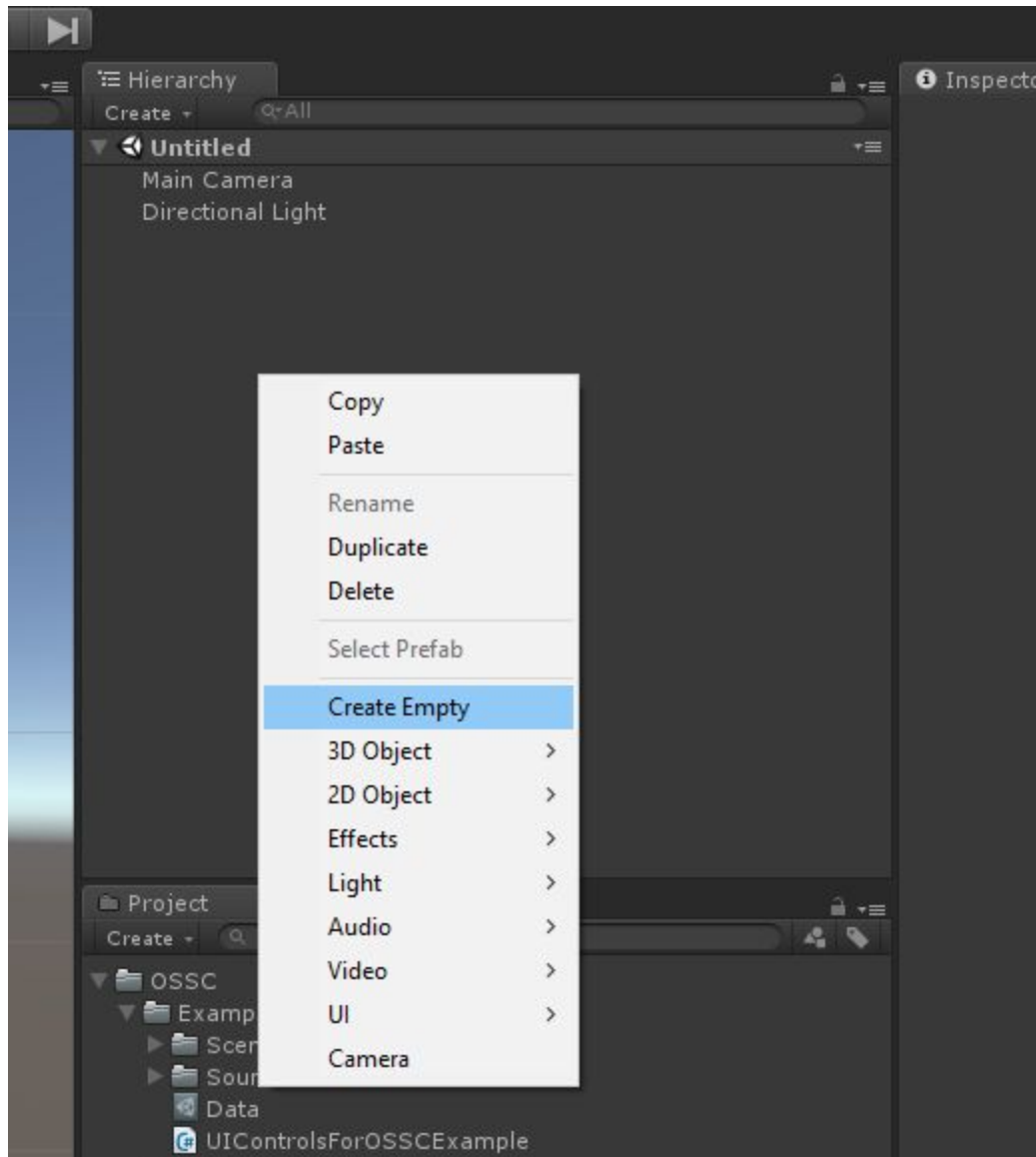