




# Eazy Sound Manager API Reference

# Hellmade.Sound Namespace

## ▲ Classes

	Class	Description
	<a href="#">Audio</a>	The audio object
	<a href="#">EazySoundManager</a>	Static class responsible for playing and managing audio and sounds.

## ▲ Enumerations

	Enumeration	Description
	<a href="#">AudioAudioType</a>	Enum representing the type of audio

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public class Audio
```


The [Audio](#) type exposes the following members.












## ▾ Constructors












	Name	Description
	<a href="#">Audio</a>	Initializes a new instance of the <a href="#">Audio</a> class



[Top](#)

## ▾ Properties

	Name	Description
	<a href="#">Activated</a>	Whether the audio is created and updated at least once.












	<b>AudioID</b>	The ID of the Audio
	<b>AudioSource</b>	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.
	<b>Clip</b>	Audio clip to play/is playing
	<b>DopplerLevel</b>	The doppler scale of the audio
	<b>FadeInSeconds</b>	How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)
	<b>FadeOutSeconds</b>	How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)
	<b>IsPlaying</b>	Whether the audio is currently playing
	<b>Loop</b>	Whether the audio will be lopped
	<b>Max3DDistance</b>	(Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.
	<b>Min3DDistance</b>	Within the Min distance the audio will cease to grow louder in volume.
	<b>Mute</b>	Whether the audio is muted

	<b>Paused</b>	Whether the audio is paused
	<b>Persist</b>	Whether the audio persists in between scene changes
	<b>Pitch</b>	The pitch of the audio
	<b>Priority</b>	Sets the priority of the audio
	<b>ReverbZoneMix</b>	The amount by which the signal from the AudioSource will be mixed into the global reverb associated with the Reverb Zones.
	<b>RolloffMode</b>	How the audio attenuates over distance
	<b>SourceTransform</b>	The source transform of the audio.
	<b>SpatialBlend</b>	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.
	<b>Spread</b>	The spread angle (in degrees) of a 3d stereo or multichannel sound in speaker space.
	<b>StereoPan</b>	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
	Type	The type of the Audio
	Volume	The volume of the audio. Use SetVolume to change it.

[Top](#)

## ▲ Methods

	Name	Description
	Pause	Pause playing audio clip
	Play	Start playing audio clip from the beginning
	Play(Single)	Start playing audio clip from the beginning
	Resume	Resume playing audio clip
	Set3DDistances	Sets the Audio 3D distances
	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
	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.

---

[Top](#)

## ▲ See Also

Reference

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
  
public Audio(  
    AudioAudioType audioType,  
    AudioClip clip,  
    bool loop,  
    bool persist,  
    float volume,  
    float fadeInValue,  
    float fadeOutValue,  
    Transform sourceTransform  
)
```

## 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](#)

---

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# Eazy Sound Manager API Reference













# Audio Properties

The [Audio](#) type exposes the following members.

## ▲ Properties






	Name	Description
	<a href="#">Activated</a>	Whether the audio is created and updated at least once.
	<a href="#">AudioID</a>	The ID of the Audio
	<a href="#">AudioSource</a>	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.
	<a href="#">Clip</a>	Audio clip to play/is playing
	<a href="#">DopplerLevel</a>	The doppler scale of the audio
	<a href="#">FadeInSeconds</a>	How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)
	<a href="#">FadeOutSeconds</a>	How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)
	<a href="#">IsPlaying</a>	Whether the audio is currently

playing

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

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	<a href="#">Spread</a>	The spread angle (in degrees) of a 3d stereo or multichannel sound in speaker space.
	<a href="#">StereoPan</a>	Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.
	<a href="#">Stopping</a>	Whether the audio is stopping
	<a href="#">Type</a>	The type of the Audio
	<a href="#">Volume</a>	The volume of the audio. Use SetVolume to change it.

