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In this tutorial you'll learn to use attenuation settings to trigger sounds and music.

IMPORTANT NOTE: Unreal 4 uses ".WAV" files for sound. They must be 16 bit. If for some reason you import a .wav file and it doesn't work it is probably because it is not 16 bit. You can use many free programs to sample the file into 16 bit or you can use Adobe Audition. It is on our system and easy to use. See page 5 of this tutorial for intructions.

1. Make a folder in the Content and call it "MySound"   **2.** Click "Import" and import your clip.

SAVE!!! Unreal won't proceed unless you save.
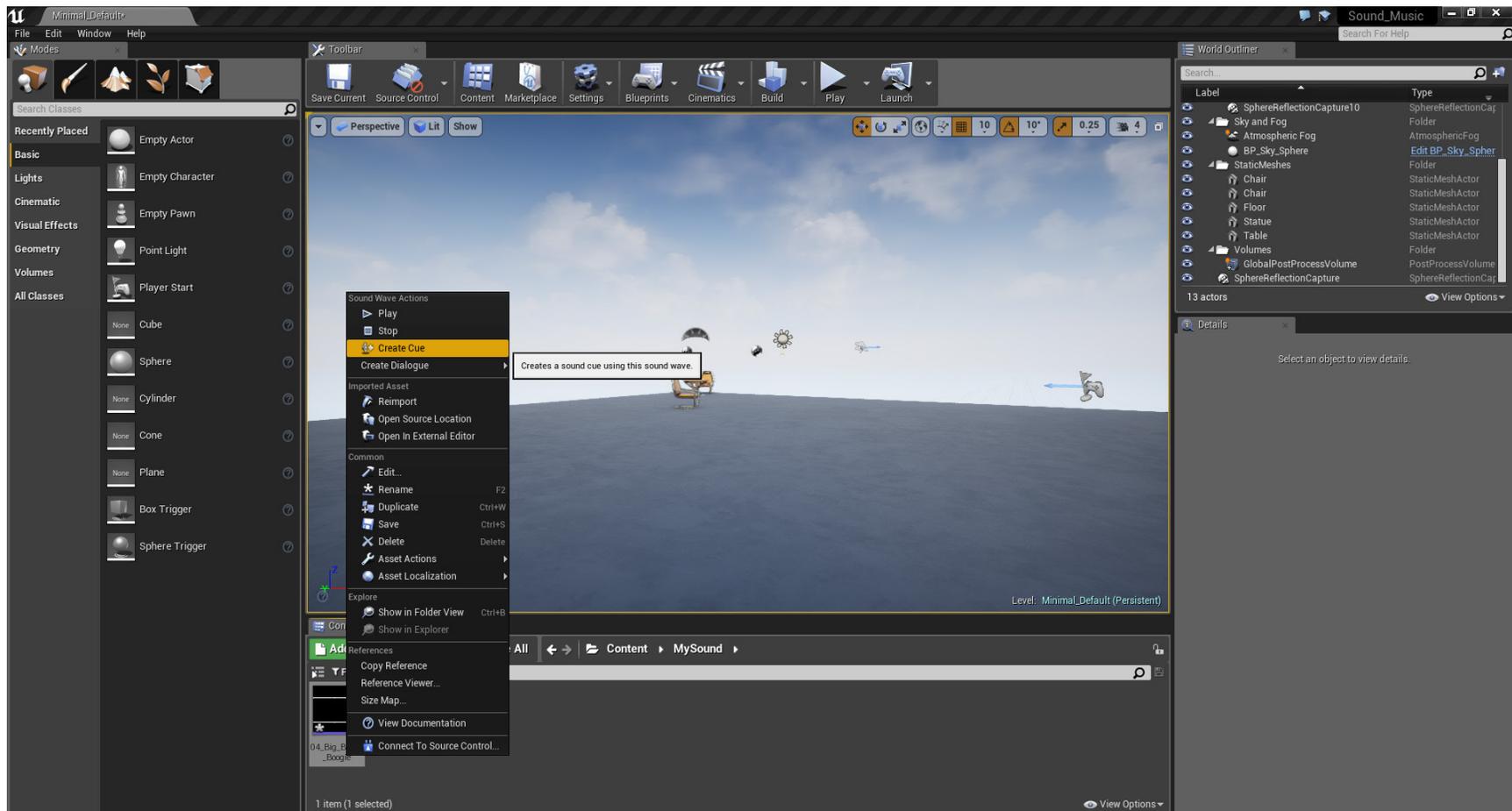
3. Right Click on your new clip and select "SoundCue" and save again!

