

```
1 using UnityEngine.Audio;
2 using UnityEngine;
3
4 [System.Serializable]
5 public class Sound {
6
7     public string name;
8
9     public AudioClip clip;
10
11     [Range(0f, 1f)]
12     public float volume;
13     [Range(.1f, 3f)]
14     public float pitch;
15
16     public bool loop;
17
18     [HideInInspector]
19     public AudioSource source;
20 }
21
```