---

[Top](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# 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

```
C# Copy  
public bool Activated { get; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioAudioID Property

The ID of the Audio

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public int AudioID { get; }
```

Property Value

Type: [Int32](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

## ▲ Syntax

```
C# Copy  
public AudioSource AudioSource { get; }
```

Property Value

Type: **AudioSource**

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

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

Property Value

Type: **AudioClip**

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# AudioDopplerLevel Property

The doppler scale of the audio

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public float DopplerLevel { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public float FadeInSeconds { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public float FadeOutSeconds { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioIsPlaying Property

Whether the audio is currently playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public bool IsPlaying { get; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# AudioLoop Property

Whether the audio will be lopped

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public bool Loop { get; set; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public float Max3DDistance { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public float Min3DDistance { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioMute Property

Whether the audio is muted

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public bool Mute { get; set; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# AudioPaused Property

Whether the audio is paused

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public bool Paused { get; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public bool Persist { get; set; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# AudioPitch Property

The pitch of the audio

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public float Pitch { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioPriority Property

Sets the priority of the audio

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public int Priority { get; set; }
```

Property Value

Type: [Int32](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# 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

```
C# Copy  
public float ReverbZoneMix { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioRolloffMode Property

How the audio attenuates over distance

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public AudioRolloffMode RolloffMode { get; set; }
```

Property Value

Type: **AudioRolloffMode**

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# AudioSourceTransform Property

The source transform of the audio.

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public Transform SourceTransform { get; set; }
```

Property Value  
Type: **Transform**

## ▲ See Also

Reference  
[Audio Class](#)  
[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

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

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference



# 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

```
C# Copy  
public float Spread { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
public float StereoPan { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioStopping Property

Whether the audio is stopping

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public bool Stopping { get; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# AudioType Property

The type of the Audio

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public AudioAudioType Type { get; }
```

Property Value

Type: [AudioAudioType](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference



# 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

```
C# Copy  
public float Volume { get; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)












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# Eazy Sound Manager API Reference

# Audio Methods

The [Audio](#) type exposes the following members.

## ▲ Methods

	Name	Description
	<a href="#">Pause</a>	Pause playing audio clip
	<a href="#">Play</a>	Start playing audio clip from the beginning
	<a href="#">Play(Single)</a>	Start playing audio clip from the beginning
	<a href="#">Resume</a>	Resume playing audio clip
	<a href="#">Set3DDistances</a>	Sets the Audio 3D distances
	<a href="#">SetVolume(Single)</a>	Sets the audio volume
	<a href="#">SetVolume(Single, Single)</a>	Sets the audio volume
	<a href="#">SetVolume(Single, Single, Single)</a>	Sets the audio volume
	<a href="#">Stop</a>	Stop playing audio clip
	<a href="#">UnPause</a>	Resume playing audio clip
	<a href="#">Update</a>	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.

---

[Top](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioPause Method

Pause playing audio clip

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public void Pause()
```

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)



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# Eazy Sound Manager API Reference

# AudioPlay Method

## ▲ Overload List

	Name	Description
	<a href="#">Play</a>	Start playing audio clip from the beginning
	<a href="#">Play(Single)</a>	Start playing audio clip from the beginning

[Top](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioPlay Method

Start playing audio clip from the beginning

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public void Play()
```

## ▲ See Also

Reference

[Audio Class](#)

[Play Overload](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioPlay Method (Single)

Start playing audio clip from the beginning

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public void Play(  
    float volume  
)
```

## Parameters

*volume*

Type: [SystemSingle](#)

The target volume

## ▲ See Also

### Reference

[Audio Class](#)

[Play Overload](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioResume Method

Resume playing audio clip

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public void Resume()
```

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# AudioSet3DDistances Method

Sets the Audio 3D distances

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public void Set3DDistances(  
    float min,  
    float max  
)
```

## Parameters

*min*

Type: [SystemSingle](#)  
the min distance

*max*

Type: [SystemSingle](#)  
the max distance

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# AudioSetVolume Method

## ▲ Overload List

	Name	Description
	<a href="#">SetVolume(Single)</a>	Sets the audio volume
	<a href="#">SetVolume(Single, Single)</a>	Sets the audio volume
	<a href="#">SetVolume(Single, Single, Single)</a>	Sets the audio volume

[Top](#)

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# AudioSetVolume Method (Single)

Sets the audio volume

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public void SetVolume(  
    float volume  
)
```

## Parameters

*volume*

Type: [SystemSingle](#)

The target volume

## ▲ See Also

### Reference

[Audio Class](#)

[SetVolume Overload](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
  
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](#)

---

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# Eazy Sound Manager API Reference



# 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# Copy  
  
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](#)

---

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# Eazy Sound Manager API Reference

# AudioStop Method

Stop playing audio clip

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public void Stop()
```

