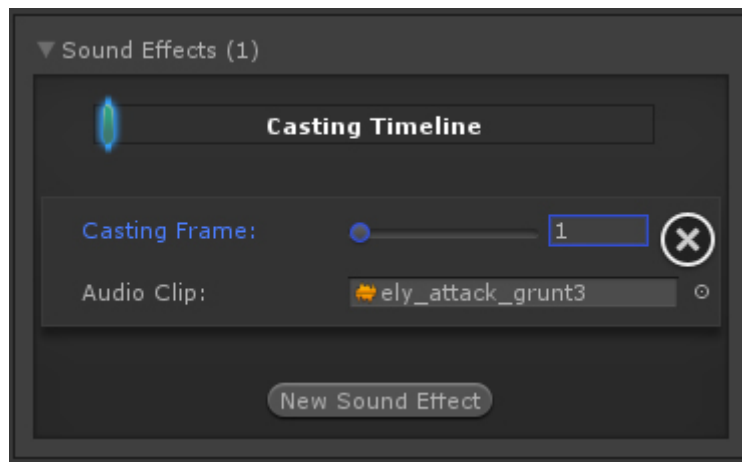


Sound Effects Options

Add sounds to this move in specific frames you want them to be cast.



Casting Frame: When during the move the should the sound play.

Audio Clip: Select an audio clip file from your project and drag it here.

Code example:

```
void OnHit(HitBox strokeHitBox, MoveInfo move, CharacterInfo hitter){  
    Debug.Log("Total sound effects:" + move.soundEffects.Length);  
}
```

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