d   d f   f   f   d f d   f   f
   f   f   f d

General Audio Tips

1)   f   f   f   f   d   h f   f
         d   f d   f f   f   h   f f   hh   h
       f f   f   f f   h f   f   h   f f h f
f   h   f

2)   f   d   f   f   f   d   f   h
  f   df   f   f   f f   f E   hh   f   f
  f   h   h   d   f d   h   f f h f   f   d   f
     f f   f   h   f   f   f f   h   f   f   df

3)   f   f   f d   f d   f f   f   f   f   d   f
      h   f   d f   f f   f   f   h   f   f f d   f   h f f   f
   f   f   f   f   f   f f   h f
  f d f   f   f   f   d   h   f f   f   f   f
        f f

Example 1) coin_bag_ring_gemstone_item_01
E   f   f   f   d   d f   f   h   df f   h   f   f
f d

Example 2) whoosh_swish_small_02
E   f   f   h h   d   h   d   h   f   f   h
   h   f d

4)   f   f   f   f   f   f   f f d f   f   f   f
       d   f   f   f   f   f   h   f   f   f   f   h
     d   f   h   f f h   f

f   f   d   f   f df   f   h **loop**

5)   f   f   h f   f   df   f   d   f f   f f   f   h
    f   f   f f h   f   f f   f f   f f d   f   h   f   h f   f
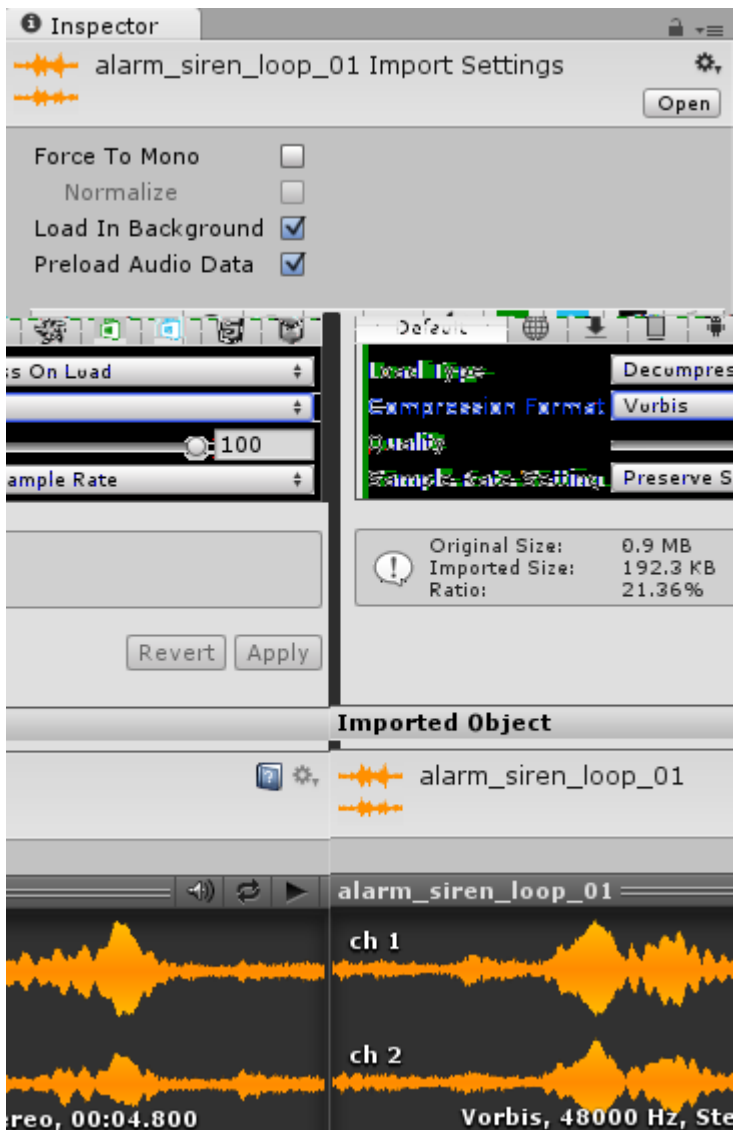F f   h   f   f f   f   f   f f   f f

