ENDLESS
CAVE AMBIENCE
RANDOMISED MUSIC SYSTEM

A RANDOMLY GENERATED SOUNDTRACK

Endless Cave Ambience is a continuous music system for ambient, dungeon styled music. Using a static bed of strings and pads, timed melody, percussion and synth FX cues are layered, in correct musical time, to create a simple, effective performance that avoids repetition or obvious looping. Cues are selected from an array and triggered on a probability, that can be adjusted. The end result is a high quality, endless ambient soundtrack.

Version 1.1 (April 2016)
for version 1.0 instructions, please visit http://www.johnleonardfrench.co.uk/downloads/EndlessCaveMusic.pdf

INSTRUCTIONS

Drop the **CaveMusic** prefab into a scene, select **Play On Awake** and the music will play automatically. The prefab can also be instantiated, playing when it is spawned.

To start and stop the music manually, call the **StartButton()** and **StopButton()** methods from the **MusicControl** script, which will fade the music in and out, using mixer snapshots. The fade duration can be set in the inspector.

Alternatively you can call the **StartMusic()** and **StopMusic(float delay)** functions directly from the CaveMusic script. This will start or stop the music immediately. To delay the stopping time, set the optional float parameter when calling the **StopMusic** method.

The volume of each group of audio cues can be controlled directly via their audio source. To add your own music cues, replace the music bed audio clip and the music cues for each array of clips with your own. Remember to set the BPM and time signatures to match the music used.

SETTINGS

Music Control

Fade In Duration: Time in seconds for the music to fade in. Set to 0 for immediate playback.
Fade Out Duration: Time in seconds for the music to fade out. Set to 0 to stop immediately

Random Music

Play On Awake: Plays the music automatically when the object is loaded.

BPM: Tempo, in beats per minute of the music, Default 95.
(only change if importing your own music)
Beats Per Bar: The time signature e.g. 4/4 = 4, 3/4 = 3. Default 4, Min 1.
(only change if importing your own music)
Bars Between Triggers: How frequently cues can be played. Default 2, Min 1.
(Cues of the same type will not interrupt each other, even if triggered during playback)
(For a higher frequency than 1 bar, reduce the Beats Per Bar)

Melody / Percussion / FX Chance: The percentage probability that a cue will be played at a
trigger point. Min 0 (never play), Max 100 (always play).

MORE INFORMATION

For support, custom music for your game or anything else visit my website:

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ATTRIBUTION

Artwork

Image Attribution: Icons made by Sebastien Gabriel (http://www.flaticon.com/authors/sebastien-gabriel) from www.flaticon.com is licensed by CC BY 3.0 (http://creativecommons.org/licenses/by/3.0/)

Visual Debugging (Web Demo)

*DebugConsole.cs is licensed CC BY SA 3.0
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*Class for handling multi-line, multi-color debugging messages.
Original Author: Jeremy Hollingsworth
Based On: Version 1.2.1 Mar 02, 2006*

*Modified: Simon Waite
Date: 22 Feb 2007
Modified: Shinsuke Sugita
Date: 1 Dec 2015*