play a UI sound fx
= 0 S	PrepareMusic(AudioClip)	Prepares and initializes

		background music
= 0 S	PrepareMusic(AudioClip, Single)	Prepares and initializes background music
= ≬ S	PrepareMusic(AudioClip, Single, Boolean, Boolean)	Prepares and initializes background music
≡0 S	PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Prerpares and initializes background music
≕≬ S	PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Prepares and initializes background music
= 0 S	PrepareSound(AudioClip)	Prepares and initializes a sound fx
= ≬ S	PrepareSound(AudioClip, Boolean)	Prepares and initializes a sound fx
≡0 S	PrepareSound(AudioClip, Single)	Prepares and initializes a sound fx
= ≬ S	PrepareSound(AudioClip, Single, Boolean, Transform)	Prepares and initializes a sound fx
= 0 S	PrepareUISound(AudioClip)	Prepares and initializes a UI

		sound fx
≓∳ S	PrepareUISound(AudioClip, Single)	Prepares and initializes a UI sound fx
=\$ S	RestoreAudioFromPool	Restores and re- adds a pooled audio to its corresponding audio dictionary
= \$	ResumeAll	Resume all audio playing
= 0 S	ResumeAllMusic	Resume all music playing
≓ ≬ S	ResumeAllSounds	Resume all sound fx playing
.≓ ≬ S	ResumeAllUISounds	Resume all UI sound fx playing
= ≬ S	StopAll	Stop all audio playing
⊴≬ S	StopAll(Single)	Stop all audio playing
≕ŷ S	StopAllMusic	Stop all music playing
= 0 S	StopAllMusic(Single)	Stop all music playing
= 0 S	StopAllSounds	Stop all sound fx playing

StopAllUISounds

Stop all UI sound fx playing

Тор

=\$ S

⊿ See Also

Reference

Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManager Constructor

Initializes a new instance of the EazySoundManager class

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

Copy

▲ Syntax

C#

public EazySoundManager()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManager Properties

The EazySoundManager type exposes the following members.

▲ Properties

	Name	Description
🖀 s	Gameobject	The gameobject that the sound manager is attached to
🖹 S	GlobalMusicVolume	Global music volume
📽 s	GlobalSoundsVolume	Global sounds volume
🕈 S	GlobalUISoundsVolume	Global UI sounds volume
📽 s	GlobalVolume	Global volume
🕈 S	IgnoreDuplicateMusic	When set to true, new music audios that have the same audio clip as any other music audios, will be ignored
i≌ S	IgnoreDuplicateSounds	When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored

IgnoreDuplicateUISounds When set to true, new UI sound audios that have the same audio clip as any other UI sound audios, will be ignored

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGameobject Property

The gameobject that the sound manager is attached to

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

public static GameObject Gameobject { get; }

Copy

Property Value Type: GameObject

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGlobalMusicVol Property

Global music volume

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGlobalSoundsV Property

Global sounds volume

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGlobalUISound: Property

Global UI sounds volume

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Property Value Type: Single

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGlobalVolume Property

Global volume

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

public static float GlobalVolume { get; set; }

Copy

Property Value Type: Single

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerIgnoreDuplicate Property

When set to true, new music audios that have the same audio clip as any other music audios, will be ignored

Namespace: Hellmade.Sound

```
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0
```

▲ Syntax



Property Value Type: Boolean



Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerIgnoreDuplicate Property

When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored

Namespace: Hellmade.Sound

```
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0
```

▲ Syntax



Property Value Type: Boolean



Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerIgnoreDuplicate Property

When set to true, new UI sound audios that have the same audio clip as any other UI sound audios, will be ignored

Namespace: Hellmade.Sound

```
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0
```

▲ Syntax



Property Value Type: Boolean



Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManager Methods

The EazySoundManager type exposes the following members.

