



# C# Godot Tutorial 8

Audio

# AudioStreamPlayer node

- node.**Stream** = GD.Load("res://file.wav") // or ogg
- node.**play**(float fromPositionInSeconds=0)
- node.**Playing** // true/false, getter only
- node.**stop**()
- node.**StreamPaused** // true/false, settable
- node.**seek**(float toPositionInSeconds)
- node.**VolumeDB** //-80 to 0

# AudioStreamPlayer2d node

- node.**Attenuation**
- node.**MaxDistance**
- node.**AreaMask** // areas in which this sound plays

# Notes

- you make a sound loop by
  - selecting the .wav or .ogg file in the file system tab
  - go to import tab, check loop checkbox
- wav files are big, but can play hundreds at the same time (because no decompression required)
  - make short sounds like explosions, bullets, etc wav files
- ogg files are small, but can only play a few since they are compressed
  - make long sounds, like background music, ogg files