

## Easy Audio Cutter User Guide

### Overview

**Easy Audio Cutter** is a tool designed for trimming and editing audio files within the Unity Editor. It allows you to easily cut WAV audio files, preview them, and save them with customized settings.

### Features

#### 1. Waveform Visualization

- View the audio file's waveform.
- Zoom in/out using the mouse scroll wheel.
- Select a trim range by left-clicking and dragging.

#### 2. Trim Settings

- Adjust start and end times using the slider or manual input.
- See the duration of the selected range in real-time.

#### 3. Preview

- Click "Preview" to listen to the selected range.
- Toggle "Loop: On/Off" to loop the preview.
- Click "Stop Preview" to stop playback.

#### 4. Audio Trimming

- Press the "Trim Audio" button.
- A progress bar appears, showing the saving percentage (e.g., a 2-second simulation).
- The trimmed audio is saved to the specified path upon completion.

#### 5. Undo/Redo

- Use "Undo" and "Redo" to revert or reapply trim changes.

#### 6. Output Settings

- Specify the output path and format (WAV or MP3).
- Note: Currently, only WAV is supported; use an external tool for MP3 conversion.

### Usage Steps

## 1. Getting Started

- Right-click an audio file in the Unity Project window.
- Select "Easy Audio Cutter" from the context menu.

## 2. Trimming Audio

- Select the trim range on the waveform or input times in "Trim Settings."
- Preview the selection with the "Preview" button.
- Click "Trim Audio" and wait for the progress bar to complete.

## 3. Saving

- Set the output path and format in "Output Settings."
- The trimmed file is automatically saved once the process finishes.

### Tips

- For large audio files, waveform generation may take a few seconds.
- Customize the output path to save files to a preferred location.
- If the tool becomes unresponsive, ensure an audio file is selected.

### Troubleshooting

- **"Invalid trim range" error:** Verify that start and end times are within the audio duration.
- **No response:** Check that an audio file is loaded.