BITCRUSHER FOR UNITY 3.5 and higher.
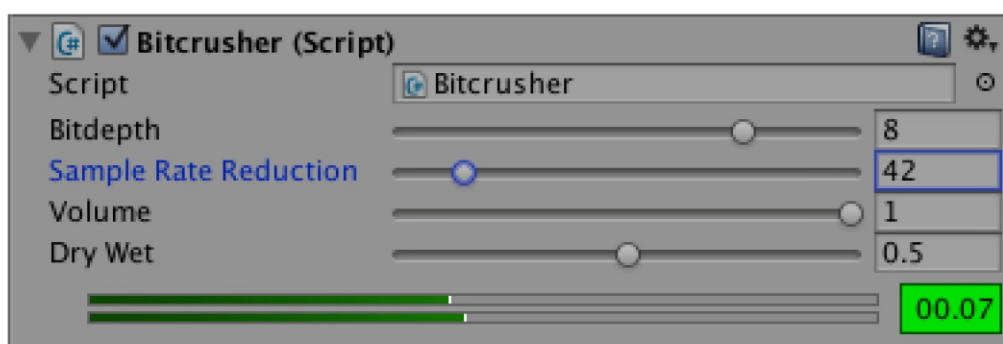**Version 1.0**, created by D Markey (firebutton.co.uk)

Bitcrusher is a Unity script that can be added to an Audio Source component exposes Bitdepth and Sample Rate Reduction variables. There's also a Mix variable to blend the original audio with the Bitcrushed output plus an overall Volume setting.

SET UP
To setup, add an Audio Source Component to a Game Object, select an audio file (both .mp3 and .Wav are supported), then add the Bitcrusher script to the Game Object.

FURTHER INFORMATION
The example scenes are for Unity 4.3 and higher. Please watch the Bitcrusher tutorial video, as the video will show you the set up and also demonstrate the four example scenes included:

http://youtu.be/Nzb_6xGkTY4

CONTACT
If you'd like to contact us for whatever reason, this is how you can do it:

Website: www.firebutton.co.uk
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If you are a customer and require help, please provide us with a proof of your purchase (such as an Invoice Number / OrderID)

Thank you for your support and the best of luck with your projects!

v1.0
- Initial Release