# How It Works?

1. Just drag the **"CityAmbientMixer"** prefab to your scene.
2. You can generate your own ambience moving the **intensity** and **volume** faders of each layer:


3. All parameters can also be changed during runtime using the functions available on each group in the "**CityAmbientMixer**" script. For example, to change the "**Crowd**" intensity, just call `CityAmbientMixer.Crowd.setIntensity(float)`.

4. You can select any preset from the list and click "**Apply Preset**". The presets you created can be selected by clicking on "**Custom Preset File**".
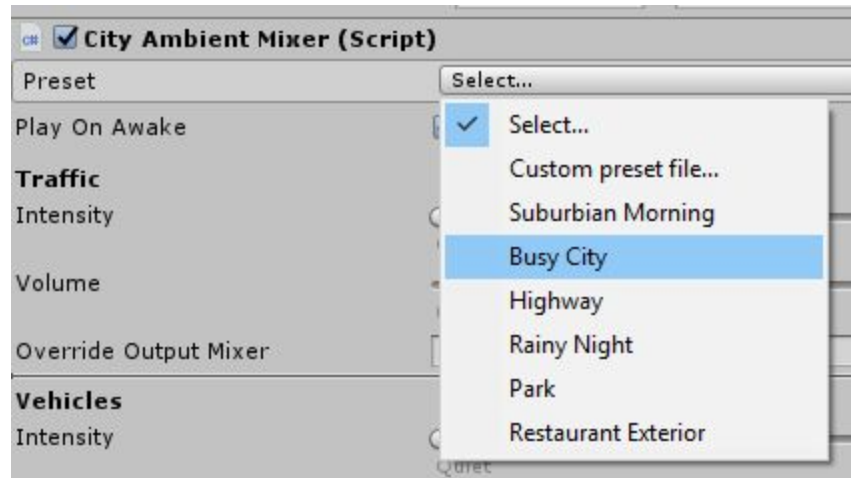
5. To create a custom preset, go to **Assets>Create>CafofoStudio>Create Custom Preset Asset>City** on Unity's menu. This will create an empty **Preset File** that can be modified and referenced in any of your scripts. To set this preset in runtime, just call `CityAmbientMixer.ApplyPreset(CityAmbientPreset)`.
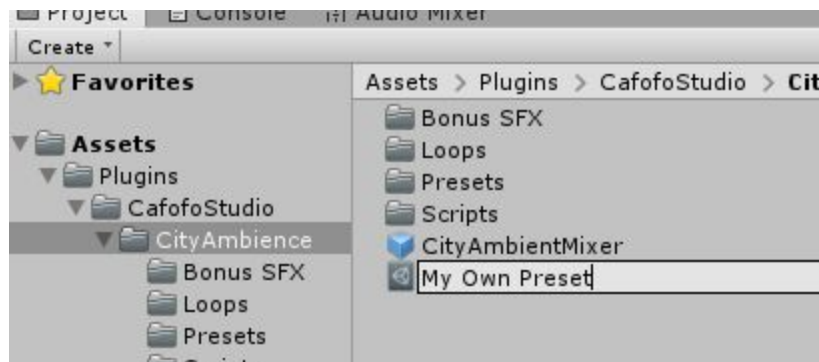
6. To increase the volume of layers even further, you must attribute a layer to an **Audio Mixer** so you'll have more control.

If you want to add new sounds and layers please drop us a message at **hello@cafofomusic.com** so we can assist you. However, each layer was designed to work together and complement each other so we cannot guarantee that new layers added will blend perfectly.