



Wwise Unity Integration

Wwise Unity IntegrationUnityWwiseUnity
UnityC#Wwise SDK APIEditorWwise SDK
WwiseCHMSDK

Unity-WiseWwise APIWwise

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- **Unity**
- **Wwise Integration Package**
- **Wwise Unity Integration**
- **Unity**
- **WwiseUnityDLC**
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- **API**
-
- **Wwise**
- **Using UnityWwise Spatial Audio**
-

Q&A community forum

Wwise Unity Integration Thu Feb 1 09:40:26 2018



1.6.3



Wwise Unity Integration

Wwise Unity Integration:

- [**Wwise Unity Integration 2017.2.1.6524.980**](#)
- [**Wwise Unity Integration 2017.2.0.6500.947**](#)
 - [**2017.2**](#)
 - [**2017.2**](#)
- [**Wwise Unity Integration 2017.1.4.6407.845**](#)
- [**Wwise Unity Integration 2017.1.3.6377.812**](#)
- [**Wwise Unity Integration 2017.1.2.6361.791**](#)
- [**Wwise Unity Integration 2017.1.1.6340.770**](#)
- [**Wwise Unity Integration 2017.1.0.6302.726**](#)
 - [**2017.1**](#)
 - [**2017.1**](#)
- [**Wwise Unity Integration 2016.2.4.6098.531**](#)
- [**Wwise Unity Integration 2016.2.3.6077.504**](#)
- [**Wwise Unity Integration 2016.2.2.6022.430**](#)
- [**Wwise Unity Integration 2016.2.1.5995.409**](#)
- [**Wwise Unity Integration 2016.2.1**](#)
- [**Wwise Unity Integration 2016.2.0**](#)
- [**Wwise Unity Integration 2016.1.3**](#)
- [**Wwise Unity Integration 2016.1.2**](#)
- [**Wwise Unity Integration 2016.1.1**](#)
- [**Wwise Unity Integration 2016.1**](#)
- [**Wwise Unity Integration 2015.1.4**](#)
- [**Wwise Unity Integration 2015.1.3**](#)
- [**Wwise Unity Integration 2015.1.2**](#)
- [**Wwise Unity Integration 2015.1.1**](#)
- [**Wwise Unity Integration 2015.1**](#)
- [**Wwise Unity Integration 2014.1.6**](#)
- [**Wwise Unity Integration 2014.1.5**](#)
- [**Wwise Unity Integration 2014.1.4**](#)
- [**Wwise Unity Integration 2014.1.3**](#)
- [**Wwise Unity Integration 2014.1.2**](#)
- [**Wwise Unity Integration 2014.1.1**](#)
- [**Wwise Unity Integration 2014.1**](#)
- [**Wwise Unity Integration 2013.2.9**](#)

- [**Wwise Unity Integration 2013.2.8**](#)
- [**Wwise Unity Integration 2013.2.5**](#)
- [**Wwise Unity Integration 2013.2.4**](#)
- [**Wwise Unity Integration 2013.1.1**](#)
- [**Wwise Unity Integration 2013.1**](#)

Wwise Unity Integration 2017.2.1.6524.980

Wwise 2017.2.1 Wwise SDK

- Wwise SDK: 2017.2.1
- UnityUnity 5.55.62017.12017.22017.3 (PersonalPro)

 4 : Unity

Wwise Unity Integration	
Android iOS Linux Mac PS4 tvOS Windows Xbox One	Unity 2017.3.0f3
UWP (Windows)	Unity 2017.3.0p3
Switch	Unity for Nintendo Switch 3.1.2 (Unity 5.6.4 with NintendoSDK 3.5.2)

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- **WG-34267:** Wwise_IDs.csAK"Ak"
- **WG-35301:** EventTimeline AkEventSection
- **WG-35609:** AkRoomPortal
- **WG-36086:** AkRoomPortal
- **WG-36099:** 2016.2.4NullReferenceException
- **WG-36125:** Fixed compatibility with Unity 5.5.
- **WG-36144:** Fully specified System.IO.Path in Wwise C# script to avoid potential conflicts.
- **WG-36219:** Unity 2017.3 Wwise Picker
- **WG-36356:** Exposed monitoring pool size and queue size in

[AkInitializer](#) inspector.

- **WG-36413:** Fixed crash when having more than one portal from one room to the other.

Wwise Unity Integration 2017.2.0.6500.947

Wwise 2017.2.0 Wwise SDK Unity 2017.3

- Wwise SDK: 2017.2.0
- UnityUnity 5.55.62017.12017.22017.3 (PersonalPro)



Wwise Unity Integration	
Mac Windows	Unity 2017.3.0f3
Android iOS Linux PS4 tvOS UWP (Windows) Xbox One	Unity 2017.2.0f3
Switch	Unity for Nintendo Switch 3.1.2 (Unity 5.6.4 with NintendoSDK 3.5.2)

- :
- **2017.2**

- breaking changes

2017.2

- :
- **WG-25994:** C#
 - **WG-27337:** MIDI
 - **WG-28541:** AkAk

UnityAudio Input Source
MIDIWwise

- **WG-33501:** SoundBank
- **WG-34446:** AkCallbackManager

Wwise Unity Integration 2017.1.4.6407.845

- Wwise SDK: 2017.1.4
- UnityUnity 5.55.62017.12017.2 (PersonalPro)

 4 : Unity

Wwise Unity Integration	
Android iOS Linux Mac PS4 PS Vita tvOS UWP (Windows) Windows Xbox One	Unity 2017.2.0f3
Switch	Unity for Nintendo Switch 3.1.2 (Unity 5.6.4 with NintendoSDK 3.5.2)

:

- **WG-35168:** Switch
- **WG-35383:** WwiseTypesID
- **WG-35384:** AkAudioListener AkInitializer AkTerminator Awake() OnEnable()Editor **WG-35513:** AkGameObj
- **WG-35958:** Unity 2017.3Unity 2017.3

Wwise Unity Integration 2017.1.3.6377.812

Wwise 2017.1.3 Wwise SDK Unity 2017.1

- Wwise SDK: 2017.1.3
- UnityUnity 5.55.62017.12017.2 (PersonalPro)

 4 : Unity

Wwise Unity Integration	
Android	
iOS	
Linux	
Mac	
PS4	
PS Vita	Unity2017.2.0f3
tvOS	
UWP (Windows)	
Windows	
Xbox One	
Switch	Switch 1.0.1 Unity (Unity 5.5.0p1 with Nintendo SDK 1.4.0)

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- **WG-34855:** AkSoundEngine.GetCurrentLanguage()
- **WG-35075:** : Unity 2017.2 Wwise Launcher

Wwise Unity Integration 2017.1.2.6361.791

Wwise 2017.1.2 Wwise SDK

- Wwise SDK: 2017.1.2
- Unity: Unity 2017.1 (PersonalPro)



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: Unity

Wwise Unity Integration	
Android iOS Linux Mac PS4 PS Vita tvOS UWP (Windows) Windows Xbox One	Unity 5.6.1p1
Switch	Switch 1.0.1 Unity (Unity 5.5.0p1 with Nintendo SDK 1.4.0)

Wwise Unity Integration 2017.1.1.6340.770

Wwise 2017.1.1 Wwise SDK Unity 2017.1

- Wwise SDK: 2017.1.1
- Unity: Unity 2017.1 (PersonalPro)

 4 : Unity

	Wwise Unity Integration
Mac Windows	Unity 2017.1.0f3
Android iOS Linux PS4 PS Vita tvOS UWP (Windows) Xbox One	Unity 5.6.1p1
Switch	Switch 1.0.1 Unity (Unity 5.5.0p1 with Nintendo SDK 1.4.0)

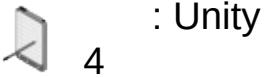
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- **WG-33018:** : Decode Banks
- **WG-33818:** iOSAndroid
- **WG-34090:** WSA Unity PluginTLS Allocator Error
- **WG-34188:** System.EventHandlerFully qualified name)
- **WG-34205:** UnityEditor.MenuUnityEditor.MenuItemFully qualified name)

Wwise Unity Integration 2017.1.0.6302.726

Wwise 2017.1.0 Wwise SDK Unity 2017.1

- Wwise SDK: 2017.1.0
- Unity: Unity 2017.1 (PersonalPro)



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: Unity

Wwise Unity Integration	
Mac Windows	Unity 2017.1.0f3
Android iOS Linux PS4 PS Vita tvOS UWP (Windows) Xbox One	Unity 5.6.1p1
Switch	Switch 1.0.1 Unity (Unity 5.5.0p1 with Nintendo SDK 1.4.0)

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- **2017.1**

- Wii U
- [GameObject Unity Integration Extensions and Migration Guide](#)
- [AkCallbackManager](#)

2017.1

[Wwise Installation](#)

- WG-27479: **AkInitializer**
- **WG-30791:** WwiseTypes **WwiseTypes**
- **WG-31155** AkMemSettings AkChannelConfig
SoundEngine
- **WG-31735** GameObject **Unity Integration**
- **WG-32348** SoundBanksInfoXML
- **WG-32657** foreach
- **WG-33303** AK_MusicPlaylistSelect
- **WG-34003:**

Wwise Unity Integration 2016.2.4.6098.531

Wwise 2016.2.4 Wwise SDK

- Wwise SDK: 2016.2.4
- Unity: Unity 5.6 (PersonalPro)



: Unity

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	Wwise Unity Integration
Android iOS Linux Mac PS4 PS Vita tvOS Windows Windows Store (Windows) Xbox One	Unity 5.6.1p1
Switch	Switch 1.0.1 Unity (Unity 5.5.0p1 with Nintendo SDK 1.4.0)

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- **WG-33395:**

Wwise Unity Integration 2016.2.3.6077.504

Wwise 2016.2.3 Wwise SDK

- Wwise SDK: 2016.2.3
- Unity: Unity 5.6 (PersonalPro)



	Wwise Unity Integration
Android iOS Linux Mac PS4 PS Vita tvOS Windows Windows Store (Windows) Xbox One	Unity 5.6.0f3
Switch	Unity for Switch 0.6.1
Wii U	Unity 5.4.2f2

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- WG-32536: Nintendo Switch
- WG-32623: Android

Wwise Unity Integration 2016.2.2.6022.430

Wwise 2016.2.2 Wwise SDK

- Wwise SDK: 2016.2.2
- Unity: Unity 5.5 (PersonalPro)

 4 : Unity

	Wwise Unity Integration
Android iOS Linux Mac PS4 PS Vita tvOS Windows Windows Store (Windows) Xbox One	Unity 5.5.0p4
Wii U	Unity 5.4.2f2

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- WG-31862: enum

Wwise Unity Integration 2016.2.1.5995.409

Wwise 2016.2.1 Wwise SDK

- Wwise SDK: 2016.2.1
- Unity: Unity 5.5 (PersonalPro)



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: Unity

	Wwise Unity Integration
Android iOS Linux Mac PS4 PS Vita tvOS Windows Windows Store (Windows) Xbox One	Unity 5.5.0f3
Wii U	Unity 5.4.2f2

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- WG-32006: GameObject"Unknown Game Object ID"

Wwise Unity Integration 2016.2.1

Wwise 2016.2.1 Wwise SDK

- Wwise SDK: 2016.2.1
- Unity: Unity 5.5 (PersonalPro)



	Wwise Unity Integration
Android iOS Linux Mac PS4 PS Vita tvOS Windows Windows Store (Windows) Xbox One	Unity 5.5.0f3
Wii U	Unity 5.4.2f2

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- WG-27085: AuxSends
 - WG-31127: AK_MusicSyncUserCue
 - WG-31650: SoundEngineAkGameObjFixed NullReferenceException
 - WG-31651: SetObjectPositionAkGameObj
 - WG-31862: enum
-
- [Unity case #861189](#): Unity Windows StoreLauncher

Wwise Unity Integration 2016.2.0

Wwise 2016.2.0 Wwise SDK

- Wwise SDK: 2016.2.0
- Unity: Unity 5.4 (PersonalPro)



	Wwise Unity Integration
Android iOS Linux Mac PS4 PS Vita tvOS Windows Windows Store (Windows) Xbox One	Unity 5.4.1p2
Wii U	Unity 5.2.4f1

- Windows Phone 8.1 Windows Store 8.08.13
Windows Store Universal Windows Platform (UWP)
- Xbox 360
- PS3

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- WG-30571: Library Wwise Unity Integration

- WG-30960: AkGameObjUnity
- WG-31507: DurationMediaIDbStreaming

Wwise Unity Integration 2016.1.3

Wwise 2016.2.3 Wwise SDK

- Wwise SDK: 2016.1.3
- Unity: Unity 5.4 (PersonalPro)
 : Integration Unity 4 Unity 4 Wwise
Integration Unity

	Wwise Unity Integration
Android	
iOS	
Linux	
Mac	
PS3	
PS4	Unity 5.4.0p2
PS Vita	
tvOS	
Windows	
Windows Store	
Xbox One	
Wii U	Unity 5.2.4f1
Xbox 360	Unity 5.0.1f1

Wwise Unity Integration 2016.1.2

Wwise 2016.1.2 Wwise SDK Wwise Unity

- Wwise SDK: 2016.1.2
- Unity: Unity 5.4 (PersonalPro)



Wwise Unity Integration	
Android	
iOS	
Linux	
Mac	
PS3	
PS4	Unity 5.4.0p2
PS Vita	
tvOS	
Windows	
Windows Store	
Xbox One	
Wii U	Unity 5.2.4f1
Xbox 360	Unity 5.0.1f1

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- WG-30567 Fixed: WAV
- SWIGzipzipSWIG
SWIG
- Wwise 2014.1.4 2016.1.2 2015.1.6

2016.1

- Unity 5.4Wwise 2016.1.2 Unity 5.4Wwise
2016.1.2

Wwise Unity Integration 2016.1.1

Wwise 2016.1.1 Wwise SDK

- Wwise SDK: 2016.1.1
- Unity: Unity 5.3 (PersonalPro)

 4 : Unity

Wwise Unity Integration	
Android	
iOS	
Linux	
Mac	
PS3	
PS4	Unity 5.3.5p6
PS Vita	
tvOS	
Windows	
Windows Store	
Xbox One	
Wii U	Unity 5.2.4f1
Xbox 360	Unity 5.0.1f1

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- WG-30021: SoundBankSoundBank
- WG-30228: Linux
- WG-30231: tvOS
- WG-30259: GC.Collect **AkGameObj**

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- WG-30128: VitaSoundBank

- WG-30139: Wii USoundBank

Wwise Unity Integration 2016.1

Wwise 2016.1 Wwise SDK

- Wwise SDK: 2016.1
- Unity: Unity 5.3 (PersonalPro)

 4 : Unity

Wwise Unity Integration	
Android	
iOS	
Linux	
Mac	
PS3	Unity 5.3.4p3
PS4	
PS Vita	
Windows	
Windows Store	
Xbox One	
Wii U	Unity 5.2.4f1
Xbox 360	Unity 5.0.1f1

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- WG-25675 : WwiseSoundBankWwise Picker
"Generate SoundBanks"
- WG-27583 Fixed: UnitySoundBankUnity
SoundBank
- WG-28175 : WwiseGlobal
- WG-26011 : SceneAK Audio ListenerDefault Unity Audio
Listener

- SWIGzipzipSWIG
SWIG
 - Wwise 2014.1.42016.12015.1.6
2016.1
- :
- WG-30021: EditorDecodeBanks
 - WG-30021: DecodeBanksSoundBankSoundBank
DecodedBanks
 - WG-30128: VitaSoundBank
 - WG-30139: WiiUSoundBank

Wwise Unity Integration 2015.1.4

Wwise 2016.1 Wwise SDK

- Wwise SDK: 2015.1.4
- Unity: Unity 4.6 Pro / Unity 5.2 (Personal / Pro)

	Wwise Unity Integration
Android iOS Linux Mac Metro PS3 PS4 PS Vita Windows Windows Phone Xbox One	Unity 5.2.2p1
Wii U	Unity 4.3.7f1 / Wii U 2.2.5
Xbox 360	Unity 5.0.1f1

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- WG-28412 : **AkGameObj** Prefab
- WG-28723 : PS4

Wwise Unity Integration 2015.1.3

Wwise 2015.1.3 Wwise SDK Universal Windows Platform

- Wwise SDK: 2015.1.3
- Unity: Unity 4.6 Pro / Unity 5.2 (Personal / Pro)

Wwise Unity Integration	
Android	
iOS	
Linux	
Mac	
PS3	
PS4	Unity 5.2.2p1
PS Vita	
Windows	
Windows Store Apps	
Xbox One	
Wii U	Unity 4.3.7f1 / Wii U 2.2.5
Xbox 360	Unity 5.0.1f1

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- Universal Windows Platform / Windows Store Apps
 - Windows Store Apps SDK 8.1
 - Windows Phone 8.0
 - Windows Store Apps SDK 8.0

- :
- WG-25945 : WwiseUnity / WwiseGlobal / WwiseUnity
 - WG-26011 : SceneAK Audio Listener / Default Unity Audio Listener
 - WG-28108 : Editor / Editor

- WG-28175 : WwiseGlobal
- WG-28479 : SetupMain Camera
Setup
- WG-28526 : Unity EditorGameObjectsSoundEngine

Wwise Unity Integration 2015.1.2

Wwise 2016.1 Wwise SDK

- Wwise SDK: 2015.1.2
- Unity: Unity 4.6.5 Pro / Unity 5.1.2p2 (Personal / Pro)

	Wwise Unity Integration
Android iOS Linux Mac Metro PS3 PS4 PS Vita Windows Windows Phone Xbox One	Unity 5.2.0f3
Wii U	Unity 4.3.7f1 / Wii U 2.2.5
Xbox 360	Unity 5.0.1f1

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- WG-27029 : Unity GameObject
- WG-28200 : Everything(0, 0, 0) GameObject3D L0

AkGameObj

Wwise Unity Integration 2015.1.1

Wwise 2015.1.1 Wwise SDK

- Wwise SDK: 2015.1.1
- Unity: Unity 4.6.5 Pro / Unity 5.1.2p2 (Personal / Pro)

	Wwise Unity Integration
Android iOS Linux Mac Metro PS3 PS4 PS Vita Windows Windows Phone Xbox One	Unity 5.1.2p2
Wii U	Unity 4.3.7f1 / Wii U 2.2.5
Xbox 360	Unity 5.0.1f1

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- WG-27977 : Unity
- WG-28030 : Wii U/Unity: Release RPLTRCNDEBUG
- WG-28042 : Unity: Wwise
- WG-28044 : Unity: Wwise
- WG-28046 : **AkInitializer**
- WG-28048 : Wwise ProfilerGameObject

Wwise Unity Integration 2015.1

Wwise 2015.1 Wwise SDK

- Wwise SDK: 2015.1
- :
- WG-25669: Wwise PickerAuto PopulateMac Editor
- :
- WG-27079 Fixed: WwiseSettings.xml

Wwise Unity Integration 2014.1.6

Wwise 2014.1.6 Wwise SDK

- Wwise SDK: 2014.1.6
- Unity: Unity 4.6.5 Pro / Unity 5.1.2p2 (Personal / Pro)

	Wwise Unity Integration
Android iOS Linux Mac Metro PS3 PS4 PSVita Windows Windows Phone	Unity 5.0.2p3
Xbox 360	Unity 5.0.1f1
Xbox One	Unity 5.0.2p4

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- WG-27585 Fixed: Wwise Picker Wwise
- WG-27624 Fixed: (PS3) SetListenerPostion PS3

Unity:

- Xbox One: UnitySoundEngine
- Unity 4 Windows Store Apps: DllNotFoundException
unity_troubleshooting

:

- WG-27585 Fixed: Wwise Picker Wwise

Wwise Unity Integration 2014.1.5

Wwise 2014.1.5 Wwise SDK

- Wwise SDK: 2014.1.5
- Unity: Unity 4.6.5 Pro / Unity 5.1.2p2 (Personal / Pro)

	Wwise Unity Integration
Android iOS Linux Mac Metro PS3 PS4 PSVita Windows Windows Phone	Unity 5.0.2p3
Xbox 360	Unity 5.0.1f1
Xbox One	Unity 5.0.2p4

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- WG-25669: Wwise PickerAuto PopulateMac Editor

Unity:

- Xbox One: UnitySoundEngine
- Unity 4 Windows Store Apps: DllNotFoundException
unity_troubleshooting

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- Android x86
- Windows Store Apps Scripting Define Symbols

- WG-27108 Fixed: DestroyUnity
- WG-25733 Fixed: WindowsiOS/Mac
- WG-26875 Fixed: AkMemBankLoader

Wwise Unity Integration 2014.1.4

Wwise 2017.1.1 Wwise SDK Unity 2017.1

- Wwise SDK: 2014.1.4
- Unity: Unity 4 ProUnity 5 PersonalPro

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- WG-26780 Fixed: WwiseUnity
- WG-26837 Fixed: AkBankManager

:

- WG-25669: Wwise PickerAuto PopulateMac Editor
- WG-25733: WindowsiOS/Mac

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- Windows Phone 8.1Metro
- Unity 5Wwise Unity IntegrationPlugin Importer API
 <UNITY_PROJECT_ROOT>/Assets/Plugins

-- : Unity 4Unity 5:

- 1.
2. Unity 4Unity 5Unity -- -# Unity 52014.1.4
 Unity
3. "Start"
- 4.
5. Unity 5Wwise Unity Integration

Wwise Unity Integration 2014.1.3

Wwise 2014.1.3 Wwise SDK

- Wwise SDK: 2014.1.3
- :
- WG-25669: Wwise PickerAuto PopulateMac Editor
- WG-25733: Windows/iOS/Mac

Wwise Unity Integration 2014.1.2

Wwise 2014.1.2 Wwise SDK

- Wwise SDK: 2014.1.2
- Unity Editor (October XDK) Wwise SDK (November XDK) XDK
Xbox One
- :
- WG-26305 Fixed: Null64-bit
- WG-26337 Fixed: Mac 64-bit
- WG-26385 Fixed: AndroidWwiseUnityCPU
- WG-26395 Fixed: MSBUILDWindows Phone 8
- WG-26430 Fixed: iOSSetBasePath()
- :
- WG-25669: Wwise PickerAuto PopulateMac Editor
- WG-25733: WindowsiOS/Mac

Wwise Unity Integration 2014.1.1

Wwise 2014.1.1 Wwise SDK

- Wwise SDK: 2014.1.1
- Unity: 4.x 5.0

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- Wii U
- Plug-in Registration
- Unity "Wwise Settings"
- Wwise PopulateGeneratedSoundBanks

:

- WG-26201: C# System :
- WG-25669: Wwise PickerAuto PopulateMac Editor
- WG-25733: WindowsiOS/Mac
- WG-25669: Wwise PickerAuto PopulateMac Editor
- WG-25733: WindowsiOS/Mac

Wwise Unity Integration 2014.1

Wwise 2014.1
Wwise SDK 2013.2
Wwise
Unity Integration

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- 2013.2 Wwise Unity Integration

- Wwise SDK: 2014.1
- Unity: 4.x

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- Android
- iOS
- Linux*
 - 32-bit
 - 64-bit
- Mac OS X (10.6)
- PS3
- PS4
- PS Vita
- Windows
 - 32-bit
 - 64-bit
- Windows 8 (Metro)
 - Intel ARM Windows Store App
- Windows Phone 8.0
- Xbox360
- Xbox One

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- pg_wwisedemoscene
- 2013.2 Wwise Unity Integration
- WwiseWwise Unity IntegrationUUIDWwiseUnity

- **Wwise** **AkAmbientInspector**
- Wwise
- AkSoundEngine
- WwiseGlobalAkListener

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- WG-25783: Callback Manager
- WG-25677: Mac

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- WG-25669: Wwise PickerAuto PopulateMac Editor
- WG-25733: WindowsiOS/Mac

Wwise Unity Integration 2013.2.9

Wwise 2013.2.9 Wwise SDK

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- Wwise SDK: 2013.2.9
- Unity: 4.x

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- Android
 - iOS
 - Linux*
 - 32-bit
 - 64-bit
 - Mac OS X (10.6)
 - PS3
 - PS4
 - PS Vita
 - Windows
 - 32-bit
 - 64-bit
 - Windows 8 (Metro)
 -
 - IntelARMWindows Store App
 - Windows Phone 8.0
 - Xbox360
 - Xbox One
- :
- Windows Phone 8.0

Wwise Unity Integration 2013.2.8

Wwise 2013.2.8 Wwise SDK Wwise-Unity

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- **Unity**
- Wwise Picker Wwise **Wwise Picker**
- Unity **Wwise Unity Integration** Wwise 2015.1
- Wwise SDK

- Wwise SDK: 2013.2.8
- Unity: 4.x

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- Android
- iOS
- Linux*
 - 32-bit
 - 64-bit
- Mac OS X (10.6)
- PS3
- PS4
- PS Vita
- Windows
 - 32-bit
 - 64-bit
- Windows 8 (Metro)
 - Intel ARM Windows Store App
- Windows Phone 8.0
- Xbox360
- Xbox One

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- Xbox One
 - PS4
 - Linux
 - * Unity Integration for LinuxWwise 2013.2.8 Linux BETA
 - Windows Phone 8.0
-
- WindowsMetroUnityScripting Define Symbol
 - IntegrationUnity Editor
 - Integration
 - Windows IDEVisual Studio 20082010
 - WindowsMetro

Wwise Unity Integration 2013.2.5

Wwise 2013.2.5 Wwise SDK

- Wwise SDK: 2013.2, 2013.2.x
- Unity: 4.x

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- Android
- iOS
- Mac OS X (10.6)
- PS3
- PS4
- PS Vita
- Windows
 - 32-bit
 - 64-bit
- Windows 8 (Metro)
 - IntelARMWindows Store App
- Xbox 360
- Xbox One

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- : PS4
- : PS Vita
- : Xbox One
- Android: API **AddBasePath()** I/O POSIX

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- WG-24351: iOS:

Wwise Unity Integration 2013.2.4

Wwise 2013.2.4 Wwise SDK

- Wwise SDK: 2013.2, 2013.2.x
- Unity: 4.x

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- Windows 8 (Metro)
 - IntelARMWindows Store App
- Windows
 - 32-bit
 - 64-bit
- Mac OS X (10.6)
- iOS
- Android
- Xbox360
- PS3

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- Integration **Wwise > Help**
- Wwise SDKVersion.txt

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- WG-24080: Windows API Mac API Android
 - Android armeabi

Wwise Unity Integration 2013.2.1

Wwise 2013.2.1 Wwise SDK

- Wwise SDK: 2013.2, 2013.2.1
- Unity: 4.x3.x

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- Windows 8 (Metro)
 - IntelARMWindows Store App
- Windows
 - 32-bit
 - 64-bit
- Mac OS X (10.6)
- iOS
- Android
- Xbox360
- PS3

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- Unity IntegrationUnity Unity Editor
- WwiseUnity EditorUI:
 -
 -
 - SoundBank ID C++ C#
- Unity 4Scripting Define SymbolsWindows
-
- IntegrationDemo
- Android: SoundBankAndroid Expansion Files (OBB)

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- WG-23781: Bank
- WG-23734: WindowsMarker
- WG-23345: Unity Editor
- WG-23436: Unity:
- WG-23423: UnityGameObject
- WG-22533: Unity: API

- iOS
-

- **Unity**
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- iOSXcodeAPIpg_howtobuilddeployios
- UI
- Apple
- SWIG2.0.11MacSWIGpg_compileswig

Wwise Unity Integration 2013.1.1

Wwise 2016.1 Wwise SDK Integration

Wwise Unity Integration 2013.1

Wwise 2013.1 Wwise SDK Android

- Wwise SDK: 2012.2.x, 2013.1
- Unity: 3.4.x, 3.5.x, 4.x

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- Windows 8
 - Intel ARM Windows Store App
- Windows (32bit)
- Windows (64bit)
- Mac OS X (10.6)
- iOS
- Android
- Xbox360
- PS3

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- Android: SoundBanksAndroid (apk) LoadBank() API
- Windows 64bit
- Windows 8

: WG-22948: PS3

- WG-22938: Mac OSX Unity Integration
- WG-22334: Unity Music userCue
- WG-22329: Unity Integration PostEvent()
- WG-22255: Unity Android:
- WG-22165: 3DiOS Android
- WG-21933: AkCallbackManager.cs floatUserCue
- WG-21365: Unity iOS: iOS

- WG-22533: API
 - 1UnityWindowsMac
 - quietverbose
 - Python
 - IntegrationUnity
-
- Integration for PS3Visual Studio 2010
 - Python 2.6Python 2.7.x3.x
 - IntegrationUNITY_PROJECT_ROOTIntegration
UNITY_PROJECT_ROOT
 - AndroidPostprocessBuildPlayerUnity
 - IntegrationDemoUnity4



[Wwise Unity Integration »](#)

2017.2

Wwise 2017.2Unity Integration:

- **Edit Mode**
 - **Edit**
- **WwiseGlobal**
- **Wwise Audio Input**
- **MIDI**
- **Automatic SoundBank Management**

Edit Mode

WwiseUnityEditPlayWwise
AkAmbient) Play/StopAkEvents
Play MultipleStop MultipleStop All

AkEvent (



Edit

EditAkBankLoad On:AwakeUnload On:Never

WwiseGlobal

WwiseGlobalAkEditorEventPlayerEdit

AkEventWwiseEventsWwiseGlobal

AkGameObj **AkAudioListener** Edit

AkGameObj **AkRoom** **Unity**

AkEnvironment

Wwise Audio Input

Wwise Audio InputC#

UnityAudio Input Source

MIDI

WwiseMIDIC#

MIDIWwise

Automatic SoundBank Management

SoundBank

1SoundBank

SoundBank

Spatial Audio

UnityAPI

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



[Wwise Unity Integration »](#)

2017.2

:

Pre-2017.2:	New in 2017.2:
ErrorCode	AK.Monitor.ErrorCode
ErrorLevel	AK.Monitor.ErrorLevel
DynamicSequenceType	AK.SoundEngine.DynamicSequence.DynamicSequenceTy
MultiPositionType	AK.SoundEngine.MultiPositionType
PreparationType	AK.SoundEngine.PreparationType
RTPCValue_type	AK.SoundEngine.Query.RTPCValue_type

:

Pre-2017.2:	New in 2017.2:
Iterator	AkIterator
Playlist	AkPlaylist
PlaylistItem	AkPlaylistItem



[Wwise Unity Integration »](#)

2017.1

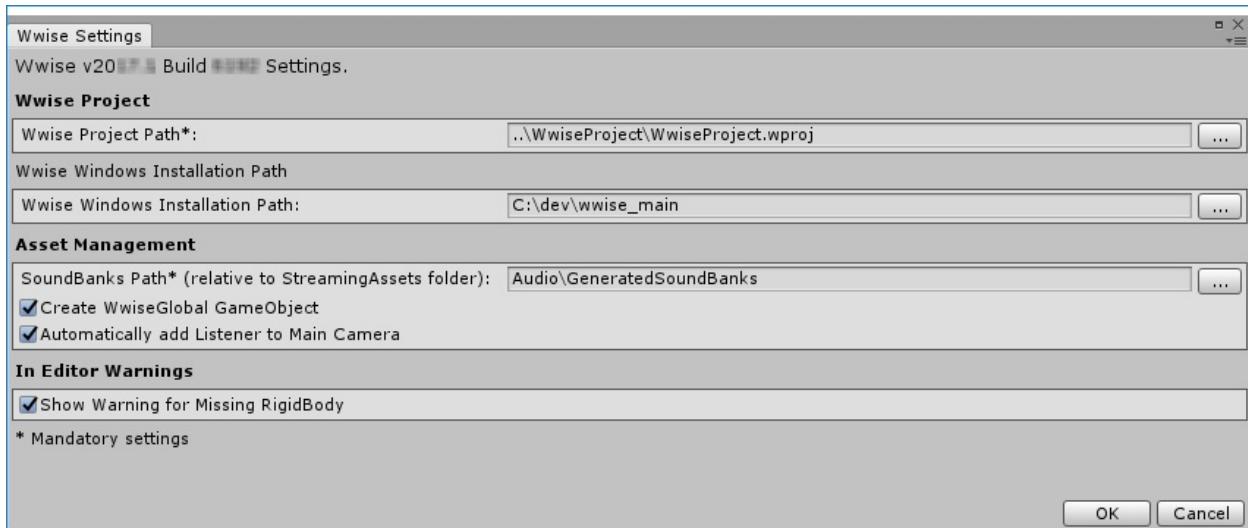
Wwise 2017.1Unity Integration:

-
- **WwiseTypes**
- **Unity Integration**
- **3D**

[RequireComponent(typeof(AkGameObj))] **AkEvent**

AkEnvironment **AkEnvironmentPortal** Rigidbody
Rigidbody **AkEnvironment** AkEnvironmentPortalno
 Rigidbody **AkGameObj** "Environment aware"
Rigidbody Editor: **AkGameObj-AkEnvironment interactions**
require a Rigidbody component on the object or the environment.
AkGameObj-AkEnvironmentRigidbody

WwiseSettings Show Warning for Missing RigidBody



WwiseTypes

"WwiseTypes" WwiseEventSwitchesStates
Wwise



:

```
public class Footsteps : MonoBehaviour
{
    [Header("Wwise Types")]
    public AK.Wwise.Event FootStepEvent = null;
    public AK.Wwise.RTPC SpeedRTPC = null;
    public AK.Wwise.Switch UnderFootMaterialSwitch =
null;
    public AK.Wwise.Bank FootStepBank = null;

    void InitializeSound() { FootStepBank.Load(); }
    void FinalizeSound() { FootStepBank.Unload(); }

    void PlayFootStepSound(float speed)
    {
        SpeedRTPC.SetValue(gameObject, speed);
        UnderFootMaterialSwitch.SetValue(gameObject);
    }
}
```

Unity Integration

AkSoundEngine Launcher

3D

Wwise3D

AkAudioListener

AkGameObj

AkGameObj
AkAudioListener



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[Wwise Unity Integration »](#)

2017.1

AkCallbackManager

- AkCallbackManager.AudioInterruptionCallback()

```
public delegate AKRESULT AudioInterruptionCallba  
ck(bool in_bEnterInterruption, object in_Cookie)  
;
```

- AkCallbackManager.BGMCallback()

```
public delegate AKRESULT BGMCallback(bool in_bOt  
herAudioPlaying, object in_Cookie);
```

- AkCallbackManager.EventCallback()

```
public delegate void EventCallback(object in_coo  
kie, AkCallbackType in_type, AkCallbackInfo in_i  
nfo);
```

- **AkCallbackManager** AkCallbackInfoC++
 - gameObjID ulong IntPtr
 - AkCallbackManager.AkMidiEventCallbackInfo AkMIDIEventCallbackInfo "MIDI"
 - AkCallbackManager.AkMusicSyncCallbackInfoBase AkMusicSyncCallbackInfo
 - **AkCallbackManager.AkMusicSyncCallbackInfo.segmentInfo** AkMusicSyncCallbackInfo.segmentInfo_*



Wwise Unity Integration

Unity

WwiseUnityIntegration UnityPackageUnityWwiseUnity
Editor

-
- **Wwise Integration Package**
- **Unity**
-
- **SoundBank**
-
- **Wwise Integration Package**

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration » Unity

Wwise:

Unity:

	Unity 5.5 PersonalPro
iOS	Xcode 7.2 or above with compatible iOS SDK
Linux	libSDL2 (Linux)
Windows	DirectX End-User runtime x64 Visual Studio 2013 redistributable
Windows 32-bit Debug	x86 Visual Studio 2013 redistributable



Wwise Unity Integration » Unity

Wwise Integration Package

Wwise Launcher

Wwise Launcher WwiseUnity



- LauncherUnity
- WwiseUnity(Warning)
- UnityUnity

Unity Integration

Launcher

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1.6.3



Wwise Unity Integration » Unity

Unity

Unity

- Edit > Project Settings > AudioDisable Audio
- "Create WwiseGlobal GameObject""Wwise Global" Wwise GlobalAkEditorEventPlayer AkAudioListenerAkGameObjEditAkEvent RigidbodyAkEnvironmentAkRoomAkGameObj
- Script Execution OrderWwise (**AkInitializer**, **AkGameObj**, **AkAudioListener**, **AkBank**, **AkTerminator**)
- "Add Ak Listener to Main Camera" Audio Listener Main Camera AkAudioListen
- Play in BackgroundWwise Profiler



Wwise Unity Integration » Unity

WwiseWwiseSoundBankWwise

1. WAVWindows Explorer1Project ExplorerAudio
Sound1
2. EventSound New Event
3. SoundBankSoundBanksF7New
4. EventSoundBankEventProject ExplorerSoundBank
5. Generate SoundBanks

Unity

1. **Wwise Picker** (**Window > Wwise Picker**)Event
SoundBank
2. SoundBank
3. Event
- 4.

