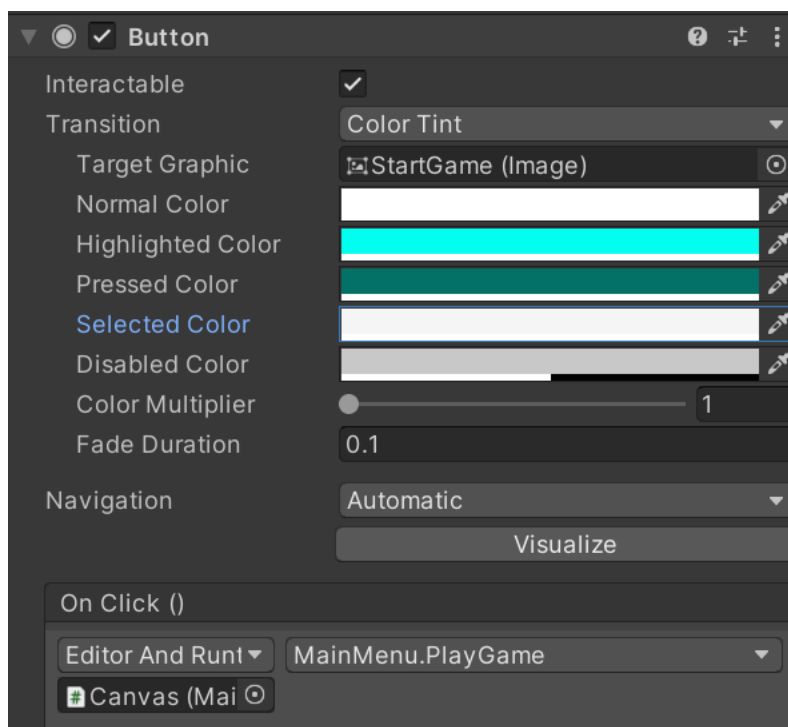


In this tutorial, I am going to showing how to attatch an on-click sound when the player clicks button.

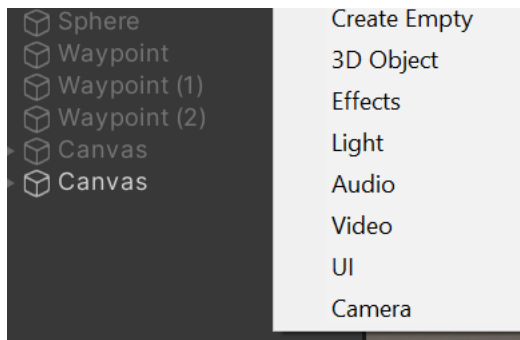
Down below, I have made a quick menu with custom buttons.



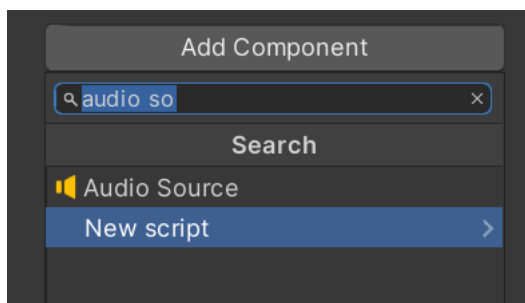
Currently, my buttons do have a function when they are clicked and change colours when the mouse hovers over or click them, but to give them a bit more life, we want to add a sound effect when the button is clicked.



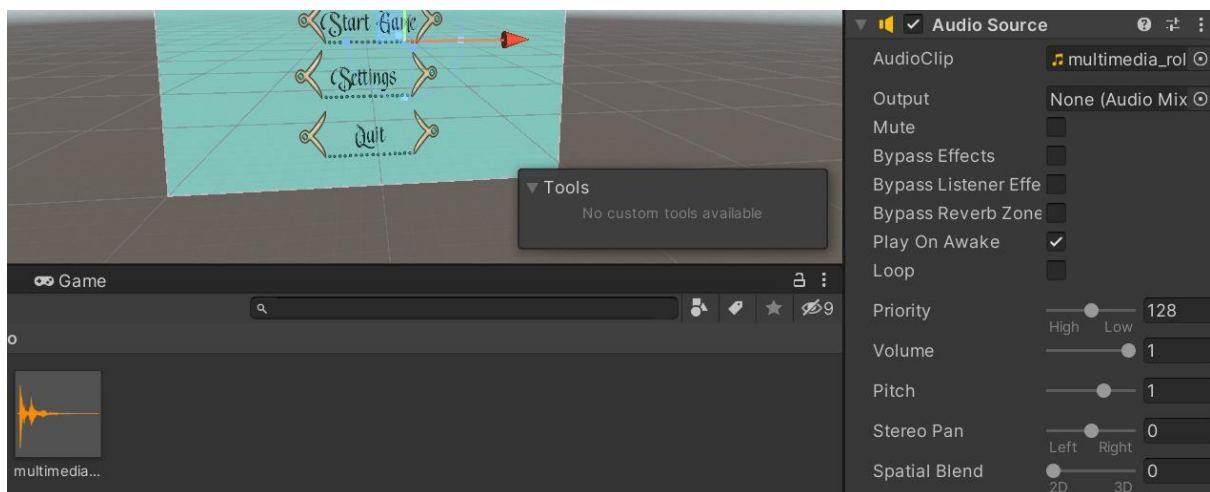
In your hierarchy, you are going to want to add an empty game object and rename it 'Audio'. This is going to be home to our sound effect.



