

Audio Inspector

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v1.0.0

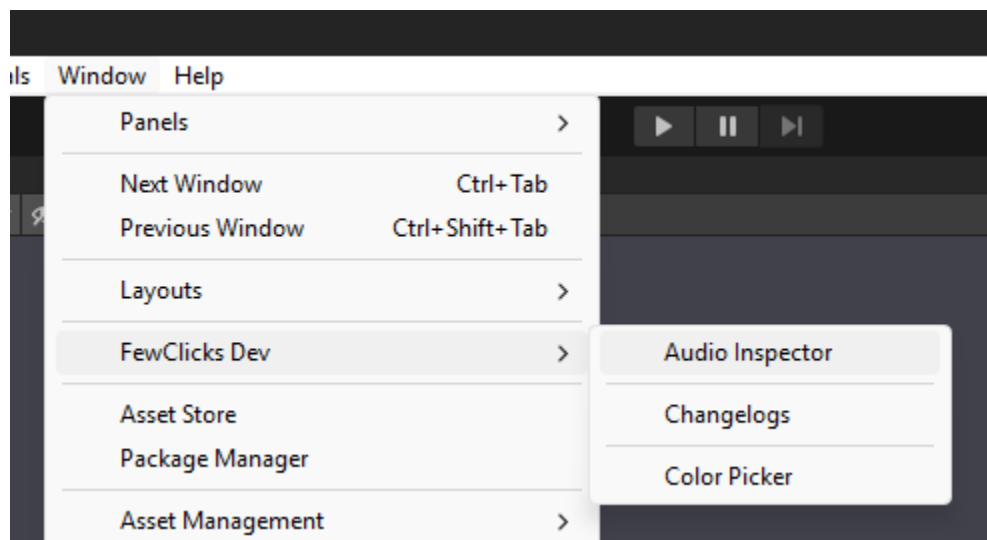
Audio Inspector was made to efficiently manage audio sources in the scenes and audio clips in the project.

Core features:

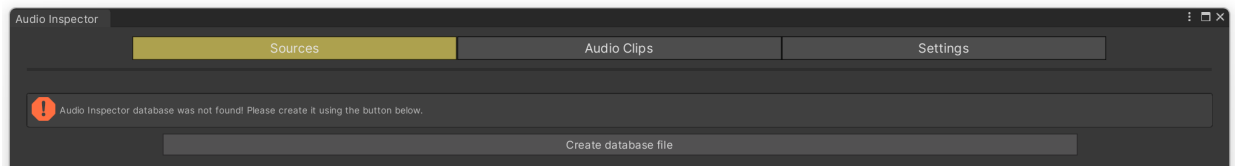
- Finding audio sources in your current selection or all loaded scenes.
- Changing audio sources priority, volume, mixer groups and other properties.
- Preview all audio clips in the project.
- Apply different options and presets on audio clips to ensure correct import settings.

[0] Installation

After you download and import the package from the Asset Store, a new menu item will appear under the 'Window' tab. Click on it to open the window.



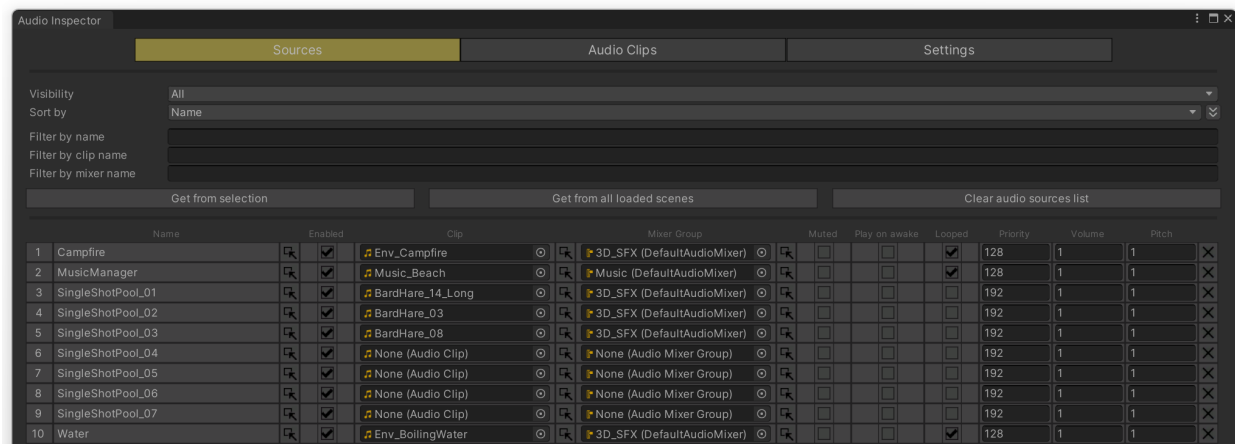
After you open the window, you should see something like this. Press the button to create a database file in the location that suits your project.



