

Sound Reactor[®]

Upgrade Notes for Standard

IMPORTANT

Always test updates on a **backup** of your project first before committing to your main project. Backwards compatibility is a priority, except when it is an update to fix a bug or add a feature that grows the tool, which could in turn break a project.

Special Upgrade Instructions

Version 1.5.0

- Vector Circle Shapes must be rebuilt. Circle Vectors in the previous version were not “closed curves”, but they are now.
- Optionally rebuild Object Circle Shapes. Circle Objects in the previous version always created one less element than was entered into Num Columns, which is incorrect.
- All other Vector Shapes *might* need to be rebuilt if they stop looking right. This is due to the upper frequency change from 19912.13 to 20000.

Version 1.4.5

- Rebuild segmented levels

Version 1.4.3

- Rename MonoBehaviourParticle.Return to MonoBehaviourParticle.ReturnParticle

Version 1.4.2

- SpectrumFilter->Scale will have to be adjusted if the value was changed to anything other than 1.

Version 1.4.1

- The following only applies if your project uses the Demo scripts directly
 - Before upgrading:
 - Delete EmitNoteObjectHandler.cs
 - Delete EmitNoteParticlesHandler.cs
 - After upgrading:
 - EmitNoteObjectHandler.cs was renamed to NoteParticleEmitter.cs and was modified to utilize an object pool. See the MidiBasics scene for an example of its use and update your scenes accordingly.
 - Particle.StartTime was renamed to Particle.Emit; rename as necessary in your project. Also, Particle is now MonoBehaviourParticle (see below).
- Before Upgrading
 - Delete: “LDG/Core”
 - Particle and ParticlePool have been renamed to MonoBehaviourParticle and MonoBehaviourParticlePool, respectively. They were also moved out of the Collection folder and live directly in the Core folder now.

Version 1.3.2

- Delete the following before unpackaging the latest
 - LDG\SoundReactor\Demos\
- Swap *Spectrum Source*->*Normalize* from *Peak* to *Peak Band*, and *Peak Band* to *Peak*

Version 1.3.1

- Delete the following before unpackaging the latest
 - LDG\SoundReactor\Demos\Common\Audio\SoundReactor
 - LDG\SoundReactor\Scripts\Utils\DrawGL.cs
 - LDG\SoundReactor\SoundReactorManual
 - LDG\SoundReactor\UpgradeNotes
 - LDG\SoundReactor\Shaders

Version 1.3.0

- Circle shapes need to be rebuilt and reconfigured since they are created in a clockwise direction now.
- Beat sensitivity may need to be re-adjusted.

Version 1.2.2

- Rebuild all the SpectrumBuilders – press the Build button on each of them. This fixes a minor offset issue that is only visible in some spectrums.
- Some variable and method names have been renamed. If the code base of Sound Reactor has been modified in your project, then this new version will need to be merged with the custom one. If the source code hasn't been modified in your project, then disregard this instruction.

Version 1.2

1. Import Sound Reactor 1.2
2. Delete the Utils folder
3. Import Sound Reactor 1.2 again

Version History

Version 1.5.0

- Vector shapes now work with Scriptable Render Pipelines like URP and HDRP.
- Vector shape curves are smoother now.
- Vector shapes are no longer serialized with the scene – this should make the size of the scene file smaller.
- Object Circle Shape creates the right number of elements now.
- Improved undo in the SpectrumBuilder.
- Improper Rectangle Image setup displays an error in the inspector and in the console now.
- Upper frequency range for Audio is now 20000 instead of 19912.13.
- Added Loop Back option to Reverse that will force a frequency to loop back to bass.

Version 1.4.6

- Fixed a material leak happening with the ColorDriver.
- Timer.Time property is now public.
- Added some more event handlers to MonoBehaviourEx that can be called to disable/delete GameObjects depending on the build type and play mode.
- MonoBehaviourParticle has a new public property called TimeAlive.
- MonoBehaviourParticlePool GetParticle method contains a parameter called enableGameObject now. This lets you choose if you want to the particle enabled or not when getting it.

Version 1.4.5

- Segmented levels scale up properly now.

Version 1.4.4

- Upgraded shaders so they work with Quest using Oculus Link software running on the PC.
- Upgraded shaders so they handle fog.
- Fixed bug that was introduced in the previous release to MonoBehaviourParticle that wouldn't return a particle back to the pool if the object was disabled when being returned.

