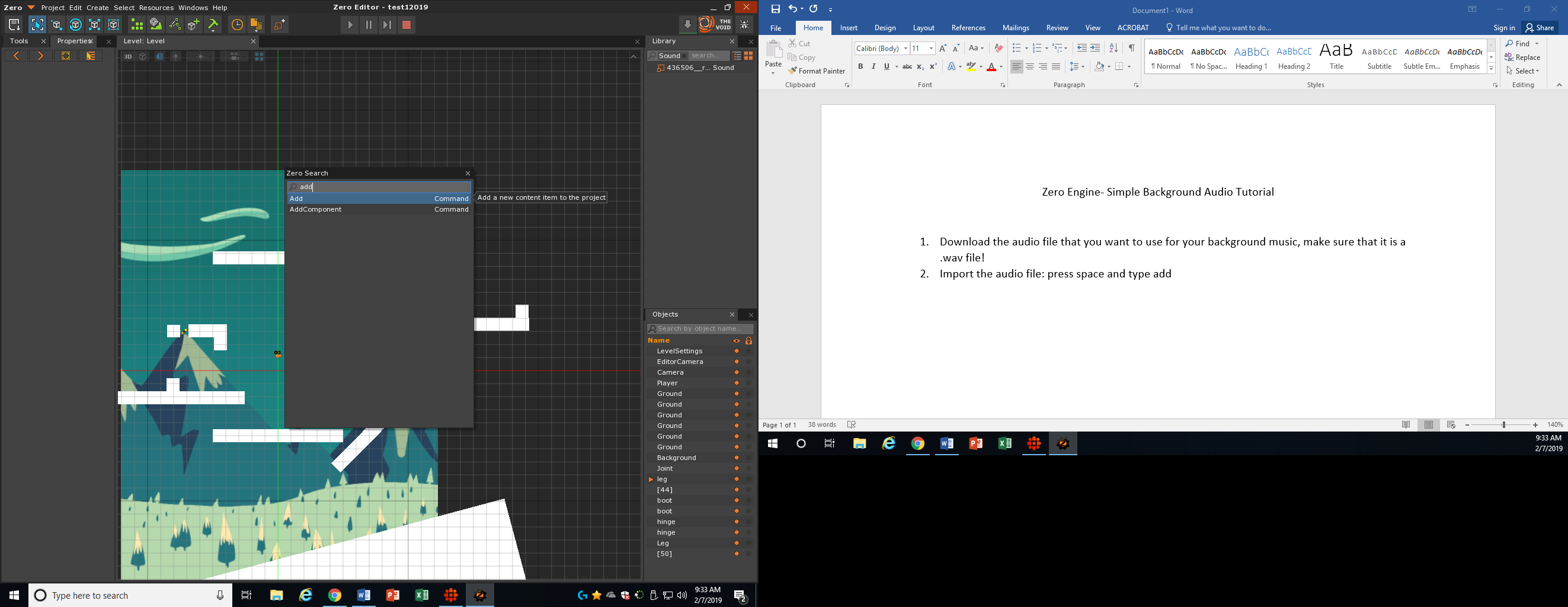
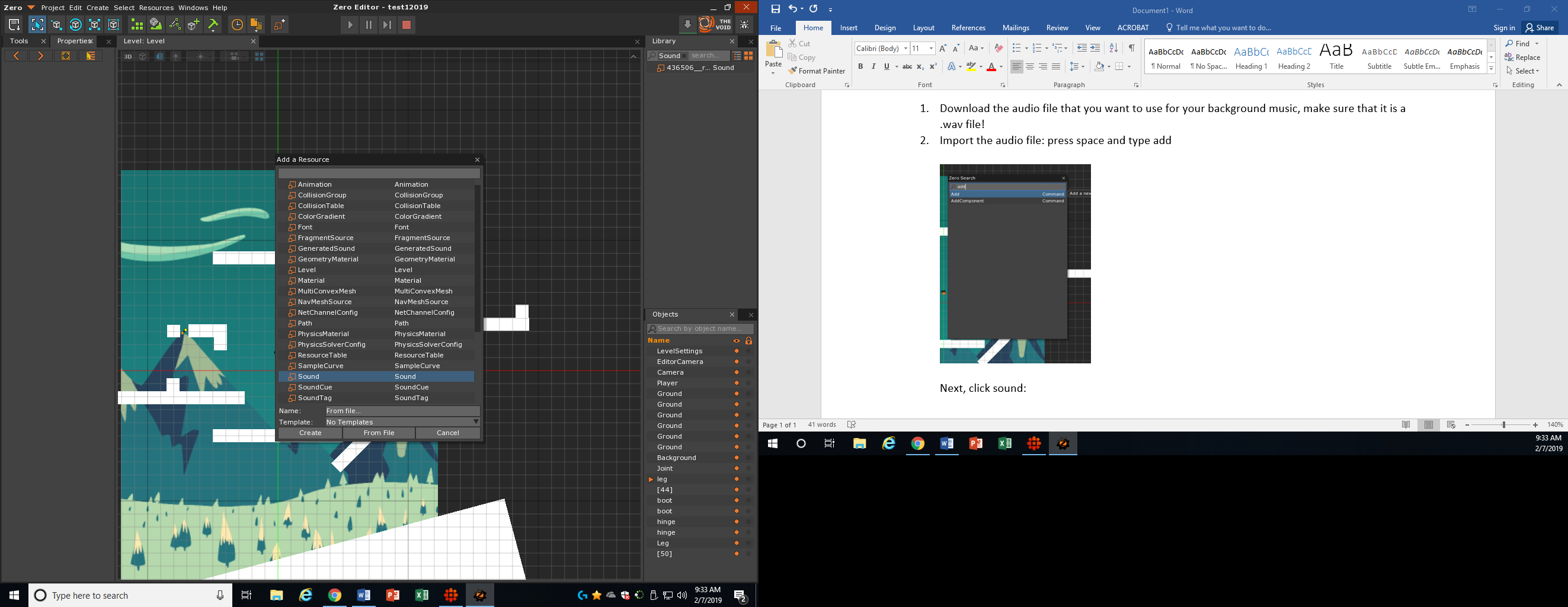
Zero Engine- Simple Background Audio Tutorial

