

Thank you so much for your purchase! We hope this sound collection is useful and helps raise the audio quality of your projects.

All feedback, requests and suggestions are very welcome. Please email us at: [contact@gamemasteraudio.com](mailto:contact@gamemasteraudio.com)

## General Audio Tips

**1)** Windows Media player and other similar software do not play back looping files or really short sounds correctly. These types of programs are very buggy for short and/or looping sounds. Keep this in mind when previewing the sounds outside of a game engine or audio editing software.

**2)** MP3 files cannot loop seamlessly. The MP3 compression algorithm adds small amounts of silence into the start and end of the file. Always use PCM (.wav) or Vorbis (.ogg) files when dealing with looping audio. Most commercial game engines don't use MP3 compression, however it is something to be aware of when dealing with audio files from other sources.

**3)** Sometimes the correct sound you need will not always be named exactly what you are looking for. Great care has been taken when naming files, however covering every possible use in a file name is not always possible. Get familiar with every single sound in this library. Be creative when searching and try many different ideas to find the most suitable sound for your needs.

*Example 1) coin\_bag\_ring\_gemstone\_item\_01*

Could also be used for: menus, points, character wearing bracelets, trading items or money, etc.

*Example 2) whoosh\_swish\_small\_02*

Could also be used for: Swinging bat, punching, kicking, menu slide, jumping, whip, funny dogs tail, etc.

**4)** The word "loop" in the filename means that this file has been created to loop seamlessly. In most cases this will be better suited as a looping file. Be sure to set it up as looping within your code or game engine.

example: ducks\_birds\_lake\_ambience\_water\_flowring\_ **loop** \_01

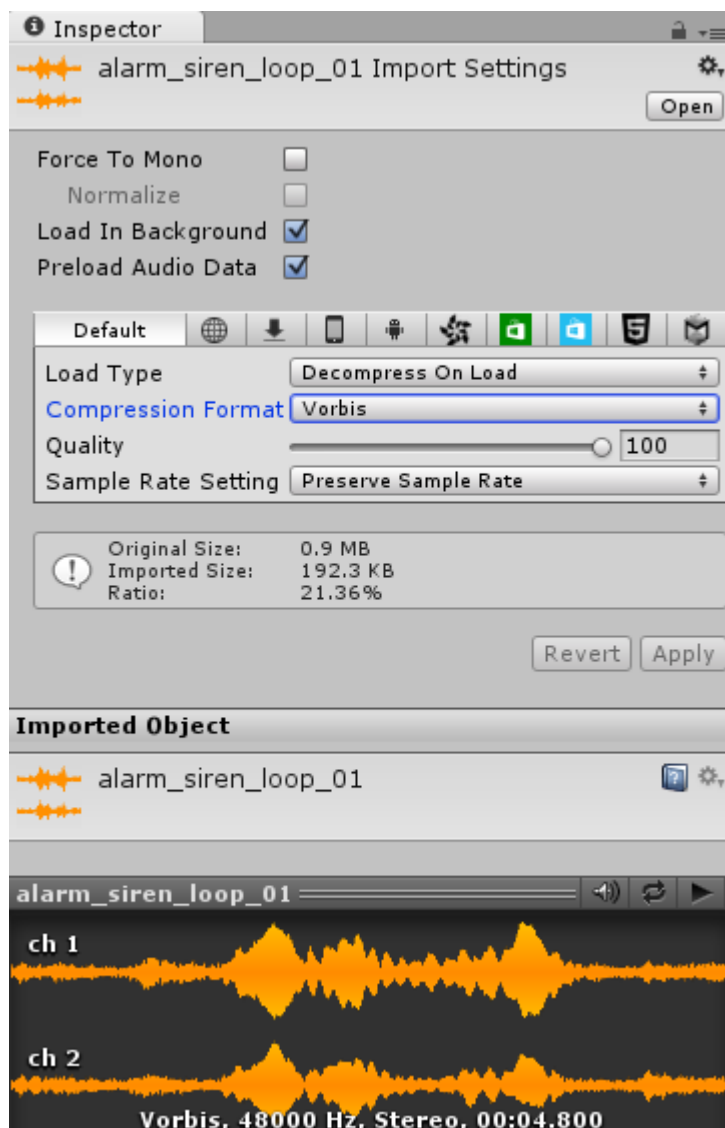
**5)** Sound libraries are a truly great resource. They can be extremely useful by saving you time and money. However games are extremely diverse, covering many styles and genres. Every game is different and will require different needs from audio.

