SFX Source Prefab

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Price: $0.00 (Student Asset)
Version: 1.0

Description

The **SFX Source** prefab represents a lightweight, reusable sound-effect AudioSource used in the audio system.
It is responsible for playing all **one-shot SFX** such as jump, pickup, pause, and resume sounds.

This prefab is instantiated and destroyed automatically by the AudioManager, ensuring clean and consistent sound behavior without cluttering the hierarchy.

Components

1. AudioSource

Controls sound playback.

Configured Settings:

Setting	Value
Output	SFX Mixer Group
Play On Awake	Disabled
Loop	Disabled
Spatial Blend	0 (2D Sound)
Volume / Pitch	Controlled by AudioManager
Lifecycle	Automatically destroyed after sound finishes

Purpose:

- Handles single, temporary SFX playback
- Routes audio through the SFX mixer channel

- Ensures consistent SFX behavior across the game

How This Prefab Works

The **AudioManager** uses this prefab for all SFX:

var src = Instantiate(_sfxSourcePrefab, transform);

src.PlayOneShot(clip);

Destroy(src.gameObject, clip.length + 0.05f);

This ensures:

Clean object lifecycle
No leftover AudioSources
Consistent mixer routing
Centralized SFX handling

Setup Instructions

1. Ensure the SFX_Source prefab is placed under:

2. Assets/Prefabs/Audio/SFX Source.prefab

3. In the **AudioManager** inspector, assign this prefab to the SFX Source Prefab field.

4. Confirm the AudioSource's Output is set to the **SFX Mixer Group**.

5. Trigger SFX from scripts using:

6. AudioManager.Instance.PlaySFX("jump");

7. Run the game and test:

   o Jump

   o Pickup

   o Pause

   o Resume

Requirements

- Unity **2022.3.42f1** or newer

- Working Audio Mixer with BGM and SFX groups

- SoundLibrary asset containing SFX IDs and clips

Credits

SFX can be sourced from:

- freesound.org

- mixkit.co

- Custom audio