



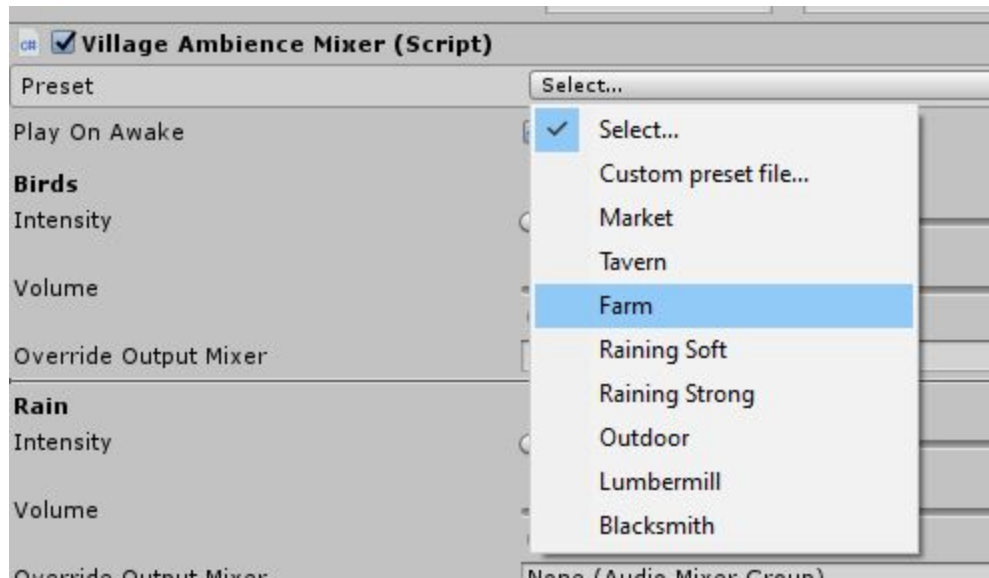
## How It Works?

1. Just drag the **"VillageAmbience"** prefab to your scene.
2. You can generate your own ambience moving the **intensity** and **volume** faders of each layer:

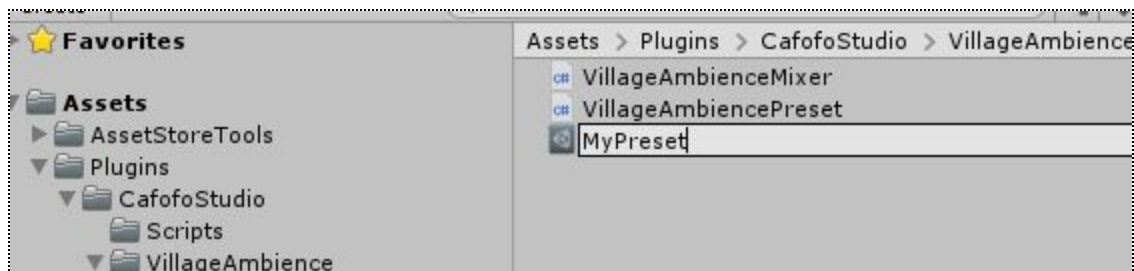
<b>Blacksmith</b>	
<b>Intensity</b>	<input type="range" value="0"/>
<b>Volume</b>	<input type="range" value="1"/>
Override Output Mixer	None (Audio Mixer Group)
<b>Lumbermill</b>	
<b>Intensity</b>	<input type="range" value="0"/>
<b>Volume</b>	<input type="range" value="1"/>
Override Output Mixer	None (Audio Mixer Group)
<b>Human Activity</b>	
<b>Intensity</b>	<input type="range" value="0"/>
<b>Volume</b>	<input type="range" value="1"/>
Override Output Mixer	None (Audio Mixer Group)
<b>Farm Animals</b>	
<b>Intensity</b>	<input type="range" value="0"/>

3. All parameters can also be changed during runtime using the functions available on each group in the **"VillageAmbienceMixer"** script. For example, to change the **"Fire"** intensity, just call `VillageAmbienceMixer.Fire.setIntensity(float)`.

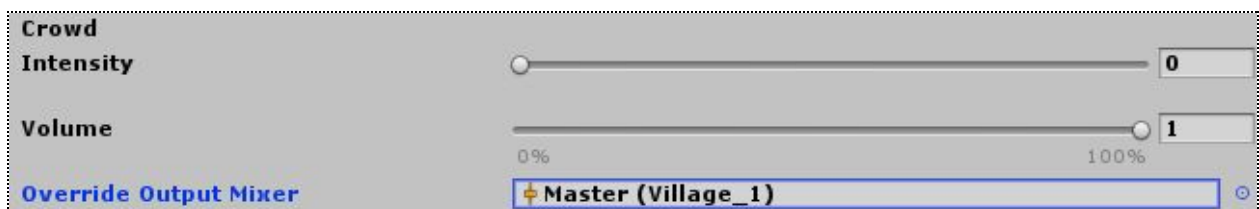
- You can select any preset from the list and click "**Apply Preset**". The presets you created can be selected by clicking on "**Custom Preset File**".



- To create a custom preset, go to **Assets>Create>CafofoStudio>Create Custom Preset Asset>Village** on Unity's menu. This will create an empty **Preset File** that can be modified and referenced in any of your scripts. To set this preset in runtime, just call `VillageAmbienceMixer.ApplyPreset(VillageAmbientPreset)`.



- To increase the volume of layers even further, you must attribute a layer to an [Audio Mixer](#) so you'll have more control, including inserting effects to layers independently.



If you want to add new sounds and layers please drop us a message at [hello@cafofomusic.com](mailto:hello@cafofomusic.com) so we can assist you. However, each layer was designed to work together and complement each other so we cannot guarantee that new layers added will blend perfectly.