4. Double click the Sound Cue. If select the "OutPut" you can adjust the volume of the sound.

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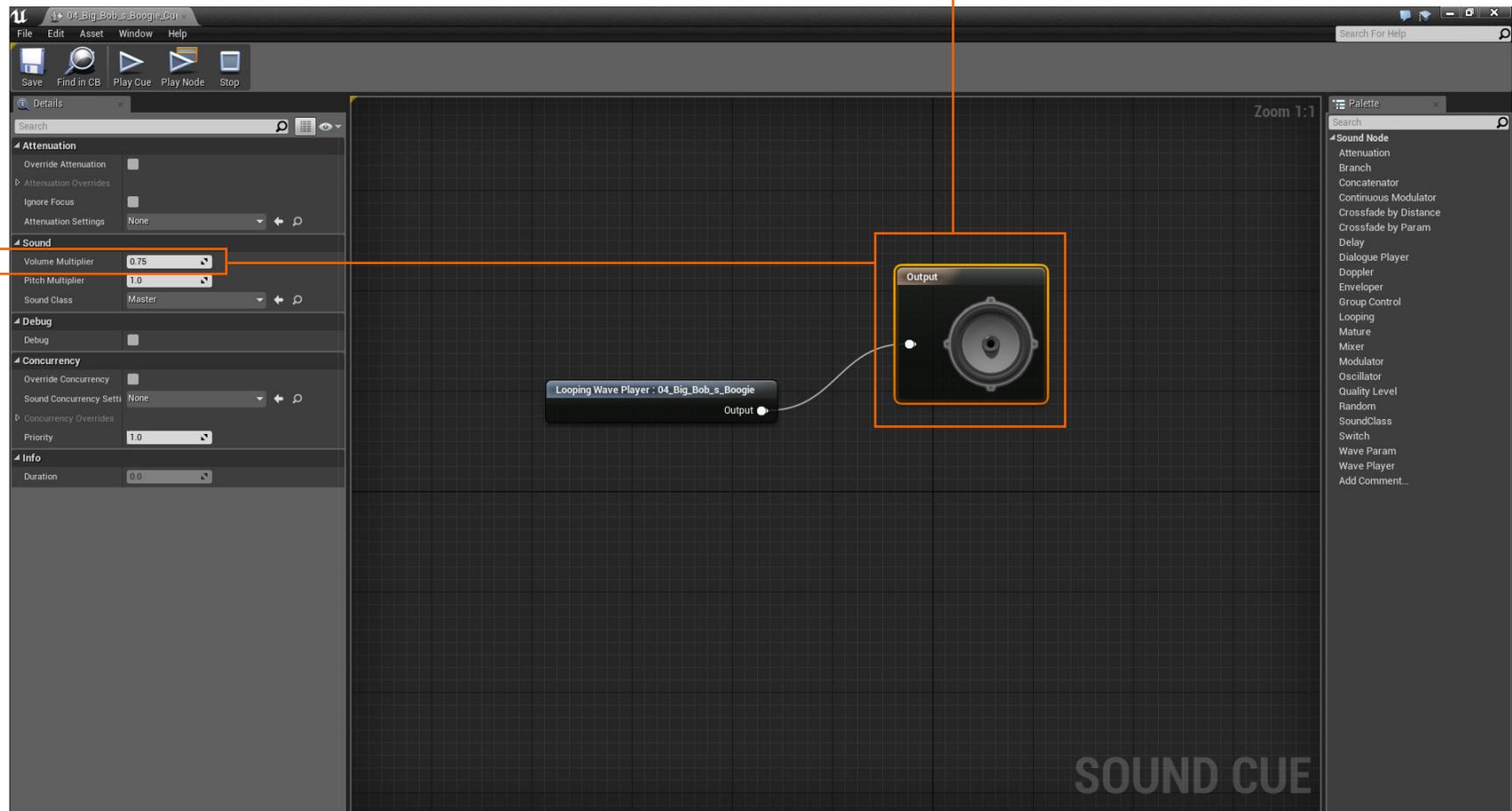
4. If select the "Player" you can set the sound to Loop.

