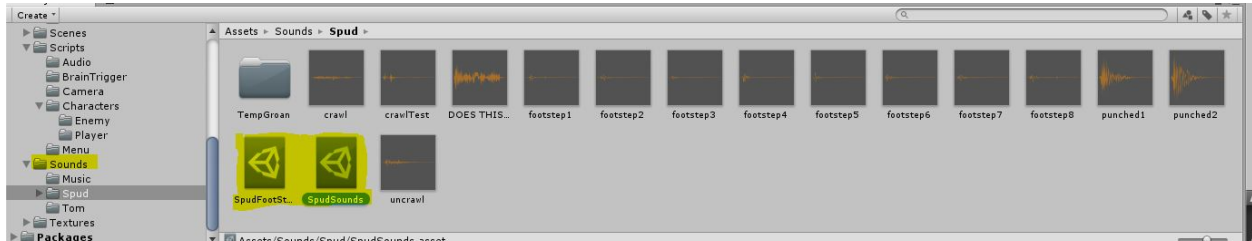


Current Systems and how to use them.

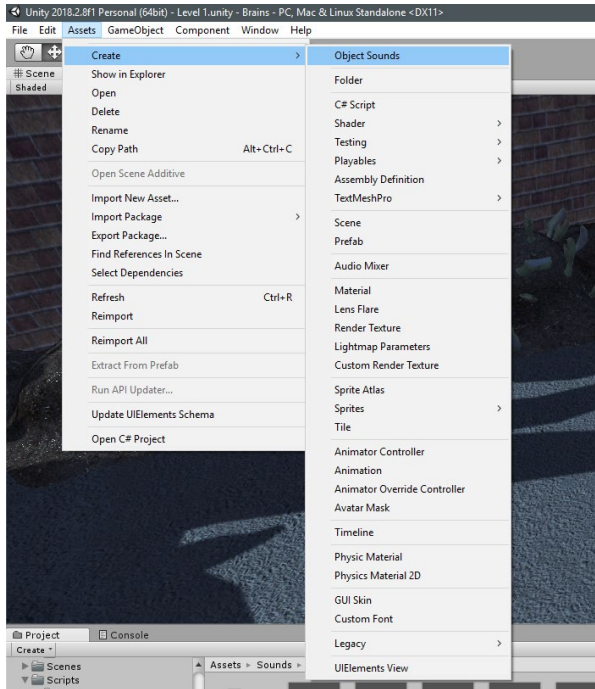
## ScriptableAudio

ScriptableAudio:

Where to save instances:



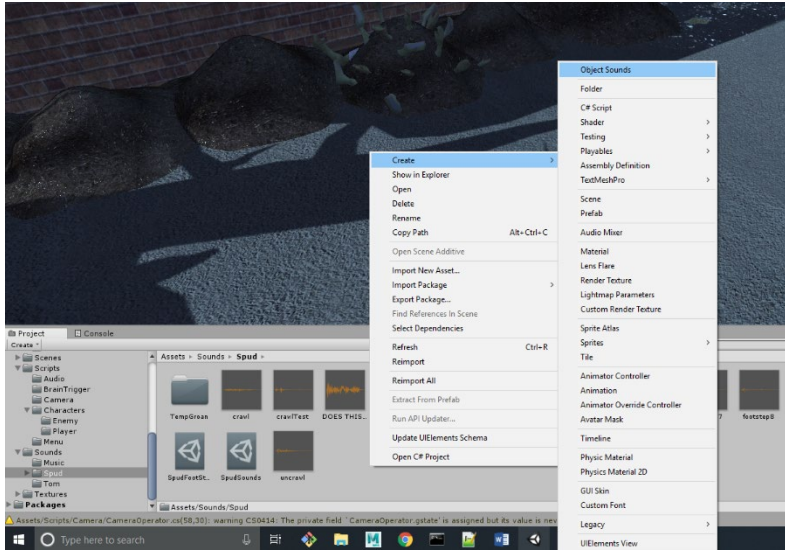
How to Create:



Navigate to the Assets Panel then hover over create then click on Object Sounds

Assets -> Create -> Object Sounds

Or...



