Environment

Attach this to an Area, such as shape, box, solid, sphere, etc, to assign this environment to the Area.

Setting	Description
Environme nt	The environment you want to apply (the environment is created and set up in the Audio Controls Editor).
FadeDista nce	Distance between Audio Listener and the Area over which the Environment should fade (in engine units).

Listener

Functions similar to a microphone; you listen to the world audio from a Listener position. The most prominent use is to attach it to cameras.

Setting	Description
Name	Name of the audio listener.
Offset	Offset of the listener position.

Trigger

Barebone Audio Trigger that handles Audio Triggers created in the Audio Controls Editor.

Setting	Description		
Play	**Setting**	**Description**	
	AutoPlay	Enabled by default. When disabled, the trigger will be executed and stopped immediately after the component has been created.	
	PlayTrig ger	This trigger is executed when Play is called.	
Stop	**Setting**	**Description**	
	Can Stop	Enabled by default. Defines if the trigger can be stopped by the Stop Trigger content.	
	Stop trigger	Available is **Can Stop** is set to **Stop**. This trigger is executed when Stop is called.	
Debug	**Setting**	**Description**	
	Play	Executes the PlayTrigger	
	Stop	Stops the PlayTrigger if no StopTrigger is assigned - otherwise executes the StopTrigger.	
	Draw PlayTrigger Radius	Shows the radius of the PlayTrigger if there is any radius information for the 3D sound. Not all audio middleware implementations support this; it currently works for Wwise and SDL Mixer.	
	Draw StopTrigger Radius	Shows the radius of the StopTrigger if there is any radius information for the 3D sound. Not all audio middleware implementations support this; it currently works for Wwise and SDL Mixer.	

For more information about Play/Stop behavior, please refer to the Play/Stop Behavior page.