Download the audio file that you want to use for your background music, make sure that it is a .wav file!

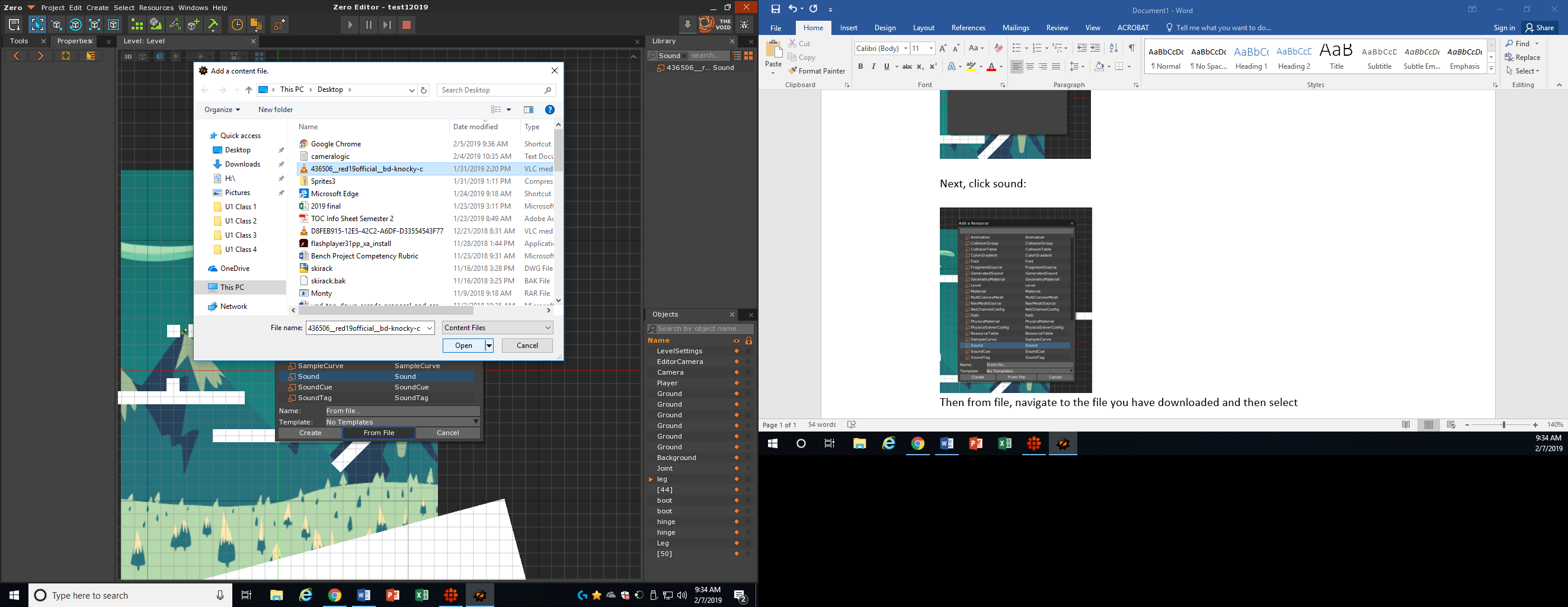