UnityWwiseUnity

- [AkAmbient](#)
- [AkBank](#) SoundBank
- [AkEnvironment](#) Collider
-

-- Wwise API2

- [WWISE](#)
- [AK::SOUNDENGINE](#)

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration » Unity

SoundBank

Unity Editor SoundBank Wwise

Generated SoundBanks

Unity1

... SoundBank

Wwise SoundBank SoundBank
SoundBank

Build Player Pipeline: **Unity**

Wwise Unity Integration Thu Feb 1 09:40:26 2018  1.6.3



Wwise Unity Integration » Unity

WwiseUnitySoundBank

:

- Wwise
- SoundBank
- Unity
- SoundBank *StreamingAssetsEditor*
- Editor

Unity



- Wwise Compressor
- Wwise Delay
- Wwise Expander
- Wwise Gain
- Wwise Matrix Reverb
- Wwise Meter
- Wwise Parametric EQ
- Wwise Peak Limiter
- Wwise RoomVerb
- Wwise Silence
- Wwise Sine
- Wwise Tone Generator

WwiseUnity

Creating New Plug-ins

Wwise (McDSP, iZotope, Auro, SoundSeed, Crankcase REV,
Convolution Reverb, Motion)



Wwise Unity Integration » Unity

Wwise Integration Package



- UnityUnity
- UnityUnity
- WwiseUnity(Warning)
- C++ AkSoundEngineC++

Wwise SDK

C++

Wwise Integration Package

Wwise IntegrationUnity

Package

Wwise Integration

UnityWwise Integration

Wwise LauncherWwise Integration



Wwise IntegrationWwise

2WwiseUnity

Wwise

1. UnityWwise IntegrationWwise
2. Wwise Project
3. Wwise'Yes'
4. Wwise SoundBankUnityWwiseOnce completed,
make sure to regenerate your Wwise SoundBanks to be ready to
carry on with your work after updating the Unity project to the new
Wwise version.

UnityWwise

UnityWwiseWwise Launcher

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration

Wwise Integration Package

Wwise Integration PackageUnityAssets/Wwise
Wwise

Wwise Unity IntegrationThu Feb 1 09:40:26 2018



1.6.3



Wwise Unity Integration

Wwise Unity Integration

- **AkAmbient** Use this component to attach a Wwise Event to any object in a scene. The sound can be started at various moments, dependent on the selected Unity trigger. This component is more useful for ambient sounds (sounds related to scene-bound objects) but could also be used for other purposes. Since **AkAmbient** has **AkEvent** as its base class, it features the play/stop, play multiple, stop multiple and stop all buttons for previewing the associated Wwise event. . [AkAmbientInspector](#)

- **AkAudioListener**

Add this script on the game object that represent a listener. This is normally added to the Camera object or the Player object, but can be added to any game object when implementing 3D busses.

`isDefaultListener` determines whether the game object will be considered a default listener - a listener that automatically listens to all game objects that do not have listeners attached to their `AkGameObjListenerList`'s.

- **AkBANK**

Loads and unloads a SoundBank at a specified moment. Vorbis sounds can be decompressed at a specified moment using the decode compressed data option. In that case, the SoundBank will be prepared.

- **AkEmitterObstructionOcclusion**

Obstructs/Occludes the emitter of the current game object from its listeners if at least one object is between them.

- **AkEnvironment**

Use this component to define a reverb zone. This needs to be added to a collider object to work properly. [AkEnvironment](#)

[AkEnvironmentPortalInspector \(Reverb Zones\)](#)

- **AkEnvironmentPortal**

Use this component to define an area that straddles two different AkEnvironments zones and allow mixing between both zones.

[AkEnvironmentAkEnvironmentPortalInspector \(Reverb Zones\)](#)

- **AkEvent**

Wwise EventUnityHelper

- **AkGameObj**

This component represents a sound object in your scene tracking its position and other game syncs such as Switches, RTPC and environment values. You can add this to any object that will emit sound, and it will be added to any object that an **AkAudioListener** is attached to. Note that if it is not present, Wwise will add it automatically, with the default values, to any Unity Game Object that is passed to Wwise.

- **AkRoom**

An **AkRoom** is an enclosed environment that can only communicate to the outside/other rooms with AkRoomPortals.

- **AkRoomPortal**

An **AkRoomPortal** can connect two **AkRoom** components together.

- **AkRoomPortalObstruction**

Obstructs/Occludes the spatial audio portal of the current game object from the spatial audio listener if at least one object is between them.

- **AkSpatialAudioEmitter**

Add this script on the GameObject which represents an emitter that uses the Spatial Audio API.

- **AkSpatialAudioListener**

Add this script on the game object that represent a listener. This is normally added to the Camera object or the Player object, but can be added to any game object when implementing 3D busses.

`isDefaultListener` determines whether the game object will be considered a default listener - a listener that automatically listens to all game objects that do not have listeners attached to their `AkGameObjListenerList`'s.

- **AkState**

This will call `AkSoundEngine.Setstate()` whenever the selected Unity event is triggered. For example this component could be set on a Unity collider to trigger when an object enters it.

- **AkSurfaceReflector**

This component will convert the triangles of the GameObject's geometry into sound reflective surfaces.

- **AkSwitch**

This will call `AkSoundEngine.Setswitch()` whenever the selected Unity event is triggered. For example this component could be set on a Unity collider to trigger when an object enters it.

Wwise Picker

- **AK.Wwise.AuxBus**

This type represents an auxiliary send in the Master-Mixer Hierarchy.

- **AK.Wwise.Bank**

This type can be used to load/unload SoundBanks.

- **AK.Wwise.CallbackFlags**

This type represents the values of the flags used when posting an **Event** with a callback.

- **AK.Wwise.Event**

This type can be used to post Events to the sound engine.

- **AK.Wwise.RTPC**

This type can be used to set game parameter values to the sound engine.

- **AK.Wwise.State**

This type can be used to set Wwise States.

- **AK.Wwise.Switch**

This type can be used to set **Switch** values on gameobjects.

- **AK.Wwise.Trigger**

This type can be used to post triggers to the sound engine.

Wwise Types

Wwise

3

- **Wwise Picker** EventWwise PickerUnity Viewer
InspectorAkAmbientGame Object
- **Add Component** AkAmbientAkEventUnity Game
Object
- **Wwise Types** `AK.Wwise.Event.Post()` C#
- `AkSoundEngine.PostEvent()` C#

AkAmbientInspector

- **AkAmbient:**
 - **Trigger On:**
UnityAkSoundEngine.PostEvent
 - **Event Name:**
Picker
 - **Action On Event:**
WwiseUnity
 - *Action On Event Type:*
 - *Curve Interpolation:*
 - *Fade Time:*
 - **Use Callback:**
 - *Game Object:*
 - *Callback Function:*
Callback Function
Game Object1 Callback Function
:
in_info
 - *Callback Flags:*
Callback Function
AkCallbackType
 - **Play / Stop:**
EditWwise
 - **Stop All:**
Wwise
 - **Position Type:**
AudioEngine
 - *Simple_Mode:*

- *Large_Mode*:
- *MultiPosition_Mode*:
 - AkAmbient1
 - AkAmbient
 - AkambientAkEvent
 - AkAmbient
- **Show Attenuation Sphere**:
 - Max Attenuation** `Wwise SoundBank(project->project settings->soundbanks->Max attenuation)`
 - *Dont_Show*:
 - *Current_Event_Only*:
 - `AkSoundEngine.PostEvent`
 - Simple_Mode*
 - Large_Mode*
 - ifMultiPosition_Mode* *MultiPosition_Mode* `AkAmbient`
 - *All_Events*:
 - `AkAmbient`

WwiseUnity Timeline

UnityTimelineWwiseWwise RTPCWwise

:

WwiseTimeline

AkEnvironmentAkEnvironmentPortalInspector (Reverb Zones)

WwiseReverb Zone Environment Auxiliary Sends
Wwise

AkEnvironmentAkEnvironmentCollider
AkEnvironment:

- **Wwise Picker** AkEnvironmentAuxBusWwise Picker
Unity ViewerInspectorAkAmbientGame Object
- **"Add Component"** AkEnvironmentUnity Game
ObjectInspector
- AK::SoundEngine::SetGameObjectAuxSendValues() C#

2
22

- UnityGameObject->Wwise->Envrionment Portal

AkGameObj
AkEnvironmentPortalAkEnvironmentInspector2

Wwise44:

- 4
- 4:
 - 4 *DefaultExclude Others*
 - *Default*
 - *Exclude Others*
- **AkEnvironment** component:
 - 4
 - **Priority**:

54

- **Default:**

21

- **Exclude Others:**

Exclude Others

Exclude Others21

- **AuxBus Name:**

AuxBusAuxBusAuxBusAuxBusAuxBus

OkAuxBusAuxBus Wwise Picker

AuxBus

- **AkEnvironmentPortal** component:

UnityGameObject->Wwise->Environment Portal

2

1

- **Environment #1:**

- **Environment #2:**

- **Axis:**

ZXZ

:

- **Aux**

- **AK::SoundEngine::SetGameObjectAuxSendValues**

C#

Wwise SDK AkSoundEngine UnityC++ AK::SoundEngine
AK::MusicEngine SDKAPI API Wwise
API GameObjectID GameObject
AkGameObjectGameObject

EventBankID

Wwise API ID WwiseC#

Wwise_IDs.cs

Wwise_IDs.h

Assets > Wwise > Convert Wwise SoundBank IDs Python

MIDIWise

MIDIwise AkMIDIPostArray AkMIDIPost fill:

- AkMIDIPostArray.PostOnEvent()
 - AkSoundEngine.PostMIDIOnEvent()
 - **AK.Wwise.Event.PostMIDI()**

MIDI

```
public class MyMIDIBehaviour : UnityEngine.MonoBehaviour
{
    public AK.Wwise.Event SynthEvent;

    private void Start()
    {
        AkMIDIPostArray MIDIPostArrayBuffer = new AkMIDIPostArray(6);
        AkMIDIPost midiEvent = new AkMIDIPost();

        midiEvent.byType = AkMIDIEventTypes.NOTE_ON;
        midiEvent.byChan = 0;
```

```

        midiEvent.byOnOffNote = 56;
        midiEvent.byVelocity = 127;
        midiEvent.uOffset = 0;
        MIDIPostArrayBuffer[0] = midiEvent;

        midiEvent.byOnOffNote = 60;
        MIDIPostArrayBuffer[1] = midiEvent;

        midiEvent.byOnOffNote = 64;
        MIDIPostArrayBuffer[2] = midiEvent;

        midiEvent.byIdType = AkMIDIEventTypes.NOTE_OFF
    ;
        midiEvent.byOnOffNote = 56;
        midiEvent.byVelocity = 0;
        midiEvent.uOffset = 48000 * 8;
        MIDIPostArrayBuffer[3] = midiEvent;

        midiEvent.byOnOffNote = 60;
        MIDIPostArrayBuffer[4] = midiEvent;

        midiEvent.byOnOffNote = 64;
        MIDIPostArrayBuffer[5] = midiEvent;

        SynthEvent.PostMIDI(gameObject, MIDIPostArra
yBuffer);
    }
}

```

UnityAudio Input Source

Audio Input SourceC#Wwise SDK

Audio Input Source

```

public class MyAudioInputBehaviour : UnityEngine.Mon
oBehaviour

```

```
{  
    public AK.Wwise.Event AudioInputEvent;  
    public uint SampleRate = 48000;  
    public uint NumberOfChannels = 1;  
    public uint SampleIndex = 0;  
    public uint Frequency = 880;  
    private bool IsPlaying = true;  
  
    // Callback that fills audio samples - This function is called each frame for every channel.  
    bool AudioSamplesDelegate(uint playingID, uint channelIndex, float[] samples)  
    {  
        for (uint i = 0; i < samples.Length; ++i)  
            samples[i] = UnityEngine.Mathf.Sin(Frequency * 2 * UnityEngine.Mathf.PI * (i + SampleIndex) / SampleRate);  
  
        if (channelIndex == NumberOfChannels - 1)  
            SampleIndex = (uint)(SampleIndex + samples.Length) % SampleRate;  
  
        // return false  
  
        return IsPlaying;  
    }  
  
    // Callback that sets the audio format - This function is called once before samples are requested.  
    void AudioFormatDelegate(uint playingID, AkAudioFormat audioFormat)  
    {  
        // Channel configuration and sample rate are the main parameters that need to be set.  
        audioFormat.channelConfig.uNumChannels = NumberOfChannels;  
        audioFormat.uSampleRate = SampleRate;
```

```

    }

    private void Start()
    {
        // The AudioInputEvent event, that is setup
        // within Wwise to use the Audio Input plug-in, is posted on gameObject.
        // AudioFormatDelegate is called once, and AudioSamplesDelegate is called once per frame until it returns false.
        AkAudioInputManager.PostAudioInputEvent(AudioInputEvent, gameObject, AudioSamplesDelegate, AudioFormatDelegate);
    }

    //
    public void StopSound()
    {
        IsPlaying = false;
    }

    private void OnDestroy()
    {
        AudioInputEvent.Stop(gameObject);
    }
}

```

Unity

AkGameObj Unity gameObject transform
 1Unity
 2

AkGameObjUnity GetUpward() 3 gameObjects	GetPosition() GetForward() AkGameObj Unity
--	--

```
AkAudioListener Wwise
AkAudioListener      AkGameObj MainCamera
AkAudioListener Unity          gameObject
Unity
```

```
#if !(UNITY_DASHBOARD_WIDGET || UNITY_WEBPLAYER || UNITY_WII || UNITY_WIIU || UNITY_NACL || UNITY_FLASH || UNITY_BLACKBERRY) // Disable under unsupported platforms.

//
// Copyright (c) 2017 Audiokinetic Inc. / All Rights Reserved
//

using UnityEngine;
using System;
using System.Collections.Generic;

[AddComponentMenu ("Wwise/AkGameObj3rdPersonCam")]
[ExecuteInEditMode] //ExecuteInEditMode necessary to maintain proper state of isStaticObject.
public class AkGameObj3rdPersonCam : AkGameObj
{
    public Transform target;           // The position that this camera will be following. InspectorUnity gameObject

    //
    public override Vector3 GetPosition ()
    {
        return target.GetComponent<AkGameObj> ().GetPosition ();
    }
}
```

```
}
```

```
#endif // #if !(UNITY_DASHBOARD_WIDGET || UNITY_WEBP  
LAYER || UNITY_WII || UNITY_WIIU || UNITY_NACL || UN  
ITY_FLASH || UNITY_BLACKBERRY) // Disable under unsu  
pported platforms.
```

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 1.6.3



[Wwise Unity Integration](#) » [Wwise Unity Integration](#)

Wwise Picker

Wwise Picker WwiseEventSwitch Wwise Picker
Wwise SettingsMenu **Edit > Wwise Settings...** Wwise
Unity

Wwise Wwise Picker Wwise Picker
Refresh Project Wwise SoundBank XML

Wwise Picker Wwise Picker

+ -

SoundBank

SoundBank Generate SoundBanks
PickerSoundBankWwiseUnity:
WwiseUnity: SoundBanks generation successful
generation has warning(s) WwiseUnity: SoundBanks generation
error ConsoleSoundBank



Wwise Settings
Wwise Windows Installation Path Mac
Wwise ApplicationUnity Generate SoundBanks
Unity

Wwise Picker

Wwise PickerGame ObjectInspector

:

- Event **AkAmbient**
- SoundBank **AkBANK.**
- Switch Value **AkSwitch**
- State Value **AkState**
- Aux Bus **AkEnvironment**

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[Wwise Unity Integration](#) » [Wwise Unity Integration](#)

Wwise Types

Wwise Types
WwiseSoundBanksEvents
StatesSwitchesWwise TypesEvent

Wwise Types:

```
public class WwiseTypesExample : UnityEngine.MonoBeh
aviour
{
    public AK.Wwise.Bank MyBank = null;
    public AK.Wwise.Event MyEvent = null;
    public AK.Wwise.RTPC MyRTPC = null;

    public void Awake()
    {
        MyBank.Load();
    }

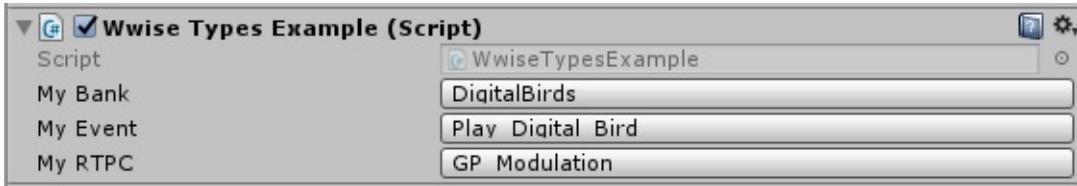
    public void Start()
    {
        MyEvent.Post(gameObject);
    }

    private float CalculateMyValue()
    {
        return (float)System.Math.Sin(System.Math.PI
* UnityEngine.Time.timeSinceLevelLoad);
    }

    public void Update()
    {
        MyRTPC.SetValue(gameObject, CalculateMyValue
());
    }
}
```

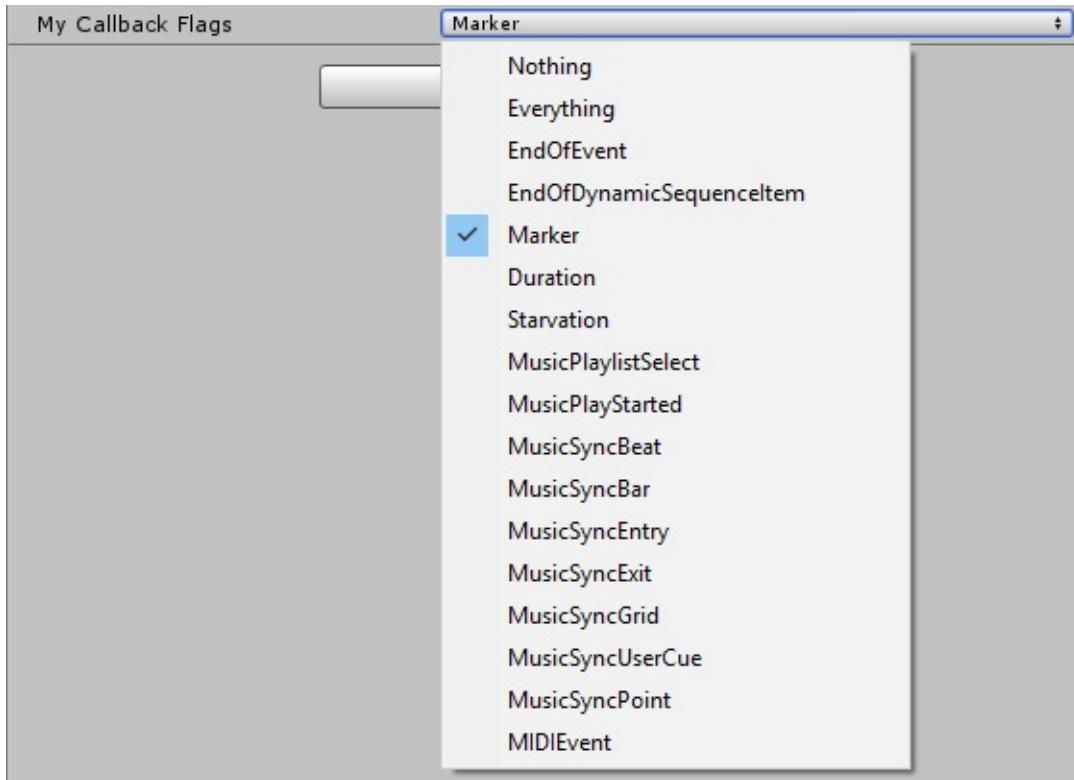
```
}
```

inspector:



WwiseTypesExample marker callbacks

```
public AK.Wwise.CallbackFlags MyCallbackFlags = null;  
  
public void Start()  
{  
    MyEvent.Post(gameObject, MyCallbackFlags, EventCallback);  
}  
  
private void EventCallback(object cookie, AkCallback  
Type type, AkCallbackInfo info)  
{  
    if (type == AkCallbackType.AK_Marker)  
    {  
        var markerInfo = info as AkMarkerCallbackInfo;  
        if (markerInfo != null)  
        {  
            // ...  
        }  
    }  
}
```



Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



[Wwise Unity Integration](#) » [Wwise Unity Integration](#)

Wwise

UnityWwise"Trigger On" WwiseEventSwitchState
UnityUnityIntegration

```
AkTriggerBase C#AkTriggerBase"Trigger On"  
triggerDelegate(GameObject in_target)  
"target"ColliderWwiseColliderPost  
GetComponent<YourTriggerClass>  
( ).triggerDelegate(GameObject in_target)
```



AkTriggerBase32

:

```
public class TriggerOnGunHit : AkTriggerBase  
{  
    void Hit()  
    {  
        if(triggerDelegate != null)  
        {  
            triggerDelegate(null);  
        }  
    }  
}
```

:

```
if (playerIsShot)  
{  
    GetComponent<TriggerOnGunHit>().Hit();  
}
```

TriggerOnGunHitWwise

AK::SoundEngine::PostEvent("GunHit", gameObject) Wwise SDK

Wwise

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1.6.3



[Wwise Unity Integration](#) » [Wwise Unity Integration](#)

WwiseTimeline

TimelineUnity

[Timeline](#) [Timeline Docs](#)

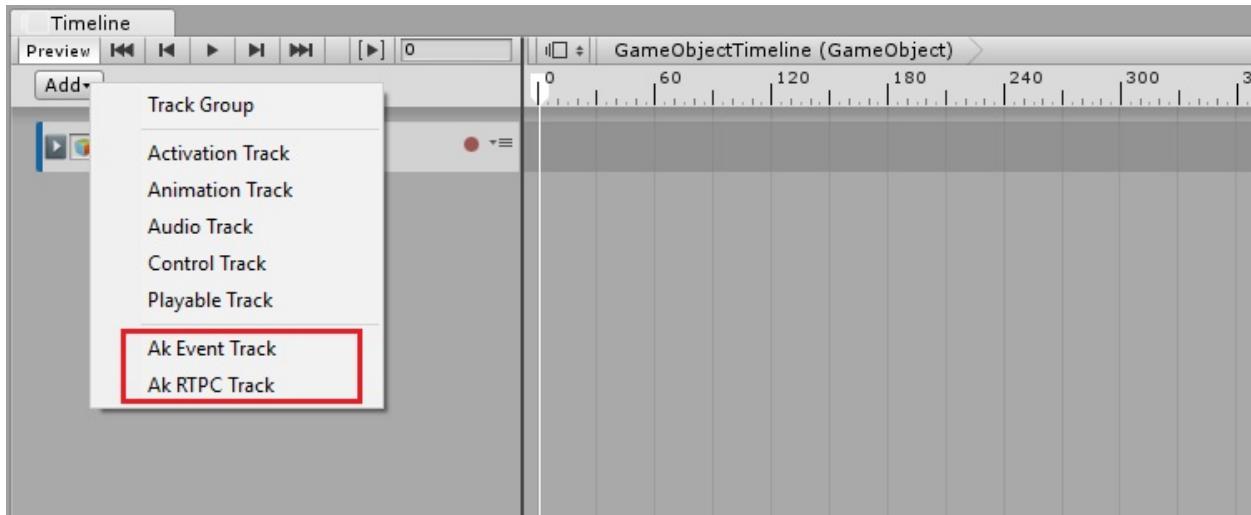
[Timeline](#) [Timeline](#) [Timeline Usage](#)

WwiseTimeline

Wwise Unity Integration
TrackGame Parameter
Timeline **AkRPC**

AkRPC **AkEvent** 2
AkEvent "Add"

AkRPC
AkEvent Track Wwise E



Adding AK tracks to Timeline

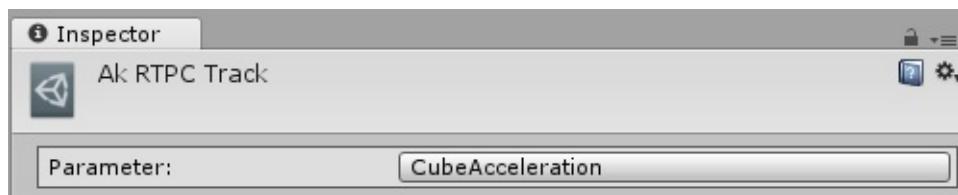
Ak

AkEvent **AkRPC** NoneEvent
RTPCTimelinePlayableDirector
Timeline

AkRPC

AkRPC 1
RPC

Parameter Wwise

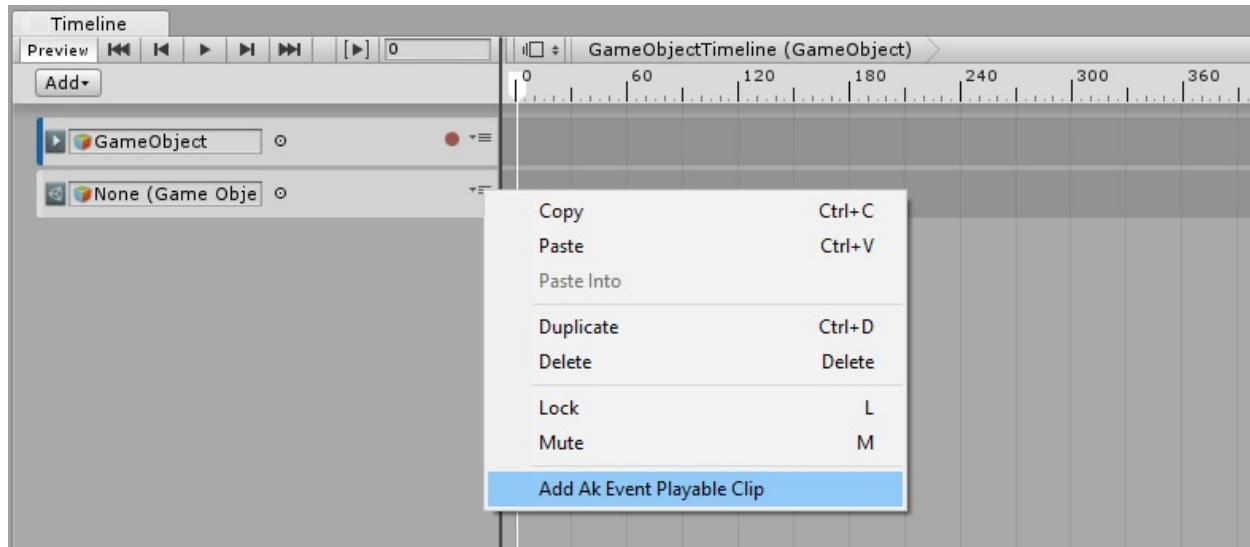


RTPC

Wwise Timeline

AkEvent AkRPC
AkRPCPlayable

AkEventPlayable



AKAK

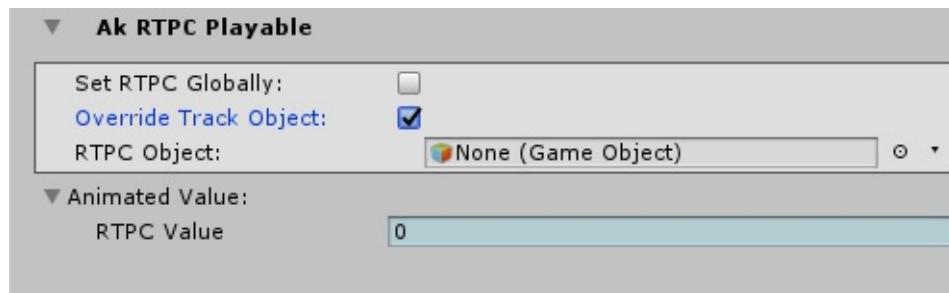
Timeline

Timeline

Clip Properties

AkRPCPlayable

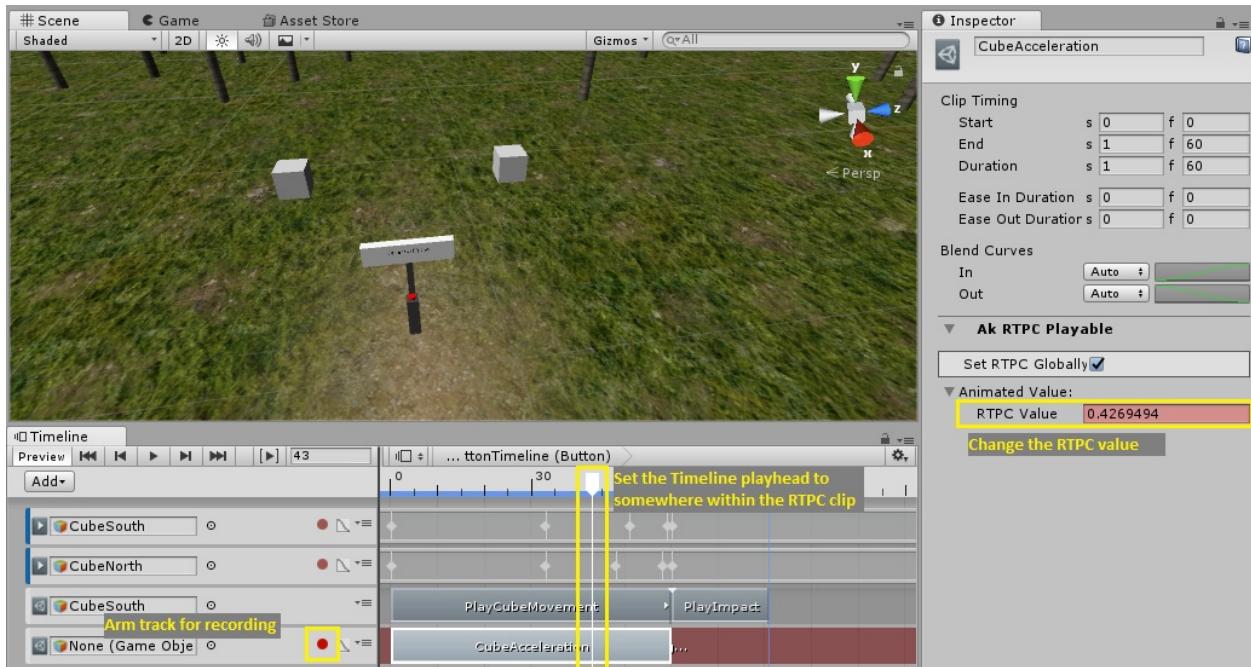
AkRPCPlayable



AkRPCPlayable

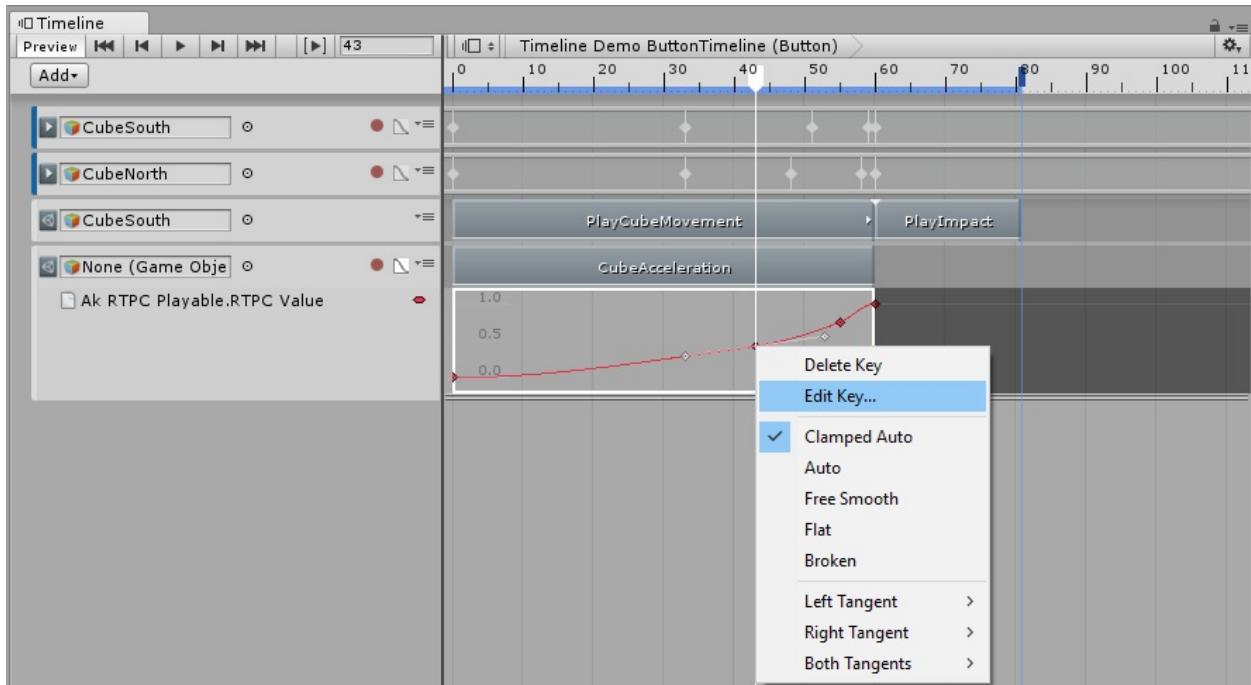
- **Set RTPC Globally:** RTPC

- **Override Track Object:** RTPC Object **RTPC Globally** Set
- **RTPC Object:** RTPC **None** RTPC
- **None Timeline:** **Override Track Object**
- **Animated Value:** RTPC Value: RTPC RTPC Playable

