VAM Add Music to your Scene

Click on Open Add Atom Menu **(1)**
Select Sound **(2)**
On the right side we now have three options **(3)**
AptSpeaker, this is the Speaker Box you see in this scene **(4)**
AudioSource **(5)** is invisible
RhythmAudioSource **(6)** ist invisible as well
To understand this right, you don't need all three of them to add music to your scene, one is enough.
Just try them out and choose the one that works best for you
As you can see, i have already created a on and off button **(7)** for every audio source, thats what we gonna do now
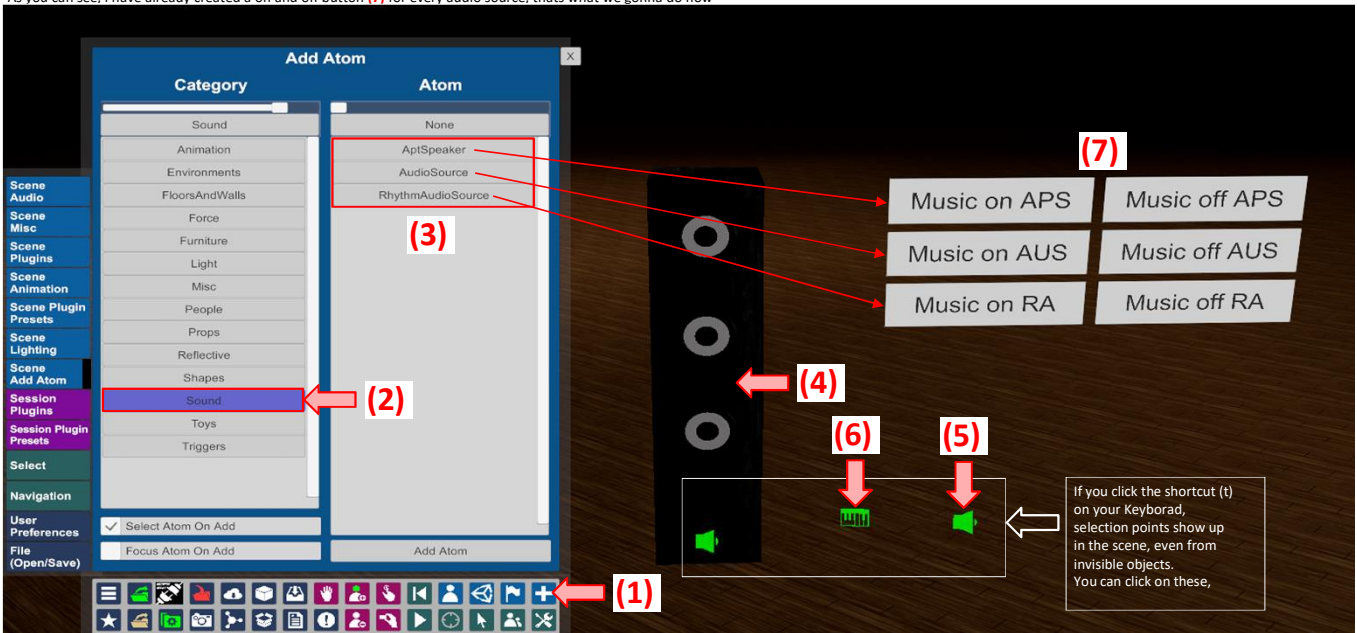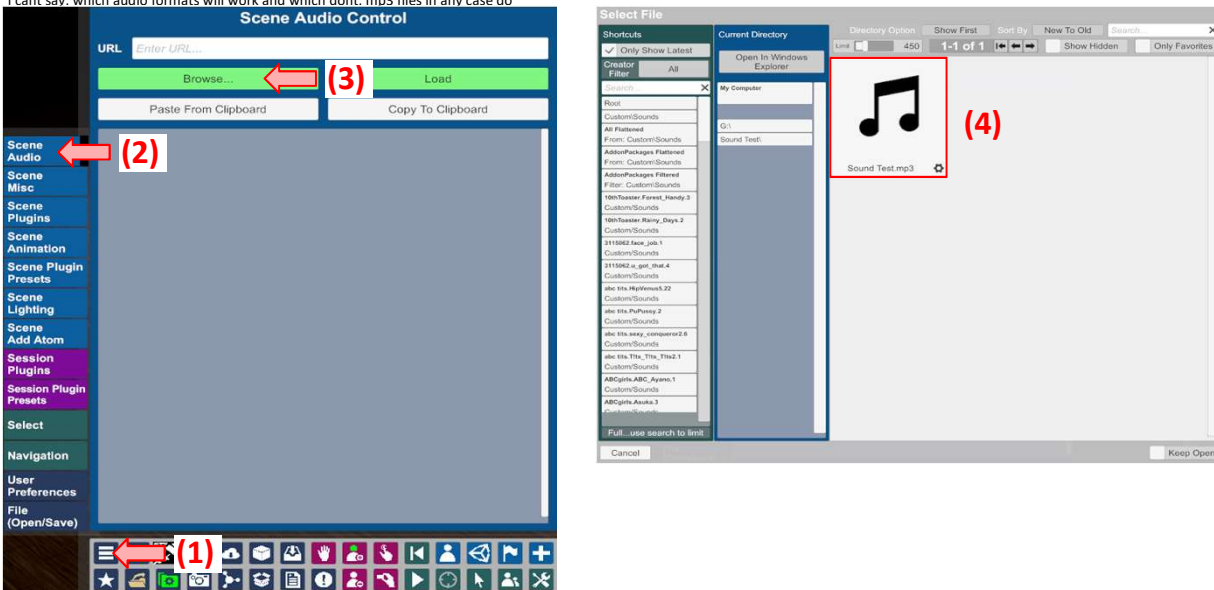