Import the audio file: press space and type add



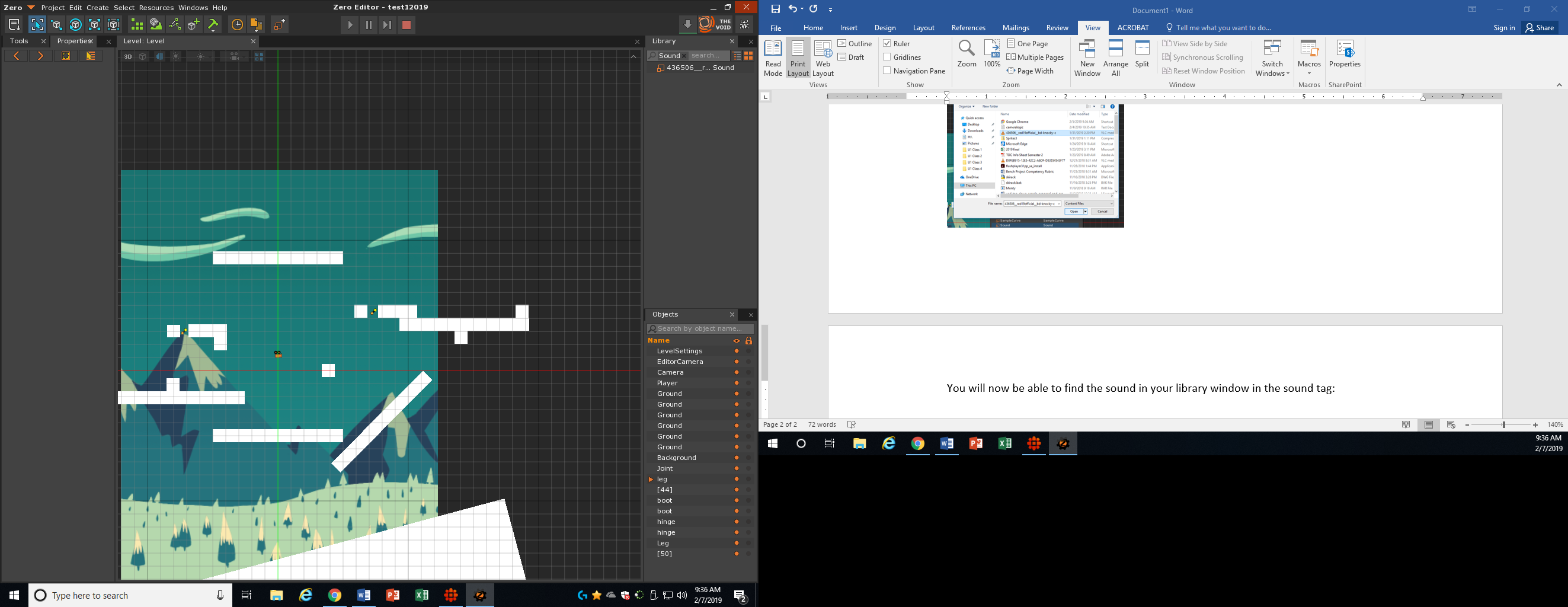
Next, click sound:



