Wwise Authoring API (WAAPI)

https://www.audiokinetic.com/en/library/edge/?source=UE4&id=using_features_waapi.html

The Wwise Authoring API communicates with the Wwise Authoring application. Through WAAPI, the Unreal integration can request and alter information about the Wwise project during a session if Unreal and Wwise Authoring are both running, and Unreal is connected to WAAPI.

For more information on WAAPI and its features, refer to https://www.audiokinetic.com/library/edge/?source=SDK&id=waapi.html.

| info	**Note:** WAAPI is only available on the Windows and Mac platforms, both in Editor and in Game.

Connecting to WAAPI

After you integrate Wwise into your Unreal project, you must update an Unreal congifuration setting to connect to WAAPI.

To enable WAAPI in your Unreal project:

1. Open your project in the Unreal Editor and the corresponding Wwise project in Wwise Authoring.
2. In Unreal, click **Edit > Project Settings**. The Unreal Project Settings dialog opens.
3. In the left panel, scroll to the Wwise section and click **User Settings**.
4. Select **Auto Connect to WAAPI**. WAAPI features such as inside the Wwise Browser are now enabled.

For WAAPI-enabled features to run, the Wwise project opened in the Wwise Authoring application must match the project defined by the **Wwise Project Path** in the **Integration Settings**.
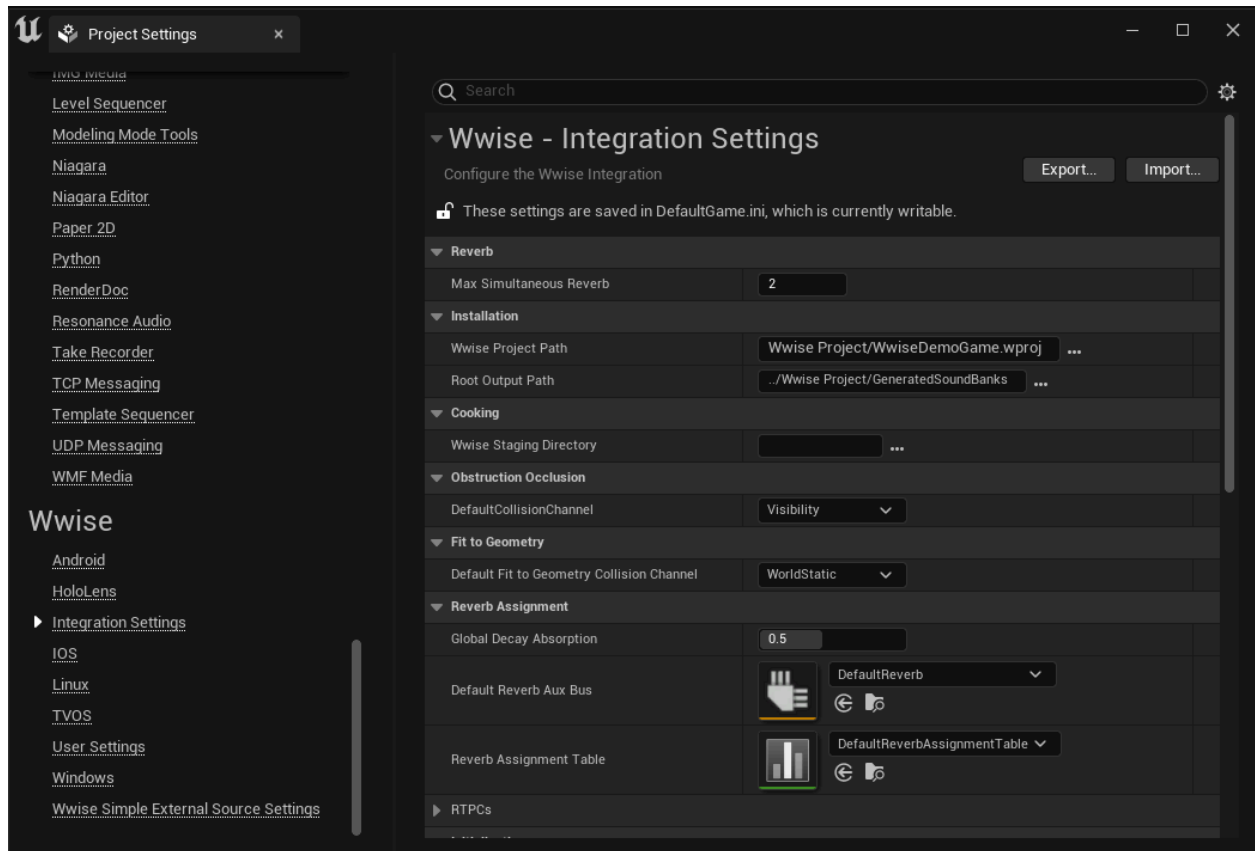
Integration Settings

