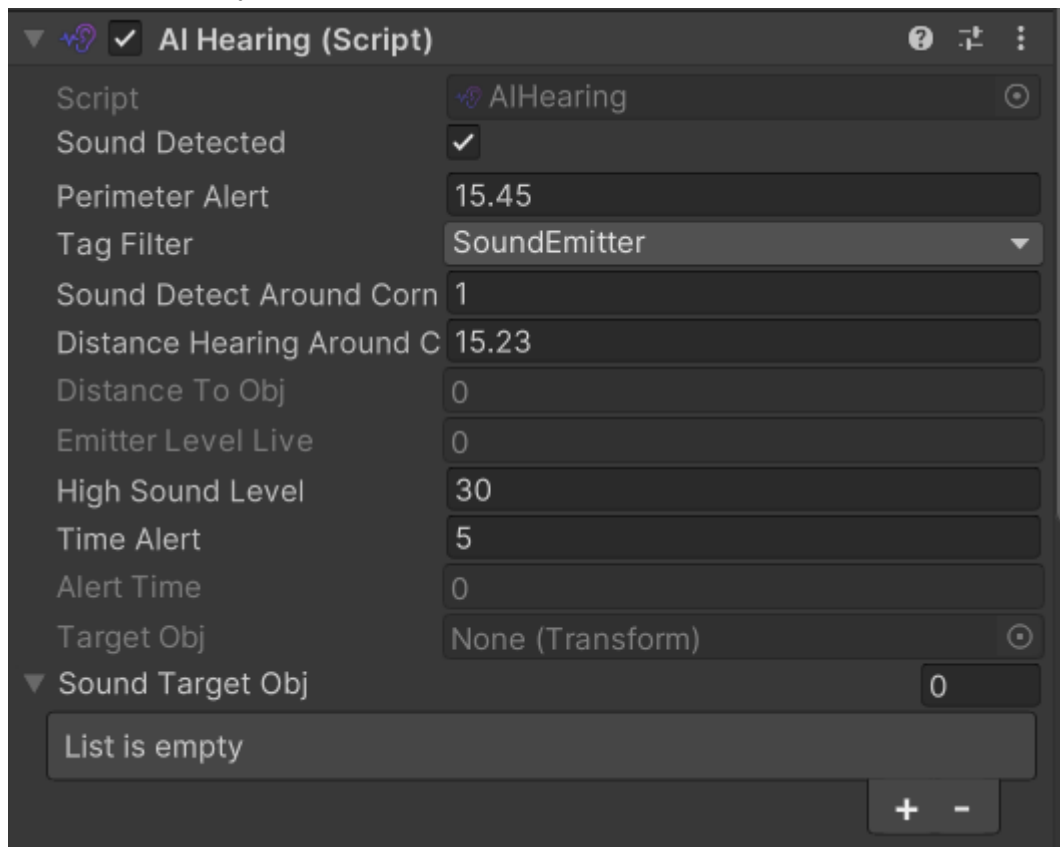# AI Sound Detection

On AI, add script AIHearing and set the Tag – this Tag will be assigned to objects that emit sounds, in this way the AI will filter which sound to detect.

Target Obj is the Object targeted location where the AI has detected that it is coming from. The target is calculated based on the distance from where the sound comes and the priority will be on the closest Object.
The objects that emit sounds have to be inside his perimeter otherwise will be ignored.
Time Alert is the time until the boolean Sound Detected will go Off once a sound is detected.

On the objects that emit sounds add the script Sound_Emitter and drag the Audio Source and the Mixer included in this asset. Set the Layer of the AI and other objects where sound will not pass through like walls. The sound will collide with those objects that have the layer selected in the script example AI,Wall,Glass,Doors etc.

