

AUDIO SOURCE

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

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

Name

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

Start offset

The starting time in the timeline

Audio duration

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

Tag

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

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.