

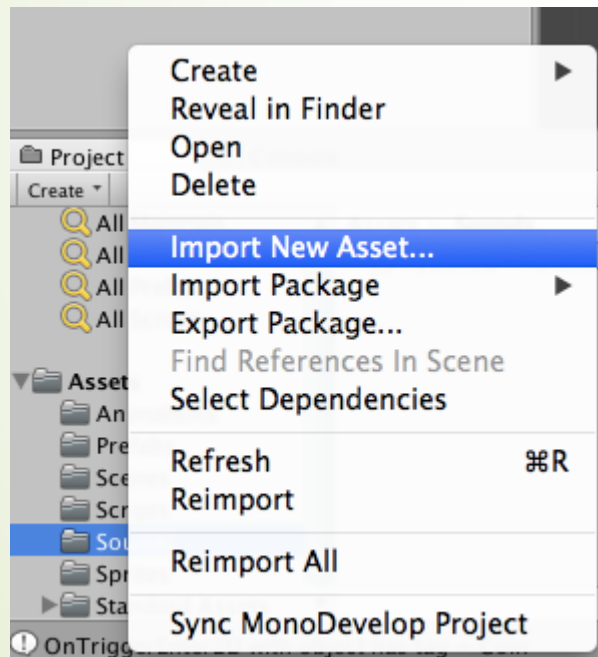


# Sound

- Được sử dụng trong tình huống nào?

