

Capsule

This volumetric shape allows you to make sounds emanate from a capsule. If your GameObject already has a Capsule Collider then all settings will be automatically copied over.

Box Collider

If you set this then the settings below will automatically be copied from the capsule collider.

Center

This allows you to set where the box is positioned relative to the GameObject it's attached to.

Radius

This allows you to set the radius of the sphere.

Height

This allows you to set the height of the capsule.

Direction

This allows you to set which way the capsule gets stretched.

Is Hollow

Enable this if you only want the sound the emanate from the surface of the capsule.