Methods

	Name	Description
≕ ∳ S	GetAudio(Int32)	Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found
≕∳ S	GetAudio(AudioClip)	Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found
= ≬ S	GetMusicAudio(Int32)	Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found
= ≬ S	GetMusicAudio(AudioClip)	Returns the first occurrence of music Audio that plays the given

		audioClip. Returns null if no such Audio is found
≕ ♦ S	GetSoundAudio(Int32)	Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found
= ≬	GetSoundAudio(AudioClip)	Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found
≈ ♥ S	GetUISoundAudio(Int32)	Returns the UI sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found
:∲ 5	GetUISoundAudio(AudioClip)	Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found
=\$ S	PauseAll	Pause all audio

		playing
= 0 S	PauseAllMusic	Pause all music playing
= ≬	PauseAllSounds	Pause all sound fx playing
= 0 S	PauseAllUISounds	Pause all UI sound fx playing
= ≬	PlayMusic(AudioClip)	Play background music
≓ ≬ S	PlayMusic(AudioClip, Single)	Play background music
≓ ≬ S	PlayMusic(AudioClip, Single, Boolean, Boolean)	Play background music
≓ ≬ S	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Play background music
≡∳ S	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Play background music
≡∳ S	PlaySound(AudioClip)	Play a sound fx
≡ ≬	PlaySound(AudioClip, Boolean)	Play a sound fx
≡ ∲ S	PlaySound(AudioClip, Single)	Play a sound fx
≓ ≬ S	PlaySound(AudioClip, Single, Boolean, Transform)	Play a sound fx

≓ ≬ S	PlayUISound(AudioClip)	Play a UI sound fx
≓ ≬ S	PlayUISound(AudioClip, Single)	Play a UI sound fx
≓ ≬ S	PrepareMusic(AudioClip)	Prepares and initializes background music
= 0 S	PrepareMusic(AudioClip, Single)	Prepares and initializes background music
≓ ∲ S	PrepareMusic(AudioClip, Single, Boolean, Boolean)	Prepares and initializes background music
= ≬ S	PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Prerpares and initializes background music
≕∳ S	PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Prepares and initializes background music
≡ ≬ S	PrepareSound(AudioClip)	Prepares and initializes a sound fx
= ≬ S	PrepareSound(AudioClip, Boolean)	Prepares and initializes a sound fx
≓ ≬ S	PrepareSound(AudioClip, Single)	Prepares and initializes a sound fx
= Q S		

	PrepareSound(AudioClip, Single, Boolean, Transform)	Prepares and initializes a sound fx
= ≬ S	PrepareUISound(AudioClip)	Prepares and initializes a UI sound fx
= ≬ S	PrepareUISound(AudioClip, Single)	Prepares and initializes a UI sound fx
≓∳ S	RestoreAudioFromPool	Restores and re- adds a pooled audio to its corresponding audio dictionary
= 0 S	ResumeAll	Resume all audio playing
= 0 S	ResumeAllMusic	Resume all music playing
≓ ≬ S	ResumeAllSounds	Resume all sound fx playing
≓ ≬ S	ResumeAllUISounds	Resume all UI sound fx playing
≓ ∳ S	StopAll	Stop all audio playing
= ≬ S	StopAll(Single)	Stop all audio playing
≓ ≬ S	StopAllMusic	Stop all music playing

= ≬ S	StopAllMusic(Single)	Stop all music playing
≡ ≬ S	StopAllSounds	Stop all sound fx playing
= ≬ S	StopAllUISounds	Stop all UI sound fx playing

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetAudio Method

Overload List

	Name	Description
= 0 S	GetAudio(Int32)	Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found
= ≬ S	GetAudio(AudioClip)	Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetAudio Method (Int32)

Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found

Copy

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

```
▲ Syntax
```

C#

Parameters

audioID

Type: SystemInt32 The id of the Audio to be retrieved

Return Value

Type: Audio

Audio that has as its id the audioID, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetAudio Method (AudioClip)

Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioClip

Type: AudioClip The audio clip of the Audio to be retrieved

Return Value

Type: Audio

First occurrence of Audio that has as plays the audioClip, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetMusicAudio Method

Overload List

	Name	Description
≕ ∲ S	GetMusicAudio(Int32)	Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found
= ♥ S	GetMusicAudio(AudioClip)	Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetMusicAudio Method (Int32)

Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioID

Type: SystemInt32 The id of the music Audio to be returned

Return Value

Type: Audio

Music Audio that has as its id the audioID if one is found, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetMusicAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetMusicAudio Method (AudioClip)

Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioClip

Type: **AudioClip** The audio clip of the music Audio to be retrieved

Return Value

Type: Audio

First occurrence of music Audio that has as plays the audioClip, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetMusicAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetSoundAudic Method

Overload List

	Name	Description	
= ∲ S	GetSoundAudio(Int32)	Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found	
= ∲ S	GetSoundAudio(AudioClip)	Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found	

