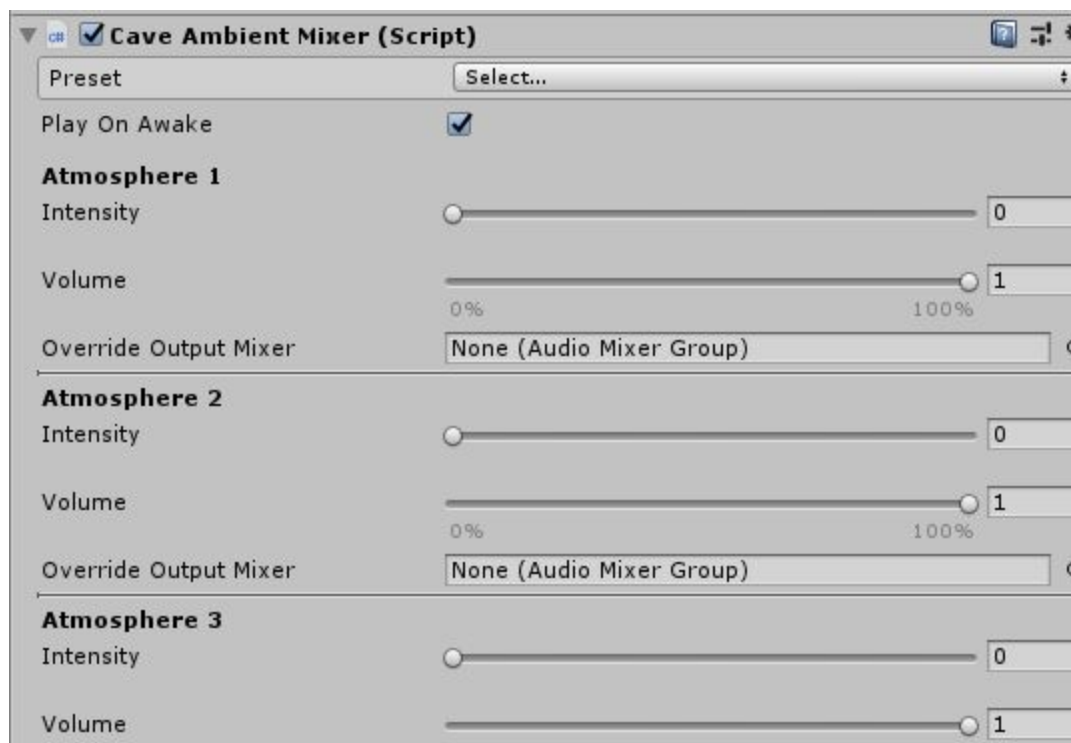




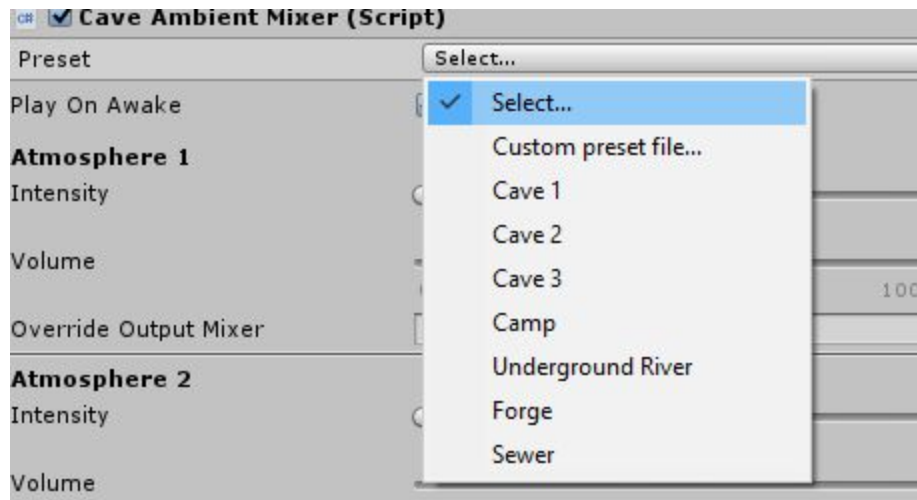
How It Works?

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

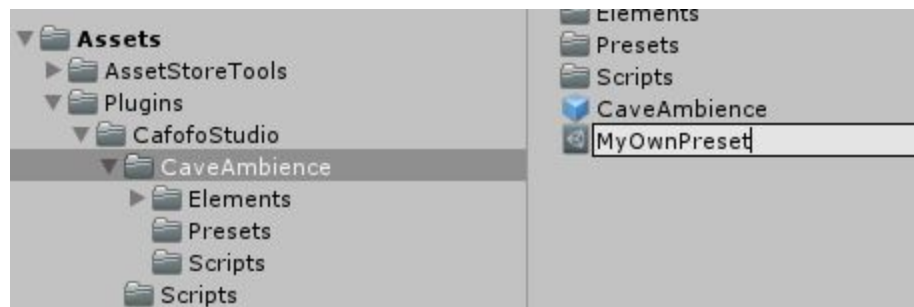


3. All parameters can also be changed during runtime using the functions available on each group in the **"CaveAmbienceMixer"** script. For example, to change the **"Fire"** intensity, just call `CaveAmbienceMixer.Fire.setIntensity(float)`.