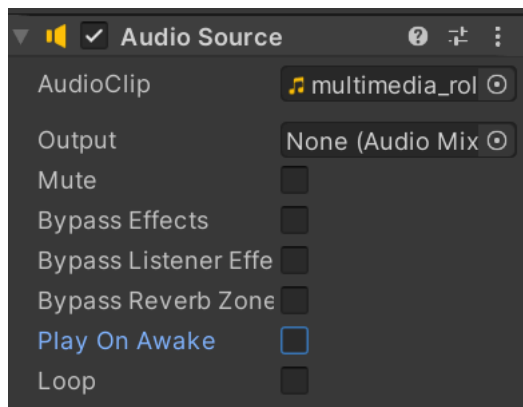
In the inspector, click 'Add Component' and search for 'Audio Source'. This is going to give us a way to attach our script.



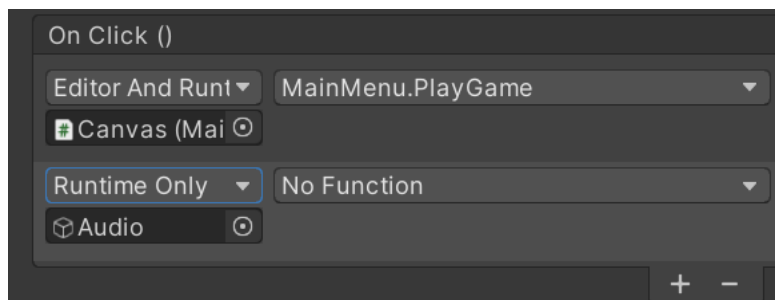
We are then going to want to drag our chosen audio from the assets folder into where it says 'AudioClip'.



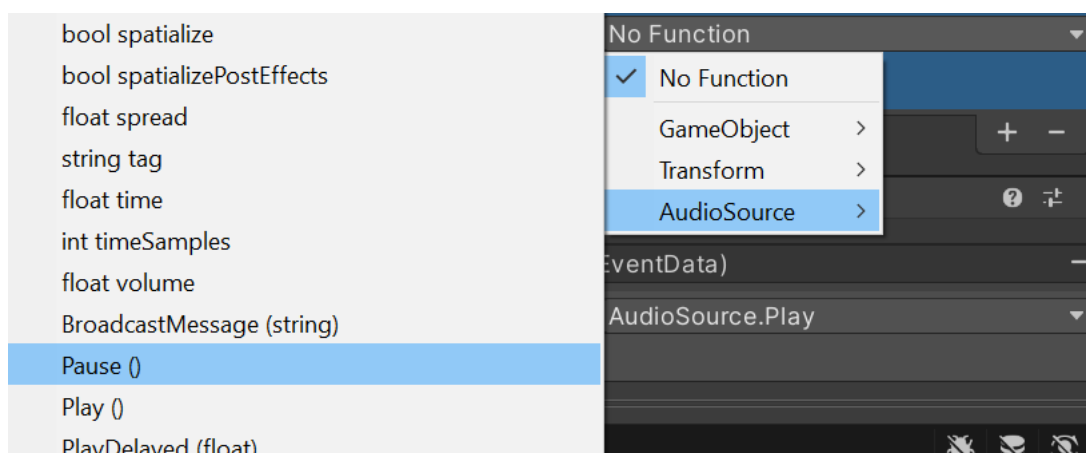
Make sure to deselect 'Play on Awake' as we don't want the sound to activate as soon as the game starts.



We are then going to want to add an On Click function to our button to activate our sound. Make sure it is set to 'Runtime Only' and drag your Audio object in from the hierarchy.



Finally, we want to reference the audio source. Click on 'No Function', select 'AudioSource', and then select the 'Play' Function.



Now when we click the button, you should be able to hear your sound.