## Hellmade.Sound Namespace

### Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🎵 Audio</td>
<td>The audio object</td>
</tr>
<tr>
<td>🎵 EazySoundManager</td>
<td>Static class responsible for playing and managing audio and sounds.</td>
</tr>
</tbody>
</table>

### Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🎵 AudioAudioType</td>
<td>Enum representing the type of audio</td>
</tr>
</tbody>
</table>
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

```csharp
public class Audio
```

The Audio type exposes the following members.

- Constructors

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

- Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activated</td>
<td>Whether the audio is created and updated at least once.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>AudioID</strong></td>
<td>The ID of the Audio</td>
</tr>
<tr>
<td><strong>AudioSource</strong></td>
<td>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.</td>
</tr>
<tr>
<td><strong>Clip</strong></td>
<td>Audio clip to play/is playing</td>
</tr>
<tr>
<td><strong>DopplerLevel</strong></td>
<td>The doppler scale of the audio</td>
</tr>
<tr>
<td><strong>FadeInSeconds</strong></td>
<td>How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)</td>
</tr>
<tr>
<td><strong>FadeOutSeconds</strong></td>
<td>How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)</td>
</tr>
<tr>
<td><strong>IsPlaying</strong></td>
<td>Whether the audio is currently playing</td>
</tr>
<tr>
<td><strong>Loop</strong></td>
<td>Whether the audio will be looped</td>
</tr>
<tr>
<td><strong>Max3DDistance</strong></td>
<td>(Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.</td>
</tr>
<tr>
<td><strong>Min3DDistance</strong></td>
<td>Within the Min distance the audio will cease to grow louder in volume.</td>
</tr>
<tr>
<td><strong>Mute</strong></td>
<td>Whether the audio is muted</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Paused</td>
<td>Whether the audio is paused</td>
</tr>
<tr>
<td>Persist</td>
<td>Whether the audio persists in between scene changes</td>
</tr>
<tr>
<td>Pitch</td>
<td>The pitch of the audio</td>
</tr>
<tr>
<td>Priority</td>
<td>Sets the priority of the audio</td>
</tr>
<tr>
<td>ReverbZoneMix</td>
<td>The amount by which the signal from the AudioSource will be mixed into the global reverb associated with the Reverb Zones.</td>
</tr>
<tr>
<td>RolloffMode</td>
<td>How the audio attenuates over distance</td>
</tr>
<tr>
<td>SourceTransform</td>
<td>The source transform of the audio.</td>
</tr>
<tr>
<td>SpatialBlend</td>
<td>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.</td>
</tr>
<tr>
<td>Spread</td>
<td>The spread angle (in degrees) of a 3d stereo or multichannel sound in speaker space.</td>
</tr>
<tr>
<td>StereoPan</td>
<td>Pans a playing sound in a stereo way (left or right). This only applies to sounds that are Mono or Stereo.</td>
</tr>
</tbody>
</table>
### 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

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pause</td>
<td>Pause playing audio clip</td>
</tr>
<tr>
<td>Play</td>
<td>Start playing audio clip from the beginning</td>
</tr>
<tr>
<td>Play(Single)</td>
<td>Start playing audio clip from the beginning</td>
</tr>
<tr>
<td>Resume</td>
<td>Resume playing audio clip</td>
</tr>
<tr>
<td>Set3DDistances</td>
<td>Sets the Audio 3D distances</td>
</tr>
<tr>
<td>SetVolume(Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>SetVolume(Single, Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>SetVolume(Single, Single, Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>Stop</td>
<td>Stop playing audio clip</td>
</tr>
<tr>
<td>UnPause</td>
<td>Resume playing audio clip</td>
</tr>
<tr>
<td>Update</td>
<td>Update loop of the Audio. This is automatically called</td>
</tr>
</tbody>
</table>
from the sound manager itself. Do not use this function anywhere else, as it may lead to unwanted behaviour.

See Also

Reference

Hellmade.Sound Namespace
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

```csharp
public Audio(
    Audio.AudioType audioType,
    AudioClip clip,
    bool loop,
    bool persist,
    float volume,
    float fadeInValue,
    float fadeOutValue,
    Transform sourceTransform
)
```

