LEARNING

monogame

#monogame

Table of Contents

About

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Chapter 1: Getting started with monogame

Remarks

MonoGame is a managed code game-framework with cross-platform support. It is an Open Source implementation of the Microsoft XNA 4 Framework. Using the reliability of managed code with .NET and Mono and the support of many platforms, it simplifies the development of games on multiple platforms.

Platforms currently supported: iOS, Android, MacOS, Linux, all Windows platforms, OUYA, PS4, PSVita, and Xbox One.

Versions

Version	Release Date
MonoGame 3.6	2017-03-01
MonoGame 3.5	2016-03-17
MonoGame 3.4	2015-04-29
MonoGame 3.3	2015-03-16
MonoGame 3.2	2014-04-07
MonoGame 3.0.1	2013-03-03
MonoGame 3.0	2013-01-21
MonoGame 3.0 Beta	2012-10-25
MonoGame 2.5.1	2012-06-18
MonoGame 2.5	2012-03-29
MonoGame 2.1	2011-12-07
MonoGame 2.0	2011-10-28
XnaTouch 0.7	2009-12-02

Examples

Installation or Setup

Detailed instructions on getting monogame set up or installed.

Read Getting started with monogame online: https://riptutorial.com/monogame/topic/2806/getting-started-with-monogame

Chapter 2: Playing Sounds

Examples

Sounds using SoundEffect

In order to play a sound using the `SoundEffect` type, create a variable to hold the loaded sound. Typically this would be an instance variable in the `Game` class:

```
private SoundEffect mySound;
```

Then, in the `LoadContent()` method of the `Game` class:

```
protected override void LoadContent()
{
    // load the audio content
    mySound = Content.Load("mySound");
}
```

Finally, whenever the sound needs to be played, just invoke the `Play()` method:

```
bool played = mySound.Play();
```

If for some reason, such as too many sounds are already playing, the `Play()` method may return `false`. If the sound started playing successfully, then it will return `true`.

Controlling the playback using SoundEffectInstance

`SoundEffect.Play()` plays the sound effect in a "fire-and-forget" fashion. The sound plays once and its lifetime is managed by the framework. You are not able to change the properties (volume, pan, pitch) of the sound during playback, loop it, position it in 3D or pause it.

You can hold a reference to the playing sound by creating a `SoundEffectInstance`. Instead of calling `SoundEffect.Play()`, call `CreateInstance()` on the `SoundEffect` and then `Play()` on the new instance:

```
SoundEffectInstance instance = mySound.CreateInstance();

// Set some properties
instance.Pitch = 1.0f;
instance.IsLooped = true;

// Play the sound effect
instance.Play();
```

There can be multiple instances of the same `SoundEffect`, each with their own properties. The instance can be replayed by calling `Play()` after the playback has stopped.

Read Playing Sounds online: https://riptutorial.com/monogame/topic/4758/playing-sounds

Credits

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