On every other object layer that is not included in this list sound will pass.
High Sound Level is the level where an AI will hear the sound indifferent to the situation as long is in his perimeter.
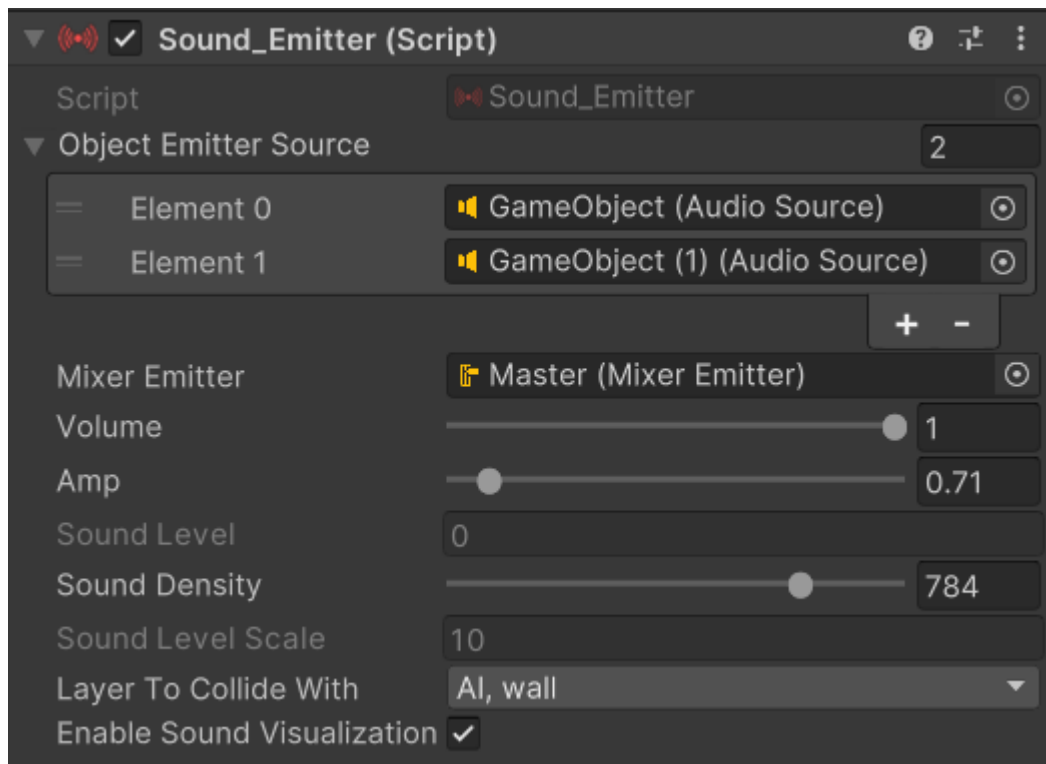
Enable Sound Visualization: disable this after you adjust to the preferred setting.

Mic_Emitter:
- Add this script to a parent object where Sound_Emitter script is added

- Add the mixer_emitter that exists in this package
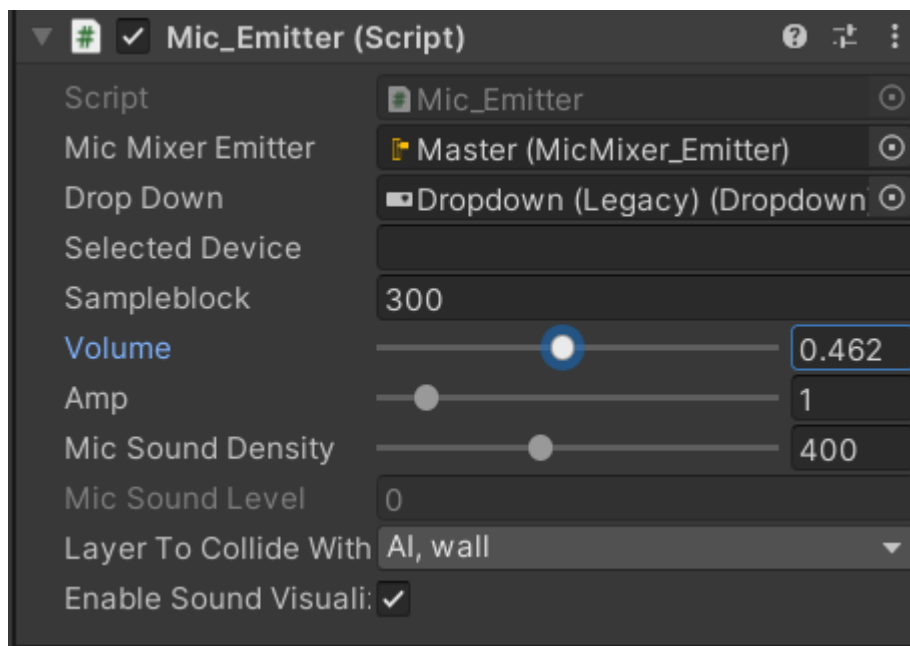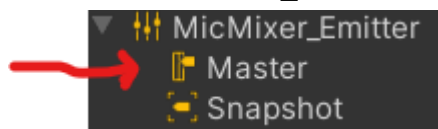
<u>Is it at your discretion to add a panel that will ask the User@Player for Microphone access</u>

For information please contact me on Discord: https://discord.gg/sPyzUAhhnf