Parameters

- **audioType**
  Type: Hellmade.Sound.Audio.AudioType

- **clip**
  Type: AudioClip

- **loop**
  Type: System.Boolean

- **persist**
  Type: System.Boolean

- **volume**
  Type: System.Single

- **fadeInValue**
Type: `System.Single`

`fadeOutValue`
Type: `System.Single`

`sourceTransform`
Type: `Transform`

See Also

Reference
Audio Class
Hellmade.Sound Namespace
## Audio Properties

The Audio type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activated</td>
<td>Whether the audio is created and updated at least once.</td>
</tr>
<tr>
<td>AudioID</td>
<td>The ID of the Audio</td>
</tr>
<tr>
<td>AudioSource</td>
<td>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.</td>
</tr>
<tr>
<td>Clip</td>
<td>Audio clip to play/is playing</td>
</tr>
<tr>
<td>DopplerLevel</td>
<td>The doppler scale of the audio</td>
</tr>
<tr>
<td>FadeInSeconds</td>
<td>How many seconds it needs for the audio to fade in/ reach target volume (if higher than current)</td>
</tr>
<tr>
<td>FadeOutSeconds</td>
<td>How many seconds it needs for the audio to fade out/ reach target volume (if lower than current)</td>
</tr>
<tr>
<td>IsPlaying</td>
<td>Whether the audio is currently</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Loop</td>
<td>Whether the audio will be looped</td>
</tr>
<tr>
<td>Max3DDistance</td>
<td>(Logarithmic rolloff) MaxDistance is the distance a sound stops attenuating at.</td>
</tr>
<tr>
<td>Min3DDistance</td>
<td>Within the Min distance the audio will cease to grow louder in volume.</td>
</tr>
<tr>
<td>Mute</td>
<td>Whether the audio is muted</td>
</tr>
<tr>
<td>Paused</td>
<td>Whether the audio is paused</td>
</tr>
<tr>
<td>Persist</td>
<td>Whether the audio persists in between scene changes</td>
</tr>
<tr>
<td>Pitch</td>
<td>The pitch of the audio</td>
</tr>
<tr>
<td>Priority</td>
<td>Sets the priority of the audio</td>
</tr>
<tr>
<td>ReverbZoneMix</td>
<td>The amount by which the signal from the AudioSource will be mixed into the global reverb associated with the Reverb Zones.</td>
</tr>
<tr>
<td>RolloffMode</td>
<td>How the audio attenuates over distance</td>
</tr>
<tr>
<td>SourceTransform</td>
<td>The source transform of the audio.</td>
</tr>
<tr>
<td>SpatialBlend</td>
<td>Sets how much this AudioSource is affected by 3D spatialisation calculations</td>
</tr>
</tbody>
</table>
(attenuation, doppler etc). 0.0 makes the sound full 2D, 1.0 makes it full 3D.

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

**See Also**

Reference
- Audio Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

```csharp
public bool Activated { get; }
```

**Property Value**

Type:  **Boolean**

### See Also

**Reference**

- Audio Class
- Hellmade.Sound Namespace

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

```csharp
public int AudioID { get; }
```

**Property Value**

Type: Int32

### See Also

**Reference**
- Audio Class
- Hellmade.Sound Namespace

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
AudioSource 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

```csharp
public AudioSource AudioSource { get; }
```

### Property Value

**Type:** **AudioSource**

### See Also

**Reference**
- **Audio Class**
- **Hellmade.Sound Namespace**

---

**Other Assets | Hellmade Games**

Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
AudioClip Property

Audio clip to play/is playing

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

## Syntax

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

### Property Value

**Type:** AudioClip

## See Also

**Reference**

- Audio Class
- Hellmade.Sound Namespace
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

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

### Property Value

Type: Single

### See Also

Reference
- Audio Class
- Hellmade.Sound Namespace
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**

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

**Property Value**  
Type: Single

🔗 **See Also**

Reference  
Audio Class  
Hellmade.Sound Namespace
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

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

### Property Value

**Type:**  Single

### See Also

Reference  
**Audio Class**  
**Hellmade.Sound Namespace**
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#
public bool IsPlaying { get; }
```

### Property Value

Type: Boolean

### See Also

**Reference**
- Audio Class
- Hellmade.Sound Namespace
AudioLoop Property

Whether the audio will be looped

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

### Syntax

```
public bool Loop { get; set; }
```

**Property Value**

Type: Boolean

### See Also

**Reference**

- Audio Class
- Hellmade.Sound Namespace

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

```csharp
public float Max3DDistance { get; set; }
```

**Property Value**  
**Type:** Single

### See Also

- Reference  
  - Audio Class  
  - Hellmade.Sound Namespace

**Other Assets | Hellmade Games**  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

```csharp
public float Min3DDistance { get; set; }
```

Property Value
Type: Single

See Also

Reference
Audio Class
Hellmade.Sound Namespace
AudioMute Property

Whether the audio is muted

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

Syntax

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

Property Value
Type: Boolean

See Also

Reference
Audio Class
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
AudioPaused Property

Whether the audio is paused

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

### Syntax

