



26.14.11 Editors - Properties Editor - Object Data Properties Tab - Sound Object

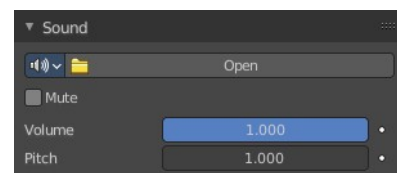
Table of content

Sound panel.....	1
Sound property.....	1
Data Browser.....	1
Open.....	1
Name.....	2
Fake User.....	2
Open Sound Mono.....	2
Import settings.....	2
Relative Path.....	2
Cache.....	2
Mono.....	2
Remove.....	2
Mute.....	2
Volume.....	2
Pitch.....	2
Distance panel.....	2
Volume Min.....	3
Max.....	3
Attenuation.....	3
Max Distance.....	3
Distance Reference.....	3
Cone panel.....	3
Angle Outer.....	3
Inner.....	3
Outer Cone Volume.....	3
Custom Properties Panel.....	4
Add.....	4
Edit.....	4
Remove.....	4

Sound panel

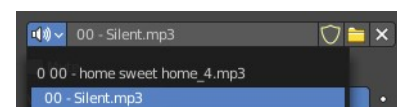
Sound property

Note that sound files just loads as Mono files.



Data Browser

A list of available sounds in the scene.

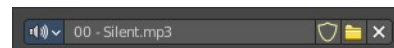


Open

When no sound is loaded the open button is displayed. Open opens the file browser to load an audio file.

Name

The name of the currently active image.

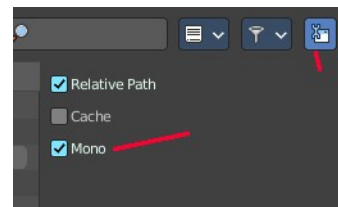


Fake User

Keep this image in the scene even if it has no user.

Open Sound Mono

Open a sound file as mono. You can load stereo files too when you untick Mono in the import settings.



Import settings

Relative Path

Load the file with a relative path.

Cache

The whole sound will be decoded and the raw audio data will be buffered in memory.

Mono

For any 3D audio or panning effects the sound source has to be single channel, otherwise it's assumed that the 3D audio and panning information is already present in the multichannel file. Enable this if you want to use those effects for a file with multiple channels.

Remove

Remove the sound file. Note that the file is not deleted, but removed as the active sound file.

Mute

Toggles whether or not the sound can be heard.

Volume

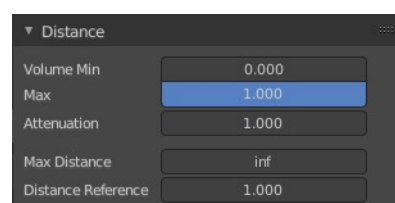
Adjust the loudness of the sound.

Pitch

Can be used to bend the pitch of the sound to be either deeper or higher. This basically changes the playback speed of the sound which also results in a pitch change.

Distance panel

Distance relevant settings.



Volume Min

The minimum volume for the farthest distance.

Max

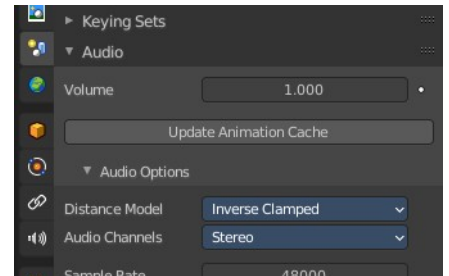
The maximum volume for the closest distance.

Attenuation

How strong the distance affects the volume. This value is dependent of the chosen Distance model in the Scene properties in the Audio panel.

Max Distance

The distance maximum.



Distance Reference

The distance at which the volume is 100%.

Cone panel

Directionality relevant settings.

There are two cones for an audio source that defines the direction of the sound. An inner and an outer cone. The angles represent their opening angles.

360° mean the cone is fully open and there's no directionality anymore. Inside the inner cone the volume is 100% (1.0), outside the outer cone the volume is, whatever one sets for the outer cone volume and the volume between those two cones, linearly interpolated between this two volumes.



Angle Outer

Angle of the outer cone in degrees. Outside this cone, the volume is equal to the Outer volume.

Inner

Angle of the inner cone in degrees. Inside the cone, the volume is 100%.

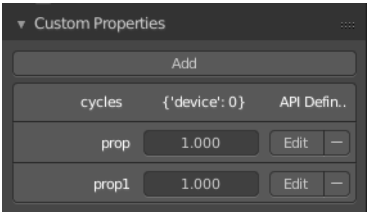
Outer Cone Volume

Volume outside the outer cone.

Custom Properties Panel

Here you can define custom properties that can be used for scripting.

Here you might also find custom properties from addons or scripts.

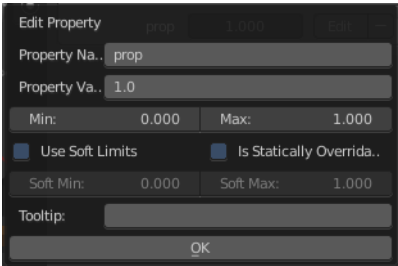


Add

Adds a new property.

Edit

Opens a panel where you can adjust the settings for the custom property.



Remove

Removes the property.