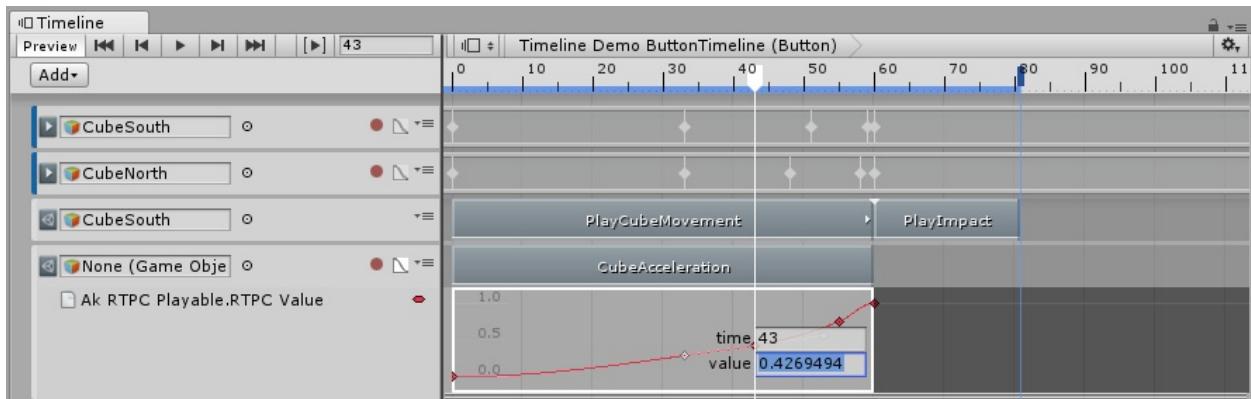


Timeline RTPC

RTPC RTPC Unity



RTPC



RTPC

AkEventPlayable

AkEventPlayable



AkEventPlayable

- **Override Track Object:**

NoneTimeline

A|

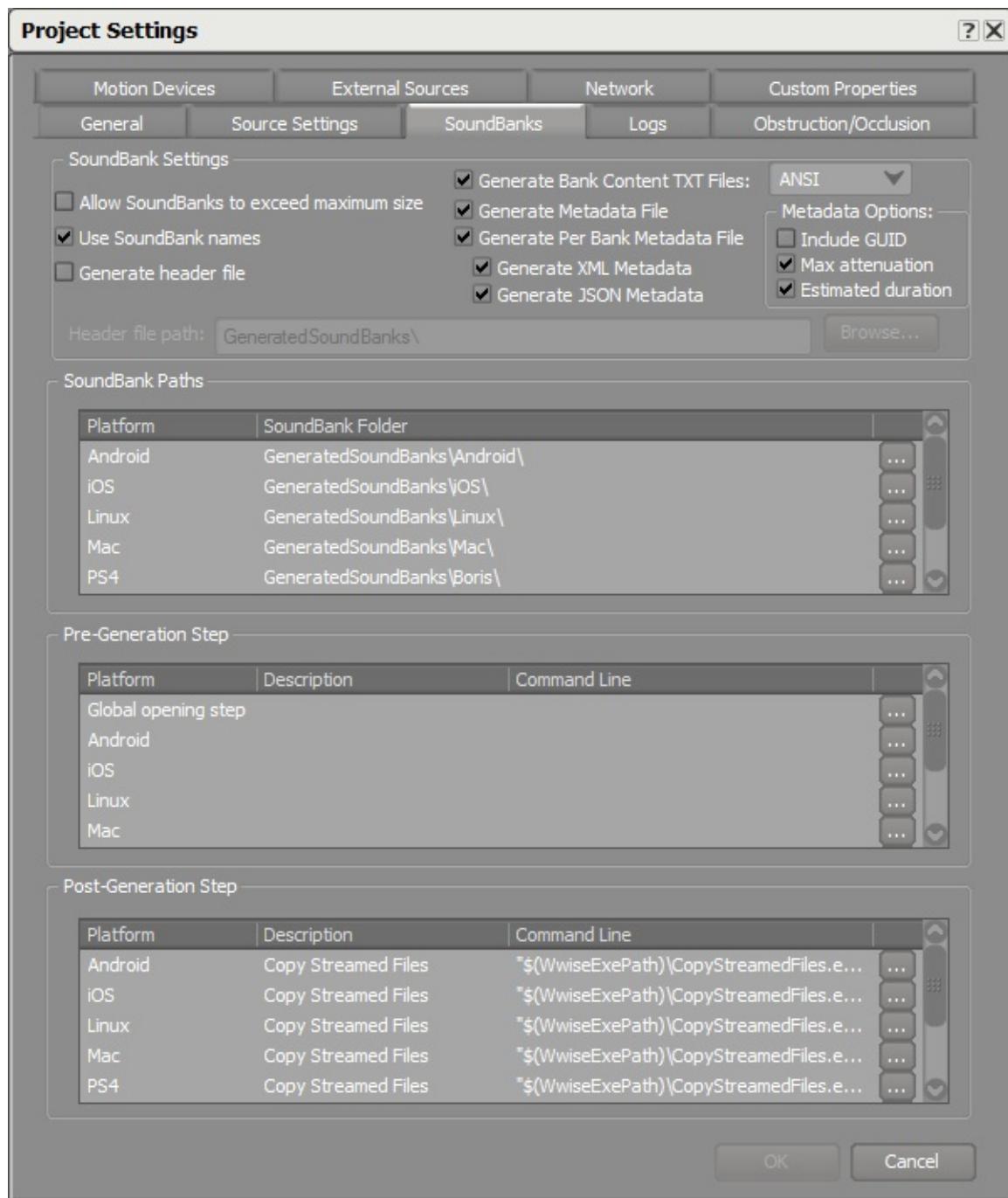
- **Emitter Object Ref:** **Override Track Object**

- **Event:** Wwise

UnityPlayEditUnity PlayableUnity:
[953109](#)Edit"Play from anywhere"Edit

Wwise Project Setup

AkAudioEvent Tracks JSONWwise
Project Settings SoundBanks
Estimated duration **SoundBank Settings** **Metadata Options**
JSON Metadata **Generate**



AkEvent

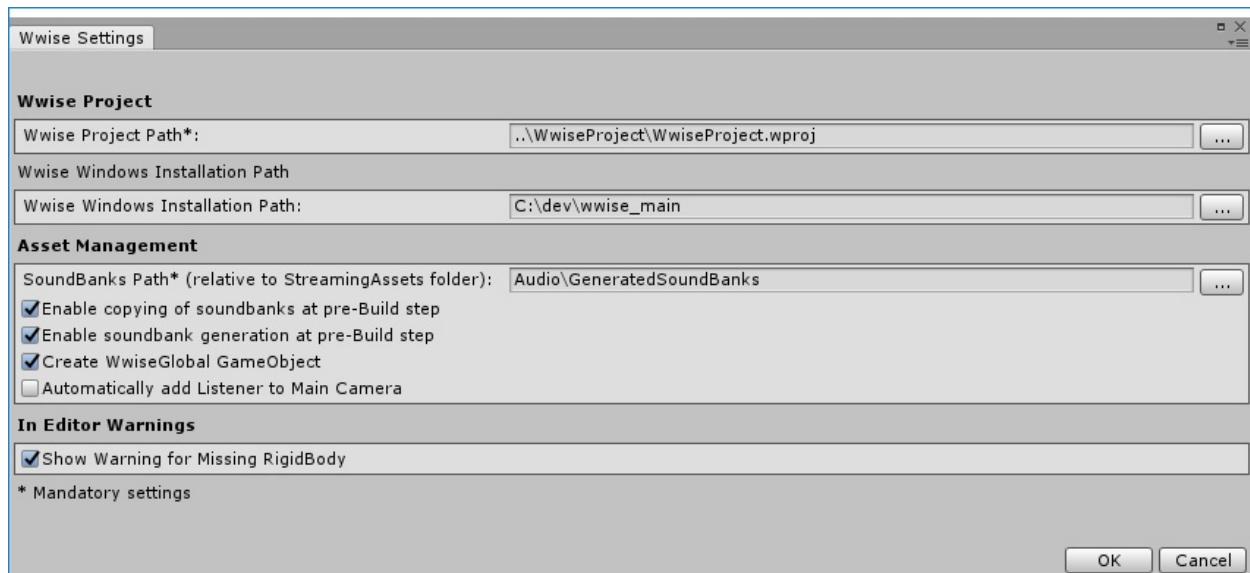


Wwise Unity Integration

Unity

Unity
Unity SoundBank
pre-build steps post-build steps

Edit > Wwise Settings...



Wwise

UnityWwise

Wwise

Wwise > Activate Plugins

Profile

Release



Debug Audiokinetic

-
- **Android**
- pg_howtobuilddeployios
- **Linux**
- **UnityWwise**

StreamingAssets

UnityUnity Assets StreamingAssets Unity
:
Unity StreamingAssets

SoundBank Audio\GeneratedSoundBanks StreamingAssets
Unity WwisePlatform Manager
<UNITY_PROJECT_ROOT>\Assets\StreamingAssets\Audio\GeneratedSoundBank
<YourPlatform>



AkInitializer::basePathSoundBanks

Unity EditorSoundBankWwiseProject SettingsWwise
GeneratedSoundBankWindowsMac

1SoundBank

1SoundBank
SoundBank
pre-build steps

StreamingAssets Wwise
StreamingAssets SoundBank
Wwise Settings

SoundBank

SoundBank

WwiseiOSiPadiPhone
UnityWwise

WwiseSoundBankTXTXMLSoundBank

StreamingAssets

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration » Unity

Android

APKAndroidSoundBankLoadBank() API StreamingAssets
SoundBankUnityAPK AssetsLow-Level IOSoundBankA

Low-Level IOAndroidSoundBankSDCard
AkSoundEngine.AddBasePath(YourPath) APK
APKAPKDLC

UnityiOS BuildBuild and RunUnity EditorUnityXcode
Unity

UNITY_PROJECT_ROOT/Assets/Plugins/iOS

UnityThumbXcodeThumb

Wwise Integration libAkSoundEngine.a

(iOS) Player Settings

12MB

Other Settings

Stripping Level

Wwise Unity Integration Thu Feb 1 09:40:26 2018  1.6.3



Wwise Unity Integration » Unity

Linux

UnityLinuxUnity Editor
Linux BuildBuild RunUnity
.x8632 bit.x86_6464 bit

Wwise Unity Integration libSDL2
"DLLNotFoundException"

libSDL2 Ubuntu 12.04:

- sudo apt-get install build-essential libasound2-dev
- wget <http://www.libsdl.org/release/SDL2-2.0.3.tar.gz>
- tar -zxvf SDL2-2.0.3.tar.gz
- cd SDL2-2.0.3
- ./configure
- make
- sudo make install
- sudo ldconfig



libsdl.org



Wwise Unity Integration » Unity

UnityWwise

Wwise Unity Integration
C#



SoundBank
SoundBank

GetPlatformName

```
UNITY_PROJECT_ROOT/Assets/Wwise/Deployment/Components/AkBasePathGett  
GetPlatformName()
```

iOSiOS3: iPodiPhone
iPad1

1. Wwise3Platform Manager: "iPod", "iPhone",
"iPad" WwisePlatform Manager Wwise
[Setting Up Your Projects > Managing Platforms](#) Wwise
2. Unity AkbasePathGetterC#:

```
public partial class AkbasePathGetter
{
#if UNTIY_IOS
    static partial void GetCustomPlatformName(re
f string platformName)
{
    switch(UnityEngine.iOS.Device.generation
)
{
    case UnityEngine.iOS.DeviceGeneratio
n.iPodTouch1Gen:
        case UnityEngine.iOS.DeviceGeneratio
n.iPodTouch2Gen:
            case UnityEngine.iOS.DeviceGeneratio
n.iPodTouch3Gen:
                case UnityEngine.iOS.DeviceGeneratio
n.iPodTouch4Gen:
                    case UnityEngine.iOS.DeviceGeneratio
n.iPodTouch5Gen:
                        case UnityEngine.iOS.DeviceGeneratio
n.iPodTouchUnknown:
                            platformName = "iPod";
                            break;

    case UnityEngine.iOS.DeviceGeneratio
n.iPad1Gen:
        case UnityEngine.iOS.DeviceGeneratio
```

```
n.iPad2Gen:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPad3Gen:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPadMini1Gen:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPad4Gen:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPadAir1:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPadMini2Gen:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPadMini3Gen:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPadAir2:  
        case UnityEngine.iOS.DeviceGeneratio  
n.iPadUnknown:  
            platformName = "iPad";  
            break;  
  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone3G:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone3GS:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone4:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone4S:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone5:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone5C:  
            case UnityEngine.iOS.DeviceGeneratio  
n.iPhone5S:  
            case UnityEngine.iOS.DeviceGeneratio
```

```

n.iPhone6:
    case UnityEngine.iOS.DeviceGeneration.iPhone6:
n.iPhone6Plus:
    case UnityEngine.iOS.DeviceGeneration.iPhone6Plus:
n.iPhoneUnknown:
    default:
        platformName = "iPhone";
        break;
    }
}
#endif
}

```



platformName Unity

3. (a) AkBuildPreprocessorC#(b) AkBuildPreprocessorC#

:

```

public class WwiseIOSBuildPreprocessor : IPreprocessBuild, IPostprocessBuild
{
    public int callbackOrder { get { return 0; } }

    string iPodDestinationSoundBankFolder = string.Empty;
    string iPadDestinationSoundBankFolder = string.Empty;
    string iPhoneDestinationSoundBankFolder = string.Empty;

    public void OnPreprocessBuild(BuildTarget target, string path)
    {
        if (target == BuildTarget.iOS)
        {
            AkBuildPreprocessor.CopySoundbanks(true, "iPod", iPodDestinationSoundBankFolder);
            AkBuildPreprocessor.CopySoundbanks(true, "iPad", iPadDestinationSoundBankFolder);
            AkBuildPreprocessor.CopySoundbanks(true, "iPhone", iPhoneDestinationSoundBankFolder);
        }
    }
}

```

```
rue, "iPad", iPadDestinationSoundBankFolder);
        AkBuildPreprocessor.CopySoundbanks(t
rue, "iPhone", iPhoneDestinationSoundBankFolder)
;
    }
}

public void OnPostprocessBuild(BuildTarget t
arget, string path)
{
    DeleteSoundbanks(iPodDestinationSoundBan
kFolder);
    DeleteSoundbanks(iPadDestinationSoundBan
kFolder);
    DeleteSoundbanks(iPhoneDestinationSoundB
ankFolder);
}
}
```

4. Wwise"iPhone""iPod""iPad"3SoundBank3
UNITY_PROJECT_ROOT/Assets/StreamingAssets/Audio/GeneratedSour
 5. UnityiOS
 6. SoundBank
-



Wwise Unity Integration

WwiseUnityDLC

Wwise

DLCWwiseFile PackageAuthoring: [Wwise > Help > Finishing Your Project > Managing File Packages > Downloadable Content Overview](#)
[BNKWEMDLC](#)
[Wwise/UnityLow-Level IO](#)

UnityAkInitializerBase Path
AkSoundEngine.LoadFilePackage() Wwise

Base PathiOSAndroid

AndroidiOS
AkSoundEngine.LoadFilePackage() AkSoundEngine.AddbasePath()
Operating System:

```
#if UNITY_IPHONE
    string fileNameBase = Application.dataPath.Substring(0, Application.dataPath.LastIndexOf('/'));
    fileName = fileNameBase.Substring(0, fileNameBase.LastIndexOf('/')) + "/Documents/" + FILE_NAME;
#elif UNITY_ANDROID
    fileName = Application.persistentDataPath + "/" + FILE_NAME ;
#else
    fileName = Application.dataPath + "/" + FILE_NAME;
#endif
```

Androidsdcard

:

- **OBB (Android)**

Unity WWW

UnityWWWDLCAkMemBankLoader.cs
Wwise IO

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration

Wwise-UnityC#Wwise API
IntegrationC++C++

1. Wwise LauncherWwise SDK
2. WwiseUnityOSWindowsMacsourcezip
LauncherUnityzipzip_Src.zip
3. WindowsMaczip
4. Integration
5. zip **Unity**
6. 2: **Console** **Integrated Development Environment (IDE)**
Deployment API
7. .

Notes

- **Build Log**

Integration:

All platforms	<ul style="list-style-type: none">• Unity 5 PersonalPro• Wwise SDK• SDK Wwise SDK > Platform Requirements• Python 2.7.x3.xPhthon
Android	<ul style="list-style-type: none">• Cygwin (Windows)• Android SDK: 32bitAPI964bitAPI21• Android NDK r10e.• Apache Ant 1.8.4.• Wwise SDK• Unity• :<ul style="list-style-type: none">◦ CYGWIN_HOME CygwinWindows◦ ANDROID_HOME Android SDK◦ ANDROID_NDK_ROOT Android NDK◦ ANT_HOME Apache Ant
iOS	<ul style="list-style-type: none">• Xcode 7.2• iOSWwise SDK WWISESDK
Linux	<ul style="list-style-type: none">• Build-essential (<code>sudo apt-get install build-essential</code>)• SDL2 (SDL2)• LinuxWwise SDK WWISESDK
Mac	<ul style="list-style-type: none">• Xcode 7.2• MacWwise SDK WWISESDK
PS4	Visual Studio 2012 Professional Edition.

Windows	Visual Studio 2013 Professional Edition.
Windows Store	Visual Studio 2015.
Xbox One	Visual Studio 2012 Professional Edition.

Wwise SDKIntegration
WwiseUnityAssetsIntegration
Assets

- **StreamingAssets**: SoundBank [1SoundBank](#)
- **Wwise**:
 - **Deployment**: Integration
 - **API**: C++ C# Wwise SDK
 - **Dependencies**: Unity
 - **Components**: Unity
 - **Plug-ins**: Unity
 - **Platform**
 - **Architecture**:
 - **Debug**: Debug [Wwise for detail](#)
 - **Profile**: Profile detail [Wwise for detail](#)
 - **Release**: Release detail [Wwise for detail](#)
 - **DSP**: Wwise
 - **Documentation**: Integration
 - **Editor**: WwiseUnityIntegrationEditor WindowInspector
 - **Tools**:

- **Wwise:**
 - **AkSoundEngine:** IntegrationIDC
 - **Common:**
 - **Platform:** IDE
 - **Integration/Assets/Wwise/Deployment:** Integration
 - **API:** API
 - **Generated:** SWIGAPI
 - **Handwritten:** API
 - **Components:** Unity
 - **Plugins:** WwiseAkSoundEngine
 - **<platform>:**
 - **<architecture>:**

Console

Integration

\Wwise\AkSoundEngine\Common\BuildWwiseUnityIntegration.py
1:

```
python BuildWwiseUnityIntegration.py -h
```

Integrated Development Environment (IDE)

Wwise Unity Integration:

```
WwiseUnityIntegration_version_platform_Src.zip\Wwise  
\AkSoundEngine\YourPlatform
```

Xcode Integration IDE

Mac iOS Xcode

\$WWISESDK	-w	WWISESDK Xcode Xcode
IDE WWISESDK Xcode Mac OS		
AkSoundEngine{platform}	Build Settings	User-Defined
WWISESDK	WWISESDK (ex: /Users/myUser/Wwise/SDK)	

Linux

Linux:

- cd <Integration source location>/AkSoundEngine/Common
- ./premake4 --akplatform=Linux gmake
- make -f AkSoundEngineLinux.make config=<config>

```
<config>    debug32, profile32, release32, debug64, profile64,  
release64    <Integration source location>/Deployment/Plugins/Linux
```

Wwise\Deployment\Plugins\[Platform]Assets\Wwise
Assets

Under the hood

SWIGWwise SDKAPIUnity
WwiseUnitySWIGAPIWwise for Unity
SWIGC++

:

1. Wwise SDKUnityWindowsMac OS X(.bundle) iOS
(.a)Android1Deployment

:

-
- **Build Log**
- **C++Wwise Integration Package**



[Wwise Unity Integration »](#)

Build Log

WarningUnity EditorBuild LogBuild LogIntegration
Build Log

```
UNITY_PROJECT_ROOT\Assets\Wwise\Logs\BuildWwiseUnity
Integration.log
```

Time: Message type: Source Code File name (Module na
me): Line number: Message body

```
2013-09-26 09:29:56,490: INFO: BuildWwiseUnityIntegr  
ation.py (WindowsBuilder): 91: Building: Windows (Wi  
n32, Debug) ...
```

1Unity Integration
BuildUtil.CreateLogger()

```
WwiseUnityIntegration_version_platform_Src.zip\Wwise
\AkSoundEngine\Common\AkSoundEngine\Common\BuildUtil
.py
```

[Python logging.handlers module](#)

IDEVisual Studio IDE



[Wwise Unity Integration »](#)

C++Wwise Integration Package



- UnityUnity
- UnityUnity
- WwiseUnity(Warning)

Wwise Integration

Unity

Package

UnityWwise Integration

LauncherWwise Integration



Wwise Integration

Wwise

3WwiseUnity

Wwise Integration

UnityWwise

Wwise LauncherUnityWwise

Wwise

1. UnityWwise IntegrationWwise
2. Wwise Project
3. Wwise'Yes'
4. Wwise SoundBankUnityWwiseOnce completed,
make sure to regenerate your Wwise SoundBanks to be ready to
carry on with your work after updating the Unity project to the new
Wwise version.
5. SoundBankUnityStreamingAssets

C++

1. Wwise SDK
2. UnityUnity Integration Source Codezip
3. Unity Integration Source Code
4. Unity Integration Source Code
- 5.

Wwise Unity Integration Thu Feb 1 09:40:26 2018



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Wwise Unity Integration

API

Wwise SDKIntegration:

- UnloadBank() 2
- iOSAPI
 - AK::SoundEngine::iOS::ListenToAudioSessionInterruption()
- GetGameObjectFromPlayingID() WindowsGameObject ID
32bitWindows 32bit64bit
- PostEvent() GameObjectAPIGameObject null
- PostEvent()
- AK::Monitoring::SetLocalOutput()
AkCallbackManager.SetMonitoringCallback()
- AK::SoundEngine::SetPosition()
AkSoundEngine.SetObjectPosition()
- PostEvent() External Sources1
-
- AK::SoundEngine::DynamicSequence APIUnity API
SWIG
 - AK::SoundEngine::DynamicSequence::Open() API
 - AkSoundEngine.Open() API
 - AkSoundEngine.DynamicSequenceOpen()
- C++Unity AkArray::operator[]
AkPlaylistArray.ItemAtIndex(uint uiIndex) SWIGC++
- API:
 - iOSAPI
 - AkSpeakerVolumeMatrixCallbackInfo
 - AkSpeakerVolumeMatrixBusCallbackInfo
 - AkBusCallbackFunc
 - AK::SoundEngine::RegisterBusVolumeCallback
 - AK::SoundEngine::RegisterCodec
 - AK::SoundEngine::RegisterGlobalCallback
 - AK::SoundEngine::RegisterPlugin
 - AK::SoundEngine::Query::AkGameObjectsList
 - AK::SoundEngine::Query::GetActiveGameObjects()
 - AK::SoundEngine::Query::GameObjDst

- AK::SoundEngine::Query::AkRadiusList
 - AK::SoundEngine::Query::GetMaxRadius(AkRadiusList& io_RadiusList)
 - Event
 - AK::SoundEngine::DynamicDialogue::ResolveDialogueEvent
- : . .
-

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration

Android

- [**Android**](#)
- [**Background Mode \(Android\)**](#)
- [**OBBA \(Android\)**](#)
- [**WwiseUnityDLC**](#)

iOS

- pg_howtobuilddeployios
- **(iOS)**
- **WwiseUnityDLC**

Linux

- Linux

Windows Store Apps

- Windows Store Apps

Wwise Unity Integration Thu Feb 1 09:40:26 2018



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Wwise Unity Integration »

Background Mode (Android)

```
AK::SoundEngine::Suspend()
AkSoundEngine.WakeupFromSuspend() AkInitializer
```

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration »

OBBA (Android)

Overview of the OBB and Wwise IO

AndroidUnity **Player Settings > Publishing Settings > Split Application Binary, APK Expansion Files.obbZip**
SoundBankStreamingAssetsAndroid SoundBank
SoundBankAPKOBB

OBBAkSoundEngine.SetBasePathOBBOBB
I/OOBBlpersistent CPU

AkMemBankLoader.csSoundBank

:

1. SoundBank.
2. InspectorSoundBank
3. SoundBankInspector
 AkInitializer.cs
4. SoundBank

Bank Name

Is Localized Bank

2 **AkMemBankLoader . LoadNonLocalizedBank()**
AkMemBankLoader LoadLocalizedBank() SoundBank

- SoundBankIOZip
 - SoundBankIntegration
 - streamingmanager_lowlevel
 - 11SoundBankSoundBank
 - SoundBankAPIIIIntegration
-

Wwise Unity Integration Thu Feb 1 09:40:26 2018



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[Wwise Unity Integration »](#)

(iOS)

Unity Integration2

- AkAudioSessionCategorySoloAmbient (Default)
SilentPhoneRing/Silent
- AkAudioSessionCategoryAmbient AmbientSound

BGM (BackGround Music)
UI
AkCallbackManager .SetBGMCallback()

SoloAmbientBGMAmbient
BGMBGM



iOSSuspendWakeupFromSuspend



[Wwise Unity Integration »](#)

Windows Store Apps

- Universal Windows PlatformWindows SoundBanks2SDK
SoundBank

Wwise Unity Integration Thu Feb 1 09:40:26 2018



1.6.3



Wwise Unity Integration

Wwise

Wwise Unity IntegrationWwise LauncherUnity"Recent
Unity Projects"UnityIntegration

Wwise Demo Game
Wwise Launcher
LauncherUnityWwise

Wwise



- The generated SoundBanks are included in the package.
- Wwise Project <DEMO_SCENE_ROOT>/WwiseProjectWwise
AssetsDemo

The Wwise Demo Game is intended as a way to preview and show how the Wwise Unity Integration can be used in the Unity Editor.

Wwise Demo Game:

1. LauncherUnity **Wwise Demo Game** **Unity** **Modify Wwise in Project...**
 1. LauncherUnity
2. Deployment Platform **Modify**
3. Unity
4. SoundBank
5. Generated SoundBanks **StreamingAssets/Audio**
6. Unity

Wwise

3D""For each station, there is a small description on a sign next to the station.

Footsteps

Wwise ProjectRandomSwitch

Footstep

Footstep_material

4

Box Collider Footstep_Material Switch ValueWwise Picker
WindowBox ColliderFirst Person ControllerColliderSwitch
"AkTriggerEnter" "Ak Switch" "Use Other Object"
Inspector Window

0.3 Footstep First Person ControllerWwise SoundEngine

Subtitle

Unity

Delegate AkTriggerButtonPress Delegate
AkTriggerBase triggerDelegate AkTriggerBase
Wwise Component Inspector "trigger" Ak Ambient
Wwise

Environment

StationEnvironmentZone21Box Collider
AuxBusWwise Picker

Wwise2Auxiliary BusLittle Sequence"Use game-defined Auxiliary sends"

EnvironmentZoneWwiseAuxBus

Environment Portal23Environment PortalAuxiliary

Ak Environemnts2Box Collider1'z'RedBlue
IAk Environment Portal2

EnvironmentEnvironment Portal **AkEnvironmentAkEnvironmentPortal Inspector (Reverb Zones)**

Timeline

UnityTimelineAkEventTrackAkRTPCTrack2Cube

TimelineWindow->TimelineTimelineDemoTimeline Demo
ButtonButtonCubeWwiseTimelineTimeline
TimelineButtonPlayable Director

Timeline2Cube1Cubez
TimelineAkEventTrackAkRTPCTrackAkEventTrack2
AkEventPlayable1PlayCubeMovementWwise2PlayImpact
WwiseWwiseTimeline
PlayCubeMovementWwiseRTCPCTRPC
CubeAccelerationCubeAkRTPCTrackRTPCCube

This station also demonstrates the Motion feature. Note that there is a game object called "Motion listener" in the player hierarchy. This game object set up the output for the Motion device on supported platforms.

Any output needs a set of listeners to receive data. That is why the Motion listener also have a Ak Game Object and a Ak Audio Listener. To enable the Motion effect on the cube impact, two important things needs to be done. First, the impact sound needs to be routed to an output bus using the Wwise Motion ShareSet in the Wwise project. Second, the listener used for the Motion output needs to be added to the listeners of the emitter posting the impact event. Inspect the AkMotionListener script for an example on how to add an output.



To support the Motion feature on android, the manifest of the application must include the vibration permission. Unity generates automatically the manifest based on the content of the application. Adding a call to `Handheld.Vibrate()` will add the desired permission in the manifest.

Timeline

[WwiseTimeline](#)

Spatial Audio Scene

This scene is the final product of the [Spatial Audio Tutorial](#).

