



RAFMANIX

FX Animals Sound Pack

Version: 1.5

READ ME

Thank you for supporting this asset!

We have created this asset-package to help you to create your own games.

Our Asset-pack contains sounds to use for your Unity projects.

The Sounds/Music are easy to use so you can quickly make your own commercial games.

We would like to point out that the **animal hit sounds** are no substitute for sword, bow or magic hit sounds! (Additional effect)

All additional textures, C# scripts or animation files are for the “Example/Demo Scenes” and can be used as well.

If you have any questions, issues or feedback, then please **E-mail** us at:

Support: rafmanix.studios@gmail.com

Info:

If you have an older Version of Unity, make a copy of the sounds in your Project folder and set your import settings new, so these matches your version of unity.

IMPORTANT:

If you want to make modifications to our sounds, etc... please make a copy and change them as you desire.

Reason: If we upload or make updates to a new versions,
your work and modifications should not be overwritten.

Thank you!

RAFMANIX Team

License

Unity Asset Store License:

The license terms are subject to Asset Store “Terms of Service” and “EULA” you can find these on the official Unity website.

Asset Store Terms of Service and EULA

https://unity3d.com/de/legal/as_terms

You need more content:

For more Informations look at our Website under Questions & Answers (Q&A).

RAFMANIX Website:

<https://sites.google.com/view/rafmanix/home>

Asset Store Package

Performance:

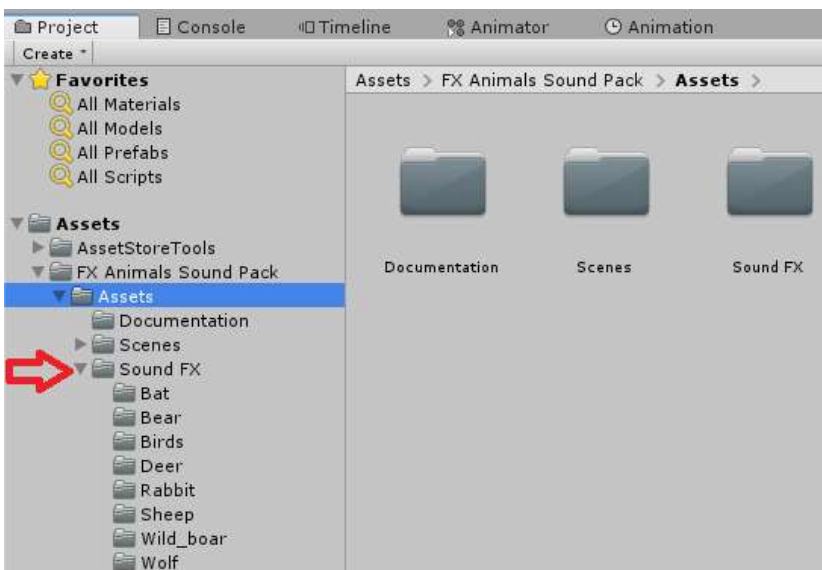
In this asset package, we only provide the sound files at your disposal!

Each sound data type has its own settings in each platform for your performance / RAM / Memory.

Example, Pc requires different settings than on Mobile.

For more Information please look on the Unity Website in the documentation “Audio” of the Unity Engine!

Sound Files:



Sound Settings:

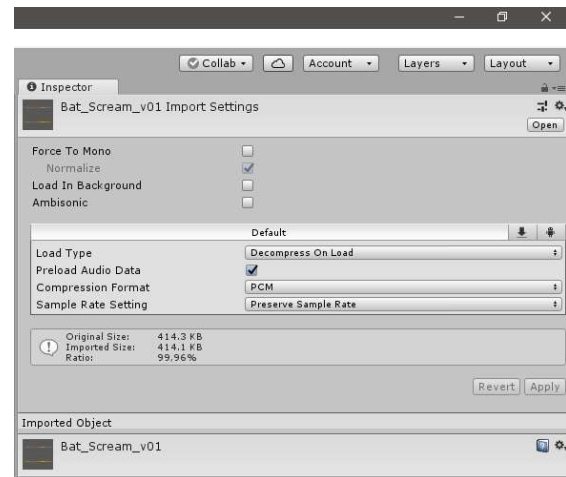
We have every sound file in the format **.wav** and **.mp3** so that you can use the file which is most performant for your platform.

The import settings are used for the quality upload for the Unity Asset store!

Import Settings:

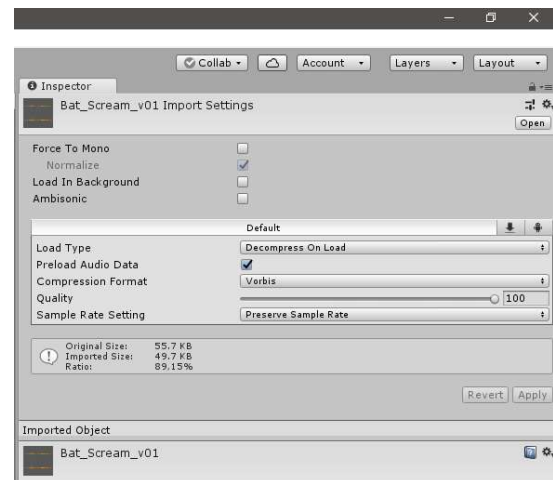
.wav

The default import settings for the following data type are shown here on the screenshot.



.mp3

The default import settings for the following data type are shown here on the screenshot.



Need more Sounds?

If you need more sounds, feel free to contact us and we implement them in the next update.

Click on the Asset Store Website to our Web-link **“contact”**

or

Send us a E-mail with the heading:

“Need more sounds for (Name of the Asset Package)”

Support us:

Please do not forget to write a **review** on the Unity Asset Store!

If you have any issue or questions please feel free to contact our support Team under this E-mail:

rafmanix.studios@gmail.com

Please do not post your problems as a **review!** (Privacy Policy)

We try to provide good support and it is not possible to answer quick and in detail to a review post.

You would help us a lot. Thank you!