



Wwise Unreal

Unreal Engine

Unreal Wwise Unreal Engine Unreal Engine

What's New?

UnrealUnreal Engine 4.18

Wwise

Wwise 2017.2.1 build 6524.Wwise SDK

WindowsMacLinux (SteamOS), Xbox OnePlayStation 4
AndroidiOS

UE4

-
- UE4 Visual Studio
-



Wwise Unreal

Unreal EngineUnreal Wwise Wwise

UE4Wwise Unreal Engine Wwise SDK

Unreal Wwise



(sometimes referred to as "installed" plug-ins)
[Engine Wiki](#)

[Unreal](#)

Wwise Unreal Plug-inGame Plug-in

Wwise LauncherLauncher

UNREAL ENGINEUnreal

Browse for project...

UPROJEC

Unreal

Integrate Wwise into Project...Launcher

Wwise

UNREAL

Managing Wwise Plug-ins

There are various plug-ins available for Wwise, which need to be installed correctly in order to be used in the Unreal Wwise plug-in. Plug-ins for Wwise are managed via the Wwise Launcher. For more information on managing plug-ins for Wwise, refer to the [PLUG-INS](#) section of the Installation and Migration Guide.



If there are plug-ins missing from your Wwise installation when you use the Wwise Unreal plug-in, you will see the following error:
LogAkAudio: Error: Could not find plugin dynamic library.

Wwise Unreal Plug-inEngine Plug-in



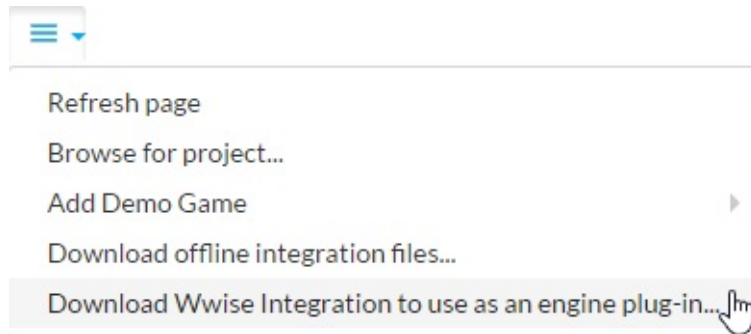
WwiseUnreal

Launcher

UNREAL ENGINE

Download

Wwise Integration to use as an engine plug-in...



:

1. "Wwise" UE4 Integration "Plugins" "Wwise" UE4 Integration
 .../<UE4 installation directory>/Engine/Plugin:

2. Unreal EditorWwise UE4Wwise SDK
 "Wwise"

- : C:\Program Files (x86)\Audiokinetic\Wwise 2017.2.1 build 6524.\SDK\include*.*
- .../Plugins/Wwise/ThirdParty/include
- : C:\Program Files (x86)\Audiokinetic\Wwise 2017.2.1 build 6524.\SDK\Win32_**.*
- .../Plugins/Wwise/ThirdParty/Win32_*
- : C:\Program Files (x86)\Audiokinetic\Wwise 2017.2.1 build 6524.\SDK\x64_**.*
- .../Plugins/Wwise/ThirdParty/x64_*
- : C:\Program Files (x86)\Audiokinetic\Wwise 2017.2.1 build 6524.\SDK\Mac*.*
- .../Plugins/Wwise/ThirdParty/Mac

3. **Edit > Plugins > Audio**"Wwise Unreal Engine 4 integration" **Enable**

AndroidiOSLinuxPlayStation 4Xbox One

- : C:\Program Files (x86)\Audiokinetic\Wwise 2017.2.1 build 6524.\SDK\<Your Platform>*.*
- .../Plugins/Wwise/ThirdParty/<Your Platform>



Wwise Unreal

- AK_USE_UNREAL_IO ...
 \Plugins\Wwise\Source\AkAudio\AkAudio.Build.cs
 Wwise IO Unreal IO Wwise
 I/O
- AK_SOUNDFRAME
 ...\Plugins\Wwise\Source\AkAudio\AkAudio.Build.cs
 Unreal EditorRadiusWwiseSoundFrame
 ShipMac OS

Unreal Wwise

Unreal Wwise Unreal Engine

 1.6.3



Wwise Unreal

- Unreal Wwise
-
- C++
C++
- UnrealWwiseDemo
-
-



Wwise Unreal

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WwiseUnrealWwise

- AkAk
- **Wwise Windows**
Wwise WindowsWwise
Wwise
- **Wwise Mac**
WwiseMac OS XWwise
Wwise
- **Wwise**
UE4WwiseWwiseUnreal Content BrowserBuild
Generate SoundBanksWwise
<UE4_installation_directory>/Engine/Binaries/Win64Unreal
Engine FPlatformProcess::BaseDir()

Unreal Wwise SoundBanks

SoundEngine FAKAudioDevice::EnsureInitialized()
IO

.../Plugins/Wwise/Source/AkAudio/Private/AkAudioDevice.cpp //
Add additional plug-ins here.

AddWwiseLib()
.../Plugins/Wwise/Source/AkAudio/AkAudio.Build.csUE4
Visual StudioXcode

Unreal Engine 4UnrealBlueprintWwise DSP
Content-only (Blueprint)Wwise Unreal

Wwise SDK

...



Wwise Unreal

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1) Wwise

Wwise Wwise Events SoundBanks

2) UnrealAkAudioEvent

Unreal Content Browser

AkAudioEvent

3) AkAudioEvent

Wwise Blueprint AkAmbientSound AkAudioEvent

4) AkAudioBank

AkAudioEvent Wwise
Content Browser

AkAudioBank Unreal
AkAudioBank

5) AkAudioEventRequiredBank

AkAudioEvent RequiredBank
AkAudioEvent

AkAudioBank

6) SoundBanksplay-in-editor

Build
Editor

Generate SoundBanks

OKSoundBank



AkAudioBank

Refresh All Banks

Unreal EditorWwiseContents
BNK Unreal Editor

Content Browser

AkAudioBank **Refresh All Banks**

doxygen 1.6.3



Wwise Unreal

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C++

AkAudio

WwiseC++

AkAudio

.build.cs

```
public class MyModule : ModuleRules
{
    public MyModule(ReadOnlyTargetRules Target) : base(Target)
    {
        PublicDependencyModuleNames.AddRange(new string[]
        {
            //
        });
    }
}
```



AK::SoundEngine
AkAudio Wwise

AkAudioDevice

AkAudio



Wwise Unreal

»

Wwise LauncherWwise UE4Launcher

SoundBanks



SoundBanks WwiseDemoGame Unreal Editor

1. UnrealWwiseDemoGame
2. **Build** **AudiokineticGenerate SoundBanks...**
3. SoundBanks **OK**

.../WwiseDemoGame/Content/WwiseAudio

AkEvent Animation Notify

Animation SoundEngineAkEventsFPP_Fire

Ambient Demo

"AkAmbientSound" AmbientNoise_Spatialized
Blueprint **start** All Ambient Sounds

AmbientBank SoundBankSoundBankAkAudioBank **Auto**
Load

()Blueprint
"Ambient Sound handling" ()

Sequencer

WwiseDemoSequenceRTPCSequencer
DrumKitModulation RTPC

RTPC Demo

Blueprint **Set RTPCValue**
(D) "Velocity" Wwise
VelocityLoop

Blueprint"Create RTPC button Event dispatchers" **Load Bank**
Unload Bank Blueprint Auto-loadVelocityBank
Post Event

Reverb Demo

AkReverbVolume AkReverbVolume
Blueprint"Variable initializations"

Switch Demo

BlueprintBlueprint ()Sound Engine
L H (D-Pad L R34)

WAAP

WAAP UMG WidgetsWwise

Unreal EngineBlueprintWwise1
WAAP Blueprint WAAPWwise2Widget
Graph"Search for an item"WAAP
1BlueprintWidget"Play/Stop"



MacUnreal EngineComboBox3D
2D"P"

Ak Wwise Tree

Ak Item Bool Properties

Ak Check BoxWwiseUE CheckboxAk

CheckboxBool Properties
WwiseWwiseCheckbox
BlueprintAk CheckboxBlueprint

Checkbox **Ak Wwise Tree** **Ak Item Properties** **Ak Slider**

3"P" 2D UMG



Wwise Unreal

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Unreal

- **Unreal** Wwise Unreal
- **Editor**
WAAPI Editor
- **Blueprint**
- Events Animation Notify
- **Level Sequencer**
Events RTPC Sequencer
- **Matinee**
Events RTPC Matinee
-
- **Wwise Authoring API (WAAPI)**
Wwise Authoring API (WAAPI)



Wwise Unreal

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Unreal

Spatial Audio

WAAPi Widgets

AkAudioEvent

Wwise Unreal Wwise Picker
Unreal Content Browser Wwise

Event

- - **Required Bank** SoundBank
- Unreal Content Browser
 - **Play Event**
 - **Stop Event**

AkAuxBus

Wwise AUX Unreal Wwise Picker
Unreal Content Browser Wwise AUX
Unreal EditorSoundBank

Event

- - **Required Bank** Auxiliary BusSoundBank

AkAudioBank

Wwise SoundBank Unreal Unreal Content Browser

- - **Auto Load** : SoundBank
Editor
- Unreal Content Browser
 - **Generate Selected SoundBank(s)...SoundBanks ...**
SoundBanks SoundBank
 - **Load Bank** : SoundBank
 - **Unload Bank** : SoundBank
 - **Clear Banks** : Init Bank SoundBanks
 - **Load Init Bank** : Init Bank SoundBank
 - **Refresh All Banks** : SoundBanks

AkAmbientSound

AkAmbientSound AActorUnreal Audio AkAmbientSound
Start All Ambient SoundsStop All Ambient Sounds
AkAmbientSound **AkComponent**

- - **Stop When Owner Is Destroyed** :
 - **Auto Post:** BeginPlay **AkAudioEvent**
- - **Start All Ambient Sound:**
 - **Start Ambient Sound:**
 - **Stop All Ambient Sound:**
 - **Stop Ambient Sound:**

AkReverbVolume

AkReverbVolume AVolumeUnreal Audio AReverbVolume
Editor Brush **AkLateReverbComponent**

AkLateReverbComponent

Reverb ZoneWwise AUX
Wwise AUX

AkComponents

Priority

AkReverbVolume AUX

- - **Enable Late Reverb:**
 - **Aux Bus:** [AkAuxBus](#) Aux BusGame-defined auxiliary sendsLate Reverb [AkRoomComp](#)
[AkAcousticPortal](#) 3D
 - **Send Level:** Wwise AUXMaximum Send Level
 - **Fade Rate:**Late Reverb Component SendLevel 0.25
 - **Priority:** Late Reverb Component (Late Reverb Components Unreal Plugins > Wwise)Late Reverb Component Late Reverb Component

AkComponent

AkComponent USceneComponentWwise

- - **Attenuation Scaling Factor** : Wwise3D
 - **Occlusion Refresh Interval:**
 - **Ak Audio EventAk** : **AkAmbientSound**
AkAudioEvent Spatial AudioGame-defined auxiliary sends
 - :
 - **Early Reflection Aux Bus:** **AkAuxBus** AkReflect
NoneAux Bus2DGame-defined auxiliary sends
 - **Early Reflection Aux Bus Name:** **Early Reflection Aux Bus** **AkAuxBus** **Early Reflection Aux Bus Name**
AK_INVALID_UNIQUE_ID
 - **Early Reflection Order:** API: 1-4.
 - **Early Reflection Bus Send Gain:** AkReflect0.f-1.f
 - **Early Reflection Max Path Length:** A heuristic to stop the computation of reflections. CPU
 - **Enable Spot Reflectors:** **AkSpotReflector**
 - **Debug Draw : Spatial Audio Engine**
Spatial Audio Engine1
 - - - Post Ak Event:**
 - **Post Trigger:**
 - **Set Listeners:** UAkComponent
 - **Set Occlusion Refresh Interval:**UAkComponent
0
 - **Set RTPC Value:**RTPC
 - **Set Stop when Owner Destroyed:** StopWhenOwnerDestroyed
 - **Set Switch:**
 - **Stop:**
 - **Use Reverb Volumes:** AAkReverbVolumes
-



Wwise Unreal

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» **Unreal**

Spatial Audio

AkAcousticTexture

Wwise Acoustic Texture Unreal Wwise Picker **Event**
Unreal Content Browser

AkSurfaceReflectorSetComponent **AkSpotReflector**

- - **Edit Color:** **AkSurfaceReflectorSetComponent**
AkAcousticTexture

AkSpotReflector

Spot Reflector3D

Spot reflector **AkComponent** **Enable Spot Reflectors**
AkComponent spot reflectors spot reflector
AkComponent spot reflector **AkRoomComponent**

BeginPlaySpatial Audio API AK::SpatialAudio::AddImageSource()

- **Aux Bus:** DSP AkReflect
features_objects_akauxbusAux Bus2DGame-
defined auxiliary sends
- **Acoustic Texture:** AkAcousticTexture
- **Distance Scaling Factor:** sourcePosition
- **Level:**

AkSurfaceReflectorSetComponent

Unreal Engine 4Geometry SetAVolumeBeginPlay
SpatialAudio

- - **Enable Surface Reflector Set:**
 - **Acoustic Surfaces:** **AkAcousticTexture**
Game ViewportEdit ColorGame Viewport
Acoustic TextureAcoustic TextureNone
Enable Surface

AkRoomComponent

Spatial Audio RoomRoom2:

- Auxiliary
- **AkAcousticPortal**

Auxiliary3DPositioningAttenuation

- - **Enable Room:**
 - **Priority:**
 - **Wall Occlusion:** Wwise Spatial Audio
Wwise0.0f-1.0f Wwise

AkSpatialAudioVolume

AkSpatialAudio1

AkSurfaceReflectorSetComponent AkRoomComponent

AkLateReverbComponent

AkAcousticPortal

Unreal Engine 4Portal **AkRoomComponent**
AkRoomComponent PortalPortal2D3D

- - **Initial state:**
 - **Obstruction Refresh Interval:**
0
 - **Obstruction Collision Channel:**



Wwise Unreal

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» **Unreal**

WAAPI Widgets

WAAPI UMG Widgets

Ak Check Box

WAAPIWwise



- **Property to control:** Wwise
- **Item to control:** Wwise
- **On Check State Changed:**
- **On Item Dropped:**
- **On Property Dropped:**

Blueprint:

- **IsPressed:** True
- **IsChecked:** True
- **GetCheckedState:**
- **SetIsChecked:**
- **SetCheckedState(ECheckBoxState InCheckedState):**
- **SetAkItemId:** ID
- **GetAkItemId:** ID
- **SetAkBoolProperty:**
- **GetAkProperty:**

Ak Item Bool Properties

Bool

Ak Check Box

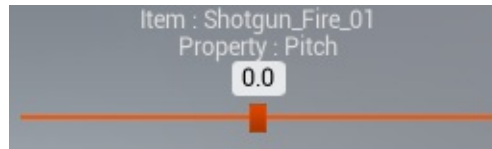
Ak Slider

Ak Item Properties

Ak Check Box Ak Slider

Ak Slider

WAAPIWwiseWwise



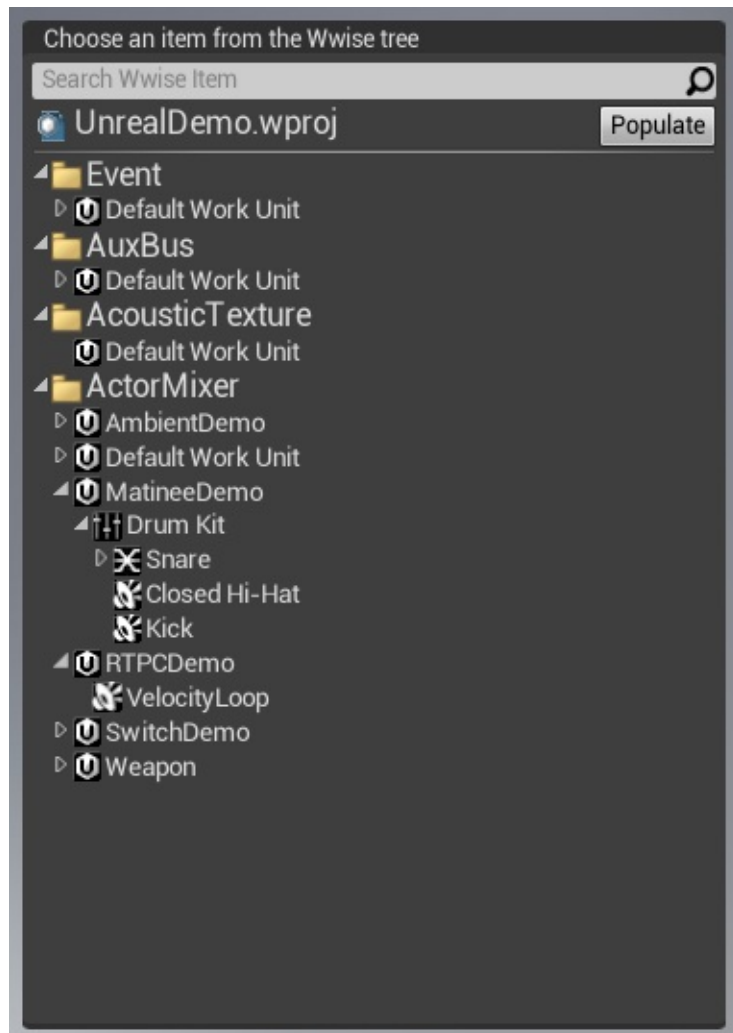
- **Property to control:** Wwise
- **Item to control:** Wwise
- **Value:**
- **On Value Changed:**
- **On Item Dropped:**
- **On Property Dropped:**

Blueprint:

- **GetValue:**
- **SetValue:**
- **SetCheckedState(ECheckBoxState InCheckedState):**
- **SetAkSliderItemId: ID**
- **GetAkSliderItemId: ID**
- **SetAkSliderItemProperty:**
- **GetAkSliderItemProperty:**

Ak Wwise Tree

WAAPI Picker Ak Check Box Ak
Slider



- On Selection Changed:
- On Item Dragged:

Blueprint:

- GetSelectedItem:
- GetSearchText:
- SetSearchText:

Ak Wwise Tree Selector

Ak Wwise Tree

Choose an item from the Wwise tree



- **On Selection Changed:**
- **On Item Dragged:**

Slate Widgets

FWwiseTreeltem

Wwise

:

- **DisplayName:**
- **FolderPath:** Wwise
- **ItemType:**
- **ItemId:** ID

FWwisePropertyDragDropOp

FWwisePropertyDragDropOp::New

FWwiseUmgDragDropOp

Wwise FWwiseTreeItem FWwisePropertyDragDropOp::New

Ak Slider

WAAPIWwise

FWwisePropertyDragDropOp

pg_features_objects_WAAPI_Slate_FWwiseUmgDragDropO

:

- **GetAkSliderValue:** Wwise
- **GetAkSliderProperty:**
- **GetAkSliderItemControlled:**
- **SetAkSliderItemProperty:**
- **SetAkSliderItemId:** IDGUID"Digits with Hyphens in Braces" GUID
- **SetAkSliderMinRange:**

- **SetAkSliderMaxRange:**
- **GetAkSliderMinRange:**
- **GetAkSliderMaxRange:**



Wwise Unreal

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Editor

Event

Wwise PickerUnreal Content BrowserAUX

AkAudioEvent **AkAuxBus**

1. Unreal EditorWwise PickerAUX
2. Unreal Editor Unreal Content Browser
3. AUXUnreal Content Browser **AkAudioEvent**
 AkAuxBus

WAAPi Picker

Wwise Unreal

Wwise Authoring APIWAAPiWwise Picker

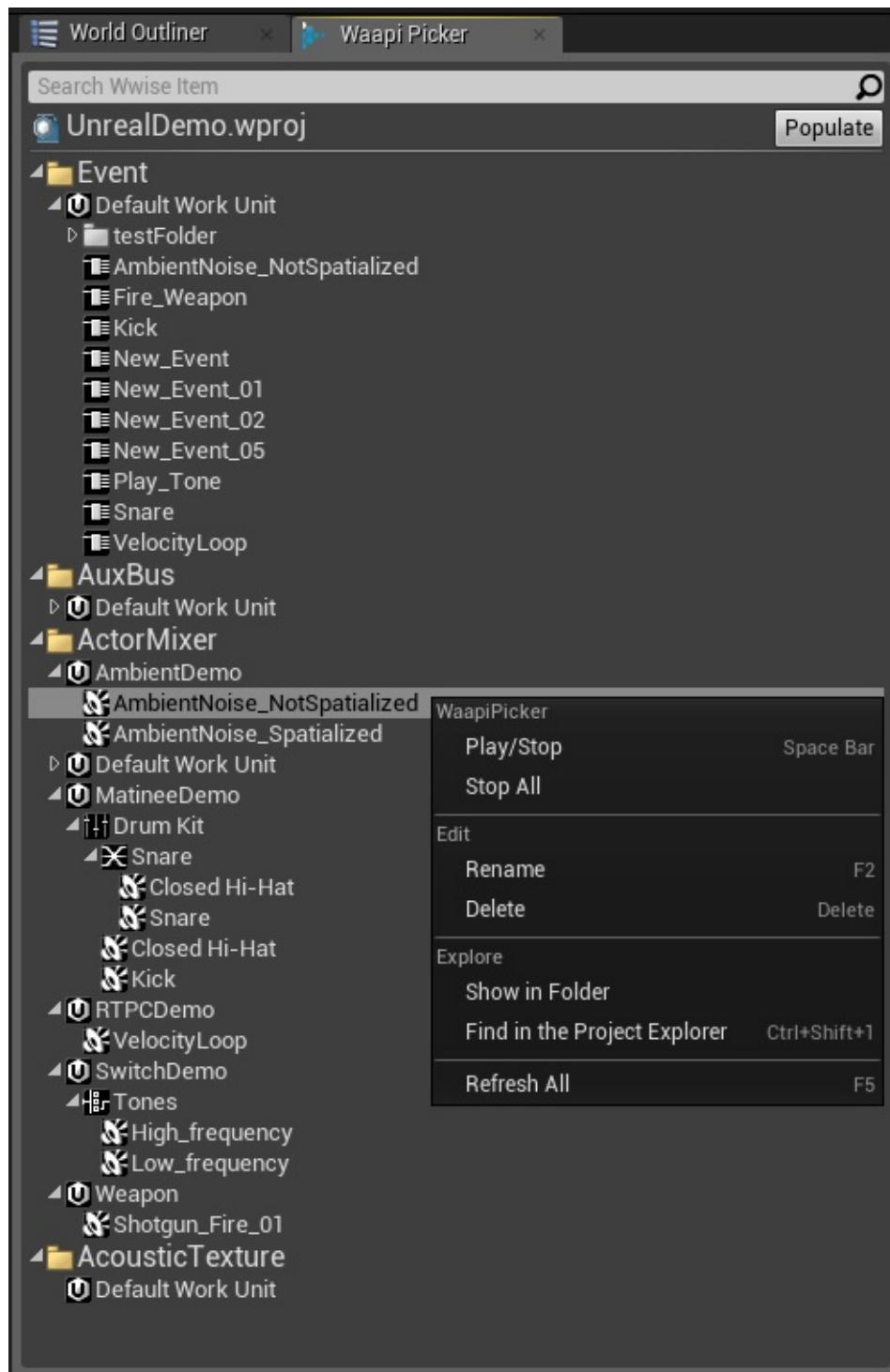


WAAPiWwise PickerWAAPiWAAPi Picker
WAAPiWwise Picker

WAAPi **Wwise Authoring API (WAAPi)**

WAAPi PickerWwiseWwiseWwiseWAAPi
Picker

WAAPi PickerWwise Picker



WAAPI PickerWwiseSoundBankActor-Mixer
Actor-Mixer

F

All

Wwise

WwiseWAAPI PickerF2
EnterWwise

Rename

Wwise

WwiseWAAPI PickerDelete
"Delete"Wwise

Work Unit

WAAPI PickerWork Unit"Show in Folder"