Right click in the project window then hover over create then click Object Sounds

Project Window -> Right Click -> Create -> Object Sounds

Layout of ScriptableSounds:

Size: The number of sounds in the list

Name: The name you want the sound to be identified as

Clip: The Audio clip of the sound

Volume: The adjusted volume

Pitch: The adjusted pitch of sound

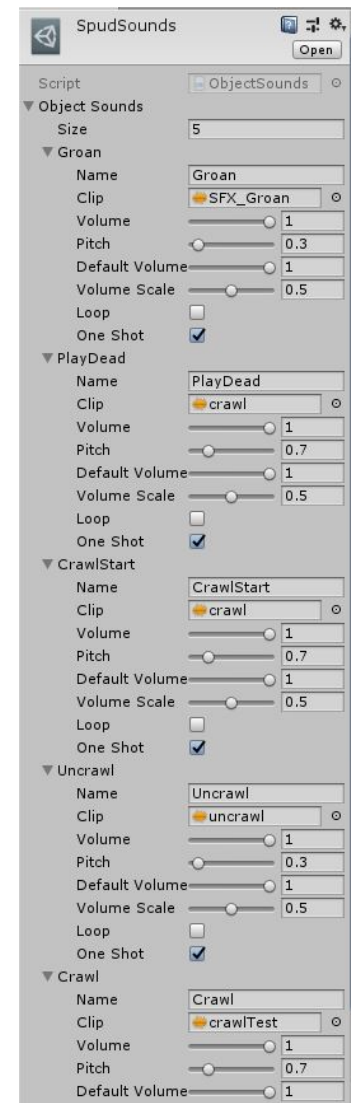
Default Volume: The beginning volume

Volume Scale: The total volume scale of the sound

Loop: Does the sound Loop?

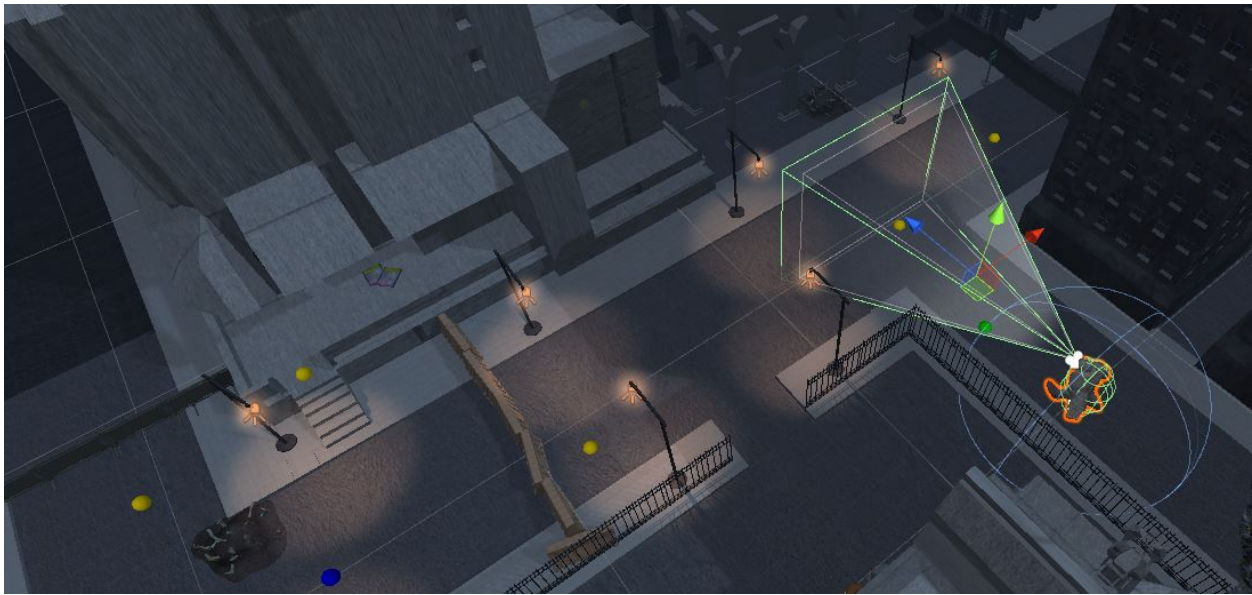
One Shot: Does the sound fire only once?

\*note: the name also changes the displayed name of the item



## Current Systems and how to use them.

### AI Pathing Tool



\*note: missing line connector

Green spheres: Pass points - the AI will pass through this point uninterrupted

Yellow spheres: Idle points – the AI will idle at this point then continue the path

Blue spheres: Stop points – the AI will no longer move after hitting this point.

\*note: Stop points are not currently implemented.

Size: The total size of the path

Element: Position in the path

Destination Type: Pass, Idle, Stop

Destination Location: The location in virtual space

Idle Time: if the type is idle then idle time determines how long in seconds the idle is.

