Make your sound waves by C# code from 0 to 20 000Hz! Visualize sound waves on the screen in real time! Cool Sound Generator is a software audio synthesizer for Unity. Using Cool Sound Generator you will be able to create your own sounds and save them on disk. Type of waves: sine, triangle, saw, square, tangent. Also you can use it as the Morse key. Use special Sound-box-prefab for your app! You can use this package on computers and mobile devices /iOS and Android/.

This package contains the following:
- DemoScene1 - Software audio synthesizer;
- DemoScene2 - demo scene with Sound-box-prefabs;
- Fonts - fonts that are needed to work of this asset;
- Materials - materials that are needed to work of this asset;
- Pictures - pictures that are needed to work of this asset;
- Prefabs - Sound-box-prefab;
- Scripts - scripts that control of processing of creating and visualizing sound waves;

- Readme.txt and Readme.pdf -files of documentation to help you how you can use this asset

Description of work:
Unity particle system is used to visualize sound waves in real time by C#-code.
Cool Sound Generator use C#-code to generate sound waves.
To generate wave: launch DemoScene1. Choose type of wave: Sine, Triangle, Saw, Square, Tangent. Press Play-button. Manage a wave frequency from 0 to 20000 Hz. To save wave on disk press button «Press to save WAVE on disk». Wav-file will be to save in Asset folder - if you use Unity editor, var/mobile/Containers/Data/Application/<guid>/Documents/ - if you use iOS, /storage/emulated/0/Android/data/<packagename>/ files on most devices (some older phones might point to location on SD card if present) - if you use Andriod OS, %userprofile %\AppData\Local\Packages\<productname>\LocalState - if you use PC. Name of sound file will be: CSG_sound.wav. To play saved wav-file press button «Press to play saved WAVE».

DemoScene2 contains Sound-box-prefab in prefab folder. Put Sound-box-prefab on scene, set-up frequency left channel /0 - 20000/, frequency left channel /0 -20000/ and box color what you want. Launch scene, use A-W-S-D on keyboard on PC or special buttons on mobile device to move on scene. When you will have a contact with Sound-box-prefab it'll be to play sound and change it's brightess.

Watch the video to see how this asset works.
Work good for Unity 2017, 2018, 2019

Fully commented C# code.
Thank you for purchasing this asset. Good luck for you!