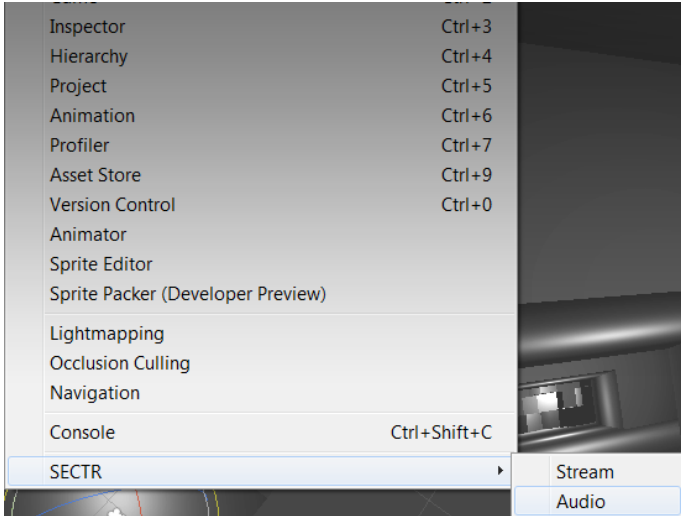# AUDIO

QUICKSTART

SECTRAUDIO

QUICKSTART

Creating Audio Buses

In SECTR AUDIO, Buses are the main tool for organizing and mixing sounds. You need at least one to play sounds in your game, so let's create a couple now.

First, open the SECTR AUDIO Window by going to Window->SECTR->Audio. The Audio window includes everything you need to create audio and to mix your game.

Next, Right/Command Click in the Hierarchy panel and select Create New Bus. You'll be prompted for a location to put this (and future) audio assets. Select any folder you like within the Unity Asset folders.
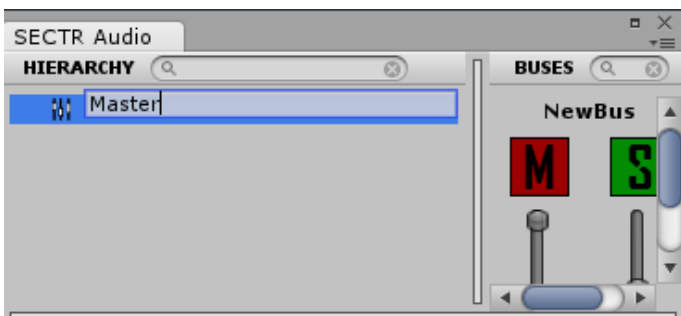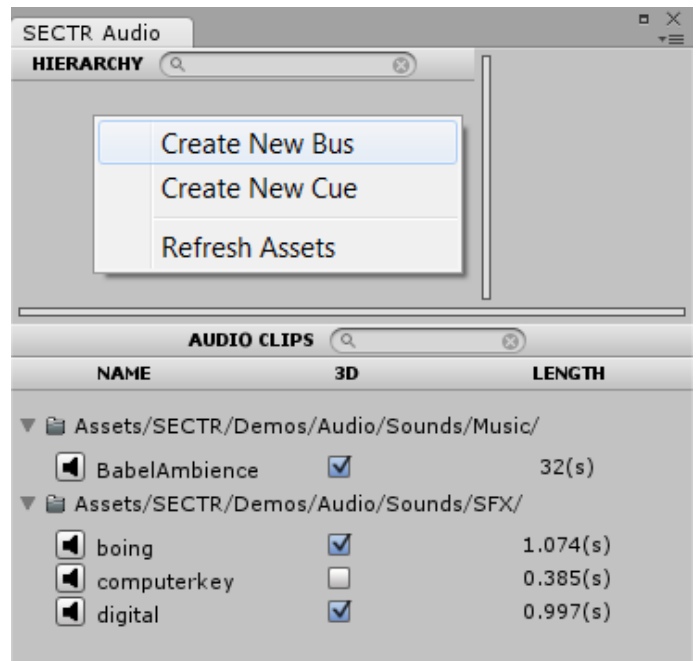
Each Bus starts with a default name, but you can rename them to whatever you like. Call this one Master because all other buses will be children of it.
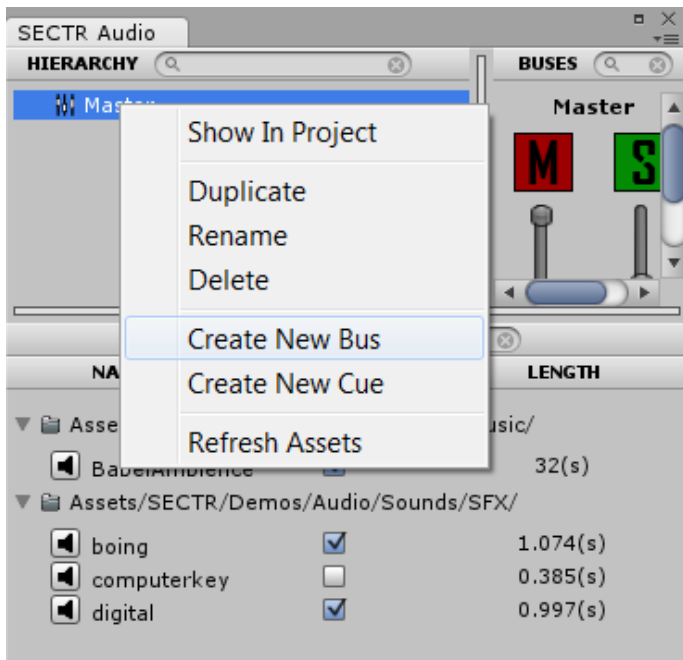
We're going to make one more Bus that's a child of the Master Bus. Right/Command Click on the Master Bus and again chose Create New Bus. There won't be any folder dialog this time; SECTR will automatically create the new Bus in the same folder as the one you right clicked on. If you want to move the bus later, you can, and everything will work just fine.
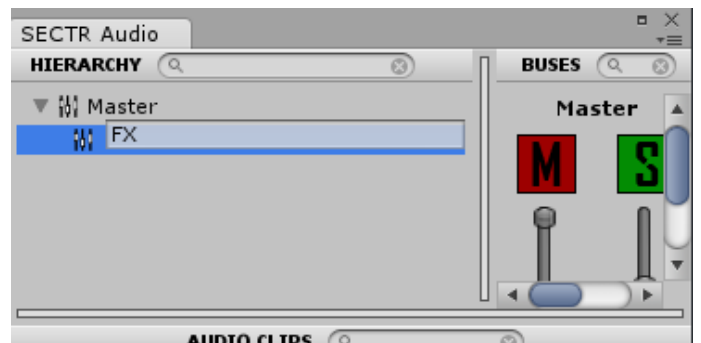
Let's rename this second Bus to FX. Notice that FX is a child of Master, because we right-clicked on Master when we chose Create New Bus. Children inherit all of the settings of their parents.


