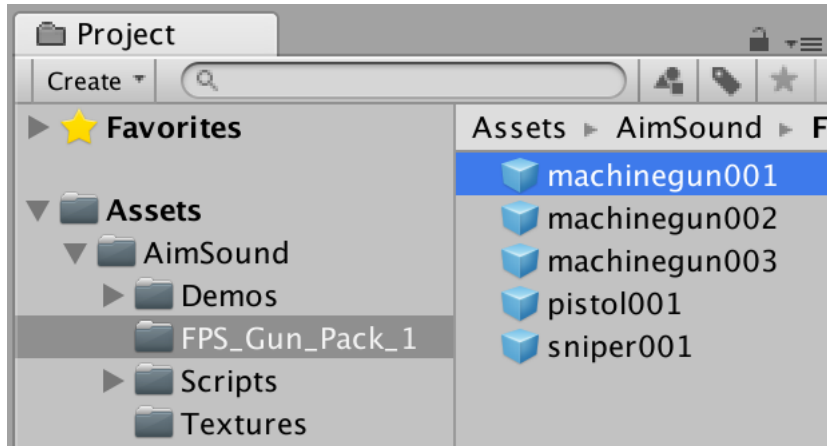
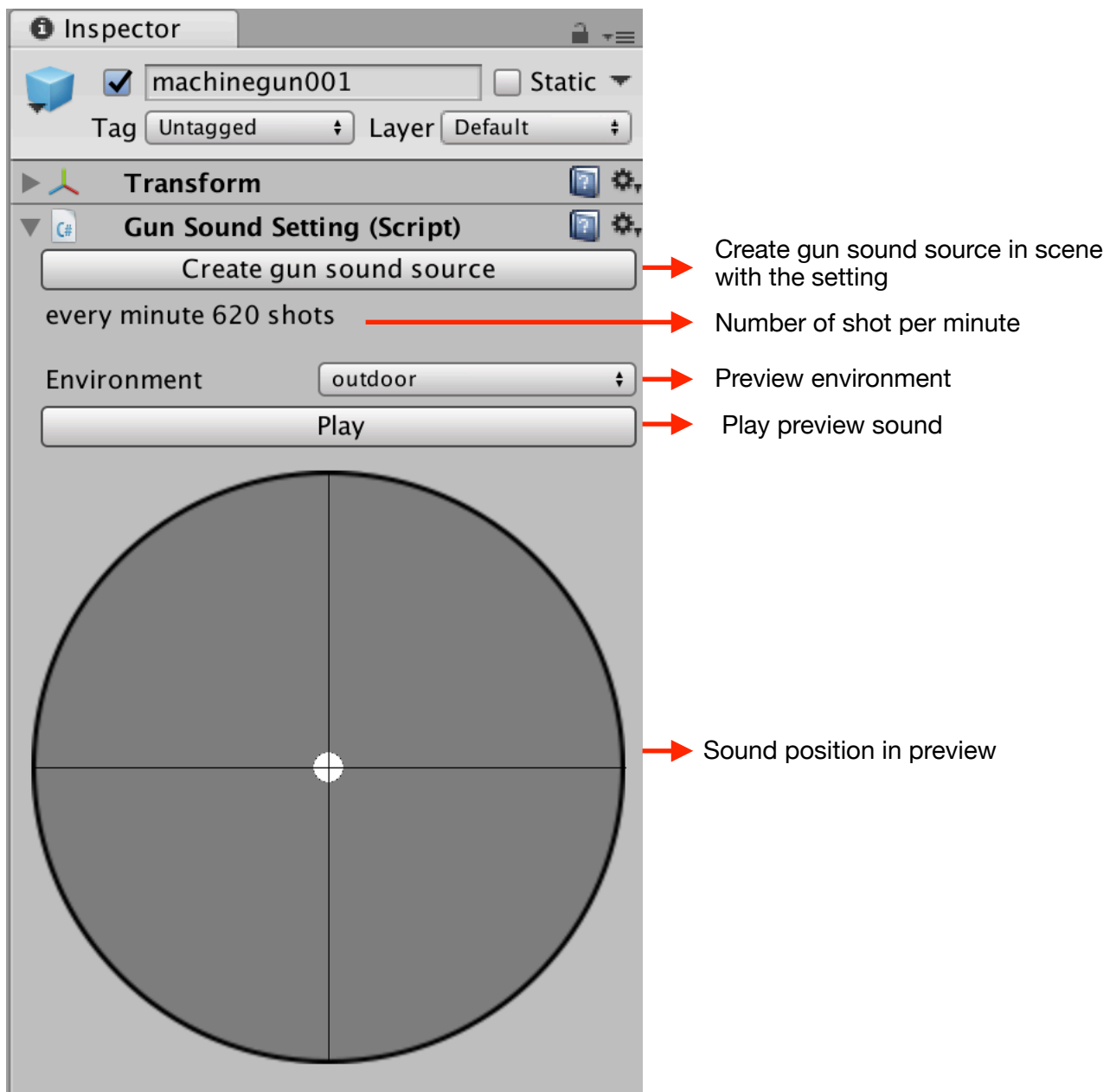


Sound Preview

The gun sound setting files are in the AimSound/FPS_Gun_Pack_1 folder.