```csharp
public bool Paused { get; }
```

Property Value

Type: **Boolean**

### See Also

**Reference**

* Audio Class
  * Hellmade.Sound Namespace

---

**Other Assets | Hellmade Games**

Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

Property Value  
Type: Boolean

### See Also

Reference  
**Audio Class**  
**Hellmade.Sound Namespace**
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

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

#### Property Value

Type: **Single**

#### See Also

**Reference**
- Audio Class
- Hellmade.Sound Namespace
AudioPriority Property

Sets the priority of the audio

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

### Syntax

```csharp
public int Priority { get; set; }
```

**Property Value**  
**Type:**  Int32

### See Also

**Reference**  
Audio Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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#
public float ReverbZoneMix { get; set; }
```

Property Value
Type: Single

See Also

Reference
Audio Class
Hellmade.Sound Namespace
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#
  public AudioRolloffMode RolloffMode { get; set; }
  ```

- **Property Value**
  Type:  **AudioRolloffMode**

- **See Also**
  - Reference
    - Audio Class
    - Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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#
public Transform SourceTransform { get; set; }
```

Property Value
Type:  Transform

See Also

Reference
Audio Class
Hellmade.Sound Namespace
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

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

Property Value

Type: Single

### See Also

Reference

- Audio Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

Property Value
Type: Single

See Also

Reference
Audio Class
Hellmade.Sound Namespace
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#  
public float StereoPan { get; set; }  
```

**Property Value**

Type: *Single*

### See Also

Reference  
**Audio Class**  
**Hellmade.Sound Namespace**
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#
public bool Stopping { get; }
```

### Property Value
Type: Boolean

### See Also

**Reference**
- Audio Class
- Hellmade.Sound Namespace

---

**Other Assets | Hellmade Games**
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
AudioType Property

The type of the Audio

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

**Syntax**

```csharp
public AudioAudioType Type { get; }
```

**Property Value**

Type: AudioAudioType

**See Also**

Reference  
Audio Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

Property Value
- **Type:** Single

### See Also

- **Reference**
  - Audio Class
  - Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
Audio Methods

The **Audio** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pause</td>
<td>Pause playing audio clip</td>
</tr>
<tr>
<td>Play</td>
<td>Start playing audio clip from the beginning</td>
</tr>
<tr>
<td>Play(Single)</td>
<td>Start playing audio clip from the beginning</td>
</tr>
<tr>
<td>Resume</td>
<td>Resume playing audio clip</td>
</tr>
<tr>
<td>Set3DDistances</td>
<td>Sets the Audio 3D distances</td>
</tr>
<tr>
<td>SetVolume(Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>SetVolume(Single, Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>SetVolume(Single, Single, Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>Stop</td>
<td>Stop playing audio clip</td>
</tr>
<tr>
<td>UnPause</td>
<td>Resume playing audio clip</td>
</tr>
<tr>
<td>Update</td>
<td>Update loop of the Audio. This is automatically called from the sound manager itself. Do not use this function</td>
</tr>
</tbody>
</table>
anywhere else, as it may lead to unwanted behaviour.
AudioPause Method

Pause playing audio clip

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

Syntax

```csharp
public void Pause()
```

See Also

Reference  
Audio Class  
Hellmade.Sound Namespace
Eazy Sound Manager API Reference
## Audio Play Method

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Play</td>
<td>Start playing audio clip from the beginning</td>
</tr>
<tr>
<td>Play(Single)</td>
<td>Start playing audio clip from the beginning</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - Audio Class
  - Hellmade.Sound Namespace

---

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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#  

```csharp
public void Play()
```

### See Also

Reference  
Audio Class  
Play Overload  
Hellmade.Sound Namespace

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Audio Play 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#
public void Play(
    float volume
)
```

**Parameters**

- **volume**
  - Type: System.Single
  - The target volume

### See Also

- Reference
  - Audio Class
  - Play Overload
  - Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
AudioResume Method

Resume playing audio clip

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

▶ Syntax

```csharp
public void Resume()
```

▶ See Also

Reference  
Audio Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

```csharp
public void Set3DDistances(
    float min,
    float max
)
```

#### Parameters

*min*
- Type: `System.Single`
- the min distance

*max*
- Type: `System.Single`
- the max distance

### See Also

Reference  
**Audio Class**  
**Hellmade.Sound Namespace**
Eazy Sound Manager API Reference
AudioSetVolume Method

◆ Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetVolume(Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>SetVolume(Single, Single)</td>
<td>Sets the audio volume</td>
</tr>
<tr>
<td>SetVolume(Single, Single, Single)</td>
<td>Sets the audio volume</td>
</tr>
</tbody>
</table>

See Also

Reference
 Audio Class
 Hellmade.Sound Namespace
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