Therefore it is not always possible for sound libraries to be able cover everything you need. It is always recommended to hire a professional sound designer to help your project. Sound designers maybe cheaper than you think and can work within your budget. They can offer advice, create custom sounds, help balance volume, save sound memory, manage and record dialogue, help solve audio bugs and many more things.

If you want to take your projects audio to the next level, please consider hiring a sound designer for advise or for the final audio polish.

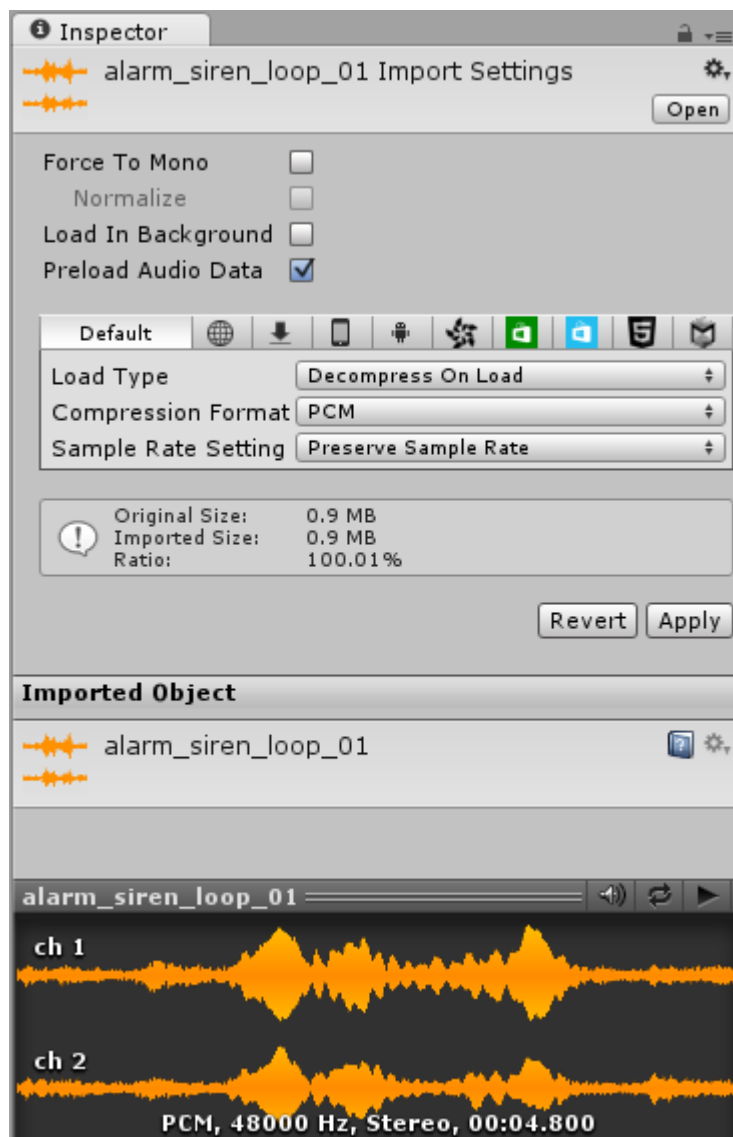
## Tips for using "Pro Sound Collection" in the Unity game engine.

1) When file size is a problem be sure to select a lower sample rate and/or select the compressed Vorbis (.ogg) format within the editor.



Generally for mobile/cell phone games I would suggest to start with Vorbis at 100 Quality. You can scale down the quality slider if your games data becomes too large. When changing parameters be sure to click **Apply** and then press the **play icon** to hear your changes. As you can use different settings for each individual sound. It is recommend to set a higher quality for important sounds (that are played often), and lower setting for less important sounds. This can help keep the data size small without impacting the sound quality too much.

For console/pc games I suggest a setting of PCM (.wav) at 48,000 Hz sample rate or 44,100 Hz sample rate if trying to reduce data size. Also as mentioned above you can use different settings for each sound. Therefore I do recommend setting a higher quality for those important sounds that are played often.



## **FAQ**

### **Why so many sound variations for some sounds? Don't I only need a single sound?**

The more choices you have the better your results will be. Many sounds greatly benefit from having multiple variations to play in random or sequential order, etc. This is especially important when a sound is triggered often. Although this will depend on the game and intended effect. Always try out many combinations to get the best results. (For example having 10 footstep sounds will sound much more realistic than only 2).

### **Do I need to add this library into the game credits?**

No it is not required. However we do appreciate credit to be given. Be sure to then contact us so we can help promote your project.