After the database is created, you can start using the tool.

[1] Sources

In this tab you are able to find audio sources based on your selection (e.g. prefab or parent game object) or from all loaded scenes.



Visibility - use these options to show or hide audio sources based on their properties.

Sort by - enum that can be used to sort a list of the audio sources based on their status, clips and other properties.

Filter by name - can be used to find audio sources using their game object name.

Filter by clip name - can be used to find audio sources by their attached audio clip name.

Filter by mixer name - can be used to find audio sources by their attached audio mixer group name.

Get from selection - add audio sources from the current selection (parent game object in scene or prefabs).

Get from all loaded scenes - add audio sources from all currently loaded scenes.

Clear audio sources list - remove all audio sources from the window.

Audio source

Each audio source entry is made of a few elements.



Index - index of an audio source in the list.

Label - name of the game object that the audio source is attached to.

Enabled - is the audio source component enabled.

Clip - the audio clip that is attached to the audio source.

Mixer group - audio mixer group attached to the audio source.

Muted - is the audio source muted.

Play on awake - is the “play on awake” property enabled on the audio source.

Looped - is the “looped” property enabled on the audio source.

Priority - the priority of the audio source. If you have many instances of audio sources playing at once, the lower priority ones can be discarded by the audio system.

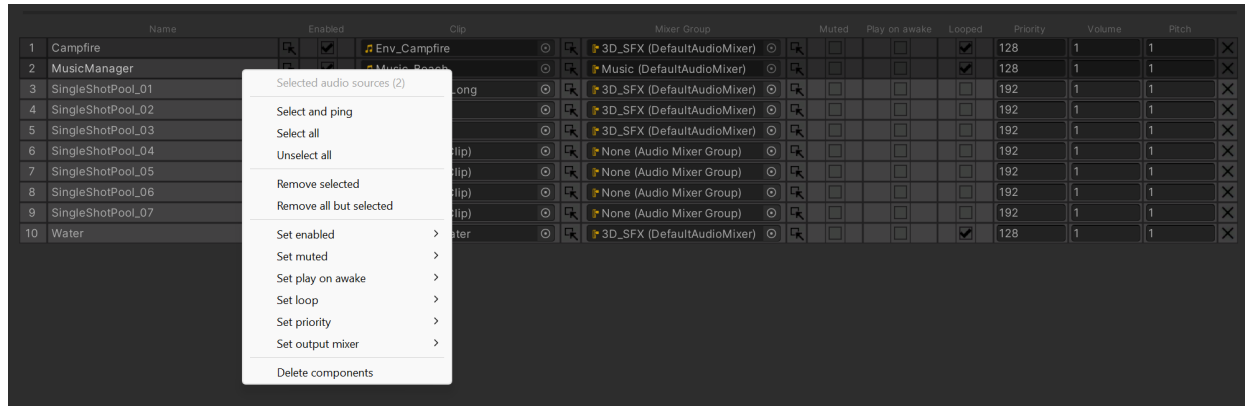
Volume - the volume of the audio source.

Pitch - the pitch value of the audio source. You can randomize it slightly to fake different audio clips and improve the quality of your audio.

Delete - delete the audio source from the list.

Additional options

You can click on the label to select an audio source. Use control and shift buttons the same way as in the hierarchy window to select many at once. Then you can right click to show additional options to change settings in bulk.



Select and ping - select and ping all selected audio sources in the project or hierarchy window (game objects).

Select all - select all audio sources in the window.

Unselect all - unselect all audio sources in the window.

Remove selected - remove selected audio sources from the window.

Removed all but selected - remove all audio sources from the window except for the ones that are selected.

Set enabled - set enabled true / false on the audio source components.

Set muted - set 'muted' property of the audio sources to true / false.

Set play on awake - set 'play on awake' property of the audio sources to true / false.