```csharp
public void SetVolume(float volume)
```

### Parameters

- **volume**
  - Type: System.Single
  - The target volume

## See Also

**Reference**
- Audio Class
- SetVolume Overload
- Hellmade.Sound Namespace

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

### Parameters

- **volume**  
  Type: `System.Single`  
  The target volume

- **fadeSeconds**  
  Type: `System.Single`  
  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
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

```csharp
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
AudioStop Method

Stop playing audio clip

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

### Syntax

```csharp
public void Stop()
```

### See Also

Reference  
Audio Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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#
public void UnPause()
```

⚠️ See Also

Reference  
Audio Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
Audio Update 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

```csharp
public void Update()
```

### See Also

- Reference  
  - Audio Class  
  - Hellmade.Sound Namespace
AudioType Enumeration

Enum representing the type of audio

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

Syntax

```csharp
public enum AudioType
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Music</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Sound</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>UISound</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager Class

Static class responsible for playing and managing audio and sounds.

Inheritance Hierarchy

```
System
  Object
    Component
      Behaviour
          MonoBehaviour
              Hellmade.Sound
                  EazySoundManager
```

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

Syntax

```
public class EazySoundManager : MonoBehaviour
```

The `EazySoundManager` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EazySoundManager</td>
<td>Initializes a new instance of the <code>EazySoundManager</code> class</td>
</tr>
</tbody>
</table>

Properties
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gameobject</td>
<td>The gameobject that the sound manager is attached to</td>
</tr>
<tr>
<td>GlobalMusicVolume</td>
<td>Global music volume</td>
</tr>
<tr>
<td>GlobalSoundsVolume</td>
<td>Global sounds volume</td>
</tr>
<tr>
<td>GlobalUISoundsVolume</td>
<td>Global UI sounds volume</td>
</tr>
<tr>
<td>GlobalVolume</td>
<td>Global volume</td>
</tr>
<tr>
<td>IgnoreDuplicateMusic</td>
<td>When set to true, new music audios that have the same audio clip as any other music audios, will be ignored</td>
</tr>
<tr>
<td>IgnoreDuplicateSounds</td>
<td>When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored</td>
</tr>
<tr>
<td>IgnoreDuplicateUISounds</td>
<td>When set to true, new UI sound audios that have the same audio clip as any other UI sound audios, will be ignored</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAudio(Int32)</td>
<td>Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetAudio(AudioClip)</td>
<td>Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetMusicAudio(Int32)</td>
<td>Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetMusicAudio(AudioClip)</td>
<td>Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetSoundAudio(Int32)</td>
<td>Returns the sound fx Audio that has</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><code>GetSoundAudio(AudioClip)</code></td>
<td>Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td><code>GetUISoundAudio(Int32)</code></td>
<td>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</td>
</tr>
<tr>
<td><code>GetUISoundAudio(AudioClip)</code></td>
<td>Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td><code>PauseAll</code></td>
<td>Pause all audio playing</td>
</tr>
<tr>
<td><code>PauseAllMusic</code></td>
<td>Pause all music playing</td>
</tr>
<tr>
<td><code>PauseAllSounds</code></td>
<td>Pause all sound fx playing</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>PauseAllUISounds</td>
<td>Pause all UI sound fx playing</td>
</tr>
<tr>
<td>PlayMusic(AudioClip)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Transform)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlaySound(AudioClip)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Boolean)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Single)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Single, Boolean, Transform)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlayUISound(AudioClip)</td>
<td>Play a UI sound fx</td>
</tr>
<tr>
<td>PlayUISound(AudioClip, Single)</td>
<td>Play a UI sound fx</td>
</tr>
<tr>
<td>PrepareMusic(AudioClip)</td>
<td>Prepares and initializes</td>
</tr>
<tr>
<td>Method Call</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>PrepareMusic(AudioClip, Single)</td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td>PrepareMusic(AudioClip, Single, Boolean, Boolean)</td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td>PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td>PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Single, Transform)</td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td>PrepareSound(AudioClip)</td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td>PrepareSound(AudioClip, Boolean)</td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td>PrepareSound(AudioClip, Single)</td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td>PrepareSound(AudioClip, Single, Boolean, Transform)</td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td>PrepareUISound(AudioClip)</td>
<td>Prepares and initializes a UI</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>PrepareUISound(AudioClip, Single)</code></td>
<td>Prepares and initializes a UI sound fx</td>
</tr>
<tr>
<td><code>RestoreAudioFromPool</code></td>
<td>Restores and re-adds a pooled audio to its corresponding audio dictionary</td>
</tr>
<tr>
<td><code>ResumeAll</code></td>
<td>Resume all audio playing</td>
</tr>
<tr>
<td><code>ResumeAllMusic</code></td>
<td>Resume all music playing</td>
</tr>
<tr>
<td><code>ResumeAllSounds</code></td>
<td>Resume all sound fx playing</td>
</tr>
<tr>
<td><code>ResumeAllUISounds</code></td>
<td>Resume all UI sound fx playing</td>
</tr>
<tr>
<td><code>StopAll</code></td>
<td>Stop all audio playing</td>
</tr>
<tr>
<td><code>StopAll(Single)</code></td>
<td>Stop all audio playing</td>
</tr>
<tr>
<td><code>StopAllMusic</code></td>
<td>Stop all music playing</td>
</tr>
<tr>
<td><code>StopAllMusic(Single)</code></td>
<td>Stop all music playing</td>
</tr>
<tr>
<td><code>StopAllSounds</code></td>
<td>Stop all sound fx playing</td>
</tr>
<tr>
<td>StopAllUISounds</td>
<td>Stop all UI sound fx playing</td>
</tr>
</tbody>
</table>