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetSoundAudic Method (Int32)

Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioID

Type: SystemInt32 The id of the sound fx Audio to be returned

Return Value

Type: Audio

Sound fx Audio that has as its id the audioID if one is found, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetSoundAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetSoundAudic Method (AudioClip)

Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioClip

Type: **AudioClip** The audio clip of the sound Audio to be retrieved

Return Value

Type: Audio

First occurrence of sound Audio that has as plays the audioClip, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetSoundAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetUISoundAu Method

Overload List

	Name	Description
= ∲	GetUISoundAudio(Int32)	Returns the UI sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found
= ∲ S	GetUISoundAudio(AudioClip)	Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

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EazySoundManagerGetUISoundAuc Method (Int32)

Returns the UI sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioID

Type: SystemInt32 The id of the UI sound fx Audio to be returned

Return Value

Type: Audio

UI sound fx Audio that has as its id the audioID if one is found, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetUISoundAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerGetUISoundAuc Method (AudioClip)

Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

audioClip

Type: **AudioClip** The audio clip of the UI sound Audio to be retrieved

Return Value

Type: Audio

First occurrence of UI sound Audio that has as plays the audioClip, null if no such Audio is found

⊿ See Also

Reference EazySoundManager Class GetUISoundAudio Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPauseAll Method

Pause all audio playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void PauseAll()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPauseAllMusic Method

Pause all music playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void PauseAllMusic()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPauseAllSound: Method

Pause all sound fx playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void PauseAllSounds()

▲ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPauseAllUISour Method

Pause all UI sound fx playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void PauseAllUISounds()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlayMusic Method

Overload List

	Name	Description
= 0 S	PlayMusic(AudioClip)	Play background music
= \$	PlayMusic(AudioClip, Single)	Play background music
= ≬ S	PlayMusic(AudioClip, Single, Boolean, Boolean)	Play background music
≓∳ S	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Play background music
= \$	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Play background music

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPlayMusic Method (AudioClip)

Play background music

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

Parameters

clip

Type: **AudioClip** The audio clip to play

Return Value Type: Int32 The ID of the created Audio object

▲ See Also

Reference EazySoundManager Class PlayMusic Overload Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPlayMusic Method (AudioClip, Single)

Play background music

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

```
public static int PlayMusic(
        AudioClip clip,
        float volume
)
```

Parameters

clip

Type: AudioClip

The audio clip to play

volume

Type: SystemSingle The volume the music will have

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PlayMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlayMusic Method (AudioClip, Single, Boolean, Boolean)

Play background music

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#	Сору
<pre>public static int PlayMusic(</pre>	
AudioClip <i>clip</i> ,	
float <i>volume</i> ,	
bool <i>loop</i> ,	
bool <i>persist</i>	
)	

Parameters

clip

Type: AudioClip The audio clip to play volume Type: SystemSingle The volume the music will have loop Type: SystemBoolean Wether the music is looped persist Type: SystemBoolean Whether the audio persists in between scene changes

Return Value Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PlayMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlayMusic Method (AudioClip, Single, Boolean, Boolean, Single, Single)

Play background music

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

⊿ Syntax

```
C#
                                                       Copy
 public static int PlayMusic(
          AudioClip clip,
           float volume,
           bool loop,
           bool persist,
           float fadeInSeconds,
           float fadeOutSeconds
 )
Parameters
clip
   Type: AudioClip
   The audio clip to play
volume
   Type: SystemSingle
   The volume the music will have
loop
```

Type: SystemBoolean

Wether the music is looped

persist

Type: SystemBoolean

Whether the audio persists in between scene changes *fadeInSeconds*

Type: SystemSingle

How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)

fadeOutSeconds

Type: SystemSingle

How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)

Return Value Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PlayMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlayMusic Method (AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)

Play background music

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

⊿ Syntax

C#	Сору
<pre>public static int PlayMusic(</pre>	
AudioClip <i>clip</i> ,	
float <i>volume</i> ,	
bool <i>loop</i> ,	
bool <i>persist</i> ,	
float fadeInSeconds,	
float <i>fadeOutSeconds</i> ,	
float currentMusicfadeOutSeconds,	
Transform <i>sourceTransform</i>	
)	

