

# Component:LerpingMultiClipPlayer

This page contains [changes](#) which are not marked for translation.

## Component image



**Lerping Multi Clip Player** component as seen in the [Scene Inspector](#)

The **LerpingMultiClipPlayer** component is an [IAudioSource](#) type that transitions between different audio clips (tracks) by lerping the volume and speed from one audio to the other using Lerp.

When an audio is lerped to, the audio will continue to loop till Lerp is moved to another clips range.

If Lerp is not within a clip range, this component will provide silent audio.

## Fields

Name	Type	Fields	Description
persistent	<a href="#">Bool</a>		Determines whether or not this item will be saved to the server.
UpdateOrder	<a href="#">Int</a>		Controls the order in which this component is updated.
Enabled	<a href="#">Bool</a>		Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
Lerp	<a href="#">Float</a>		The reference value to use to lerp between different tracks with different values. This does not have to be 0-1, and can be any value.
Tracks	<a href="#">list</a> of <a href="#">LerpingMultiClipPlayer.Track</a>		A list of track's to lerp between using Lerp.

## Track

Fields

Name	Type	Description
Clip	<a href="#">AudioClip</a>	The audio clip to play if Lerp is within StartPosition and EndPosition.
StartPosition	<a href="#">Float</a>	What the starting point of this track's range is.
EndPosition	<a href="#">Float</a>	What the ending point of this track's range is.
StartSpeed	<a href="#">Float</a>	What the speed should be at the start of this track's range, lerp'd.
EndSpeed	<a href="#">Float</a>	What the speed should be at the end of this track's range, lerp'd.
StartVolumeTransitionRatio	<a href="#">Float</a>	How much of this track's position range to fade the audio in for.
EndVolumeTransitionRatio	<a href="#">Float</a>	How much of this track's position range to fade the audio out for.

## Usage

Can be used to make looping noises that play over a video at different positions in the playtime.

## Examples

*This article or section is a stub. You can help the Resonite wiki by expanding it.*

## See Also

- [Type:IAudioSource](#)
- [Component:AudioClipPlayer](#)
- [Component:StaticAudioClip](#)
- [Component:ChannelVolumeMeter](#)
- [Component:VolumeMeter](#)
- [Component:SawtoothWaveClip](#)
- [Component:ValueNoiseClip](#)
- [Component:ButtonAudioClipPlayer](#)
- [Component:LerpingMultiClipPlayer](#)
- [TalkVisualizer](#)
- [Component:RandomAudioClipPlayer](#)
- [Component:MultiAudioClipPlayer](#)
- [Component:SimplexNoiseClip](#)
- [Component:TriangleWaveClip](#)
- [Component:SquareWaveClip](#)
- [Component:SineWaveClip](#)