

# InfiniTUNES Music Collection Guide v0.1

## Overview

The **InfiniTUNES Collection-Medieval Instrument Music**, is a series of music tracks that can be played directly, or **rearranged by their individual instrument tracks, for variety in the played music.**

**The music is composed by [Theodore Tsoukalas](#) of ARTnGAME team and it is based on real instruments**, for unique and exciting sound.

The asset includes **the [InfiniTUNE](#) system**, that **can combine individual tracks to form the final music**, with variable volume, **for infinite moods and possibilities.**

The system is ideal for use with other **ARTnGAME** assets, including [Sky Master ULTIMATE](#) Weather suit that can use the same Biome definitions to adapt the music,

Please visit **ARTnGAME [Discord channel](#)**, **Tutorial videos (Coming Soon)** and the [InfiniTUNE Music Collections Forum](#) thread for more information and guidance on the systems. **The asset can be upgraded to the [Sky Master ULTIMATE](#) Suit** with a discount.

## Medieval Music Tracks Collection

- **3 complete Medieval Themed music tracks**, based on real instruments for unique sound.
- **Individual instrument tracks inclusion for each music track**, for use with the Moods system of [InfiniTUNE](#) and re-composition of the music with variable volume per instrument. Total 20 tracks.

## Technical details

**Audio file types:** WAV

**Sample rate:** 44.1 kHz

**Bit depth:** 32 bit

**Additional:** Stereo

## TRACKS:

First Quest

Tavern

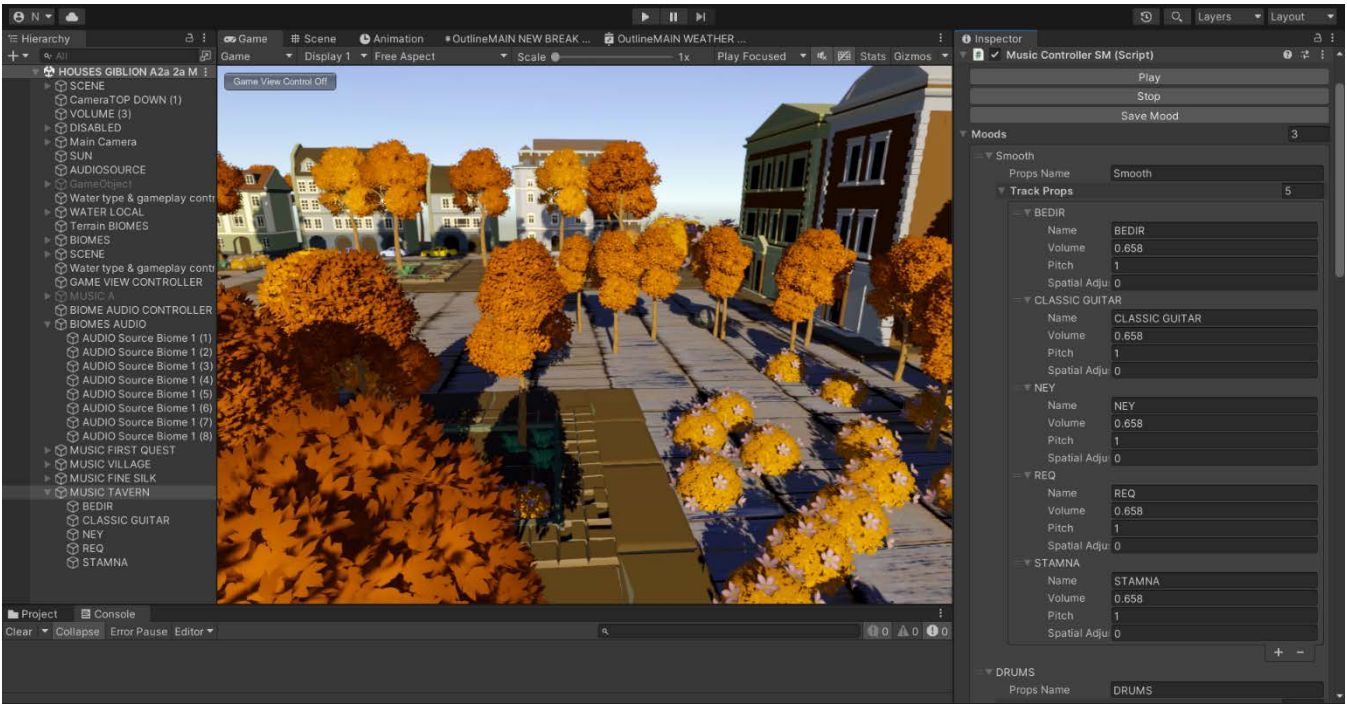
Village

## [InfiniTUNE](#) system

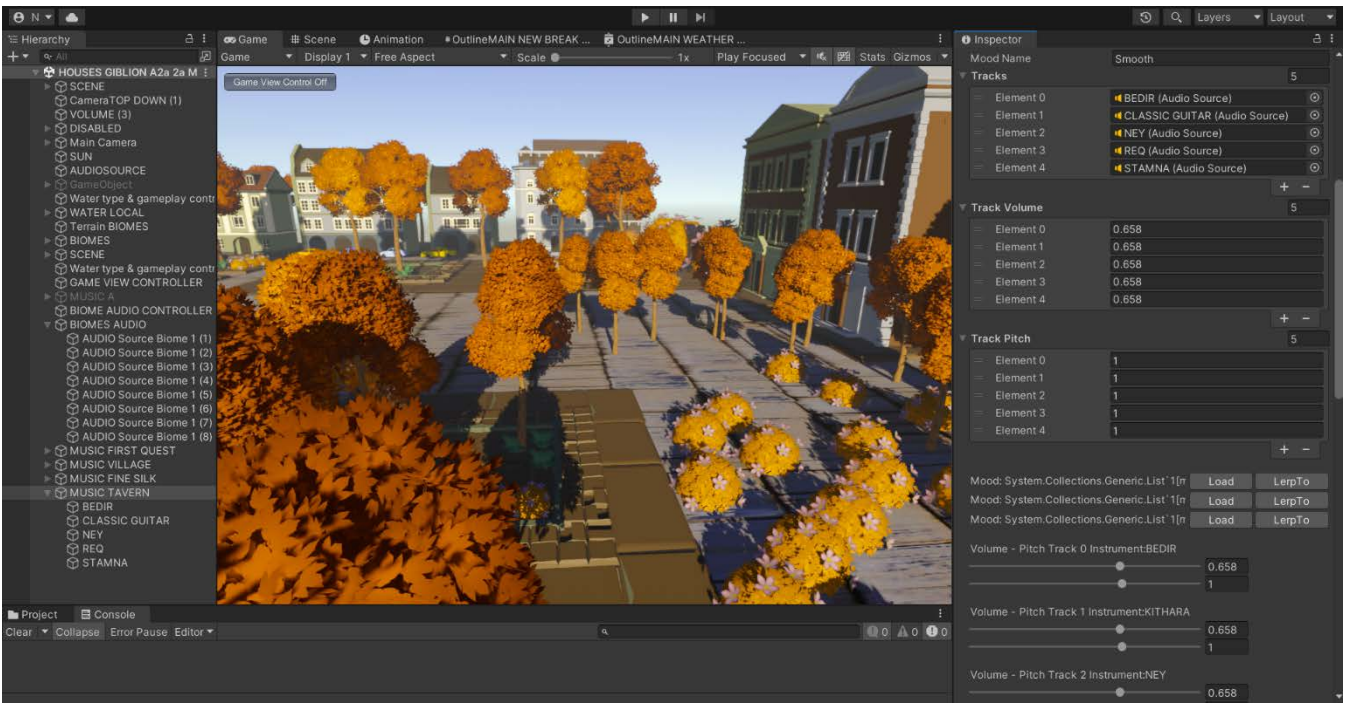
- **Combine individual instrument tracks to form the final music**, with variable volume for each, for infinite moods and possibilities.
- **Create and save Moods, that can apply user specified music volume per individual instrument track**, to formulate the music for various use cases and different game areas.
- **Mood lerp system for smoothly changing** between the saved Moods
- **Biome music controller**, which can initiate a smooth Mood change to the selected Mood for each region center at Run time.

