

JLMMusicGamePack1

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For support, contact me at info@JLMeyerMusic.com and I will try to respond within 0-48 hours.

This game music collection contains 210 songs created over the last 7 years.

The songs are separated into the following categories:

- Adventure & Fantasy (26 songs)
- Battles & Quests (23 songs)
- Cinematic trailers & misc. backgrounds (19 songs)
- Defeat & End Game (19 songs)
- Epic (10 songs)
- Ethereal, background and misc. trailers (35 songs)
- Hero & Victories (8 songs)
- HipHop, LoFi & driving music (21 songs)
- Kids games & platformers (39 songs)
- Soft, slow backgrounds and ambient (10 songs)

All .wav files are in 16-bit/48Khz format and were mastered to -2.0 db peak with bandpass filter 30hz to 10Khz (for better phone and tablet compatibility).

The Project File

The project file contains a complete project containing all the .wav files and cue files. The cue files have been set with a volume level of 1.0 (100%). Those values can be changed in the cue files.

More than likely you will be migrating the songs you want to use into your own game. To do that, all you have to do is find the .wav files you want, then right-click on them and either choose “Migrate” or “Export”. If you migrate to your game, be sure to place them in the “Content” folder. This is because Unreal Engine will create a subdirectory under “Content” named JLMMusicGamePack1/ with the subdirectory of the song(s) you choose.

You can also migrate the entire package into your game by right-clicking on the topmost folder “JLMMusicGamePack1” (under the “Content” folder) and selecting migrate. Further,

you can migrate just the category folder(s) by right-clicking on their names and selecting the migrate option.

Blueprints (BPs)

I have created some BPs to help you understand how to integrate music as game background music that can persist across levels. I have also added some features like fade-in and fade-out, plus ability to set a stop point, so entire song does not play. The stop play and fade-out can be used together to fade-out just before the stop point. (See video for full instructions).

Basically, the persistent audio is played from the game instance BP. In there it spawns a 2D sound that can be accessed from any other blueprint. It has functions to start playing, replacing the current song and the stop at and fade-out features.

I have included a BackgroundMusic_BP that can be placed into level(s) to set the music for that (and successive) level(s). I have included a Silence.wav you can use to instantiate the 2D sound player without playing any music. (Useful if you don't want music on particular levels, such as main menu).

Demo

The demo levels show how you can set a song in the first level, go to 2nd level and same song continues playing, then going to 3rd level, it replaces the song (and it persists to other levels). To override a persisted song, include the BackgroundMusic_BP in a level, then check the "Replace" Boolean to load the new song on level load. Be sure to set a valid song file (cue) in the BackgroundMusic_BP audio settings, otherwise the player will not instantiate.