Audio Preview Tool

Introduction

Welcome to the Audio Preview Tool by Warped Imagination.
This tool gives you the ability to double-click on any Audio Clip in the Project window and immediately listen to it play, without having to press the play button on the Preview window or launch a second application outside of Unity to preview it.

Note: This tool uses "internal" Unity Editor methods that could be removed in later versions of the Editor. So far it has been tested in 2019, 2020, 2021 and 2022.

Instructions

Watch the tutorial [video here](#).

This tool is simple to use
1. Find any Audio Clip in the Project window
2. Double click on the Audio Clip (or press Enter when selected)
3. The Audio Clip should now play
4. Double click the Audio Clip while it's playing to make it stop or just let it finish as the clip does not loop.
5. Double clicking another Audio Clip while one is playing will stop the playing clip and play the new selection.

You can enable and disable the Audio Preview Tool by ticking the "Enabled" option under the Preferences window (Edit > Preferences... > Tools > Audio Preview Tool).

Customization

If you wish to change the location of the settings for this Audio Preview Tool, change the path under the 'CreateSettingsProvider()' function in the class 'PackagesSettingsProvider'.
It comes with "Preferences/Tools/Audio Preview Tool" as default which puts it alongside the other preferences (using the Preferences folder in the path) and then adds a new folder called "Tools". On this same line you can switch from the Preferences window to the Settings window by changing SettingsScope.User to SettingsScope.Project.

Support

Should this document not answer all your questions then please do reach out to Support.

Thanks

Special thanks for downloading this package, make sure to check out the other packages on the Store Page or Unity Asset Store.

For those interested in learning more about games and tools development check out the YouTube Channel.

>	Thanks
>	Warped Imagination

Version History

1.0.0

First Release