

# Ignition / IntroSound

Namespace **Playniax.Ignition**

Inherits from **MonoBehaviour**

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

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## Class IntroSound

### Description

Plays a sound when object is enabled.

Public fields	Description
<code>AudioProperties audioProperties</code>	Sound to play when OnEnable is called. Requires AudioChannels.cs and atleast one Audio Source.