## InfiniTUNE system Setup

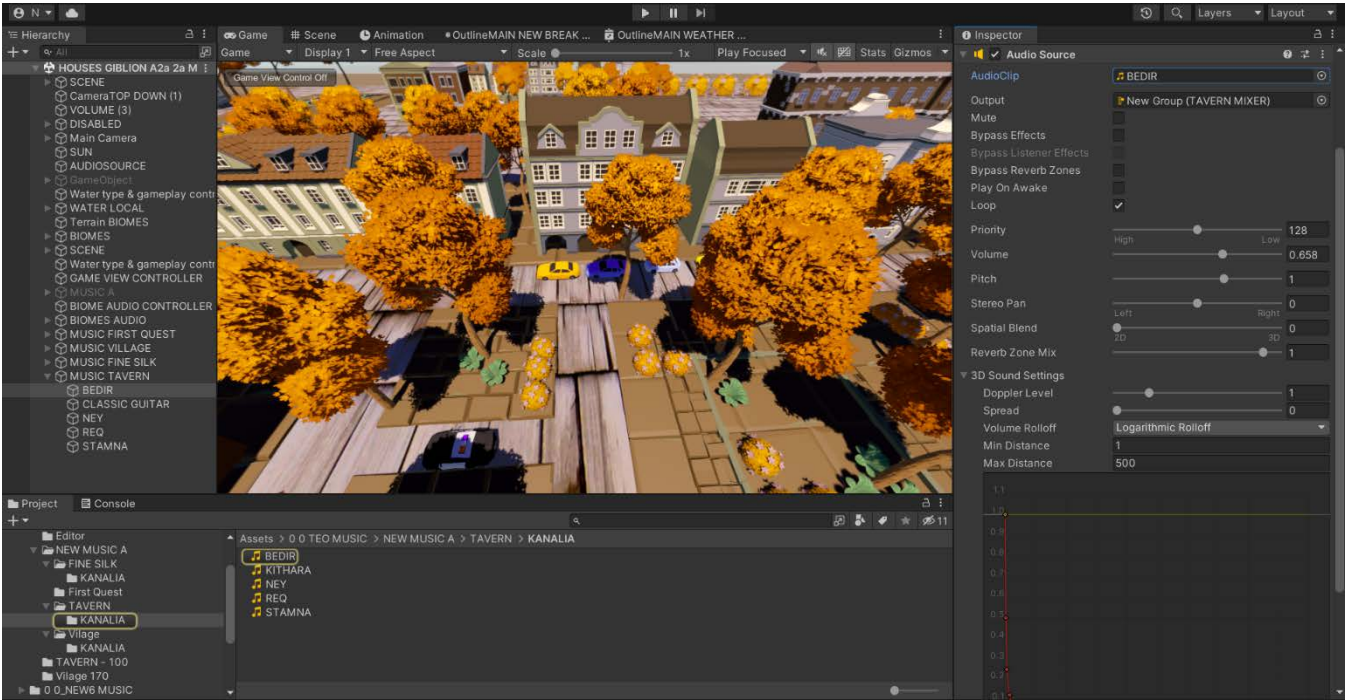
To setup the system, first step is to add the **“Music Controller SM”** component to an empty gameobject in the scene, and name the object as **“MUSIC”** plus the name of the music track to play.



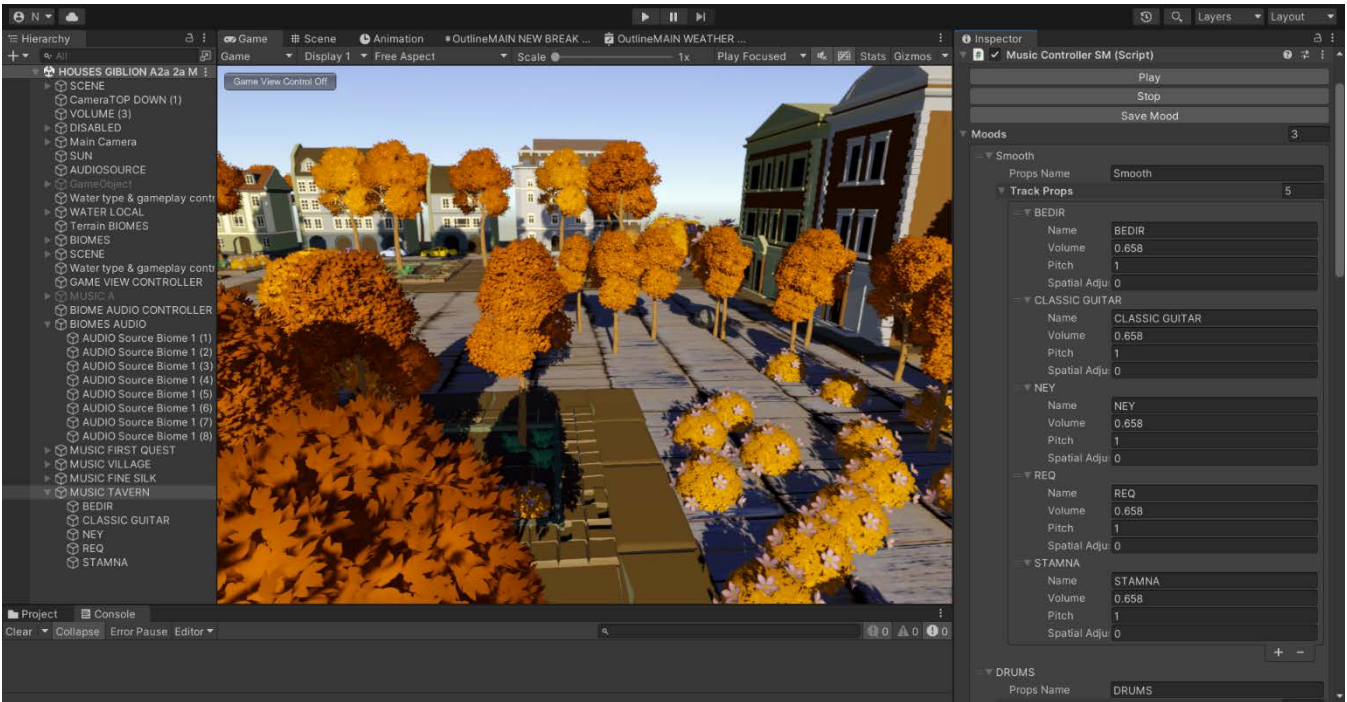
In this script can define the individual tracks that combined form the final music track, in the **Tracks** section.