After you have added your Audio Atom, click on the Open Main UI Button **(1)**
Go then to the Scene Audio Tab **(2)**
Here click on Browse... **(3)**
In the appearing Window **(4)** select the sound File on your Computer you want to load
I cant say, which audio formats will work and which dont. mp3 files in any case do
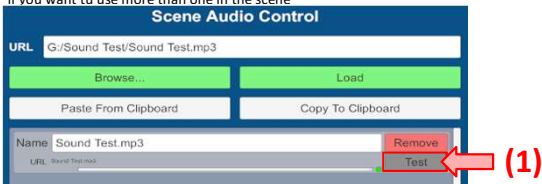

After you have loaded it, it appears in the Scene Audio Tab
and you can click on the Test Button **(1)** to check if it works
You can add here several sound files,
if you want tu use more than one in the scene

Now we are going to add the Buttons
Click now on the Open Add Atom Button **(1)**
Select Triggers **(2)**
Click on UIButton **(3)**
Make sure, Select Atom On Add **(4)** is activated
Then Click on Add Atom **(5)**
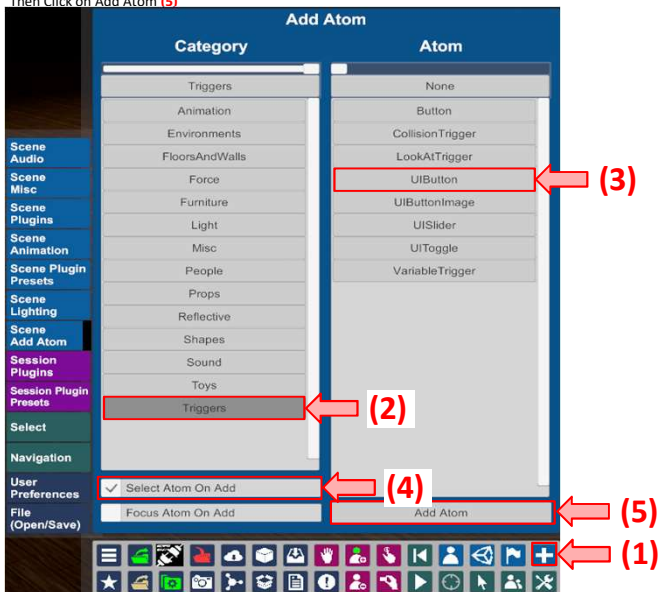
Go now to the Button Tab **(1)**
Here **(2)** you type the name, that will appear on the Button in the Scene
Here **(3)** you type the name, that will appear in the Select Menu
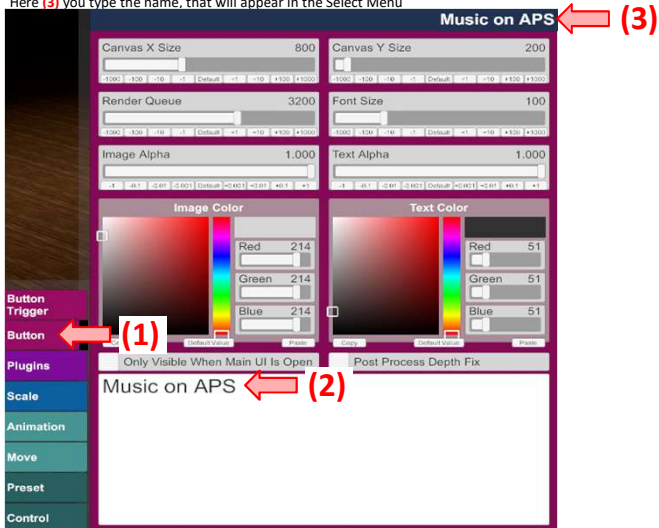
Create now all the other Buttons, name them and place them where you want

