

Instruction Manual

Glory To The FrontLiners VG Wave File



Thank You

First, I, Makke, would like to thank you for purchasing the asset: Glory For The Front Line VG.

If I improve the mix or the mastering of this asset, I will make an update to the asset.

You may add effects, process the file, but ONLY for use in the video game

For help, you can contact me at makketronix@gmail.com

For more information regarding my work, please visit <https://www.makketronix.com>

What You Purchased

You purchased an audio asset: Glory To The FrontLiners VG.

Here, VG stands for Video Game edition. I mixed the composition to make it more suitable for video games.

This asset is intended to be used as a nice opener to a video game, or to a new environment, but please, feel free to use it as you like.

Conversion To Other Formats

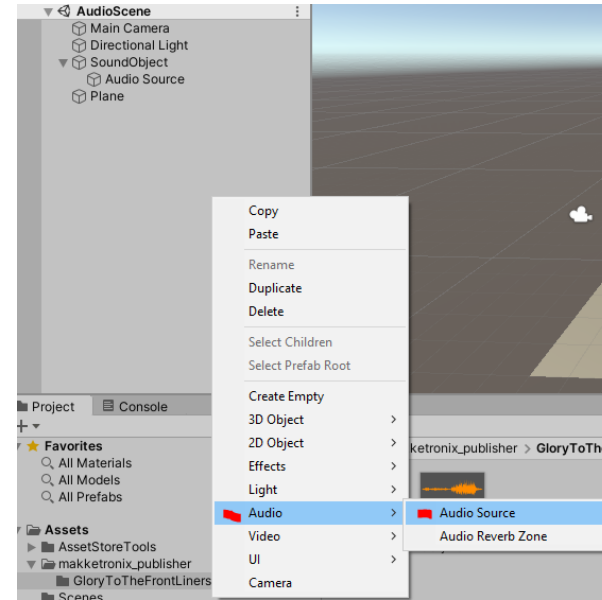
You may convert this wave file to other formats such as MP3, or others. One way to do that is by using the free software [Audacity](#) which is available for Linux, MAC, and Windows.

Instructions:

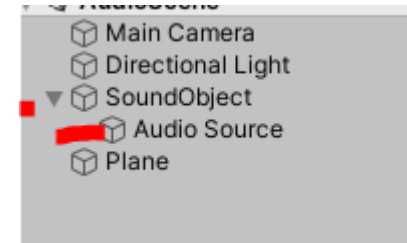
1. Open Audacity
2. File Menu → Open → Navigate to the wave file location → Open Glory To The FrontLiners_VG.wav
3. File → Export → Choose Format

Unity Instructions

To use this asset, right click in the hierarchy of your scene and choose Audio.



You may want to create an empty object first and put the audio source under it as shown in the screen shot



Unity Instructions

Click on Audio Source. You will see the Audio Source panel. Select the Loop checkbox to keep looping.

Also, don't forget to UNCHECK the "Play On Awake" if you wish to programmatically control when to play the asset.

