

# Pyro / CollisionAudio

Namespace **Playniax.Pyro**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Pyro/Scripts (MonoBehaviour)/CollisionAudio.cs**

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## Class CollisionAudio

### Description

Determines what sound to play when 2 objects collide.

Public fields	Description
<code>string material1 = "Metal"</code>	Material 1.
<code>string material2 = "Metal"</code>	Material 2.
<code>AudioProperties audioProperties</code>	Sound to play.