

# Audio Setup

## Overview

### Preparing the AudioMixer

#### Using The Audio Mixer For A Setting

Referencing The Audio Mixer

Specifying The Audio Variable

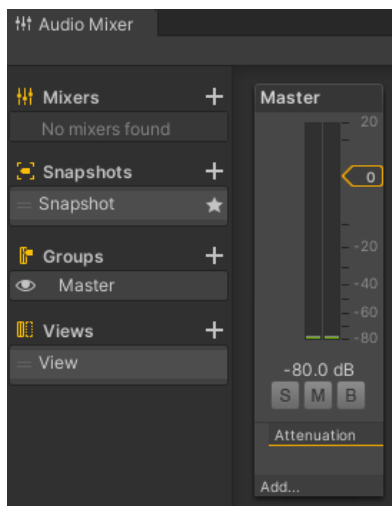
Setting Up The Audio Source

## Overview

Some audio settings (like volume or pitch) require additional references such as an Audio Mixer.

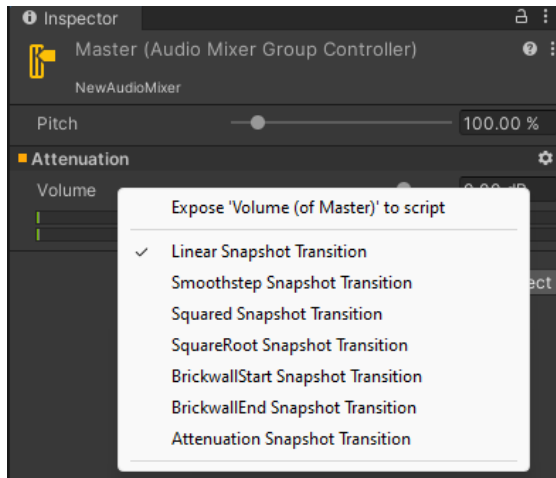
## Preparing the AudioMixer

1. If you don't have an audio mixer in your project you can create a new one in your project window with Right Click > Create > Audio Mixer.
2. Double Click on the Audio Mixer to show its window.

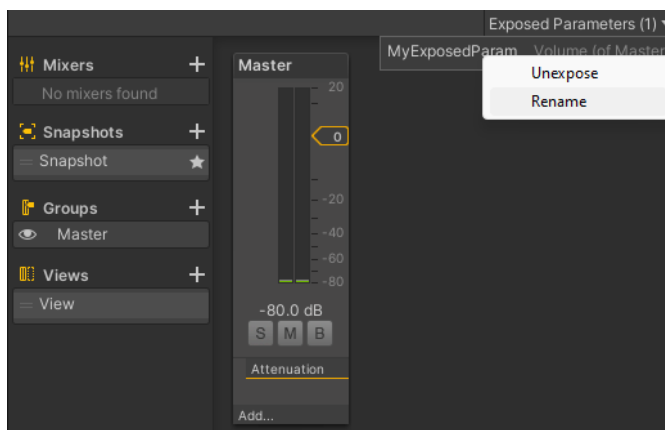


3. In the Audio Mixer window click on the (master) mixer to show its inspector.

4. In the inspector window right click on the volume or pitch and select 'Expose to script'. This will make it accessible via code.



5. Back in the Audio Mixer window click on the exposed parameters dropdown in the top right corner and rename your variable to your preferred name.



## Using The Audio Mixer For A Setting

You can assign an Audio Mixer object on your settings collection to make it accessible to all audio settings that rely on an Audio Mixer. You can also override the Audio Mixer per setting in the setting specific options if you don't want to use the one assigned in the settings collection.

## Referencing The Audio Mixer

Audio Mixer Reference On SettingCollection

Identifier	
Settings Saver	None (Settings Saver)
Input Templates UGUI	None (Input Element Providers_UGUI)
Input Templates UI Toolkit	None (Input Element Providers UIT)
Audio Mixer	AudioMixer
Post Process Profile	None (Post Process Profile)

Audio Mixer Override On Audio Mixer Volume Setting

Setting: Audio Mixer Volume

Audio Mixer Override: None (Audio Mixer)

Setting: Audio Mixer Volume

Audio Mixer Override: Other AudioMixer

## Specifying The Audio Variable

On your Audio Mixer Volume/Pitch settings enter the variable name you specified on your Audio Mixer. In the image below we named our exposed variable 'MyExposedParam'.

Setting: Audio Mixer Volume

Audio Mixer Override: None (Audio Mixer)

Variable Name: MyExposedParam

## Setting Up The Audio Source

The changes to your Audio Mixer will only have an effect if you reference it on an Audio Source so make sure your reference the correct (sub) mixer in the output field of an Audio Source. In the image below we reference the master mixer for which we exposed the volume parameter earlier.

Audio Source

AudioClip: None (Audio Clip)

Output: Master (AudioMixer)