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# AudioUnPause Method

Resume playing audio clip

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public void UnPause()
```

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
public void Update()
```

## ▲ See Also

Reference

[Audio Class](#)

[Hellmade.Sound Namespace](#)

---

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# Eazy Sound Manager API Reference

# AudioAudioType Enumeration

Enum representing the type of audio

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public enum AudioType
```

## ▲ Members

Member name	Value	Description
Music	0	
Sound	1	
UISound	2	

## ▲ See Also

Reference

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# 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
	<a href="#">EazySoundManager</a>	Initializes a new instance of the <a href="#">EazySoundManager</a> class






[Top](#)

## ▲ Properties

	Name	Description
 <b>S</b>	<a href="#">Gameobject</a>	The gameobject that the sound manager is attached to
 <b>S</b>	<a href="#">GlobalMusicVolume</a>	Global music volume
 <b>S</b>	<a href="#">GlobalSoundsVolume</a>	Global sounds volume
 <b>S</b>	<a href="#">GlobalUISoundsVolume</a>	Global UI sounds volume
 <b>S</b>	<a href="#">GlobalVolume</a>	Global volume
 <b>S</b>	<a href="#">IgnoreDuplicateMusic</a>	When set to true, new music audios that have the same audio clip as any other music audios, will be ignored
 <b>S</b>	<a href="#">IgnoreDuplicateSounds</a>	When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored
 <b>S</b>	<a href="#">IgnoreDuplicateUISounds</a>	When set to true, new UI sound audios that have the same audio clip as any other UI sound audios, will be ignored

[Top](#)

## ▲ Methods

	Name	Description
	<a href="#">GetAudio(Int32)</a>	Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetAudio(AudioClip)</a>	Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found
	<a href="#">GetMusicAudio(Int32)</a>	Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetMusicAudio(AudioClip)</a>	Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found
	<a href="#">GetSoundAudio(Int32)</a>	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



[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



[GetUISoundAudio\(AudioClip\)](#)

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



[PauseAll](#)

Pause all audio  
playing
















[PauseAllMusic](#)

Pause all music  
playing


































[PauseAllSounds](#)

Pause all sound fx  
playing

	<code>PauseAllUISounds</code>	Pause all UI sound fx playing
	<code>PlayMusic(AudioClip)</code>	Play background music
	<code>PlayMusic(AudioClip, Single)</code>	Play background music
	<code>PlayMusic(AudioClip, Single, Boolean, Boolean)</code>	Play background music
	<code>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</code>	Play background music
	<code>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)</code>	Play background music
	<code>PlaySound(AudioClip)</code>	Play a sound fx
	<code>PlaySound(AudioClip, Boolean)</code>	Play a sound fx
	<code>PlaySound(AudioClip, Single)</code>	Play a sound fx
	<code>PlaySound(AudioClip, Single, Boolean, Transform)</code>	Play a sound fx
	<code>PlayUISound(AudioClip)</code>	Play a UI sound fx
	<code>PlayUISound(AudioClip, Single)</code>	Play a UI sound fx
	<code>PrepareMusic(AudioClip)</code>	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)	Prepares and initializes background music
	PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Prepares and initializes background music
	PrepareSound(AudioClip)	Prepares and initializes a sound fx
	PrepareSound(AudioClip, Boolean)	Prepares and initializes a sound fx
	PrepareSound(AudioClip, Single)	Prepares and initializes a sound fx
	PrepareSound(AudioClip, Single, Boolean, Transform)	Prepares and initializes a sound fx
	PrepareUISound(AudioClip)	Prepares and initializes a UI

		sound fx
 	<code>PrepareUISound(AudioClip, Single)</code>	Prepares and initializes a UI sound fx
 	<code>RestoreAudioFromPool</code>	Restores and re-adds a pooled audio to its corresponding audio dictionary
 	<code>ResumeAll</code>	Resume all audio playing
 	<code>ResumeAllMusic</code>	Resume all music playing
 	<code>ResumeAllSounds</code>	Resume all sound fx playing
 	<code>ResumeAllUISounds</code>	Resume all UI sound fx playing
 	<code>StopAll</code>	Stop all audio playing
 	<code>StopAll(Single)</code>	Stop all audio playing
 	<code>StopAllMusic</code>	Stop all music playing
 	<code>StopAllMusic(Single)</code>	Stop all music playing
 	<code>StopAllSounds</code>	Stop all sound fx playing



[StopAllUISounds](#)

Stop all UI sound  
fx playing

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[Top](#)

## ▲ See Also

Reference

[Hellmade.Sound Namespace](#)

---

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# Eazy Sound Manager API Reference

# 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

## ▲ Syntax

