



I Will Now Talk About 2 Audio Mix Techniques for About 25 Minutes

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UBM



The Problem (Part I): Current State

- Events sent on Overlay Open/Close
- Don't know previous screen
- Single Overlay used in various places
- Not always only one screen state

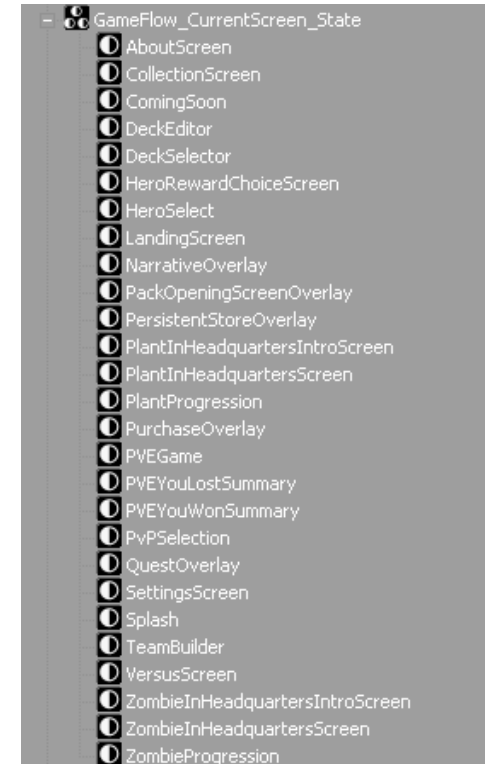




'Old' State Setup Method

Global Game State:

- Map
- Settings
- Level
- Ad
- Store





The Solution

Store State:

- Open
- Closed

Map State:

- Open
- Closed

Settings State:

- Open: Graphics Settings
- Open: Audio Settings
- Closed





Notes

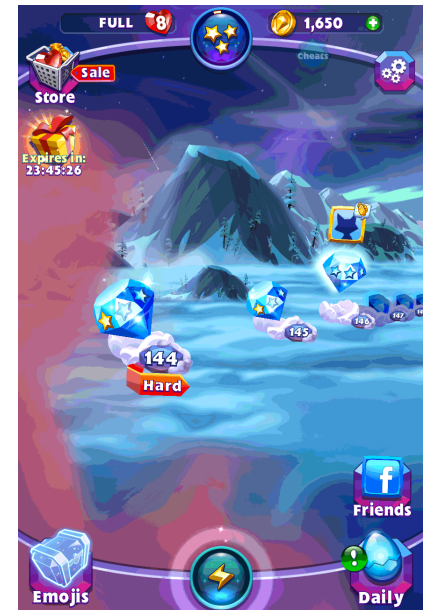
- Complicated state combinations
- Great for music states/transitions too
- Establish standards
 - State names
 - Events to set states
 - Where mixing is done

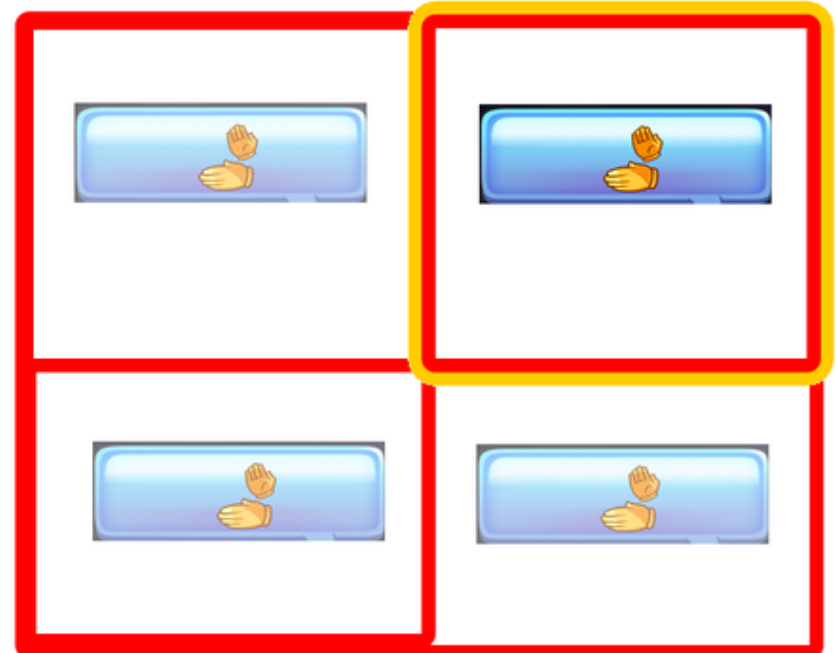
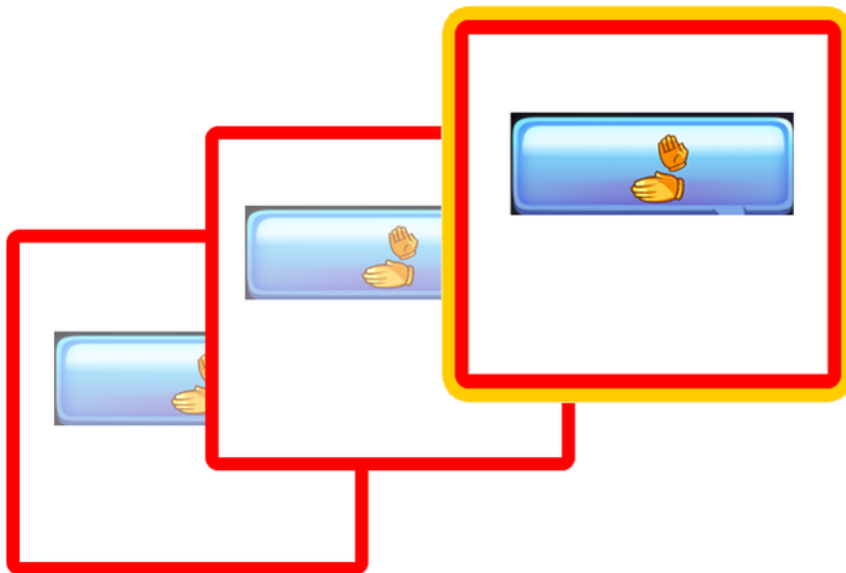