Each individual track is defined by an Audio Source, that has the instrument music clip in “**AudioClip**” slot.

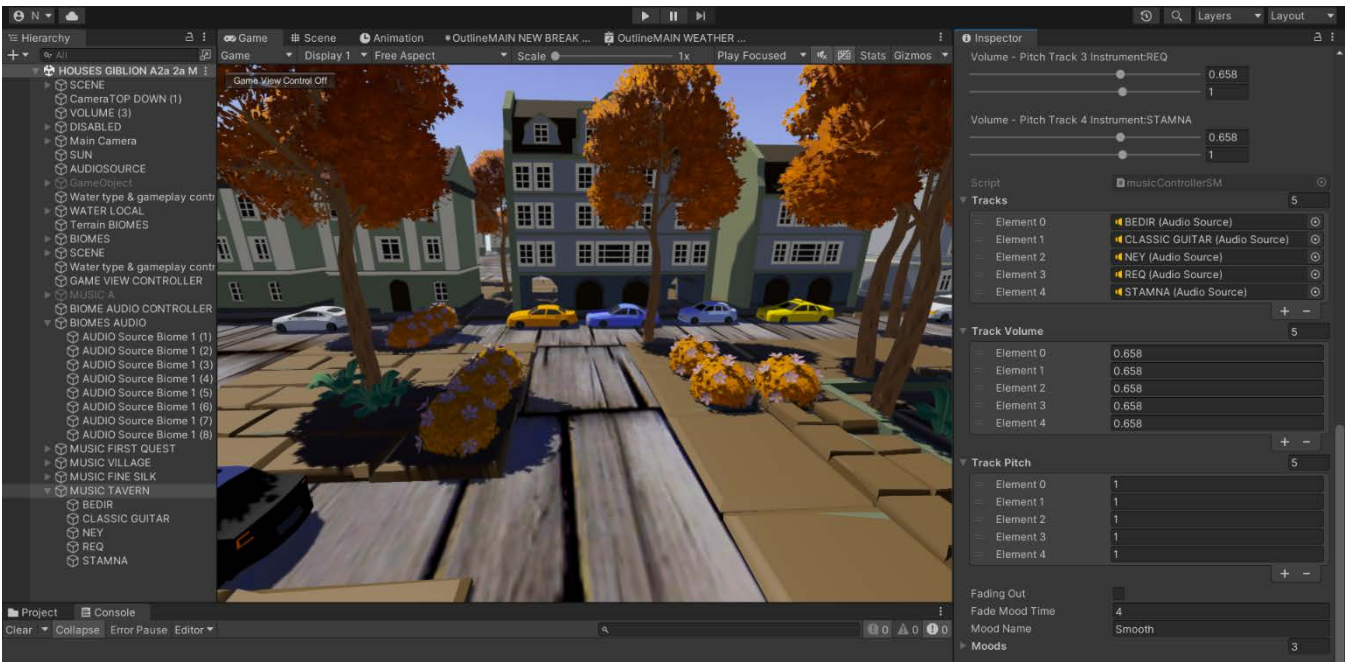
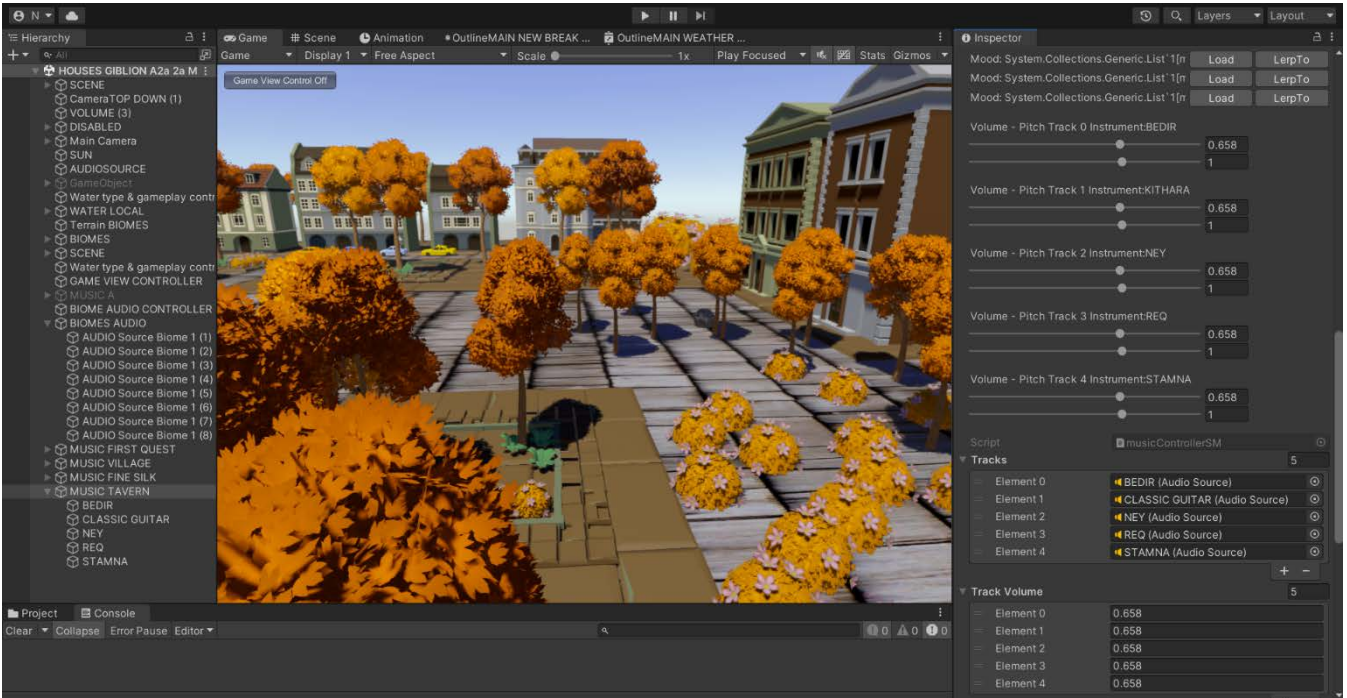


After having defined the audio sources with the individual instruments tracks and inserted them in the “**Tracks**” list in the “**Music Controller SM**” script, then can create various Moods that will dictate how the final combined music will be played, by defining the Volume of each of the individual instruments tracks for each Mood. Below is shown an example where the Smooth Mood is defined, by entering the tracks to be played and the Volume at which each instrument will be heard.