That's it! Now you've created the beginnings of your mixing hierarchy. You can create as many Audio Buses as you need and organize them however you want. You can even use drag-and-drop to change their parenting.

Pro Tip
Each Audio Bus (and Audio Cue) is an individual Unity asset. For larger teams that means multiple can check out and work on different parts of the project easily.

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Creating Audio Cues

Where Buses are your tools for mixing and organizing audio, Cues are the actual sounds themselves. Cues include all of the properties for actually playing audio, including everything from randomizing AudioClips to calculating attenuation and occlusion.
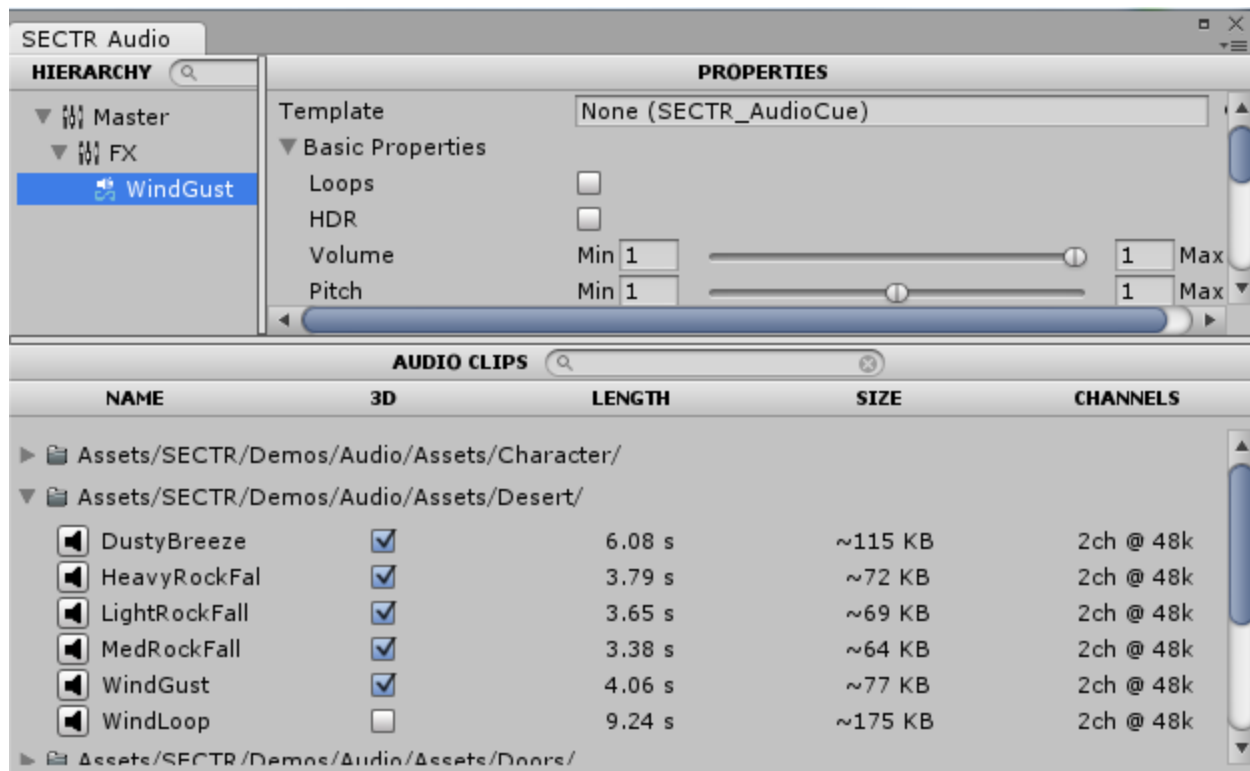

To make an new Cue, simply select and Audio Clip in the bottom pane, drag it onto the Bus that you want to be the parent of your new Cue. For now, grab WindGust from the Desert folder and drop it onto the FX Bus. This will automatically create a new Cue from WindGust. It should look like the above screen.

Pro Tip