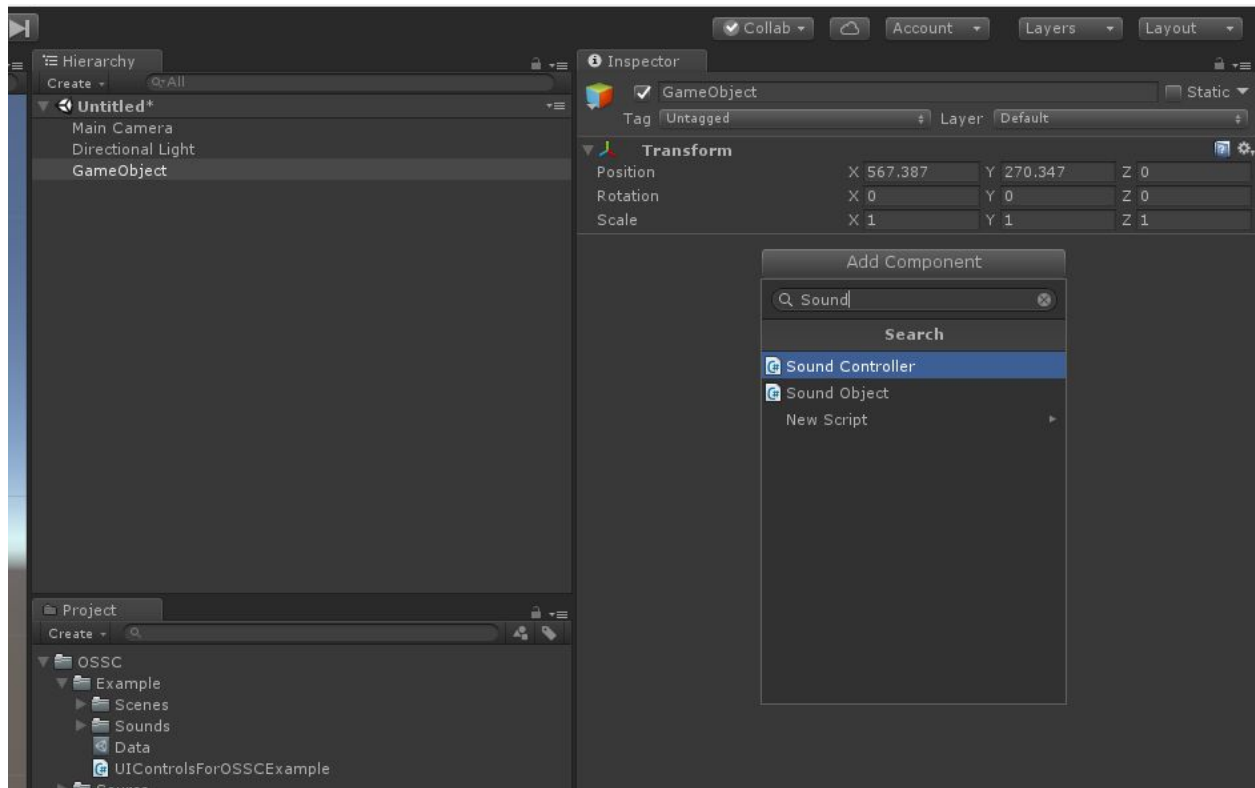# OSSC Guide