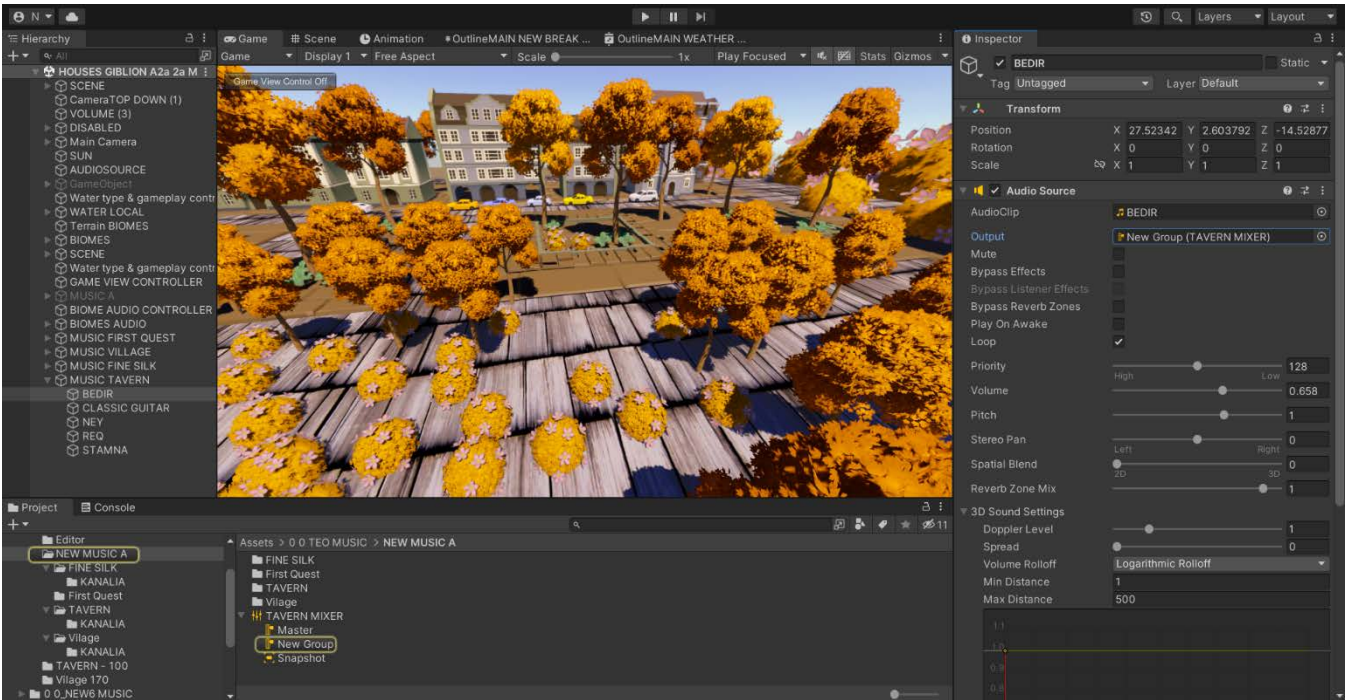




Then can load each mood with the “Load” button, or smoothly lerp between the defined moods, using the “Lerp To” button.



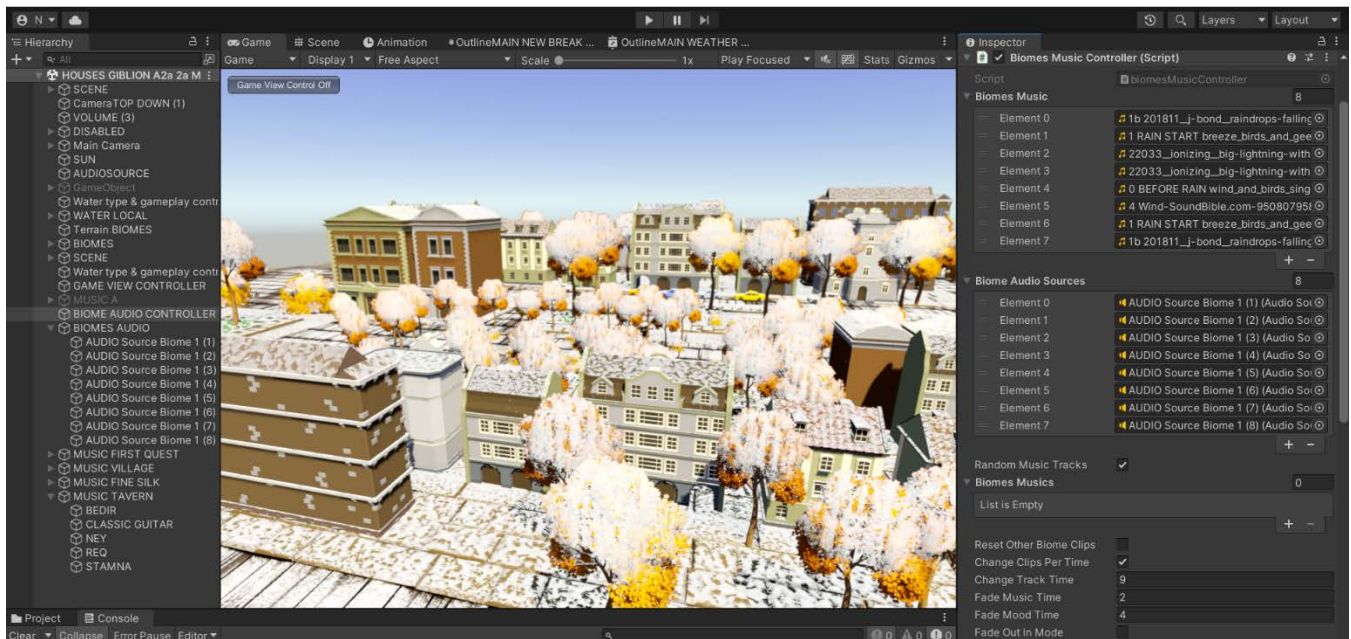
For each Audio Source can also define a Output group, as shown below.