Wwise

WwiseWwiseWwiseCtrl+Shift+1
"Find in the Project Explorer"Wwise

Wwise Authoring Unreal Editor Unreal Editor
SoundFrame

SoundFrameWwise **AkAmbientSound** Wwise
Authoring

- 1. **AkAmbientSound**
- 2. Wwise **AkAmbientSound** 1
- 3. Unreal Editor

WwiseUnrealWwiseSoundBanks **Generate Per**
Bank Metadata File, Generate JSON Metadata, **Max Attenuation**
SoundBanksUnreal Max Attenuation

Editor

Wwise 2017.2.0Edit1Level
Sequence

Animation Editor3D

Play in Editor (PIE) CameraPIE
Simulatie in Editor (SIE) EditorCameraPIE
Editor



Wwise Unreal

»

»

Blueprint

WwiseAudiokinetic

Get Ak Component

**AkComponent
Blueprint**

AkComponent

AkComponent

Post Event At Location

WwiseWwise

AkComponent

Set RTPC Value

Set State

Ak Component

AkComponent Component

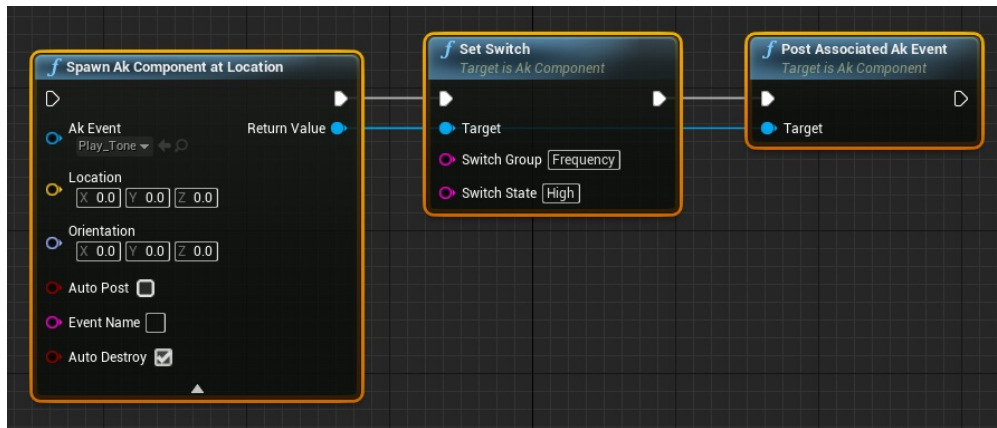
Auto PostComponent

false) Advanced parameter Auto Destroy
true

Blueprint"fire-and-forget"

Auto Postsetting

a switch on the Ak Component



Stop All

Set Multiple Positions

111

: 1SetMultiplePositions() SetPosition()

GameObjectAkComponentAkComponent

Positions

MultiPositionType:

MultiPositionType

Set Multiple Channel Emitter Positions

```
1                                     GameObjectAkComponent
AkComponent      ChannelMasks      Positions
    MultiPositionType
```

Other

- **Actor Blueprint**
- **AkAmbientSound Blueprint**
- **AkComponent Blueprint**
- **SoundBank Blueprint**
- **Blueprint**
- **WAAP API Blueprint**



Wwise Unreal

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»

» **Blueprint**

Actor Blueprint

AkComponent

Post Event

Wwise

Post Trigger

Wwise

Set Occlusion Refresh Interval

AkComponent0

Set Switch

Set Output Bus Volume

Output bus volume (direct) Bus Volume 0.0f 1.0f

Stop Actor

Use Reverb Volumes

AkComponent **AkReverbVolume**



Wwise Unreal

»

»

» **Blueprint**

AkAmbientSound Blueprint

AkAmbientSoundWwiseAmbient Sound

Start All Ambient Sounds

AkAmbientSound

Start Ambient Sound

AkAmbientSound

Stop All Ambient Sounds

AkAmbientSound

Stop Ambient Sound

AkAmbientSound



Wwise Unreal

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» **Blueprint**

AkComponent Blueprint

AkComponentWwiseAk Component

Get Attenuation Radius

AkComponent's ($\text{ScalingFactor} * \text{MaxAttenuation}$)

Post Ak Event

AkAudioEventWwise

Post Associated Ak Event

Wwise AkComponent AkAudioEvent

Post Trigger

AkComponent

Set Attenuation Scaling Factor

Attenuation scaling factor

Set Listeners

AkComponent

Set Occlusion Refresh Interval

AkComponent0

Set Output Bus Volume

Output bus volume (direct) Bus Volume 0.0f 1.0f

Set RTPC Value

AkComponent

Set Stop when Owner Destroyed

AkComponentStopWhenOwnerDestroyed

Set Switch

AkComponent

Stop

AkComponentAkAudioEvent

Use Early Reflections

AK Component

Use Reverb Volumes

AkComponent AkReverbVolume



Wwise Unreal

»

»

» **Blueprint**

SoundBank Blueprint

AkAudioBankWwiseSoundBanks

Clear Banks

Init SoundBank

AkAudioBank

Load Bank

SoundBank

Load Banks

SoundBank SynchronizeSoundBanks true Banks SoundBank
SoundEngine SoundBank

Load Init Bank

Init SoundBank

Unload Bank

SoundBank

 1.6.3



Wwise Unreal

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»

» **Blueprint**

Blueprint

Blueprint

Start Output Capture

Wwise SoundBanks

Add Output Capture Marker

Stop Output Capture

WwiseSoundBanks

Start Profiler Capture

Wwise SoundBanks

Stop Profiler Capture

Wwise SoundBanks

 1.6.3



Wwise Unreal

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» **Blueprint**

WAAPI Blueprint

BlueprintWwise Authoring APIWwise

WAAPI <https://www.audiokinetic.com/library/edge/?source=SDK&id=waapi.html>

JSON

WAAPIJSONUnreal
Json Manager"

FJsonObjectBlueprintwrapper"WAAPI

[Unreal Engine documentation on FJsonObj](#)

Call Waapi

WAAPIURLget/set information/parameters

- **WaapiUri:**
- **WaapiArgs:** `in_uri`
- **WaapiOptions:**

Return Value: JSON

Register WAAPI Connection Lost Callback

WAAPIWAAPIWaapi

- **Callback:**

Register WAAPI Project Loaded Callback

WAAPIWwiseWwise Plugin Settings
Wwise Project PathWaapi

- **Callback:**

Subscribe To Waapi

- **WaapiUri:**
- **WaapiOptions:**
- **Callback:**

Return Values:

- **SubscriptionId:** ID
- **Result:**
- **Return Value:** JSON

Unsubscribe

- **SubscriptionId:** ID

Return Values:

- **UnsubscriptionDone:**
- **Return Value :** JSON



Wwise Unreal

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Wwise EventsAnimation Notify

Animation Notify

.../Plugins/Wwise/Content/AnimNotify_AkEvent.uasset

- Animation Notify
 1. Unreal Content Browser
 2. **Notifies** **Add notify > AkEvent**
- Animation Notify
 - **Event**Event Name **AkAudioEvent**
 - **Attach Name** **AkAudioEvent** akaudioevent
 - **Follow:**



Wwise Unreal

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Level Sequencer

Unreal Engine 4Sequence EditorMatineeActor Track

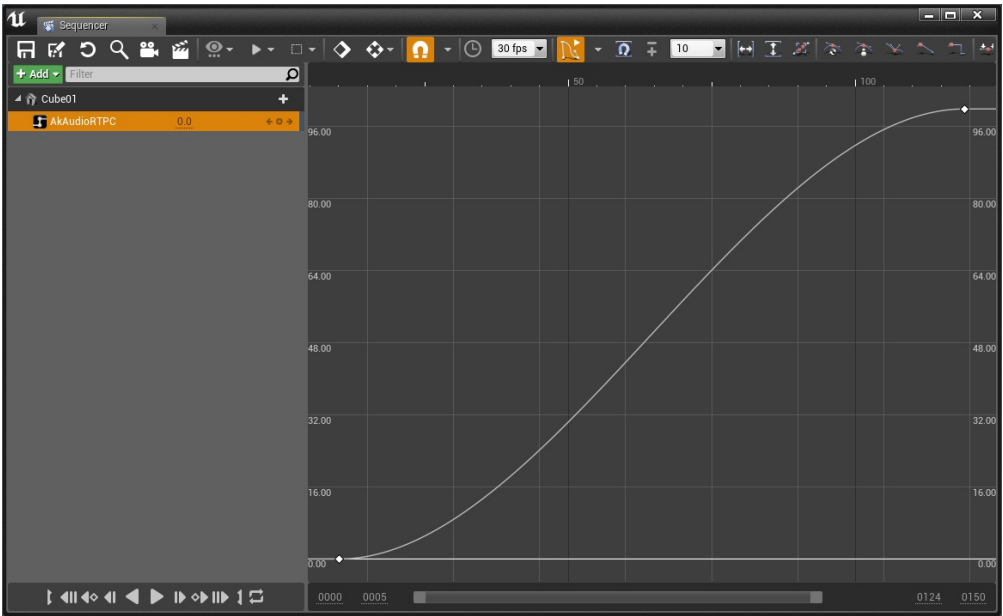
- Level Sequence
<https://docs.unrealengine.com/latest/INT/Engine/Sequencer/Overview>
- Level SequenceTrack
<https://docs.unrealengine.com/latest/INT/Engine/Sequencer/Overview>

Wwise Level Sequencer Tracks

Wwise Event AkAudioRTPC AkAudioEvent
2 AkAudioRTPC TrackGame Parameter AkAu

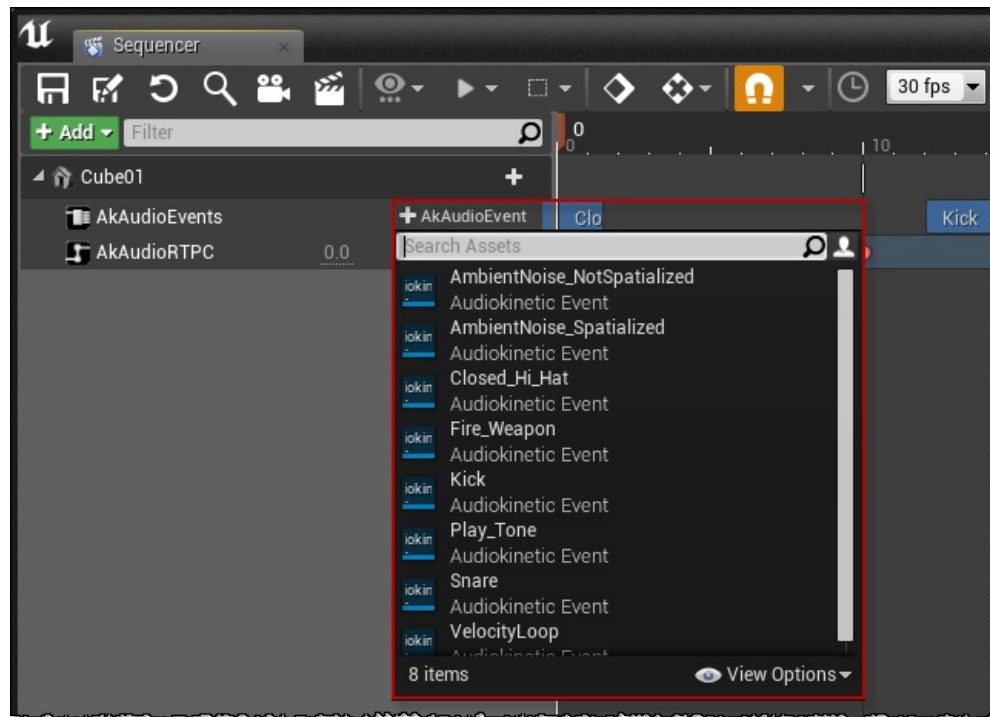
Track Master TrackActorActorActor UAkComponent Wwise
. Master Track AkAudioRTPC TrackRTPC
AkAudioEvent Track

AkAudioRTPC TrackGame Parameter
Add New Key Track



Curve Editor view AkAudioRTPC

AkAudioEvent AkAudioEvent
AkAudioEvent features_objects_akaudioever
Content Browser AkAudioEvent



AkAudioEventAkAudioEvent

SequencerWAAPI

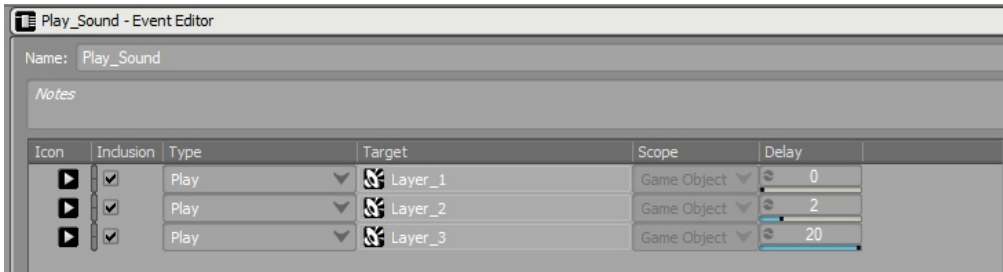
UnrealWwise Authoring API (WAAPI) Sequencer
WAAPIUnreal
UnrealWAAPIWwiseWwiseAkAudioEventWwise
UnrealWAAPIAkAudioEvent

Wwise Authoring AF

AkAudioEvent

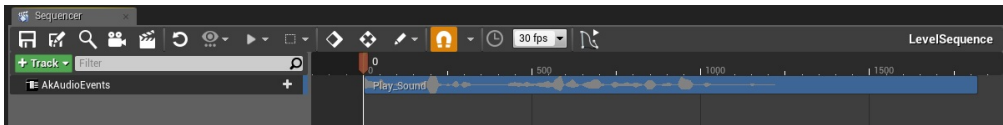
AkAudioEvent
Wwise"Play_Sound"Wwise
"Layer_1""Layer_2""Layer_3"3

AkAudioEvent



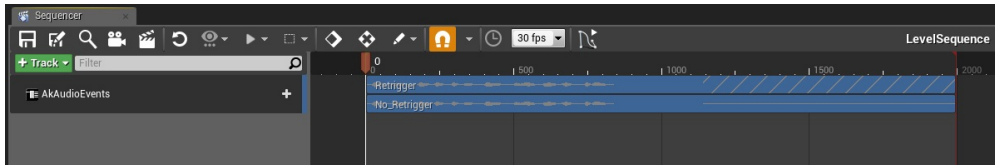
3Wwise

AkAudioEvent "Play_Sound"3
Wwise"Play_Sound"2"Layer_2"
"Layer_3" "Layer_1" Wwise
Project Setup



SequencerAkAudioEvent

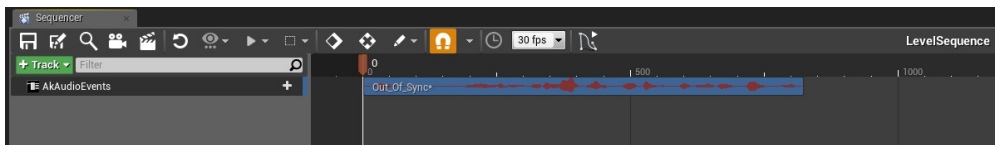
AkAudioEvent Wwise Retrigger
Retrigger RetriggerWwiseSequencer
wwise_level_sequencer_event_section_properties



Sequencer2 AkAudioEvent 'Retrigger' Retrigger
 'No_Retrigger' Retrigger

"Out of Sync"

Wwise AkAudioEvent "out of sync"
 AkAudioEvent"out of sync"



'Out of Sync' AkAudioEvent

AkAudioEventWwiseSequencer AkAudioEvent
 "Save Wwise project and refresh"
 wwise_level_sequencer_event_section_properties AkAudioEvent
 "Save Wwise project and refresh all
 sections" AkAudioEvent AkAudioEvent
 Required SoundbankAudiokinetic BankAkAudioEvent
 Required Bank AkAudioEvent

SequencerAkAudioEventSequencer
scrub

Scrub Tail Length Ms

AkAudioEvent
snippets **AkAud**
AkAudioEvent

AkAudioEvent

AkAudioEventAudiokinetic :

- **Save Wwise project and refresh all sections:** WwiseWAAPIAkAudioEvent

AkAudioEvent

AkAudioEventAudiokinetic :

- **Save Wwise project and refresh:** WwiseWAAPIAkAudioEvent
- **Match section length to Wwise event length:** SequencerWwise

AkAudioEvent

Wwise:

- **Ak Audio Event:** AkAudioEvent:
 - **Event:** Event icon: Audiokinetic EventEditor
 - **Event:** Audiokinetic Event: Audiokinetic Audiokinetic
 - **Retrigger Event:** Wwise
 - **Scrub Tail Length Ms:** = 100ms
 - **Max Source Duration:** Wwise
 - **Advanced:**
 - **Event Name:** Audiokinetic Event
- **Movie Scene Ak Audio Event Section:**
 - **Stop at Section End:**

Level SequencerSFXPlayAkAudioEventWwise
WwiseWwiseLevel Sequencer

infinite

Play In Editor

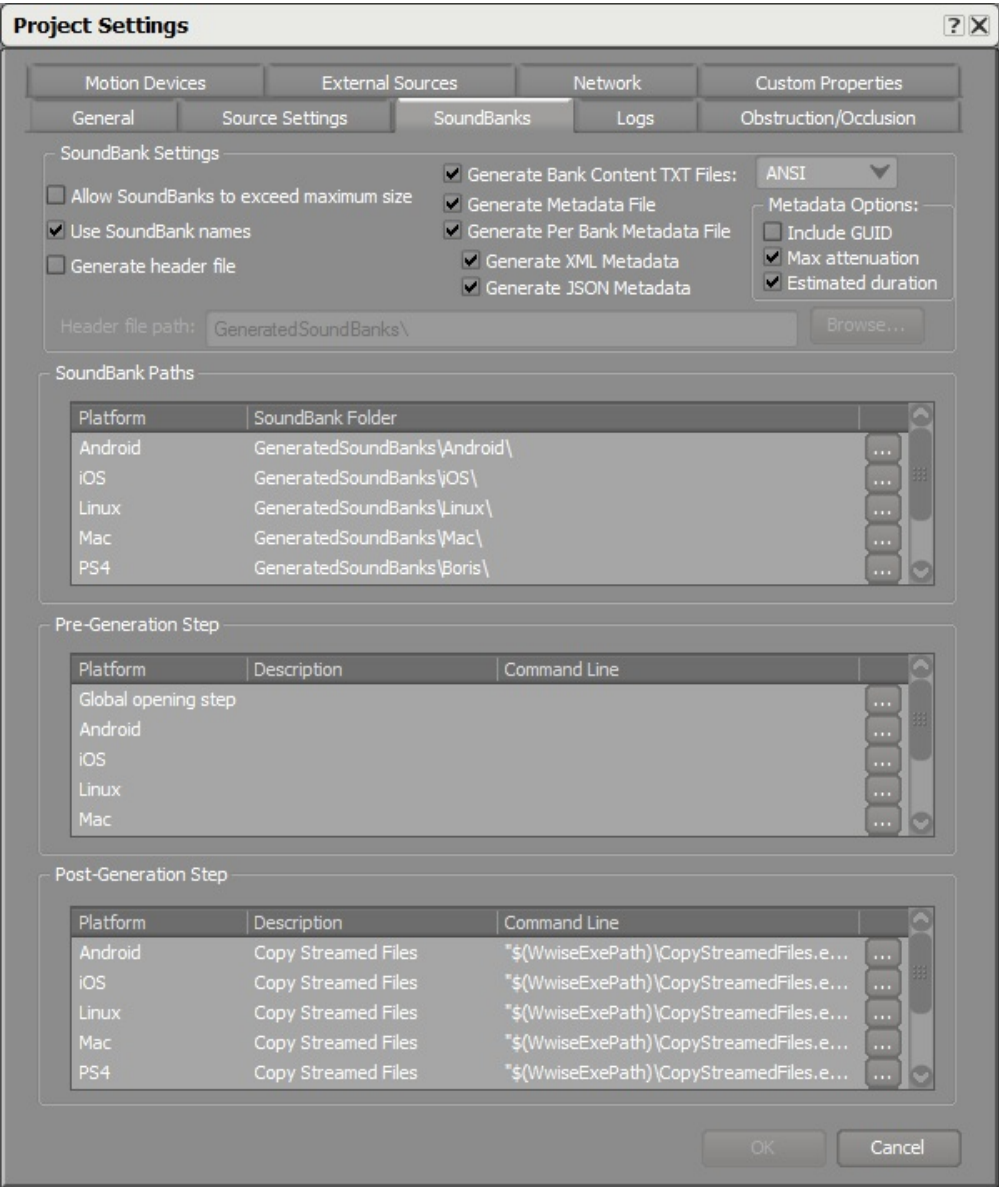
UnrealPlay in Editor (PIE) Sequencer
AkAudioEventAkAudioEvent

