

# AUDIO TOOLS

## GUIDE - VERSION 1.0.0



## INTRODUCTION

The lightweight, easy-to-use audio editor right inside Unity - built for fast iteration, clean results, and a workflow that feels native to the Editor. **Audio Tools** lets you trim, fade, normalize, and polish clips in seconds, with a **smooth live preview** that doesn't require you to tweak or "fight" your Game View audio setup just to hear what you're doing.

Designed for **high performance** and **high interactivity**, it stays responsive even when you're scrubbing, selecting, and refining edits quickly. One click can **automatically detect and trim silence**, so voice lines, SFX, and recordings become production-ready without tedious manual cutting.



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# FEATURES

The tool is intentionally very lightweight. There are no up-front settings and only limited features but these were crafted as conveniently and efficiently as possible to not get in your way.

- Select parts of an audio file
- Trim silence
- Apply effects (normalization, fade, volume)
- Save into project

You can read any audio format Unity supports. The output of the tool will right now always be a `.wav` file. Support for additional formats might come in the future if there is demand.



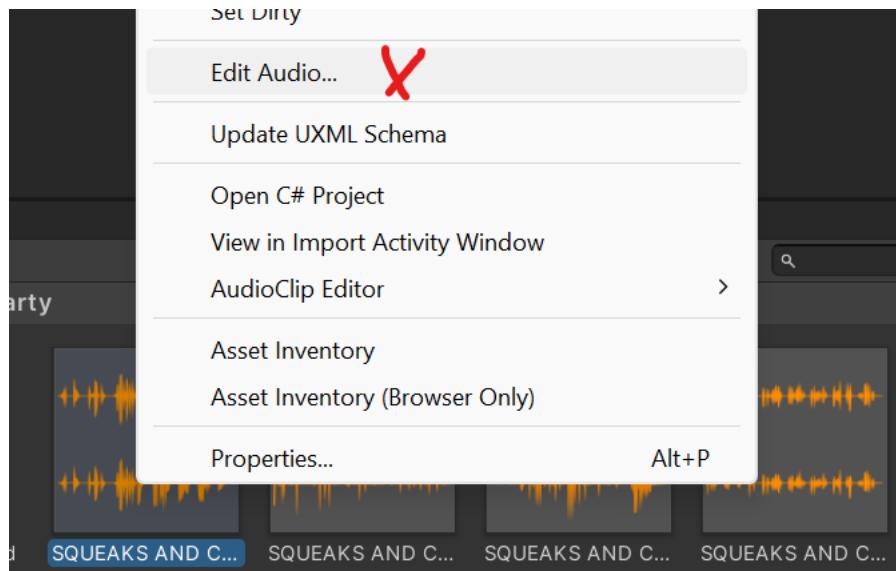
# GETTING STARTED

## INSTALLATION

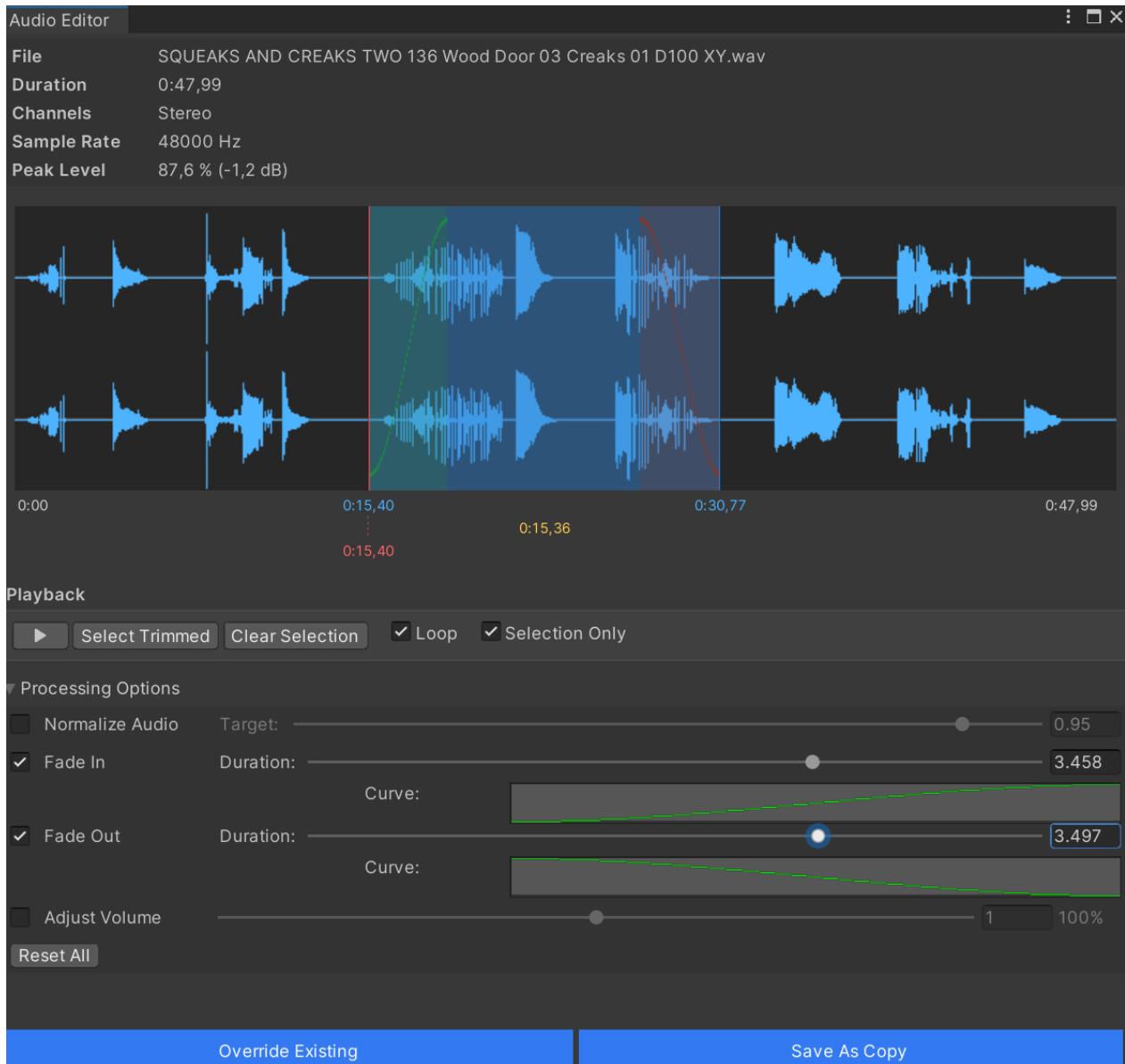
If installing as a standalone package (Audio Tools from the Asset Store), just install the package. When updating it is recommendable to remove the old installation first.

If you have installed [Asset Inventory](#), the audio tools are already installed along with it.

Right click on any audio file in the Unity project window and select “*Edit audio...*” to open the tool.



## USAGE



You select and deselect areas of the sound via the left mouse button. You can adjust the selection when dragging the outer bounds. You can move the selection when dragging the inner part. You deselect by clicking outside.



# FAQ

## WHY CAN I ONLY SAVE AS .WAV

For the initial release, only .wav is supported as an export format. Raise the request on Discord to add additional formats.



# SUPPORT

Web: <https://www.wetzold.com/tools>

Discord: <https://discord.gg/uzeHzEMM4B>

Roadmap: <https://trello.com/b/NIYrXvC3/audio-tools>

