

Audio Source

The VA_AudioSource component is used to link a Unity Audio Source with the Volumetric Audio system.

NOTE: This component can be used on non-Audio Source components as well (e.g. Audio Reverb Zones).

Position

Position Dampening

Shapes

This allows you to set which volumetric shapes the sound will emit from.

Excluded Shapes

This allows you to set which volumetric shapes the sound cannot emit from. For example, if you have a large level that needs an ambient sound then you can make one big box shape for the outside, and any indoor areas inside this big box that you don't want the sound to be heard from can be excluded from this list.

Blend

Enable this if you want the sound to turn from stereo to mono when the camera approaches the volumetric shape (e.g. if the player can enter a cave or room that's emitting sound).

Blend Min Distance

This allows you to set the distance at which the spatial blend stops decreasing.

Blend Max Distance

This allows you to set the distance at which the spatial blend begins to decrease.

Blend Curve

This allows you to set how smoothly the spatial blend transitions when the Audio Listener (Camera) goes between the min and max distances.

Volume

If you enable this setting, then the audio source volume will be updated.

Base Volume

This allows you to set the base volume of the audio source when either the '**Volume**' or '**Occlude**' settings are enabled. This is required because when these settings are enabled, you no longer have control over the original volume setting directly.

Zone

If this audio source is associated with a zone, the zone reference will be set here.

Fade

Enable this if you want the volume of your sound to change based on how close the camera is to it.

NOTE: This should only be used on 2D sounds, because 3D sounds already have 3D sound settings that allow you to do this.

NOTE: If you want to change the maximum Volume, then adjust the top right node in the Volume Curve, or via the Base Volume.

Fade Min Distance

This allows you to set the distance at which the volume stops decreasing.

Fade Max Distance

This allows you to set the distance at which the volume begins to decrease.

Fade Curve

This allows you to set how smoothly the volume transitions when the Audio Listener (Camera) goes between the min and max distances.

This enables the occlusion feature, which stops sounds from going through walls and other surfaces.

Occlude Method

Raycast

This mode will modify the audio source volume based on the first object it hits.

Raycast All

This mode will modify the audio source volume based on every object it hits.

Occlude Material

If enabled, this setting causes all raycasts to check if the hit object has the `VA_Material` component attached (or in a parent). This allows you to control the occlusion volume more precisely.

Occlude Layers

This allows you to set which layers will be raycasted against to check for occlusion.

Occlude Volume

This allows you to set the volume of the sound when occluded.

Occlude Speed

This allows you to set how quickly a sound can go from normal volume to occluded volume.

Occlude Groups

Layers

This allows you to set the raycast layers used by this occlusion group.

Volume

This allows you to set the base volume multiplier of this occlusion group. This can be overridden by the **Material** setting.