Preparations

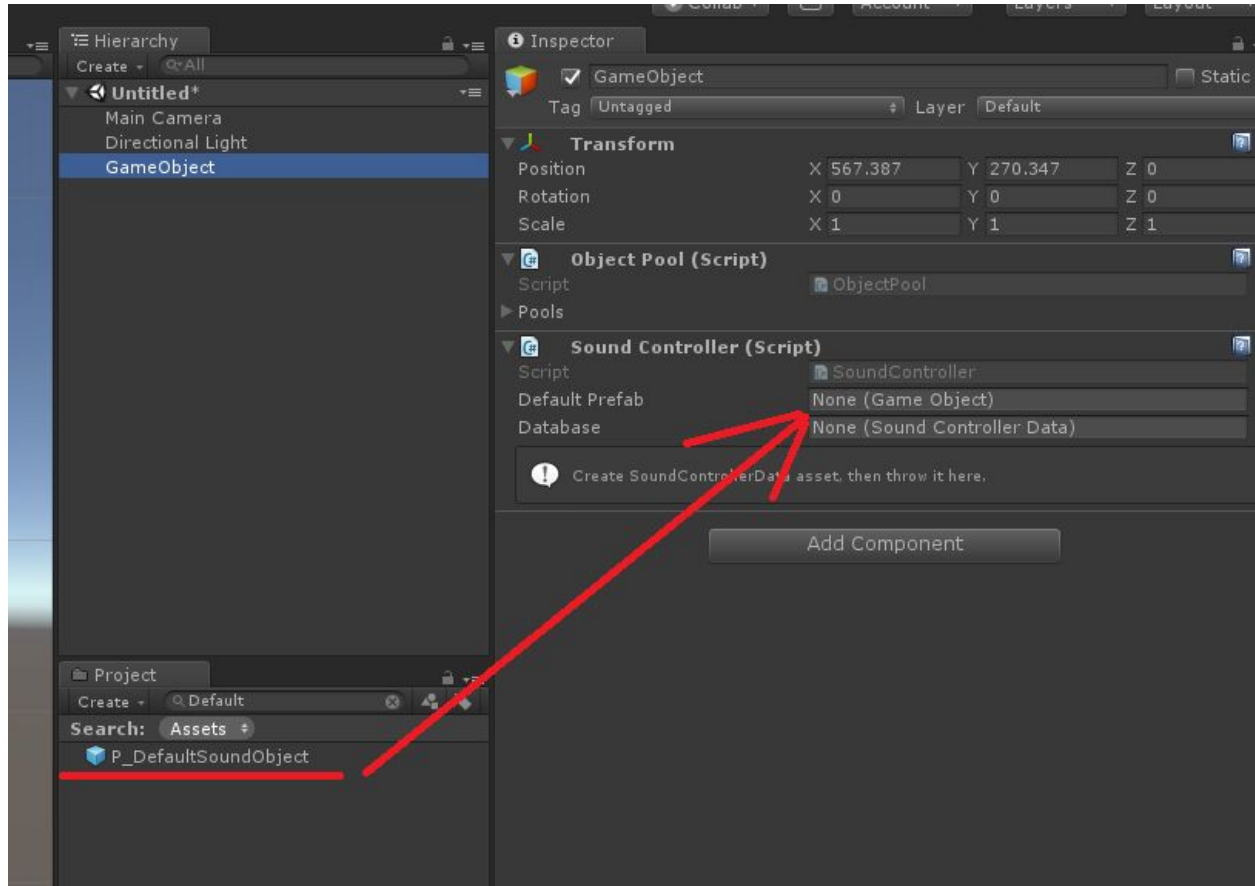To prepare your Sound Controller you need to do next:
1. Create a GameObject in the Scene

2. Add SoundController component to your newly created GameObject

3. Now we need a default SoundObject prefab, find it in the Project window. Search the name "P_DefaultSoundObject" and drag it into the "Default Prefab" field