```
C# Copy  
public EazySoundManager()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)









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# Eazy Sound Manager API Reference

# EazySoundManager Properties

The [EazySoundManager](#) type exposes the following members.

## ▲ Properties

	Name	Description
 <b>S</b>	<a href="#">Gameobject</a>	The gameobject that the sound manager is attached to
 <b>S</b>	<a href="#">GlobalMusicVolume</a>	Global music volume
 <b>S</b>	<a href="#">GlobalSoundsVolume</a>	Global sounds volume
 <b>S</b>	<a href="#">GlobalUISoundsVolume</a>	Global UI sounds volume
 <b>S</b>	<a href="#">GlobalVolume</a>	Global volume
 <b>S</b>	<a href="#">IgnoreDuplicateMusic</a>	When set to true, new music audios that have the same audio clip as any other music audios, will be ignored
 <b>S</b>	<a href="#">IgnoreDuplicateSounds</a>	When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored
 <b>S</b>		

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

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[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
public static GameObject Gameobject { get; }
```

Property Value

Type: **GameObject**

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerGlobalMusicVolume Property

Global music volume

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public static float GlobalMusicVolume { get; set; }
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerGlobalSoundsV Property

Global sounds volume

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
public static float GlobalSoundsVolume { get; set;
```

Property Value

Type: [Single](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference





# Eazy Sound Manager API Reference

# EazySoundManagerGlobalVolume Property

Global volume

**Namespace:** [Hellmade.Sound](#)

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

## ▸ Syntax

C#

[Copy](#)

```
public static float GlobalVolume { get; set; }
```

Property Value

Type: [Single](#)

## ▸ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerIgnoreDuplicateProperty

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

```
C# Copy  
public static bool IgnoreDuplicateMusic { get; set; }
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerIgnoreDuplicateProperty

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

```
C# Copy  
public static bool IgnoreDuplicateSounds { get; s  
◀ | | ▶
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerIgnoreDuplicateProperty

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

```
C# Copy  
public static bool IgnoreDuplicateUISounds { get;  
◀────────────────────────────────────────────────────────────────────────────────▶
```

Property Value

Type: [Boolean](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference













# EazySoundManager Methods












The [EazySoundManager](#) type exposes the following members.











## ▲ Methods

	Name	Description
	<a href="#">GetAudio(Int32)</a>	Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetAudio(AudioClip)</a>	Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found
	<a href="#">GetMusicAudio(Int32)</a>	Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetMusicAudio(AudioClip)</a>	Returns the first occurrence of music Audio that plays the given




		audioClip. Returns null if no such Audio is found
	<a href="#">GetSoundAudio(Int32)</a>	Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetSoundAudio(AudioClip)</a>	Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found
	<a href="#">GetUISoundAudio(Int32)</a>	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
	<a href="#">GetUISoundAudio(AudioClip)</a>	Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found
	<a href="#">PauseAll</a>	Pause all audio

		playing
≡ 	PauseAllMusic	Pause all music playing
≡ 	PauseAllSounds	Pause all sound fx playing
≡ 	PauseAllUISounds	Pause all UI sound fx playing
≡ 	PlayMusic(AudioClip)	Play background music
≡ 	PlayMusic(AudioClip, Single)	Play background music
≡ 	PlayMusic(AudioClip, Single, Boolean, Boolean)	Play background music
≡ 	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)	Play background music
≡ 	PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)	Play background music
≡ 	PlaySound(AudioClip)	Play a sound fx
≡ 	PlaySound(AudioClip, Boolean)	Play a sound fx
≡ 	PlaySound(AudioClip, Single)	Play a sound fx
≡ 	PlaySound(AudioClip, Single, Boolean, Transform)	Play a sound fx