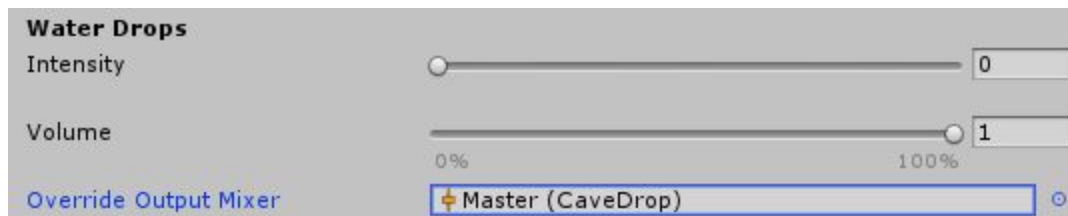
4. You can select any preset from the list and click "**Apply Preset**". The presets you created can be selected by clicking on "**Custom Preset File**".



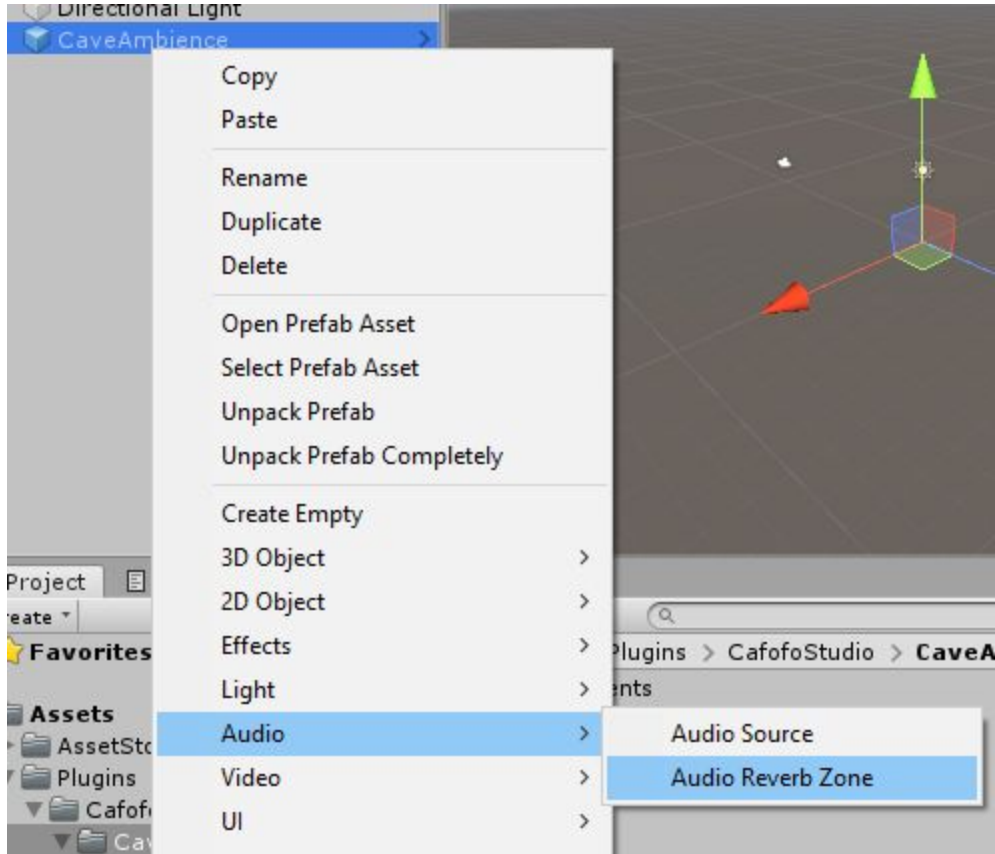
5. To create a custom preset, go to **Assets>Create>CafofoStudio>Create Custom Preset Asset>Cave** on Unity's menu. This will create an empty **Preset File** that can be modified and referenced in any of your scripts. To set this preset in runtime, just call `CaveAmbienceMixer.ApplyPreset (CaveAmbientPreset)`.



6. To increase the volume of layers even further, you must attribute a layer to an [Audio Mixer](#) so you'll have more control, including inserting effects to layers independently.



7. As this is a Cave Soundscape Generator, we highly recommend inserting a **Reverb** effect for immersion and realism. You can easily insert one right-clicking on “**CaveAmbienceMixer**” on scene and choosing **Audio>Audio Reverb Zone**. Then choose one of the **Preset**s available, including a **Cave** one.



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.