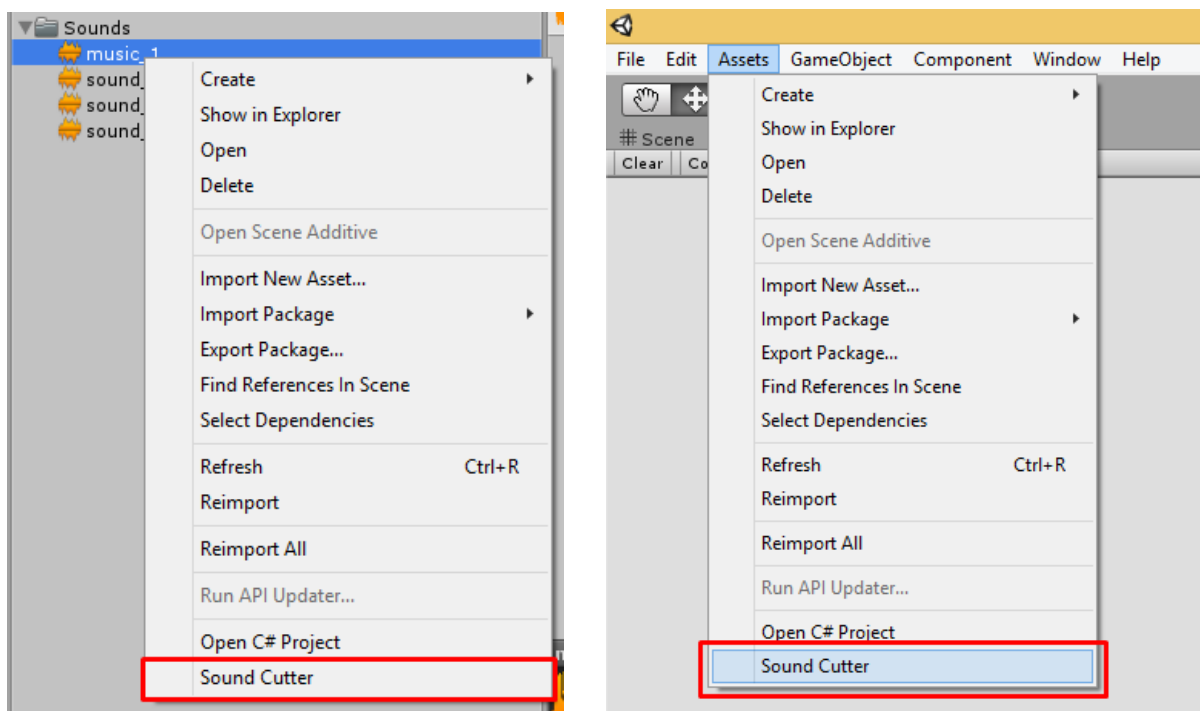**SOUND CUTTER**

v1.0.0, muscipula.com

OVERVIEW

Sound Cutter is an editor that allows you to easily cut audio clips in Unity.

You can select and playback audio clip regions that can be removed/kept depending on your needs.

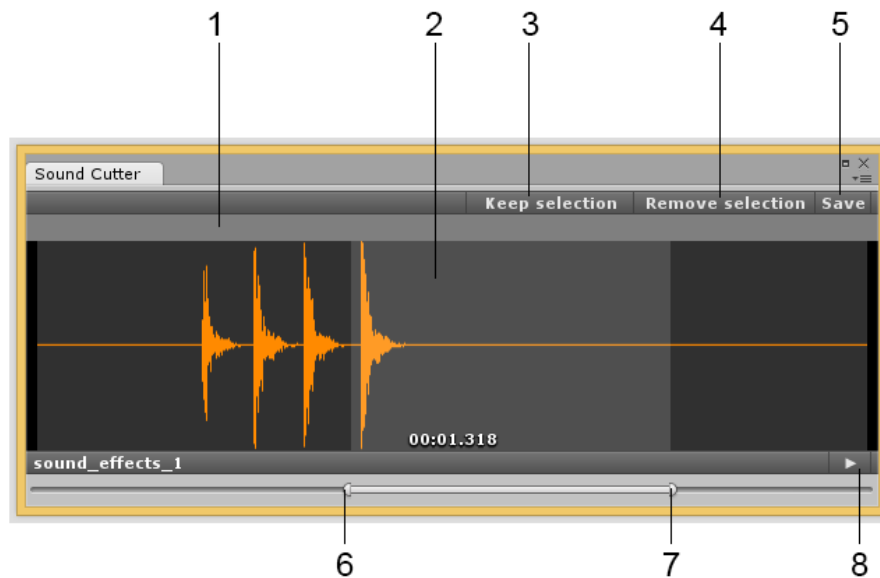Source audio clips are not modified and results are saved to new wav files.

INTERFACE

Sound Cutter window can be accessed through Context Menu of selected Audio Clip in your Project view. Alternatively it can be accessed from Assets -> Sound Cutter.

Note: Sound Cutter menu item can be disabled if no audio clips are selected in project view.

Sound Cutter Controls

1 - Click to play audio from mouse position
2 - Select audio region with mouse
3 - Keep selection and remove unselected area
4 - Remove selection from audio clip
5 - Save changes (to new file)

6 - Start position of selection (or Left Mouse click on chart)
7 - End position of selection (or Right Mouse click on chart)
8 - Click to play selected region (or hit Space key)

To edit an audio clip you need to right click on audio clip in your project view and choose "Sound Cutter" menu item in appeared context menu. This will bring up a Sound Cutter window. You can playback audio clip and select regions that you want to remove or keep in final audio clip. Use **Keep selection** and **Remove selection** buttons to manipulate with selected region that you want to edit. When you are done with editing click **Save** button to save results to a new **.wav** file. *Note that source audio file remains unmodified*.

Remember to save your results before you select another audio clip in project view.