**Main Camera** --> Audio Listener Component should be present.
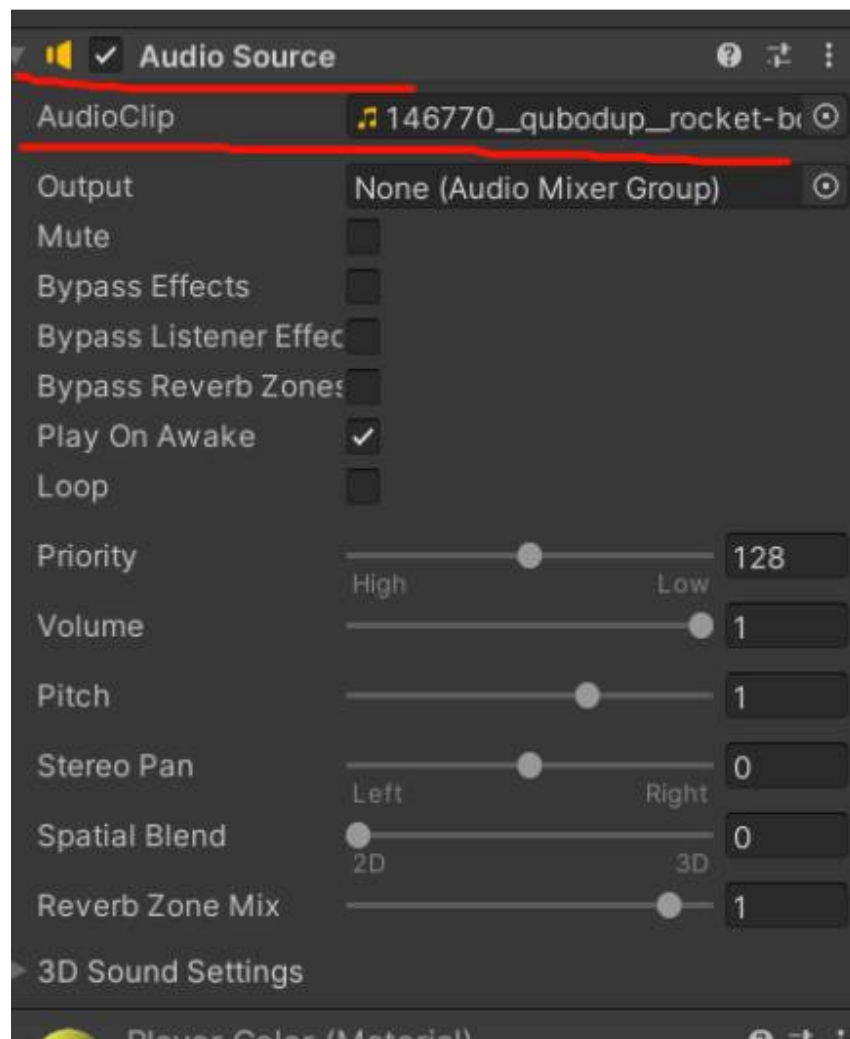


**gameObject**(eg. player, enemy, etc) with audio source component attached.

```csharp
5 references
AudioSource audioSource;
2 references
Rigidbody rb;
0 references
void Start()
{
    rb = GetComponent<Rigidbody>();
    audioSource = GetComponent<AudioSource>();
    audioSource.Stop();
}
```

Reference created

```csharp
public void processThrust()
{
    if(Input.GetKey(KeyCode.Space))
    {
        rb.AddRelativeForce(Vector3.up * thrust * Time.deltaTime);
        if(!audioSource.isPlaying)      One of the property of audio source class
        {
            audioSource.Play();
        }
    }   /* else                     Built-in methods
    {
        audioSource.Stop();
    }
    */
    else if(Input.GetKeyUp(KeyCode.Space))      // or you could write just else then " audioSource.Stop() " . Simple !!!!
    {
        audioSource.Stop();
    }
}
```