Wwise Unity Integration Thu Feb 1 09:40:26 2018



1.6.3



Wwise Unity Integration » Wwise

Using UnityWwise Spatial Audio

UnitySpatial Audio3:

- :
- **Spatial Audio**
 - **1. Unity**
 - **2. Wwise**
 - **3. Unity**
- 2:
 - **Surface Reflectors**
 -
- :
-



Wwise Reflect

Wwise Unity Integration Thu Feb 1 09:40:26 2018

doxygen 1.6.3



Wwise Unity Integration » **Wwise**
Audio » **Using UnityWwise Spatial**

Spatial Audio

Surface Reflectors

:

- **1. Unity**
- **2. Wwise**
- **3. Unity**
 - **3.A.**
 - **3.B.**
 - **3.C.**
 - **3.D.**

1. Unity

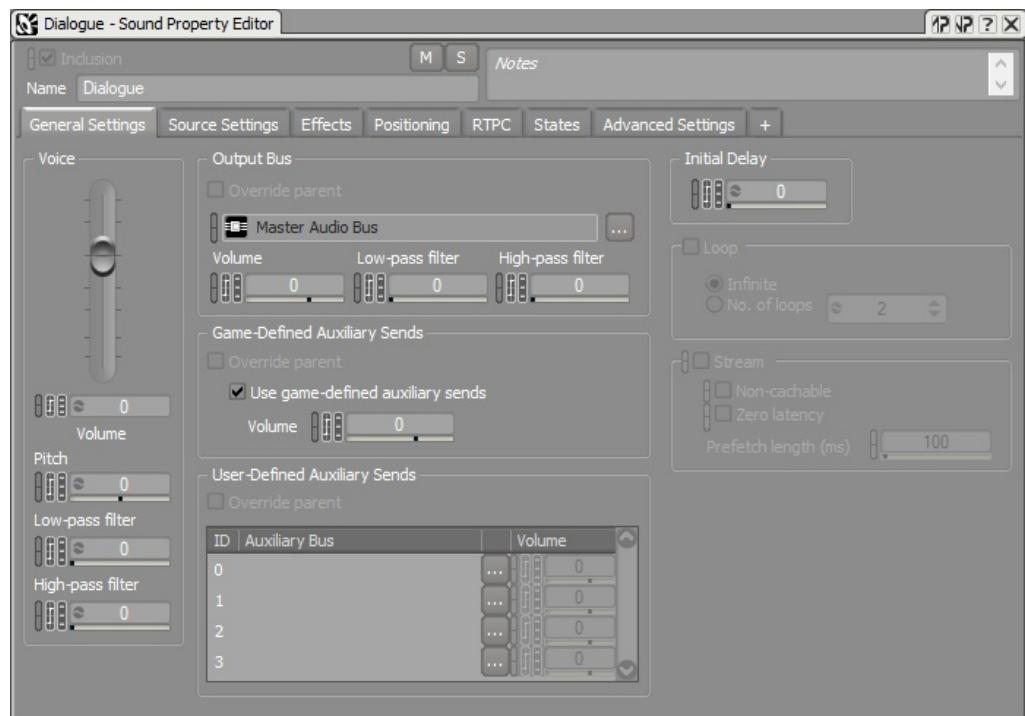
WwiseUnity

1. Unity
2. Unity
3. Wwise Launcher [UnityWwise](#)

2. Wwise

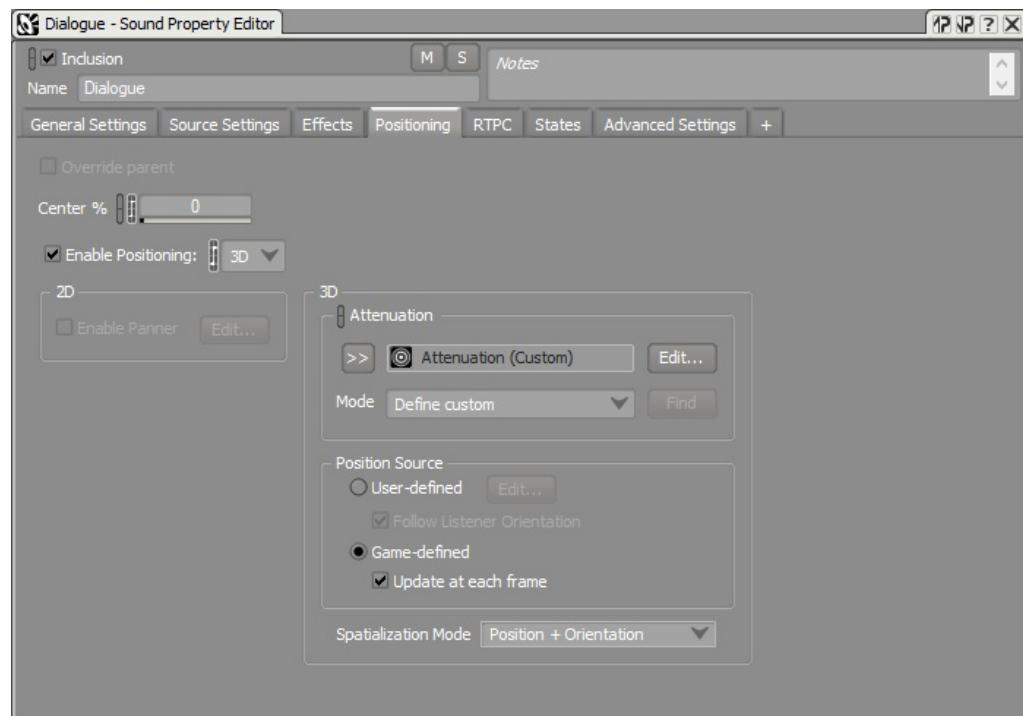
SFX11SoundBank1

1. LauncherWwise
2. Actor Mixer Hierarchy**Default Work Unit****SFXWwise**
 - 1
 1. 1
 2. Sound Property Editor
 1. General Settings **Use game-defined auxiliary sends**



Sound Property EditorGeneral Settings

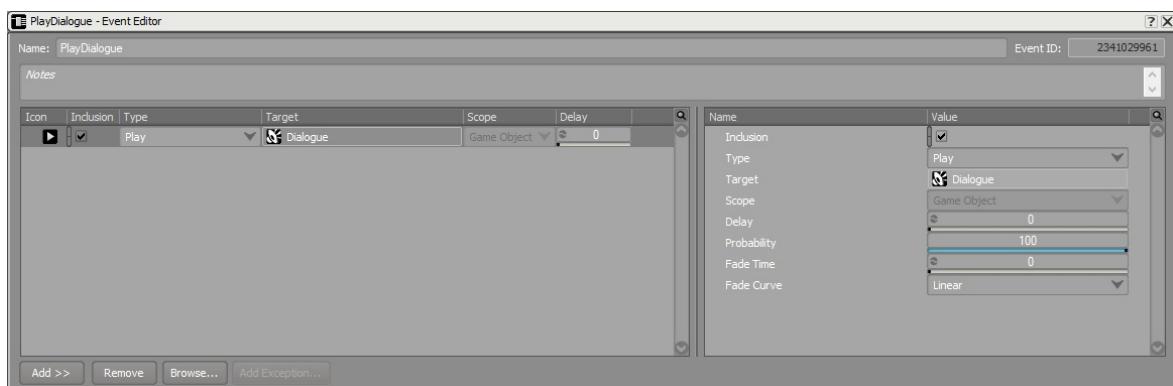
2. Positioning **3DAttenuation**



Sound Property Editor Positioning

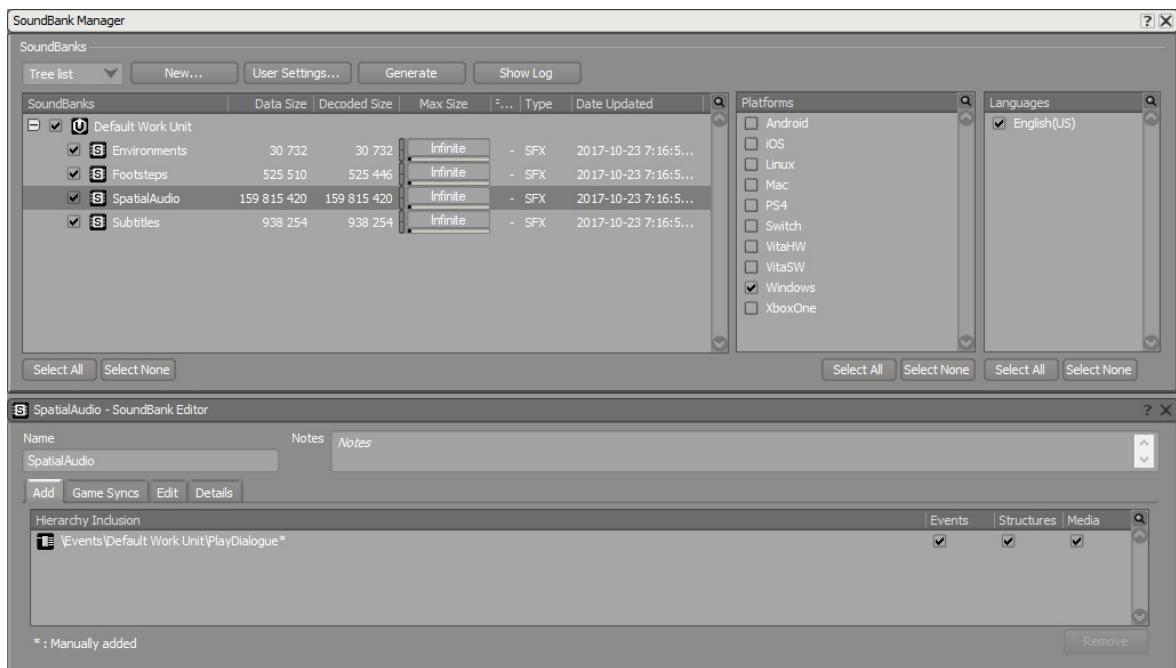
3. Actor-Mixer Hierarchy SFX

New Event > Play



Event Editor

4. SoundBank F7 SoundBank SoundBank Wwise SoundBank Manager:



SoundBank ManagerEditor

5.

3. Unity

112LauncherUnity

Wwise Picker (Windows > Wwise Picker) Refresh Project Generate SoundBanks



Wwise Picker

3.A.

1. Cube: **GameObject > 3D Object > Cube**

Object Name	Position	Rotation	Scale
Floor	(0, 0, 0)	(0, 0, 0)	(50, 0.5, 50)
Wall Front Left	(-4.5, 3, -10)	(0, 0, 0)	(7, 6, 0.5)
Wall Front Middle	(0, 5, -10)	(0, 0, 0)	(2, 2, 0.5)
Wall Front Right	(2.5, 3, -10)	(0, 0, 0)	(3, 6, 0.5)
Wall Left Small	(-7.75, 3, -6)	(0, 0, 0)	(0.5, 6, 8)

Wall Back Small	(-2, 3, -2)	(0, 0, 0)	(12, 6, 0.5)
Ceiling Small	(-2, 5.75, -6)	(0, 0, 0)	(12, 0.5, 8)
Wall Right Small	(3.75, 3, -8)	(0, 0, 0)	(0.5, 6, 3.5)
Wall Front Large	(11.5, 3, -7.5)	(0, 0, 0)	(16, 6, 0.5)
Wall Right Large	(19.25, 3, 3.25)	(0, 0, 0)	(0.5, 6, 21.5)
Wall Middle	(3.75, 5, -4.5)	(0, 0, 0)	(0.5, 2, 3.5)
Wall Left Large	(3.75, 3, 5.625)	(0, 0, 0)	(0.5, 6, 16.75)
Wall Back Large	(11.5, 3, 14)	(0, 0, 0)	(16, 6, 0.5)
Ceiling Large	(11.5, 5.75, 3.25)	(0, 0, 0)	(16, 0.5, 22)
Barrier	(-4.5, 3, -17)	(0, 0, 0)	(7, 6, 0.5)

2. (**GameObject > Light > Spotlight**)

Object Name	Position	Rotation	Scale
Spotlight Small Room	(-3, 5.75, -6)	(0, 0, 0)	(1, 1, 1)
Spotlight Large Room	(11.5, 5.75, 5)	(0, 0, 0)	(1, 1, 1)

1. **Light:**

1. **Range**30
2. **Spot Angle**179

3.B.

Object Name	Position	Rotation	Scale
MainCharacter	(0, 1.3, -20)	(0, 0, 0)	(1, 1, 1)

1. Unity Audio Source
2. **Ak Audio Listener**



Ak Audio Listener component

3. **Ak Spatial Audio Listener**



Ak Spatial Audio Listener component

3.C.

- (GameObject > 3D Object > Cylinder)

Object Name	Position	Rotation	Scale
Button Outside	(-3, 0.75, -15)	(0, 0, 0)	(0.15, 0.5, 0.15)
Button Small Room	(-3, 0.75, -5)	(0, 0, 0)	(0.15, 0.5, 0.15)
Button Large Room	(7.5, 0.75, 5)	(0, 0, 0)	(0.15, 0.5, 0.15)

- Ak Spatial Audio Emitter



Ak Spatial Audio Emitter

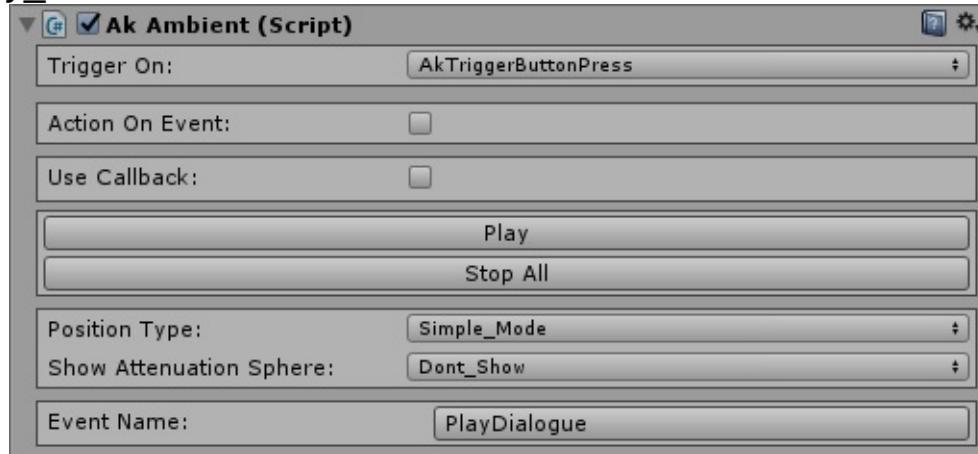
- Ak Game Obj:
 - Environment Aware
 - Use Default Listener



Ak Game Obj

4. Ak Ambient:

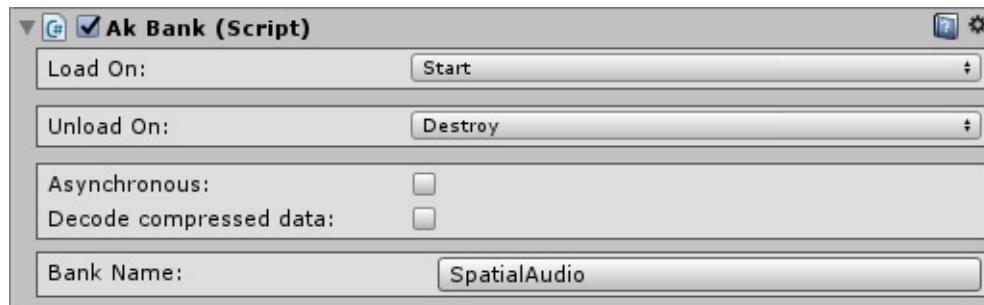
1. Trigger On
2. Play_sound Event Name



Ak Ambient

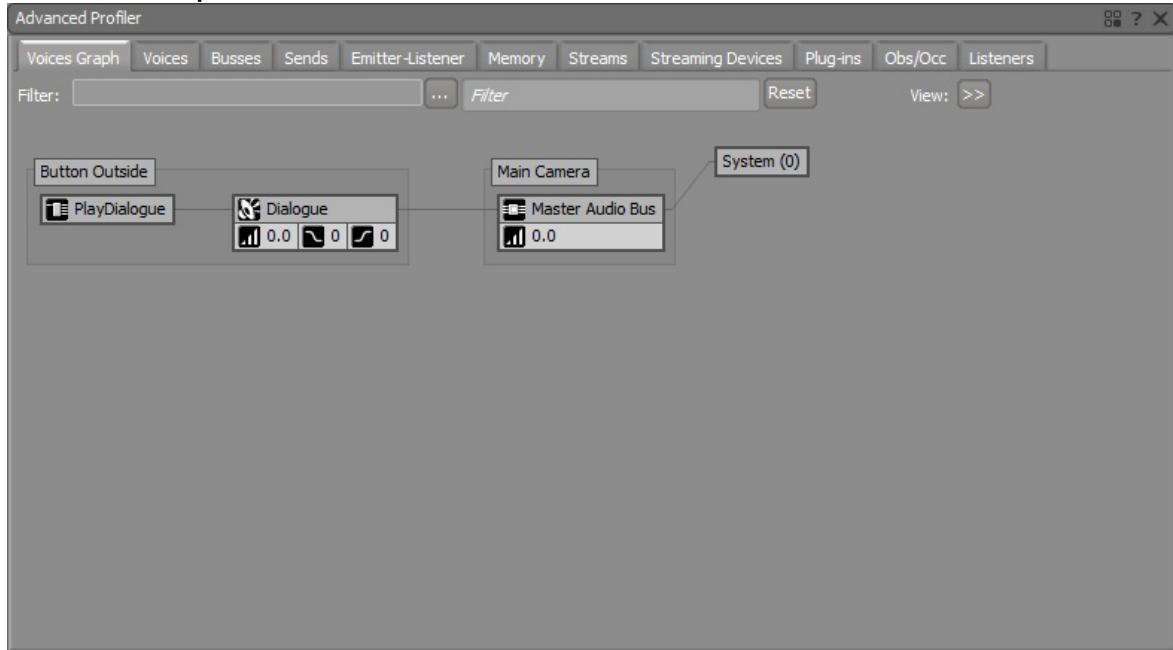
5. Ak Bank:

1. 2. Wwise SoundBank Bank Name



Ak Bank

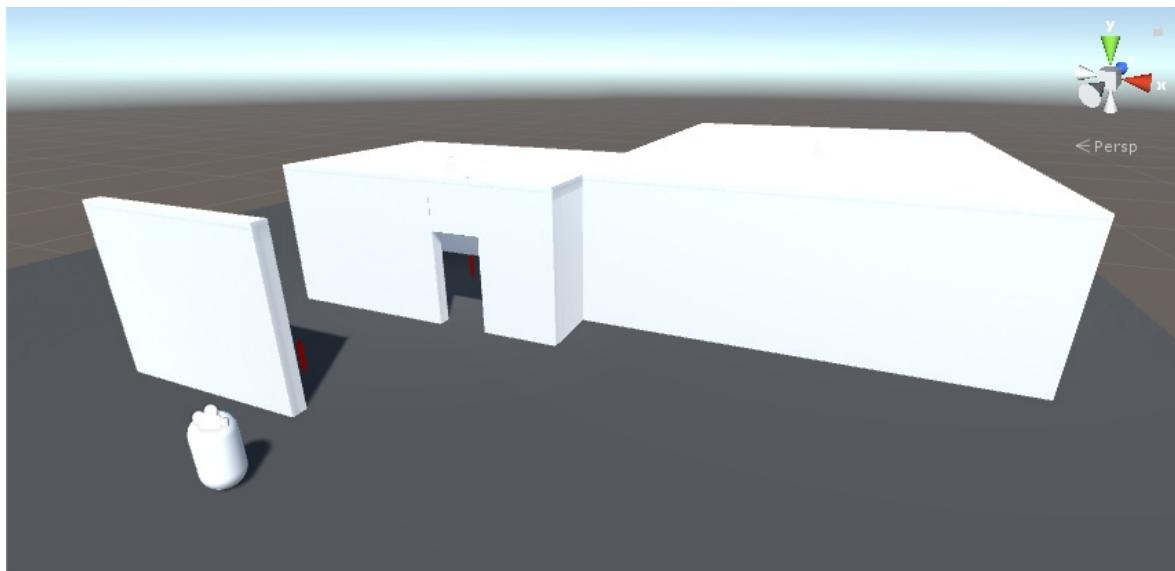
6. WwiseProfilerF6
7. Wwise
8. Voices Graph



Button Outside

3.D.

- 1.
2. Unity



Unity

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration » **Wwise**
Audio » **Using UnityWwise Spatial**

Surface Reflectors

ReflectSpatial AudioReflect

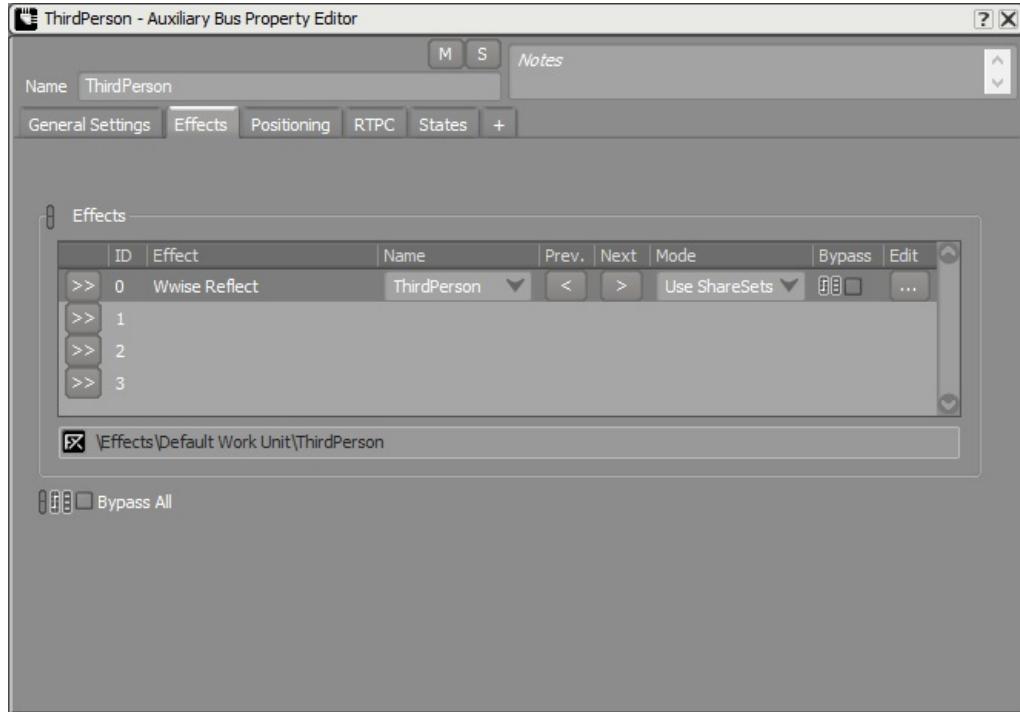
- A. Wwise
- B. Spatial Audio
- C. Surface Reflector
 - C.1.
 - C.2. :

: Spatial Audio

A. Wwise

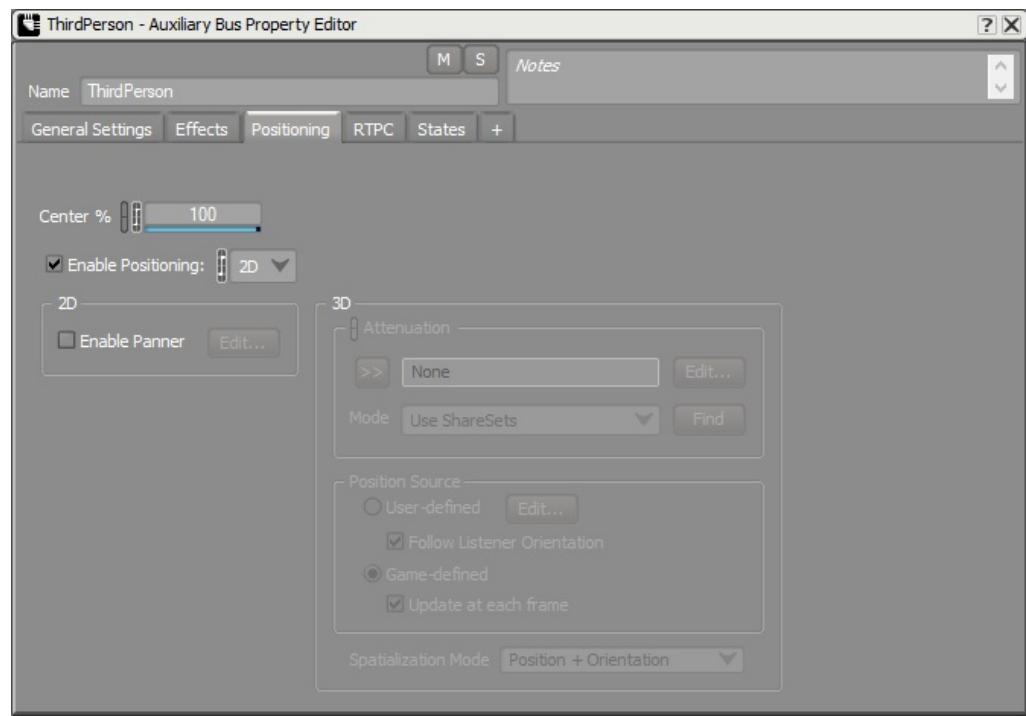
WwiseReflectAux

1. Auxiliary BusMaster Audio Bus
 1. Auxiliary Bus Property Editor
 1. EffectsWwise Reflect



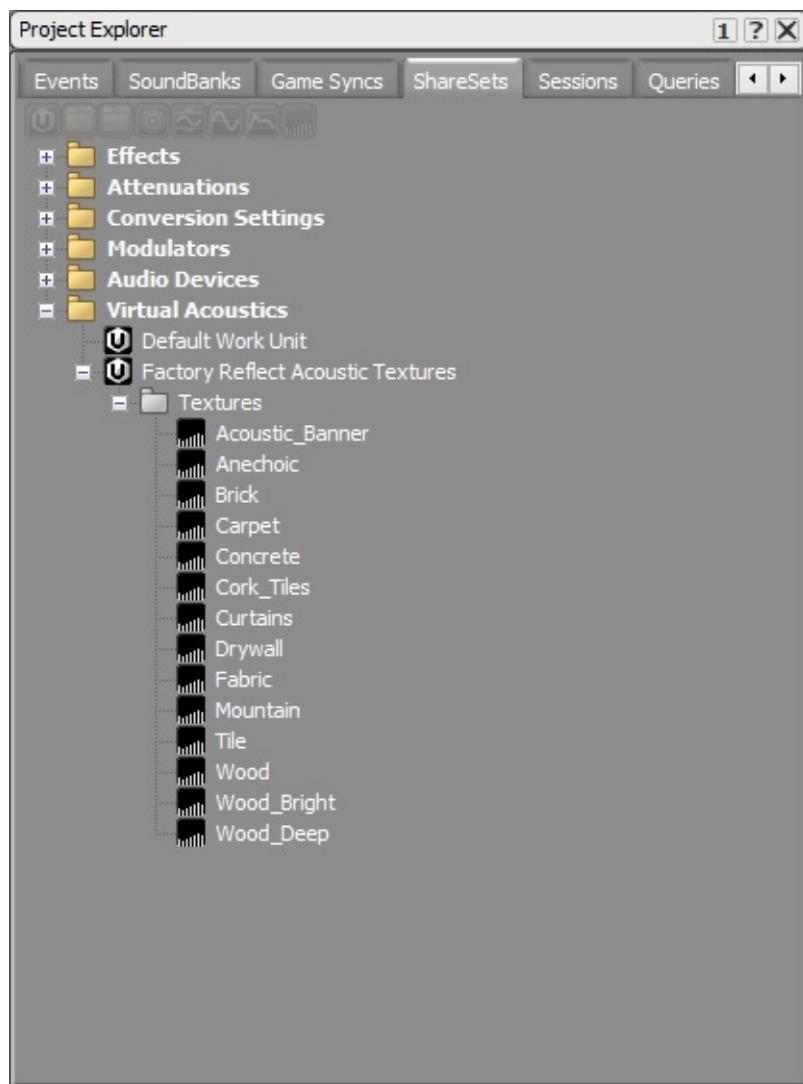
Auxiliary Bus Property EditorEffectsReflect

2. Positioning2D



Auxiliary Bus Property EditorPositioningReflect

2. Reflect Acoustic Textures: Project > Import Factory Assets...
 1. **Project Explorer ShareSets Virtual Acoustics**



Project Explorer ShareSets Factory Reflect Acoustic Textures

2. **Default Work Unit Virtual Acoustics**
- 3.

B. Spatial Audio

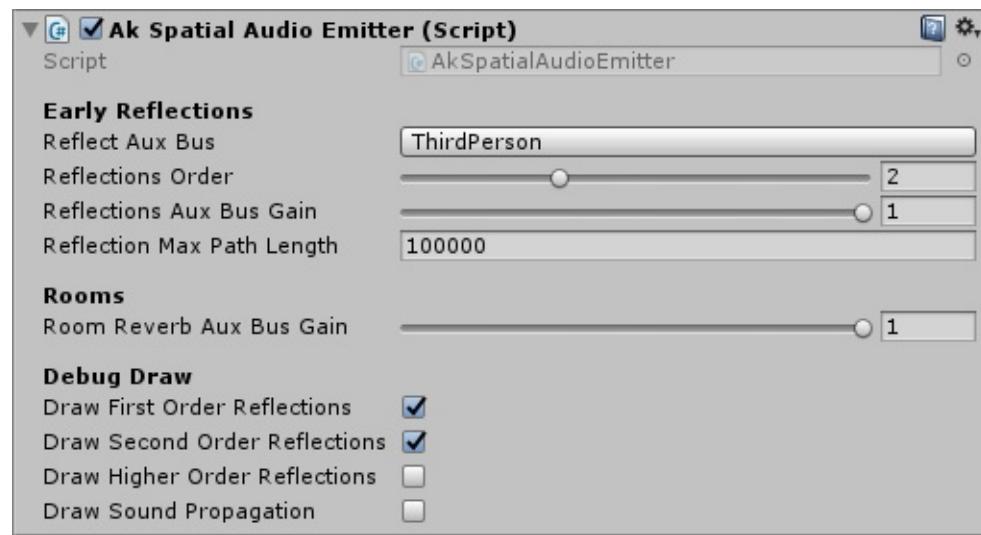
Aux

1. Wwise Picker
- 1.



Wwise Picker

2. **Ak Spatial Audio Emitter**
 1. **Reflect Aux Bus**
 2. **Reflections Order** 2
 3. **Reflections Aux Bus Gain** 1
 4. **Reflection Max Path Length** 100000
 5. **Debug Draw**
 - Draw First Order Reflections**
 - Draw Second Order Reflections**



Surface ReflectorAk Spatial Audio Emitter

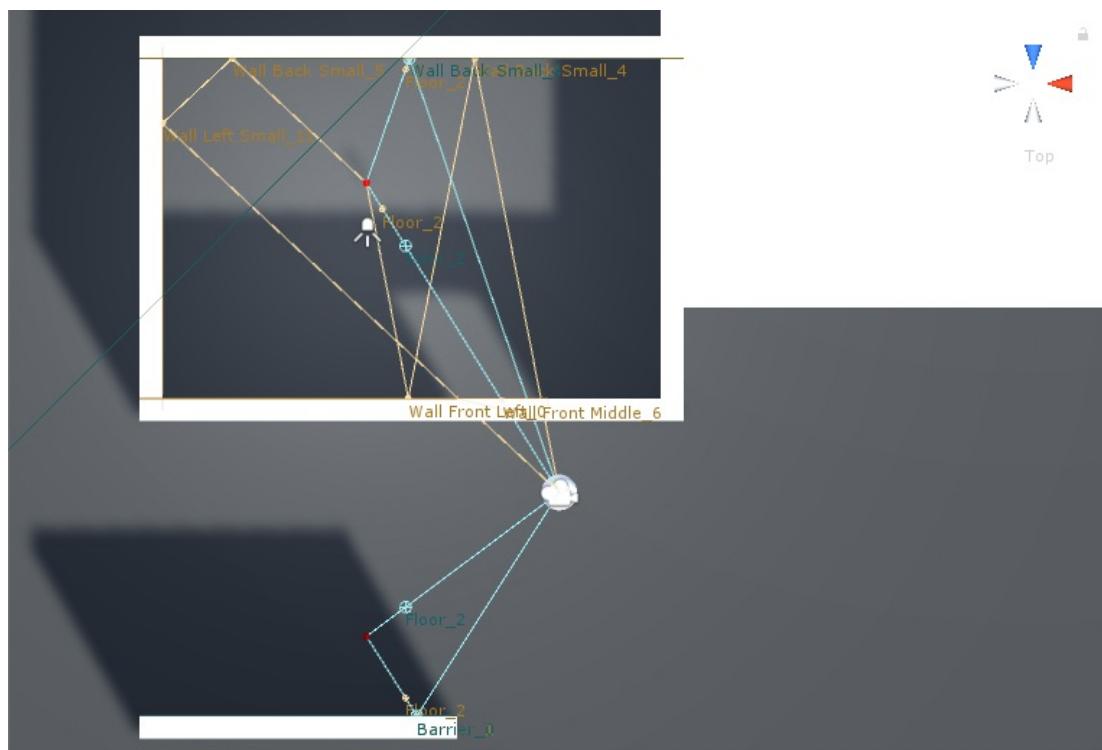
C. Surface Reflector

Ak Surface Reflector1

C.1.