Set loop - set 'loop' property of the audio sources to true / false.

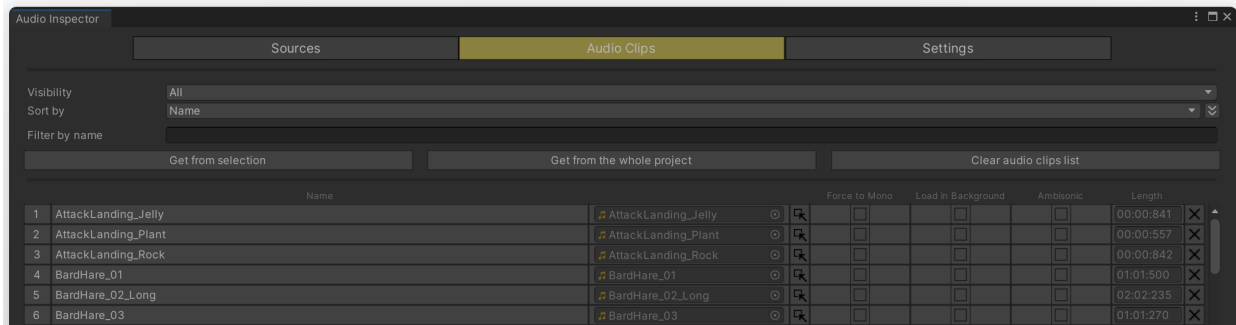
Set priority - set 'priority' property of the audio sources to the ones specified in the database. More about that in the 'Settings' tab.

Set output mixer - set an audio output mixer of selected audio sources to null or specified in the database. More about that in the 'Settings' tab.

Delete components - delete audio source components from the game objects.

[2] Audio Clips

In this tab you are able to preview audio clips in your project. You can add them here from the selected folder or whole project. With many audio clips, the first option can be faster.



Visibility - use these options to show or hide audio clips based on their import settings.

Sort by - enum that can be used to sort a list of the audio sources based on their properties and import settings.

Filter by name - can be used to find audio clips by their name.

Get from selection - find audio clips using the currently selected folder in the 'Project' window.

Get from the whole project - get all audio clips found inside of your project.

Clear audio clips list - clear audio clips list.

Audio clip

Each audio clip entry is made of a few elements.



Index - index of an audio clip in the list.

Name - name of the audio clip.

Object reference - reference of an audio clip.

Ping - ping audio clip in the project window.

Force to mono - is an audio clip imported as mono (will play through a single channel).

Load in background - can an audio clip be loaded in the background (without stalling the main thread).

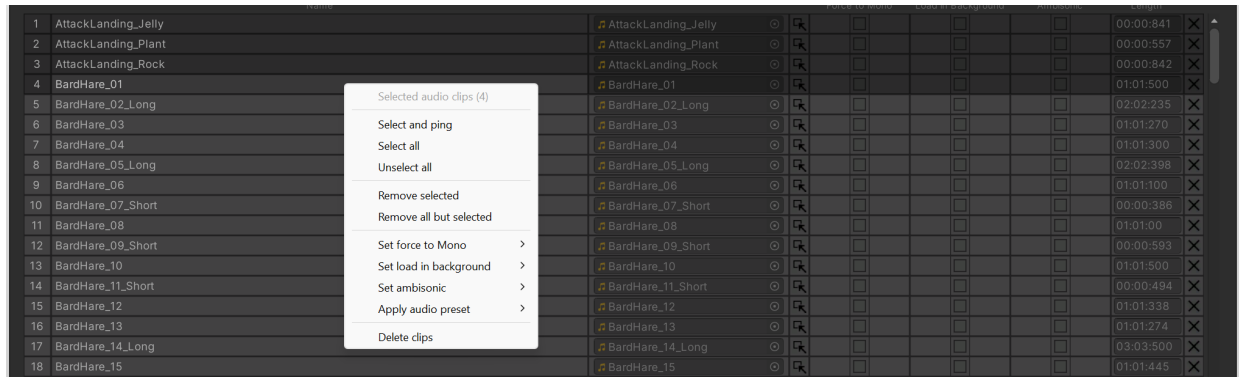
Ambisonic - should an audio clip be treated as ambisonic.

Length - the length of an audio clip.

Remove button - remove an audio clip from the window.