Parameters

clip

Type: AudioClip The audio clip to play *volume* Type: SystemSingle The volume the music will have

loop

Type: SystemBoolean

Wether the music is looped

persist

Type: SystemBoolean

Whether the audio persists in between scene changes *fadeInSeconds*

Type: SystemSingle

How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)

fadeOutSeconds

Type: SystemSingle

How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)

currentMusicfadeOutSeconds

Type: SystemSingle

How many seconds it needs for current music audio to fade out. It will override its own fade out seconds. If -1 is passed, current music will keep its own fade out seconds

sourceTransform

Type: Transform

The transform that is the source of the music (will become 3D audio). If 3D audio is not wanted, use null

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PlayMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlaySound Method

Overload List

	Name	Description
≓ ≬ S	PlaySound(AudioClip)	Play a sound fx
≓≬ S	PlaySound(AudioClip, Boolean)	Play a sound fx
= 0 S	PlaySound(AudioClip, Single)	Play a sound fx
≓ ≬ S	PlaySound(AudioClip, Single, Boolean, Transform)	Play a sound fx

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlaySound Method (AudioClip)

Play a sound fx

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

Parameters

clip

Type: **AudioClip** The audio clip to play

Return Value Type: Int32 The ID of the created Audio object

▲ See Also

Reference EazySoundManager Class PlaySound Overload Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPlaySound Method (AudioClip, Boolean)

Play a sound fx

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

```
public static int PlaySound(
        AudioClip clip,
        bool loop
)
```

Parameters

clip

Type: **AudioClip** The audio clip to play

loop

Type: SystemBoolean Wether the sound is looped

Return Value Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PlaySound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlaySound Method (AudioClip, Single)

Play a sound fx

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

```
public static int PlaySound(
        AudioClip clip,
        float volume
)
```

Parameters

clip

Type: AudioClip

The audio clip to play

volume

Type: SystemSingle The volume the music will have

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PlaySound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlaySound Method (AudioClip, Single, Boolean, Transform)

Play a sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#		Сору
public static	int PlaySound(
Audio	Clip <i>clip</i> ,	
float	volume,	
bool .	loop,	
Trans	form sourceTransform	

Parameters

clip

Type: AudioClip The audio clip to play volume Type: SystemSingle The volume the music will have loop Type: SystemBoolean Wether the sound is looped sourceTransform

Type: Transform

The transform that is the source of the sound (will become 3D audio). If 3D audio is not wanted, use null

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PlaySound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlayUISound Method

Overload List

	Name	Description
≓ ≬ S	PlayUISound(AudioClip)	Play a UI sound fx
= 0 S	PlayUISound(AudioClip, Single)	Play a UI sound fx

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPlayUISound Method (AudioClip)

Play a UI sound fx

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

Parameters

clip

Type: **AudioClip** The audio clip to play

Return Value Type: Int32 The ID of the created Audio object

▲ See Also

Reference EazySoundManager Class PlayUISound Overload Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPlayUISound Method (AudioClip, Single)

Play a UI sound fx

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

```
public static int PlayUISound(
        AudioClip clip,
        float volume
)
```

Parameters

clip

Type: AudioClip

The audio clip to play

volume

Type: SystemSingle The volume the music will have

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PlayUISound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareMusic Method

Overload List

Name	Description
PrepareMusic(AudioClip)	Prepares and initializes background music
PrepareMusic(AudioClip, Single)	Prepares and initializes background music
PrepareMusic(AudioClip, Single, Boolean, Boolean)	Prepares and initializes background music
PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Prerpares and initializes background music
PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Prepares and initializes background music
	PrepareMusic(AudioClip) PrepareMusic(AudioClip, Single) PrepareMusic(AudioClip, Single, Boolean, Boolean) PrepareMusic(AudioClip, Single, Single) PrepareMusic(AudioClip, Single, Single) PrepareMusic(AudioClip, Single, Single)

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareMusic Method (AudioClip)

Prepares and initializes background music

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

clip

Type: **AudioClip** The audio clip to prepare

Return Value Type: Int32 The ID of the created Audio object

▲ See Also

Reference EazySoundManager Class PrepareMusic Overload Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPrepareMusic Method (AudioClip, Single)

Prepares and initializes background music

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public static int PrepareMusic(
        AudioClip clip,
        float volume
)
```

Parameters

clip

Type: AudioClip

The audio clip to prepare

volume

Type: SystemSingle The volume the music will have

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PrepareMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareMusic Method (AudioClip, Single, Boolean, Boolean)

Prepares and initializes background music

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

