This is ULTIMATE SOUNDFX a Free Collection of 30+ clips for Games

Hello, I'm Theo, Game Dev for System Techs Media, and the creator of this collection.
I create Games, Songs, Sound FX and ART

Description

All clips are at 44.1Khz, 16bit Stereo, in wave (lossless audio) format with volume set to -6db.

To Play

Open the **UltimateSoundFXFree** Scene in **\Assets\ArtDesireBoutique\Scenes** folder.
Use the Button controls to Play, and Skip through the Sounds

How to Access

The directory location to access the files: **\Assets\ArtDesireBoutique\...**

\ALARMS
\BEEPS
\BOOST
\COINS
\WEAPONS
\EXPLOSIONS\BOMB
\EXPLOSIONS\FANFARES
\EXPLOSIONS\IMPACTS
\EXPLOSIONS\LENGTH

\MENU\BUTTONS
\MENU\LOAD LEVEL
\MENU\PAUSE
\MENU\SCROLL
\MOVE\CLIMB
\MOVE\DOORS
\MOVE\FALLING
\MOVE\FOOTSTEPS
\MOVE\JUMP
\MOVE\PORTAL
\MOVE\STAIRS
\MOVE\VECHICLES
\OLD SKOOL
\PLAYER\COLLECTABLES
\PLAYER\DAMAGE
\PLAYER\DIE
\PLAYER\ERROR
\PLAYER\INTERACTIONS
\PLAYER\SWITCHES
\POWERUPS
\SPACECRAFT
\WEAPONS\AMMO
\WEAPONS\ATTACK
\WEAPONS\CANNONS
\WEAPONS\GRENADES
\WEAPONS\LASER
\WEAPONS\MACHINEGUNS
\WEAPONS\PHYSICAL
\WEAPONS\SHOOT
\WEAPONS\SHOTGUN

Location of Files

Once the Scene is opened, click on the Radio Object in the inspector. Here you will see that no clip is loaded.
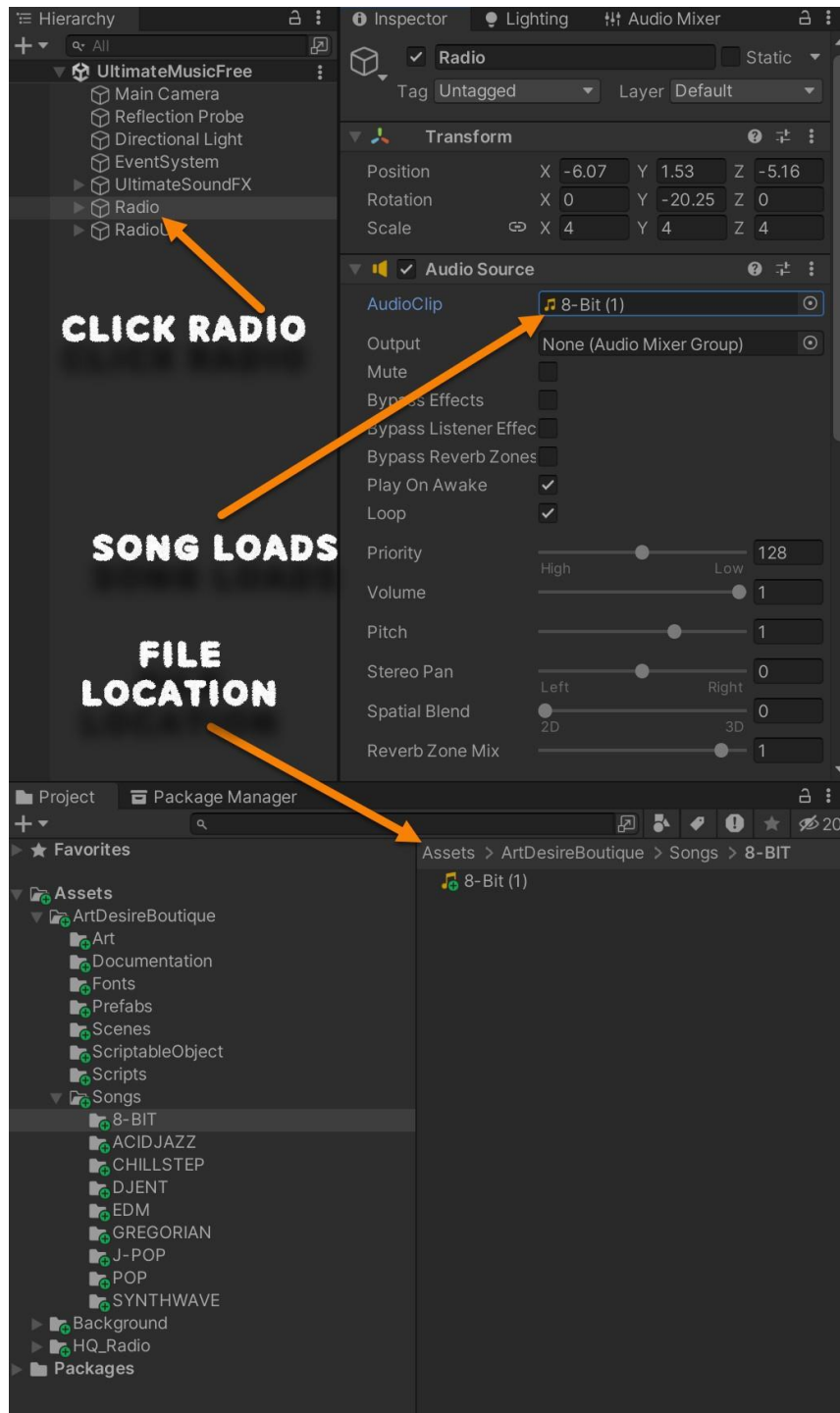
Press **Play** to go into the game view and click on the navigation buttons, to scroll through the tracks, and then Play to listen to them.

In the Inspector click the **Radio** Object again.

Here you will see the current Song clip name.

Highlight the AudioClip in the Inspector **Radio** Object and it will immediately show its location in the Project view.

Check out my music portfolio: https://open.spotify.com/artist/31yHtkjedD1ueRlQmruC1n