	<code>PlayUISound(AudioClip)</code>	Play a UI sound fx
	<code>PlayUISound(AudioClip, Single)</code>	Play a UI sound fx
	<code>PrepareMusic(AudioClip)</code>	Prepares and initializes background music
	<code>PrepareMusic(AudioClip, Single)</code>	Prepares and initializes background music
	<code>PrepareMusic(AudioClip, Single, Boolean, Boolean)</code>	Prepares and initializes background music
	<code>PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</code>	Prepares and initializes background music
	<code>PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)</code>	Prepares and initializes background music
	<code>PrepareSound(AudioClip)</code>	Prepares and initializes a sound fx
	<code>PrepareSound(AudioClip, Boolean)</code>	Prepares and initializes a sound fx
	<code>PrepareSound(AudioClip, Single)</code>	Prepares and initializes a sound fx
		

	<code>PrepareSound(AudioClip, Single, Boolean, Transform)</code>	Prepares and initializes a sound fx
	<code>PrepareUISound(AudioClip)</code>	Prepares and initializes a UI sound fx
	<code>PrepareUISound(AudioClip, Single)</code>	Prepares and initializes a UI sound fx
	<code>RestoreAudioFromPool</code>	Restores and re-adds a pooled audio to its corresponding audio dictionary
	<code>ResumeAll</code>	Resume all audio playing
	<code>ResumeAllMusic</code>	Resume all music playing
	<code>ResumeAllSounds</code>	Resume all sound fx playing
	<code>ResumeAllUISounds</code>	Resume all UI sound fx playing
	<code>StopAll</code>	Stop all audio playing
	<code>StopAll(Single)</code>	Stop all audio playing
	<code>StopAllMusic</code>	Stop all music playing

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	<a href="#">StopAllMusic(Single)</a>	Stop all music playing
	<a href="#">StopAllSounds</a>	Stop all sound fx playing
	<a href="#">StopAllUISounds</a>	Stop all UI sound fx playing

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[Top](#)

## ▲ See Also

### Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)



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# Eazy Sound Manager API Reference



# EazySoundManagerGetAudio Method

## ▲ Overload List

	Name	Description
	<a href="#">GetAudio(Int32)</a>	Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetAudio(AudioClip)</a>	Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public static Audio GetAudio(  
    int audioID  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static Audio GetAudio(  
    AudioClip audioClip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference



# EazySoundManagerGetMusicAudio Method

## ▲ Overload List

	Name	Description
	<a href="#">GetMusicAudio(Int32)</a>	Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetMusicAudio(AudioClip)</a>	Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

[Other Assets](#) | [Hellmade Games](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static Audio GetMusicAudio(  
    int audioID  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
public static Audio GetMusicAudio(  
    AudioClip audioClip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference



# EazySoundManagerGetSoundAudio Method

## ▲ Overload List

	Name	Description
	<a href="#">GetSoundAudio(Int32)</a>	Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found
	<a href="#">GetSoundAudio(AudioClip)</a>	Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerGetSoundAudio 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# Copy  
  
public static Audio GetSoundAudio(  
    int audioID  
)
```

## 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](#)

---

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# Eazy Sound Manager API Reference

# EazySoundManagerGetSoundAudio 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# Copy  
public static Audio GetSoundAudio(  
    AudioClip audioClip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference



# EazySoundManagerGetUISoundAudio Method

## ▲ Overload List

	Name	Description
 	<a href="#">GetUISoundAudio(Int32)</a>	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
 	<a href="#">GetUISoundAudio(AudioClip)</a>	Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerGetUISoundAudio 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# Copy  
  
public static Audio GetUISoundAudio(  
    int audioID  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerGetUISoundAudio 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# Copy  
public static Audio GetUISoundAudio(  
    AudioClip audioClip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPauseAll Method

Pause all audio playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void PauseAll()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPauseAllMusic Method

Pause all music playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void PauseAllMusic()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPauseAllSounds Method

Pause all sound fx playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void PauseAllSounds()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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#

[Copy](#)

```
public static void PauseAllUISounds()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPlayMusic Method