Wwise Project Setup

AkAudioEvent TracksJSONWwise
Project SettingsSoundBanks
duration
Metadata

SoundBank Settings

Metadata Options
Generate JSON



AkAudioEvent



Wwise Unreal

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Matinee

Wwise Track2 Matinee

AkAudioEvent Track

AkEvent Track Wwise Content Browser
AkAudioEvent

AkRTPC Track

AkRTPC Track Wwise Game Parameter

- - **Param**Wwise Project



Wwise Unreal

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UAKComponent::SetOcclusion()
Refresh IntervalUAKComponent0

set Occlusion

LOSAkComponent
OcclusionCollisionChannel12
22

OCCLUSION_FADE_RATE



Wwise Unreal

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Wwise Authoring API (WAAPI)

Wwise Authoring API WwiseUnrealWwise
UnrealWAAPIWAAPIUnrealWwise

WAAPI <https://www.audiokinetic.com/library/edge/?source=SDK&id=waapi.html>



WAAPIWindowsMac2

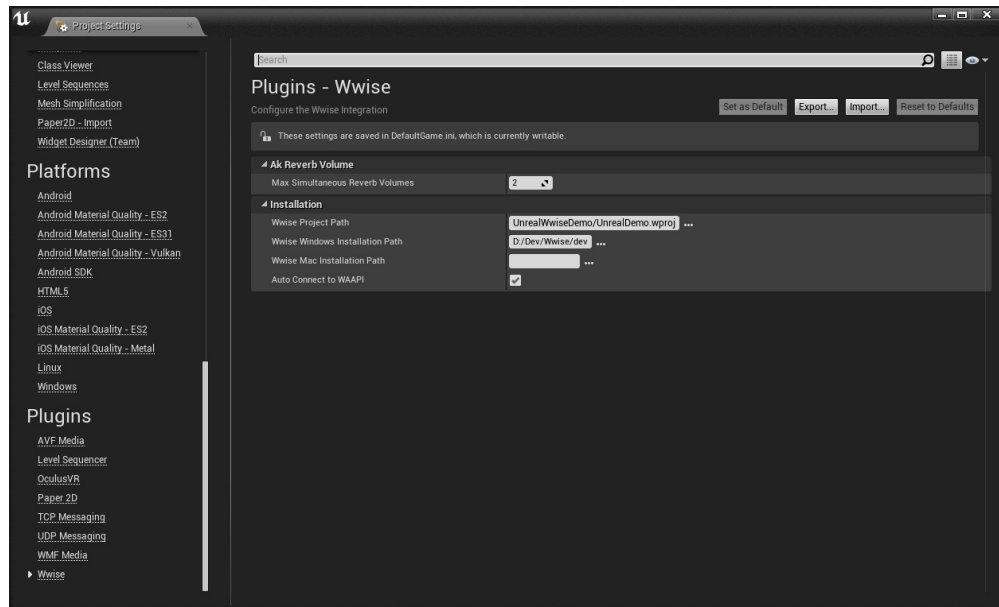
WAAPI

Audiokinetic UnrealWAAPI
"Auto Connect to WAAPI"UnrealEdit-
>Project Settings...PluginsWwise

Wwise Plugin Settings

WAAPIWwiseWwise
Project Path

Wwise Plugin SettingsWwise



Wwise Plugin Settings

WAAPIC++

WAAPI C++ Unrealwrapper classAkAudio

C++

AkAudio

FAkWaapiClient

 1.6.3



Wwise Unreal

»

Q: Unreal Editor

A:

```
UE4/[GameName]/Content/WwiseAudio/[Platform]
```

Q: Wwise 2015.1

A:

```
.../Wwise/Source/AkAudio/Private/AkAudioDevice.cpp,  
FAkAudioDevice::SetBankDirectory
```

Q: Wwise Unreal Editor

A: SoundBank Unreal Wwise Wwise

SoundBank

-save Unreal Wwise

Q: Unreal Engine 4

LogAkAudio:Error: Plug-in not

registered: 4163

A: SoundEngine (.h)

Q: Wwise SoundEngine

A: Unreal EngineCWwiseWwiseUnreal

Wwise

```
<UE4_ROOT>/Engine/Source/Programs/UnrealBuildTool/Configuration/E
```

Q: Xbox OneWwiseAppxManifest

Wwise

A: AppxManifest.xmlWwiseXbox One

(Edit > Project Settings):

| Secure Socket Descriptions | | 3 Array elements + |
|--|-------------------------------------|--------------------|
| 0 | | 14 members |
| Name | WwiseDiscoverySocket | |
| Available in Shipping Builds | <input type="checkbox"/> | |
| Protocol | Udp | |
| Port range | 24024 | |
| Can Initiate Connections | <input checked="" type="checkbox"/> | |
| Can Accept Connections | <input checked="" type="checkbox"/> | |
| Can Send Chat Data | <input type="checkbox"/> | |
| Can Receive Chat Data | <input type="checkbox"/> | |
| Can Send Game Data | <input type="checkbox"/> | |
| Can Receive Game Data | <input type="checkbox"/> | |
| Can Send Debug Data | <input checked="" type="checkbox"/> | |
| Can Receive Debug Data | <input checked="" type="checkbox"/> | |
| Can send insecure data (warning: requires certification) | <input type="checkbox"/> | |
| Can send insecure data (warning: requires certification) | <input type="checkbox"/> | |
| 1 | | 14 members |
| Name | WwiseCommandSocket | |
| Available in Shipping Builds | <input type="checkbox"/> | |
| Protocol | Tcp | |
| Port range | 24025 | |
| Can Initiate Connections | <input checked="" type="checkbox"/> | |
| Can Accept Connections | <input checked="" type="checkbox"/> | |
| Can Send Chat Data | <input type="checkbox"/> | |
| Can Receive Chat Data | <input type="checkbox"/> | |
| Can Send Game Data | <input type="checkbox"/> | |
| Can Receive Game Data | <input type="checkbox"/> | |
| Can Send Debug Data | <input checked="" type="checkbox"/> | |
| Can Receive Debug Data | <input checked="" type="checkbox"/> | |
| Can send insecure data (warning: requires certification) | <input type="checkbox"/> | |
| Can send insecure data (warning: requires certification) | <input type="checkbox"/> | |
| 2 | | 14 members |
| Name | WwiseNotificationSocket | |
| Available in Shipping Builds | <input type="checkbox"/> | |
| Protocol | Tcp | |
| Port range | 24026 | |
| Can Initiate Connections | <input checked="" type="checkbox"/> | |
| Can Accept Connections | <input checked="" type="checkbox"/> | |
| Can Send Chat Data | <input type="checkbox"/> | |
| Can Receive Chat Data | <input type="checkbox"/> | |
| Can Send Game Data | <input type="checkbox"/> | |
| Can Receive Game Data | <input type="checkbox"/> | |
| Can Send Debug Data | <input checked="" type="checkbox"/> | |
| Can Receive Debug Data | <input checked="" type="checkbox"/> | |
| Can send insecure data (warning: requires certification) | <input type="checkbox"/> | |
| Can send insecure data (warning: requires certification) | <input type="checkbox"/> | |

Secure Socket DescriptionsXbox One

Secure Device AssociationsXbox One

<GAME>/Config/XboxOne/XboxOneEngine.ini:

```
+SecureSocketDescriptions=(SecureSocketName="WwiseDis  
+SecureSocketDescriptions=(SecureSocketName="WwiseCom  
+SecureSocketDescriptions=(SecureSocketName="WwiseNot  
+SecureDeviceAssociations=(SecureDeviceAssociationNam  
+SecureDeviceAssociations=(SecureDeviceAssociationNam  
+SecureDeviceAssociations=(SecureDeviceAssociationNam
```

Xbox One AppxManifestUnreal Engine

Q: iOSXboxOneSwitch

A: Unreal Engine:

| | |
|---------|--|
| | |
| iOS | <p><UE4_ROOT>/Engine/Config/iOS/IOSEngine.ini</p> <p>AudioDeviceModuleName=IOSAudio</p> <p>AudioDeviceModuleName=</p> |
| XboxOne | <p><UE4_ROOT>/Engine/Config/XboxOne/XboxOneEngine.ini</p> <p>AudioDeviceModuleName=</p> <p>AudioDeviceModuleName=</p> |
| Switch | <p><UE4_ROOT>/Engine/Config/switch/BaseSwitchEngine.ini</p> <p>AudioDeviceModuleName=SwitchAudio</p> <p>AudioDeviceModuleName=</p> |

Q: Unreal Engine 4Wwise Convolution Reverb

LogAkAudio:Error: Plug-in media unavailable: MediaID

A: Unreal Engine 4.10Wwise Convolution ReverbImpulse

ResponseSoundBankWwise

Engine 4.11

UAkAuxBus

Required BankSoundBankAUX

SoundBank

Q:

A: Wwise WwiseAudio SoundBank Unreal BNK

WwiseAudio "Additional non-asset directory to
package" Unreal UASSET

AkAudioEvent AkAudioBank WwiseAudio



Wwise Unreal

UnrealWwise Spatial Audio

Wwise 2017.1UnrealSpatial Audio
3D3DReflect EffectWwis
Unreal Engine

WwiseUnreal EngineUnreal

4Spatial Audio1—

A B C

DEFG3



Reflect

- **A -**
- **B -**
- **C - Unreal**
- **D -**
- **E - Surface Reflector**
- **F -**
- **G - Spot Reflector**

A -

WwiseUnreal

1. Epic LauncherUnreal
2. Unreal Project C++ Blank TestSpatialAudio
3. Unreal
4. Wwise Launcher
5. Wwise
6. Unreal Engine
7. **Integrate Wwise into Project...**
8. **Open in Wwise**Wwise
9. **Open in Unreal**Unreal

B -

44

1. Transform

- Location(x=0.0, y=0.0, z=0.0)
- Scale (x=2.0, y=2.0, z=1.0)

2. 8Cube:

- Location (x=775.0, y=0.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0).
- Location (x=225.0, y=0.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0).
- Location (x=-225.0, y=0.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0).
- Location (x=-775.0, y=0.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0).
- Location (x=0.0, y=-775.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0) Rotation (x=0.0, y=0.0, z=90.0).
- Location (x=0.0, y=-225.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0) Rotation (x=0.0, y=0.0, z=90.0).
- Location (x=0.0, y=225.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0) Rotation (x=0.0, y=0.0, z=90.0).
- Location (x=0.0, y=775.0, z=100.0) Scale (x=4.5, y=0.25, z=2.0) Rotation (x=0.0, y=0.0, z=90.0).

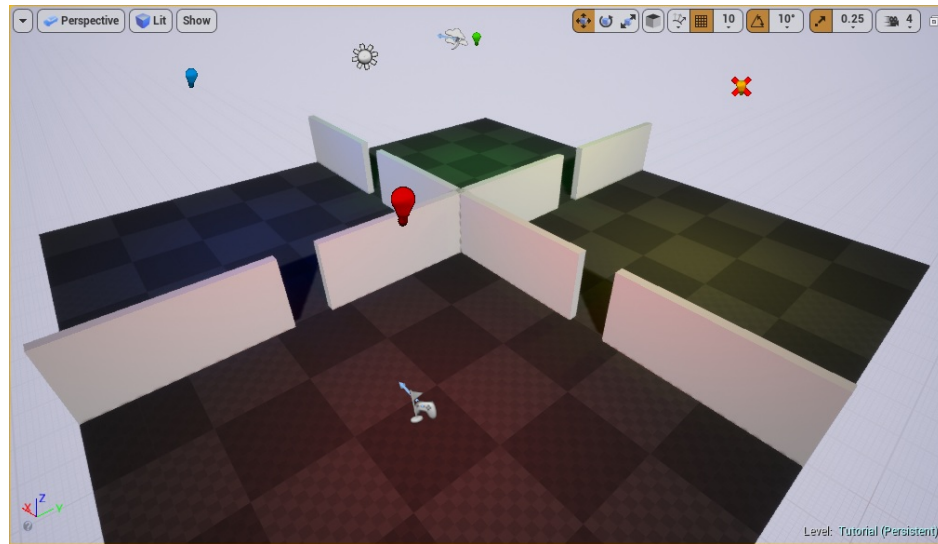
3. Player:

- Location (x=-500.0, y=-500.0, z=100.0).

4. PointLightIntensity50,000:

- Red, Location (x=-500.0, y=-500.0, z=500.0).
- Blue, Location (x=500.0, y=-500.0, z=500.0).
- Green, Location (x=500.0, y=500.0, z=500.0).
- Yellow, Location (x=-500.0, y=500.0, z=500.0).

5. "NewMap"

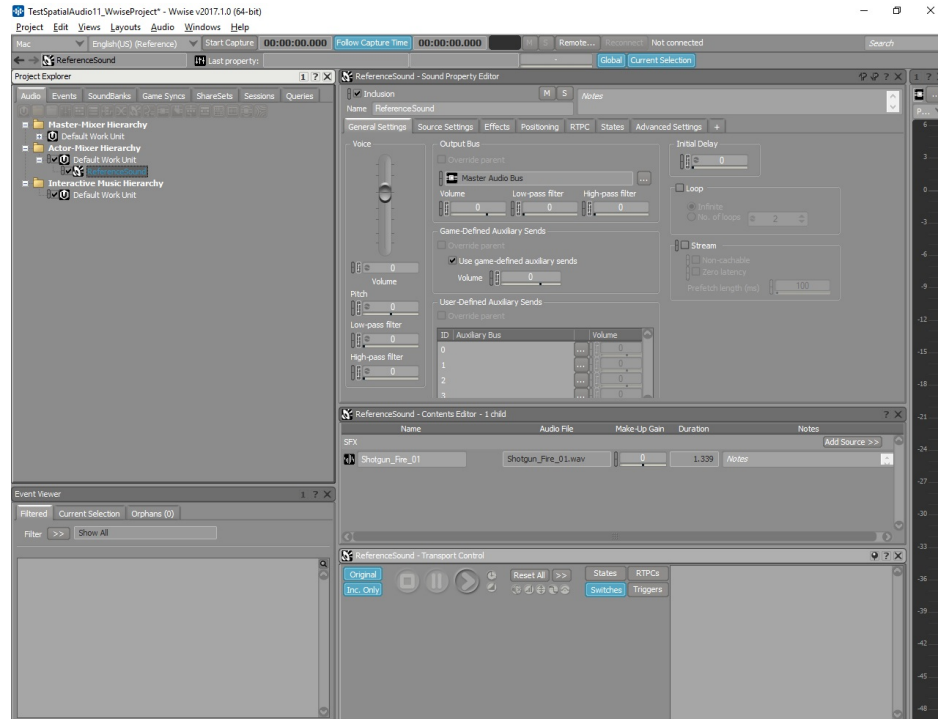


Build working environment

C - Unreal

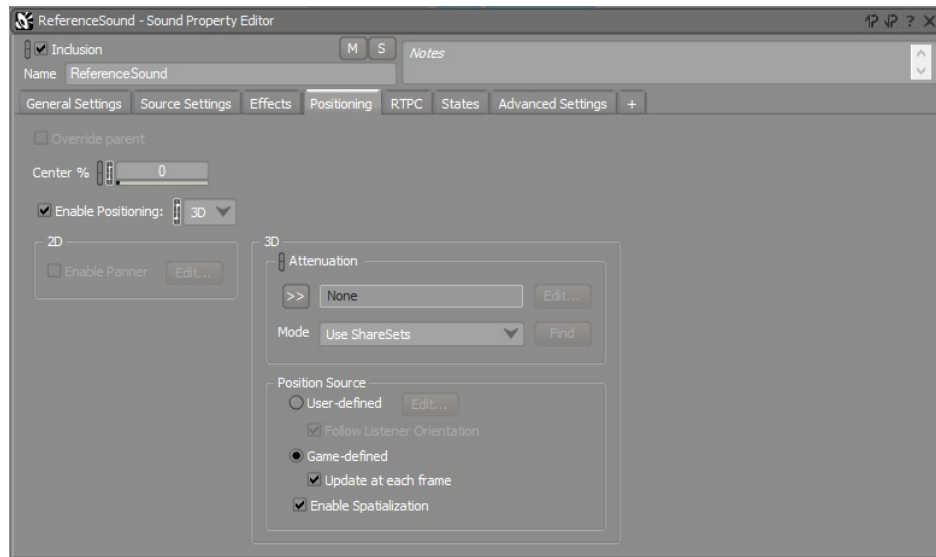
3D

1. WwiseActor-Mixer HierarchyDefault Work UnitSound SFX ReferenceSound

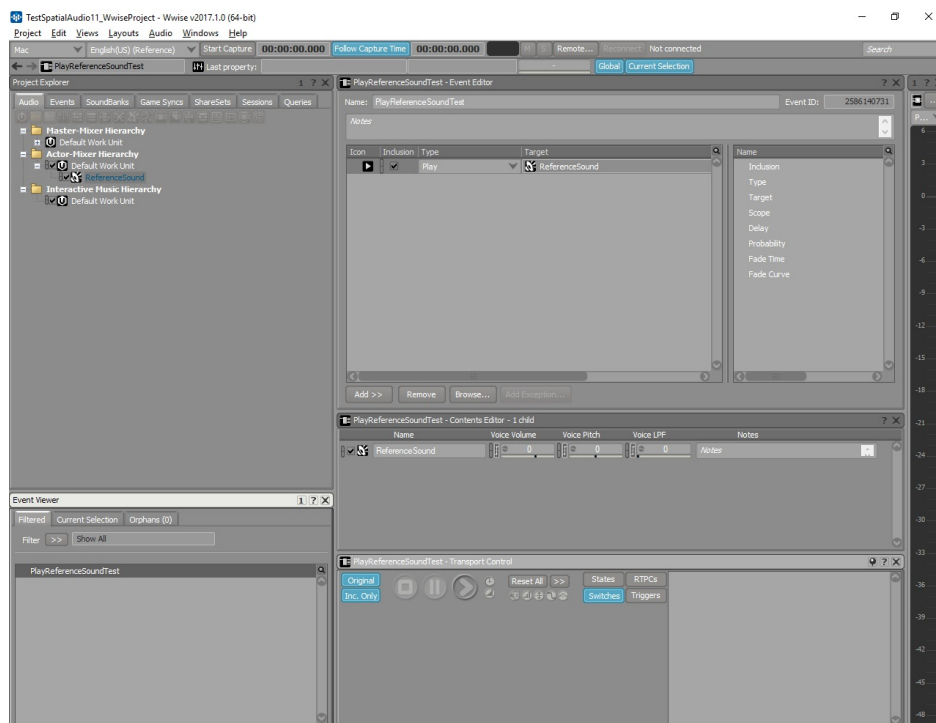


Sound SFX

2. Use game-defined auxiliary sends3D



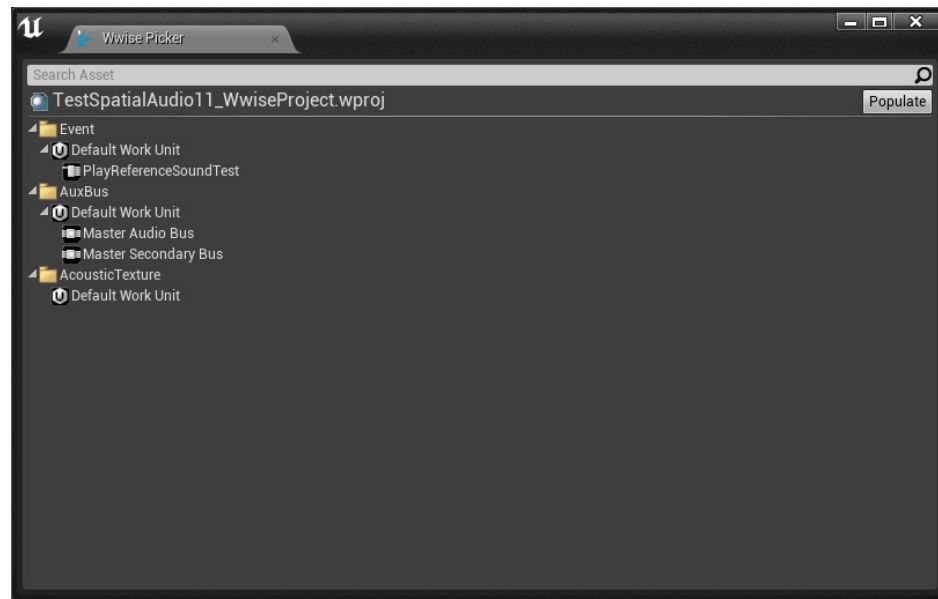
3. Event"PlayReferenceSoundTest""ReferenceSound"