See Also

Reference
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

```
public EazySoundManager()
```

See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
The **EazySoundManager** type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gameobject</td>
<td>The gameobject that the sound manager is attached to</td>
</tr>
<tr>
<td>GlobalMusicVolume</td>
<td>Global music volume</td>
</tr>
<tr>
<td>GlobalSoundsVolume</td>
<td>Global sounds volume</td>
</tr>
<tr>
<td>GlobalUISoundsVolume</td>
<td>Global UI sounds volume</td>
</tr>
<tr>
<td>GlobalVolume</td>
<td>Global volume</td>
</tr>
<tr>
<td>IgnoreDuplicateMusic</td>
<td>When set to true, new music audios that have the same audio clip as any other music audios, will be ignored</td>
</tr>
<tr>
<td>IgnoreDuplicateSounds</td>
<td>When set to true, new sound audios that have the same audio clip as any other sound audios, will be ignored</td>
</tr>
</tbody>
</table>
IgnoreDuplicateUISounds  When set to true, new UI sound audios that have the same audio clip as any other UI sound audios, will be ignored

See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace
Eazy Sound Manager API Reference
EazySoundManager.GameObject 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

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

Property Value

Type: **GameObject**

### See Also

Reference

- EazySoundManager Class
- Hellmade.Sound Namespace

---

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
Property Value
Type: Single

See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManagerGlobalSoundsVolume Property

Global sounds volume

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

### Syntax

```csharp
public static float GlobalSoundsVolume { get; set; }
```

### Property Value

**Type:** Single

### See Also

**Reference**
- EazySoundManager Class
- Hellmade.Sound Namespace

---

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManagerGlobalUISoundsVolume Property

Global UI sounds volume

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

### Syntax

```csharp
public static float GlobalUISoundsVolume { get; set; }
```

### Property Value

Type: Single

### See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManagerGlobalVolume Property

Global volume

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

▲ Syntax

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

Property Value  
**Type:**  Single

▲ See Also

Reference  
EazySoundManager Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManagerIgnoreDuplicateMusic 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

```csharp
public static bool IgnoreDuplicateMusic { get; set; }
```

**Property Value**

Type: Boolean

### See Also

**Reference**

- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
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

```csharp
public static bool IgnoreDuplicateSounds { get; set; }
```

## Property Value

Type: Boolean

## See Also

Reference

- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
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

```csharp
public static bool IgnoreDuplicateUISounds { get; }
```

Property Value
Type: Boolean

See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace
# EazySoundManager Methods

