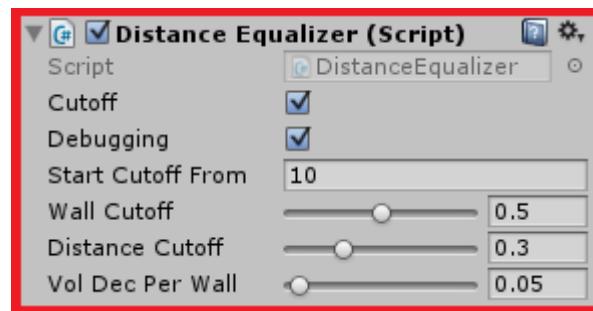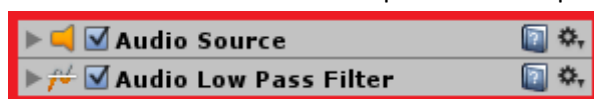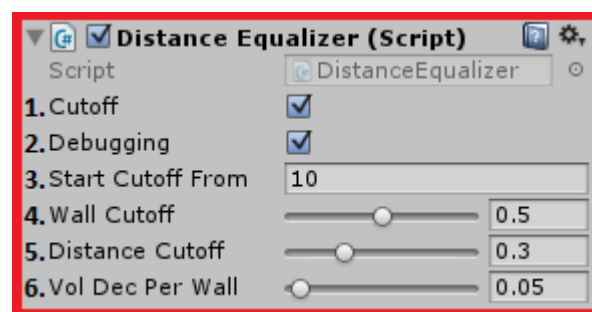# Instruction.

For success using you need:

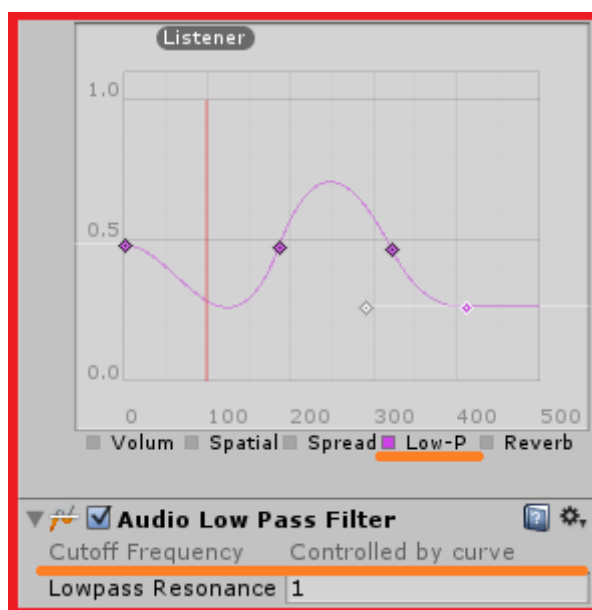1. Add an AudioSource and Audio Lowpass filter components to your gameobject;

2. Add DistanceEqualizer script ("DistEq / Scripts" folder)
3. Set next parameters:

1. **Cutoff** (bool) - to cut off high frequences of audiosource

   Turn off this option if you want AudioSource Lowpass curve to control Audio Lowpass filter:

2. **Debugging** (bool) – to display next parameters in Debug Log:
   Gameobject with AudioSource name, its current volume, current value of Lowpass filter
   and draw ray from AudioSource to AudioListener.
3. **Start Cutoff From** (0 – 500) – the distance in Unity meters from AudioSource to AudioListener,
   where script must begin to control Lowpass filter
4. **Wall Cutoff** (0 – 1) – speed of cutting off high frequences for gameobjects that have colliders. If
   you don't want to cut off with colliders, set **Wall Cutoff** at 0.
   To ignore some gameobjects set its Layer as "Ignore Raycasts"
5. **Distance Cutoff** (0 – 1) - speed of cutting off high frequences with distance. This function also
   can be done by Lowpass curve in AudioSource 3D Settings.
   If you don't want to cut off with distance, set **Distance Cutoff** at 0.01 (min value).
6. **Vol Dec Per Wall** (0 – 1) – volume decrease per wall – decreasing volume of AudioSource for
   one collider between AudioSource and AudioListener.

Thank you! Marinchenko V.