   f f   f   f   f   f   f d   f f f   h   f f
         f d   f   f   f   f   f   h f   f   f d
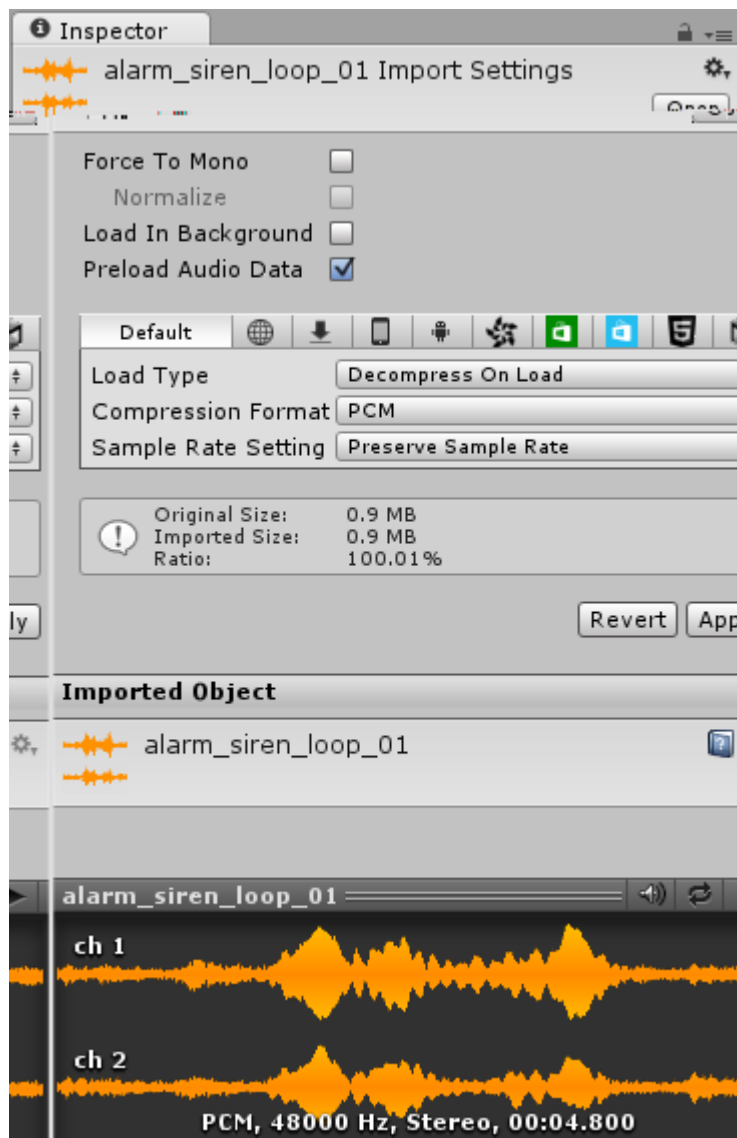 f h f   f d f   f   d   h f   f   d   f
     df d f   f d   f   df   f   f   f   h f
f d   h f   f   f   h   f   h

f   f d   f f   f f   f f d f h

f h f   f   f

Tips for using "Pro Sound Collection" in the Unity game engine.

1) f f f   f f f f f d   f   f f   f f d f
d f f   hh   f f

  f f   f df   f h f   hhf
  d   d f   f   f   h f   f d f   hf   f d h h
   f f f f d d **Apply** f   f f **play icon** f   d hf
d   f f f f h f d   f d   f   f h f
        f   f   f   f f h f
  d f ff f   f   d h f   d

d   f dh   f   hhf   f   h   E   f   f
       f   f   h   f   df   f   f   f   f   d   f   f f
f   h   f d   f f   f   f d   f   f   h   h f   f
                 f   f   f

Inspector

alarm_siren_loop_01 Import Settings

Force To Mono
Normalize
Load In Background
Preload Audio Data ✓

Default

Load Type   Decompress On Load
Compression Format PCM
Sample Rate Setting Preserve Sample Rate

Original Size: 0.9 MB
Imported Size: 0.9 MB
Ratio: 100.01%

Revert   App

Imported Object

alarm_siren_loop_01

alarm_siren_loop_01

ch 1

ch 2

PCM, 48000 Hz, Stereo, 00:04.800

FAQ

Why so many sound variations for some sounds? Don't I only need a single sound?

Do I need to add this library into the game credits?