

Audio Volume Actor

Audio Volume reference details

Several properties can be adjusted from the **Details** panel on this volume to allow for more control over its effects as seen below.

Property	Description
Priority	In the event of overlapping volumes, the highest priority volume will be used. The order is undefined if two or more overlapping volumes have the same priority.
Apply Reverb	Determines if the reverb settings should be used.
Reverb Effect	This is the reverb asset to use for the volume.
Volume	This is the overall volume level of the reverb effect.
Fade Time	This is the time (in seconds) to fade from the current reverb settings into the volumes setting.
Enabled	Determines whether the volume is currently enabled and is able to affect sounds.

Ambient Zone Settings define how Sound Actors located inside the associated Audio Volume will be altered by the Player's location. The Ambient Zone Settings can be adjusted from the **Details** panel.

Property	Description
Exterior Volume	The final volume of exterior sounds when the player is inside the volume.

Property	Description
Exterior Time	Time to fade to new exterior volume in seconds.
Exterior LPF	Lowpass Filter multiplier applied to exterior sounds when inside (1.0 to apply the maximum LPF).
Exterior LPFTime	Time to fade to new Lowpass Filter level in seconds.
Interior Volume	The final volume of interior sounds when the player is outside the volume.
Interior Time	Time to fade to new interior volume in seconds.
Interior LPF	Lowpass Filter multiplier applied to interior sounds when outside (1.0 to apply the maximum LPF).
Interior LPFTime	Time to fade to new Lowpass Filter level in seconds.