

# Sound Reactor<sup>®</sup>

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## Upgrade Notes for Standard

# IMPORTANT

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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

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### 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

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#### 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

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Direct all questions, suggestions, feature requests, and bugs to: [support@littledreamergames.com](mailto:support@littledreamergames.com)