

# Ignition / AudioProperties

Namespace **Playniax.Ignition**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts/AudioProperties.cs**

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## Class AudioProperties

### Description

(depends on AudioChannels class)

Public fields	Description
<code>AudioClip audioClip</code>	AudioClip to play.
<code>float volumeScale = 1f</code>	Sound volume.
<code>float pitch = 1</code>	Sound frequency.
<code>bool enabled = true</code>	Sound on / off.

Public Methods	Description
<code>static void Copy(AudioProperties source, AudioProperties target)</code>	Copy the properties of one to the other.
<code>AudioProperties Clone()</code>	Returns a clone with the same properties.
<code>AudioSource Play()</code>	Play AudioClip.