

SoundCheckEditor

User Support Document

Introduction

- SoundCheckEditor is a tool that allows you to search and preview sound effects provided under the Creative Commons 0 (CC0) license using the [Freesound.org](https://freesound.org) API within the Unity Editor.
- This package helps game developers quickly find and apply sound effects to their projects.

Key Features

- Sound Search: Search for CC0-licensed sounds using the Freesound API.
- Preview: Play and preview the searched sounds directly within the Unity Editor.
- Pagination: View search results in pages.
- API Key Management: Easily save and manage your Freesound API key within the Unity Editor.

Getting Started

1. Package Installation

- Download SoundCheckEditor from the Unity Asset Store and import it into your Unity project.
- Open the tool by selecting Tools > SoundCheckEditor from the Unity menu.

2. Obtaining a Freesound API Key

- To use SoundCheckEditor, you need a Freesound API key. Follow these steps to obtain one:
 - a. Sign up or log in to Freesound.org. (<https://freesound.org>)
 - b. Go to the API Key Application Page. (<https://freesound.org/home/login/?next=/apiv2/apply/>)
 - c. Fill in the required information and request an API key.
 - d. Copy the API key you receive.

3. Setting Up the API Key

- In the SoundCheckEditor window, enter your API key in the API Key field.
- Click the Save API Key button to store the key. You are now ready to use SoundCheckEditor.

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Usage Instructions

1. Searching for Sounds

- Enter a search term in the SoundCheckEditor window (e.g., "alarm").
- Click the Search button to execute the search.
- The search results will be displayed in a list.

2. Previewing Sounds

- Select a sound from the search results list.
- Click the Play Preview button to preview the sound.
- Click the Stop Preview button to stop playback.

3. Pagination

- Use the Next Page or Previous Page buttons at the bottom of the search results to navigate through pages.

Important Notes

1. API Key Management

- Use only your personally issued API key. Do not use someone else's API key.
- The API key is stored within your Unity project, so be cautious when sharing your project.

2. Copyright

- SoundCheckEditor only allows searching and previewing sounds provided under the Creative Commons 0 (CC0) license.
- CC0-licensed sounds are public domain and can be used freely for both commercial and non-commercial purposes.
- However, it is recommended to credit the source of the sound. For example: "Sound from Freesound.org".

3. API Usage Limits

- The Freesound API has daily usage limits. Avoid excessive usage.
- If your API key is leaked, it could be misused, so keep it secure.

4. Preview File Format

- Preview files are provided in MP3 format. Ensure that Unity supports the audio format.

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Troubleshooting

1. API Key Error

- Symptom: A 401 Unauthorized error occurs.

Solution : Verify that the API key is entered correctly. Ensure that the API key is activated on [Freesound.org](https://freesound.org).

2. Preview Playback Error

- Symptom: The preview does not play or an error occurs.

Solution : Check your internet connection. Ensure that Unity supports MP3 files.

3. No Search Results

- Symptom: No search results are found, or a No Results Found message is displayed.

Solution : Try changing the search term. Check if the search term yields results on [Freesound.org](https://freesound.org).

License Information

- **SoundCheckEditor** : This package is provided for free and is distributed under the MIT License.
- **Freesound API** : You must comply with [Freesound.org](https://freesound.org)'s API usage policies. For more details, refer to the [Freesound API Documentation](https://freesound.org/docs/api).
- **Sound Files** : Sounds provided by [Freesound.org](https://freesound.org) are distributed under the CC0 license.
- **Freesound API document** : <https://freesound.org/docs/api>

Technical Support

- If you encounter any issues or have feature requests, please contact us at:
- E-mail : qjatin1478529@naver.com
- GitHub Repository : <https://github.com/shin0624/SoundCheckEditor>

Version Information

v3.0: Released on March 19, 2025

Added sound search and preview functionality using the [Freesound API](https://freesound.org).

Added pagination and API key management features.