

# Generating SoundBanks for a Project

[https://www.audiokinetic.com/en/library/edge/?source=Help&id=generating\\_soundbanks\\_for\\_project](https://www.audiokinetic.com/en/library/edge/?source=Help&id=generating_soundbanks_for_project)

You can generate SoundBanks for each game platform and language that you intend to create. SoundBanks can be generated at any point in the development process so that you can test how they integrate into the various game platforms. For added convenience, Wwise also allows you to generate the SoundBanks for all platforms and all languages simultaneously.

When a SoundBank is generated, it can include any of the following information:

- Event information
- Sound, music, motion, actor-mixer, and container information
- Sound, music, or motion data for in-memory media
- Prefetch data for streamed media files with zero-latency
- References to streamed media files

The information contained in the SoundBanks is project exclusive, which means that a SoundBank can only be used with other SoundBanks generated from the same project.

If your SoundBanks contain Events or object structures that have been deleted from your project, you will still be able to generate. These invalid project elements are ignored by Wwise during the generation process and will not cause errors or take up additional space. We recommend you remove these invalid Events and object structures from your SoundBanks to maintain the integrity of your project.

## info

### Note

When an Event or object structure within a SoundBank becomes invalid, the corresponding icon is removed and the word "Missing" appears after its name on the Add tab of the SoundBank Editor.

Before generating your SoundBanks, you need to set a series of options to determine whether content and header files are generated, whether SoundBank names can be used, the location where your SoundBanks are saved, whether streamed files need to be copied to the SoundBank

directory, among other things. These SoundBank settings are configured at two separate levels within Wwise:

- **Project level** - To configure default settings for your project. These settings are configured in the Project Settings dialog. For more information on configuring SoundBank settings at the project level, refer to [Defining the SoundBank Settings for Your Project](#).
- **User level** - To configure custom user settings that override the project settings. User settings are configured in the SoundBank User Settings dialog. For more information on configuring custom user settings, refer to [Configure Custom SoundBank Settings](#).

#### To generate the SoundBanks for your project:

1. Switch to the SoundBank layout by doing one of the following:
  - From the menu bar, click **Layouts > SoundBank**.
  - Press **F7**.
2. Alternatively, you can open a floating view of the SoundBank Manager from any other layout by clicking Views > SoundBank Manager or by using the shortcut key (Shift+B).
3. In the SoundBank Manager, select the SoundBanks that you want to generate.

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##### Note

If **Enable Auto-Defined SoundBanks** is selected in the Project Settings, you will not have the option to select individual SoundBanks. This is because Wwise automatically defines SoundBanks for Events not included in any user-defined SoundBank. Generating all SoundBanks at the same time ensures this can be accurately assessed.

4.

#### check\_circle

##### Tip

In the User-Defined SoundBanks, Platforms, and Languages panes, you can select multiple items using Shift+click, Ctrl+click, or Ctrl+A. Subsequently, toggling the check box of any of the selected items applies the same state to all selected items.

5. From the Platforms list, select the platforms for which you want to generate SoundBanks.

6. From the Languages list, select the languages for which you want to generate SoundBanks

7. To begin generating the SoundBanks, click **Generate Checked**.

The Generating SoundBanks dialog opens where you can view the progress of the SoundBank generation process. When the SoundBanks are generated, the Generating SoundBanks - Completed dialog opens.

## info

### Note

SoundBanks that were previously generated and have not changed will not be regenerated. In this case, "Up to date" appears in the **Created** column of the **Results** panel.

8. Review the messages in the dialog to ensure that all SoundBanks have been generated successfully. This includes reviewing the entries in the Log pane. The log contains a complete list of errors, warnings, and other information pertinent to the generation process. In most cases, these messages include resolution steps. You can also view the log in the [SoundBank Generation Tab](#) of the Logs view.  
To customize the log, see [Managing Messages that Appear in the Logs](#).
9. Close the Generating SoundBanks - Completed dialog.  
The SoundBank files are located in the folder that you specified, and can now be integrated into your game.

### Related Topics

- [Defining the SoundBank Settings for Your Project](#)
- [Configuring Custom Attributes for Your SoundBanks](#)
- [Renaming a SoundBank](#)
- [Monitoring the Details of a SoundBank](#)
- [Deleting SoundBanks](#)
- [Using Scripts to Generate SoundBanks](#)
- [Searching for Elements within a SoundBank](#)

## Setting root Output in Unreal

### Installation

- **Wwise Project Path**

The location of the Wwise project for the UE game. The Wwise integration requires this path to create the Wwise assets required for the game using the **Generate SoundBanks** function within the Unreal Content Browser (or Build menu). This path is relative to the Unreal Project directory, as given by `FPaths::ProjectDir()` in the Unreal Engine.

- **Root Output Path**

The location of the folder that contains the Wwise project metadata, specifically the `ProjectInfo.json` file. This file contains the locations of the generated SoundBanks, which are required to play sound in the game. The path is relative to the Unreal project's content directory, as given by `FPaths::ProjectContentDir()`.

**Note:**

If you are using external sources, changes to this path must be reflected in the External Source settings in your Wwise project.