Event

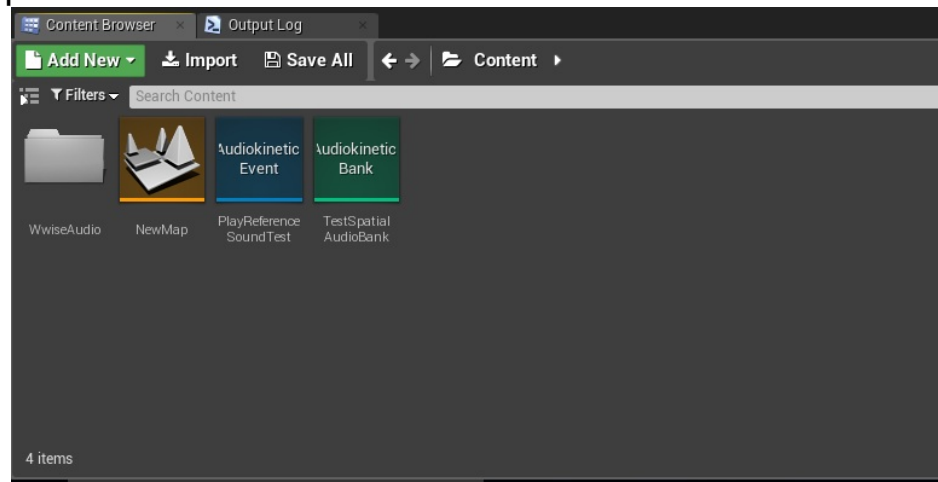
- 4.
5. UnrealWindow > Wwise PickerContent Browser

"PlayReferenceSoundTest" Event

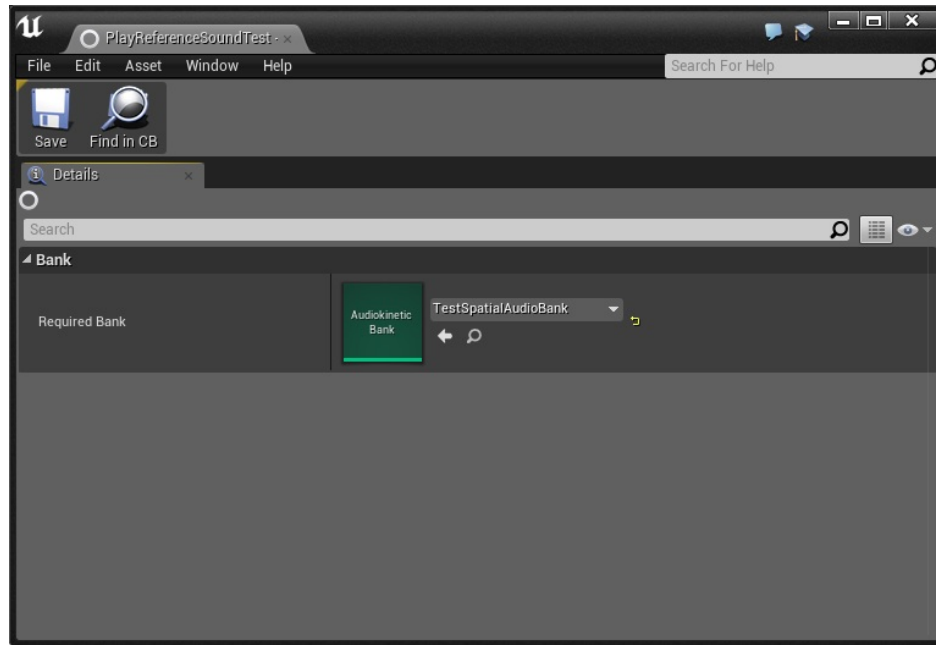


Wwise PickerContent Browser

6. "PlayReferenceSoundTest"SoundBankSoundBank
"TestSpatialAudioBank"

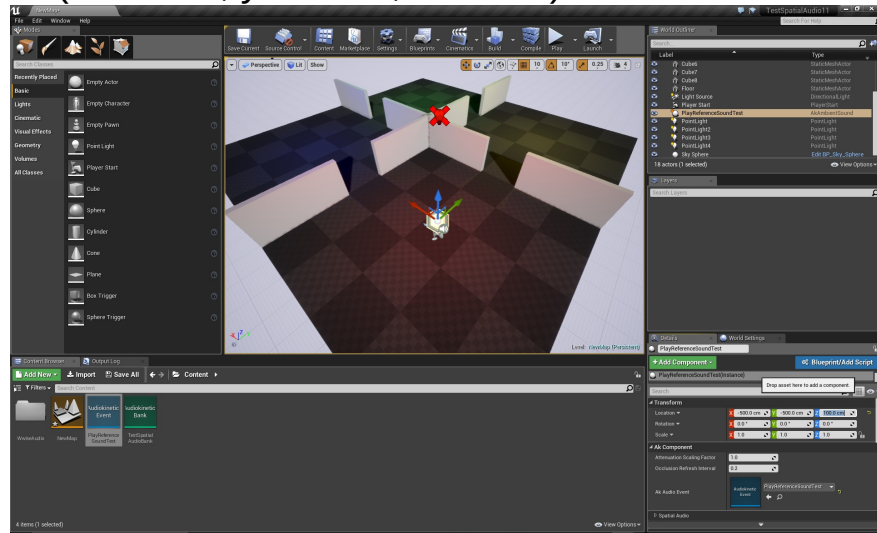


SoundBank



SoundBank

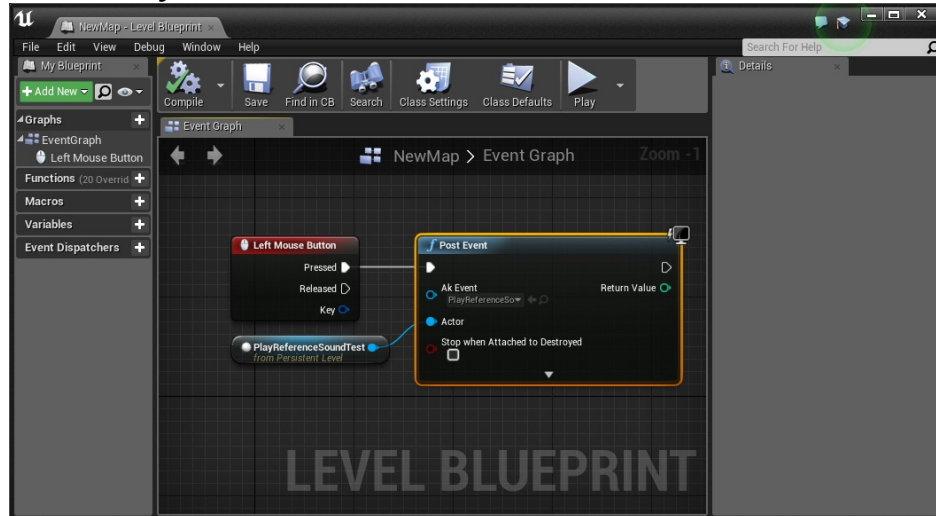
7. "PlayReferenceSoundTest" Event
 - Location (x=-500.0, y=-500.0, z=100.0)



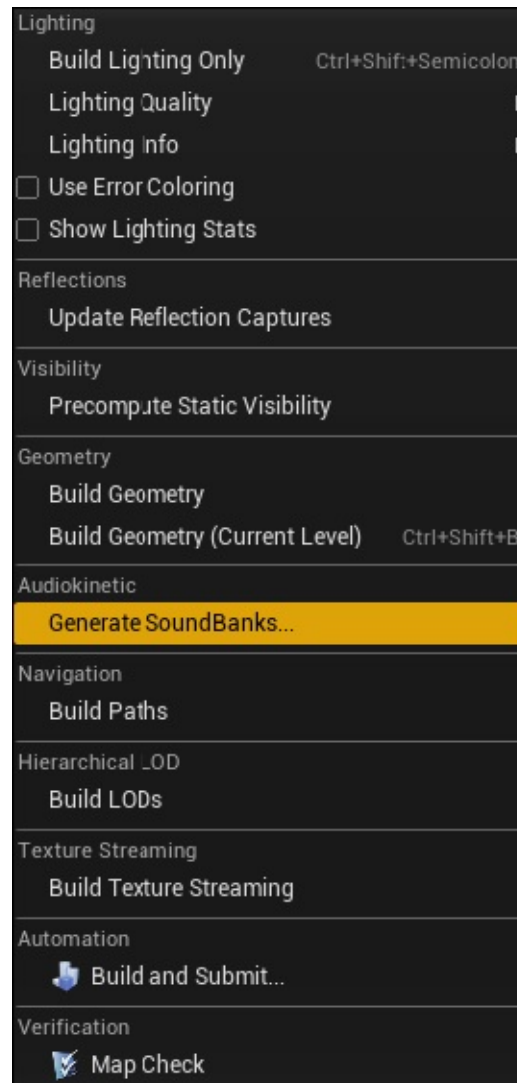
AkAmbientSound

8. BlueprintsLevel Blueprint"Event BeginPlay""Event Tick"
9. "PlayReferenceSoundTest"World OutlinerBlueprint
10. Blueprint"Left Mouse Button"

11. Blueprint "Post Event"
12. Pressed outletPost Event Exec "PlayReferenceSoundTest"
Actor inlet
13. Post Event "PlayReferenceSoundTest" AkEvent

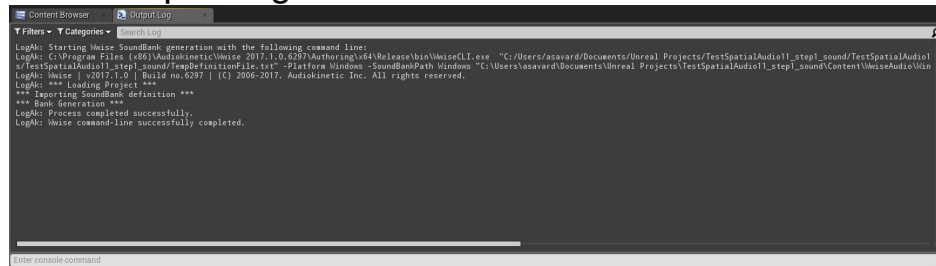


14. **Build > Generate SoundBanks....WindowsSoundBank**



SoundBanks

15. SoundBankOutput Log



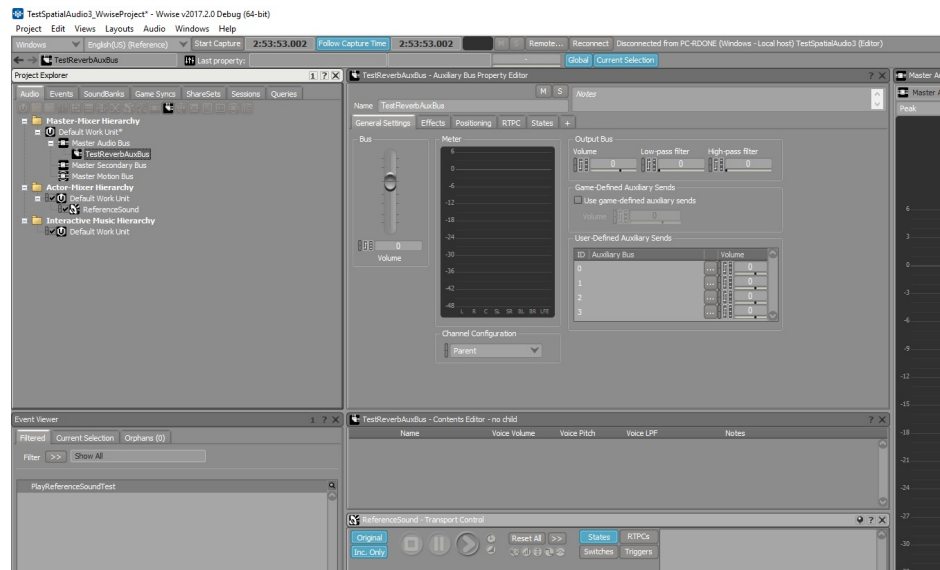
SoundBankOutput Log

16. 3D

D -

2 AkAmbientSoundLate Reverb AkSpatialAudioVolume

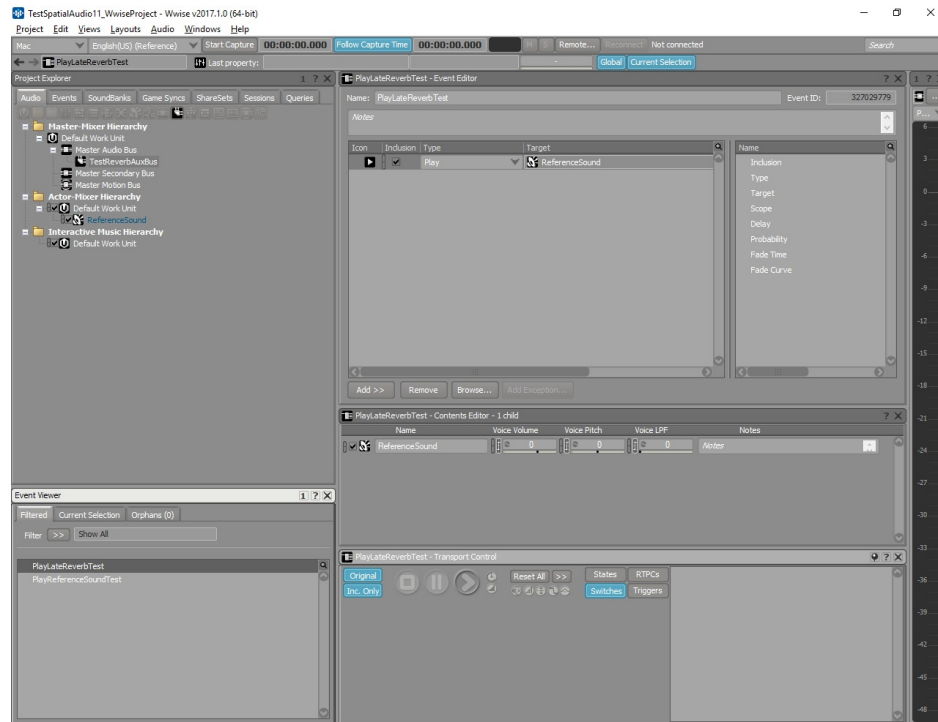
1. WwiseMaster Audio BusAuxiliary Bus "TestReverbAuxBus"



Auxiliary Bus

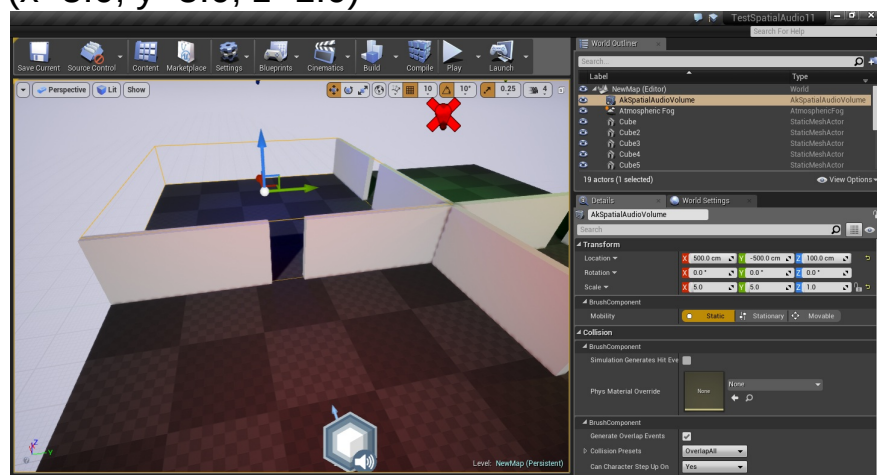
2. Wwise RoomVerb EffectShareSetCathedrals > Holy

3. 2Event"PlayLateReverbTest" "ReferenceSound" Sound SFX

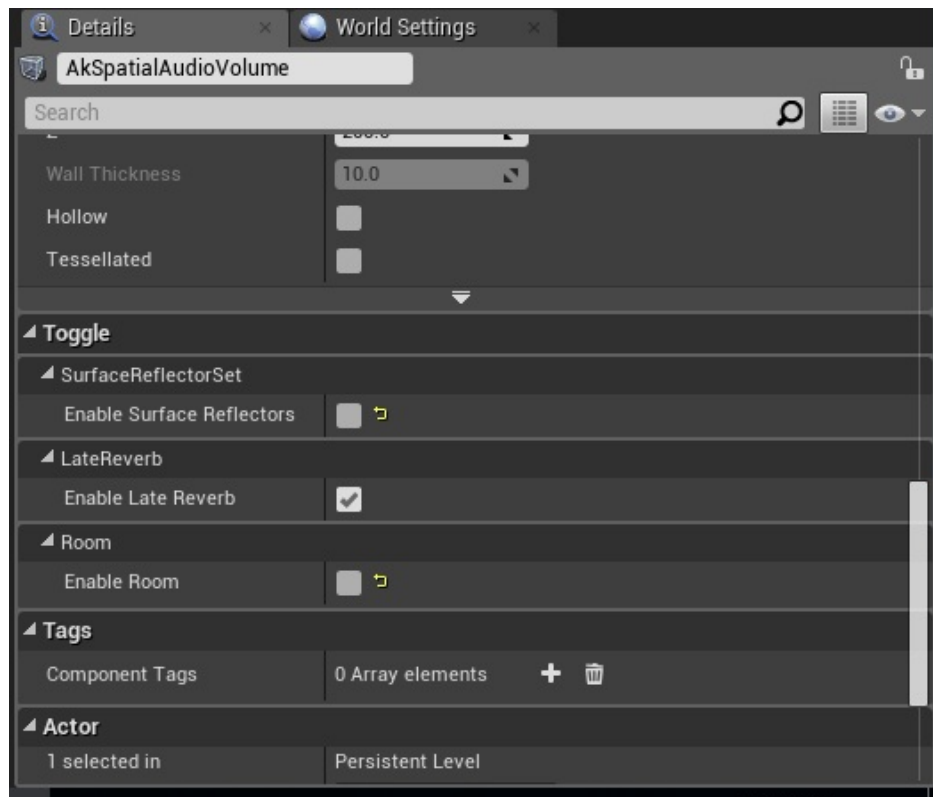


Play Event

- 4.
5. Unreal AkSpatialAudioVolumeVolumes
 - Location (x=500.0, y=-500.0, z=100.0)
 - Scale (x=5.0, y=5.0, z=1.0)