After you have added all the buttons, select the first Button (Music on APS)
This time, open the Button Trigger Menu **(1)**
Click on Add Click Action **(2)**
An Action appears then in the realm below
Click there on Settings... **(3)**
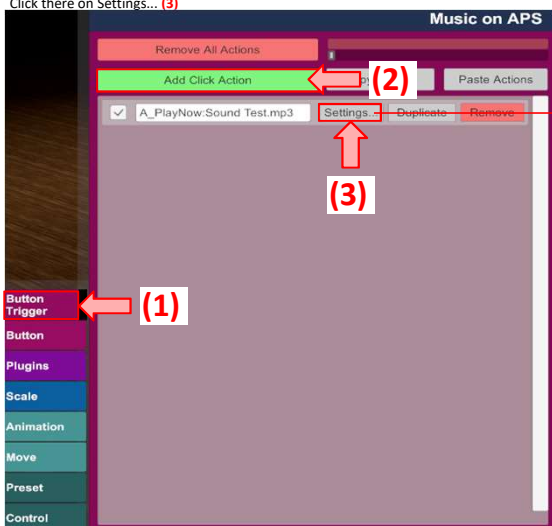
Apply this **settings**, and select your **soundfile** here
Then click **OK**
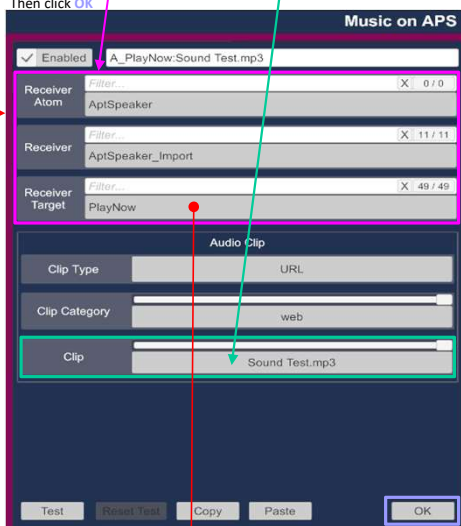
You also could select here **PlayNowLoop**, to play your sound in a loop

Do now the same for the other Buttons and Apply the corresponding settings

Settings for the AptSpeaker off Button **(Music off APS)**

Music off APS

✓ Enabled   A_Pause

Receiver Atom   Filter...   X   0 / 0
AptSpeaker

Receiver   Filter...   X   11 / 11
AptSpeaker_Import

Receiver Target   Filter...   X   49 / 49
Pause

Test   Reset Test   Copy   Paste   OK

You can also use **stop** here

Settings for the AudioSource on Button **(Music on AUS)**

Music on AUS

✓ Enabled   A_PlayNow:Sound Test.mp3

Receiver Atom   Filter...   X   0 / 0
AudioSource

Receiver   Filter...   X   11 / 11
AudioSource

Receiver Target   Filter...   X   49 / 49
PlayNow

Audio Clip

Clip Type   URL

Clip Category   web

Clip   Sound Test.mp3

Test   Reset Test   Copy   Paste   OK

Settings for the AudioSource off Button **(Music off AUS)**

Music off AUS

✓ Enabled   A_Pause

Receiver Atom   Filter...   X   0 / 0
AudioSource

Receiver   Filter...   X   11 / 11
AudioSource

Receiver Target   Filter...   X   49 / 49
Pause

Test   Reset Test   Copy   Paste   OK

Settings for the RhythmAudioSource on Button **(Music on RA)**

Music on RA

✓ Enabled   A_PlayNow:Sound Test.mp3

Receiver Atom   Filter...   X   0 / 0
RhythmAudioSource

Receiver   Filter...   X   11 / 11
RhythmSource

Receiver Target   Filter...   X   49 / 49
PlayNow

Audio Clip

Clip Type   URL

Clip Category   web

Clip   Sound Test.mp3

Test   Reset Test   Copy   Paste   OK

Settings for the RhythmAudioSource off Button **(Music off RA)**

Music off RA

✓ Enabled   A_Pause

Receiver Atom   Filter...   X   0 / 0
RhythmAudioSource

Receiver   Filter...   X   11 / 11
RhythmSource

Receiver Target   Filter...   X   49 / 49
Pause

Test   Reset Test   Copy   Paste   OK

If you now klick on one of the **on** Buttons in the scene, the Music or Sound you added appears
and turns off if you click on the corresponding **off** button

If you select your Audio Atom, in this case the AptSpeaker and go to AudioSource **(1)**
You can change some settings for the Audio, as Volume, Stereo Pan, Pitch, etc.

AptSpeaker

Volume   1.000   Pitch   1.000

Stereo Pan   0.000   2D   Spatial Blend   0.000   3D

Min Distance   1.00

Delay Between Queued Clips   0.00   Stereo Spread   0.00

Audio Source   **(1)**   Aud...   Mode   Logarithmic   Spatialize   Loop

Plugins   Ignore Distance For Volume

Material   Volume   0.00 0.00

Collision Trigger   Volume Trigger Quickness   2.50   Volume Trigger Multiplier   5.00

Physics Object

Physics Control   Start Microphone Input   End Microphone Input

Animation   Add Volume Action   Remove All Actions

Move

Preset

Control