Cues can have (many) more than one clip. You can add more clips to a Cue by dragging and dropping onto them in the Hierarchy panel, by dropping them into the Audio Clips section of the Properties Panel, or by Right/Command Clicking on an AudioClip and selecting "Add to Current Cue."

SECTRAUDIO   QUICKSTART

Setting Up The System

Now that you've created some basic audio assets, it's time to start hooking them up in the scene. The first thing you need to do is create and configure your Audio System.
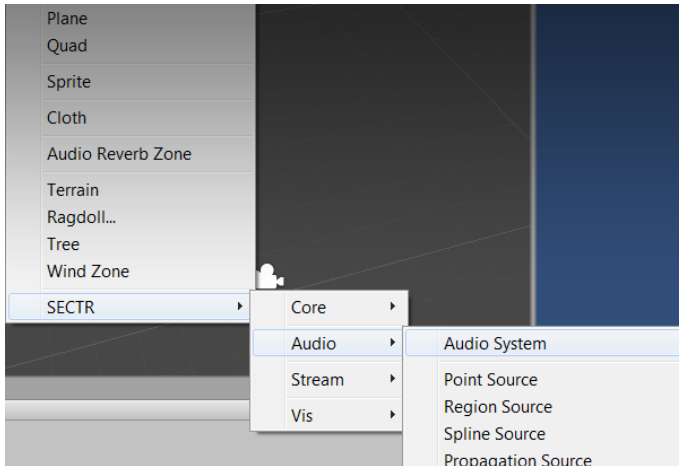
The easiest way to add a new Audio System to your scene is to use the Game Object menu. Go to GameObject->Create Other->SECTR->Audio and chose Audio System. This will automatically add an Audio System to the main Audio Listener in your scene.

Now that you have an Audio System, you need to tell it which Bus to use as its Master. To do this, go to the Inspector, click on the Master Bus property, and pick the Master asset from the list. That's it. Now you're ready to play some audio!
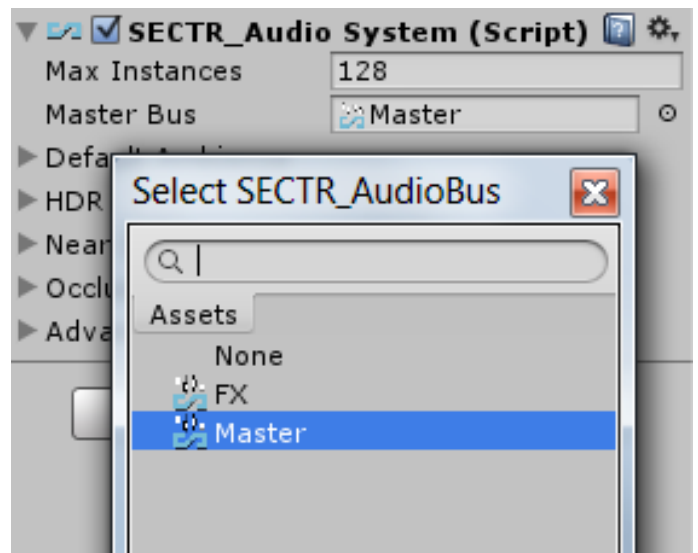