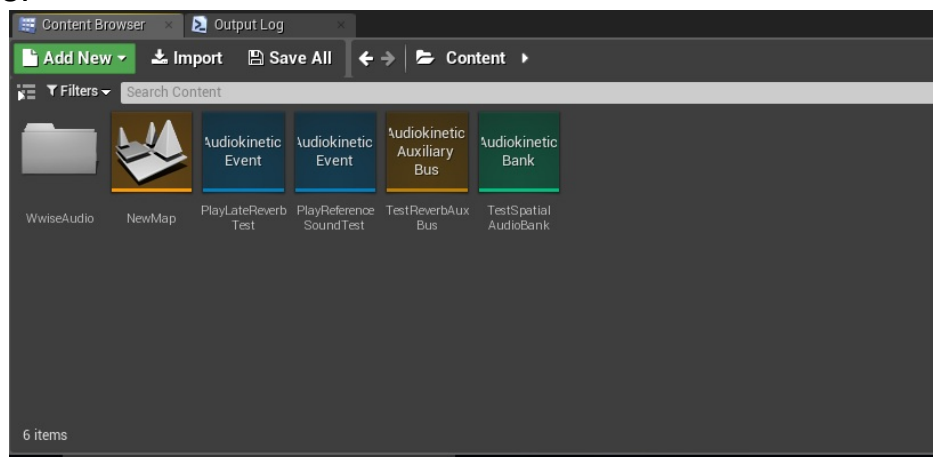


6. Enable Late Reverb Enable Surface ReflectorsEnable Room
AkSpatialAudioVolume



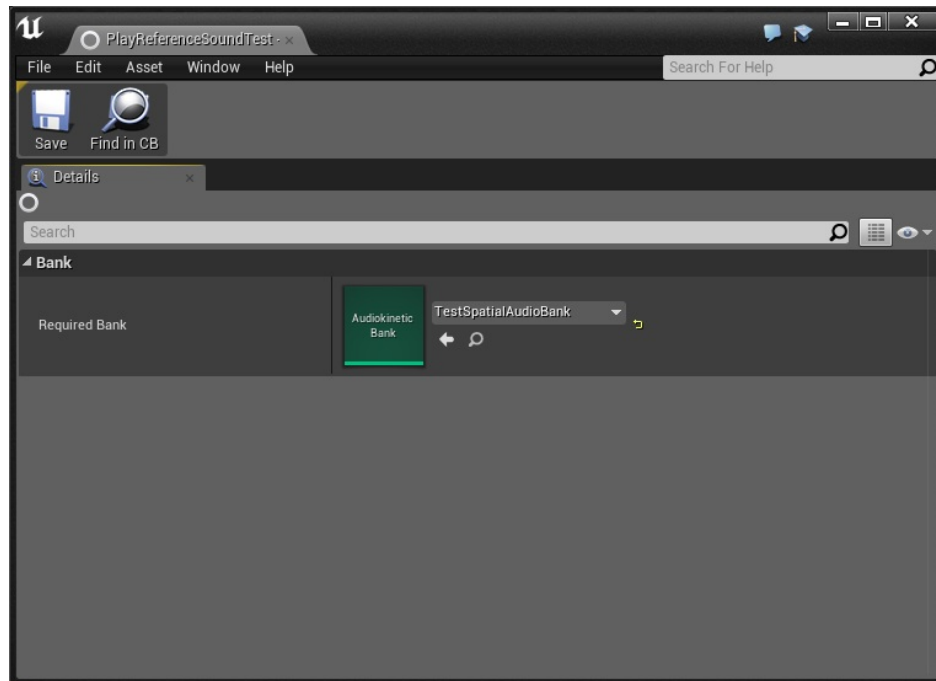
Enable Late Reverb

7. TestReverbAuxBusPlayLateReverbTestWwise PickerContent Browser



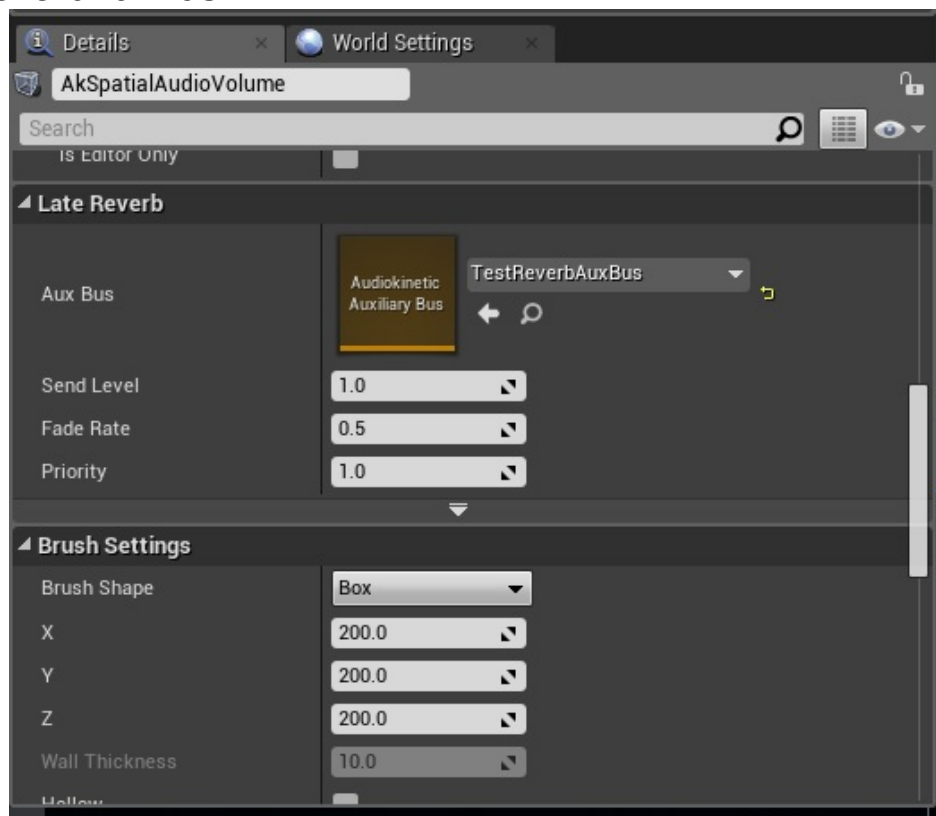
Wwise PickerAuxiliary BusEvent

8. PlayLateReverbTestTestSpatialAudioBank



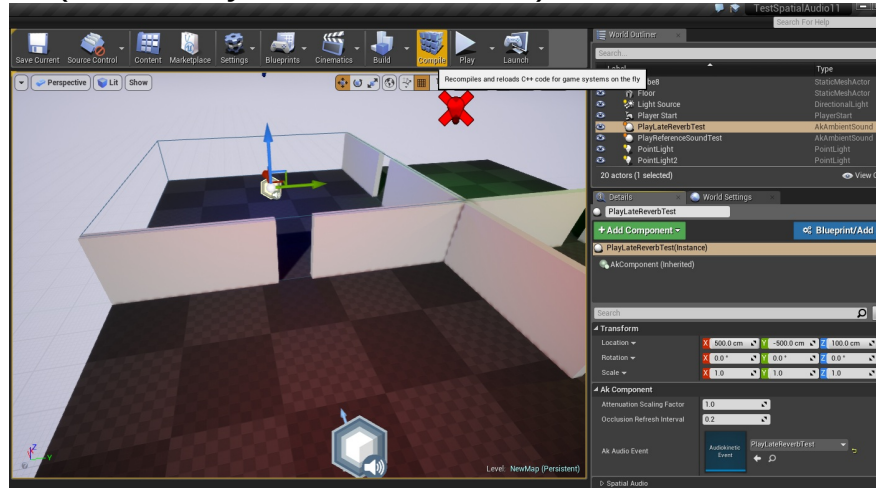
EventBank

9. AkSpatialAudioVolumeLate ReverbAuxiliary Bus TestReverbAuxBus



Auxiliary Bus

10. "PlayLateReverbTest" Event AkAmbientSound
 - Location (x=500.0, y=-500.0, z=100.0)



Event

11. **C-11C-13**PlayLateReverbTest(
12. SoundBanks
13. PlayReferenceSoundTest

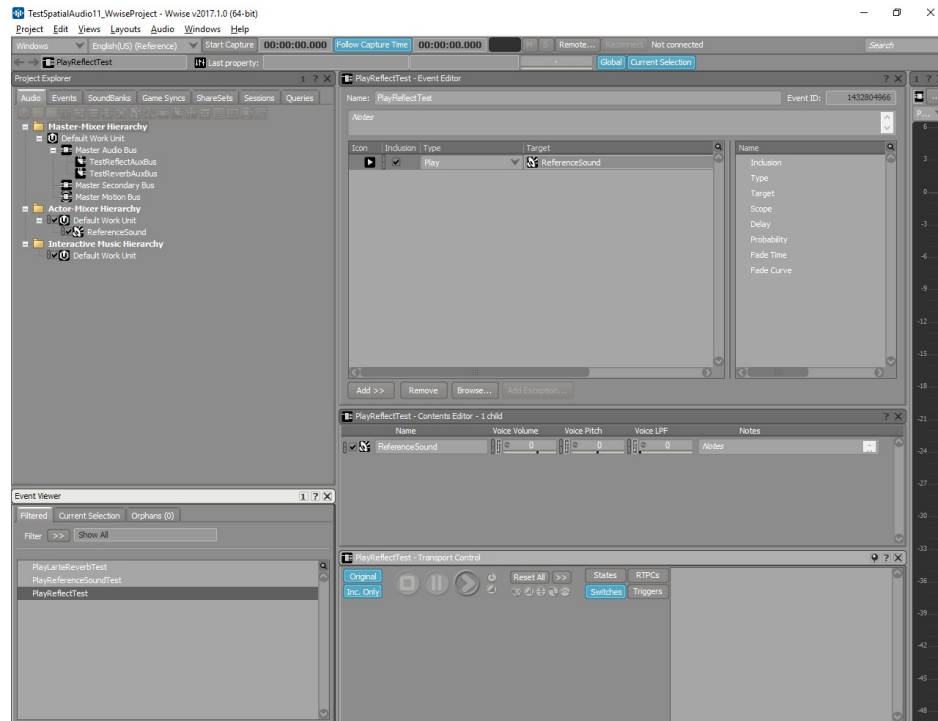


Enable RoomAkSpatialAudioVolume
Auxiliary Bus3D

E - Surface Reflector

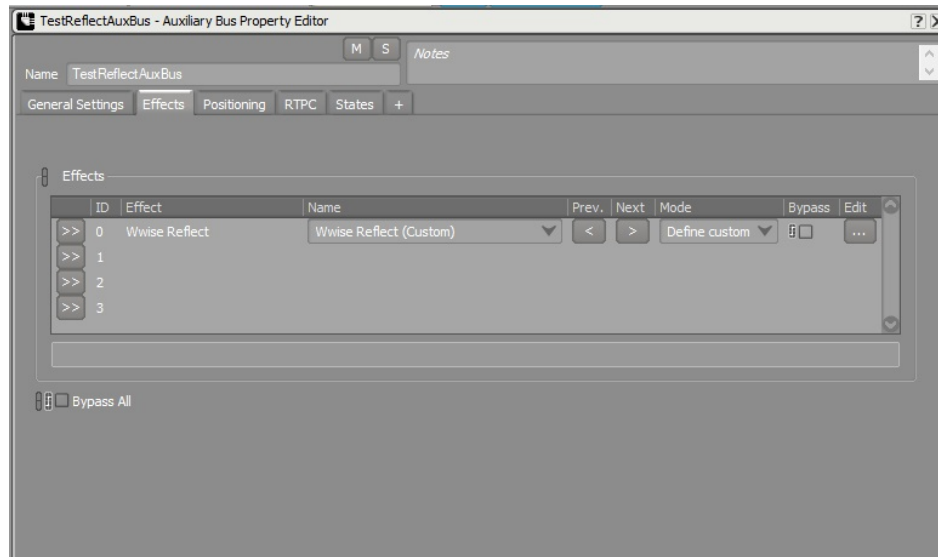
3Surface Reflector
—Wwise
Reflect Effect Editor

1. Wwise3Event "PlayReflectTest" "ReferenceSound"
Sound SFX



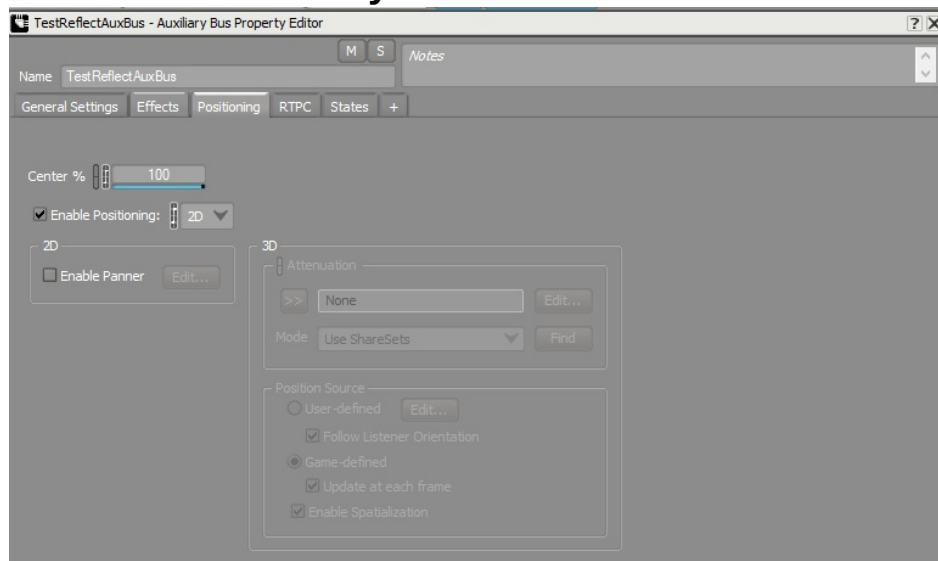
WwiseEvent

2. Master Audio BusAuxiliary Bus "TestReflectAuxBus"
Reflect



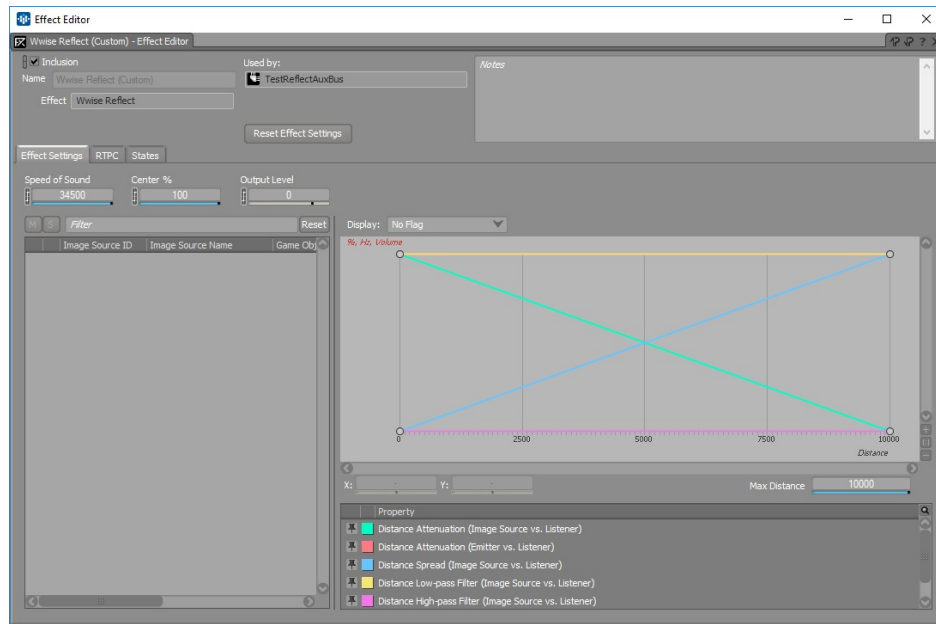
WwiseEvent

3. Use game-defined auxiliary sends2D



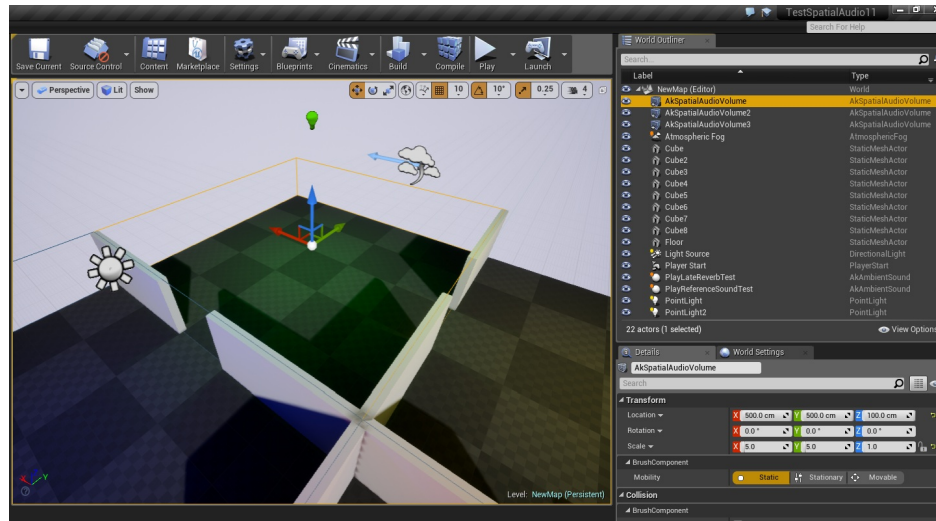
Auxiliary Bus2D

4. ReflectMax Distance10,000Speed of Sound34,500

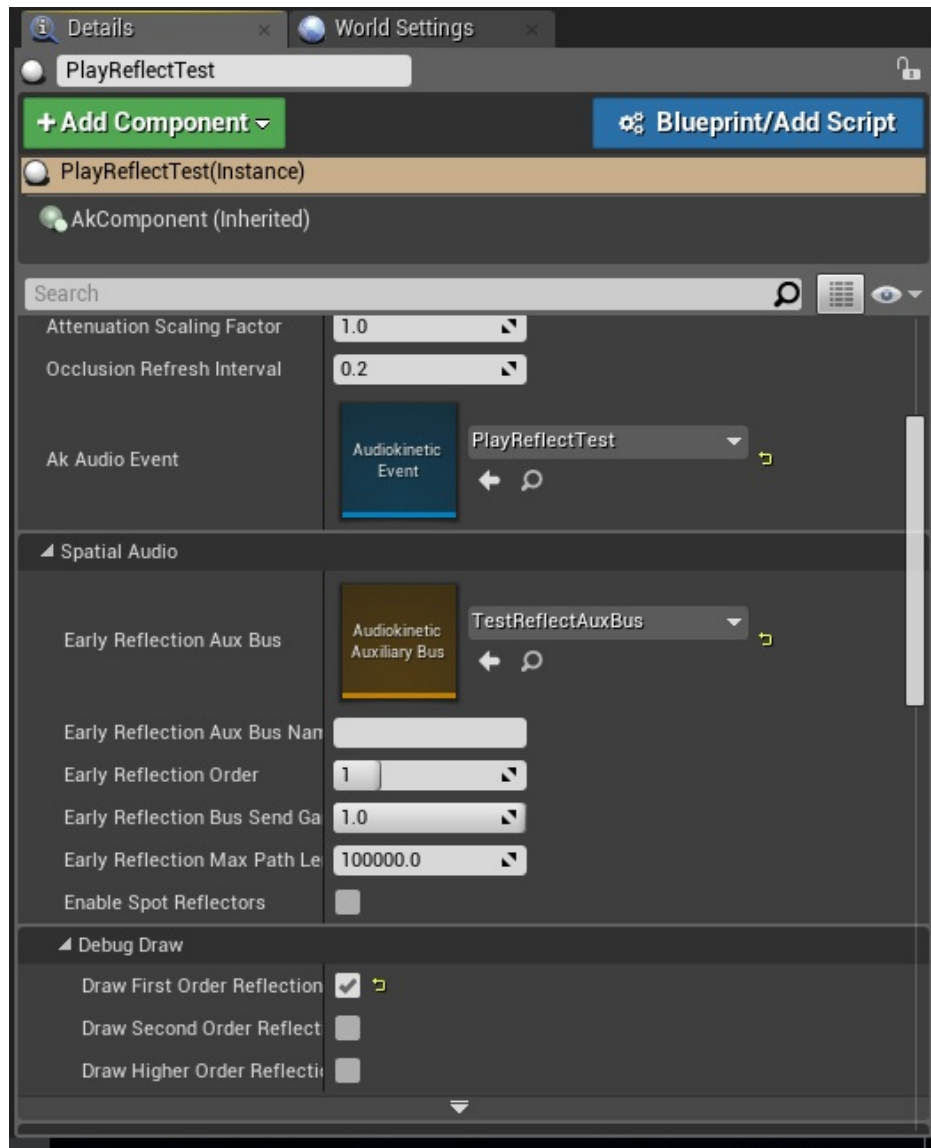


Reflect Speed of SoundMax Distance

- 5.
6. UnrealPlayReflectTestTestReflectAuxBusWwise Picker
Content Browser
7. PlayReflectTest EventTestSpatialAudioBank
8. PlayReflectTest AkAmbientSound:
 - Location (x=500.0, y=500.0, z=100.0)
9. AkSpatialAudioVolume
 - Location (x=500.0, y=500.0, z=100.0)
 - Relative scale (x=5.0, y=5.0, z=1.0)
10. "Enable Surface Reflectors" "Enable Late Reverb" "Enable Room" AkSpatialAudioVolume

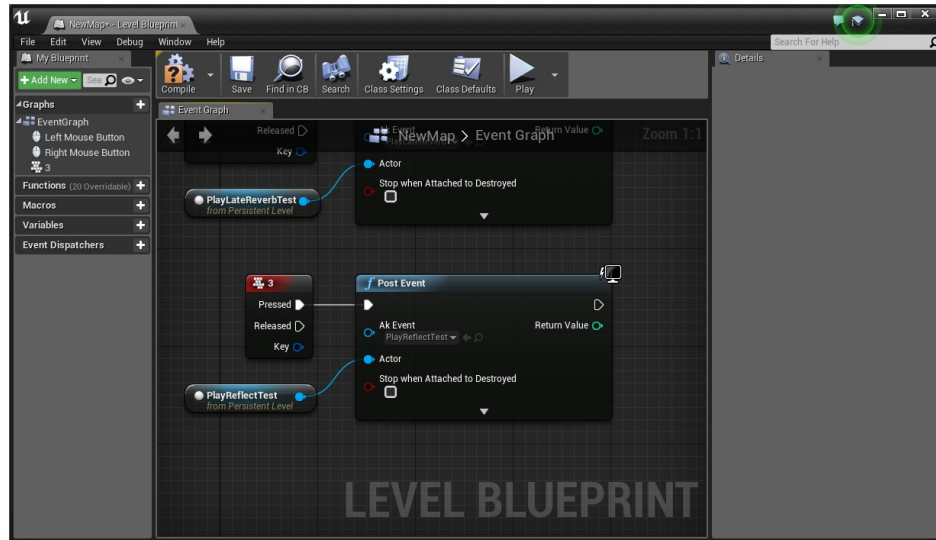


11. PlayReflectTest AkAmbientSound AkSpatialAudioVolume
12. PlayReflectTest AkAmbientSound **Spatial Audio**"Early Reflection
Aux bus""TestReflectAuxBus"
13. Debug Draw1 AkAmbientSound (**Ak Component >
Spatial Audio > Debug Draw**)



Debug draw

14. C-11C-15PlayReflectTest(



15. SoundBanks

16.

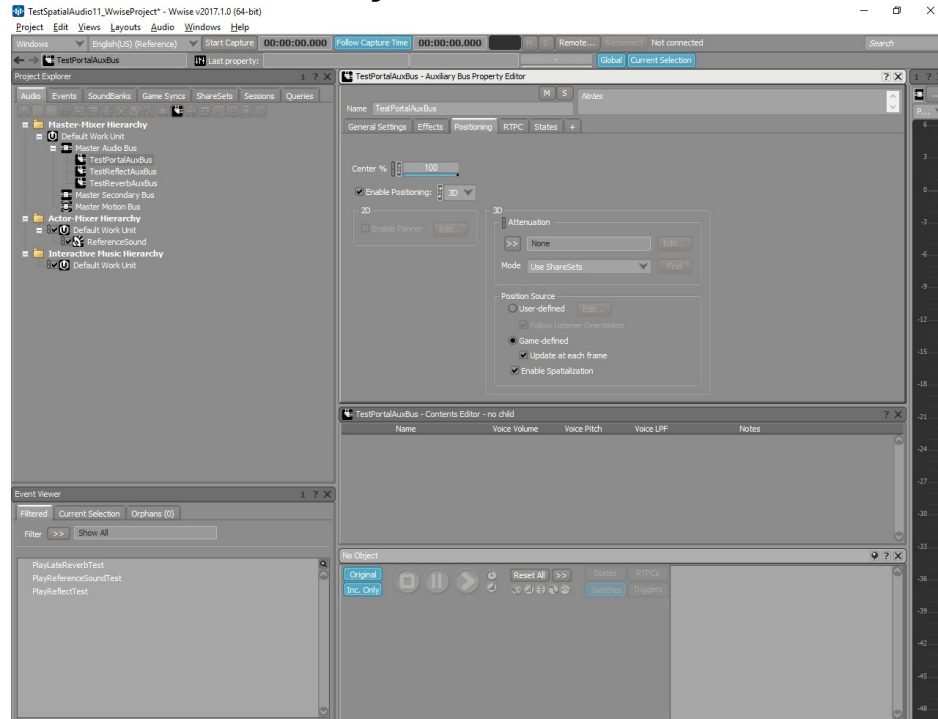
PlayReflectTestReflectAuxiliary Bus

F.

