Unreal Audio Components (legacy)

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Source Effects

Source Effect Preset

Audio effect that can be applied to an audio asset via a **Source Effect Preset Chain**

e.g. wave shaper, chorus, delay

Source Effect Preset Chain

A chain of audio effects that can be applied to the output of an audio asset

Ambient Sound

Placeable Actor that emits sound.

Sound Attenuation

Define how sounds are attenuated with distance, occlusion, etc.

Miscellaneous

Quartz

Functions for sample-accurate sound triggering, quantised to musical measures

Niagara Audio

Multiple methods to drive audio from the **Niagara** VFX/particle system

e.g. trigger sound on particle collision

Core Audio Assets

Sound Waves

Sound file assets

Sound Cue

Modular system for audio logic, e.g.:
- random selection
- switching sounds based on triggers
- telling sounds to loop
- doppler effect

Sound Classes

Sound Class

Collection of audio properties which can be applied to multiple audio assets simultaneously

e.g. set volume for multiple sounds

Sound Class Mix

Snapshot of audio properties (inc. EQ) which can be applied to **Sound Classes** in response to game events

e.g. filter all sounds when underwater

Note! Source Effect ≠ Submix Effect ≠ Reverb Effect

Audio Volumes

Audio Volume

Colliders used to associate reverb and volume settings with spatial locations

Reverb Effect

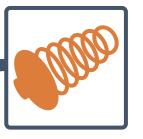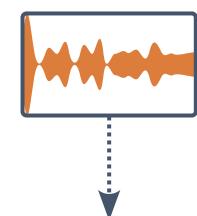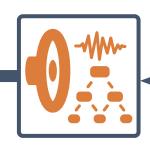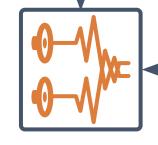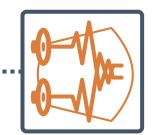Presets for the built-in reverb model, specifically for use with **Audio Volumes**

Submixes

Submix

Mixes one or more audio sources down to a single output, can apply audio effects to that output

e.g. apply reverb to multiple sounds

Submix Effect Preset

Specific audio effects that can be applied to a **Submix**

e.g. reverb, delay, dynamics

This is not a complete list of all audio components in Unreal, but should cover the majority of use cases.