## ▲ Overload List

	Name	Description
	<a href="#">PlayMusic(AudioClip)</a>	Play background music
	<a href="#">PlayMusic(AudioClip, Single)</a>	Play background music
	<a href="#">PlayMusic(AudioClip, Single, Boolean, Boolean)</a>	Play background music
	<a href="#">PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</a>	Play background music
	<a href="#">PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)</a>	Play background music

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

---

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# Eazy Sound Manager API Reference

# EazySoundManagerPlayMusic Method (AudioClip)

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  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPlayMusic Method (AudioClip, 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  
)
```

## 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

---

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static int PlayMusic(  
    AudioClip clip,  
    float volume,  
    bool loop,  
    bool persist  
)
```

## Parameters

*clip*

Type: **AudioClip**

The audio clip to play

*volume*

Type: [SystemSingle](#)

The volume the music will have

*loop*

Type: [SystemBoolean](#)

Whether 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](#)

---

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# Eazy Sound Manager API Reference

# 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](#)  
Whether 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](#)

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# Eazy Sound Manager API Reference



# 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# Copy  
  
public static int PlayMusic(  
    AudioClip clip,  
    float volume,  
    bool loop,  
    bool persist,  
    float fadeInSeconds,  
    float fadeOutSeconds,  
    float currentMusicfadeOutSeconds,  
    Transform sourceTransform  
)
```

## Parameters

*clip*

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

*volume*

Type: [SystemSingle](#)

The volume the music will have

*loop*

Type: [SystemBoolean](#)

Whether 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](#)





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# Eazy Sound Manager API Reference

# EazySoundManagerPlaySound Method

## ▲ Overload List

	Name	Description
	<a href="#">PlaySound(AudioClip)</a>	Play a sound fx
	<a href="#">PlaySound(AudioClip, Boolean)</a>	Play a sound fx
	<a href="#">PlaySound(AudioClip, Single)</a>	Play a sound fx
	<a href="#">PlaySound(AudioClip, Single, Boolean, Transform)</a>	Play a sound fx

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPlaySound Method (AudioClip)

Play a sound fx

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public static int PlaySound(  
    AudioClip clip  
)
```

## 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](#)

---

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# Eazy Sound Manager API Reference

# 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# Copy  
  
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

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# Eazy Sound Manager API Reference

# 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# Copy  
  
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

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static int PlaySound(  
    AudioClip clip,  
    float volume,  
    bool loop,  
    Transform 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](#)

---



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# Eazy Sound Manager API Reference

# EazySoundManagerPlayUISound Method

## ▲ Overload List

	Name	Description
	<a href="#">PlayUISound(AudioClip)</a>	Play a UI sound fx
	<a href="#">PlayUISound(AudioClip, Single)</a>	Play a UI sound fx

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static int PlayUISound(  
    AudioClip clip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
  
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

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# Eazy Sound Manager API Reference

# EazySoundManagerPrepareMusic Method

## ▲ Overload List

	Name	Description
	<a href="#">PrepareMusic(AudioClip)</a>	Prepares and initializes background music
	<a href="#">PrepareMusic(AudioClip, Single)</a>	Prepares and initializes background music
	<a href="#">PrepareMusic(AudioClip, Single, Boolean, Boolean)</a>	Prepares and initializes background music
	<a href="#">PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</a>	Prepares and initializes background music
	<a href="#">PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Transform)</a>	Prepares and initializes background music

[Top](#)

## ▸ See Also

### Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

---

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static int PrepareMusic(  
    AudioClip clip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference



# 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# Copy  
  
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

---

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# Eazy Sound Manager API Reference

# 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# Copy  
  
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](#)

Whether 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](#)

---

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# Eazy Sound Manager API Reference

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

Prepares and initializes background music

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public static int PrepareMusic(  
    AudioClip clip,  
    float volume,  
    bool loop,  
    bool persist,  
    float fadeInSeconds,  
    float fadeOutSeconds  
)
```

## Parameters

*clip*

Type: **AudioClip**

The audio clip to prepare

*volume*

Type: [SystemSingle](#)

The volume the music will have

*loop*

Type: [SystemBoolean](#)

Whether 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](#)

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# Eazy Sound Manager API Reference

# 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

