



Need Pro High Quality Sound Effects?  
**2000 Game Sound FX Collection**



For More Information Visit:

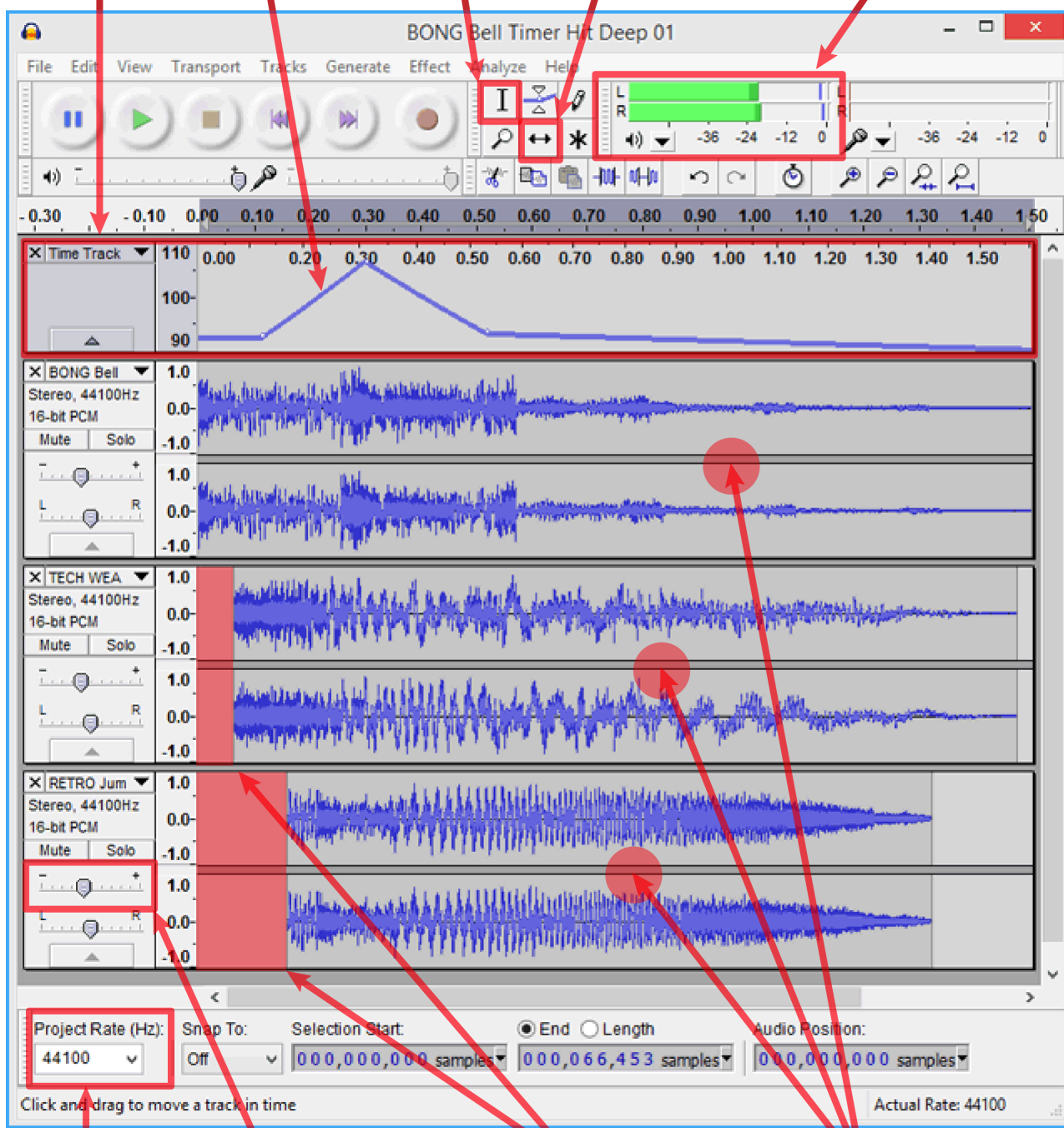
► [www.GameBurp.com](http://www.GameBurp.com)

