Sound

Open the Sound Panel:

- Navigate to **Window/Tech Juego/Game Editor**.
- Select the **Sound Panel**.

Add Sound Effects (SFX):

- Under the **SFX** section, click **Add Sound** to create a new audio clip field.
- Enter a **Clip Name**.
- In the next field, select the **Audio Clip** for the short sound effect.
- Adjust the **Volume** as needed.

Add Background Music:

- Under the **Music** section, click **Add Music** to create a new audio clip field.
- Enter a **Clip Name**.
- In the next field, select the **Audio Clip** for background music.
- Adjust the **Volume** as needed.
- Then Click on the save button

Save Your Settings:

- Click on the **Save** button to apply changes.

5. Calling Sound Events:

You can trigger sounds using the following methods:

- **Play a single-shot sound effect:**
  - SoundEvents.OnPlaySingleShotSound?.Invoke("Click");
- **Play a looping background music:**
  - SoundEvents.OnPlayLoopSound?.Invoke("BGMUSIC");

SFX

1. Clip name `Merge`   Clip ♫ Combine ⊙   Volume ————————●——— `1` [X]

2. Clip name `Click`   Clip ♫ Button   ⊙   Volume ————————●——— `1` [X]

[Add Sound]

Music

1. Clip name `BGMUSIC`   Clip ♫ BGMusic ⊙   Volume ————————●——— `1` [X]

[Add Music]

[Save]