AkAcousticPortalsAuxiliary Bus

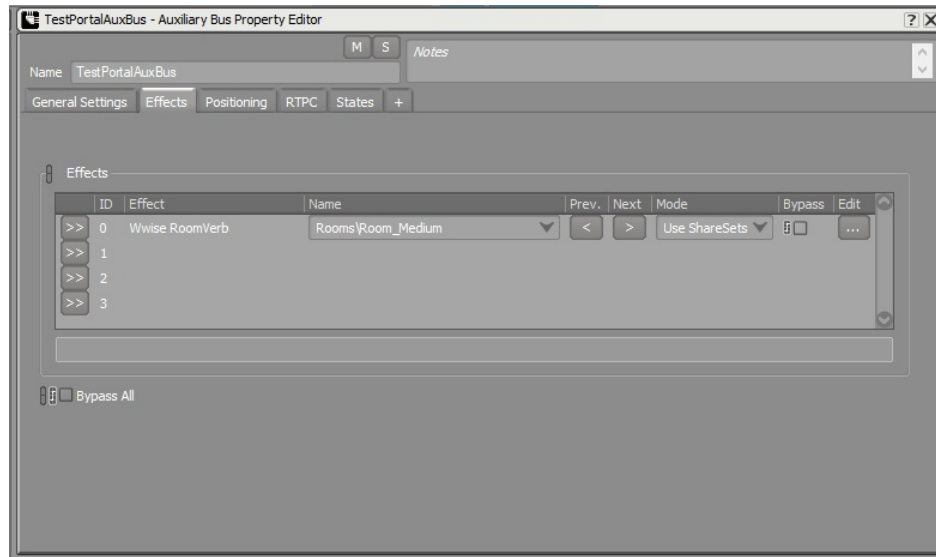
3D

1. WwiseAuxiliary Bus "TestPortalAuxBus"
2. Use game-defined auxiliary sends3D



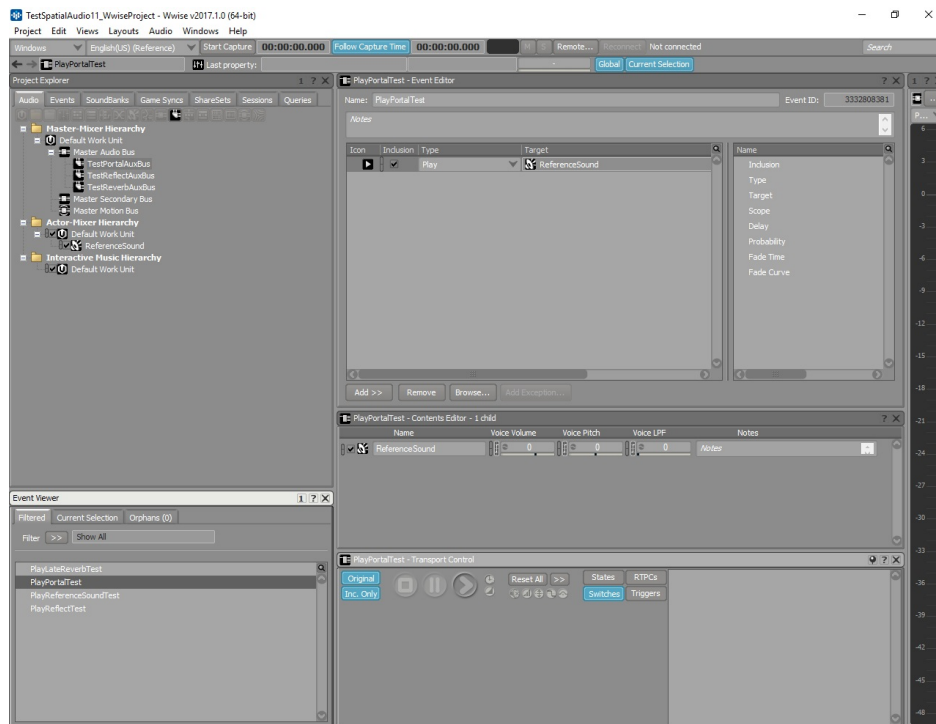
3DAuxiliary Bus

3. Wwise RoomVerb EffectRoom_Medium



Auxiliary Bus

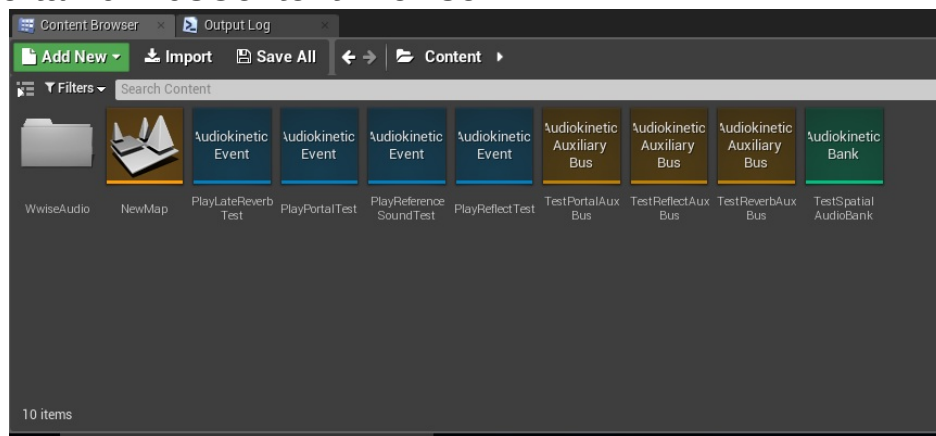
4. 4Event "PlayPortalTest" "ReferenceSound" Sound SFX



Play Event

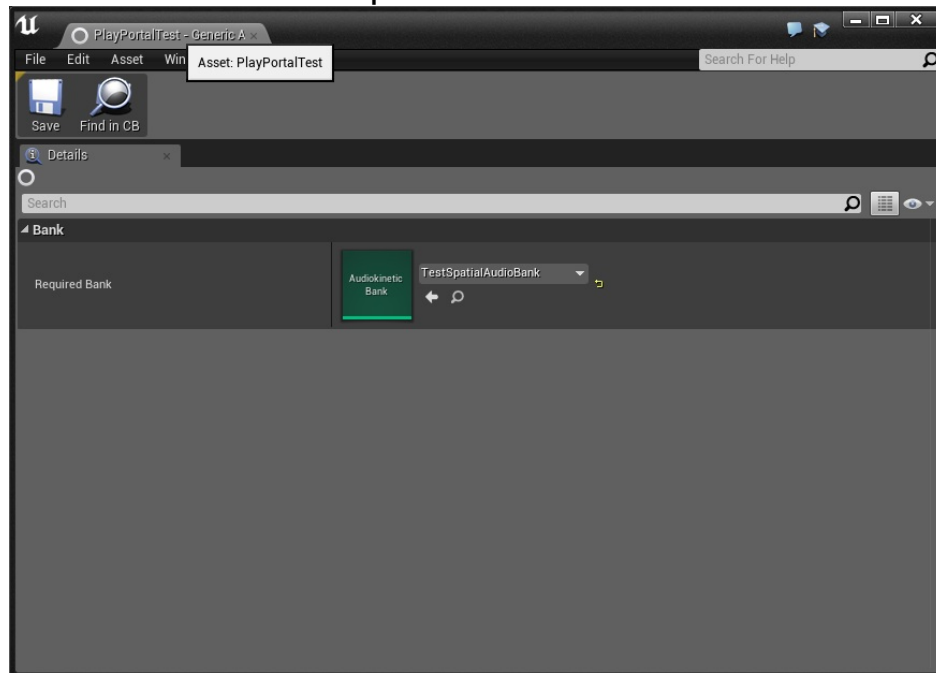
- 5.
6. UnrealPlayPortalTestWwise PickerContent Browser

7. TestPortalAuxBusContent Browser



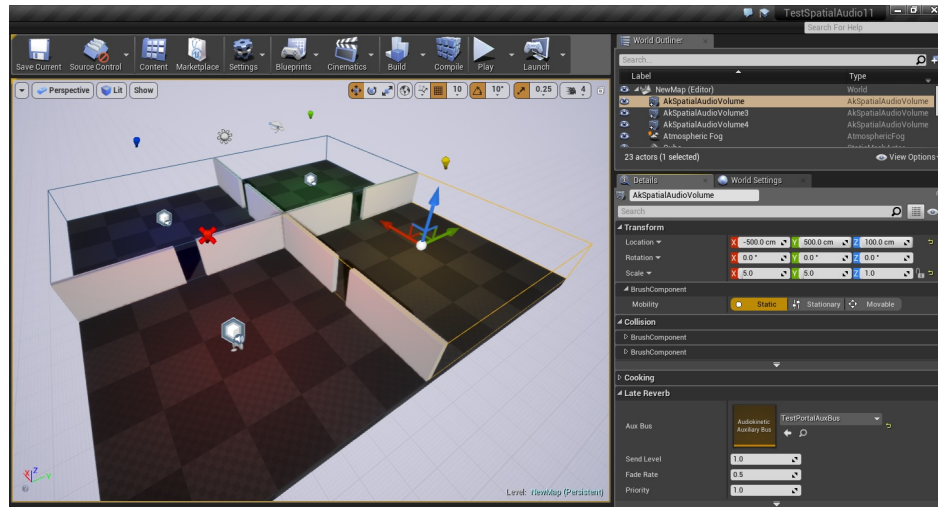
EventAuxiliary BusContent Browser

8. "PlayPortalTest" EventTestSpatialAudioBank



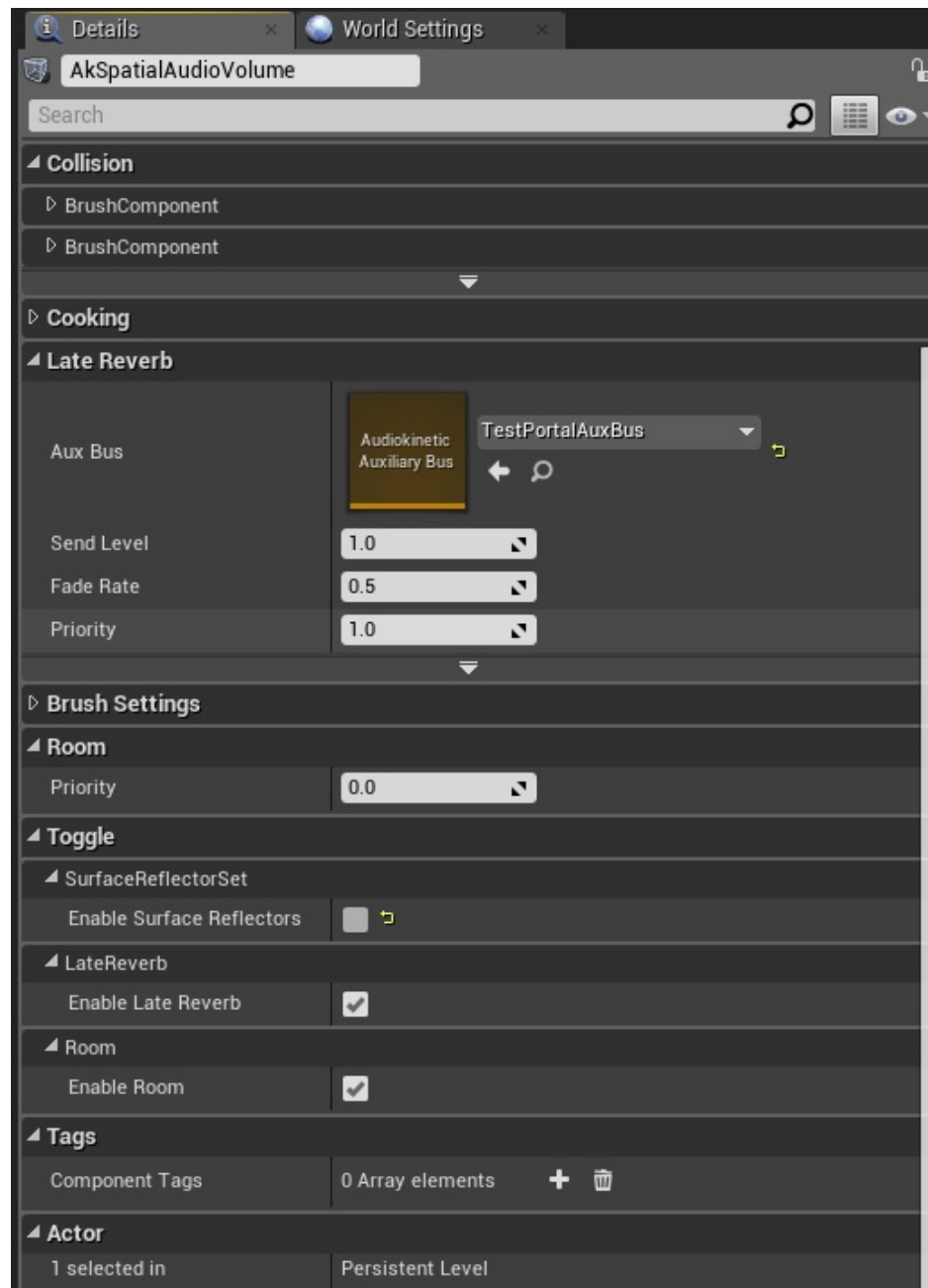
EventSoundBanks

9. AkSpatialAudioVolume
 - Location (x=-500.0, y=500.0, z=100.0)
 - Absolute Scale (x=5.0, y=5.0, z=1.0)
10. "TestPortalAuxBus"Auxiliary BusLate Reverb

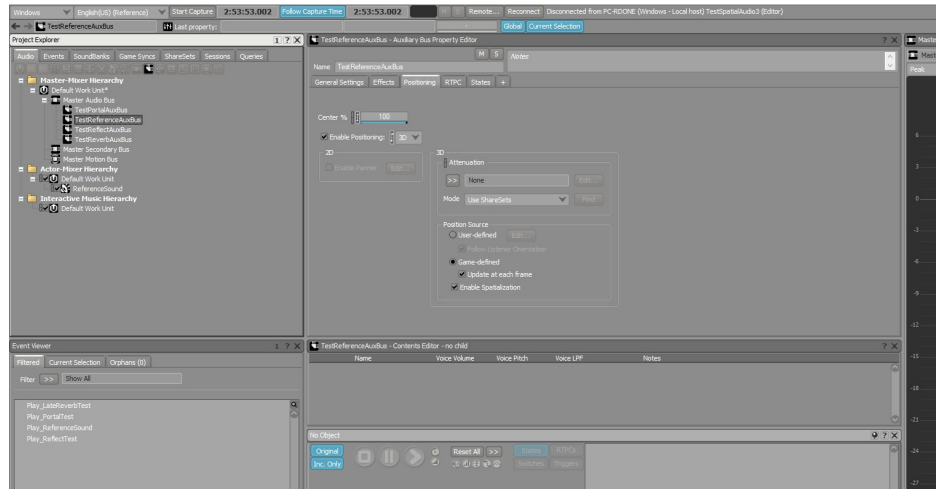


Auxiliary Bus

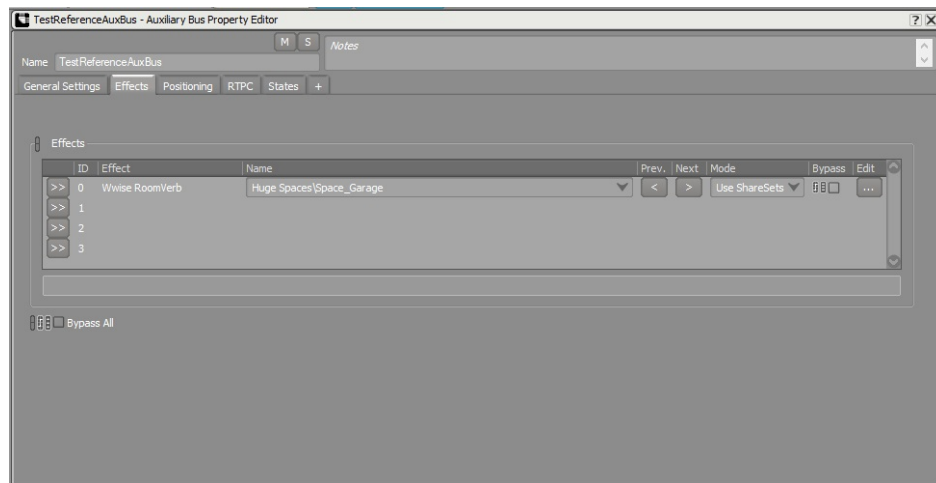
11. **Enable Late Reverb** **Enable Room** **Enable Surface Reflectors**
 AkSpatialAudioVolume



12. **F-1F-7**"TestReferenceAuxBus"Auxiliary BusRoomVerb

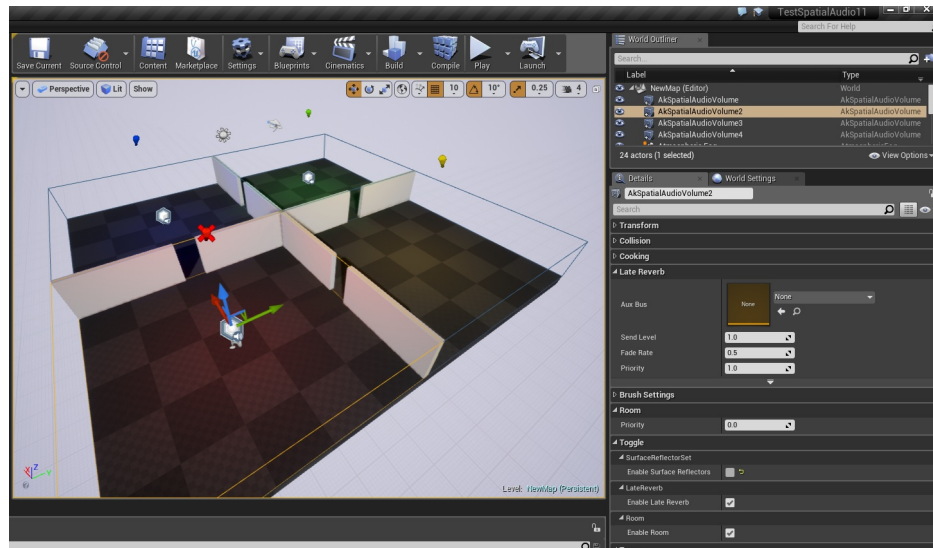


3DAuxiliary Bus



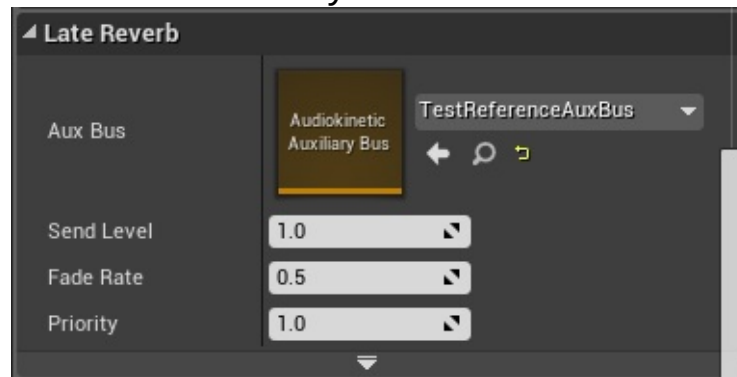
Auxiliary Bus

13. AkSpatialAudioVolume
 - Location (x=-500.0, y=-500.0, z=100.0)
 - Absolute Scale (x=5.0, y=5.0, z=1.0)
14. **Enable Late Reverb** **Enable Room** **Enable Surface Reflectors**
 AkSpatialAudioVolume



2

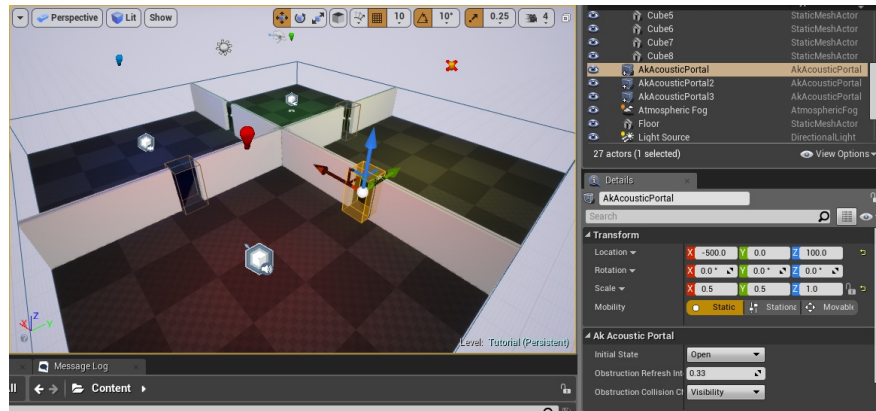
15. "TestReferenceAuxBus"Auxiliary BusLate Reverb



Auxiliary Bus

16. 3AkAcousticPortal

- Location (x=-500.0, y=0.0, z=100.0) Scale (x=0.5, y=0.5, z=1.0).
- Location (x=0.0, y=-500.0, z=100.0) Scale (x=0.5, y=0.5, z=1.0) Rotation (x=0.0, y=0.0, z=90.0).
- Location (x=-500.0, y=0.0, z=100.0) Scale (x=0.5, y=0.5, z=1.0) Rotation (x=0.0, y=0.0, z=90.0).



