

C#Goodot Tutorial 8

Audio

Audio nodes

- OTwo nodes you can use to play audio
 - OAudioStreamPlayer
 - Onon positional audio
 - OAudioStreamPlayer2D/3D
 - Opositional audio (the closer camera gets to the node, the louder the sound is)

AudioStreamPlayer node

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

AudioStreamPlayer2d node

- OHas all properties/methods of AudioStreamPlayer, plus the following important properties:
 - Onode.Attenuation
 - Onode.MaxDistance
 - Onode.AreaMask // areas in which this sound plays

Notes

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