Unity Audio System Structure

Naming Convention

	/Scripts/	/Audio/
Clips	-	any
Mixer	-	mix_
Clip Set	SoAudioClips	clips_
Main Settings	SoAudioSetMain	setMain_
3D Settings	SoAudioSet3D	set3D_
Music Composition Settings	SoAudioSetMusic	setMSC_
Voice-Over Settings	SoAudioSetVO	setVO_
SFX Asset	SoAudioAssetSFX	aSFX_
Music Asset	SoAudioAssetMSC	aMSC_
Voice-Over Asset	SoAudioAssetVO	aVO_
Audio Event	GoAudioEvent	-
Audio Play	GoAudioPlay	-
Utility - Audio Numbers Converter	UtAudioNumbers	-
Utility - Play Audio	UtAudioPlay	-

Content Setup
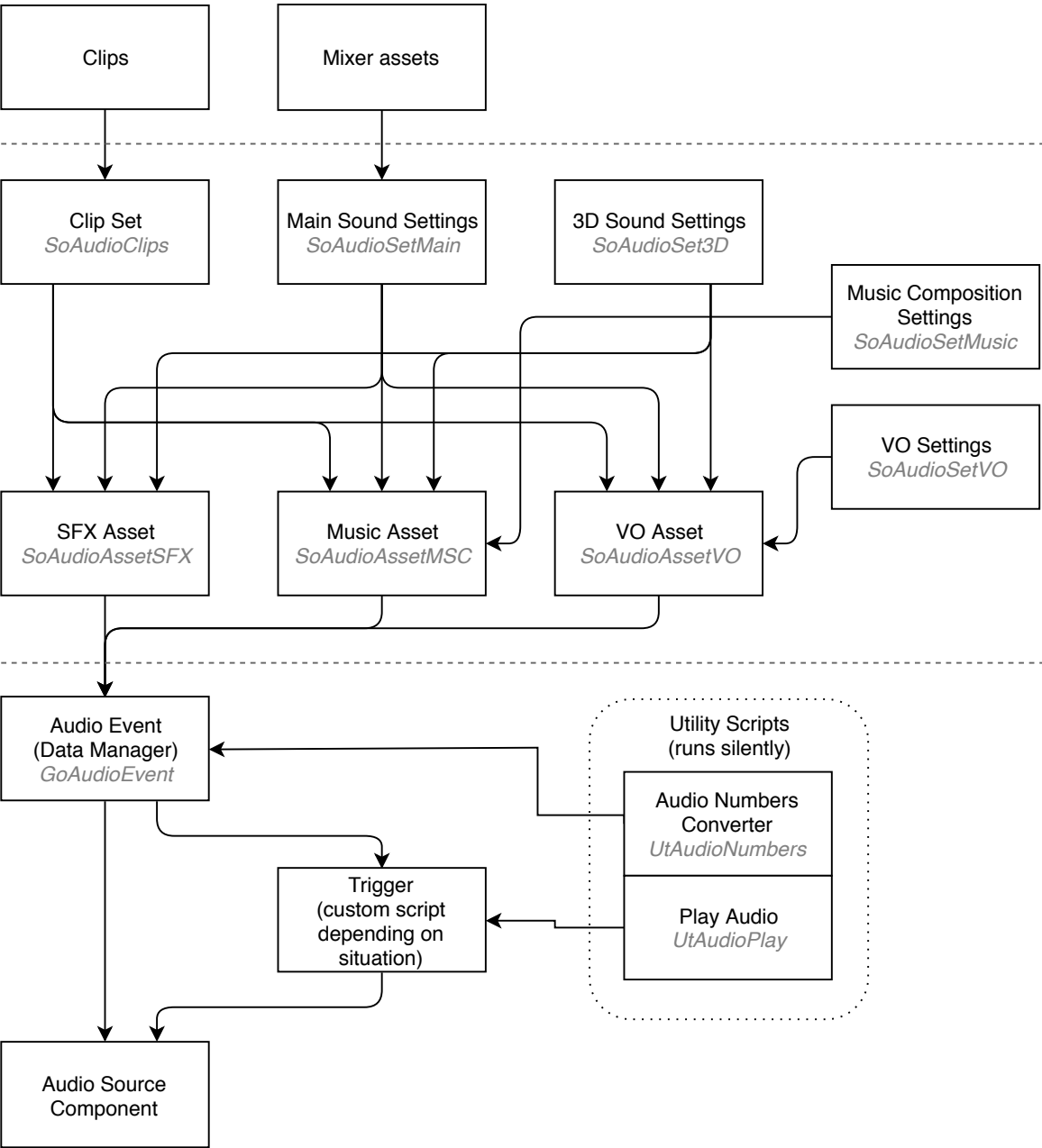
Standard Unity Assets

- Clips
- Mixer assets

Scriptable Objects

- Clip Set — *SoAudioClips*
- Main Sound Settings — *SoAudioSetMain*
- 3D Sound Settings — *SoAudioSet3D*
- Music Composition Settings — *SoAudioSetMusic*
- VO Settings — *SoAudioSetVO*
- SFX Asset — *SoAudioAssetSFX*
- Music Asset — *SoAudioAssetMSC*
- VO Asset — *SoAudioAssetVO*

Scripts on Game Object

- Audio Event (Data Manager) — *GoAudioEvent*
- Utility Scripts (runs silently)
  - Audio Numbers Converter — *UtAudioNumbers*
  - Play Audio — *UtAudioPlay*
- Trigger (custom script depending on situation)
- Audio Source Component

Created by Petr Yakyamsev, work-in-progress is on GitHub: github.com/doublereso/Csharp_Unity_Audio_System