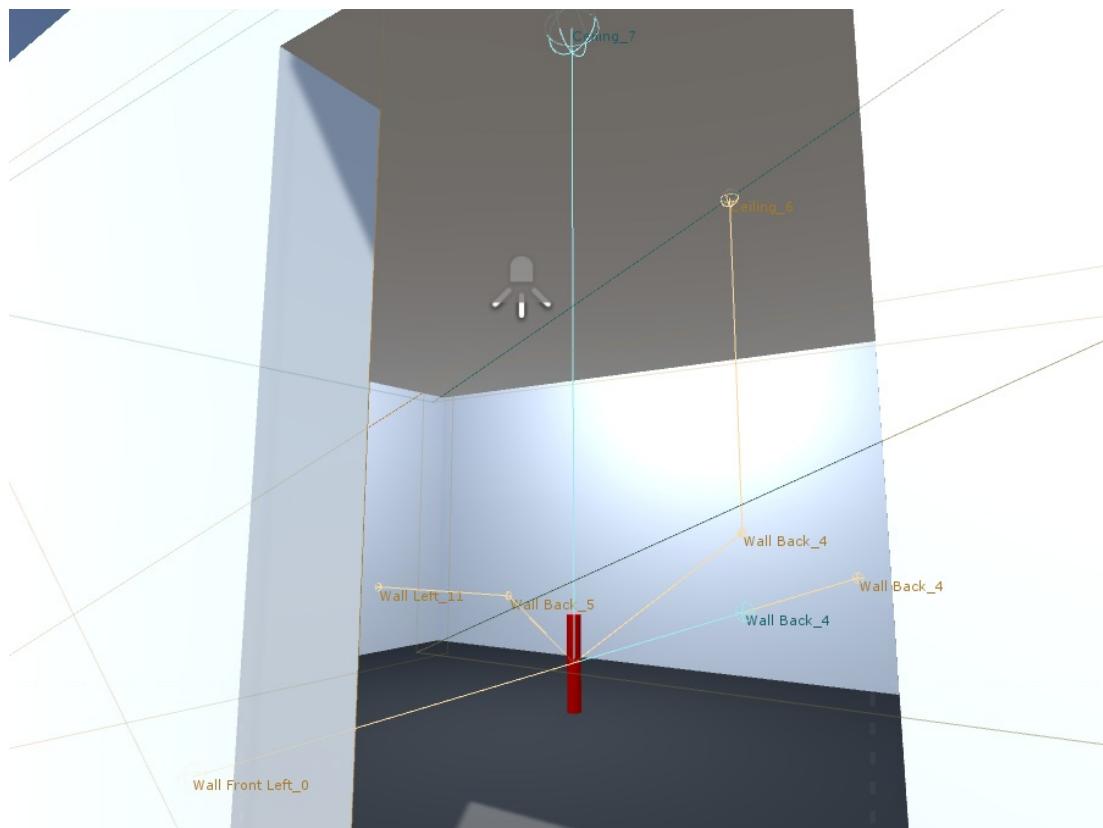
Spatial Audio API
11 Unity

1. **3.A.** **Ak Surface Reflector1**
 1. **Acoustic Texture** **None**
2. **Ak Surface Reflector**
 1. **Debug Draw** **Scene**
 - 1Cube
 - 122

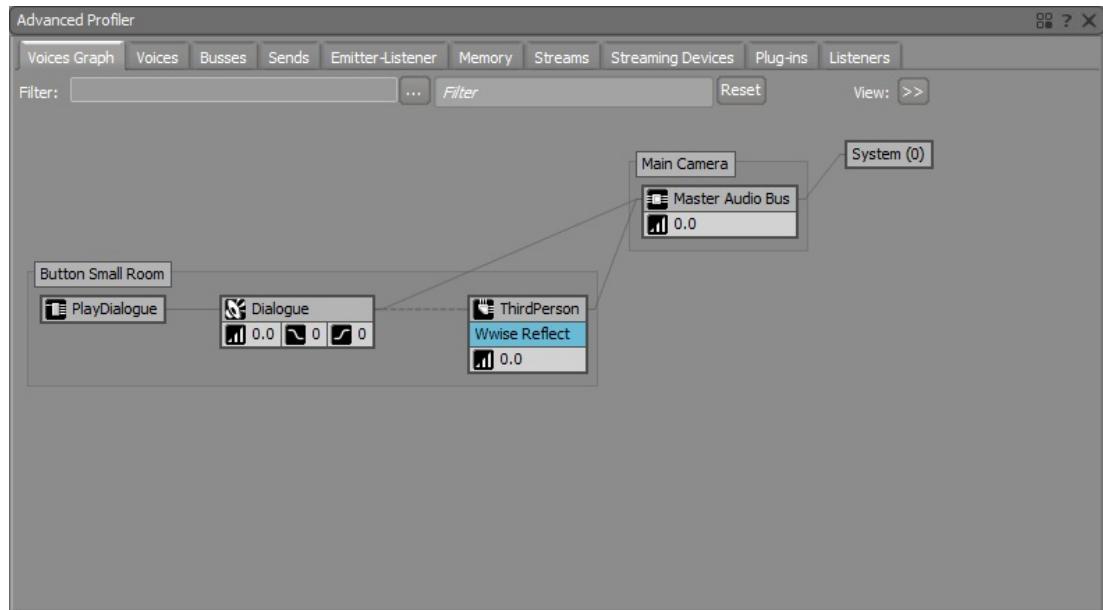


2. Game Gizmos Debug Draw

76



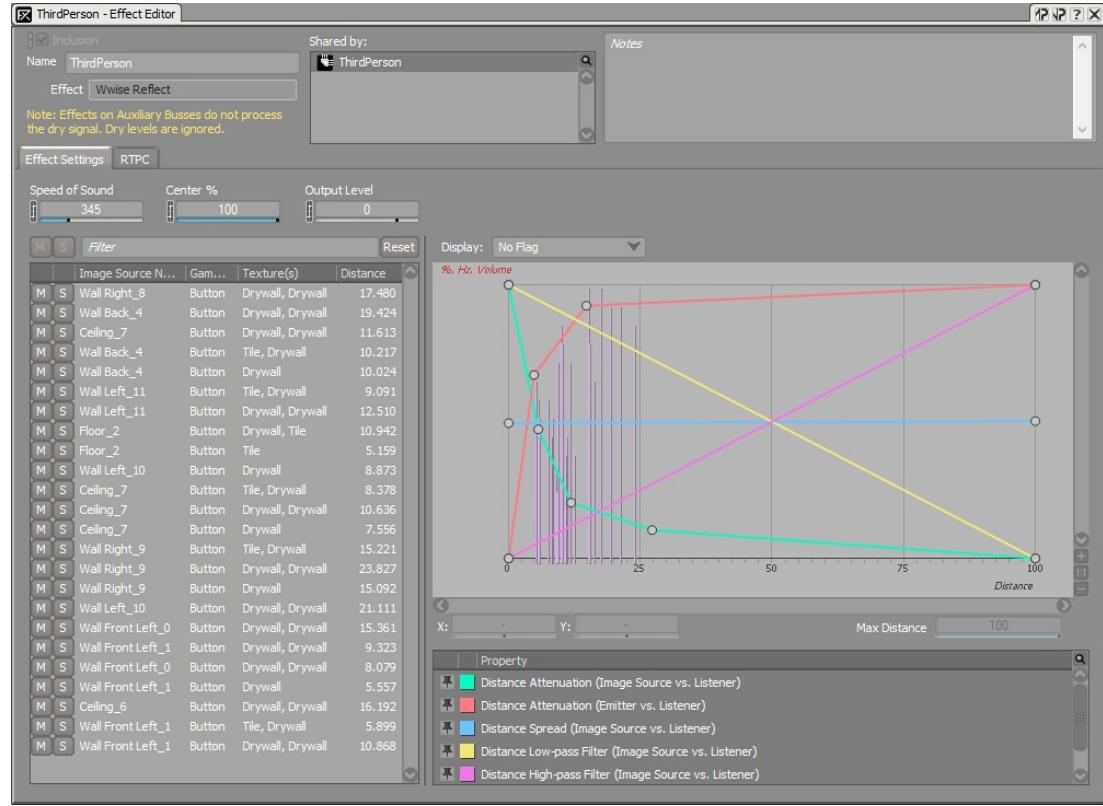
3. WwiseProfilerButton Small Room



ReflectButton Small Room

4. ReflectAuxEffectsReflectReflect Effect EditorDrywallTile

2



ReflectEffect Editor

C.2. :

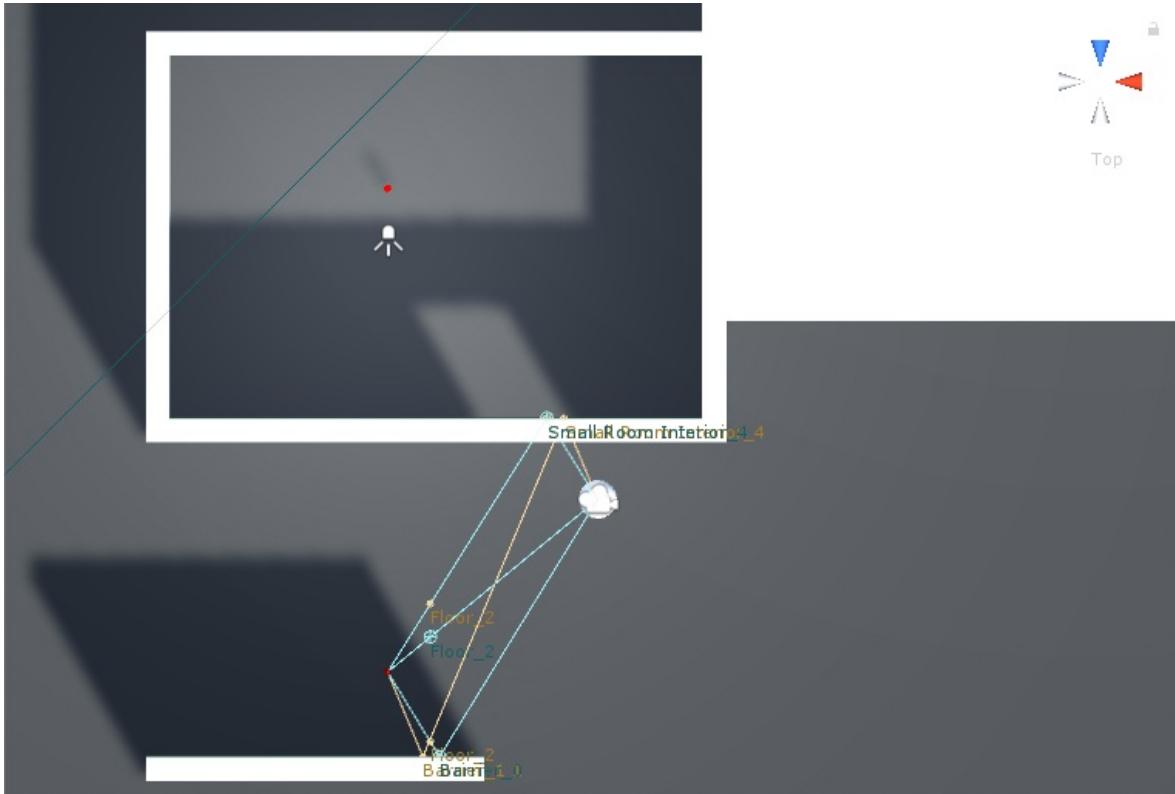
2 Cube
Quads

1. Cube: GameObject > 3D Object > Cube

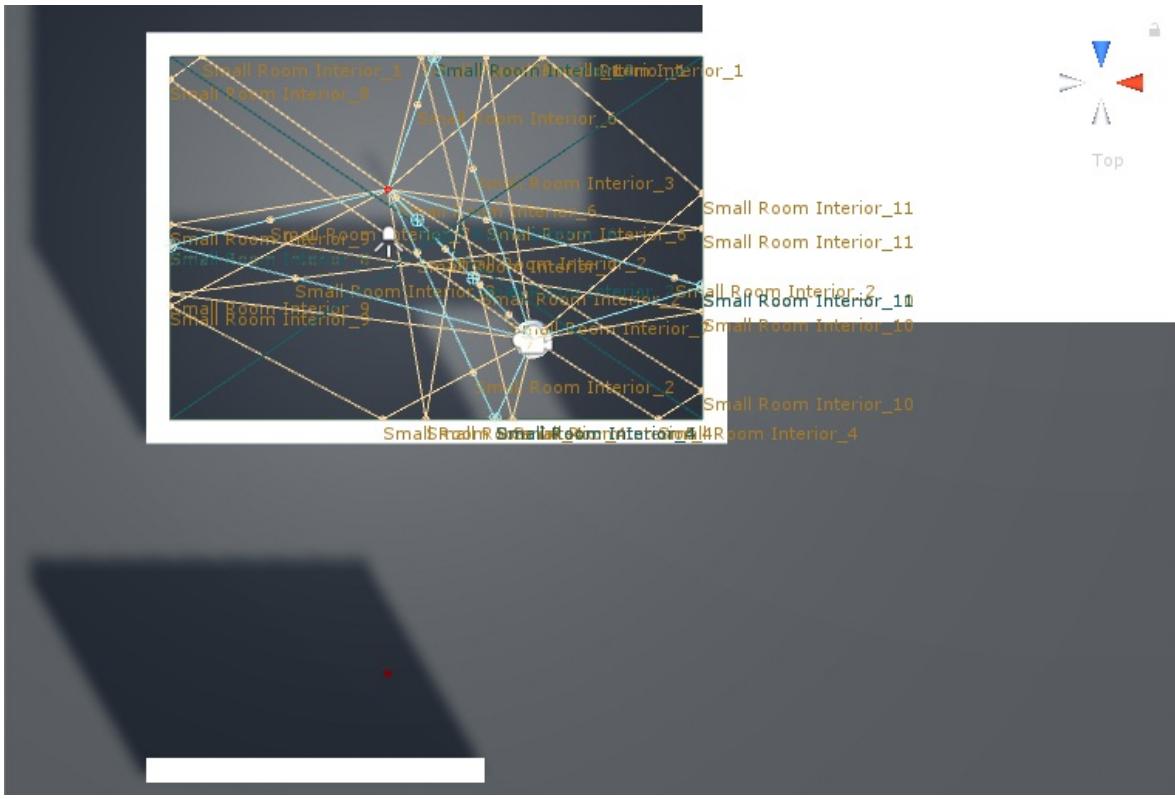
Object Name	Position	Rotation	Scale
Small Room Interior	(-2, 2.875, -6)	(0, 0, 0)	(11, 5.25, 7.5)

1. Mesh Renderer
2. Box Collider Is Trigger
3. Ak Surface Reflector

1. Button Small RoomButton Outside
Small Room Interior



2. Button Small RoomButton Outside



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doxygen 1.6.3



Wwise Unity Integration » **Wwise**
Audio » **Using UnityWwise Spatial**

Spatial Audio

- A. Wwise Project
- B. Spatial Audio Emitter
- C. Rooms
- D. Portals
- E.
- F.

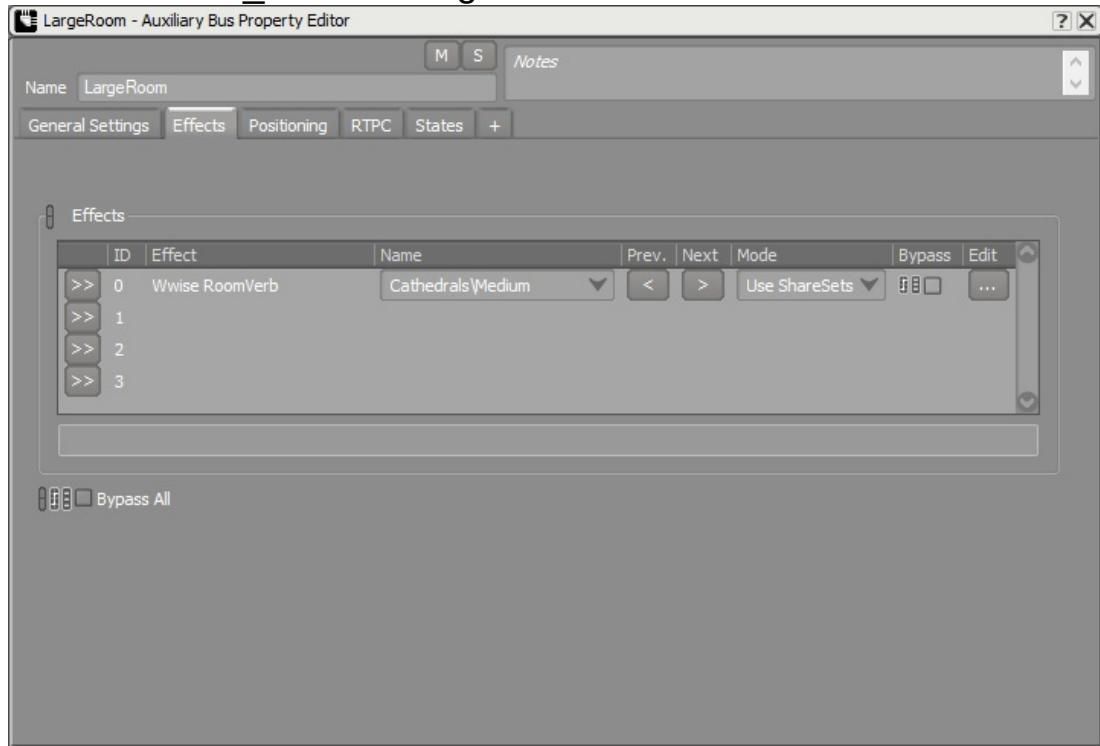
: **Spatial Audio** **Surface Reflectors**
 Surface Reflectors
C.2. : **Surface Reflectors**
 Ak Surface Reflector

A. Wwise Project

ReverbObstruction

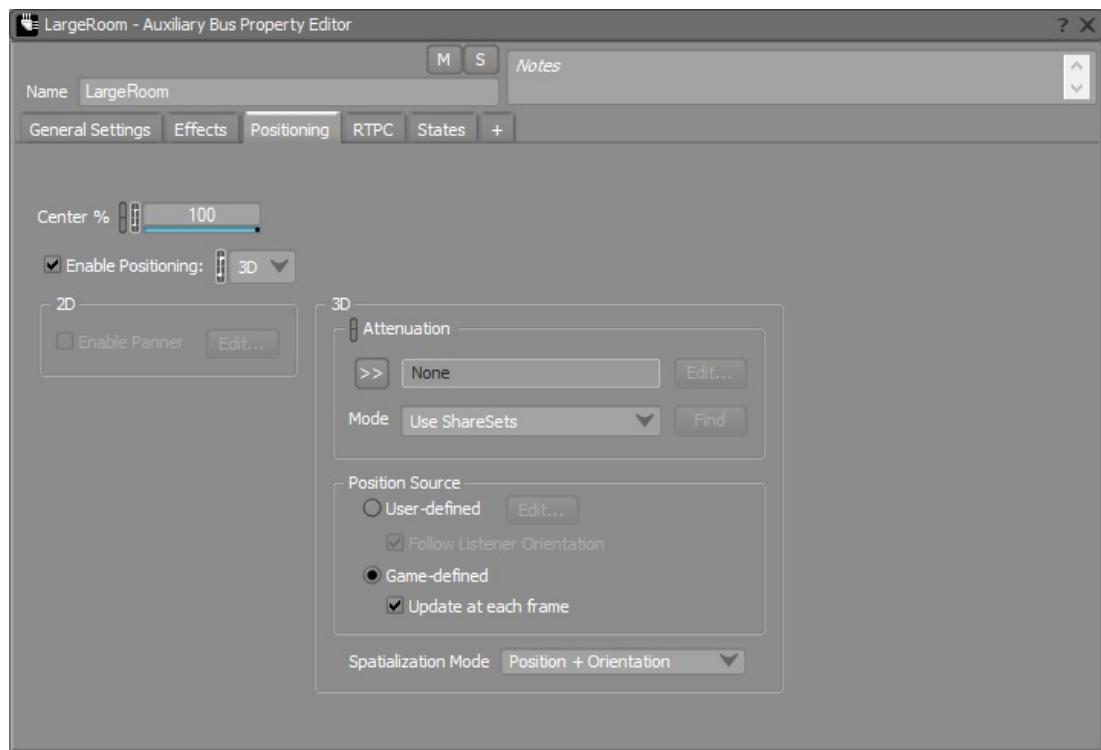
1. Master Audio BusAuxiliary Bus2SmallRoomLargeRoom Auxiliary Bus Property Editor

1. EffectsWwise RoomVerb2SmallRoom Rooms/Room_MediumLargeRoomCathedrals/Medium



Auxiliary Bus Property EditorEffects

2. Positioning3D



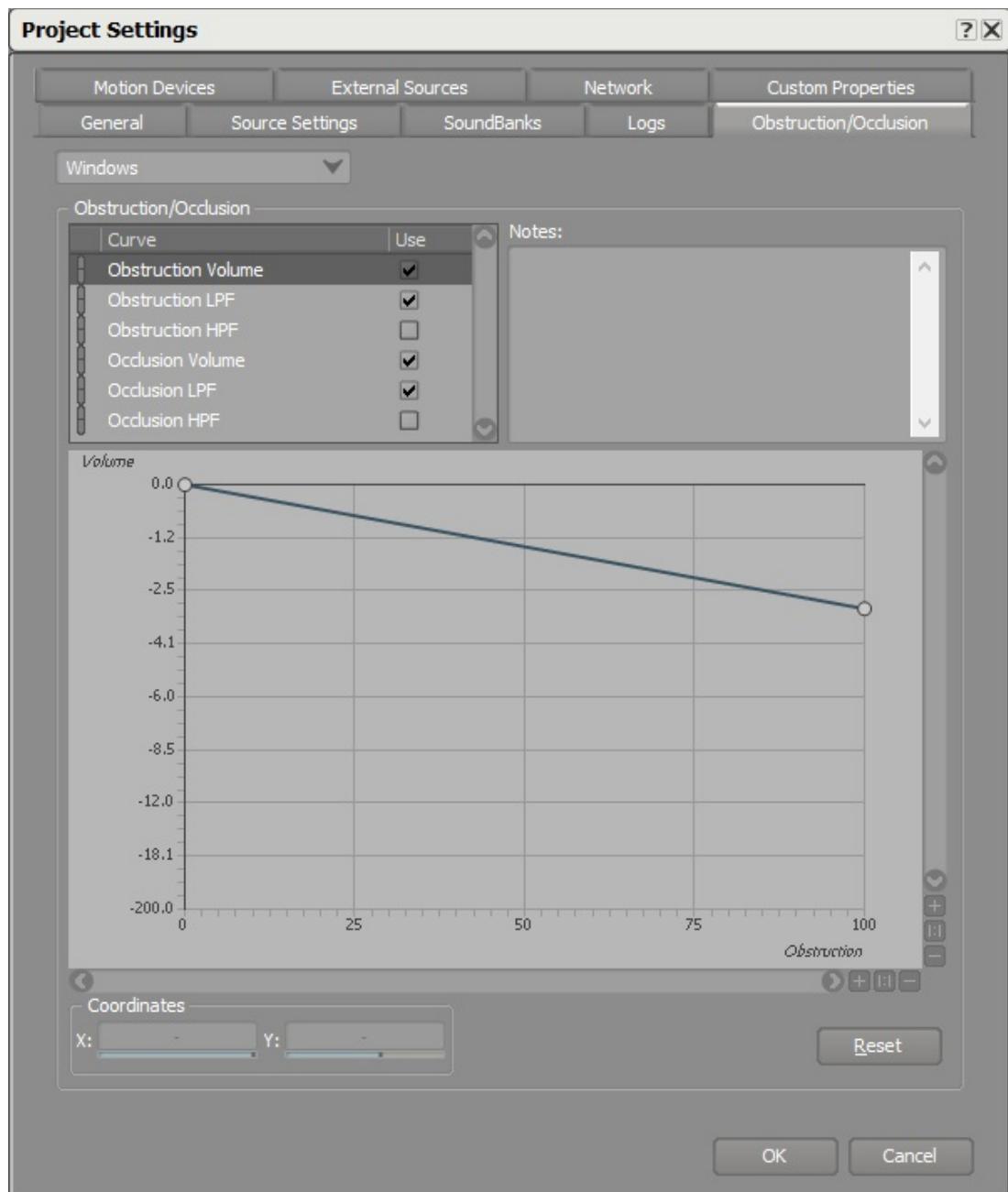
Auxiliary Bus Property EditorPositioning

2. Project > Project Settings > Obstruction/Occlusion

1. :

Curve	Point 1	
	X	Y
Obstruction Volume	0	0
Obstruction LPF	0	0

2. Obstruction Volume:



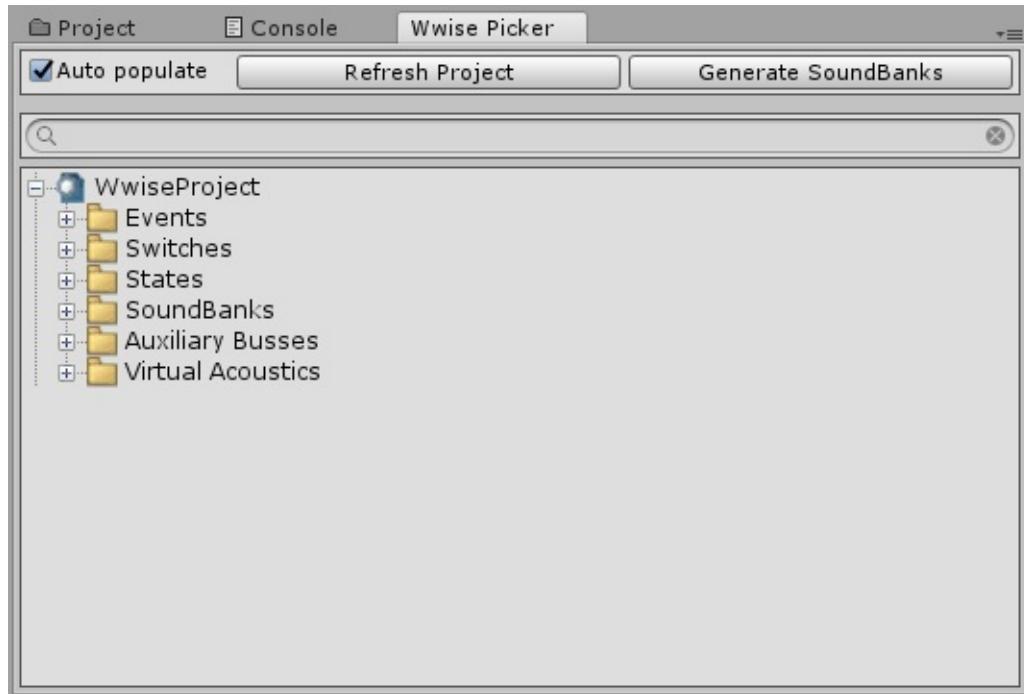
Wwise Project Settings Obstruction/Occlusion

3.

B. Spatial Audio Emitter

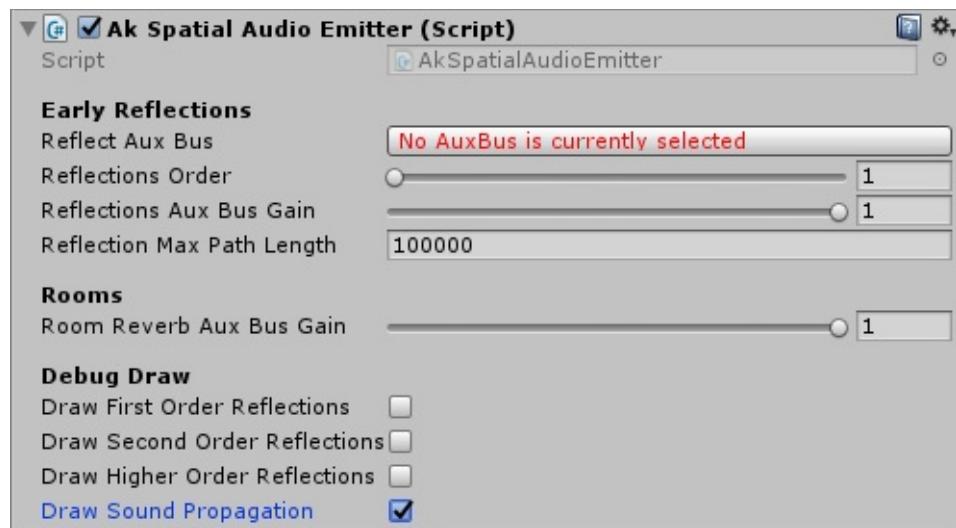
Aux

1. Wwise Picker
- 1.



Wwise Picker

2. Ak Spatial Audio Emitter
1. Room Reverb Aux Bus Gain1
2. Debug DrawDraw Sound Propagation



RoomPortalAk Spatial Audio Emitter

3. Ak Game ObjRigidbody
1. Add Rigidbody



Ak Game Obj

C. Rooms

Ak Room

1. Cube: GameObject > 3D Object > Cube

Object Name	Position	Rotation
Small Room Interior	(-2, 2.875, -6)	(0, 0, 0)
Large Room Interior	(11.5, 2.875, 3.25)	(0, 0, 0)

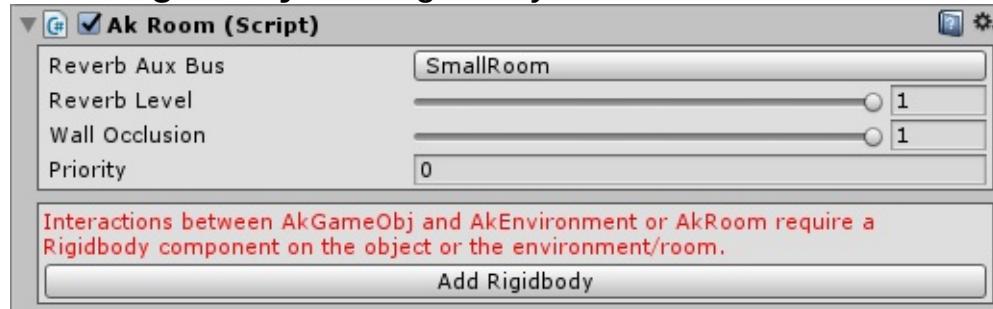
1. Mesh Renderer

2. Box Collider Is Trigger

3. Small RoomLarge RoomInterior Volume **Ak Room**

1. Reverb Aux BusSmallRoomLargeRoomAux

2. RigidbodyAdd Rigidbody



Ak Room

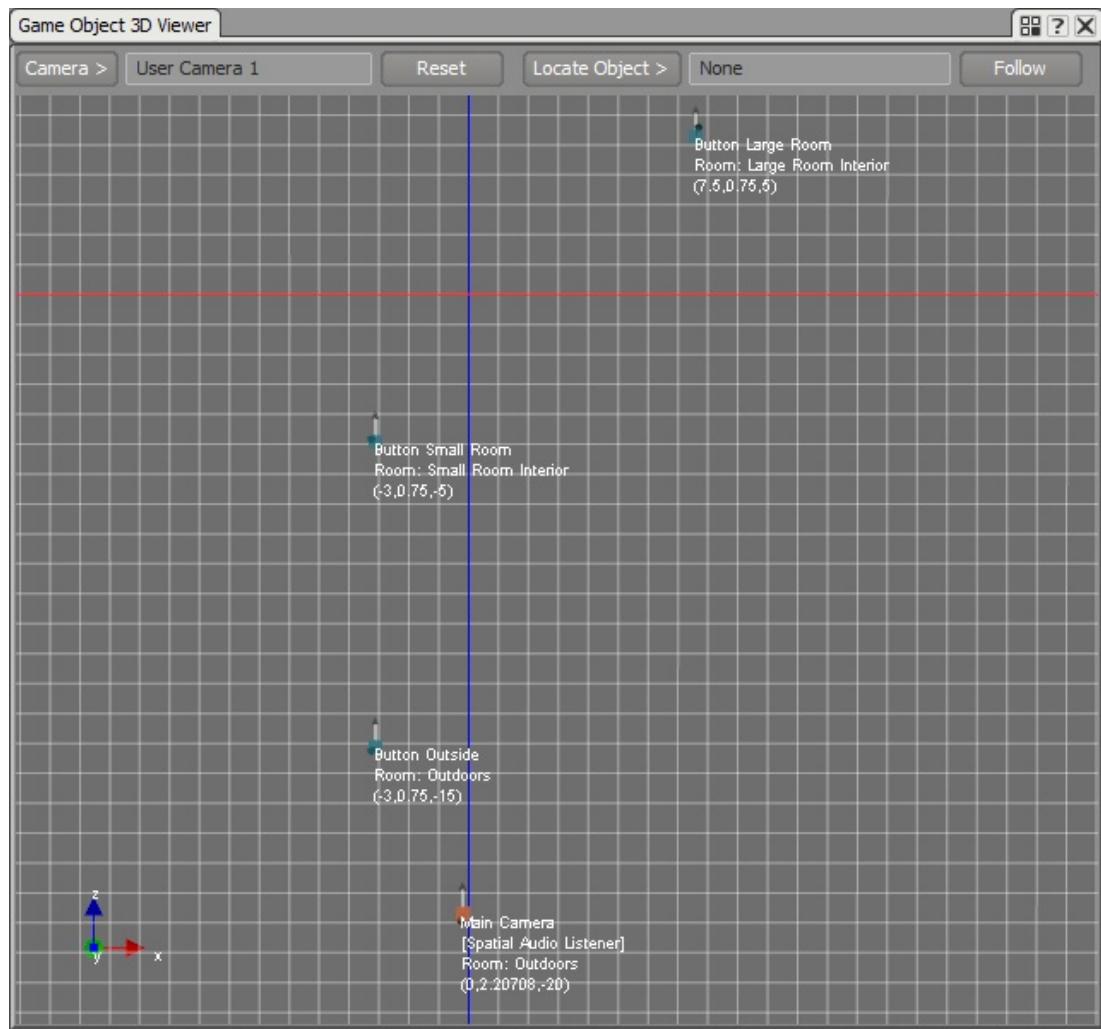
2. Wwise Game Object Profiler

- 1.