The `EazySoundManager` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAudio(Int32)</td>
<td>Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetAudio(AudioClip)</td>
<td>Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetMusicAudio(Int32)</td>
<td>Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetMusicAudio(AudioClip)</td>
<td>Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>PauseAll</td>
<td>Pause all audio</td>
</tr>
<tr>
<td>GetSoundAudio(Int32)</td>
<td>Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetSoundAudio(AudioClip)</td>
<td>Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetUISoundAudio(Int32)</td>
<td>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</td>
</tr>
<tr>
<td>GetUISoundAudio(AudioClip)</td>
<td>Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------</td>
</tr>
<tr>
<td>PauseAllMusic</td>
<td>Pause all music playing</td>
</tr>
<tr>
<td>PauseAllSounds</td>
<td>Pause all sound fx playing</td>
</tr>
<tr>
<td>PauseAllUISounds</td>
<td>Pause all UI sound fx playing</td>
</tr>
<tr>
<td>PlayMusic(AudioClip)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Transform)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlaySound(AudioClip)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Boolean)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Single)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Single, Boolean, Transform)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>Function Name</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><code>PlayUISound(AudioClip)</code></td>
<td>Play a UI sound fx</td>
</tr>
<tr>
<td><code>PlayUISound(AudioClip, Single)</code></td>
<td>Play a UI sound fx</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single, Boolean, Boolean)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td>`PrepareMusic(AudioClip, Single, Boolean, Single)</td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single, Boolean, Single, Single)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single, Boolean, Single, Single, Transform)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareSound(AudioClip)</code></td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td><code>PrepareSound(AudioClip, Boolean)</code></td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td><code>PrepareSound(AudioClip, Single)</code></td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PrepareSound( AudioClip, Single, Boolean, Transform)</td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td>PrepareUISound( AudioClip)</td>
<td>Prepares and initializes a UI sound fx</td>
</tr>
<tr>
<td>PrepareUISound( AudioClip, Single)</td>
<td>Prepares and initializes a UI sound fx</td>
</tr>
<tr>
<td>RestoreAudioFromPool</td>
<td>Restores and re-adds a pooled audio to its corresponding audio dictionary</td>
</tr>
<tr>
<td>ResumeAll</td>
<td>Resume all audio playing</td>
</tr>
<tr>
<td>ResumeAllMusic</td>
<td>Resume all music playing</td>
</tr>
<tr>
<td>ResumeAllSounds</td>
<td>Resume all sound fx playing</td>
</tr>
<tr>
<td>ResumeAllUISounds</td>
<td>Resume all UI sound fx playing</td>
</tr>
<tr>
<td>StopAll</td>
<td>Stop all audio playing</td>
</tr>
<tr>
<td>StopAll(Single)</td>
<td>Stop all audio playing</td>
</tr>
<tr>
<td>StopAllMusic</td>
<td>Stop all music playing</td>
</tr>
<tr>
<td></td>
<td>StopAllMusic(Single)</td>
</tr>
<tr>
<td>---</td>
<td>---------------------</td>
</tr>
<tr>
<td></td>
<td>StopAllSounds</td>
</tr>
<tr>
<td></td>
<td>StopAllUISounds</td>
</tr>
</tbody>
</table>

See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager:GetAudio Method

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAudio(Int32)</td>
<td>Returns the Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetAudio(AudioClip)</td>
<td>Returns the first occurrence of Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
</tbody>
</table>

Top

## See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManager.GetAudio 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

```csharp
public static Audio GetAudio(
    int audioID
)
```

### Parameters

**audioID**

- Type: `System.Int32`
- 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
Eazy Sound Manager API Reference
EazySoundManager.GetAudio 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

```csharp
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
EazySoundManagerGetMusicAudio Method

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetMusicAudio(Int32)</td>
<td>Returns the music Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetMusicAudio(AudioClip)</td>
<td>Returns the first occurrence of music Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
</tbody>
</table>

See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace
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

```csharp
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
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**

```csharp
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
Eazy Sound Manager API Reference
EazySoundManager::GetSoundAudio Method

**Overload List**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetSoundAudio(Int32)</td>
<td>Returns the sound fx Audio that has as its id the audioID if one is found, returns null if no such Audio is found</td>
</tr>
<tr>
<td>GetSoundAudio(AudioClip)</td>
<td>Returns the first occurrence of sound Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
</tbody>
</table>

See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManager::GetSoundAudio 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

```csharp
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
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

```csharp
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

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
# EazySoundManager.GetUISoundAudio Method

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![image] GetUISoundAudio(Int32)</td>
<td>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</td>
</tr>
<tr>
<td>![image] GetUISoundAudio(AudioClip)</td>
<td>Returns the first occurrence of UI sound Audio that plays the given audioClip. Returns null if no such Audio is found</td>
</tr>
</tbody>
</table>

## See Also

- Reference
  - EazySoundManager Class
  - Hellmade.Sound Namespace
may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager.GetUISoundAudio 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

```csharp
public static Audio GetUISoundAudio(int audioID)
```

### Parameters

- **audioID**
  - Type: `System.Int32`
  - 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
EazySoundManager.GetUISoundAudio 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#**

```csharp
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
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

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

### See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

### See Also

Reference  
EazySoundManager Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

### See Also

**Reference**
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManagerPauseAllUISounds Method

Pause all UI sound fx playing

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

**Syntax**

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

**See Also**

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager PlayMusic Method

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlayMusic(AudioClip)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</td>
<td>Play background music</td>
</tr>
<tr>
<td>PlayMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Transform)</td>
<td>Play background music</td>
</tr>
</tbody>
</table>