```
C# Copy  
  
public static int PrepareMusic(  
    AudioClip clip,  
    float volume,  
    bool loop,  
    bool persist,  
    float fadeInSeconds,  
    float fadeOutSeconds,  
    float currentMusicfadeOutSeconds,  
    Transform sourceTransform  
)
```

## Parameters

*clip*

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

*volume*

Type: [SystemSingle](#)

The volume the music will have  
*loop*

Type: [SystemBoolean](#)

Whether 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](#)

---





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# Eazy Sound Manager API Reference

# EazySoundManagerPrepareSound Method

## ▲ Overload List

	Name	Description
	<a href="#">PrepareSound(AudioClip)</a>	Prepares and initializes a sound fx
	<a href="#">PrepareSound(AudioClip, Boolean)</a>	Prepares and initializes a sound fx
	<a href="#">PrepareSound(AudioClip, Single)</a>	Prepares and initializes a sound fx
	<a href="#">PrepareSound(AudioClip, Single, Boolean, Transform)</a>	Prepares and initializes a sound fx

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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# Copy  
  
public static int PrepareSound(  
    AudioClip clip  
)
```

## 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](#)



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# Eazy Sound Manager API Reference

# 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# Copy  
  
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

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# Eazy Sound Manager API Reference

# 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# Copy  
  
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

---

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# Eazy Sound Manager API Reference



# 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# Copy  
  
public static int PrepareSound(  
    AudioClip clip,  
    float volume,  
    bool loop,  
    Transform sourceTransform  
)
```

## 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](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPrepareUISound Method

## ▲ Overload List

	Name	Description
	<a href="#">PrepareUISound(AudioClip)</a>	Prepares and initializes a UI sound fx
	<a href="#">PrepareUISound(AudioClip, Single)</a>	Prepares and initializes a UI sound fx

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerPrepareUISound 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# Copy  
  
public static int PrepareUISound(  
    AudioClip clip  
)
```

## 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](#)

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# Eazy Sound Manager API Reference



# EazySoundManagerPrepareUISound 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# Copy  
  
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

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# Eazy Sound Manager API Reference

# EazySoundManagerRestoreAudioFromPool 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# Copy  
  
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](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerResumeAll Method

Resume all audio playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void ResumeAll()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# EazySoundManagerResumeAllMusic Method

Resume all music playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void ResumeAllMusic()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerResumeAllSour Method

Resume all sound fx playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void ResumeAllSounds()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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#

[Copy](#)

```
public static void ResumeAllUISounds()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)



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# Eazy Sound Manager API Reference

# EazySoundManagerStopAll Method

## ▲ Overload List

	Name	Description
	<a href="#">StopAll</a>	Stop all audio playing
	<a href="#">StopAll(Single)</a>	Stop all audio playing

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference



# EazySoundManagerStopAll Method

Stop all audio playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void StopAll()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[StopAll Overload](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerStopAll Method (Single)

Stop all audio playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public static void StopAll(  
    float musicFadeOutSeconds  
)
```

## Parameters

*musicFadeOutSeconds*

Type: [System.Single](#)

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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# Eazy Sound Manager API Reference

# EazySoundManagerStopAllMusic Method

## ▲ Overload List

	Name	Description
	<a href="#">StopAllMusic</a>	Stop all music playing
	<a href="#">StopAllMusic(Single)</a>	Stop all music playing

[Top](#)

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerStopAllMusic Method

Stop all music playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void StopAllMusic()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[StopAllMusic Overload](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerStopAllMusic Method (Single)

Stop all music playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

```
C# Copy  
  
public static void StopAllMusic(  
    float fadeOutSeconds  
)
```

## Parameters

*fadeOutSeconds*

Type: [System.Single](#)

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](#)

[StopAllMusic Overload](#)

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# Eazy Sound Manager API Reference

# EazySoundManagerStopAllSounds Method

Stop all sound fx playing

**Namespace:** [Hellmade.Sound](#)

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

## ▲ Syntax

C#

[Copy](#)

```
public static void StopAllSounds()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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# Eazy Sound Manager API Reference

# 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#

[Copy](#)

```
public static void StopAllUISounds()
```

## ▲ See Also

Reference

[EazySoundManager Class](#)

[Hellmade.Sound Namespace](#)

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