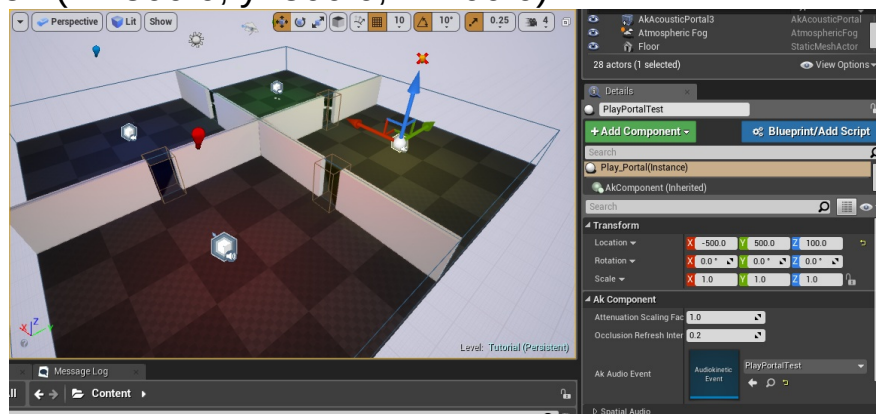
acoustic portal

17. Portal"Ak Acoustic Portal"Open



18. PlayPortalTest

- Location (x=-500.0, y=500.0, z=100.0)



Event

- C-11 C-13 PlayPortalTest(
- SoundBanksWindows
- PlayPortalTest



AkAcousticPortalY

1—

:



1. —Wwise

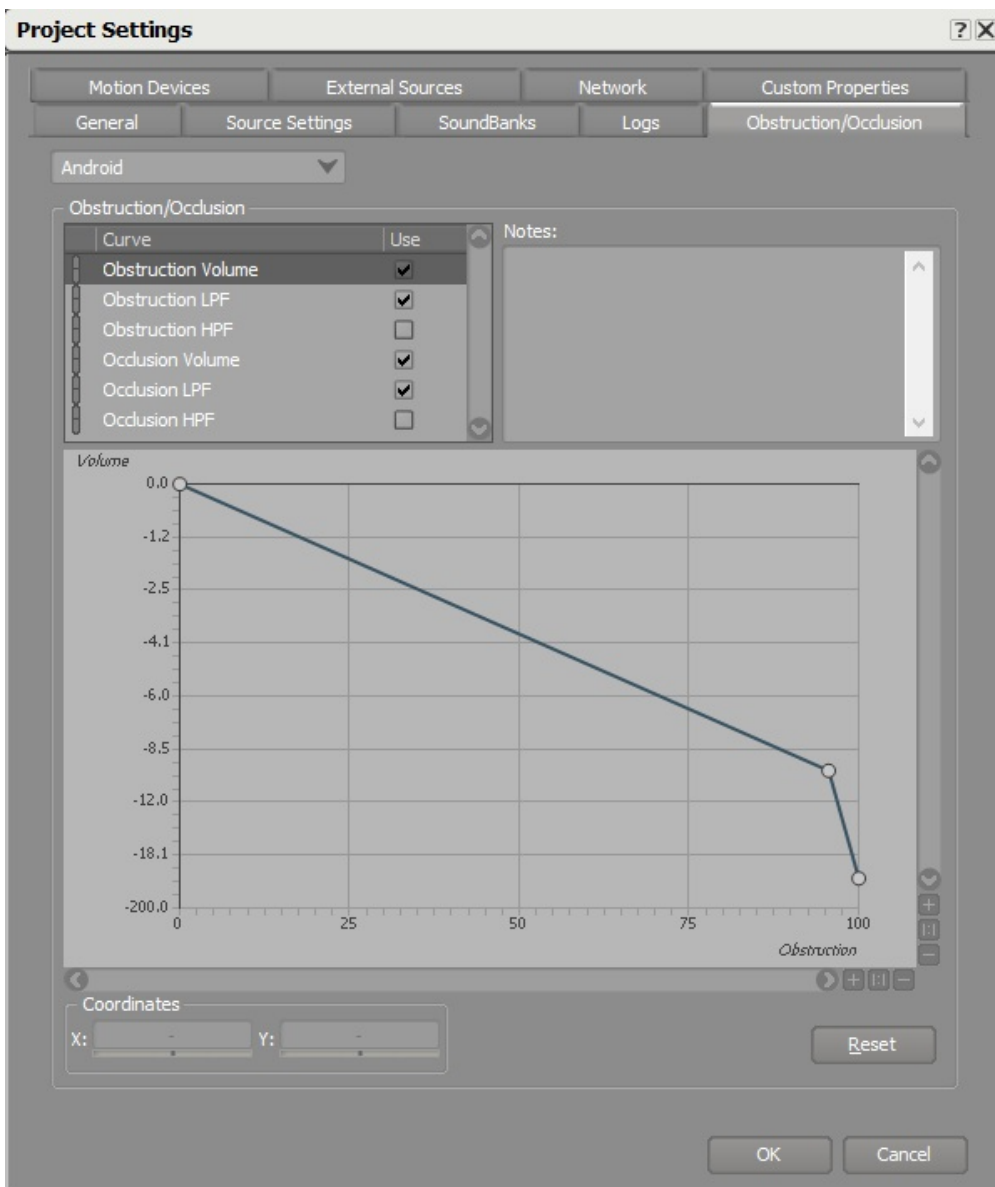
2. —Wwise

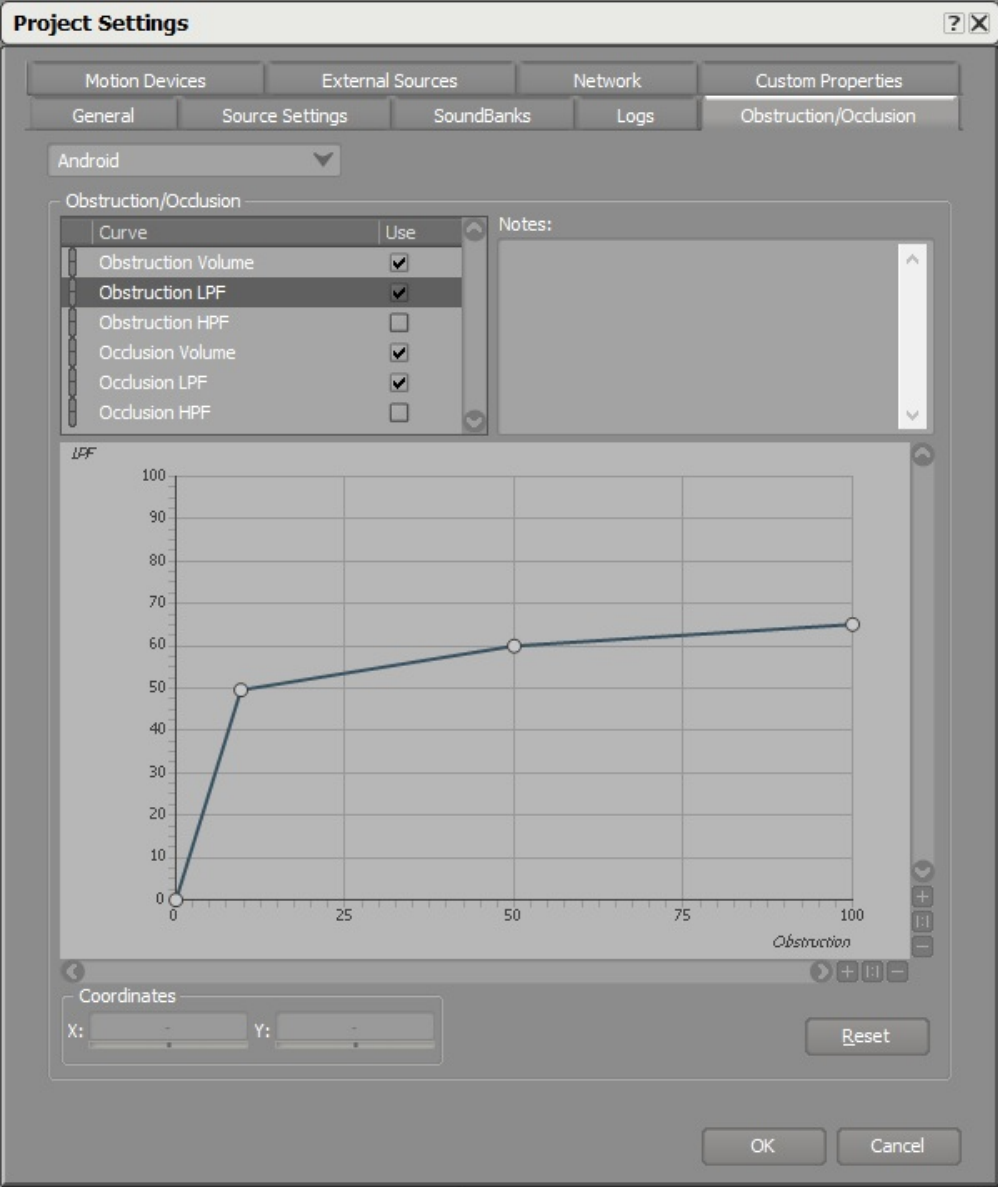
3. Wwise



F

WwiseProject SettingsObstruction/Occlusion





LPF

Project Settings



Motion Devices

External Sources

Network

Custom Properties

General

Source Settings

SoundBanks

Logs

Obstruction/Occlusion

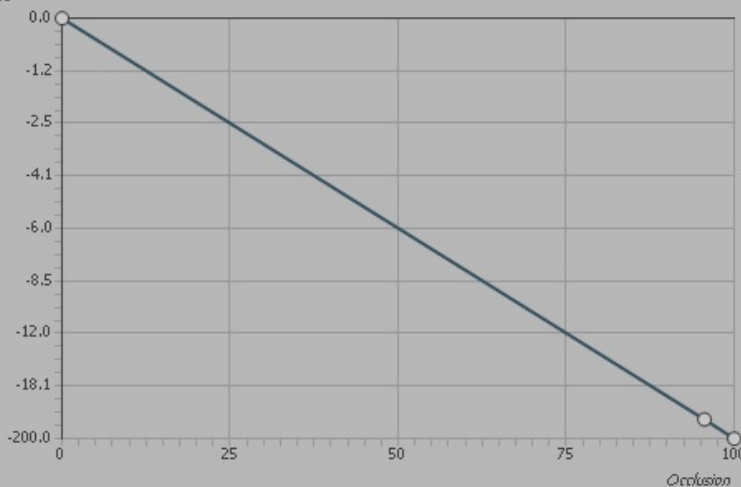
Android

Obstruction/Occlusion

| Curve | Use |
|--------------------|-------------------------------------|
| Obstruction Volume | <input checked="" type="checkbox"/> |
| Obstruction LPF | <input checked="" type="checkbox"/> |
| Obstruction HPF | <input type="checkbox"/> |
| Occlusion Volume | <input checked="" type="checkbox"/> |
| Occlusion LPF | <input checked="" type="checkbox"/> |
| Occlusion HPF | <input type="checkbox"/> |

Notes:

Volume



Coordinates

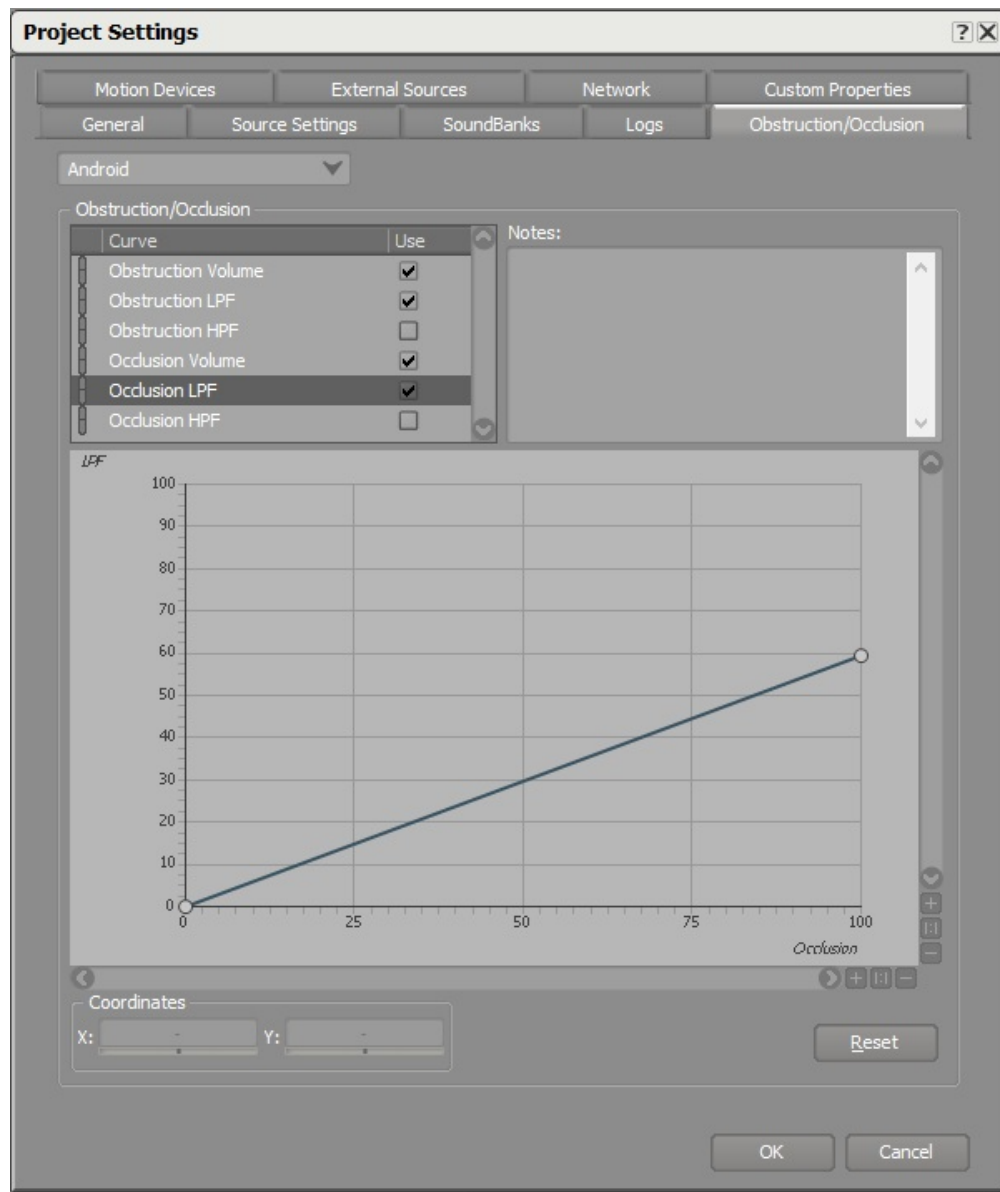
X:

Y:

Reset

OK

Cancel

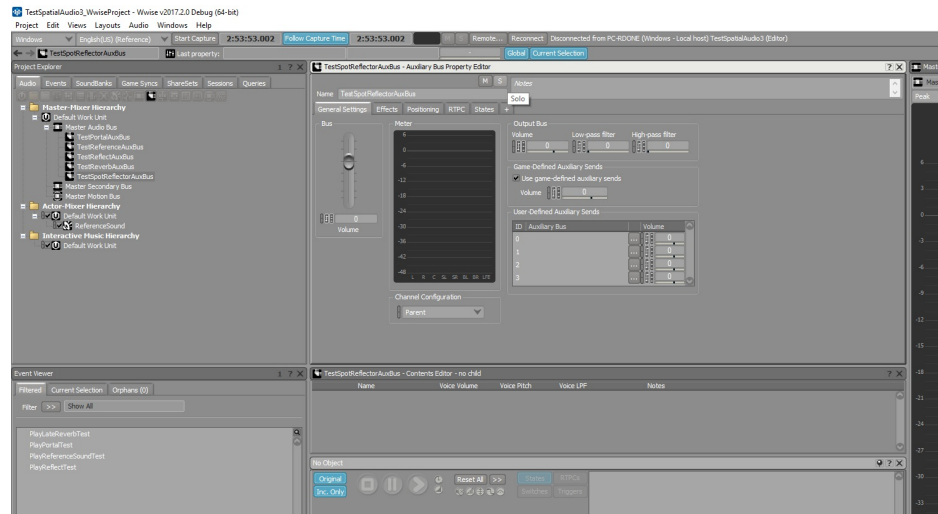


LPF

G - Spot Reflector

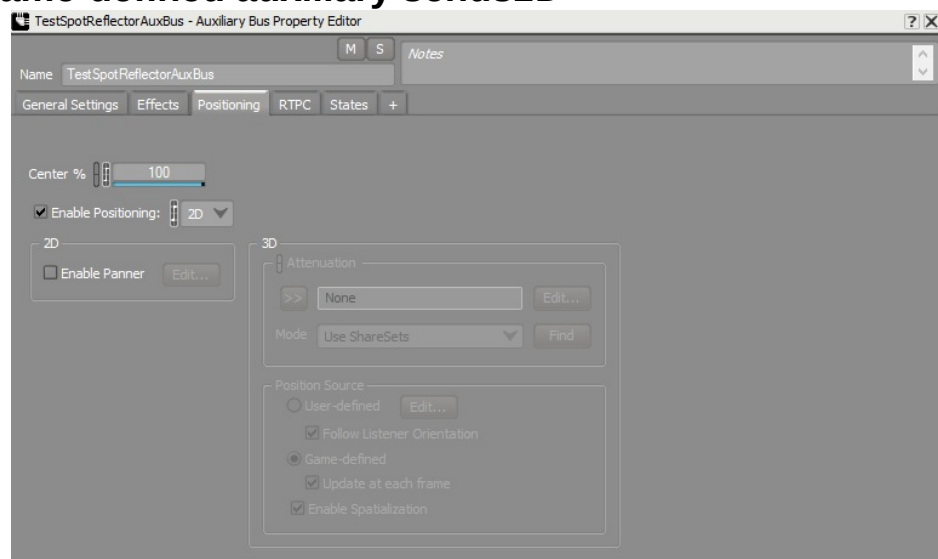
Spot reflectorSpot reflector

1. WwiseAuxiliary Bus "TestSpotReflectorAuxBus" Reflect



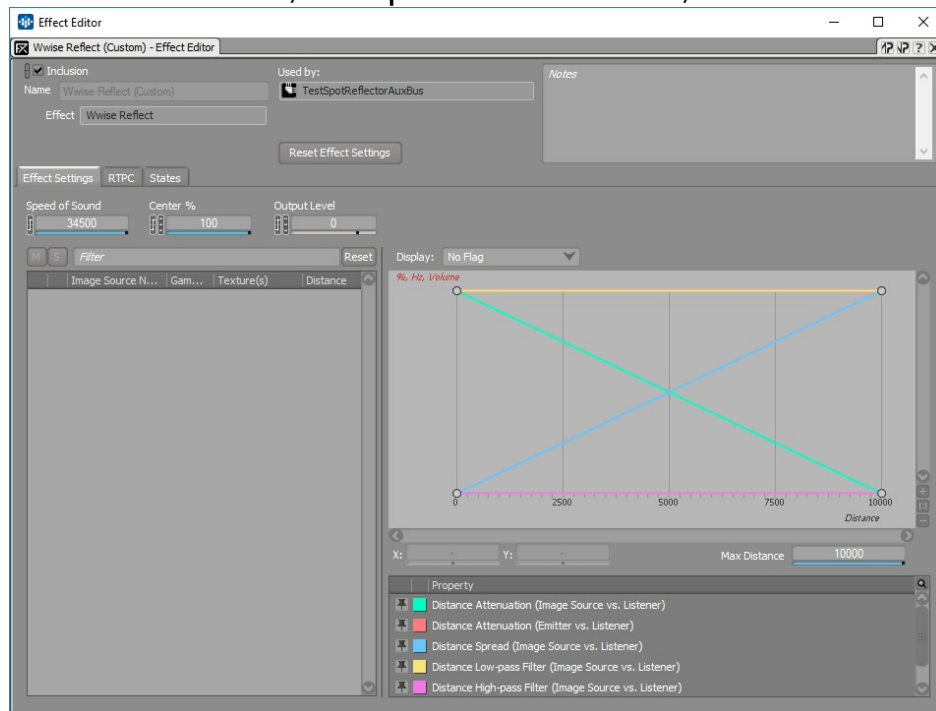
ReflectAuxiliary Bus

2. Use game-defined auxiliary sends2D



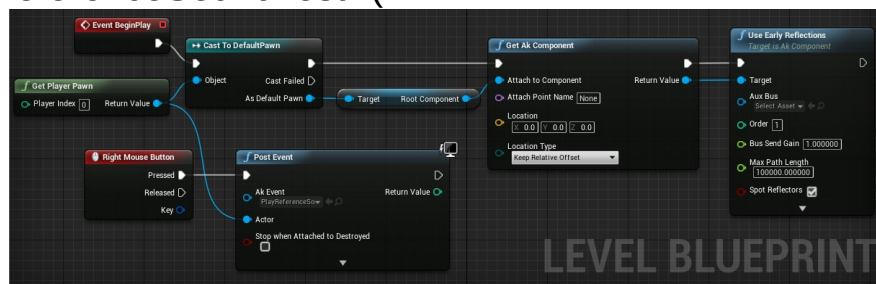
2D

3. ReflectMax Distance10,000Speed of Sound34,500



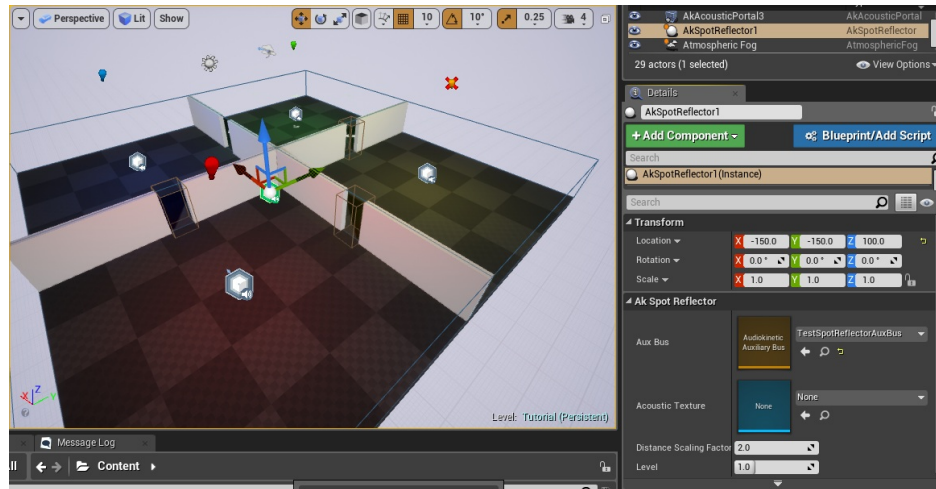
Reflect's Speed of SoundMax Distance

- 4.
5. UnrealWwise PickerTestSpotReflectorAuxBusContent Browser
6. Level Blueprint:
 - Spot Reflector
 - "PlayReferenceSoundTest" (



Spot ReflectorPlayReferenceSoundTest

7. AkSpotReflector
 - Location (x=-150.0, y=-150.0, z=100.0)
8. AkSpotReflector ObjectAux Bus"TestSpotReflectorAuxBus"



spot reflector

9. SoundBanks
10. spot reflector
"TestSpotReflectorAuxBus" Auxiliary Bus Reflect Effect Editor



Wwise Unreal

What's New?