See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace
Eazy Sound Manager API Reference
EazySoundManager::PlayMusic Method (AudioClip)

Play background music

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

## Syntax

```csharp
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
EazySoundManagerPlayMusic
Method (AudioClip, Single)

Play background music

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

### Syntax

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

### Parameters

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

- **volume**  
  Type: System.Single  
  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
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager Play Music Method (AudioClip, Single, Boolean, Boolean)

Play background music

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

Syntax

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

Parameters

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

- **volume**
  Type:  System.Single
  The volume the music will have

- **loop**
  Type:  System.Boolean
  Wether the music is looped

- **persist**
Type: `System.Boolean`
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
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManager PlayMusic 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**

```csharp
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: System.Single  
The volume the music will have

loop
Type: SystemBoolean
Whether the music is looped

Wether
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
Eazy Sound Manager API Reference

Play background music

**Namespace:** Hellmade.Sound

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

**Syntax**

```csharp
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: System.Single
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
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Eazy Sound Manager API Reference
EazySoundManager PlaySound Method

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlaySound(AudioClip)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Boolean)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Single)</td>
<td>Play a sound fx</td>
</tr>
<tr>
<td>PlaySound(AudioClip, Single, Boolean, Transform)</td>
<td>Play a sound fx</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager PlaySound Method (AudioClip)

Play a sound fx

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

### Syntax

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

### Parameters

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

**loop**  
Type: System.Boolean  
Wether the sound is looped

### Return Value

Type: Int32  
The ID of the created Audio object

## See Also

Reference
Eazy Sound Manager API Reference
EazySoundManager PlaySound Method (AudioClip, Single)

Play a sound fx

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

### Syntax

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

### Parameters

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

- **volume**  
  Type: System.Single  
  The volume the music will have

### Return Value

Type: Int32  
The ID of the created Audio object

### See Also

Reference
<table>
<thead>
<tr>
<th>EazySoundManager Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlaySound Overload</td>
</tr>
<tr>
<td>Hellmade.Sound Namespace</td>
</tr>
</tbody>
</table>

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager PlaySound 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

```csharp
public static int PlaySound(
    AudioClip clip,
    float volume,
    bool loop,
    Transform sourceTransform
)
```

### Parameters

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

- **volume**
  - Type: System.Single  
  - The volume the music will have

- **loop**
  - Type: System.Boolean  
  - 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
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManager PlayUISound Method

toEqual:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlayUISound(AudioClip)</td>
<td>Play a UI sound fx</td>
</tr>
<tr>
<td>PlayUISound(AudioClip, Single)</td>
<td>Play a UI sound fx</td>
</tr>
</tbody>
</table>

Top

See Also

Reference

EazySoundManager Class
Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
Eazy Sound Manager API Reference
EazySoundManager PlayUISound Method (AudioClip)

Play a UI sound fx

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

## Syntax

```csharp
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
EazySoundManager: PlayUISound Method (AudioClip, Single)

Play a UI sound fx

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

### Syntax

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

### Parameters

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

- **volume**  
  Type: **System.Single**  
  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
Eazy Sound Manager API Reference
## EazySoundManager PrepareMusic Method

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>PrepareMusic(AudioClip)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single, Boolean, Boolean)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single)</code></td>
<td>Prepares and initializes background music</td>
</tr>
<tr>
<td><code>PrepareMusic(AudioClip, Single, Boolean, Boolean, Single, Single, Transform)</code></td>
<td>Prepares and initializes background music</td>
</tr>
</tbody>
</table>
See Also

Reference
EazySoundManager Class
Hellmade.Sound Namespace
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

```csharp
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

- **EazySoundManager Class**  
- **PrepareMusic Overload**  
- **Hellmade.Sound Namespace**
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

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

### Parameters

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

- **volume**  
  Type: **System.Single**  
  The volume the music will have

### Return Value

Type: **Int32**  
The ID of the created Audio object

### See Also

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

```csharp
public static int PrepareMusic(
    AudioClip clip,
    float volume,
    bool loop,
    bool persist
)
```

### Parameters

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

- **volume**  
  Type: **System.Single**  
  The volume the music will have

- **loop**  
  Type: **System.Boolean**  
  Wether the music is looped

- **persist**
Type: `System.Boolean`
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
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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#
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**
  - 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
Eazy Sound Manager API Reference
EazySoundManagerPrepareMusic Method (AudioClip, Single, Boolean, Boolean, Single, Single, Transform)

Prepares and initializes background music

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

## Syntax

