

# FIREBUTTON

FILTERBANK FOR UNITY 3.5 and higher.

Version 1.0, created by D Markey (firebutton.co.uk)

Filterbank is a pair of Unity scripts that can be added to an Audio Source component, each with Cutoff, a dry/wet mix (Shelf filter) and Resonance variables.

## SET UP

To setup, add an Audio Source Component to a Game Object, select an audio file (both .mp3 and .Wav are supported), then add the script to the Game Object.

## FURTHER INFORMATION

The example scenes are for Unity 4.3 and higher.

Please watch the Filterbank tutorial video, as the video will show you the set up and also demonstrate the two example scenes included:

<http://youtu.be/wnLf9EeAzSk>

## CONTACT

If you'd like to contact us for whatever reason, this is how you can do it:

Website: <http://www.firebutton.co.uk>

E-Mail: [support@firebutton.co.uk](mailto:support@firebutton.co.uk)

If you are a customer and require help, please provide us with a proof of your purchase (such as an Invoice Number / OrderID)

Thank you for your support and the best of luck with your projects!

v1.0

- Initial Release