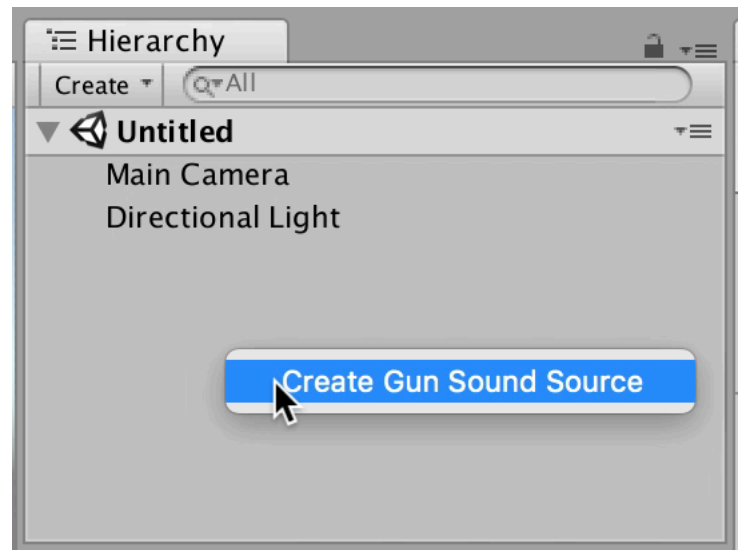
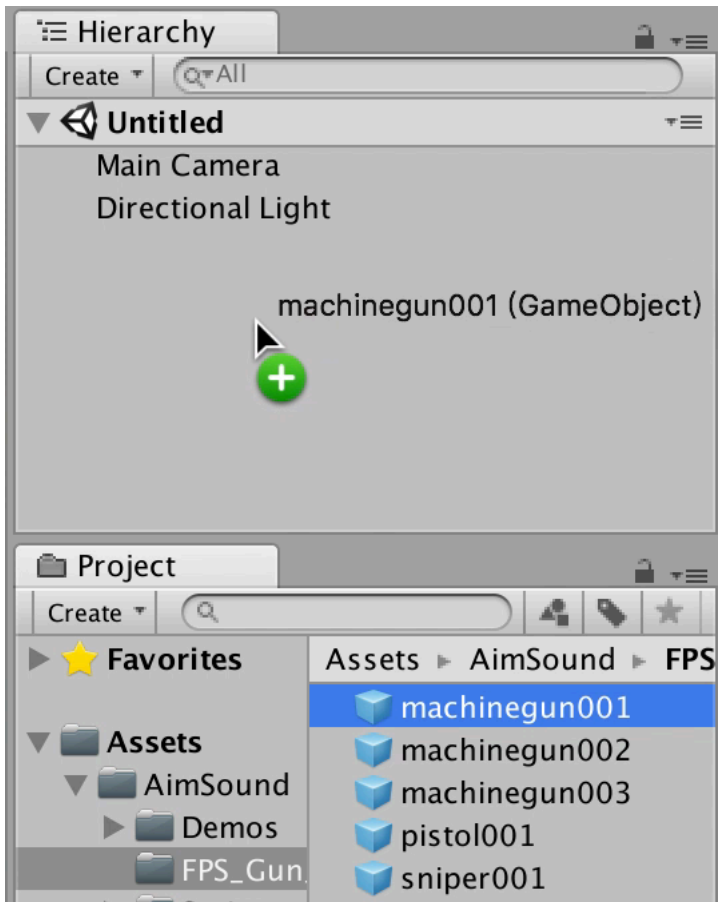


Select the gun sound setting file, you can see the preview in inspector.



How to use

Drag gun sound setting file from project window to scene



Select the GunSoundSource object created automatically in scene, you will see inspector as follow



- The sound you will play. Just like AudioClip in audio
- The count of shot you want to play in continuous shots. 0 is infinite until you call stop
- You can set yourself's volume changing curve
- The volume of reverb sound in the gun sound source
- Indoor or outdoor environment in sound effect
- Destroy the game object after the sound play over

Script Example

You just need call GunSoundSource.Play() function to play gun sound ,and call GunSoundSource.Stop() to stop play.

example:

//Demo.cs file

using UnityEngine;

public class Demo : MonoBehaviour

{

 public AudioSource.GunSoundSource gunSoundSource;

 void Update ()

 {

 if(Input.GetKeyDown(KeyCode.Space))

 gunSoundSource.Play();

 else if(Input.GetKeyUp(KeyCode.Space))

 gunSoundSource.Stop();

 }

}

API

GunSoundSource class

Properties

GunSoundSetting setting

The sound setting will to be play. You can switch to other value in runtime.

AudioMixerGroup outputAudioMixerGroup

The AudioMixerGroup is same as which in AudioSource

int shot

The count of shot you want to play in continuous shots. 0 is infinite until you call stop

float volume

The volume is same as which in AudioSource

AnimationCurve rolloff

This defines how volume is attenuated with distance from the AudioListener.

float reverbVolume

The volume of reverb sound in the gun sound source (0.0 to 1.0)

EnvironmentType environmentType

Include indoor and outdoor environment type, choose by where you play the gun sound

bool playOnAwake

If set to true, the source will automatically start playing on awake.

float maxDistance

The maxDistance is same as which in AudioSource.

bool destroyAfterStop

Destroy the game object after the sound play over. If you only want to play once

float maxEndSoundDuration

The max duration in end sound

float shotLoopInterval

The interval between every shot, it would be zero in single shot gun

bool needStop

Is it need called stop to stop play.

It would be true only when shotLoopInterval > 0 and shot == 0 in the playing sound.

Method

void Play()

Play the gun sound with shot value in member .

void Play(int shot)

Play the gun sound with shot value from parameter

void Stop()

Switch the sound to end sound at right time, only need to be call when needStop is true

Support

Email: guns@aimsoundstudio.cn

If you need more gun sounds in your game but are currently not available in our store, please feel free to email us! We will be most excited to create your desired sound for you!