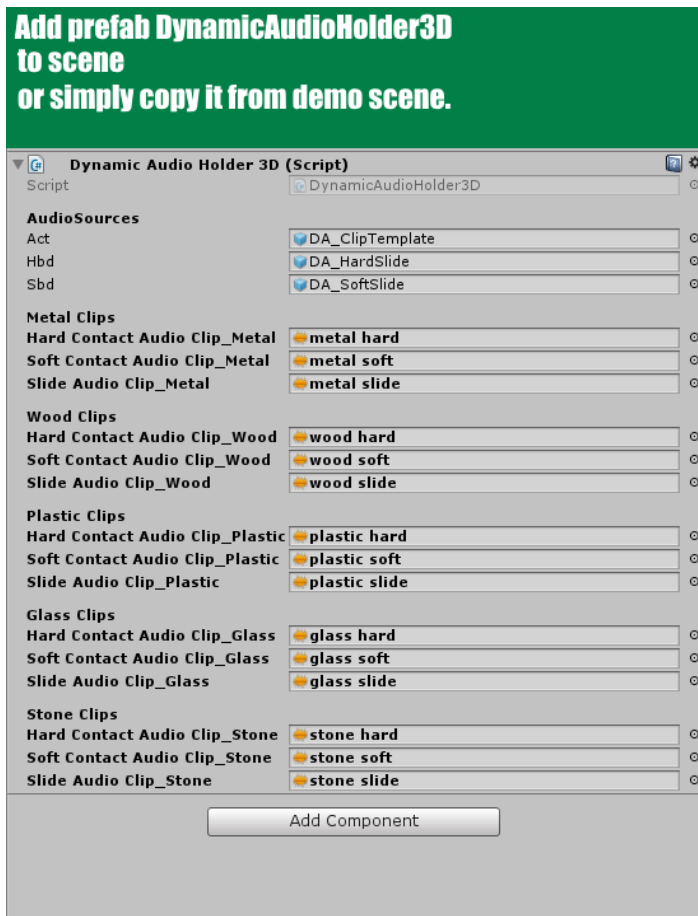


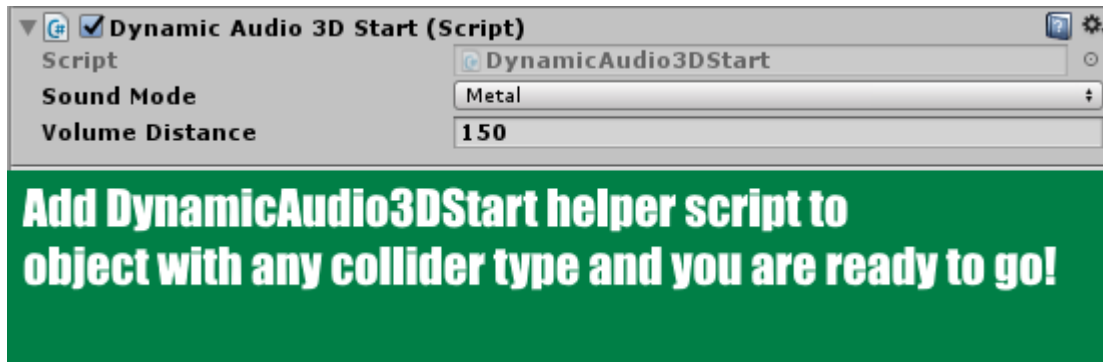
DynamicAudio3D 1.0

Quick Start

1. Open DynamicAudio3D scene from imported assets. There is DynamicAudioHolder3D game object with DynamicAudioHolder3D script.
Copy/Paste this object to scene where you want to use DynamicAudio3D system. Holder and script with all assigned prefabs and sounds should look like this:



2. After adding it to new scene, pick up any object in your scene, add desired collider on it (colliders are needed for audio system to detect collisions), and add DynamicAudio3DStart script - which is helper script. You can use it to define your own helper script.



3. YOU ARE REDY TO GO NOW!

4. If you want to go into detail and setup (fine tune) all manually for each object in your scene, also, you can use these two scripts directly. Collider and Rigidbody are required.

... or do it manually in details to achieve unique sound behavior.