4. Create a Database asset for SoundController and drag the newly created Database into the "Database" field of the SoundController.
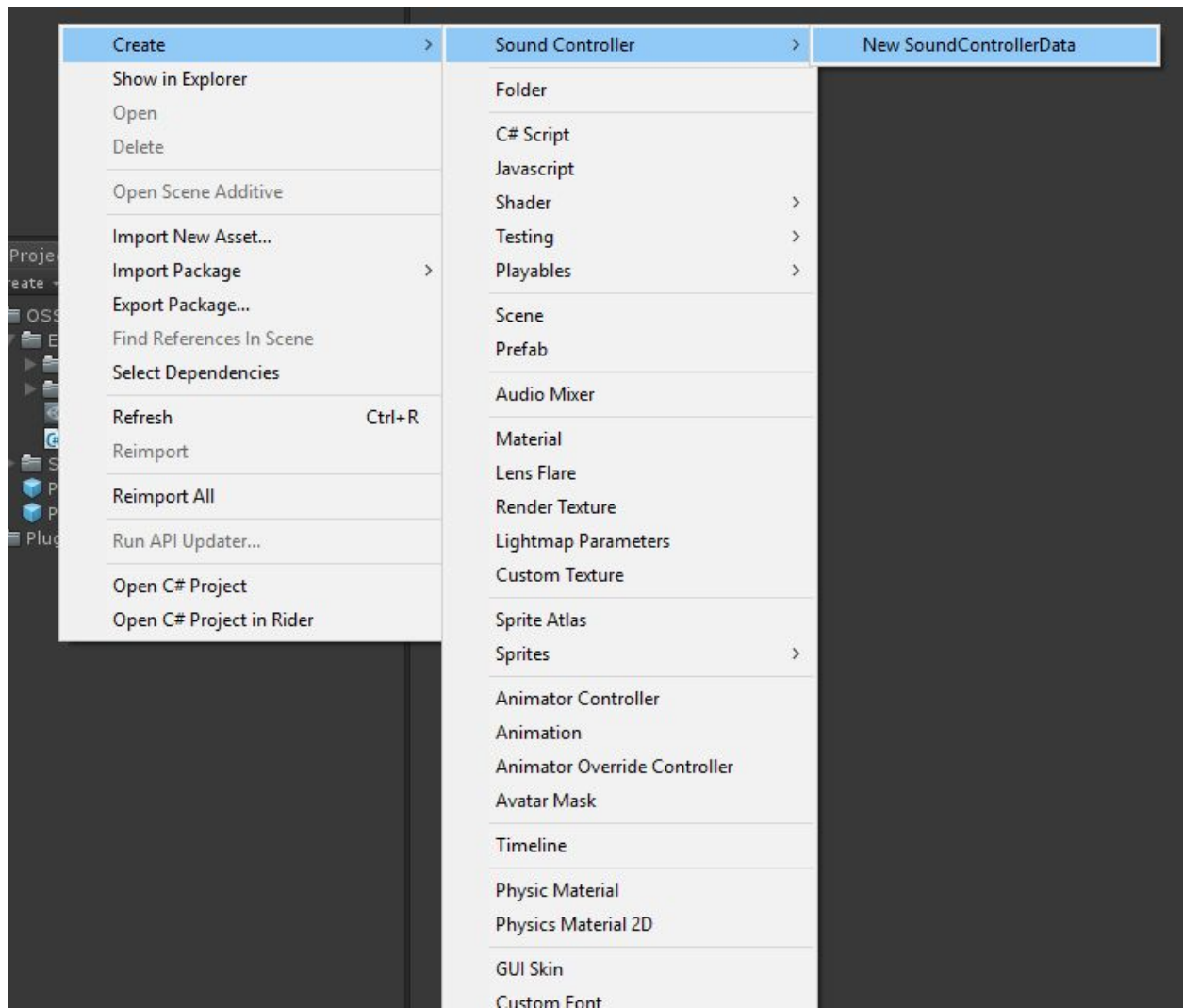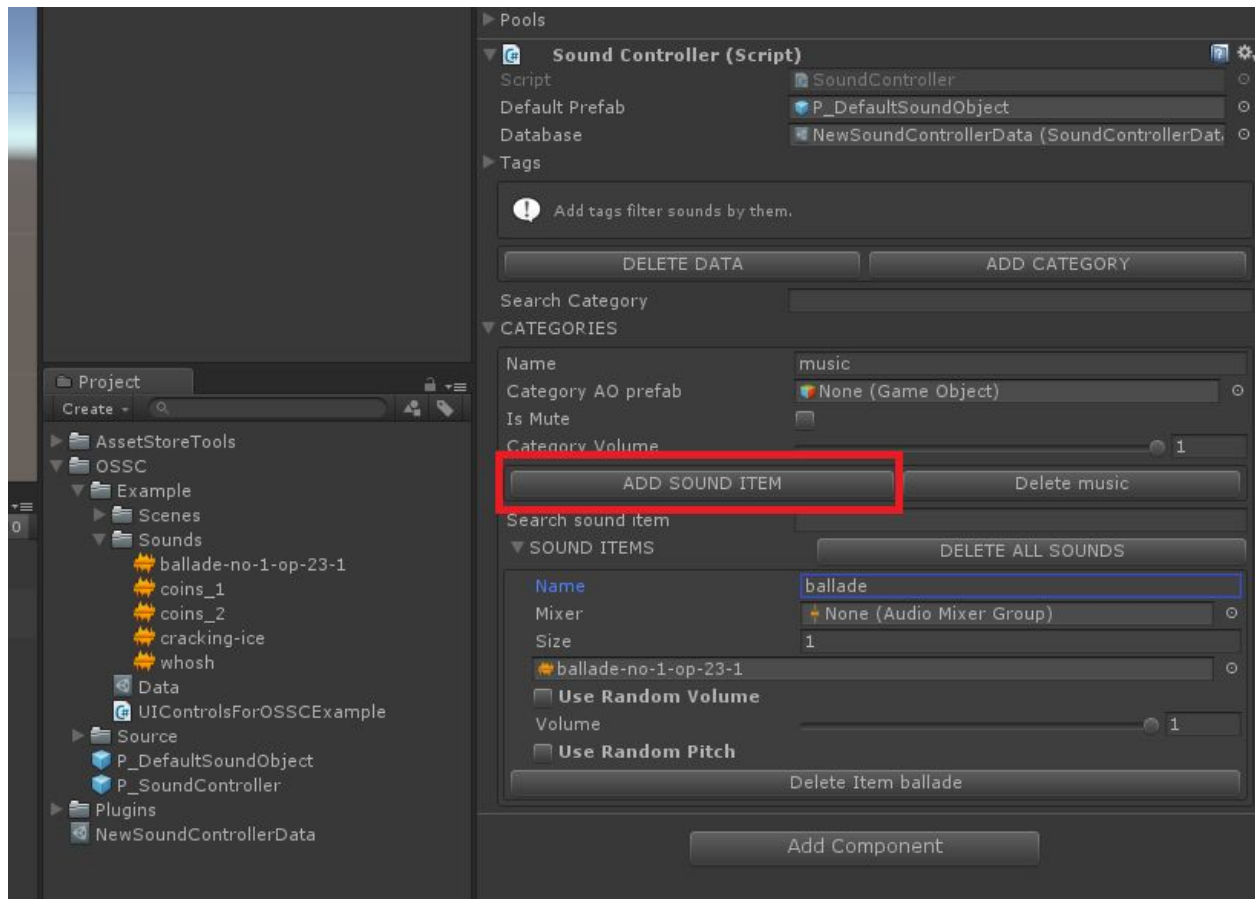
5. Select the GameObject with the Soundcontroller in it and add a category
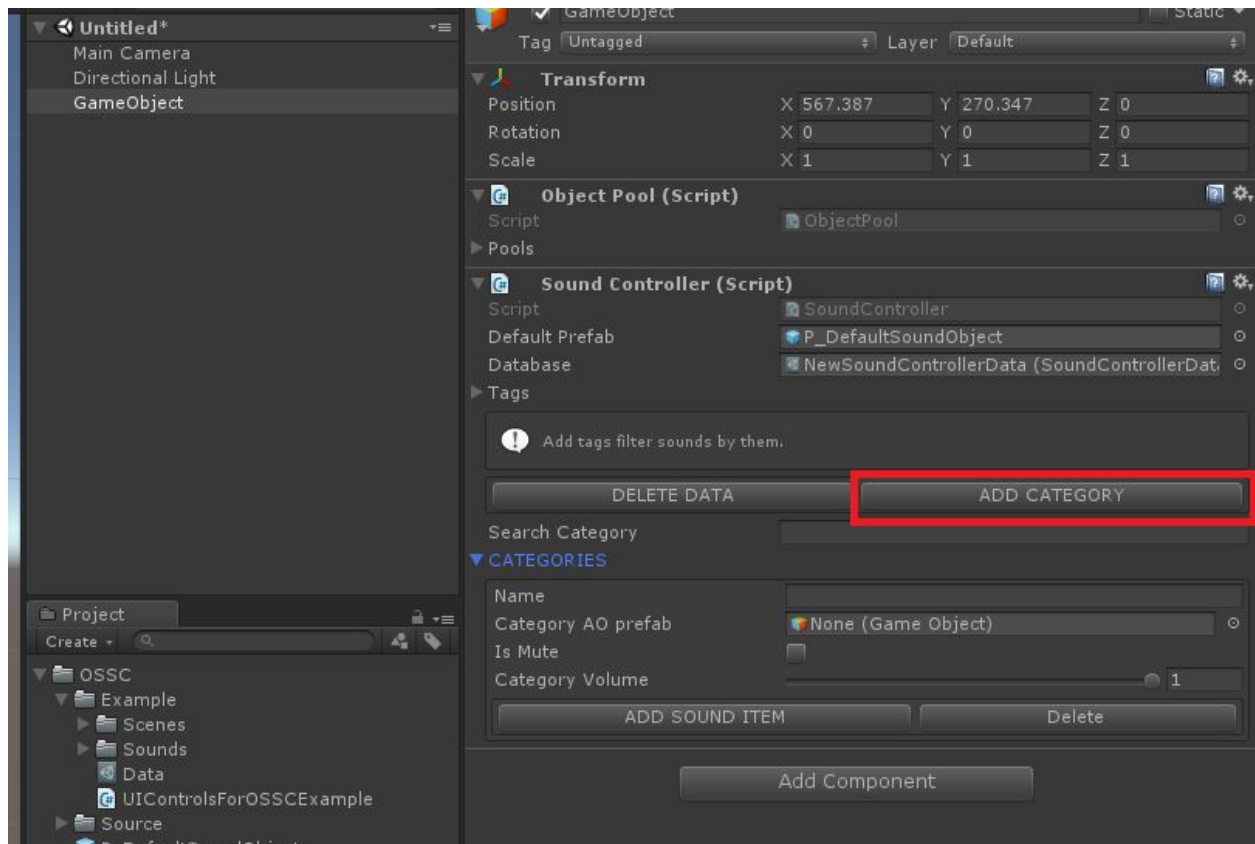
6. Give a name to your category

7. Now Add a Sound Item, name it, and drag the audioclip you want to be under that sound item.

You can also add more than 1 AudioClip into a SoundItem. Just modify the size in the SoundItem to the number of audioclips you want under that Item.

Those are minimum required preparations to use the SoundController.

Usage

Playing sounds through SoundController is pretty straight forward. Create a C# script add the next lines of code:

```csharp
using System.Collections;
using System.Collections.Generic;
using OSSC;
using UnityEngine;

public class BalladePlayer : MonoBehaviour
{
    public SoundController SoundController;
    public string SoundItemName = "ballade";

    // Use this for initialization
    void Start ()
    {
        PlaySoundSettings settings = new PlaySoundSettings();
        settings.Init();

        settings.name = SoundItemName;
        settings.isLooped = true;
        SoundController.Play(settings);
    }
}
```

To play anything with SoundController, you need to Create PlaySoundSettings struct and Initialize it with some predefined values.
Also add the name of the SoundItem you want to be played.
You can also control a whole lot of things from those settings, for example:
- To loop your soundItem
- To fade In or fade out, or both
- To play the soundItem from a specific Category etc.