



Animals Full Pack Sound FX

2.0

SOFTUPS, LLC

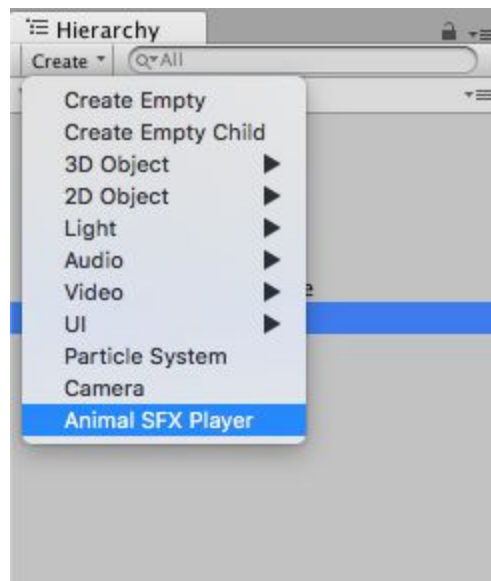
<https://www.softups.com/>

Overview

A collection of most popular farm, forest and African animal sounds and birds sounds that can be played with just one line of code. If you want to make a game with animals then this package is all what you need to handle animal sounds.

Steps To Integrate

1. Download and import [Animals Full Pack Sound FX](#) package to your project.
2. Open the first scene in the build settings, then right click on the hierarchy window and choose `Animal SFX Player` menu item. (this will add two game objects that will allow you to call the package scripts in your scenes)



3. Choose one of the following two methods to play SFX:

First Method:

- a. Call `PlayAnimalSFX` method and specify the animal, revision, and how many times to repeat that SFX.

```
AnimalSFXPlayer.PlayAnimalSFX (Animal.Lion, Revision.Second, 1);
```

Second Method:

- a. Add the `AnimalSFX` script to a game object.



- b. Choose the properties of the SFX. (You can test the SFX with the play button only in Play mode)



- c. Call `Play` method of the `AnimalSFX` component.

```
GetComponent<AnimalSFX> ().Play ();
```

Public API

This section will guide you through all the public methods available in the Animals Full Pack Sound FX package: (Be sure to follow the integration steps included in page 2).

You can call the following methods from any script.

- [AnimalSFXPlayer.PlayAnimalSFX \(Animal animal\)](#)
 - Plays a random revision of an animal SFX once.
- [AnimalSFXPlayer.PlayAnimalSFX \(Animal animal, int repeatCount = 1\)](#)
 - Plays and repeat a random revision of an animal SFX.
- [AnimalSFXPlayer.PlayAnimalSFX \(Animal animal, Revision revision, int repeatCount = 1\)](#)
 - Plays and repeat a specific revision of an animal SFX.
- [AnimalSFXAudioClips.GetAudioClip \(Animal animal, Revision revision\)](#)
 - Returns the AudioClip of a specific revision of an animal.

You can call the following methods only from a script attached to the game object that [AnimalSFX](#) script is attached to.

- [GetComponent<AnimalSFX> \(\).Play \(\)](#)
 - Plays the SFX of the selected animal and revision.
- [GetComponent<AnimalSFX> \(\).ChangeAnimal \(Animal\)](#)
 - Changes the selected animal.
- [GetComponent<AnimalSFX> \(\).ChangeRevision \(Revision\)](#)
 - Changes the selected revision.
- [GetComponent<AnimalSFX> \(\).ChangeRepeatCount \(count\)](#)
 - Changes number of times the SFX will be repeated.

Note:

Not all animals have nine sound audio revisions, and if the selected revision is beyond the limit it will play the last available revision.