# Audacity Audio Editor - Panels and Tools

Audacity Download: <http://audacity.sourceforge.net>

Audacity Manual: [http://manual.audacityteam.org/man/Main\\_Page](http://manual.audacityteam.org/man/Main_Page)

Time Track (Altering Pitch)      Drawn Pitch Envelope      Selection Tool      Time Shift Tool      Output Volume Level (must not clip into red)



The screenshot shows the Audacity Audio Editor interface. The top menu bar includes File, Edit, View, Transport, Tracks, Generate, Effect, Analyze, and Help. Below the menu is a toolbar with various icons. The main workspace displays a Time Track at the top, followed by three audio tracks: BONG Bell, TECH WEA, and RETRO Jum. The Time Track shows a blue line representing the pitch envelope. The audio tracks show blue waveforms. The bottom panel displays the Project Rate (Hz) set to 44100, Snap To: Off, Selection Start: 000,000,000 samples, End: 000,066,453 samples, and Audio Position: 000,000,000 samples. The Actual Rate is 44100. Red arrows and boxes highlight specific features: the Time Track, the Drawn Pitch Envelope, the Selection Tool, the Time Shift Tool, the Output Volume Level, the Project Rate (Hz), the Channel Gain Adjustment Slider, the Off Set Start Times (time shift tool), and the 3 Stereo Sound Effects Audio Clips.

Hz Rate      Channel Gain Adjustment Slider      Off Set Start Times (time shift tool)      3 Stereo Sound Effects Audio Clips

Latest version of the Game Audio Guide can be viewed online:

 [www.GameBurp.com/game-audio-guide](http://www.GameBurp.com/game-audio-guide)



# Useful Links for Game Audio

Below is a list of audio related documentation for various game development tools you may find useful.

## FREE AUDIO EDITOR

Audacity Download: <http://audacity.sourceforge.net>

Audacity Manual: [http://manual.audacityteam.org/man/Main\\_Page](http://manual.audacityteam.org/man/Main_Page)

## GAME ENGINES - Audio Documentation

Unity:

<http://docs.unity3d.com/Documentation/Manual/AudioFiles.html>

<http://docs.unity3d.com/Documentation/Manual/class-AudioClip.html>

Unreal Engine:

<https://docs.unrealengine.com/latest/INT/Engine/Audio/WAV/index.html>

<https://docs.unrealengine.com/latest/INT/Engine/Audio/Overview/index.html>

Corona SDK:

<http://docs.coronalabs.com/guide/media/audioSystem/index.html>

<http://developer.coronalabs.com/partner/audionotes>

Cocos2d-X:

<http://www.cocos2d-x.org/programmersguide/13/>

Game Maker:

[http://docs.yoyogames.com/source/dadiospice/000\\_using%20gamelmaker/006\\_sounds%20and%20music.html](http://docs.yoyogames.com/source/dadiospice/000_using%20gamelmaker/006_sounds%20and%20music.html)

[http://docs.yoyogames.com/source/dadiospice/002\\_reference/game%20assets/sounds/index.html](http://docs.yoyogames.com/source/dadiospice/002_reference/game%20assets/sounds/index.html)

Construct 2:

<http://www.scirra.com/manual/52/import-audio>

<http://www.scirra.com/manual/84/sounds-music>

<http://www.scirra.com/manual/109/audio>

Stencyl:

<http://www.stencyl.com/help/view/playing-sounds-and-music/>

## GAME AUDIO MIDDLEWARE

FMOD: <http://www.fmod.org>

Wwise: <http://www.audiokinetic.com>

## GAME & AUDIO TOOL RESOURCES

<http://www.gameburp.com/game-developer-resources>

<http://www.gameburp.com/game-audio-guide>

[www.GameBurp.com](http://www.GameBurp.com)