```
C#

public static int PrepareMusic(

AudioClip clip,

float volume,

bool loop,

bool persist

)
```

Parameters

clip

Type: AudioClip The audio clip to prepare *volume* Type: SystemSingle The volume the music will have *loop* Type: SystemBoolean Wether the music is looped

persist

Type: SystemBoolean Whether the audio persists in between scene changes

Return Value Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PrepareMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareMusic Method (AudioClip, Single, Boolean, Boolean, Single, Single)

Prerpares and initializes background music

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#		Сору
public	<pre>static int PrepareMusic(</pre>	
	AudioClip <i>clip</i> ,	
	float <i>volume</i> ,	
	bool <i>loop</i> ,	
	bool <i>persist</i> ,	
	float fadeInSeconds,	
	float fadeOutSeconds	
)		
)	float fadeInSeconds,	

Parameters

clip

Type: AudioClip

The audio clip to prepare

volume

Type: SystemSingle

The volume the music will have

loop

Type: SystemBoolean Wether the music is looped persist Type: SystemBoolean Whether the audio persists in between scene changes fadeInSeconds Type: SystemSingle fadeOutSeconds Type: SystemSingle

Return Value Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PrepareMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

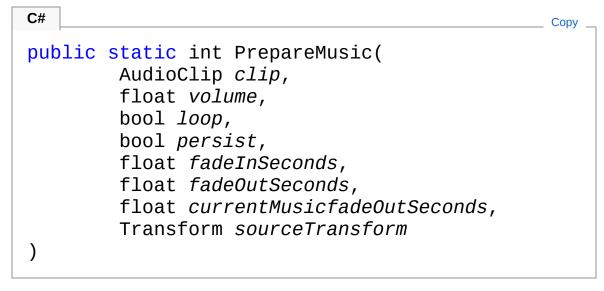
EazySoundManagerPrepareMusic Method (AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)

Prepares and initializes background music

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax



Parameters

clip

Type: AudioClip The audio clip to prepare *volume* Type: SystemSingle The volume the music will have

loop

Type: SystemBoolean

Wether the music is looped

persist

Type: SystemBoolean

Whether the audio persists in between scene changes *fadeInSeconds*

Type: SystemSingle

fadeOutSeconds

Type: SystemSingle

currentMusicfadeOutSeconds

Type: SystemSingle

How many seconds it needs for current music audio to fade out. It will override its own fade out seconds. If -1 is passed, current music will keep its own fade out seconds

sourceTransform

Type: Transform

The transform that is the source of the music (will become 3D audio). If 3D audio is not wanted, use null

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PrepareMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareSound Method

Overload List

	Name	Description
= 0 S	PrepareSound(AudioClip)	Prepares and initializes a sound fx
≓Ŷ S	PrepareSound(AudioClip, Boolean)	Prepares and initializes a sound fx
≓Ŷ S	PrepareSound(AudioClip, Single)	Prepares and initializes a sound fx
⊴ŵ S	PrepareSound(AudioClip, Single, Boolean, Transform)	Prepares and initializes a sound fx

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareSound Method (AudioClip)

Prepares and initializes a sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

clip

Type: **AudioClip** The audio clip to prepare

Return Value Type: Int32 The ID of the created Audio object

▲ See Also

Reference EazySoundManager Class PrepareSound Overload Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPrepareSound Method (AudioClip, Boolean)

Prepares and initializes a sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public static int PrepareSound(
        AudioClip clip,
        bool loop
)
```

Parameters

clip

Type: AudioClip

The audio clip to prepare

loop

Type: SystemBoolean Wether the sound is looped

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PrepareSound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareSound Method (AudioClip, Single)

