Async SoundManager

Documentation

The script is fully documented directly on the code. Your IDE tooltips will display how to use each method.

You can also read the documentation in the Documentation folder of the asset.

Clear the package

The only script you need in your project, once you understand how to use this asset, is **SoundManager.cs**. The other files utility are for documentation and demo purpose.

More question

If you have any more questions about the use of this tool, please contact us at
assets.help@coldmechanics.com.