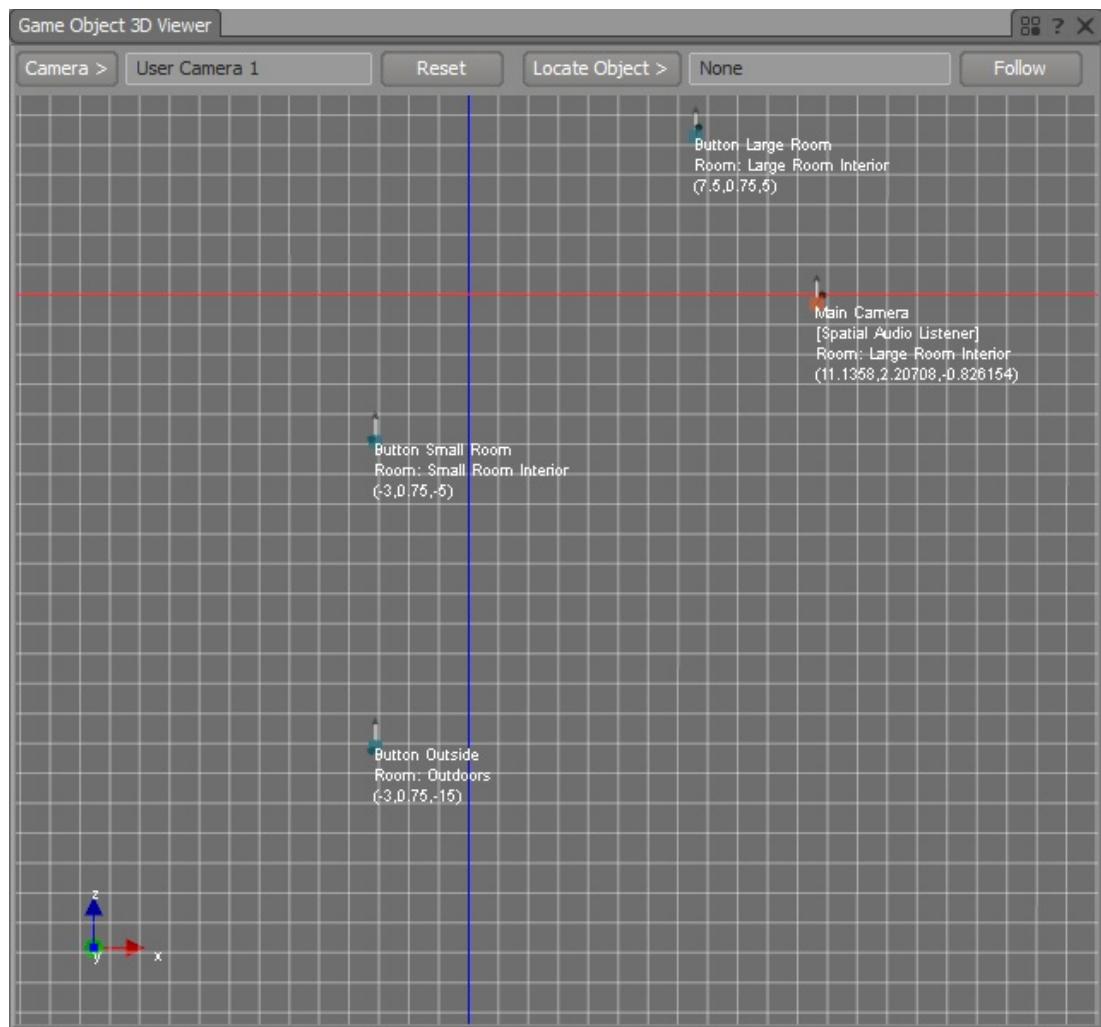
2. Game Object 3D Viewer

Button Outside "Outdoors"

Ak Spatial Audio Listener3.B

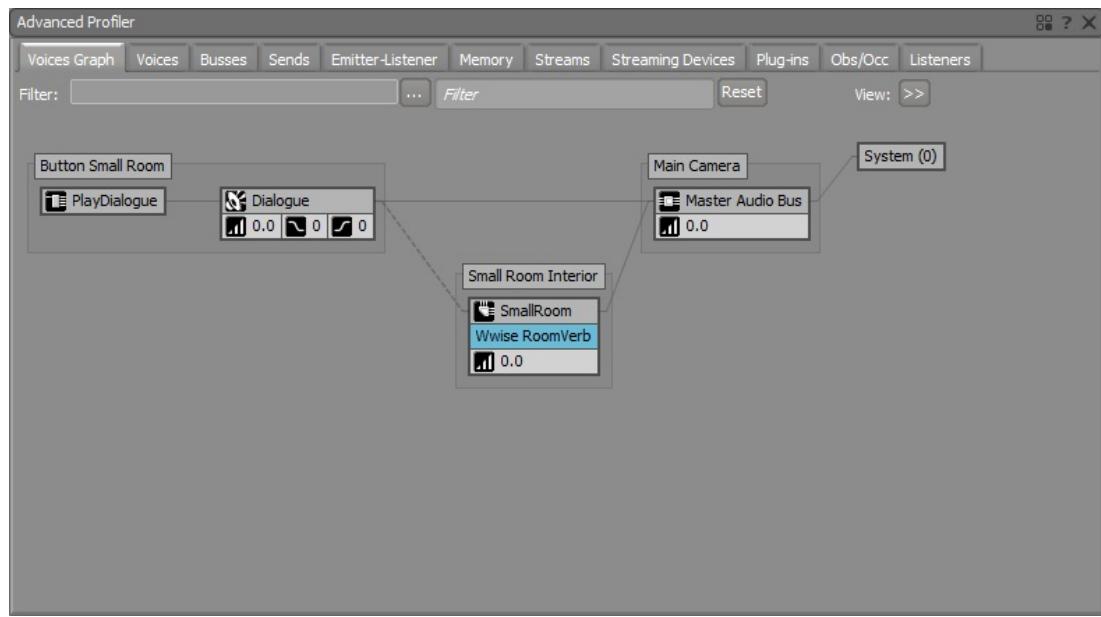


3. 1Game Object 3D Viewer



Large Room Interior

3. 1
1. :



Button Small Room Voice Graph

2.

 Small Room Interior
Large Room
Interior

D. Portals

222

1. Ak Room Portal2: GameObject > Wwise > Room Portal

Object Name	Position	Rotation
Outside Portal	(0, 2, -10)	(0, 0, 0)
Inside Portal	(3.75, 2, -4.5)	(0, 90, 0)

2. Ak Room Portal:

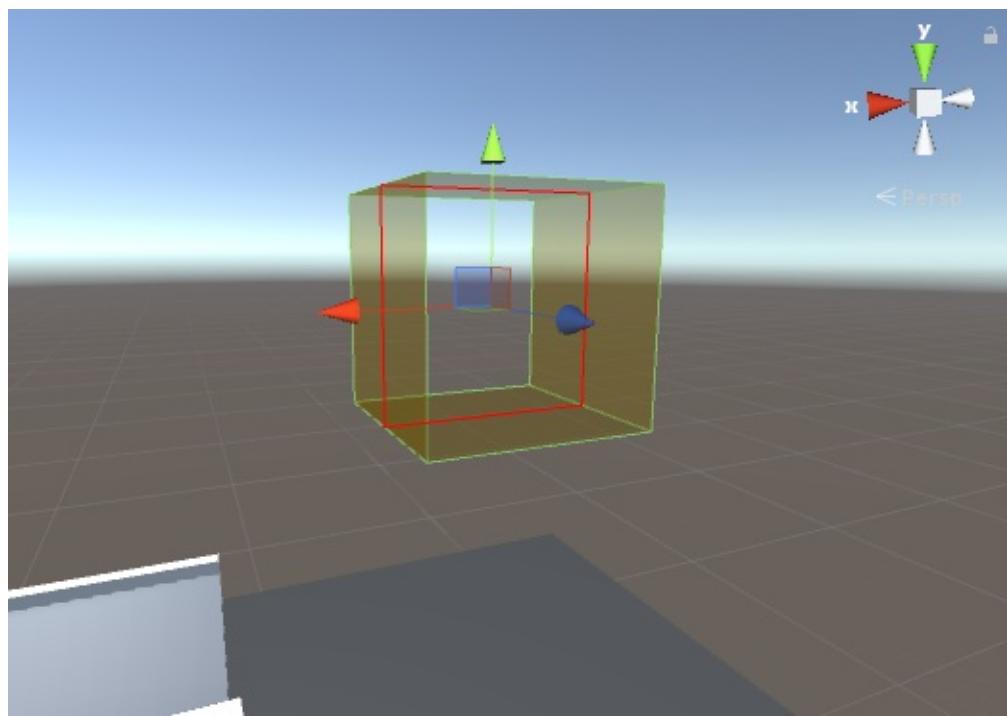
1. **Open On** Start.
2. **Close On** Nothing.
3. Back RoomFront Room**Ak Room**

3. Inside**Ak Room** Portal:



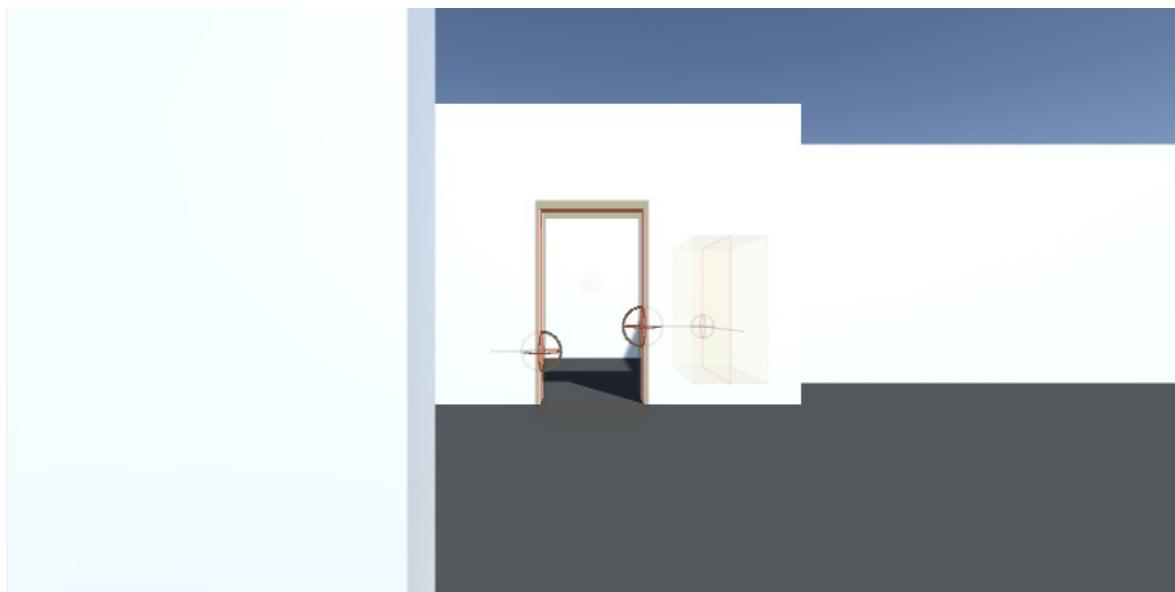
Ak Room Portal

4. **SceneZ**



SceneAk Room

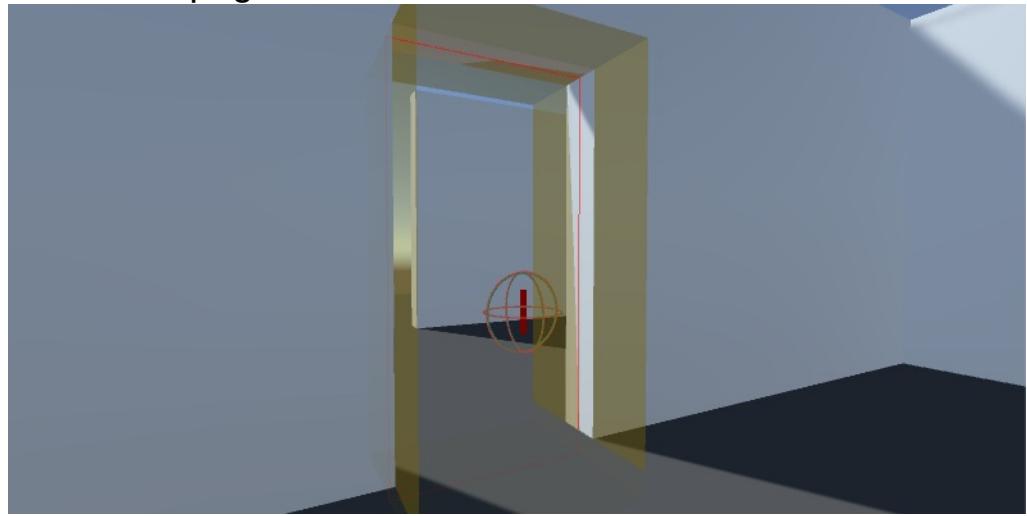
5. Draw Sound Propagation
wet diffractiondry
diffraction



1. Wwise

2. Button Outside

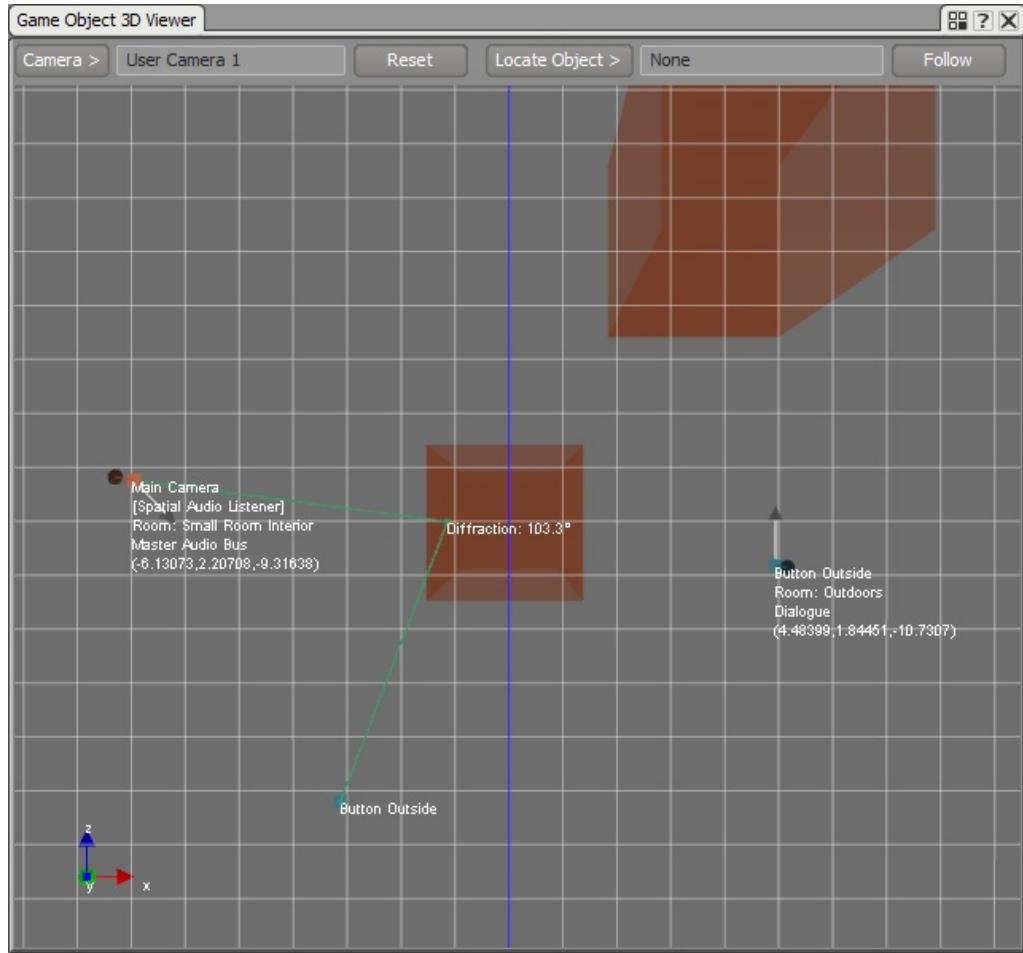
1. Sound Propagation



Small Room Interior
Button Outside
Sound Propagation

2.

Button Outside
Game Object 3D Viewer
Outside Portal
Small Room Interior
Outside
Small Room Interior
Button Outside
Diffraction
angle103.3
Button Outside

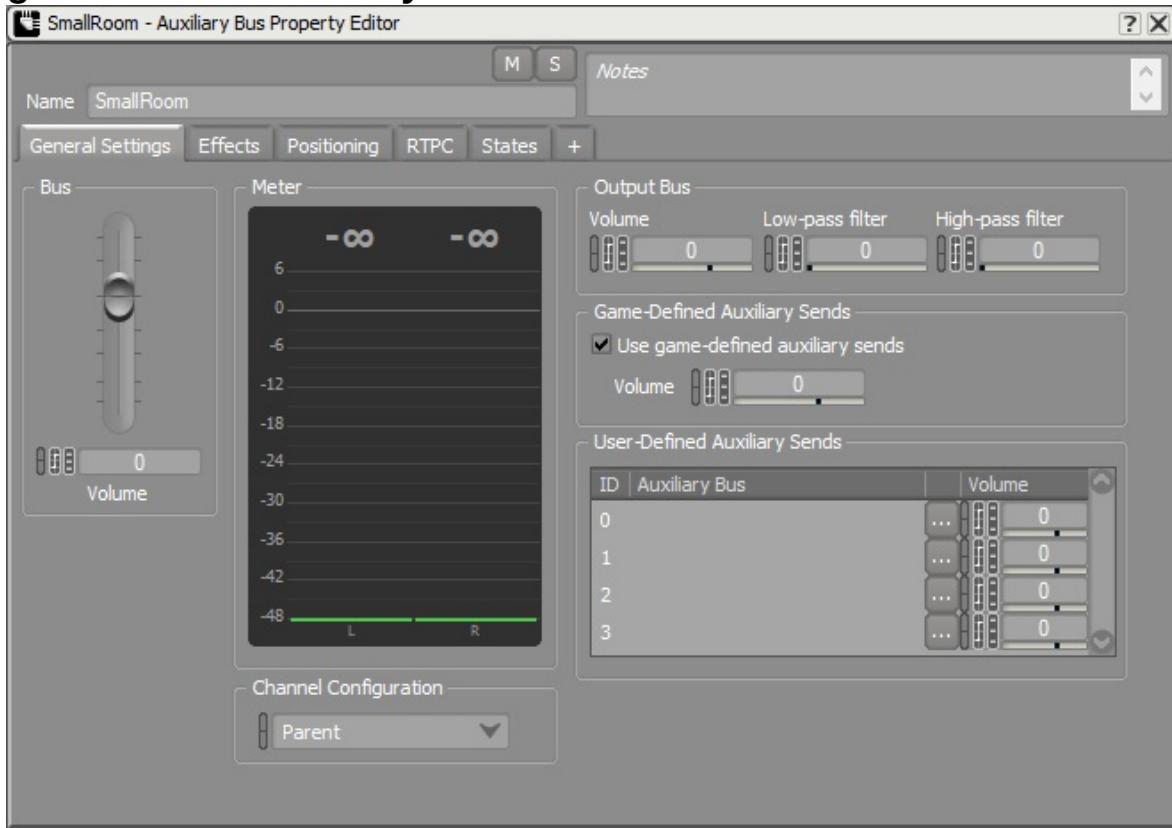


Portal diffraction angle on Game Object 3D Viewer

Note: At this point, if you change the position of the rooms or multi-edit portals, the front and back rooms will not update, unless you open each individual **AkRoomPortal** inspector. In a scene with a lot of portals, this is not convenient, so you can use the **AkRoomPortal** Baker window we added as an example in this tutorial. Open the window from the menu: Wwise > **AkRoomPortal** Baker... Click the bake button to update the front and back rooms of all the portals in the scene.

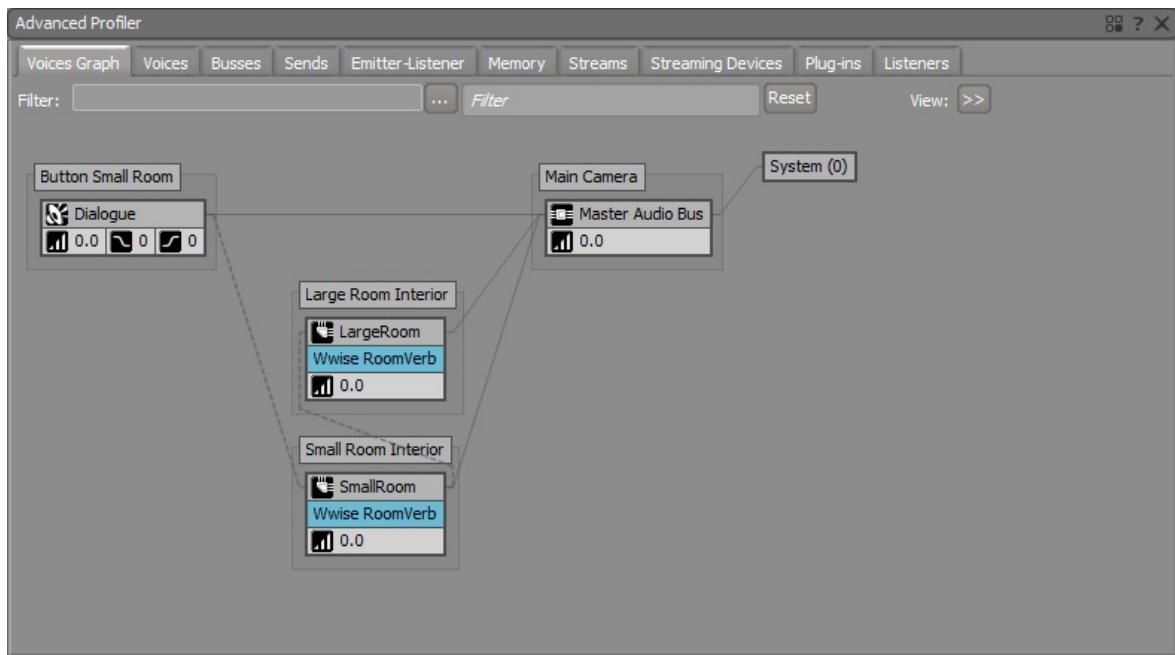
E.

1. SmallRoom Auxiliary BusProperty EditorGeneral Settings **Use game-defined auxiliary sends**



Auxiliary Bus Property EditorGeneral Settings

2.

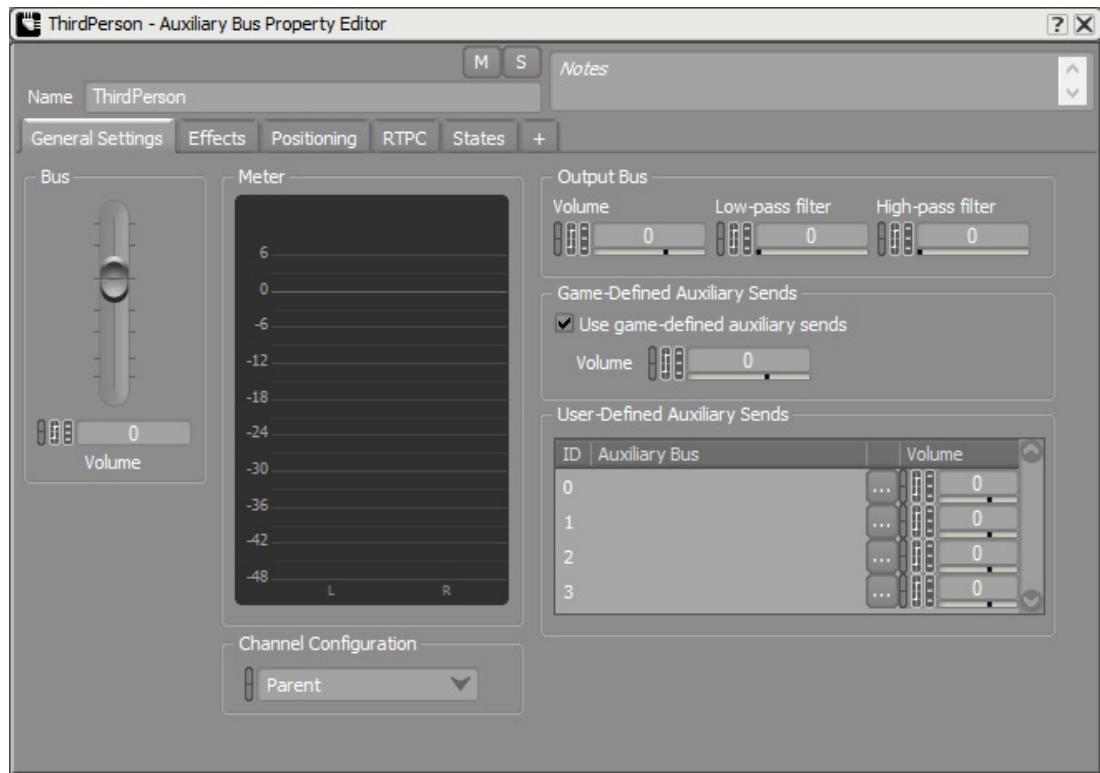


Voices Graph
Button Small Room
Large Room Interior

F.

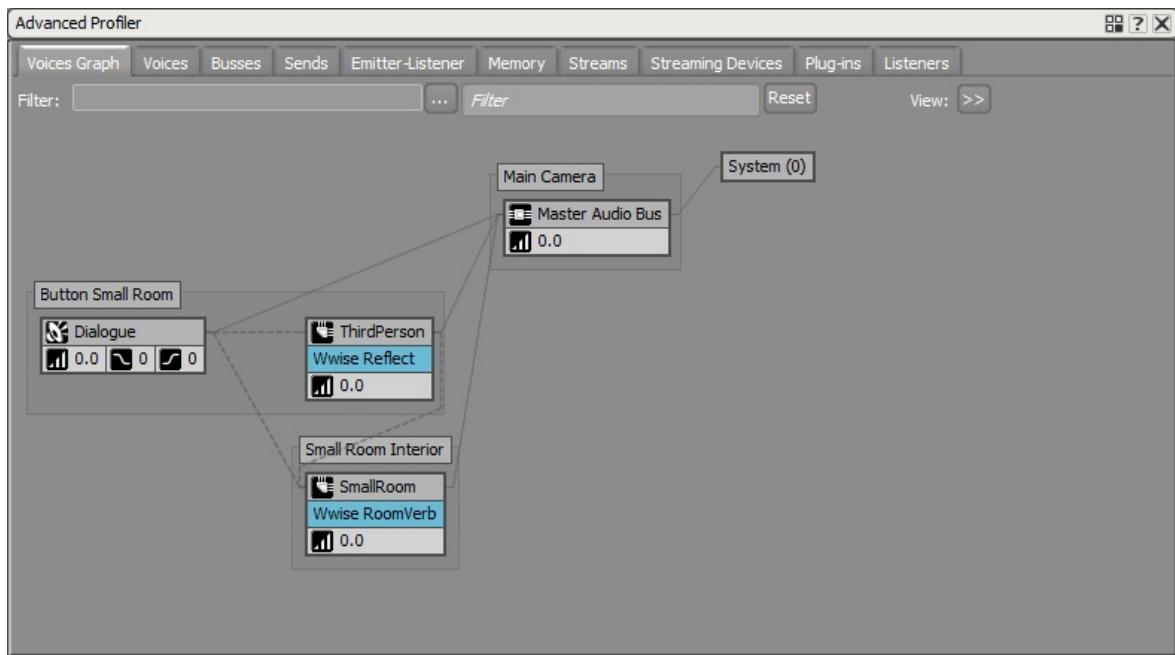
1. Surface Reflectors

1. ReflectAuxiliary Bus
2. **Ak Spatial Audio EmitterReflect Auxiliary Bus**
3. **Ak Surface Reflector**
2. WwiseReflectAuxiliary Bus
 1. General Settings **Use game-defined auxiliary sends**



Auxiliary Bus Property EditorGeneral Settings

3. Voices Graph:



Voices Graph

Wwise Unity Integration Thu Feb 1 09:40:26 2018  1.6.3



Wwise Unity Integration » **Wwise**
Audio » **Using UnityWwise Spatial**

Unity:

- A.
- B.

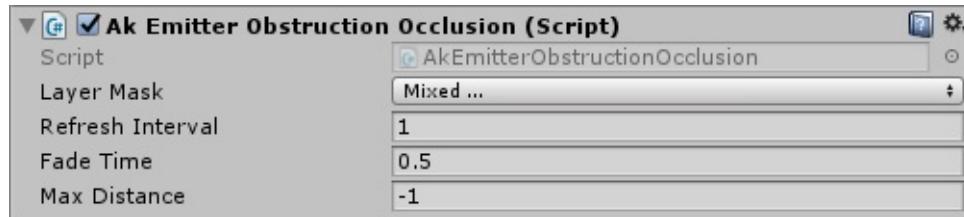
A.

Ak Emitter Obstruction OcclusionUnity

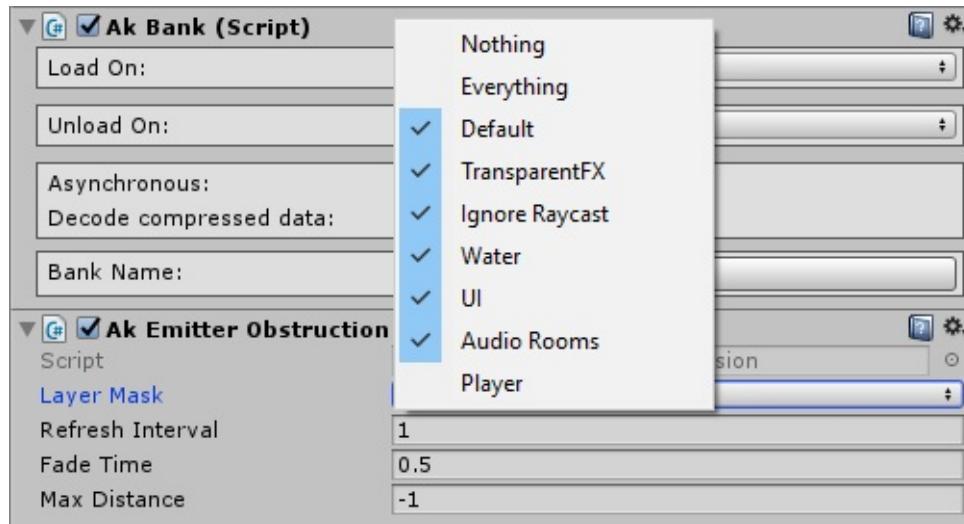
Obstruction Occlusion

Ak Spatial Audio Listener

1. Ak Emitter Obstruction Occlusion
1. Button Outside
1. Layer MaskIn the SpatialAudioTutorial scene provided with the integration, we have put the first person character on a user created layer called "Player" and the GameObjects with **AkRoom** or **AkRoomPortal** components on a user created layer called "Ignore Audio Raycast".
L
Mask



Ak Emitter Obstruction Occlusion



Ak Emitter Obstruction OcclusionLayer Mask

2.

1. Button Outside
2. Barrier

Ak Room

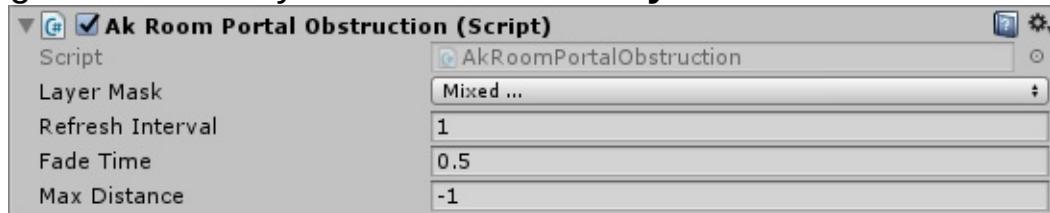
B.

Ak Room Portal Obstruction

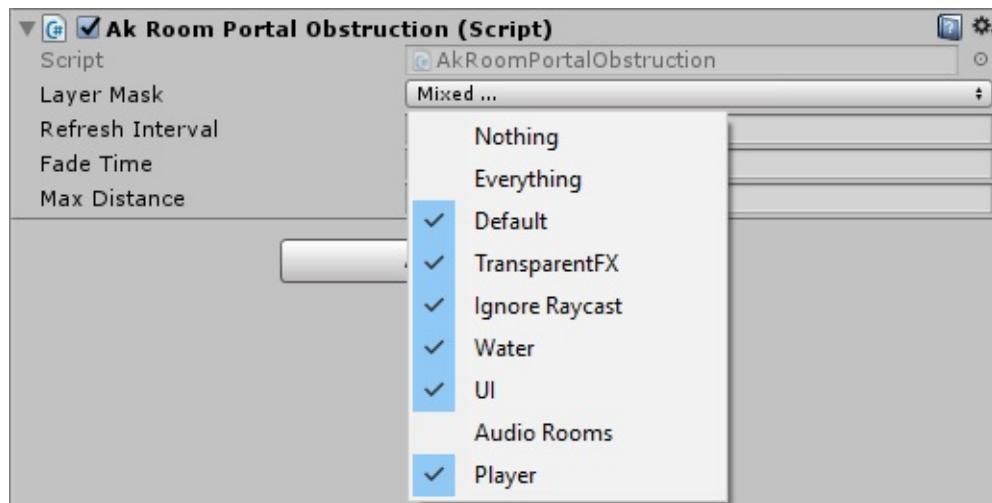
1. Ak Room Portal Obstruction

1. Layer Mask In the SpatialAudioTutorial scene provided with the integration, we have put the the GameObjects with **AkRoom** components on a user created layer called "Ignore Audio Raycast".

Layer Mask



Ak Room Portal Obstruction



Ak Room Portal ObstructionLayer Mask

2.

1. Button Small Room
 2. Barrier
-

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



Wwise Unity Integration

-
- [**UnityDllNotFoundException console**](#)
-
- [**Wwise Profiler**](#)
- [**Error during installation - Unity**](#)
- [**Wwise for MacSoundBank - Wwise_IDs.h**](#)
- [**Error: Plugin**](#)
- [**MacUnity Console"Multiple plugins with the same name"**](#)
- [**Xbox One"Failed to initialize the sound engine"-in**](#)

Wwise2013.2.8

UNITY_PROJECT_ROOT\Assets\Wwise\Deployment\Examples Components
Examples

UnityPackageorms.