```csharp
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: System.Single
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
Eazy Sound Manager API Reference
## EazySoundManagerPrepareSound Method

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PrepareSound(AudioClip)</strong></td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td><strong>PrepareSound(AudioClip, Boolean)</strong></td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td><strong>PrepareSound(AudioClip, Single)</strong></td>
<td>Prepares and initializes a sound fx</td>
</tr>
<tr>
<td><strong>PrepareSound(AudioClip, Single, Boolean, Transform)</strong></td>
<td>Prepares and initializes a sound fx</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - EazySoundManager Class
  - Hellmade.Sound Namespace

---

*Other Assets | Hellmade Games*  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.*
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

```csharp
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
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**

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

**Parameters**

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

*loop*  
Type: **System.Boolean**  
Wether the sound is looped

**Return Value**

Type: **Int32**  
The ID of the created Audio object

**See Also**

Reference
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

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

### Parameters

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

- **volume**
  - Type: **System.Single**
  - 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
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

### Parameters

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

- **volume**
  - Type: **System.Single**
  - The volume the music will have

- **loop**
  - Type: **System.Boolean**
  - Whether 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
Eazy Sound Manager API Reference
EazySoundManagerPrepareUISound Method

- **Overload List**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PrepareUISound(AudioClip)</td>
<td>Prepares and initializes a UI sound fx</td>
</tr>
<tr>
<td>PrepareUISound(AudioClip, Single)</td>
<td>Prepares and initializes a UI sound fx</td>
</tr>
</tbody>
</table>

- **See Also**

  - Reference
    - EazySoundManager Class
    - Hellmade.Sound Namespace
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

```csharp
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
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

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

### Parameters

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

- **volume**
  - Type: **System.Single**
  - The volume the music will have

### Return Value

- Type: **Int32**
  - The ID of the created Audio object

### See Also

Reference
Eazy Sound Manager API Reference
EazySoundManager RestoreAudioFromPool 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

```csharp
public static bool RestoreAudioFromPool(
    AudioAudioType audioType,
    int audioID
)
```

### Parameters

**audioType**  
Type: Hellmade.SoundAudioAudioType  
The audio type of the audio to restore  

**audioID**  
Type: System.Int32  
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
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManagerResumeAll Method

Resume all audio playing

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

### Syntax

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

### See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

▶ See Also

**Reference**
- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
EazySoundManagerResumeAllSounds Method

Resume all sound fx playing

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

### Syntax

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

### See Also

Reference  
EazySoundManager Class  
Hellmade.Sound Namespace
EazySoundManagerResumeAllUISounds Method

Resume all UI sound fx playing

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

### Syntax

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

### See Also

Reference

EazySoundManager Class  
Hellmade.Sound Namespace

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
# EazySoundManagerStopAll Method

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StopAll</td>
<td>Stop all audio playing</td>
</tr>
<tr>
<td>StopAll(Single)</td>
<td>Stop all audio playing</td>
</tr>
</tbody>
</table>

## See Also

- **Reference**
  - EazySoundManager Class
  - Hellmade.Sound Namespace
EazySoundManagerStopAll Method

Stop all audio playing

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

### Syntax

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

### See Also

Reference

- EazySoundManager Class
- StopAll Overload
- Hellmade.Sound Namespace
EazySoundManagerStopAll Method (Single)

Stop all audio playing

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

### Syntax

```
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

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials
may be reproduced without permission.
EazySoundManagerStopAllMusic Method

▶ Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StopAllMusic</td>
<td>Stop all music playing</td>
</tr>
<tr>
<td>StopAllMusic(Single)</td>
<td>Stop all music playing</td>
</tr>
</tbody>
</table>

See Also

Reference
- EazySoundManager Class
- Hellmade.Sound Namespace
EazySoundManagerStopAllMusic Method

Stop all music playing

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

▶ Syntax

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

▶ See Also

Reference
- EazySoundManager Class
- StopAllMusic Overload
- Hellmade.Sound Namespace
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

```csharp
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
  - Hellmade.Sound Namespace

---

Other Assets | Hellmade Games  
Copyright ©2018 Hellmade Games. All rights reserved. No materials
may be reproduced without permission.
EazySoundManager.StopAllSounds Method

Stop all sound fx playing

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

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

### Syntax

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

### See Also

Reference

- [EazySoundManager Class](#)
- [Hellmade.Sound Namespace](#)

---

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.
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

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

⚠️ See Also

Reference

- EazySoundManager Class
- Hellmade.Sound Namespace

Other Assets | Hellmade Games
Copyright ©2018 Hellmade Games. All rights reserved. No materials may be reproduced without permission.