Version 1.4.3

- Renamed "Return" in the class "MonoBehaviourParticle" to "ReturnParticle"

Version 1.4.2

- Particles can now send themselves back to the pool they came from
- Fixed some "off by 1 issues" with Timer and made it more robust
- Fixed material leak caused by MonoBehaviourEx

- MonoBehaviourEx.GetMaterialColor gets Color now instead of Vector (for Unity 2017.3 and above)
- Added “Between Edges” option to SpectrumBuilder. This causes the space to be between the levels instead of their centers.
- SpectrumFilter only searches for an EQ once now.
- Level graph only cares about its own falling level now.
- Vectors no longer cause the SpectrumBuilder to throw an error when checking the camera type for Preview.

Version 1.4.1

- All demo scripts live under the LDG.Demo namespace now
- Vector no longer draws in the preview window.
- All scenes that were instancing notes now utilize object pools.
- Added OnEmit() and OnExpire() event handlers to MonoBehaviourParticle
- Optimized MonoBehaviourEx

Version 1.4.0

- Line vectors can now be anchored just like circles can
- PeaksProfile assets now show a preview of the peaks curve in the inspector
- All audio files have a maximum integration and true peaks value of -14 LUFS and -1dB now
- Added 20 new pre-recorded peaks profiles

Version 1.3.7

- Added SpectrumLineRenderer that will draw a line vector that works with the SRP. It’s been tested with URP and HDRP.
- Added Global Fallback option to SpectrumSource. This gives the user the option to disable automatic fallback to the AudioListener.
- Upgraded project to Unity 5.6

Version 1.3.6

- Fixed prefab issues that occurred in Unity 2018.2 and up

Version 1.3.5

- Fixed prefab issues. Fix for pre-Unity 2018.2 works immediately. ~~The fix for Unity 2018.2 and up will be pending on Unity fixing a bug on their end.~~

Version 1.3.4

- Builder is disabled if it has been turned into a prefab
- Build button is disabled if essential properties are not set
- Remastered SoundReactorShort.mp3 so its volume is the same as the other samples
- Scenes updated to reflect the remastered SoundReactorShort.mp3 file
- Removed lens flare from cameras to make the scenes more compatible with Unity 2019

Version 1.3.3

- Layer masks work with vector shapes now.

Version 1.3.2

- Updated matcap materials for some of the visualizers
- Fixed “Reverse” option in the SpectrumBuilder
- Updated hint for SpectrumBuilder Mode
- Added _DefaultMaps
- Builder notifies you that it can’t build if a Level hasn’t been specified
- Swapped Peak with Peak Band in Spectrum Source->Normalize
- Level.isBeat defaults to false now

Version 1.3.1

- All input devices are searched in order to find a valid device now
- Builder only recreates levels if a valid spectrum can be built

- Frequency readout backwards (again)
- Replaced Standard and Refraction shader with MatCap shaders to increase compatibility with custom render pipelines
- In the SpectrumBuilder: repeat is disabled when clamp is checked now

Version 1.3.0

- Circle shapes are created in a clockwise direction now
- Checkbox added to builder to enable/disable automatic building
- Builder can build from a list of level objects now. Levels will be created and repeated in the order they exist in the list
- Added “Ascend”, “Descend”, and “Ascend and Descend” triggers for beat detection
- Improved beat detection. No more double or more triggers for a single beat in a single direction

Version 1.2.2

- Fixed miscalculation with linearFrequency. Only effects visualizers created with SpectrumBuilder
- Added InputDevice and Microphone.unity scene to demo it
- Added TapTapBeat.unity scene that demonstrates how you might create a music game
- Added loads of comments to source code
- Renamed some variables so they make more sense

Version 1.2.1

- Fixed bug that kept “Stop Recording” from disappearing
- Renamed PeakLevel to PeakBand
- Updated documentation to reflect change
- Added online documentation
- Fixed Unity warning regarding deprecated event names.

Version 1.2

- Peaks can be saved and shared with any audio clip now
- Added vector spectrum visualizer
- Added more demos
- Added tool tips to all important properties
- Improved documentation

Version 1.1.1

- Removed Post Processing Stack from project
- Fixed “3 argument” bug for Unity 5.6 and above

Version 1.1

- Spectrum Builder correctly centers the first level at the top of a Circle shape now.
- Repeat frequency correctly repeats now.
- The Spectrum Builder rebuilds as values change now.

Version 1.0

- Initial release

Contact

Direct all questions, suggestions, feature requests, and bugs to: support@littledreamergames.com