UnityDllNotFoundException console

WindowsAkSoundEngineDllNotFoundExceptionUnity2

- DirectX
- Wwise-Unity IntegrationDebug
2010 Debug Redistributables

Microsoft Visual Studio

- WindowsMacEditorEditor
- SoundBankUnityEditorWwiseGenerated
SoundbanksSoundBank1StreamingAssetsWwise
SoundBank
- Sound EngineScript Execution Order (menu
Edit > Project Settings > Script Execution Order)AkInitializer
AkTerminator
- Unity...
- Wwise ProfilerWwiseF7Capture Log
- Wwise ProfilerSoundBankProfiling Settings (Alt-G)
SoundBankAkBank
- Wwise ProfilerCapture LogEventSoundBank
AkEvent, AkAmbient

Wwise Profiler

Windows

- background Run Unity (menu **File > Build Settings > Player Settings**)

- port 24024

- Wwise-Unity Plug-in
Profile

Debug

- Task Manager"adb.exe"AndroidTCPAndroid
AndroidGoogle

- WwiseRemote Connection

Connect To IP

IP

- port 24024

Error during installation - Unity

*Wwise: Error during installation: Access to the path is denied*Unity

:

- Plug-in (Debug, Profile, Release) **Assets > Wwise > Install Plugins**
 - Unity IntegrationWwise Setup
 - Unity EditorScene
- UnityPlug-in (Debug, Profile, Release)

Wwise for MacSoundBank - Wwise_IDs.h

Wwise for MacSoundBankWwise_IDs.h:

- Wwise Project
- Project SettingsSoundBanks
- Header file pathSoundBanks

Error: Plugin

WwiseAkSoundEngine

MacUnity Console"Multiple plugins with the same name"

Mac Unity IntegrationUnity Console

**Multiple plug-ins with the same name 'aksoundengine' (found at
'Assets/Wwise/Deployment/Plugins/Mac/Release/AkSoundEngine.bu
and
'Assets/Wwise/Deployment/Plugins/Mac/Debug/AkSoundEngine.bun
Editor11Editor**

Xbox One"Failed to initialize the sound engine"-in

Xbox OneUnityWwiseAssets >
Project Settings > Audio"Disable audio"

Unity 5.0.2"Disable audio"

AkInitializer.cs:

```
AkPlatformInitSettings platformSettings = new AkPlatformInitSettings();
AkSoundEngine.GetDefaultPlatformInitSettings(platformSettings);
platformSettings.uLEngineDefaultPoolSize = (uint)lowerPoolSize * 1024;
platformSettings.fLEngineDefaultPoolRatioThreshold = memoryCutoffThreshold;
```

```
AkPlatformInitSettings platformSettings = new AkPlatformInitSettings();
AkSoundEngine.GetDefaultPlatformInitSettings(platformSettings);
platformSettings.uLEngineDefaultPoolSize = (uint)lowerPoolSize * 1024;
platformSettings.fLEngineDefaultPoolRatioThreshold = memoryCutoffThreshold;
#if UNITY_XBOXONE && !UNITY_EDITOR
    platformSettings.uMaxXMAVoices = 0;
#endif
```

XMA



Licensing (Free & Commercial)

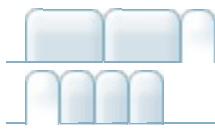
Wwise licenses are required for any games that are released publicly.
1Audiokinetic

- Free Limited Commercial License
- Educational & Non Commercial License
- Royalty-based License
- Commercial License
- Licensing FAQ

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1.6.3



AK::Wwise::AcousticTexture

AK::Wwise::AuxBus

AK::Wwise::Bank

AK::Wwise::BaseGroupType

AK::Wwise::BaseType

AK::Wwise::CallbackFlags

AK::Wwise::Event

AK::Wwise::RPC

AK::Wwise::State

AK::Wwise::Switch

AK::Wwise::Trigger

AkAmbient

AkAudioListener

AkBank

AkCallbackManager

AkEmitterObstructionOcclusion

AkEnvironment

AkEnvironment::AkEnvironment_CompareBySelectionAlgorithm

AkEnvironmentPortal

AkEvent

AkEventCallbackMsg

AkGameObj

AkInitializer

AkMemBankLoader

AkRoom

AkRoomPortal

AkRoomPortalObstruction

AkSpatialAudioEmitter

AkSpatialAudioListener

AkState

AkSurfaceReflector

AkSwitch

AkTerminator

AkTriggerBase

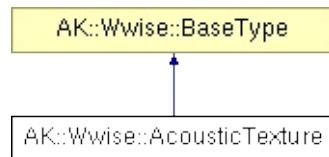


AK::Wwise::AcousticTexture

AK::Wwise::AcousticTexture

This type represents an Acoustic Texture. [¶](#)

AK::Wwise::AcousticTexture



This type represents an Acoustic Texture.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3

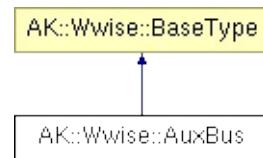


AK::Wwise::AuxBus

AK::Wwise::AuxBus

This type represents an auxiliary send in the Master-Mixer Hierarchy. []

AK::Wwise::AuxBus



This type represents an auxiliary send in the Master-Mixer Hierarchy.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3

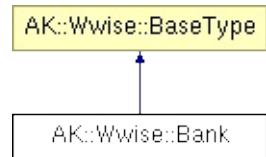


AK::Wwise::Bank

AK::Wwise::Bank

This type can be used to load/unload SoundBanks. [🔗](#)

AK::Wwise::Bank



This type can be used to load/unload SoundBanks.

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 1.6.3

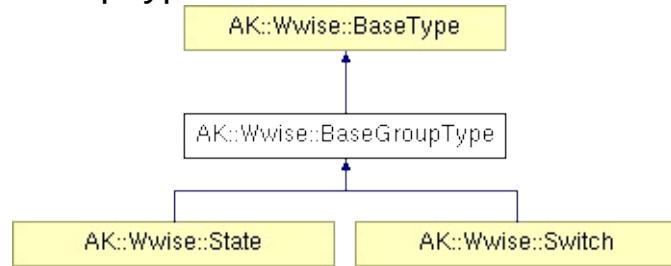


AK::Wwise::BaseGroupType

AK::Wwise::BaseGroupType

This type represents the base for all Wwise Types that also require a group GUID, such as **State** and **Switch**. [¶](#)

AK::Wwise::BaseGroupType



This type represents the base for all Wwise Types that also require a group GUID, such as **State** and **Switch**.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



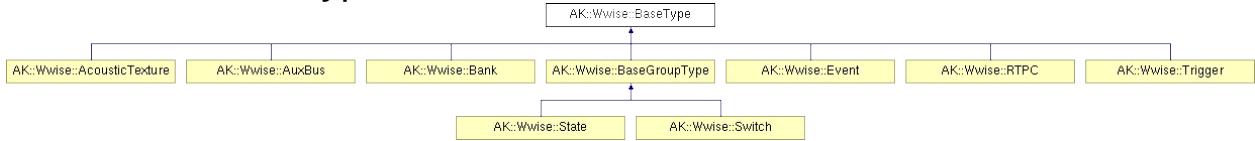
AK::Wwise::BaseType

AK::Wwise::BaseType

This type represents the base for all Wwise Types that require a GUID.



AK::Wwise::BaseType



This type represents the base for all Wwise Types that require a GUID.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3



AK::Wwise::CallbackFlags

AK::Wwise::CallbackFlags

This type represents the values of the flags used when posting an [Event](#) with a callback. [¶](#)

This type represents the values of the flags used when posting an [Event](#) with a callback.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3

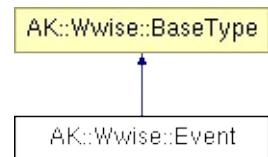


AK::Wwise::Event

AK::Wwise::Event

This type can be used to post Events to the sound engine. [¶](#)

AK::Wwise::Event



Public

uint	Post (GameObject gameObject) Posts this Event on a GameObject.
uint	Post (GameObject gameObject, CallbackFlags flags, AkCallbackManager.EventCallback callback, object cookie=null) Posts this Event on a GameObject.
uint	Post (GameObject gameObject, uint flags, AkCallbackManager.EventCallback callback, object cookie=null) Posts this Event on a GameObject.
void	ExecuteAction (GameObject gameObject, AkActionOnEventType actionOnEventType, int transitionDuration, AkCurveInterpolation curveInterpolation) Executes various actions on this event associated with a GameObject.
void	PostMIDI (GameObject gameObject, AkMIDIPostArray array) Posts MIDI Events on this Event associated with a GameObject.
void	PostMIDI (GameObject gameObject, AkMIDIPostArray array, int count) Posts MIDI Events on this Event associated with a GameObject.
void	StopMIDI (GameObject gameObject) Stops MIDI Events on this Event associated with a GameObject.
void	StopMIDI () Stops all MIDI Events on this Event .

This type can be used to post Events to the sound engine.

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 1.6.3

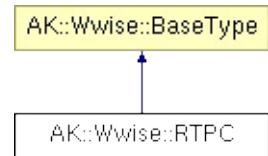


AK::Wwise::RTPC

AK::Wwise::RPC

This type can be used to set game parameter values to the sound engine. [\[\]](#)

AK::Wwise::RPC



This type can be used to set game parameter values to the sound engine.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3

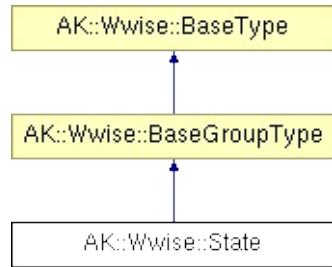


AK::Wwise::State

AK::Wwise::State

This type can be used to set Wwise States. [\[\]](#)

AK::Wwise::State



This type can be used to set Wwise States.

Wwise Unity Integration Thu Feb 1 09:40:26 2018

 1.6.3

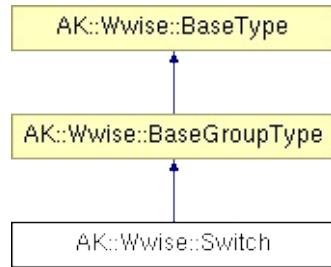


AK::Wwise::Switch

AK::Wwise::Switch

This type can be used to set **Switch** values on gameobjects. [\[\]](#)

AK::Wwise::Switch



This type can be used to set **Switch** values on gameobjects.

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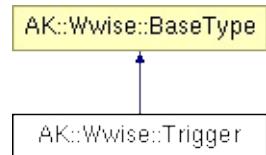


AK::Wwise::Trigger

AK::Wwise::Trigger

This type can be used to post triggers to the sound engine. [¶](#)

AK::Wwise::Trigger



This type can be used to post triggers to the sound engine.

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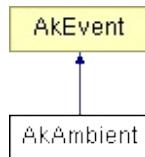
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AkAmbient

Use this component to attach a Wwise Event to any object in a scene. The sound can be started at various moments, dependent on the selected Unity trigger. This component is more useful for ambient sounds (sounds related to scene-bound objects) but could also be used for other purposes. Since **AkAmbient** has **AkEvent** as its base class, it features the play/stop, play multiple, stop multiple and stop all buttons for previewing the associated Wwise event. 

AkAmbient



Public

int	eventID = 0 ID of the Event as found in the WwiseID.cs file.
GameObject	soundEmitterObject = null Game object onto which the Event will be posted. By default, when empty, it is posted on the same object on which the component was added.
bool	enableActionOnEvent = false Enables additional options to reuse existing events. Use it to transform a Play event into a Sound event without having to define one in the Wwise Project.
AkActionOnEventType	actionOnEventType = AkActionOnEventType.AkActionOnEventType_S Replacement action. See AK::SoundEngine::ExecuteEventOnAction().
AkCurveInterpolation	curveInterpolation = AkCurveInterpolation.AkCurveInterpolation_Line Fade curve to use with the new Action. See AK::SoundEngine::ExecuteEventOnAction().
float	transitionDuration = 0.0f Duration of the fade. See AK::SoundEngine::ExecuteEventOnAction().
const int	MAX_NB_TRIGGERES = 32 Since our mask is a 32 bits integer, we can't have more than 32 triggers.
List< int >	triggerList = new List<int>() { START_TRIGGER_ID } List containing the enabled triggers.
bool	useOtherObject = false This property is useful only when used with colliders. When enabled, the target of the action

will be the other colliding object. When disabled,
will be the current object.

Static Public

static Dictionary< uint, string >

triggerTypes =
AkTriggerBase.GetAllDerivedTypes ()

Will contain the types of all the triggers derived from **AkTriggerBase** at runtime.

Use this component to attach a Wwise Event to any object in a scene. The sound can be started at various moments, dependent on the selected Unity trigger. This component is more useful for ambient sounds (sounds related to scene-bound objects) but could also be used for other purposes. Since **AkAmbient** has **AkEvent** as its base class, it features the play/stop, play multiple, stop multiple and stop all buttons for previewing the associated Wwise event.

:

- **AkAmbientInspector**
- **AkGameObj**
- **AkEvent**
- **Integration Details - Events** (Note: This is described in the Wwise SDK documentation.)



AkAudioListener

Add this script on the game object that represent a listener. This is normally added to the Camera object or the Player object, but can be added to any game object when implementing 3D busses.

`isDefaultListener` determines whether the game object will be considered a default listener - a listener that automatically listens to all game objects that do not have listeners attached to their `AkGameObjListenerList`'s. [\[](#)

Add this script on the game object that represent a listener. This is normally added to the Camera object or the Player object, but can be added to any game object when implementing 3D busses.

`isDefaultListener` determines whether the game object will be considered a default listener - a listener that automatically listens to all game objects that do not have listeners attached to their `AkGameObjListenerList`'s.

:

- [Integrating Listeners](#) (Note: This is described in the Wwise SDK documentation.)



AkBank

Loads and unloads a SoundBank at a specified moment. Vorbis sounds can be decompressed at a specified moment using the decode compressed data option. In that case, the SoundBank will be prepared.



AkUnityEventHandler

Public

override void	HandleEvent (GameObject in_gameObject) Loads the SoundBank.
void	UnloadBank (GameObject in_gameObject) Unloads a SoundBank.

Public

string	bankName = ""
	Name of the SoundBank, as specified in the Wwise project.
bool	loadAsynchronous = false
	Check this to load the SoundBank in the background. Be careful, if Events are triggered and the SoundBank hasn't finished loading, you'll have "Event not found" errors.
bool	decodeBank = false
	Decode this SoundBank upon load.
bool	saveDecodedBank = false
	Save the decoded SoundBank to disk for faster loads in the future.
List< int >	unloadTriggerList = new List<int>() {AkUnityEventHandler.DESTROY_TRIGGER_ID }
	Reserved.
const int	MAX_NB_TRIGGERES = 32
	Since our mask is a 32 bits integer, we can't have more than 32 triggers.
List< int >	triggerList = new List<int>() { START_TRIGGER_ID }
	List containing the enabled triggers.
bool	useOtherObject = false
	This property is usefull only when used with colliders. When enabled, the target of the action will be the other colliding object. When disabled, it will be the current object.

Static Public

static Dictionary< uint, string >

triggerTypes =
AkTriggerBase.GetAllDerivedTypes ()

Will contain the types of all the triggers derived from **AkTriggerBase** at runtime.

Loads and unloads a SoundBank at a specified moment. Vorbis sounds can be decompressed at a specified moment using the decode compressed data option. In that case, the SoundBank will be prepared.

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AkCallbackManager

This class manages the callback queue. All callbacks from the native Wwise SDK go through this queue. The queue needs to be driven by regular calls to [PostCallbacks\(\)](#). This is currently done in AkInitializer.cs, in LateUpdate(). ▾

Static Public

static void	SetMonitoringCallback (AkMonitorErrorLevel in_Level, MonitoringCallback in_CB)
	Call this to set a function to call whenever Wwise prints a message (warnings or errors).
static void	SetBGMCallback (BGMCallback in_CB, object in_cookie)
static int	PostCallbacks ()

This class manages the callback queue. All callbacks from the native Wwise SDK go through this queue. The queue needs to be driven by regular calls to **PostCallbacks()**. This is currently done in AkInitializer.cs, in LateUpdate().

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AkEmitterObstructionOcclusion

Obstructs/Occludes the emitter of the current game object from its listeners if at least one object is between them. [🔗](#)

AkObstructionOcclusion

Public

LayerMask	LayerMask = -1 Indicates which layers act as obstructers/occluders.
float	refreshInterval = 1 The number of seconds between obstruction/occlusion checks.
float	fadeTime = 0.5f The number of seconds for fade ins and fade outs.
float	maxDistance = -1.0f The maximum distance at which to perform obstruction/occlusion. A negative value will be interpreted as infinite distance.

Obstructs/Occludes the emitter of the current game object from its listeners if at least one object is between them.

The current implementation does not support occlusion.

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AkEnvironment

Use this component to define a reverb zone. This needs to be added to a collider object to work properly. [AkEnvironmentAkEnvironmentPortal Inspector \(Reverb Zones\)](#) . 

```
class AkEnvironment_CompareBySelectionAlgorithm
```

Use this component to define a reverb zone. This needs to be added to a collider object to work properly. **AkEnvironmentAkEnvironmentPortal Inspector (Reverb Zones)**

This component can be attached to any collider. You can specify a roll-off to fade-in/out of the reverb. The reverb parameters will be defined in the Wwise project, by the sound designer. All **AkGameObj** that are "environment"-aware will receive a send value when entering the attached collider.

:

- **AkEnvironmentAkEnvironmentPortalInspector (Reverb Zones)**
- **Integrating Environments and Game-defined Auxiliary Sends**
(Note: This is described in the Wwise SDK documentation.)
- **AK::SoundEngine::SetGameObjectAuxSendValues** (Note: This is described in the Wwise SDK documentation.)



AkEnvironment::AkEnvironment_CompareBySelectionAlgorithm

AkEnvironment::AkEnvironment_CompareBySel

AkEnvironment::AkEnvironment_CompareByPriority

The selection algorithm is as follow:

1. Environments have priorities.
2. Environments have a "Default" flag. This flag effectively says that this environment will be bumped out if any other is present.
3. Environments have an "Exclude Other" flag. This flag will tell that this env is not overlappable with others. So, only one (the highest priority) should be selected.



AkEnvironmentPortal

Use this component to define an area that straddles two different AkEnvironments zones and allow mixing between both zones.

[AkEnvironmentAkEnvironmentPortalInspector \(Reverb Zones\)](#) . 

Public

float **GetAuxSendValueForPosition** (Vector3 in_position, int index)

The axis used to find the contribution of each environment.

Public

```
Vector3 axis = new Vector3(1,0,0)
```

Use this component to define an area that straddles two different AkEnvironments zones and allow mixing between both zones.

AkEnvironmentAkEnvironmentPortalInspector (Reverb Zones) .

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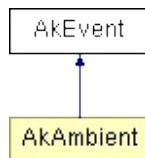
 1.6.3



AkEvent

Helper class that knows a Wwise Event and when to trigger it in Unity. As of 2017.2.0, the **AkEvent** inspector has buttons for play/stop, play multiple, stop multiple, and stop all. Play/Stop will play or stop the event such that it can be previewed both in edit mode and play mode. When multiple objects are selected, Play Multiple and Stop Multiple will play or stop the associated **AkEvent** for each object. [\[edit\]](#)

AkEvent



Public

int	eventID = 0 ID of the Event as found in the WwiseID.cs file.
GameObject	soundEmitterObject = null Game object onto which the Event will be posted. By default, when empty, it is posted on the same object on which the component was added.
bool	enableActionOnEvent = false Enables additional options to reuse existing events. Use it to transform a Play event into a Sound event without having to define one in the Wwise Project.
AkActionOnEventType	actionOnEventType = AkActionOnEventType.AkActionOnEventType_S Replacement action. See AK::SoundEngine::ExecuteEventOnAction().
AkCurveInterpolation	curveInterpolation = AkCurveInterpolation.AkCurveInterpolation_Line Fade curve to use with the new Action. See AK::SoundEngine::ExecuteEventOnAction().
float	transitionDuration = 0.0f Duration of the fade. See AK::SoundEngine::ExecuteEventOnAction().
const int	MAX_NB_TRIGGERES = 32 Since our mask is a 32 bits integer, we can't have more than 32 triggers.
List< int >	triggerList = new List<int>() { START_TRIGGER_ID } List containing the enabled triggers.
bool	useOtherObject = false This property is useful only when used with colliders. When enabled, the target of the action

will be the other colliding object. When disabled,
will be the current object.

Static Public

static Dictionary< uint, string >

triggerTypes =
AkTriggerBase.GetAllDerivedTypes ()

Will contain the types of all the triggers derived from **AkTriggerBase** at runtime.

Helper class that knows a Wwise Event and when to trigger it in Unity. As of 2017.2.0, the **AkEvent** inspector has buttons for play/stop, play multiple, stop multiple, and stop all. Play/Stop will play or stop the event such that it can be previewed both in edit mode and play mode. When multiple objects are selected, Play Multiple and Stop Multiple will play or stop the associated **AkEvent** for each object.

:

- **Edit Mode**
- **AkAmbientInspector**
- **Integration Details - Events** (Note: This is described in the Wwise SDK documentation.)



AkEventCallbackMsg

Event callback information. Event callback functions can receive this structure as a parameter. [¶](#)

Public

GameObject	sender
	AkSoundEngine.PostEvent callback flags. See the AkCallbackType enumeration for a list of all callbacks.
AkCallbackInfo	info
	GameObject from whom the callback function was called.

Event callback information. Event callback functions can receive this structure as a parameter.

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AkGameObj

This component represents a sound object in your scene tracking its position and other game syncs such as Switches, RTPC and environment values. You can add this to any object that will emit sound, and it will be added to any object that an [AkAudioListener](#) is attached to. Note that if it is not present, Wwise will add it automatically, with the default values, to any Unity Game Object that is passed to Wwise. [\[\]](#)

Public

bool	AddListener (AkAudioListener listener)
	Adds an AkAudioListener to the container of listeners listening to this gameobject.
bool	RemoveListener (AkAudioListener listener)
	Removes an AkAudioListener from the container of listeners listening to this gameobject.
virtual Vector3	GetPosition ()
virtual Vector3	GetForward ()
virtual Vector3	GetUpward ()

Public

AkGameObjPositionOffsetData	m_positionOffsetData = null When not set to null, the position will be offset relative to the Game Object position by the Position Offset.
bool	isEnvironmentAware = true Is this object affected by Environment changes? Set to false if not affected in order to save some useless calls. Default is true.

This component represents a sound object in your scene tracking its position and other game syncs such as Switches, RTPC and environment values. You can add this to any object that will emit sound, and it will be added to any object that an **AkAudioListener** is attached to. Note that if it is not present, Wwise will add it automatically, with the default values, to any Unity Game Object that is passed to Wwise.

:

- [Integration Details - Game Objects](#) (Note: This is described in the Wwise SDK documentation.)
- [Integration Details - Events](#) (Note: This is described in the Wwise SDK documentation.)
- [Integrating Listeners](#) (Note: This is described in the Wwise SDK documentation.)
- [Integration Details - Switches](#) (Note: This is described in the Wwise SDK documentation.)
- [Integration Details - States](#) (Note: This is described in the Wwise SDK documentation.)
- [Integration Details - Environments and Game-defined Auxiliary Sends](#) (Note: This is described in the Wwise SDK documentation.)



AkInitializer

Public

	string	basePath = AkSoundEngineController.s_DefaultBasePath Path for the soundbanks. This must contain one sub per platform, with the same as in the Wwise project.
	string	language = AkSoundEngineController.s_Language Language sub-folder.
	int	defaultPoolSize = AkSoundEngineController.s_DefaultPoolSize Default Pool size. This contains the meta data for your project. Default size is 4 MB, but you should adjust for your needs.
	int	lowerPoolSize = AkSoundEngineController.s_LowerPoolSize Lower Pool size. This contains the audio processing and DSP data. Default size is 2 MB, but you should adjust for your needs.
	int	streamingPoolSize = AkSoundEngineController.s_StreamingPoolSize Streaming Pool size. This contains the streaming buffer. Default size is 1 MB, but you should adjust for your needs.
	int	preparePoolSize = AkSoundEngineController.s_PrepPoolSize Prepare Pool size. This contains the banks loaded under PrepareBank (Banks decoded on load use this). Default is 0 MB, but you should adjust for your needs.
	float	memoryCutoffThreshold = AkSoundEngineController.s_MemoryCutoffThreshold This setting will trigger the killing of sounds when the memory is reaching 95% of capacity. Lowest priority are killed.
	int	monitorPoolSize = AkSoundEngineController.s_MonitorPoolSize Monitor Pool size. Size of the monitoring pool, in bytes. This parameter is not used in Release build.

	int	monitorQueuePoolSize = AkSoundEngineController.s_MonitorQueuePoolSize Monitor Queue Pool size. Size of the monitoring queue in bytes. This parameter is not used in Release build.
	int	callbackManagerBufferSize = AkSoundEngineController.s_CallbackManagerBuffer CallbackManager buffer size. The size of the buffer transferred per-frame to transfer callback data. Default size is 4 MB; you should increase this, if required.
	int	spatialAudioPoolSize = AkSoundEngineController.s_SpatialAudioPoolSize Spatial Audio Lower Pool size. Default size is 4 MB, you should adjust for your needs.
	uint	maxSoundPropagationDepth = AkSoundEngine.AK_MAX_SOUND_PROPAGATION Spatial Audio Max Sound Propagation Depth. Maximum number of rooms that sound can propagate through; less than or equal to AK_MAX_SOUND_PROPAGATION_DEPTH.
AkDiffractionFlags		diffractionFlags = AkDiffractionFlags.DefaultDiffractionFlags Enable or disable specific diffraction features. See AkDiffractionFlags.
	bool	engineLogging = AkSoundEngineController.s_EngineLogging Enable Wwise engine logging. Option to turn on/off the logging of the Wwise engine.

This script deals with initialization, and frame updates of the Wwise audio engine. It is marked as `DontDestroyOnLoad` so it stays active for the life of the game, not only one scene. You can, and probably should, modify this script to change the initialization parameters for the sound engine. A few are already exposed in the property inspector. It must be present on one Game Object at the beginning of the game to initialize the audio properly. It must be executed BEFORE any other MonoBehaviors that use `AkSoundEngine`.

:

- [Initialize the Different Modules of the Sound Engine](#) (Note: This is described in the Wwise SDK documentation.)
- [AK::SoundEngine::Init\(\)](#) (Note: This is described in the Wwise SDK documentation.)
- [AK::SoundEngine::Term\(\)](#) (Note: This is described in the Wwise SDK documentation.)
- [AkCallbackManager](#)



AkMemBankLoader

Public

void	LoadNonLocalizedBank (string in_bankFilename)
Load a sound bank from WWW object.	
void	LoadLocalizedBank (string in_bankFilename)
Load a language-specific bank from WWW object.	

Public

string	bankName = ""
	Name of the bank to load.
bool	isLocalizedBank = false
	Is the bank localized (situated in the language specific folders).

This class is an example of how to load banks in Wwise, if the bank data was preloaded in memory. This would be useful for situations where you use the WWW class

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AkRoom

An **AkRoom** is an enclosed environment that can only communicate to the outside/other rooms with AkRoomPortals. [\[\]](#)

Public

ulong	GetID ()
-------	-----------------

Access the room's ID.

Public

AK.Wwise.AuxBus	reverbAuxBus
	The reverb auxiliary bus.
float	reverbLevel = 1
	The reverb control value for the send to the reverb aux bus.
float	wallOcclusion = 1
	Occlusion level modeling transmission through walls.
int	priority = 0

An **AkRoom** is an enclosed environment that can only communicate to the outside/other rooms with AkRoomPortals.

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AkRoomPortal

An **AkRoomPortal** can connect two **AkRoom** components together. [
]

AkUnityEventHandler

Public

ulong	GetID () Access the portal's ID.
override void	HandleEvent (GameObject in_gameObject) Opens the portal on trigger event.
void	ClosePortal (GameObject in_gameObject) Closes the portal on trigger event.

Public

const int	MAX_ROOMS_PER_PORTAL = 2
	AkRoomPortals can only connect a maximum of 2 rooms.
AkRoom[]	rooms = new AkRoom[MAX_ROOMS_PER_PORTAL]
const int	MAX_NB_TRIGGERERS = 32
	Since our mask is a 32 bits integer, we can't have more than 32 triggers.
List< int >	triggerList = new List<int>() { START_TRIGGER_ID }
	List containing the enabled triggers.
bool	useOtherObject = false
	This property is usefull only when used with colliders. When enabled, the target of the action will be the other colliding object. When disabled, it will be the current object.

Static Public

static Dictionary< uint, string >

triggerTypes =
AkTriggerBase.GetAllDerivedTypes ()

Will contain the types of all the triggers derived from **AkTriggerBase** at runtime.

An **AkRoomPortal** can connect two **AkRoom** components together.

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AkRoomPortalObstruction

Obstructs/Occludes the spatial audio portal of the current game object from the spatial audio listener if at least one object is between them. [\[\]](#)

AkObstructionOcclusion

Public

LayerMask	LayerMask = -1 Indicates which layers act as obstructers/occluders.
float	refreshInterval = 1 The number of seconds between obstruction/occlusion checks.
float	fadeTime = 0.5f The number of seconds for fade ins and fade outs.
float	maxDistance = -1.0f The maximum distance at which to perform obstruction/occlusion. A negative value will be interpreted as infinite distance.

Obstructs/Occludes the spatial audio portal of the current game object from the spatial audio listener if at least one object is between them.

If no spatial audio listener has been registered, there will be no obstruction.



AkSpatialAudioEmitter

Add this script on the GameObject which represents an emitter that uses the Spatial Audio API. [\[edit\]](#)

[AkSpatialAudioBase](#)

Public

AK.Wwise.AuxBus	reflectAuxBus The Auxiliary Bus with a Reflect plug-in Effect applied.
uint	reflectionsOrder = 1
float	reflectionsAuxBusGain = 1 The gain [0, 1] applied to the reflect auxiliary bus.
float	reflectionMaxPathLength = 1000 A heuristic to stop the computation of reflections. Should be no longer (and possibly shorter for less CPU usage) than the maximum attenuation of the sound emitter.
float	roomReverbAuxBusGain = 1 Send gain (0.f-1.f) that is applied when sending to the aux bus associated with the room that the emitter is in.

Add this script on the GameObject which represents an emitter that uses the Spatial Audio API.

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AkSpatialAudioListener

Add this script on the game object that represent a listener. This is normally added to the Camera object or the Player object, but can be added to any game object when implementing 3D busses.

`isDefaultListener` determines whether the game object will be considered a default listener - a listener that automatically listens to all game objects that do not have listeners attached to their `AkGameObjListenerList`'s. [\[edit\]](#)

`AkSpatialAudioBase`

Add this script on the game object that represent a listener. This is normally added to the Camera object or the Player object, but can be added to any game object when implementing 3D busses.

`isDefaultListener` determines whether the game object will be considered a default listener - a listener that automatically listens to all game objects that do not have listeners attached to their `AkGameObjListenerList`'s.

:

- [Integrating Listeners](#) (Note: This is described in the Wwise SDK documentation.)



AkState

This will call `AkSoundEngine.SetState()` whenever the selected Unity event is triggered. For example this component could be set on a Unity collider to trigger when an object enters it. [\[1\]](#)

[AkUnityEventHandler](#)

Public

int	groupID
	State Group ID, as defined in WwiseID.cs.
int	valueID
	State Value ID, as defined in WwiseID.cs.
const int	MAX_NB_TRIGGERERS = 32
	Since our mask is a 32 bits integer, we can't have more than 32 triggers.
List< int >	triggerList = new List<int>() { START_TRIGGER_ID } List containing the enabled triggers.
bool	useOtherObject = false This property is usefull only when used with colliders. When enabled, the target of the action will be the other colliding object. When disabled, it will be the current object.

Static Public

static Dictionary< uint, string >

triggerTypes =
AkTriggerBase.GetAllDerivedTypes ()

Will contain the types of all the triggers derived from **AkTriggerBase** at runtime.

This will call `AkSoundEngine.SetState()` whenever the selected Unity event is triggered. For example this component could be set on a Unity collider to trigger when an object enters it.

:

- [Integration Details - States](#) (Note: This is described in the Wwise SDK documentation.)



AkSurfaceReflector

This component will convert the triangles of the GameObject's geometry into sound reflective surfaces. [\[\]](#)

Static Public

static void	AddGeometrySet (AK.Wwise.AcousticTexture acousticTexture, MeshFilter meshFilter) Sends the mesh filter's triangles and their acoustic texture to Spatial Audio.
static void	RemoveGeometrySet (MeshFilter meshFilter) Remove the corresponding mesh filter's geometry from Spatial Audio.

Public

AK.Wwise.AcousticTexture	AcousticTexture
	All triangles of the component's mesh will be applied with this texture. The texture will change the filter parameters of the sound reflected from this component.

This component will convert the triangles of the GameObject's geometry into sound reflective surfaces.

This component requires a Mesh Filter component. The triangles of the mesh will be sent to the Spatial Audio wrapper by calling `SpatialAudio::AddGeometrySet()`. The triangles will reflect the sound emitted from **AkSpatialAudioEmitter** components.



AkSwitch

This will call `AkSoundEngine.SetSwitch()` whenever the selected Unity event is triggered. For example this component could be set on a Unity collider to trigger when an object enters it. [\[1\]](#)

[AkUnityEventHandler](#)

Public

int	groupID
	Switch Group ID, as defined in WwiseID.cs.
int	valueID
	Switch Value ID, as defined in WwiseID.cs.
const int	MAX_NB_TRIGGERERS = 32
	Since our mask is a 32 bits integer, we can't have more than 32 triggers.
List< int >	triggerList = new List<int>() { START_TRIGGER_ID }
	List containing the enabled triggers.
bool	useOtherObject = false
	This property is usefull only when used with colliders. When enabled, the target of the action will be the other colliding object. When disabled, it will be the current object.

Static Public

static Dictionary< uint, string >

triggerTypes =
AkTriggerBase.GetAllDerivedTypes ()

Will contain the types of all the triggers derived from **AkTriggerBase** at runtime.

This will call `AkSoundEngine.SetSwitch()` whenever the selected Unity event is triggered. For example this component could be set on a Unity collider to trigger when an object enters it.

:

- [Integration Details - Switches](#) (Note: This is described in the Wwise SDK documentation.)



AkTerminator

This script deals with termination of the Wwise audio engine. It must be present on one Game Object that gets destroyed last in the game. It must be executed AFTER any other monoBehaviors that use AkSoundEngine.

:

- [Terminate the Different Modules of the Sound Engine](#) (Note: This is described in the Wwise SDK documentation.)
- [AK::SoundEngine::Term\(\)](#) (Note: This is described in the Wwise SDK documentation.)



AkTriggerBase

AkTriggerCollisionEnter, AkTriggerCollisionExit, AkTriggerDisable,
AkTriggerEnable, AkTriggerEnter, AkTriggerExit, AkTriggerMouseDown,
AkTriggerMouseEnter, AkTriggerMouseExit, AkTriggerMouseUp

Public

delegate void **Trigger** (GameObject in_gameObject)

Delegate declaration for all Wwise Triggers.

Public

Trigger	triggerDelegate = null
	All components reacting to the trigger will be registered in this delegate.

