

[Valinta]

Version 1.0.0

<https://www.valintaplay.com>

support@valintaplay.com

January 4, 2017

[valinta] music streaming

Quick start

Asset package contains three example scenes with differently themed players. You can choose to use those in your game or customize the player to fit your game's look and feel.

Music player itself should be fairly easy to integrate into your game:

1. Check the build settings first. Platform should be set to Android or iOS. (WebGL or stand-alone platforms are not supported)
2. Create a new scene or use existing one
3. Drag & drop **ValintaController** prefab into the scene (ValintaMusicStreaming -> Prefabs)
4. Add UI -> Canvas or use existing one
5. Drag & drop **ValintaPlayer** prefab into the canvas (ValintaPlayer_Tx, x = 1, 2 or 3)
6. Run the scene
7. Music player should be up and running

NOTE:

- There should only be one **ValintaController** present in screen. Preferably, add ValintaController as early scene in scene order as possible.
- Every scene can have its own or even multiple UIs (**ValintaPlayer** prefab).
- Streaming music needs a working internet connection

iOS:

- Add "AdSupport" for ValintaPlugin.mm in Plugins -> iOS