

# AUDIO SOURCE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/project-primitives/timelines/property-track/audio-source>

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The audio source **property track** is unique to the **audio track** and has a few unique properties to it that are not present in any other type of property track.

## Audio Source Property Track Properties

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### Name

The name of the property track. This can not be changed it takes the same name as the property being modified.

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### Start offset

The starting time in the timeline

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### Audio duration

The total duration of the audio source, this property can not be modified

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### Tag

An optional tag to be able to control the corresponding audio object by using the **Audio plugin**

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### Enabled

### Locked

See the section on common timeline element properties in **Timelines**. Changing these at the property track level will apply the change to every sub-element.