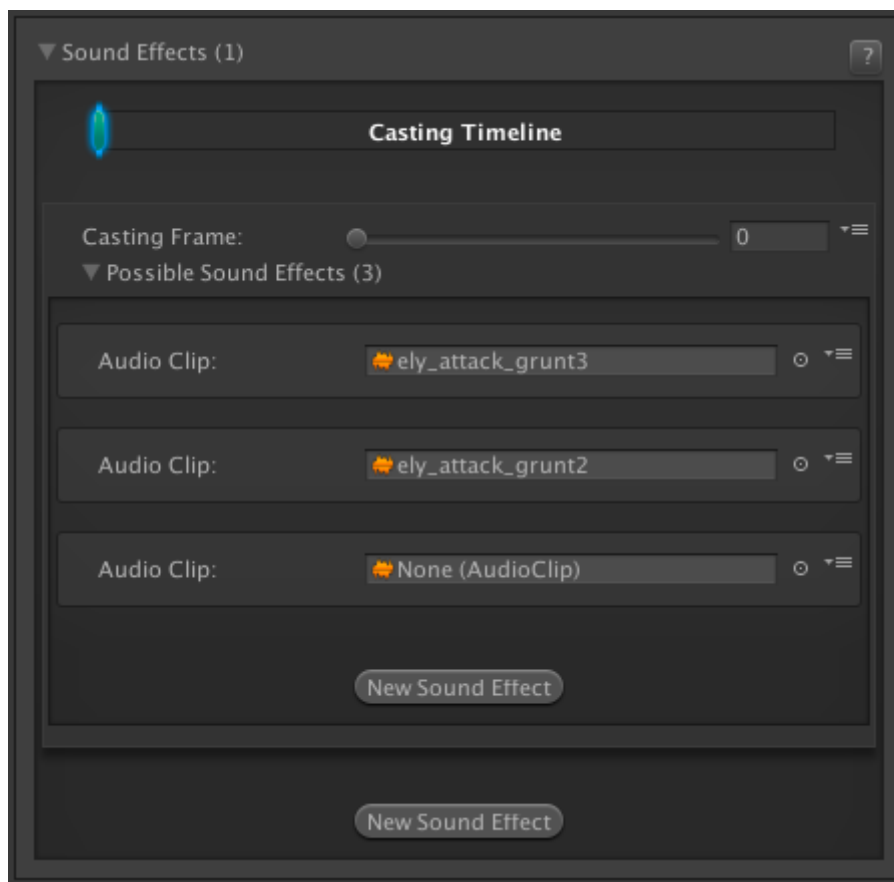# Sound Effects Options

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

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

Audio Clip: Select an audio clip file from your project and drag it here. When more than one clip is added, it will randomly play one of the clips listed. You can also add empty fields to have it so it doesn't always play a sound.

Code example:

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

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From:

http://www.ufe3d.com/ - **Universal Fighting Engine**

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Last update: **2014/10/30 06:47**