Base class for the generic triggering mechanism for Wwise Integration.
All Wwise components will use this mechanism to drive their behavior.
Derive from this class to add your own triggering condition, as decribed in
[Wwise](#)

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- [**AK::Wwise::BaseType**](#)
 - [**AK::Wwise::AcousticTexture**](#)
 - [**AK::Wwise::AuxBus**](#)
 - [**AK::Wwise::Bank**](#)
 - [**AK::Wwise::BaseGroupType**](#)
 - [**AK::Wwise::State**](#)
 - [**AK::Wwise::Switch**](#)
 - [**AK::Wwise::Event**](#)
 - [**AK::Wwise::RPC**](#)
 - [**AK::Wwise::Trigger**](#)
- [**AK::Wwise::CallbackFlags**](#)
- [**AkAudioListener**](#)
- [**AkBank**](#)
- [**AkCallbackManager**](#)
- [**AkEmitterObstructionOcclusion**](#)
- [**AkEnvironment**](#)
- [**AkEnvironment::AkEnvironment_CompareBySelectionAlgorithm**](#)
- [**AkEnvironmentPortal**](#)
- [**AkEvent**](#)
 - [**AkAmbient**](#)
- [**AkEventCallbackMsg**](#)
- [**AkGameObj**](#)
- [**AkInitializer**](#)
- [**AkMemBankLoader**](#)
- [**AkRoom**](#)
- [**AkRoomPortal**](#)
- [**AkRoomPortalObstruction**](#)
- [**AkSpatialAudioEmitter**](#)
- [**AkSpatialAudioListener**](#)
- [**AkState**](#)
- [**AkSurfaceReflector**](#)
- [**AkSwitch**](#)
- [**AkTerminator**](#)
- [**AkTriggerBase**](#)



- a -

- AcousticTexture : **AkSurfaceReflector**
- actionOnEventType : **AkEvent**
- AddGeometrySet() : **AkSurfaceReflector**
- AddListener() : **AkGameObj**
- axis : **AkEnvironmentPortal**

- b -

- bankName : **AkBank** , **AkMemBankLoader**
- basePath : **AkInitializer**

- c -

- callbackManagerBufferSize : **AkInitializer**
- ClosePortal() : **AkRoomPortal**
- curveInterpolation : **AkEvent**

- d -

- decodeBank : **AkBank**
- defaultPoolSize : **AkInitializer**
- diffractionFlags : **AkInitializer**

- e -

- enableActionOnEvent : **AkEvent**
- engineLogging : **AkInitializer**
- eventID : **AkEvent**

- ExecuteAction() : **AK::Wwise::Event**

- g -

- GetAuxSendValueForPosition() : **AkEnvironmentPortal**
- GetForward() : **AkGameObj**
- GetID() : **AkRoomPortal , AkRoom**
- GetPosition() : **AkGameObj**
- GetUpward() : **AkGameObj**
- groupID : **AkSwitch , AkState**

- h -

- HandleEvent() : **AkBank , AkRoomPortal**

- i -

- info : **AkEventCallbackMsg**
- isEnvironmentAware : **AkGameObj**
- isLocalizedBank : **AkMemBankLoader**

- l -

- language : **AkInitializer**
- loadAsynchronous : **AkBank**
- LoadLocalizedBank() : **AkMemBankLoader**
- LoadNonLocalizedBank() : **AkMemBankLoader**
- lowerPoolSize : **AkInitializer**

- m -

- m_positionOffsetData : **AkGameObj**
- MAX_ROOMS_PER_PORTAL : **AkRoomPortal**
- maxSoundPropagationDepth : **AkInitializer**
- memoryCutoffThreshold : **AkInitializer**
- monitorPoolSize : **AkInitializer**
- monitorQueuePoolSize : **AkInitializer**

- **p** -

- Post() : **AK::Wwise::Event**
- PostCallbacks() : **AkCallbackManager**
- PostMIDI() : **AK::Wwise::Event**
- preparePoolSize : **AkInitializer**
- priority : **AkRoom**

- **r** -

- reflectAuxBus : **AkSpatialAudioEmitter**
- reflectionMaxPathLength : **AkSpatialAudioEmitter**
- reflectionsAuxBusGain : **AkSpatialAudioEmitter**
- reflectionsOrder : **AkSpatialAudioEmitter**
- RemoveGeometrySet() : **AkSurfaceReflector**
- RemoveListener() : **AkGameObj**
- reverbAuxBus : **AkRoom**
- reverbLevel : **AkRoom**
- roomReverbAuxBusGain : **AkSpatialAudioEmitter**
- rooms : **AkRoomPortal**

- **s** -

- saveDecodedBank : **AkBank**
- sender : **AkEventCallbackMsg**
- SetBGMCallback() : **AkCallbackManager**
- SetMonitoringCallback() : **AkCallbackManager**
- soundEmitterObject : **AkEvent**
- spatialAudioPoolSize : **AkInitializer**
- StopMIDI() : **AK::Wwise::Event**
- streamingPoolSize : **AkInitializer**

- **t** -

- transitionDuration : **AkEvent**
- Trigger() : **AkTriggerBase**
- triggerDelegate : **AkTriggerBase**

- ***U*** -

- UnloadBank() : **AkBank**
- unloadTriggerList : **AkBank**

- ***V*** -

- valueID : **AkState** , **AkSwitch**

- ***W*** -

- wallOcclusion : **AkRoom**

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- **Licensing (Free & Commercial)**

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AK::Wwise::Event

ExecuteAction

Post

Post

Post

PostMIDI

PostMIDI

StopMIDI

StopMIDI

uint AK::Wwise::Event::Post (GameObject game

Posts this **Event** on a GameObject.

:
 gameObject The GameObject

:
 Returns the playing ID.



AK::Wwise::Event

ExecuteAction
Post
Post
Post
PostMIDI
PostMIDI
StopMIDI
StopMIDI

```
void AK::Wwise::Event::PostMIDI ( GameObject  
                                AkMIDIPostAr  
                                )
```

Posts MIDI Events on this **Event** associated with a G

:

gameObject The GameObject
 array The array of AkMIDIPost that are p



AkInitializer

basePath

callbackManagerBufferSize

defaultPoolSize

diffractionFlags

engineLogging

language

lowerPoolSize

maxSoundPropagationDepth

memoryCutoffThreshold

monitorPoolSize

monitorQueuePoolSize

preparePoolSize

spatialAudioPoolSize

streamingPoolSize

string AkInitializer::basePath = AkS

Path for the soundbanks. This must be the same as in the Wwise project.



AkCallbackManager

static void AkCallbackManager::SetMon

PostCallbacks
SetBGMCallback
SetMonitoringCallback

Call this to set a function to call whenever W



AkMemBankLoader

bankName

isLocalizedBank

LoadLocalizedBank

LoadNonLocalizedBank

void AkMemBankLoader::LoadNonLoca

Load a sound bank from WWW object.

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AkCallbackManager

static void AkCallbackManager::SetBGMCallback()

PostCallbacks

SetBGMCallback

SetMonitoringCallback

Call this to set a iOS callback interruption function.

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A | B | C | E | R | S | T

A

A

AcousticTexture (AK::Wwise)

AkAmbient

A

AkAudioListener

AkBank

AkCallbackManager

AkEmitterObstructionOcclusion

AkEnvironment

AkEnvironment::AkEnvironment_CompareBySelectionAlgorithm

A | B | C | E | R | S | T

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AkCallbackManager

static int AkCallbackManager::PostCallba

PostCallbacks
SetBGMCallback
SetMonitoringCallback

This function dispatches all the accumulated sound engine. It must be called regularly. By AkInitializer.cs.

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AK::Wwise::AcousticTexture

AK::Wwise::AcousticTexture

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AK::Wwise::AuxBus

AK::Wwise::AuxBus

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AK::Wwise::Bank

AK::Wwise::Bank

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AK::Wwise::BaseGroupType

AK::Wwise::BaseGroupType

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AK::Wwise::BaseType

AK::Wwise::BaseType

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AK::Wwise::CallbackFlags

AK::Wwise::CallbackFlags

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AK::Wwise::Event

AK::Wwise::Event

ExecuteAction (GameObject gameObject, AkActionOnEventType actionOnEventType, int transitionDuration, AkCurveInterpolation curveInterpolation)	AK::Wwise::Event [inline]
Post (GameObject gameObject)	AK::Wwise::Event [inline]
Post (GameObject gameObject, CallbackFlags flags, AkCallbackManager.EventCallback callback, object cookie=null)	AK::Wwise::Event [inline]
Post (GameObject gameObject, uint flags, AkCallbackManager.EventCallback callback, object cookie=null)	AK::Wwise::Event [inline]
PostMIDI (GameObject gameObject, AkMIDIPostArray array)	AK::Wwise::Event [inline]
PostMIDI (GameObject gameObject, AkMIDIPostArray array, int count)	AK::Wwise::Event [inline]
StopMIDI (GameObject gameObject)	AK::Wwise::Event [inline]
StopMIDI()	AK::Wwise::Event [inline]



AK::Wwise::Event

```
uint AK::Wwise::Event::Post ( GameObject  
                           CallbackFlags  
                           AkCallbackManager  
                           object  
                           )
```

ExecuteAction
Post
Post
Post
PostMIDI
PostMIDI
StopMIDI
StopMIDI

Posts this **Event** on a GameObject.

:

gameObject The GameObject
flags
callback
cookie Optional cookie received by the ca

:

Returns the playing ID.



AK::Wwise::Event

```
uint AK::Wwise::Event::Post ( GameObject  
                             uint  
                             AkCallbackManager  
                             object  
                           )
```

ExecuteAction
Post
Post
Post
PostMIDI
PostMIDI
StopMIDI
StopMIDI

Posts this **Event** on a GameObject.

:

gameObject The GameObject
flags
callback
cookie Optional cookie received by the ca

:

Returns the playing ID.



AK::Wwise::Event

```
void AK::Wwise::Event::ExecuteAction ( GameObject*  
                                     AkAction*  
                                     int  
                                     AkCurve*  
                                     )
```

Executes various actions on this event associated with the specified game object.

:

gameObject The GameObject
actionOnEventType
transitionDuration
curveInterpolation

ExecuteAction

Post

Post

Post

PostMIDI

PostMIDI

StopMIDI

StopMIDI



AK::Wwise::Event

ExecuteAction
Post
Post
Post
PostMIDI
PostMIDI
StopMIDI
StopMIDI

```
void AK::Wwise::Event::PostMIDI ( GameObject
                                  AkMIDIPostAr
                                  int
                                )
```

Posts MIDI Events on this **Event** associated with a G

:

gameObject The GameObject
array The array of AkMIDIPost that are p
count The number of elements from the a



AK::Wwise::Event

ExecuteAction

Post

Post

Post

PostMIDI

PostMIDI

StopMIDI

StopMIDI

void AK::Wwise::Event::StopMIDI (GameObject &gameObject)

Stops MIDI Events on this **Event** associated with a Game Object.

:

gameObject The GameObject



AK::Wwise::Event

ExecuteAction

Post

Post

Post

PostMIDI

PostMIDI

StopMIDI

StopMIDI

void AK::Wwise::Event::StopMIDI() [inline]

Stops all MIDI Events on this **Event**.



AK::Wwise::RTPC

AK::Wwise::RTPC

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AK::Wwise::State

AK::Wwise::State

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AK::Wwise::Switch

AK::Wwise::Switch

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AK::Wwise::Trigger

AK::Wwise::Trigger

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AkAmbient

AkAmbient

actionOnEventType	AkEvent
curveInterpolation	AkEvent
enableActionOnEvent	AkEvent
eventID	AkEvent
soundEmitterObject	AkEvent
transitionDuration	AkEvent

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AkEvent

actionOnEventType
curveInterpolation
enableActionOnEvent
eventID
soundEmitterObject
transitionDuration

int AkEvent::eventID = 0

ID of the Event as found in the WwiseID.cs file.



AkEvent

actionOnEventType
curveInterpolation
enableActionOnEvent
eventID
soundEmitterObject
transitionDuration

GameObject AkEvent::soundEmitterObject

Game object onto which the Event will be posted.
Default, when empty, it is posted on the same Game object on which the component was added.



AkEvent

actionOnEventType
curveInterpolation
enableActionOnEvent
eventID
soundEmitterObject
transitionDuration

bool AkEvent::enableActionOnEvent = false

Enables additional options to reuse existing events. Use it to transform a Play event into a Stop event without having to define one in the Wwise Project.



AkEvent

actionOnEventType
curveInterpolation
enableActionOnEvent
eventID
soundEmitterObject
transitionDuration

AkActionOnEventType [AkEvent::actionOnType](#)

Replacement action. See AK::SoundEngine::



AkEvent

actionOnEventType
curveInterpolation
enableActionOnEvent
eventID
soundEmitterObject
transitionDuration

AkCurveInterpolation **AkEvent::curveInterpolation**

Fade curve to use with the new Action. See [AkCurveInterpolation](#)



AkEvent

actionOnEventType
curveInterpolation
enableActionOnEvent
eventID
soundEmitterObject
transitionDuration

float AkEvent::transitionDuration = 0.0f

Duration of the fade. See
AK::SoundEngine::ExecuteEventOnAction().



AkSwitch

groupId
valueID

```
const int AkUnityEventHandler::MAX_NB_TRIGGERES =
```

Since our mask is a 32 bits integer, we can't have more than

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AkSwitch

groupID
valueID

List<int> AkUnityEventHandler::triggerList = new List<i

List containing the enabled triggers.

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AkSwitch

bool AkUnityEventHandler::useOtherObject = false [in]

groupId

valueID

This property is usefull only when used with colliders. When enabled, the target of the action will be the other colliding object. When disabled, it will be the current object.



AkSwitch

groupId
valueID

Dictionary<uint, string> AkUnityEventHandler::triggerTy

Will contain the types of all the triggers derived from **AkTrig**

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AkAudioListener

AkAudioListener

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AkBank

AkBank

bankName	AkBank
decodeBank	AkBank
HandleEvent (GameObject in_gameObject)	AkBank [inline]
loadAsynchronous	AkBank
saveDecodedBank	AkBank
UnloadBank (GameObject in_gameObject)	AkBank [inline]
unloadTriggerList	AkBank

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 1.6.3



AkBank

bankName

decodeBank

HandleEvent

loadAsynchronous

saveDecodedBank

UnloadBank

unloadTriggerList

override void AkBank::HandleEvent (GameObj * pGameObj)

Loads the SoundBank.



AkBank

bankName
decodeBank
HandleEvent
loadAsynchronous
saveDecodedBank
UnloadBank
unloadTriggerList

void AkBank::UnloadBank (GameObject in_

Unloads a SoundBank.



AkBank

bankName

decodeBank

HandleEvent

loadAsynchronous

saveDecodedBank

UnloadBank

unloadTriggerList

string AkBank::bankName = ""

Name of the SoundBank, as specified in the Wwise project.



AkBank

bankName
decodeBank
HandleEvent
loadAsynchronous
saveDecodedBank
UnloadBank
unloadTriggerList

bool AkBank::loadAsynchronous = false

Check this to load the SoundBank in the background. Be careful, if Events are triggered and the SoundBank hasn't finished loading, you'll have "Event not found" errors.



AkBank

bankName
decodeBank
HandleEvent
loadAsynchronous
saveDecodedBank
UnloadBank
unloadTriggerList

bool AkBank::decodeBank = false

Decode this SoundBank upon load.



AkBank

bankName
decodeBank
HandleEvent
loadAsynchronous
saveDecodedBank (current)
UnloadBank
unloadTriggerList

bool AkBank::saveDecodedBank = false

Save the decoded SoundBank to disk for faster loads in the future.



AkBank

bankName
decodeBank
HandleEvent
loadAsynchronous
saveDecodedBank
UnloadBank
unloadTriggerList

List<int> AkBank::unloadTriggerList = new L

Reserved.



AkCallbackManager

AkCallbackManager

PostCallbacks()	AkCallbackManager	[inlined static]
SetBGMCallback (BGMCallback in_CB, object in_cookie)	AkCallbackManager	[inlined static]
SetMonitoringCallback (AkMonitorErrorLevel in_Level, MonitoringCallback in_CB)	AkCallbackManager	[inlined static]

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AkEmitterObstructionOcclusion

AkEmitterObstructionOcclusion

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AkRoomPortalObstruction

LayerMask AkObstructionOcclusion::LayerMask = -1 [inherited]

- Indicates which layers act as obstructers/occluders.



AkRoomPortalObstruction

float AkObstructionOcclusion::refreshInterval = 1 [inherited]

- The number of seconds between obstruction/occlusion checks.



AkRoomPortalObstruction

float AkObstructionOcclusion::fadeTime = 0.5f [inherited]

- The number of seconds for fade ins and fade outs.



AkRoomPortalObstruction

float AkObstructionOcclusion::maxDistance = -1.0f [inherited]

- The maximum distance at which to perform obstruction/occlusion. A negative value will be interpreted as infinite distance.



AkEnvironment

AkEnvironment

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AkEnvironment::AkEnvironment_CompareBySelectionAlgorithm

AkEnvironment::AkEnvironment_CompareBySelectionAlgorithm

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AkEnvironmentPortal

AkEnvironmentPortal

axis	AkEnvironmentPortal
GetAuxSendValueForPosition (Vector3 in_position, int index)	AkEnvironmentPortal [inline]

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 1.6.3



AkEnvironmentPortal

axis

GetAuxSendValueForPosition

float AkEnvironmentPortal::GetAu

The axis used to find the contribution

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 1.6.3



AkEnvironmentPortal

axis

GetAuxSendValueForPosition

Vector3 AkEnvironmentPortal::axis

The array is already sorted by position. The first element is on the negative side of the portal (of the chosen axis). The second environment is on the positive side of the portal.



AkEvent

AkEvent

actionOnEventType	AkEvent
curveInterpolation	AkEvent
enableActionOnEvent	AkEvent
eventID	AkEvent
soundEmitterObject	AkEvent
transitionDuration	AkEvent

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AkEventCallbackMsg

AkEventCallbackMsg

info	AkEventCallbackMsg
sender	AkEventCallbackMsg

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AkEventCallbackMsg

info
sender

GameObject AkEventCallbackMsg::sender

AkSoundEngine.PostEvent callback flags. See the AkCallbackType enumeration for a list of all callbacks.

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AkEventCallbackMsg

info
sender

AkCallbackInfo AkEventCallbackMsg::info

GameObject from whom the callback function was called.

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AkGameObj

AkGameObj

AddListener (AkAudioListener listener)	AkGameObj [inline]
GetForward()	AkGameObj [inline, virtual]
GetPosition()	AkGameObj [inline, virtual]
GetUpward()	AkGameObj [inline, virtual]
isEnvironmentAware	AkGameObj
m_positionOffsetData	AkGameObj
RemoveListener (AkAudioListener listener)	AkGameObj [inline]

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AkGameObj

bool AkGameObj::AddListener ([AkAudioListener](#) **listener*)

AddListener

GetForward

GetPosition

GetUpward

isEnvironmentAware

m_positionOffsetData

RemoveListener

Adds an [AkAudioListener](#) to the container of the gameobject.

:

listener

:

Returns true if the listener was not previously added, otherwise.



AkGameObj

bool AkGameObj::RemoveListener ([AkAu](#)

AddListener
GetForward
GetPosition
GetUpward
isEnvironmentAware
m_positionOffsetData
RemoveListener

Removes an [AkAudioListener](#) from the containing gameobject.

:

listener

:

Returns true if the listener was previously attached.



AkGameObj

AddListener

GetForward

GetPosition

GetUpward

isEnvironmentAware

m_positionOffsetData

RemoveListener

virtual Vector3 AkGameObj::GetPosition (

Gets the position including the position offset, applyPositionOffset is enabled. User can also to calculate an arbitrary position.

:

The position.



AkGameObj

AddListener

GetForward

GetPosition

GetUpward

isEnvironmentAware

m_positionOffsetData

RemoveListener

virtual Vector3 AkGameObj::GetForward (

Gets the orientation forward vector. User can
method to calculate an arbitrary vector.

:

The forward vector of orientation.



AkGameObj

AddListener

GetForward

GetPosition

GetUpward

isEnvironmentAware

m_positionOffsetData

RemoveListener

virtual Vector3 AkGameObj::GetUpward (

Gets the orientation upward vector. User can
method to calculate an arbitrary vector.

:

The upward vector of orientation.



AkGameObj

AddListener
GetForward
GetPosition
GetUpward
isEnvironmentAware
m_positionOffsetData
RemoveListener

AkGameObjPositionOffsetData [AkGameObj](#)

When not set to null, the position will be offset by the Position Offset.



AkGameObj

AddListener
GetForward
GetPosition
GetUpward
isEnvironmentAware
m_positionOffsetData
RemoveListener

bool AkGameObj::isEnvironmentAware =

Is this object affected by Environment changes?
Set to false if not affected in order to save some
useless calls. Default is true.



AkInitializer

AkInitializer

basePath	AkInitializer
callbackManagerBufferSize	AkInitializer
defaultPoolSize	AkInitializer
diffractionFlags	AkInitializer
engineLogging	AkInitializer
language	AkInitializer
lowerPoolSize	AkInitializer
maxSoundPropagationDepth	AkInitializer
memoryCutoffThreshold	AkInitializer
monitorPoolSize	AkInitializer
monitorQueuePoolSize	AkInitializer
preparePoolSize	AkInitializer
spatialAudioPoolSize	AkInitializer
streamingPoolSize	AkInitializer



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

string AkInitializer::language = AkS

Language sub-folder.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::defaultPoolSize = .

Default Pool size. This contains the memory in MB, but you should adjust for your needs.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::lowerPoolSize = A

Lower Pool size. This contains the audio data that is loaded into memory. The default size is 2 MB, but you should adjust for your needs.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::streamingPoolSize

Streaming Pool size. This contains the number of objects that should be pooled. You should adjust for your needs.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::preparePoolSize =

Prepare Pool size. This contains the b
on load use this). Default size is 0 MB



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

float AkInitializer::memoryCutoffTh

This setting will trigger the killing of sounds when sounds are killed.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::monitorPoolSize =

Monitor Pool size. Size of the monitor
Release build.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::monitorQueuePoolSize

Monitor Queue Pool size. Size of the monitor queue pool for the Release build.



AkInitializer

basePath

callbackManagerBufferSize

defaultPoolSize

diffractionFlags

engineLogging

language

lowerPoolSize

maxSoundPropagationDepth

memoryCutoffThreshold

monitorPoolSize

monitorQueuePoolSize

preparePoolSize

spatialAudioPoolSize

streamingPoolSize

int AkInitializer::callbackManagerB

CallbackManager buffer size. The size is 16 KB by default, but you should increase this, if required.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

int AkInitializer::spatialAudioPoolS

Spatial Audio Lower Pool size. Default



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

uint AkInitializer::maxSoundPropa

Spatial Audio Max Sound Propagation Depth. This value must be less than or equal to AK_MAX_SOUND_PROPAGATION_DEPTH.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

AkDiffractionFlags AkInitializer::diffractionFlags

Enable or disable specific diffraction features.



AkInitializer

basePath
callbackManagerBufferSize
defaultPoolSize
diffractionFlags
engineLogging
language
lowerPoolSize
maxSoundPropagationDepth
memoryCutoffThreshold
monitorPoolSize
monitorQueuePoolSize
preparePoolSize
spatialAudioPoolSize
streamingPoolSize

bool AkInitializer::engineLogging =

Enable Wwise engine logging. Option



AkMemBankLoader

AkMemBankLoader

bankName	AkMemBankLoader	
isLocalizedBank	AkMemBankLoader	
LoadLocalizedBank(string in_bankFilename)	AkMemBankLoader	[inline]
LoadNonLocalizedBank(string in_bankFilename)	AkMemBankLoader	[inline]

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AkMemBankLoader

bankName

isLocalizedBank

LoadLocalizedBank

LoadNonLocalizedBank

void AkMemBankLoader::LoadLocalized

Load a language-specific bank from WWW

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AkMemBankLoader

bankName

isLocalizedBank

LoadLocalizedBank

LoadNonLocalizedBank

string AkMemBankLoader::bankName =

Name of the bank to load.

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AkMemBankLoader

bankName

isLocalizedBank

LoadLocalizedBank

LoadNonLocalizedBank

bool AkMemBankLoader::isLocalizedBa

Is the bank localized (situated in the language specific folders).

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AkRoom

AkRoom

GetID()	AkRoom [inline]
priority	AkRoom
reverbAuxBus	AkRoom
reverbLevel	AkRoom
wallOcclusion	AkRoom

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AkRoom

GetID
priority
reverbAuxBus
reverbLevel
wallOcclusion

ulong AkRoom::GetID() [inline]

Access the room's ID.

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AkRoom

GetID
priority
reverbAuxBus
reverbLevel
wallOcclusion

AK.Wwise.AuxBus AkRoom::reverbAuxBus

The reverb auxiliary bus.

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AkRoom

GetID
priority
reverbAuxBus
reverbLevel
wallOcclusion

float AkRoom::reverbLevel = 1

The reverb control value for the send to the reverb aux bus.



AkRoom

GetID
priority
reverbAuxBus
reverbLevel
wallOcclusion

float AkRoom::wallOcclusion = 1

Occlusion level modeling transmission through walls.

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AkRoom

int AkRoom::priority = 0

GetID
priority
reverbAuxBus
reverbLevel
wallOcclusion

In cases where a game object is in an area with two rooms, the higher priority room will be chosen for AK::SpatialAudio::SetGameObjectInRoom() The higher the priority number, the higher the priority of a room.



AkRoomPortal

AkRoomPortal

ClosePortal (GameObject in_gameObject)	AkRoomPortal [inline]
GetID()	AkRoomPortal [inline]
HandleEvent (GameObject in_gameObject)	AkRoomPortal [inline]
MAX_ROOMS_PER_PORTAL	AkRoomPortal
rooms	AkRoomPortal

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AkRoomPortal

[ClosePortal](#)

[GetID](#)

[HandleEvent](#)

[MAX_ROOMS_PER_PORTAL](#)

[rooms](#)

ulong AkRoomPortal::GetID() [in]

Access the portal's ID.



AkRoomPortal

ClosePortal

GetID

HandleEvent

MAX_ROOMS_PER_PORTAL

rooms

override void AkRoomPortal::Hand

Opens the portal on trigger event.

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AkRoomPortal

ClosePortal

GetID

HandleEvent

MAX_ROOMS_PER_PORTAL

rooms

void AkRoomPortal::ClosePortal (

Closes the portal on trigger event.

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AkRoomPortal

ClosePortal

GetID

HandleEvent

MAX_ROOMS_PER_PORTAL

rooms

const int AkRoomPortal::MAX_RO

AkRoomPortals can only connect a m

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AkRoomPortal

ClosePortal

GetID

HandleEvent

MAX_ROOMS_PER_PORTAL

rooms

AkRoom ▾ **AkRoomPortal::rooms :**

The front and back rooms connected side of the portal(opposite to the direction of the positive side of the portal).



AkRoomPortalObstruction

AkRoomPortalObstruction

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AkSpatialAudioEmitter

AkSpatialAudioEmitter

reflectAuxBus	AkSpatialAudioEmitter
reflectionMaxPathLength	AkSpatialAudioEmitter
reflectionsAuxBusGain	AkSpatialAudioEmitter
reflectionsOrder	AkSpatialAudioEmitter
roomReverbAuxBusGain	AkSpatialAudioEmitter

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AkSpatialAudioEmitter

reflectAuxBus

reflectionMaxPathLength

reflectionsAuxBusGain

reflectionsOrder

roomReverbAuxBusGain

AK.Wwise.AuxBus AkSpatialAudioEmi

The Auxiliary Bus with a Reflect plug-in Ef

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AkSpatialAudioEmitter

reflectAuxBus

reflectionMaxPathLength

reflectionsAuxBusGain

reflectionsOrder

roomReverbAuxBusGain

uint AkSpatialAudioEmitter::reflections

The maximum number of reflections that will be processed for a sound path before it reaches the listener. Reflection processing grows exponentially with the order of reflections, so this number must be kept low. Valid range: 1-4.



AkSpatialAudioEmitter

reflectAuxBus

reflectionMaxPathLength

reflectionsAuxBusGain

reflectionsOrder

roomReverbAuxBusGain

float AkSpatialAudioEmitter::reflection

The gain [0, 1] applied to the reflect auxiliary bus.



AkSpatialAudioEmitter

reflectAuxBus

reflectionMaxPathLength

reflectionsAuxBusGain

reflectionsOrder

roomReverbAuxBusGain

float AkSpatialAudioEmitter::reflection

A heuristic to stop the computation of reflections earlier if the path length is longer (and possibly shorter for less CPU time) than the maximum attenuation of the sound emitter.



AkSpatialAudioEmitter

reflectAuxBus

reflectionMaxPathLength

reflectionsAuxBusGain

reflectionsOrder

roomReverbAuxBusGain

float AkSpatialAudioEmitter::roomRev

Send gain (0.f-1.f) that is applied when se
associated with the room that the emitter i



AkSpatialAudioListener

AkSpatialAudioListener

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AkState

AkState

groupID	AkState
valueID	AkState

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AkState

int AkState::groupID

groupID
valueID

State Group ID, as defined in WwiseID.cs.

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AkState

groupId
valueID

int AkState::valueID

State Value ID, as defined in WwiseID.cs.

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AkSurfaceReflector

AkSurfaceReflector

AcousticTexture	AkSurfaceReflector	
AddGeometrySet (AK.Wwise.AcousticTexture acousticTexture, MeshFilter meshFilter)	AkSurfaceReflector	[inli stati
RemoveGeometrySet (MeshFilter meshFilter)	AkSurfaceReflector	[inli stati

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AkSurfaceReflector

static void AkSurfaceReflector::AddGeometrySet(AcousticTexture* acousticTexture, const MeshFilter* meshFilter)

AcousticTexture
AddGeometrySet
RemoveGeometrySet

Sends the mesh filter's triangles and their acoustic properties to the specified AcousticTexture.

:

acousticTexture
meshFilter



AkSurfaceReflector

static void AkSurfaceReflector::RemoveGe

AcousticTexture
AddGeometrySet
RemoveGeometrySet

Remove the corresponding mesh filter's geom

:

meshFilter



AkSurfaceReflector

AcousticTexture
AddGeometrySet
RemoveGeometrySet

AK.Wwise.AcousticTexture AkSurfaceReflector

All triangles of the component's mesh will be affected by the AcousticTexture.
The texture will change the filter parameters of the component's audio source from this component.



AkSwitch

AkSwitch

groupID	AkSwitch
valueID	AkSwitch

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AkSwitch

groupId
valueID

int AkSwitch::groupID

Switch Group ID, as defined in WwiseID.cs.

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doxygen 1.6.3



AkSwitch

groupId
valueID

int AkSwitch::valueID

Switch Value ID, as defined in WwiseID.cs.

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AkTerminator

AkTerminator

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AkTriggerBase

[AkTriggerBase](#)

Trigger(GameObject in_gameObject)	AkTriggerBase
triggerDelegate	AkTriggerBase

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AkTriggerBase

delegate void AkTriggerBase::Trigger (GameObject & in_gameObject);

Delegate declaration for all Wwise Triggers.

Trigger
triggerDelegate

:

in_gameObject is used to pass
in_gameObject when Colliders are used. Some
option "Use other object", this is



AkTriggerBase

Trigger `AkTriggerBase::triggerDelegate = null`

**Trigger
`triggerDelegate`**

All components reacting to the trigger will be registered in this delegate.

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1.6.3



- AddGeometrySet() : **AkSurfaceReflector**
- AddListener() : **AkGameObj**
- ClosePortal() : **AkRoomPortal**
- ExecuteAction() : **AK::Wwise::Event**
- GetAuxSendValueForPosition() : **AkEnvironmentPortal**
- GetForward() : **AkGameObj**
- GetID() : **AkRoomPortal , AkRoom**
- GetPosition() : **AkGameObj**
- GetUpward() : **AkGameObj**
- HandleEvent() : **AkBank , AkRoomPortal**
- LoadLocalizedBank() : **AkMemBankLoader**
- LoadNonLocalizedBank() : **AkMemBankLoader**
- Post() : **AK::Wwise::Event**
- PostCallbacks() : **AkCallbackManager**
- PostMIDI() : **AK::Wwise::Event**
- RemoveGeometrySet() : **AkSurfaceReflector**
- RemoveListener() : **AkGameObj**
- SetBGMCallback() : **AkCallbackManager**
- SetMonitoringCallback() : **AkCallbackManager**
- StopMIDI() : **AK::Wwise::Event**
- Trigger() : **AkTriggerBase**
- UnloadBank() : **AkBank**



- a -

- AcousticTexture : **AkSurfaceReflector**
- actionOnEventType : **AkEvent**
- axis : **AkEnvironmentPortal**

- b -

- bankName : **AkBank** , **AkMemBankLoader**
- basePath : **AkInitializer**

- c -

- callbackManagerBufferSize : **AkInitializer**
- curveInterpolation : **AkEvent**

- d -

- decodeBank : **AkBank**
- defaultPoolSize : **AkInitializer**
- diffractionFlags : **AkInitializer**

- e -

- enableActionOnEvent : **AkEvent**
- engineLogging : **AkInitializer**
- eventID : **AkEvent**

- g -

- groupID : **AkState** , **AkSwitch**

- **i** -

- info : **AkEventCallbackMsg**
- isEnvironmentAware : **AkGameObj**
- isLocalizedBank : **AkMemBankLoader**

- **I** -

- language : **AkInitializer**
- loadAsynchronous : **AkBank**
- lowerPoolSize : **AkInitializer**

- **m** -

- m_positionOffsetData : **AkGameObj**
- MAX_ROOMS_PER_PORTAL : **AkRoomPortal**
- maxSoundPropagationDepth : **AkInitializer**
- memoryCutoffThreshold : **AkInitializer**
- monitorPoolSize : **AkInitializer**
- monitorQueuePoolSize : **AkInitializer**

- **p** -

- preparePoolSize : **AkInitializer**
- priority : **AkRoom**

- **r** -

- reflectAuxBus : **AkSpatialAudioEmitter**
- reflectionMaxPathLength : **AkSpatialAudioEmitter**
- reflectionsAuxBusGain : **AkSpatialAudioEmitter**
- reflectionsOrder : **AkSpatialAudioEmitter**
- reverbAuxBus : **AkRoom**
- reverbLevel : **AkRoom**
- roomReverbAuxBusGain : **AkSpatialAudioEmitter**
- rooms : **AkRoomPortal**

- **S** -

- saveDecodedBank : **AkBank**
- sender : **AkEventCallbackMsg**
- soundEmitterObject : **AkEvent**
- spatialAudioPoolSize : **AkInitializer**
- streamingPoolSize : **AkInitializer**

- **t** -

- transitionDuration : **AkEvent**
- triggerDelegate : **AkTriggerBase**

- **u** -

- unloadTriggerList : **AkBank**

- **v** -

- valueID : **AkState** , **AkSwitch**

- **w** -

- wallOcclusion : **AkRoom**