



BGM MANAGER

Randomized Per-Scene Music Controller for Unity

User Manual

Version 1.0.2

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LEGAL

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All musical credits to internetaudioguy.com.

<http://internetaudioguy.com/iag/freemusic/freemusic.htm>

SUMMARY

Thank you for your purchase of BGM Manager!

BGM Manager is a simple and complete solution that offers a per-scene music controller for Unity. Each scene is capable of randomly selecting a musical track at load-time. It also allows for the music to be muted, unmuted, overwritten or have its volume modified all in a single line of code. This is all achieved using two classes, a singleton controller and a per-scene data container.

FEATURES

- Randomized per-scene track selection.
- Mute, unmute, adjust the volume, or overwrite the track entirely.
- Automatically resumes play when unmuted.
- Basically works right out of the box.

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INSTALLATION

To install, please follow the instructions below:

- Make sure you are logged into the Unity Asset Store.
- Download latest version of **BGM Manager** from Unity Asset Store.
- Import "**BGM Manager.package**" into desired Project.

USAGE

To get started, please follow the instructions below:

1. Add a bgmManager to the first scene of your game.
2. Add a bgmTracks object to every scene of your game.
3. Configure bgmTracks on a per-scene basis.

For support, if you have questions, comments, or anything else - please visit my website to get in touch:

<http://www.rancid1.com/bgmm/>

SUPPORT

Documentation, API notes, tutorials, and much more can be found at my website:

<http://www.rancid1.com/bgmm/>

You can also contact me directly via: contact AT rancid1 DOT com.

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VERSION HISTORY

1.0.2:

- Updated graphics.

1.0.1:

- Incorporated some wholly unnecessary legalese in the source code.

1.0.0:

- Initial version.