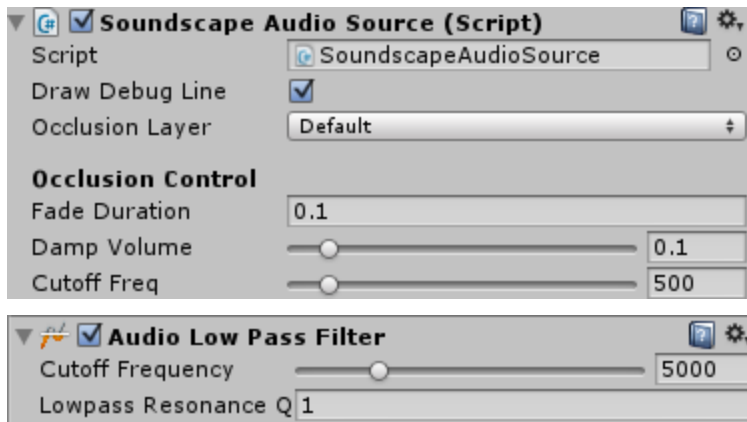# Soundscape Audio Source Documentation

Setup How-to:

1. Select the GameObject that contains the Unity Audio Source component

2. Add Component > SoundscapeAudioSource (*Note: Audio Low Pass Filter is also required*)

3. All values may remain at default:
    a. *Draw Debug Line:* enable this option to see a line drawn between the audio source and the audio listener in the editor
    b. *Occlusion Layer:* a list of current layers in the project. Audio Source will be occluded based on what layer the occluding objects are in.
    c. *Fade Duration:* the amount of time in seconds to fade the audio in and out
    d. *Damp Volume:* the volume (0 to 1) of the audio source when it is occluded
    e. *Cutoff Freq:* the cutoff frequency of the low pass filter when it is occluded (the lower the value, the more muffled the sound)

4. Refer to the demo scene to check out further audio additions (custom rolloff curve for the audio source + audio reverb zone)

Thank you!
Kevin