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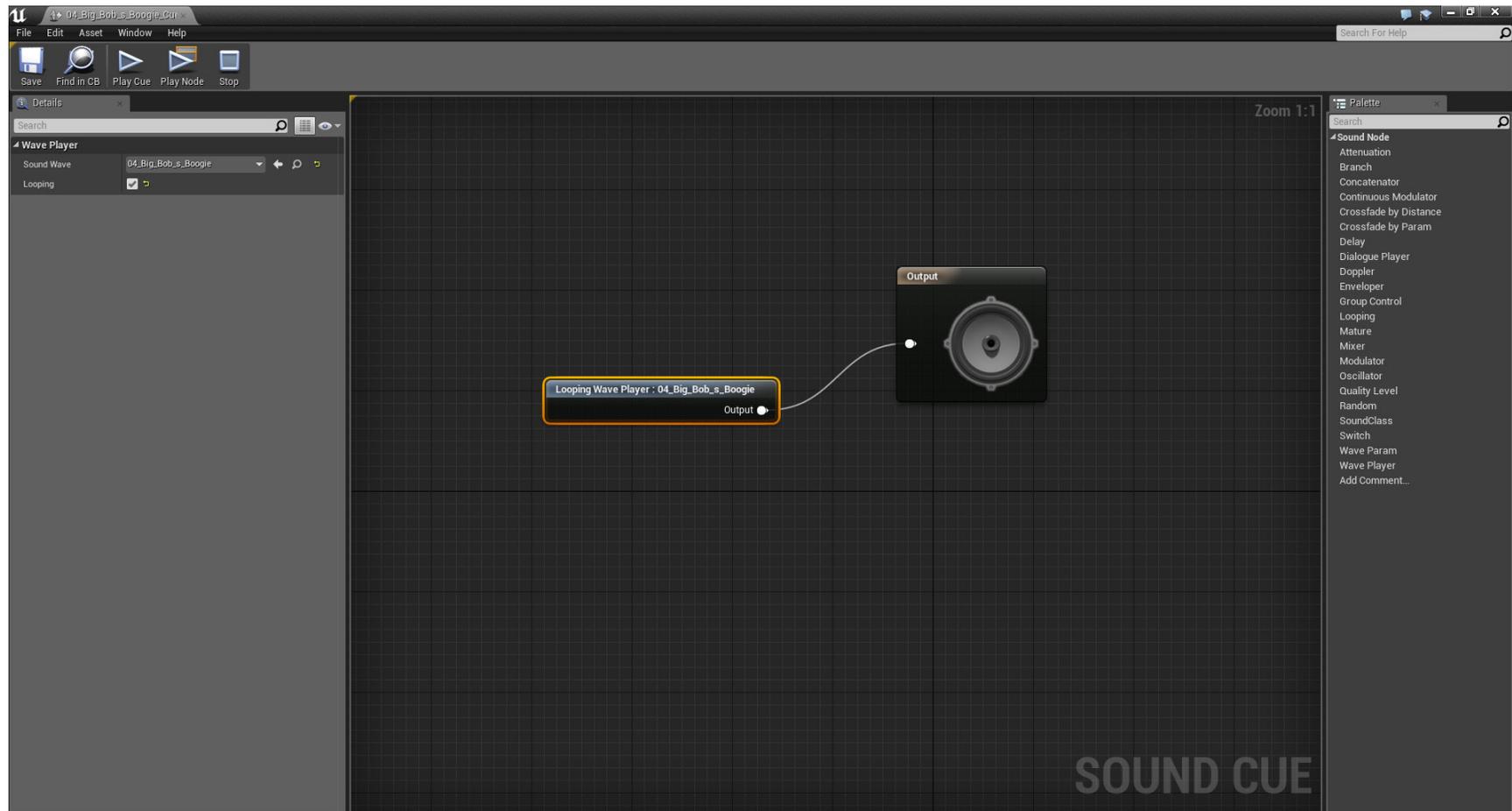
While playing the game you'll hear the sound by setting it's "Attenuation". These are indicated by two wire spheres surrounding the sound cue. When ever the player enters the outer sphere they will begin hearing the sound. When they enter the inner sphere the sound is at it's loudest.

5. Drag the sound cue into your scene and set the "Attenuation".

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How to Use Audition to Sample Sound to 16 Bit

1. Audition is found in the "Adobe Master Collection" on your computer.

2. When Audtion opens click- File- Open and locate and open your sound file.

3. Drag the sound clicp from "files" to "Match Volume".

4. Click "Export Settings" and set.

5. Click "Run". Your file should usable in Unreal 4.