## Biome Controller system Setup

The **InfiniTUNE** system and the defined music and Moods can be used in the Biome Controller that can apply the music based on the biome visited by the player and can also vary the music played within each biome at a user specified time interval.

To setup the biome controller, first insert the “**Biomes Music Controller**” script in an empty game object and name it as “**BIOME AUDIO CONTROLLER**”. In the “**Biomes Music**” list can define music clips to be played for each biome and the related Audio Sources that will play the clip in the “**Biome Audio Sources**”. Those will be played when the “**Play Music Per Biome**” checkbox is enabled.

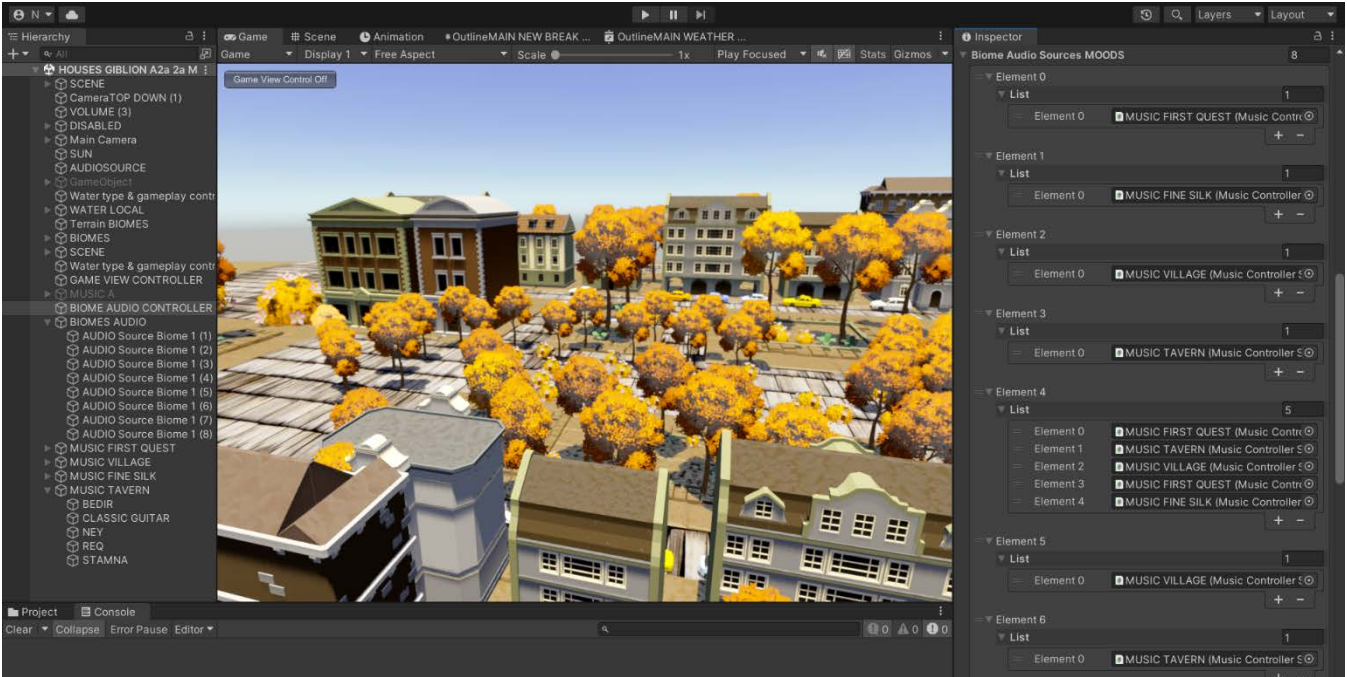




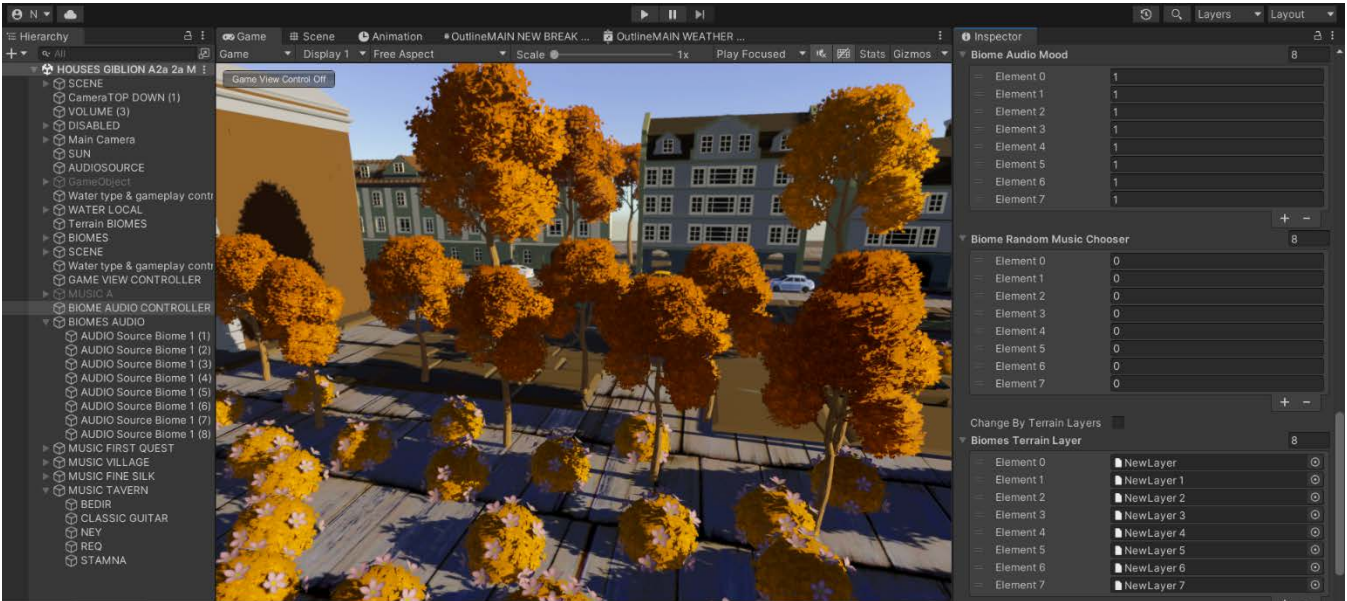
In the **“Biomes Audio Sources MOODS”** list can define multiple **InfiniTUNE** music with Moods (**“Music Controller SM”** scripts) for each biome, those are played when **“Play Moods per Biome”** is enabled.

Enable the **“Random Music Tracks”** in order to vary the tracks played when enter the biome, by choosing randomly one of the defined **InfiniTUNE** music entries.

Check the **“Change Clips per Time”** checkbox, in order to change the initially selected music assigned when entered the biome, when remain inside a Biome, after a time defined in the **“Change Track Time”** variable. The **“Fade Music Time”** and **“Fade Mood Time”** variables dictate the speed at which the fade out of the current track and fade in of the next will happen.



For each of the biomes can also choose which Mood will be applied from the **InfiniTUNE** music played, in the **“Biome Audio Mood”** list. The **“Change by Terrain Layers”** checkbox switches the current biome by the dominant splat map on the Unity terrain under the player, instead of using distance to centers.



In order to change biomes, a player must be defined in the **“Player”** slot. Then the change to the nearest biome will happen when the player is near the Biome center defined in the **“Biomes Centers”** list, at distance lower than the defined in the **“Biomes Radius”** list.

If the **“Change by Terrain Layers”** checkbox is activated, then the switch to the biome happens when the player is over the terrain layer defined in the **“Biomes Terrain Layer”** list. The check for the change to a new Biome happens at a time interval defined in the **“Terrain Layer Change Delay”** variable and after the player has traveled distance defined by the **“Update Terrain Layer Dist”** variable. The terrain layer under the player is discovered by Ray casting downwards, starting from the Player height plus the height defined in the **“Offset Raycast Down”** variable and the ray cast max distance is defined in the **“Max Raycast Dist”** variable. The raycast can be applied to specific Layers as defined in the **“Floor Layer”** drop down selector. The currently discovered layer is displayed in the **“Current Terrain Layer”** slot for debug purposes.

