



EngineRunningComponent inspector.

EngineRunningComponent is a SoundComponent responsible for the engine sound. A pitch based approach using a single pre-recorded engine sound clip is used along with filters to achieve relatively realistic sound.

Big upside of this approach is that only a single clip is required which is ideal for small game studios, as opposed to layering approach where usually tens of clips of engine at different loads, positions and RPMs are used to achieve the engine sound effect. Of course, the downside is that realism suffers.

If you need the layering feature please make a feature request through support.

- AudioSource of EngineRunningComponent is positioned at Exhaust Position (*Settings* tab).

Notes

Distortion affects volume so when high levels of distortion are used it is usually a good idea to reduce volume range proportionately.

From:
<http://nwhvehiclephysics.com/> - NWH Vehicle Physics 2 Documentation

Permanent link:
<http://nwhvehiclephysics.com/doku.php/NWH/VehiclePhysics2/Sound/SoundComponents/EngineRunningComponent>

Last update: 2020/06/19 15:30

