



DynamicAudio2D 1.0

Quick Start

1. Open DynamicAudio2D scene from imported assets. There is DynamicAudioHolder2D game object with DynamicAudioHolder2D script.
Copy/Paste this object to scene where you want to use DynamicAudio2D system. Holder and script with all assigned prefabs and sounds should look like this:

Add prefab DynamicAudioHolder2D to scene or simply copy it from demo scene.

Dynamic Audio Holder 2D (Script)

Script: DynamicAudioHolder2D

AudioSources

Act	DA_ClipTemplate
Hbd	DA_HardSlide
Sbd	DA_SoftSlide

Metal Clips

Hard Contact Audio Clip_Metal	metal hard
Soft Contact Audio Clip_Metal	metal soft
Slide Audio Clip_Metal	metal slide

Wood Clips

Hard Contact Audio Clip_Wood	wood hard
Soft Contact Audio Clip_Wood	wood soft
Slide Audio Clip_Wood	wood slide

Plastic Clips

Hard Contact Audio Clip_Plastic	plastic hard
Soft Contact Audio Clip_Plastic	plastic soft
Slide Audio Clip_Plastic	plastic slide

Glass Clips

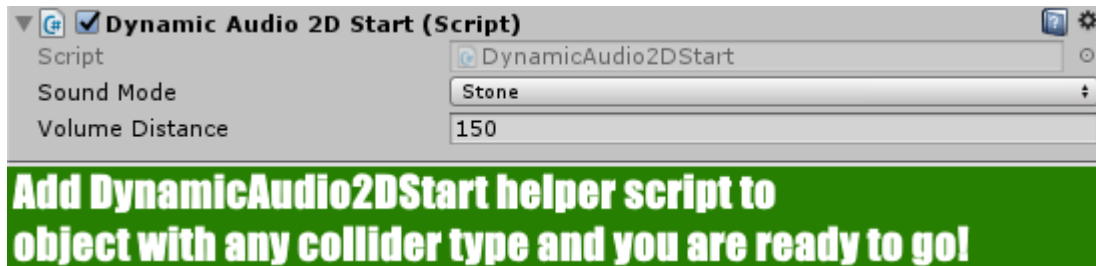
Hard Contact Audio Clip_Glass	glass hard
Soft Contact Audio Clip_Glass	glass soft
Slide Audio Clip_Glass	glass slide

Stone Clips

Hard Contact Audio Clip_Stone	stone hard
Soft Contact Audio Clip_Stone	stone soft
Slide Audio Clip_Stone	stone slide

Add Component

2. After adding it to new scene, pick up any object in your scene, add desired collider on it (colliders are needed for audio system to detect collisions), and add DynamicAudio2DStart script - which is helper script. You can use it to define your own helper script.



3. YOU ARE REDY TO GO NOW!

4. If you want to go into detail and setup (fine tune) all manually for each object in your scene, also, you can use these two scripts directly. Collider and Rigidbody are required.

... or do it manually in details to achieve unique sound behavior.

The image shows the Unity Inspector window with two scripts selected for an object. The top script is **Dynamic Audio Controller 2D (Script)**, and the bottom script is **Dynamic Audio 2D (Script)**.

Dynamic Audio Controller 2D (Script)

- Script: DynamicAudioController2D
- Handling & behavior**
 - Center Of Mass: AsteroidSprite (Transform)
 - Do Contact: ☒
 - Contact Threshold: 0.6
 - Contact Interval: 0.2
 - Contact Interval Random: 0.4
 - Contact Min Speed: 2
 - Speed Angle: 90

Dynamic Audio 2D (Script)

- Script: DynamicAudio2D
- Audio Clip Template: DA_ClipTemplate(Clone) (Audio Source)
- Contacts**
 - Hard Contact Audio Clip: stone hard
 - Soft Contact Audio Clip: stone soft
 - Speed: 0.1 to 10 (slider)
 - Pitch: 0.3 to 0.6 (slider)
 - Volume: 0.7 to 1 (slider)
 - Random Pitch: 0.2 (value)
 - Random Volume: 0.2 (value)
- Slides**
 - Hard Slide Audio Source: DA_HardSlide(Clone) (Audio Source)
 - Soft Slide Audio Source: DA_SoftSlide(Clone) (Audio Source)
 - Speed: 2 to 20 (slider)
 - Pitch: 0.6 to 0.8 (slider)
 - Volume: 0.8 to 1 (slider)
 - Slide Pitch: 0.7 to 1.1 (slider)
 - Slide Volume: 0.9 to 1 (slider)
 - Slide Audio Clip: stone slide
 - Slide Random Threshold: 10.02
 - Slide Min Speed: 2
 - Slide Min Interval: 0.2
 - Slide Cutout Speed: 0.01
 - Object: AsteroidSprite (DynamicAudioController2D)