The Problem (Part II): Content

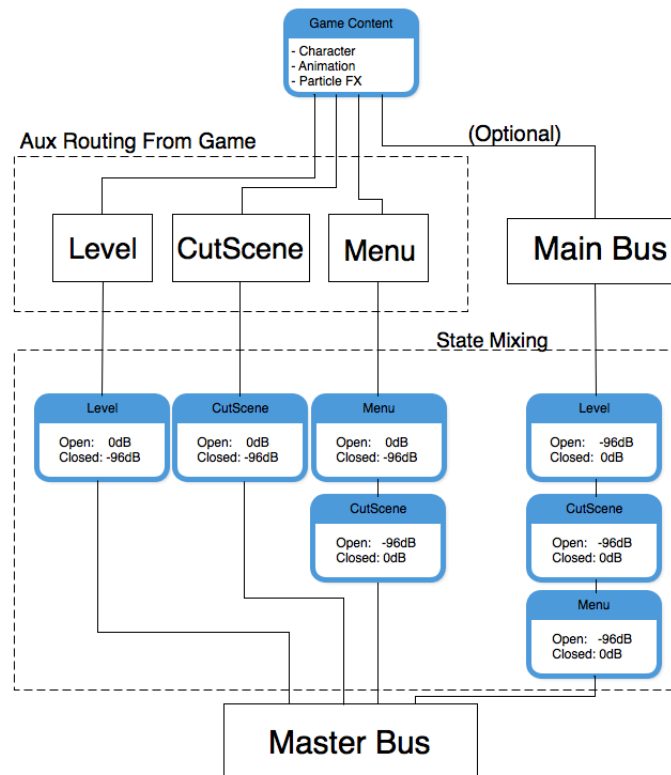
- Same content all over game
- Multiple instances on screen







The Solution: Game-Defined Auxiliary Sends





Game Engine Setup

```
public void RouteToAux(uint aux, float value, GameObject targetObject)
{
    var auxSendArray = new AkAuxSendArray((uint)1);
    auxSendArray.Add(aux, value);
    AkSoundEngine.SetGameObjectAuxSendValues(targetObject, auxSendArray, auxSendArray.m_Count);
}

public static class AudioCharmsAuxSends
{
    public const uint CHARMS_AUX_INVENTORY = 1303846151;
    public const uint CHARMS_AUX_KEYBOARDSELECT = 2810845966;
    public const uint CHARMS_AUX_MAP = 3266945369;
    public const uint CHARMS_AUX_MESSAGES = 1304501409;
    public const uint CHARMS_AUX_PRIZEReward = 3380554666;
    public const uint CHARMS_AUX_PROFILE = 1323893596;
    public const uint CHARMS_AUX_QOTD = 1562099201;
    public const uint CHARMS_AUX_GIFTMESSEGEDIALOG = 1589723660;
}
```





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Questions?

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Bonus!

Getting more mileage out of a
single reverb!





The Setup:

- Single Aux With Verb FX
 - no pre-delay
- Child Auxes Underneath
 - Each has 100% wet Delay FX with no feedback
 - One Aux per pre-delay (0ms, 50ms, etc.)
- Route content to Child Auxes