The IP address and port used to connect to WAAPI are configurable in the Wwise User Settings:
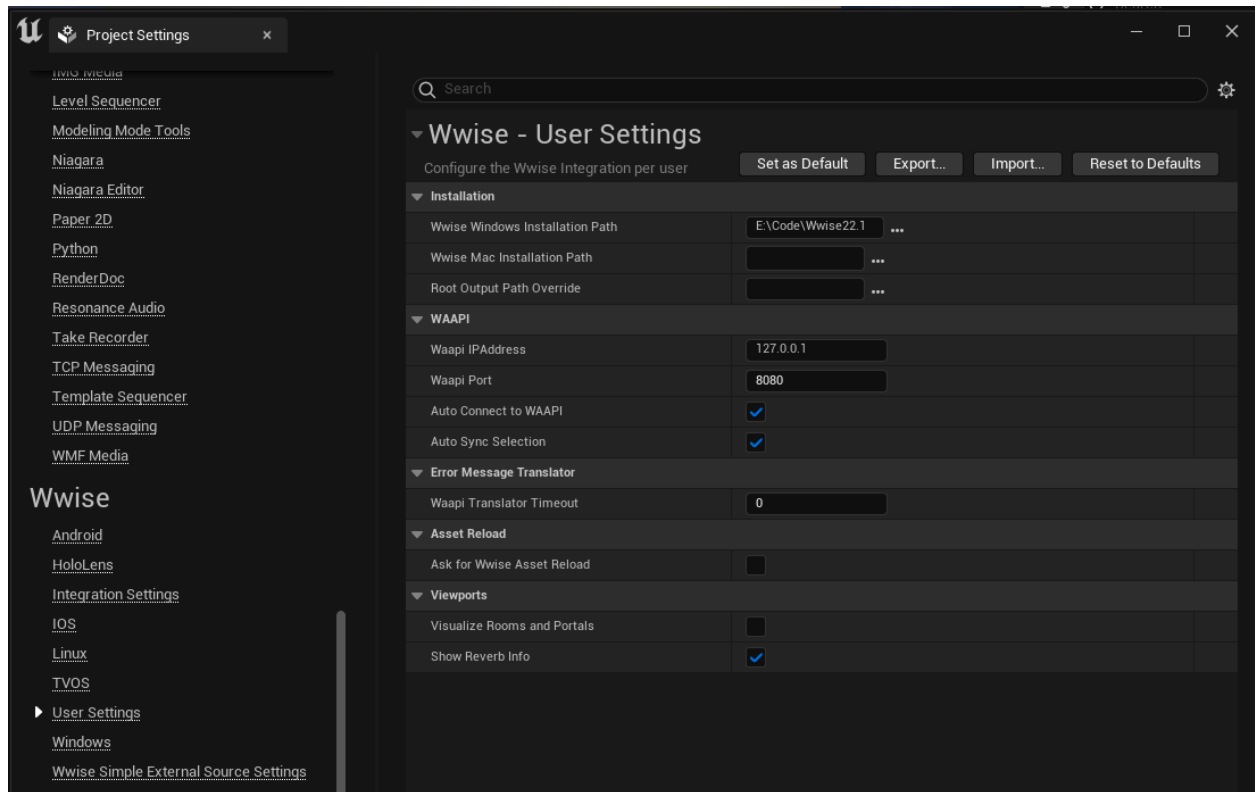
User Settings

Using WAAPI from C++

An Unreal wrapper class for the WAAPI C++ sample client is provided as part of the AkAudio module.

In order to be able to use it, you first must add the AkAudio module as a dependency to your game, by following the steps outlined in Unreal Engine C++ Projects. Once this is done, the `FAkWaapiClient` class will be available.