Additional options

You can click on the label to select an audio clip. Use control and shift buttons the same way as in the hierarchy window to select many at once. Then you can right click to show additional options to change settings in bulk.



Select and ping - select and ping all selected audio clips in the project window.

Select all - select all audio clips in the window.

Unselect all - unselect all audio clips in the window.

Remove selected - remove selected audio clips from the window.

Removed all but selected - remove all audio clips from the window except for the ones that are selected.

Set force to Mono - set 'Force to mono' properties of selected audio clips to true / false.

Set load in background - set 'Load in background' properties of selected audio clips to true / false.

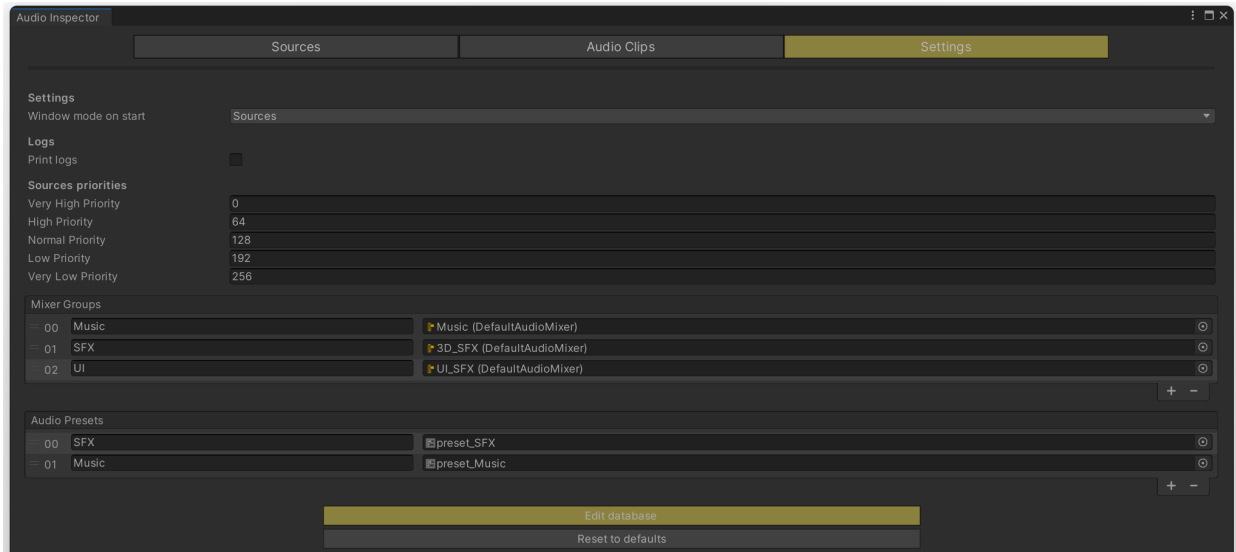
Set ambisonic - set 'Ambisonic' properties of selected audio clips to true / false.

Apply audio preset - apply any AudioImporter preset to the selected audio clips. You can specify them in the 'Settings' tab.

Delete clips - delete selected audio clips from the project. This action cannot be undone.

[3] Settings

In this tab you can adjust the tool usage to your liking.



Window mode on start - the default mode in which the tool is opened.

Print logs - should the tool print some of the usage logs.

Sources priorities - the priorities that will be set to the audio sources, when using the additional options menu.

Mixer groups - mixer groups that can be applied to the audio sources.

Audio Presets - audio presets that can be applied to the audio clips.

[4] FAQ

What import settings should I set for my audio clips?

Depending on your project and audio files, you should apply different presets for different assets. SFX should use “Decompress on Load” to play instantly. If you don’t care about the 3D effect of your audio (e.g. for UI SFX), you should always set “Force to Mono” to save some memory and processing power.

‘Load in background’ combined with the “Steaming” load type should be used for music or long ambience clips. This will save you some additional memory.

What compression method should I use for audio clips?

In my opinion, for SFX you should use ADPCM as it gives you the best performance to size ratio. For music, you should consider it if you care about performance but if you are short of memory, Vorbis will be a better choice.

[5] Review and Feedback

If you enjoyed using this tool please consider leaving a review on the [Unity Asset store!](#)

Thank you very much for any feedback.

Need some help or have an idea how to make this tool even better? Don't hesitate to write me an email at contact@fewclicksdev.com.