

# VOLUMYST Documentation

## Introduction

VOLUMYST - Audio Interference Effects System (BETA) is a powerful tool designed to create dynamic audio alterations, tailored for enhancing suspense and immersion in various applications such as horror games, laboratories, or mysterious settings. This documentation provides an overview of the features, usage instructions, and future updates of the VOLUMYST system.

## Features

- **Volume Adjustment:** Control the volume of the audio.
- **Pitch Alteration:** Adjust the pitch of the audio.
- **Freeze Effect:** Freeze the audio with customizable capture lengths.
- **Echo Effect:** Add an echo effect with control over delay and feedback.
- **Compression:** Apply audio compression with adjustable thresholds and ratios.
- **Phaser Effect:** Create phaser effects with control over frequency and depth.
- **Tremolo Effect:** Modulate audio with tremolo effect based on frequency and depth.
- **Robotization Effect:** Generate robotization effects with cutoff frequency manipulation.
- **Gain Factor Control:** Adjust sound intensity with gain factor control.
- **FFT Settings:** Activate FFT (Fast Fourier Transform) with clipping handling and window type selection.
- **LerpVal:** Adjust transitional value for smooth transitions.

## Getting Started

To use the VOLUMYST system, follow these steps:

**Installation:** Ensure that you have the VOLUMYST script in your Unity project's assets folder.

**Setup:** Attach the `VolumystAudioSystem` script to the GameObject with the AudioSource component that you want to apply the effects to.

**Customization:** Adjust the parameters in the VOLUMYST script to tailor the audio effects according to your preferences.

## Feedback

We value your feedback and suggestions for improving the VOLUMYST system. Please share your thoughts via email at [philunitypublisher@gmail.com](mailto:philunitypublisher@gmail.com)

## Dependencies

The NuGet system (MathNet.Numerics.5.0.0) was used to implement methods and algorithms for numerical calculations.

**VOLUMYST is developed by Wiskered:** <https://wiskered.com/>