Unreal Engine 4Unreal



Unreal Engine 4

- Unreal Engine 4.17/4.18 - Wwise 2017.2.1.6524.866
- Unreal Engine 4.17/4.18 - Wwise 2017.2.0.6500.836
- Unreal Engine 4.15/4.16/4.17/4.18 - Wwise 2017.1.4.6407.760
- Unreal Engine 4.15/4.16/4.17/4.18 - Wwise 2017.1.3.6377.732
- Unreal Engine 4.15/4.16/4.17 - Wwise 2017.1.3.6377.715
- Unreal Engine 4.15/4.16/4.17 - Wwise 2017.1.2.6361.696
- Unreal Engine 4.15/4.16/4.17 - Wwise 2017.1.1.6340.673
- Unreal Engine 4.15/4.16 - Wwise 2017.1.0.6302.628
- Unreal Engine 4.12/4.13/4.14/4.15/4.16 - Wwise 2016.2.4.6098.451
- Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.3.6077.435
- Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.3.6077.422
- Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.2.6022.371
- Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.2.6022.359
- Unreal Engine 4.12/4.13/4.14 - Wwise 2016.2.1.5995.317
- Unreal Engine 4.12/4.13/4.14 - Wwise 2016.2.0.5972.301
- Unreal Engine 4.12/4.13 - Wwise 2016.2.0.5972.274
- Unreal Engine 4.11/4.12/4.13 - Wwise 2016.1.3
- Unreal Engine 4.11/4.12 - Wwise 2016.1.2
- Unreal Engine 4.11/4.12 - Wwise 2016.1.1
- Unreal Engine 4.11.2 - Wwise 2016.1
- Unreal Engine 4.11 - Wwise v2015.1.7
- Unreal Engine 4.11 - Wwise v2015.1.6
- Unreal Engine 4.10 - Wwise v2015.1.4
- Unreal Engine 4.9 - Wwise v2015.1.2
- Unreal Engine 4.8 - Wwise v2015.1
- Unreal Engine 4.8 - Wwise v2014.1.5
- Unreal Engine 4.7 - Wwise v2014.1.3

- Unreal Engine 4.6 - Wwise v2014.1.1
- Unreal Engine 4.5 - Wwise v2014.1
- 20148- Wwise v2014.1
- 20148 - Wwise v2013.2.9
- 20147 - Wwise v2013.2.9
- 20146 - Wwise v2013.2.8
- 20144 - Wwise v2013.2.7
- 20143 - Wwise v2013.2.6
- 20141 - Wwise v2013.2.5
- 201312 - Wwise v2013.2.4
- 201310 - Wwise v2013.2.1
- 20139 - Wwise v2013.2.1
- 20138 - Wwise v2013.2
- 20137 - Wwise v2013.1.1
- 20136 - Wwise v2013.1.1
- 20135 - Wwise v2013.1.1
- 201312 - Wwise v2013.2.4

Unreal Engine 4.17/4.18 - Wwise 2017.2.1.6524.866

- **WG-34960** Removed min and max properties in AkSlider widget, which are now automatically set via WAAPI.
- **WG-35238** : AkEvent Sequencerdirty
- **WG-35773** UAkComponent::UseEarlyReflections *order*bounds
- **WG-35949** 1Auxiliary
- **WG-36083** SequencerWAAPI
- **WG-36200** -game
- **WG-36357** LauncherVisual Studio 2017dependencies
ThirdParty
- **WG-36415** Fixed crash in Unreal when adding new AkSlider in UMG

Unreal Engine 4.17/4.18 - Wwise

2017.2.0.6500.836

- Editor **Editor**
- WAAPIWwise **WAAPI Picker**
- Sequencer **Level Sequencer**
- WAAPIAkAudioEventSectionSequencer **Level Sequencer**
- WAAPIBlueprint **WAAPI Blueprint**
- WAAPIUMG **WAAPI Widgets**
- **WG-30009** : Blueprint
- **WG-30010** `SetMultiplePositions`Blueprint
- **WG-33932**
- **WG-35307** Set Bus Config Blueprint

Unreal Engine 4.15/4.16/4.17/4.18 - Wwise 2017.1.4.6407.760

- **WG-33333**
- **WG-34745**
- **WG-34879** AkComponent
- **WG-35035** Blueprint0
- **WG-35104**
- **WG-35463** : 32-bit
- **WG-35473**
- **WG-35614** migration_to_2017_1_4

Unreal Engine 4.15/4.16/4.17/4.18 - Wwise 2017.1.3.6377.732

- Unreal 4.18
- **WG-35104** :
- **WG-35272** : Android 64-bit
- **WG-35286** : Add Surface Reflector Set Component Blueprint

Unreal Engine 4.15/4.16/4.17 - Wwise 2017.1.3.6377.715

- **WG-34797** Spatial Audio VolumesurfaceundoDetails
- **WG-34810** Late Reverb Component
- **WG-34878, WG-34906** Play in Editor
- **WG-34907** FAKAudioDevice::Get()

Unreal Engine 4.15/4.16/4.17 - Wwise 2017.1.2.6361.696

- **WG-32413** : Content BrowserAnimation Editor
- **WG-33970** : (Mac) PAK
- **WG-34030** : AkSpatialAudioVolume
- **WG-34083** : Spatial Audio Volume
- **WG-34213** : Content BrowserAnimation Editor
- **WG-34222** Virtual AcousticsShareSetsWwise Picker

- **WG-34276** EventLevel Sequence
- **WG-34605** : Wwise Spatial Audio
- **WG-34630** : -nosound
- **WG-34703** : SpatialAudioVolumes
- **WG-34704** : AkComponent
- **WG-34745** :

Unreal Engine 4.15/4.16/4.17 - Wwise 2017.1.1.6340.673

- Unreal Engine 4.17
- Unreal 4.17UnrealXbox OneSwitch
- **WG-34098** (Mac) AkRoomComponent AkComponent room
- **WG-34119** : listener ID SpatialAudio API
SetEmitterAuxSendValues
- **WG-34368** : FAKAudioDevice::PostEventAtLocation
- **WG-34388** : Level SequencerRTPCEditor

Unreal Engine 4.15/4.16 - Wwise 2017.1.0.6302.628

- Spatial Audio **Spatial Audio**
- **WG-30695** Visual Studio 2017
- **WG-32388** : SoundBankMax attenuation radius

Unreal Engine 4.12/4.13/4.14/4.15/4.16 - Wwise 2016.2.4.6098.451

- Unreal Engine 4.16
- **WG-31942** : Wwise
- **WG-33251** : include

Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.3.6077.435

- **WG-32914** : AK Unreal IO

Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.3.6077.422

- **WG-30020** Wwise
- **WG-30695** Switch
- **WG-31076** Wwise Blueprint `BlueprintCosmetic`
- **WG-31455** AkComponentCallbackManagerAkComponent
- **WG-32046** BeginPlayAkAmbientSound
- **WG-32490**
- **WG-32763** "Engine.h"
- **WG-32768** EDL
- **WG-32799** IOSoundBank

Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.2.6022.371

- **WG-32464** UE4.15Mac

Unreal Engine 4.12/4.13/4.14/4.15 - Wwise 2016.2.2.6022.359

- **WG-31087** Level Sequence
- **WG-31687** Event Driven Loader
- **WG-31816** MatineeSequencer
- **WG-31924** AkComponentEvent
- **WG-32259** AkComponentBlueprintableBlueprint
AkComponent

Unreal Engine 4.12/4.13/4.14 - Wwise 2016.2.1.5995.317

- **WG-31588**
- **WG-31590**
- **WG-31860** clang
- **WG-31876** Wwise
- **WG-31888** FString

Unreal Engine 4.12/4.13/4.14 - Wwise 2016.2.0.5972.301

- **WG-31589** : auto-destroyEvent
- **WG-31678** :
- **WG-31771** : AnimNotify_AkEvent

Unreal Engine 4.12/4.13 - Wwise 2016.2.0.5972.274

- **WG-29980** Event
- **WG-30448** AkEventAkComponent
- **WG-30491** Fixed: PIE
- **WG-31030** : FAKAudioDevice::Get()
- **WG-31040** Fixed: AkEventAkComponent
- **WG-31075**:
FAKAudioDevice::Get()
- **WG-31186** : AkComponentEvent
AkComponentCallback
- **WG-31204** Fixed: spawnAkComponentEvent
- **WG-31277** Fixed: destroyedEvent

Unreal Engine 4.11/4.12/4.13 - Wwise 2016.1.3

- **WG-30993** : XAudio 2.7LoadLibrary
- **WG-31015** : Recorder

Unreal Engine 4.11/4.12 - Wwise 2016.1.2

- **WG-30304** : "Unload stream level" SoundEngine "Stop All"
- **WG-30754** : FAKAudioDevice::PostEvent ID
- **WG-30804** Fixed: Wwise SDKIOUnreal IO

Unreal Engine 4.11/4.12 - Wwise 2016.1.1

- **WG-29972** : AkComponent auto-destroy
- **WG-29979** : EndOfEvent
- **WG-30004** : SetGameObjectOutputBusVolume Blueprints
AkAudioDevice
- **WG-30404** : Attenuation Scaling Factor
AkComponents
- **WG-30409** : Vorbis

Unreal Engine 4.12 - Wwise 2016.1

- **WG-29991** AkEvent String Input FieldAkAmbientSound
- **WG-29997** "LogAkAudio: StopAll API called"
- **WG-30218** Fixed: Android Wwise Profiler
- **WG-30255** Fixed: MatineeAk Event Track
- **WG-29991** AkEvent String Input FieldAkAmbientSound
- **WG-29997** "LogAkAudio: StopAll API called"

Unreal Engine 4.11.2 - Wwise 2016.1

- **WG-29917** Fixed: AkAmbientSoundsEditor
- **WG-30000** Fixed: StartAllAmbientSoundsStopAllAmbientSounds
- **WG-30012** Fixed: [GitHub pull request #5](#)
"Generate Sound Banks""Available Platforms"
- **WG-30014** Fixed: Play in Editor
- **WG-30031** Fixed: world global pointer
- **WG-30205** Fixed: MacWwise.app

Unreal Engine 4.11 - Wwise v2015.1.7

- **UI-316** Fixed: Play in Editor
- **WG-29917** Fixed: Editor
- **WG-29944** Fixed: PIE

Unreal Engine 4.11 - Wwise v2015.1.6

- Wwise Unreal **UE4 Wwise**
- **UI-273** Fixed: AUXuassetAuxBusSoundBank **AkAuxBus**
- **UI-280** Fixed: "...by name" **"...by name"**
- **UI-309** Fixed: WwiseUE4Editor.exe **Wwise**

Unreal Engine 4.10 - Wwise v2015.1.4

- **UI-265** Fixed: AnimNotifiesAkComponentUE -nosound
- **UI-270** : non-Unity

Unreal Engine 4.9 - Wwise v2015.1.2

- **UI-249** Fixed: Windows
- Blueprint"Spawn AkComponent at location"
Component
- Mac
- Mac
- iOS
- Linux

Ak

Unreal Engine 4.8 - Wwise v2015.1

- UE4.8 Wwise 2015.1
- App manifest Wwise Xbox One

Unreal Engine 4.8 - Wwise v2014.1.5

- **UI-206** Fixed:
- **UI-212** Fixed: "Load Init Bank" Blueprint
- **UI-213** Fixed: Blueprint null
- **UI-214** Fixed:
- **UI-215** Fixed: actorAkComponent
- **UI-217** Fixed: AkReverbVolume
- **UI-220** Fixed:
- **UI-223** Fixed: AkEvent
- **UI-226** Fixed: 64-bit WwiseCLI.exe32-bit WwiseCLI.exe
- **UI-230** Fixed: Wwise Game ObjectunregisterFinishDestroy
OnComponentDestroyed Game Objects
- **UI-233** Fixed: GetGameObjectIDActor
- **UI-234** Fixed: SetListenerMultiple viewport
AkAudioDevice.cpp
- **UI-236** Fixed: GetAkComponent Blueprint Location Type
- **UI-239** Fixed: Bank ManagerSoundbank
- AnimNotify_AkEvent"Follow" AkEvent
- AnimNotify: AnimNotify_AkEventByName
- Blueprints **Blueprint**

Unreal Engine 4.7 - Wwise v2014.1.3

- Android
- Epic GamesFirst Person
- Wwise UnrealINI
- **UI-157** : AkEventsBlueprint
- **UI-187** : AkEvent
- **UI-188** : AkAmbientSound
- **UI-189** : AkComponent
- **UI-190** : Blueprint **Load Banks**
- **UI-193** : UAkAudioEvents
UAkAudioEventFactory
- **UI-194** : AkReverbVolumes
- **UI-195** : **blueprint_actor_posteventbyname,**
features_blueprintcsoundbanks_loadbyname **Unload**
Bank Blueprint
- **UI-196** :
- **UI-201** : AkComponentUAkAudioEventUnreal
AudioComponentAkComponentBlueprint UAkAudioEvent
AkComponent
- **UI-204** :
- **UI-205** :
- **UI-208** :

Unreal Engine 4.6 - Wwise v2014.1.1

- **UI-183** : UnrealBuildToolCRT
(bDebugBuildsActuallyUseDebugCRT = true)
- **UI-184** : AkComponent
- **UI-186** : .bnk UAkAudioBank

Unreal Engine 4.5 - Wwise v2014.1

- **UI-172** Fixed:AkReverbVolumeChannel
- **UI-174** Fixed:"Generate SoundBanks"
- **UI-175** Fixed:

20148- Wwise v2014.1

- **UI-166** FixedAuxiliary Bus
- Wwise2014.1.Wwise2014.1.2013.2.x

20148 - Wwise v2013.2.9

-

20147 - Wwise v2013.2.9

- SwitchDemo mapUnrealWwiseDemoSwitch
- **UI-161** FixedAkComponent

20146 - Wwise v2013.2.8

- **UI-152** FixedSoundBank

20144 - Wwise v2013.2.7

- **UI-149** FixedAkReverbVolumes

20143 - Wwise v2013.2.6

- Visual Studio 2013
- **UI-146** FixedUnity
- **UI-147** Fixed
 - AkComponenttick
 - AkReverbVolumesCollision
 -
 -
- **UI-148** FixedRTPCDemo"Get Player Controller"Editor
"Simulate""Possess"

20141 - Wwise v2013.2.5

- ShooterGameAkAnimNotifyFPP_RifleReload
- **UI-131** FixedAnimation EditorAnimation Editor2



AnimNotify_AkEvent Blueprint

- **UI-134** FixedGetAkComponentStopWhenOwnerDestroyed
AkComponentSetStopWhenOwnerDestroyed
- **UI-136** FixedWwise AuthoringXbox One
- **UI-137** Fixed"Post Event at Location"
AAkReverbVolumes
- **UI-138** FixedcommandletUE
- **UI-139** FixedZFMathAbsUnreal
- **UI-145** FixedRTPCAkComponentSetRTPCValue

201312 - Wwise v2013.2.4

- Unreal WwisePS4Xbox One
-
-
- `LinkedProject Engine/Config/BaseEditor.ini<Your Game>/Config/DefaultGame.ini`
-
- UAkComponent
- **UI-130** FixedUAkComponentUpdateAkReverbVolumeList
- **UI-130** FixedUAkComponent
- **UI-132** FixedUAkComponentsTick
- **UI-135** FixedRTPC

201310 - Wwise v2013.2.1

- PlayStation4Xbox One
- WwiseAUXAkReverbVolume
- **UI-128** FixedIO

20139 - Wwise v2013.2.1

- Visual Studio 2012
- AkAudioDeviceUEngineUseSound()False
- UAkComponent::PostAkEventNull
-

20138 - Wwise v2013.2

- AkComponentWwise
 - AkComponentEpicAudioComponent
AkComponent
 - AkGameplayStatics
- SoundBank Definition File
- Wwise Profiler
- SoundBank
- Set RTPC Value

20137 - Wwise v2013.1.1

- SoundBank
- Content BrowserAudiokinetic EventAudiokinetic Bank
- Xbox OnePS4
- AnimNotify_AkEvent
- AkComponent Game Object

20136 - Wwise v2013.1.1

- DebugGame
- Wwise SDK
- Windows 64-bitxaudio2/mmdev DLL
- Matinee
- FLevelEditorViewportClient::UpdateAudioListenerAkAudioDevice
- WindowsAudioDeviceModuleNameXAudio2

20135 - Wwise v2013.1.1

- doxygen
- Wwise 2013.1.1 build 4677

20133 - Wwise v2013.1

- Wwise 2013.1 beta build 4609



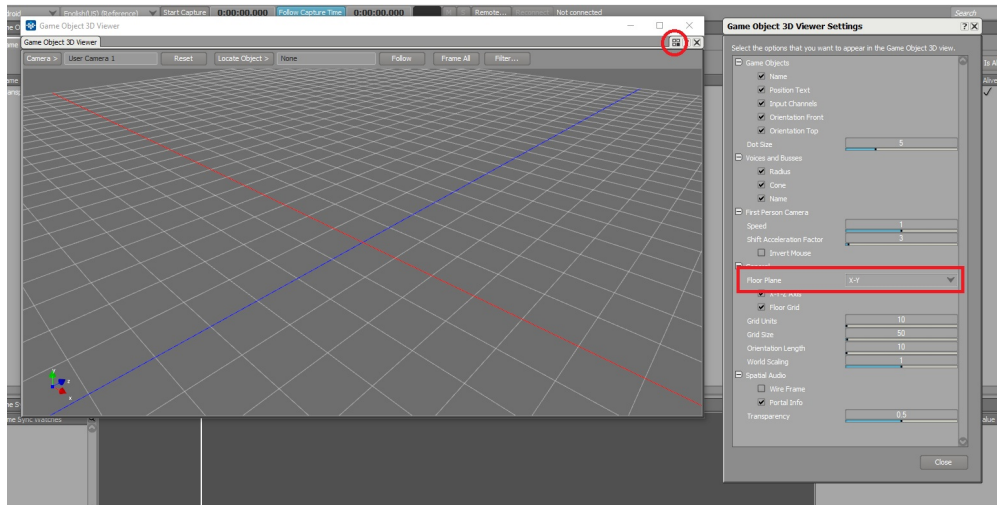


Wwise Unreal

» What's New?

UE4.17/4.18 Wwise 2017.2.0

2017.2.0Unreal Engine 4XYWwise Game
Object 3D ViewerXZWwise Game Object 3D ViewerUnreal
Game Object 3D ViewerFloor PlaneX-Y:



Ak Acoustic Portal

Wwise 2017.2.0 Spatial Audio Portal
2RoomRoomYZ90
Wwise

UE4.11/4.12 Wwise 2016.1.1

WG-30404 AkComponent AttenuationScalingFactor UPROPERTY
Blueprints *A*
SetAttenuationScalingFactor

UE4 Wwise

Unreal Engine 4.11Wwise UE4



Wwise Unreal Content BrowserAkAudioEvent
Wwise PickerUnreal Content Browser

UE4UE 4.10UE 4.11

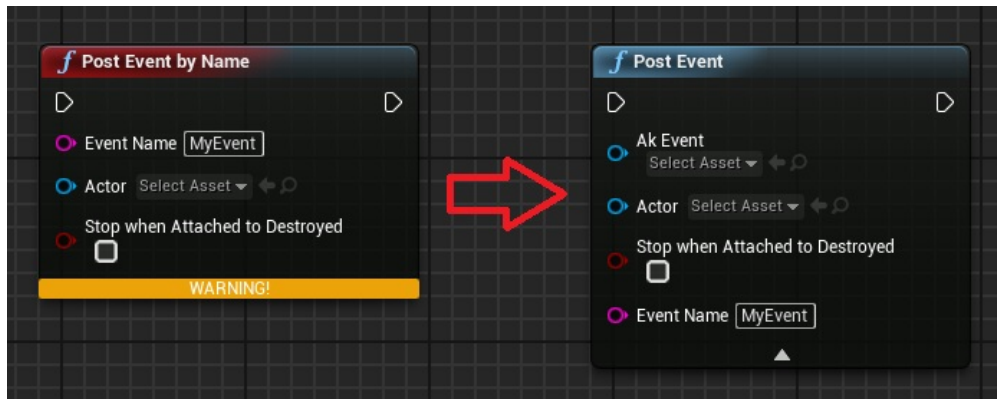
- 1.
2. Unreal EngineEpic Games LauncherUnreal Engine
3. Wwise UnrealEngineGame plug-inSDK
4. Unreal Editor
5. Wwise UnrealEngine **Edit > Plugins > Audio**Wwise Unreal
Engine 4 Integration"enable"Wwise
6. AkEventAkEventByName AnimNotify

AnimNotifiesEngine

Wwise Unreal

"...by name"

Wwise Unreal4.11 "...by Name" PostEventByName
LoadBankByNameSoundBankBlueprint
"PostEvent" Blueprint "Event Name"



Wwise

Wwise Unreal4.11WwiseWwiseUE4Editor.exe
4.11 Wwise Unreal

 1.6.3



Wwise Unreal

» What's New?

- **WG-29964** LinuxWwise
- **WG-29968** iOSUnreal Engine
- **WG-29981** Viewport
- **WG-29982** Use Reverb Volumes"Set use reverb volumes"
- **WG-30900** Animation
- **WG-33970** PAKMaciOS