Prepares and initializes a sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public static int PrepareSound(
        AudioClip clip,
        float volume
)
```

Parameters

clip

Type: AudioClip

The audio clip to prepare

volume

Type: SystemSingle The volume the music will have

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PrepareSound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareSound Method (AudioClip, Single, Boolean, Transform)

Prepares and initializes a sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#	Сору
<pre>public static int PrepareSound(</pre>	
AudioClip <i>clip</i> ,	
float <i>volume</i> ,	
bool <i>loop</i> ,	
Transform <i>sourceTransform</i>	

Parameters

clip

Type: AudioClip The audio clip to prepare *volume* Type: SystemSingle

The volume the music will have

loop

Type: SystemBoolean Wether the sound is looped sourceTransform

Type: Transform

The transform that is the source of the sound (will become 3D audio). If 3D audio is not wanted, use null

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference EazySoundManager Class PrepareSound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareUISoun Method

Overload List

	Name	Description
= 0 S	PrepareUISound(AudioClip)	Prepares and initializes a UI sound fx
= ≬ S	PrepareUISound(AudioClip, Single)	Prepares and initializes a UI sound fx

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerPrepareUISoun Method (AudioClip)

Prepares and initializes a UI sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

Parameters

clip

Type: **AudioClip** The audio clip to prepare

Return Value Type: Int32 The ID of the created Audio object

▲ See Also

Reference EazySoundManager Class PrepareUISound Overload Hellmade.Sound Namespace Other Assets | Hellmade Games

EazySoundManagerPrepareUISoun Method (AudioClip, Single)

Prepares and initializes a UI sound fx

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

```
public static int PrepareUISound(
        AudioClip clip,
        float volume
)
```

Parameters

clip

Type: AudioClip

The audio clip to prepare

volume

Type: SystemSingle The volume the music will have

Return Value

Type: Int32 The ID of the created Audio object

⊿ See Also

Reference

EazySoundManager Class PrepareUISound Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerRestoreAudioFr Method

Restores and re-adds a pooled audio to its corresponding audio dictionary

Namespace: Hellmade.Sound

Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static bool RestoreAudioFromPool(
 AudioAudioType audioType,
 int audioID
)

Parameters

audioType

Type: Hellmade.SoundAudioAudioType

The audio type of the audio to restore

audioID

Type: SystemInt32 The ID of the audio to be restored

Return Value

Type: Boolean

True if the audio is restored, false if the audio was not in the audio pool.

▲ See Also

Reference

EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerResumeAll Method

Resume all audio playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void ResumeAll()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerResumeAllMusi Method

Resume all music playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void ResumeAllMusic()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerResumeAllSour Method

Resume all sound fx playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void ResumeAllSounds()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerResumeAllUISc Method

Resume all UI sound fx playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void ResumeAllUISounds()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerStopAll Method

Overload List

	Name	Description
≡ ≬ S	StopAll	Stop all audio playing
≡ ∳ S	StopAll(Single)	Stop all audio playing

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerStopAll Method

Stop all audio playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void StopAll()

J See Also

Reference EazySoundManager Class StopAll Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerStopAll Method (Single)

Stop all audio playing

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

Сору

```
public static void StopAll(
    float musicFadeOutSeconds
)
```

Parameters

musicFadeOutSeconds

Type: SystemSingle

How many seconds it needs for all music audio to fade out. It will override their own fade out seconds. If -1 is passed, all music will keep their own fade out seconds

▲ See Also

Reference EazySoundManager Class StopAll Overload Hellmade.Sound Namespace

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EazySoundManagerStopAllMusic Method

Overload List

	Name	Description
≓ ≬ S	StopAllMusic	Stop all music playing
≓ ≬ S	StopAllMusic(Single)	Stop all music playing

Тор

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerStopAllMusic Method

Stop all music playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void StopAllMusic()

⊿ See Also

Reference EazySoundManager Class StopAllMusic Overload Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerStopAllMusic Method (Single)

Stop all music playing

```
Namespace: Hellmade.Sound
Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version:
0.0.0.0
```

▲ Syntax

C#

```
public static void StopAllMusic(
    float fadeOutSeconds
)
```

Parameters

fadeOutSeconds

Type: SystemSingle

How many seconds it needs for all music audio to fade out. It will override their own fade out seconds. If -1 is passed, all music will keep their own fade out seconds

Cop

⊿ See Also

Reference EazySoundManager Class StopAllMusic Overload Hellmade.Sound Namespace

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EazySoundManagerStopAllSounds Method

Stop all sound fx playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void StopAllSounds()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games

EazySoundManagerStopAllUISound Method

Stop all UI sound fx playing

Namespace: Hellmade.Sound Assembly: Assembly-CSharp (in Assembly-CSharp.dll) Version: 0.0.0.0

▲ Syntax

C#

Сору

public static void StopAllUISounds()

⊿ See Also

Reference EazySoundManager Class Hellmade.Sound Namespace

Other Assets | Hellmade Games