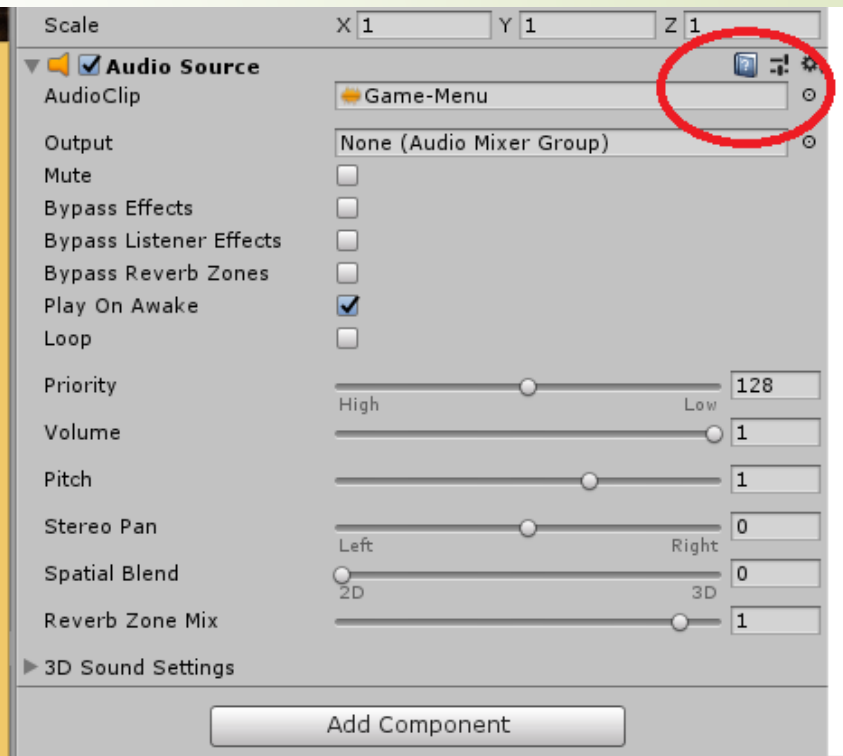
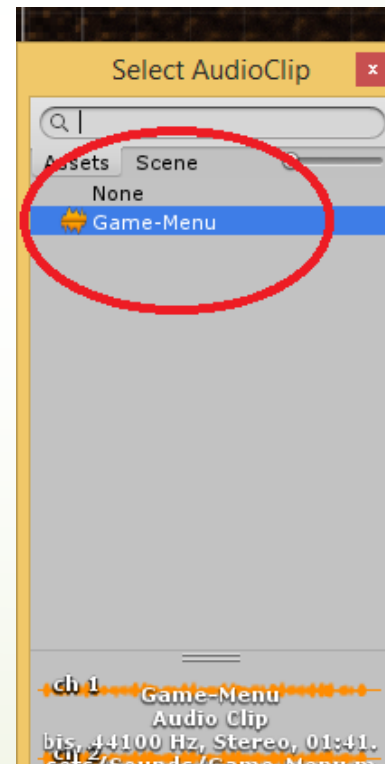
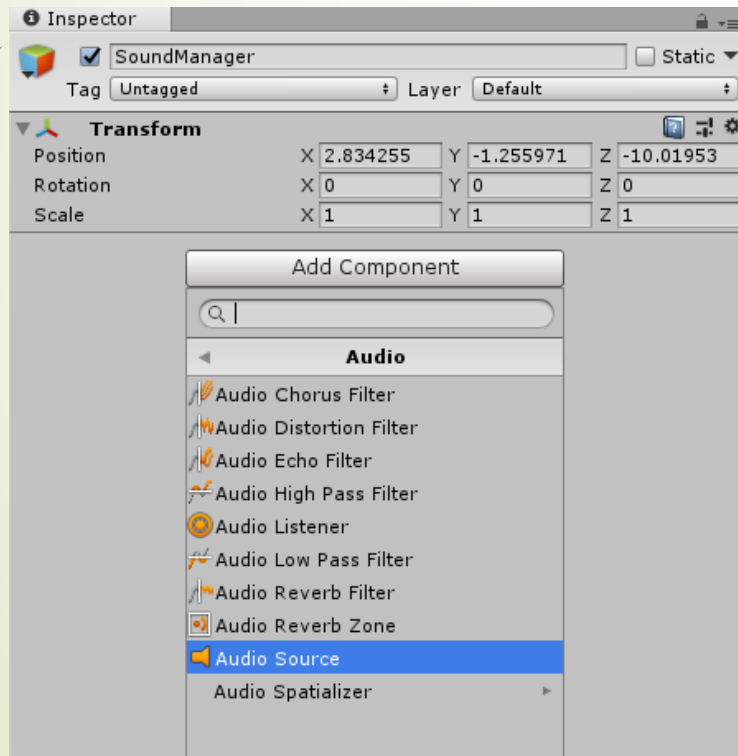
# Sound cho Background

- Import file MP3 vào thư mục Sounds



# Sound cho Background

- Tạo GameObject có tên SoundManager
- Thêm Audio Source cho SoundManager



# Cách 1: Thêm Sound cho Player

- Thêm Component AudioSource cho Player
- Sửa file PlayerControl script
- Kéo GameObject Player và file MP3 vào PlayerControl



# Sửa file PlayerControl script

```
public AudioSource audioSource;  
public AudioClip AudioJump;  
//.....  
void PlayerKeyboard()  
{  
    //.....  
    if (Input.GetKey(KeyCode.Space))  
    if (grounded)  
    {  
        y = forceY;  
        grounded = false;  
        audioSource.PlayOneShot(AudioJump);  
    }  
  
    body.AddForce(new Vector2(x, y));  
}
```

## Cách 2: Thêm Sound cho Player

- Thêm AudioClip trực tiếp vào AudioSource Component





# Sửa file PlayerControl script

```
public AudioSource audioSource;  
//.....  
void Awake () {  
    //....  
    audioSource = GetComponent<AudioSource>();  
}
```



# Sửa file PlayerControl script

```
void PlayerKeyboard()
{    //.....
    if (Input.GetKey(KeyCode.Space))
    if (grounded)
    {
        y = forceY;
        grounded = false;
        audioSource.Play();
    }

    body.AddForce(new Vector2(x, y));
}
```