Pro Tip

There are lots of other interesting and powerful properties on the Audio System. Pretty much any global tweakable is accessible there. If you're curious what something does, just hover over the attribute and the tool tip will explain what that particular feature does.

SECTRAUDIO   QUICKSTART

Playing Sounds

Ok, it's finally time to play some audio. There are a lot of ways to play audio in SECTR AUDIO, but we're going to start with a simple point source emitter.
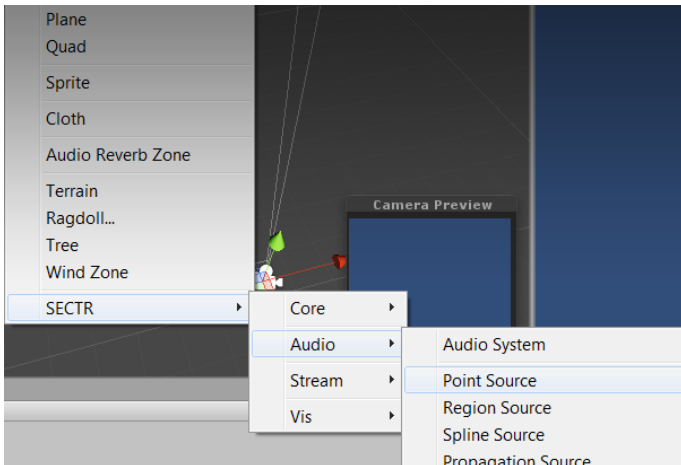
We'll create our Point Source through the GameObject menu. Go to GameObject->Create Other->SECTR->Audio and chose Point Source. You can see the other types of audio components here, too. You should experiment with them after the tutorial.

Now go the the Inspector, and assign the WindGust Cue that we created to the Cue property of the Point Source Component.
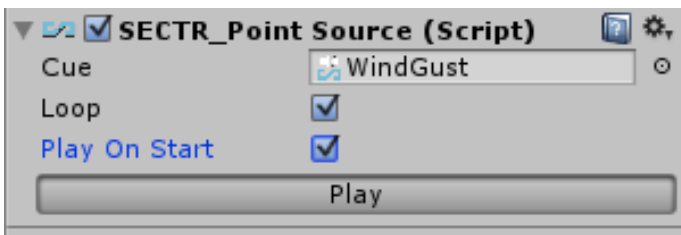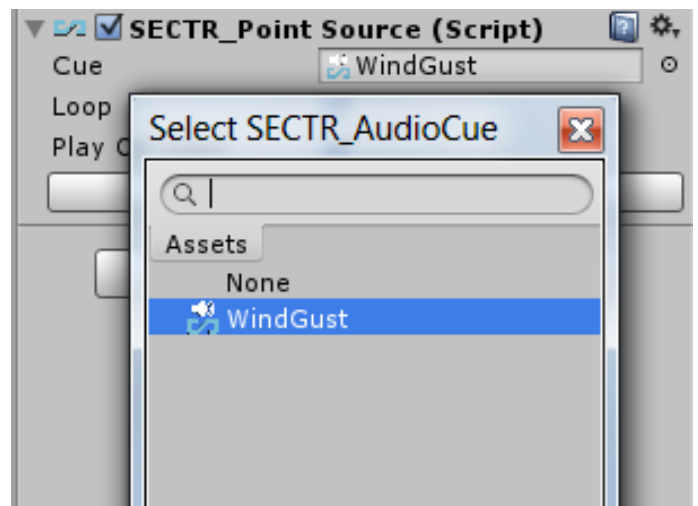
To hear your new point source, just press the Play button. You can use this to preview any Audio Source in SECTR.

Pro Tip
If you don't hear anything, make sure you have audio enabled in your editor view.
SECTR AUDIO respects those settings and will only play audio if allowed.

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Questions or Problems?

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