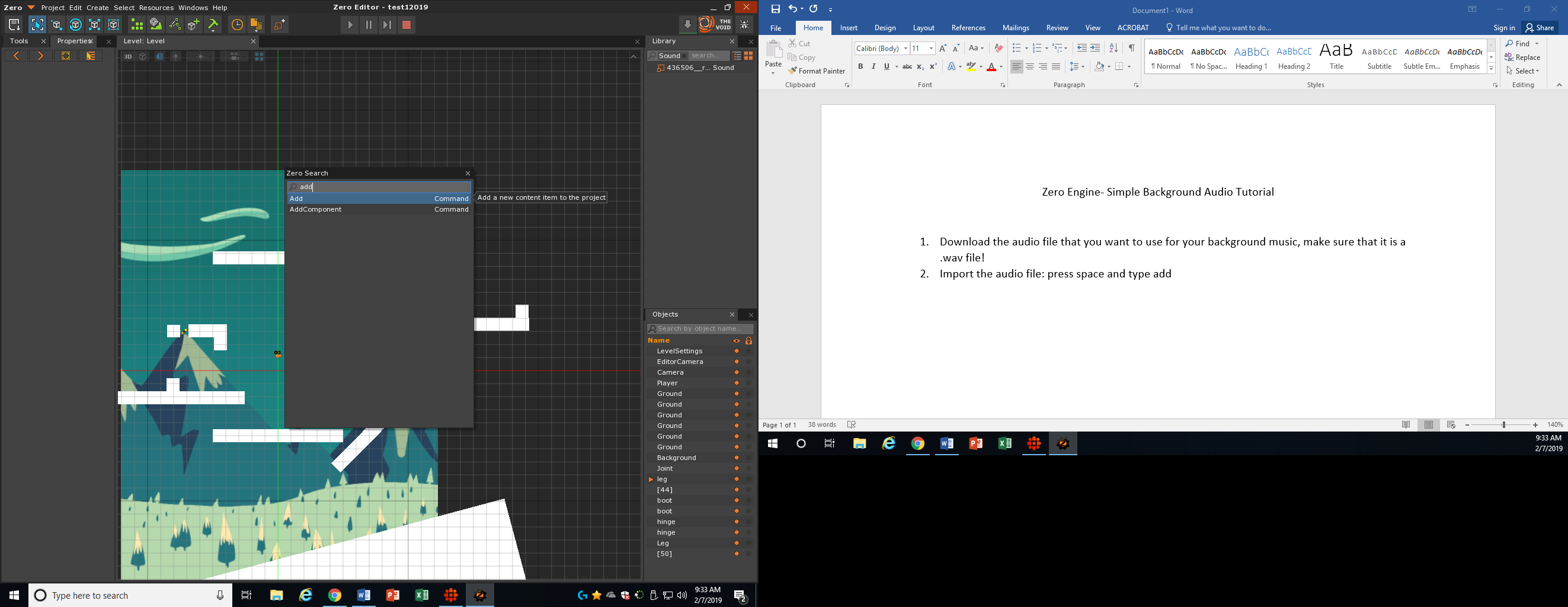
Then from file, navigate to the file you have downloaded and then select open:



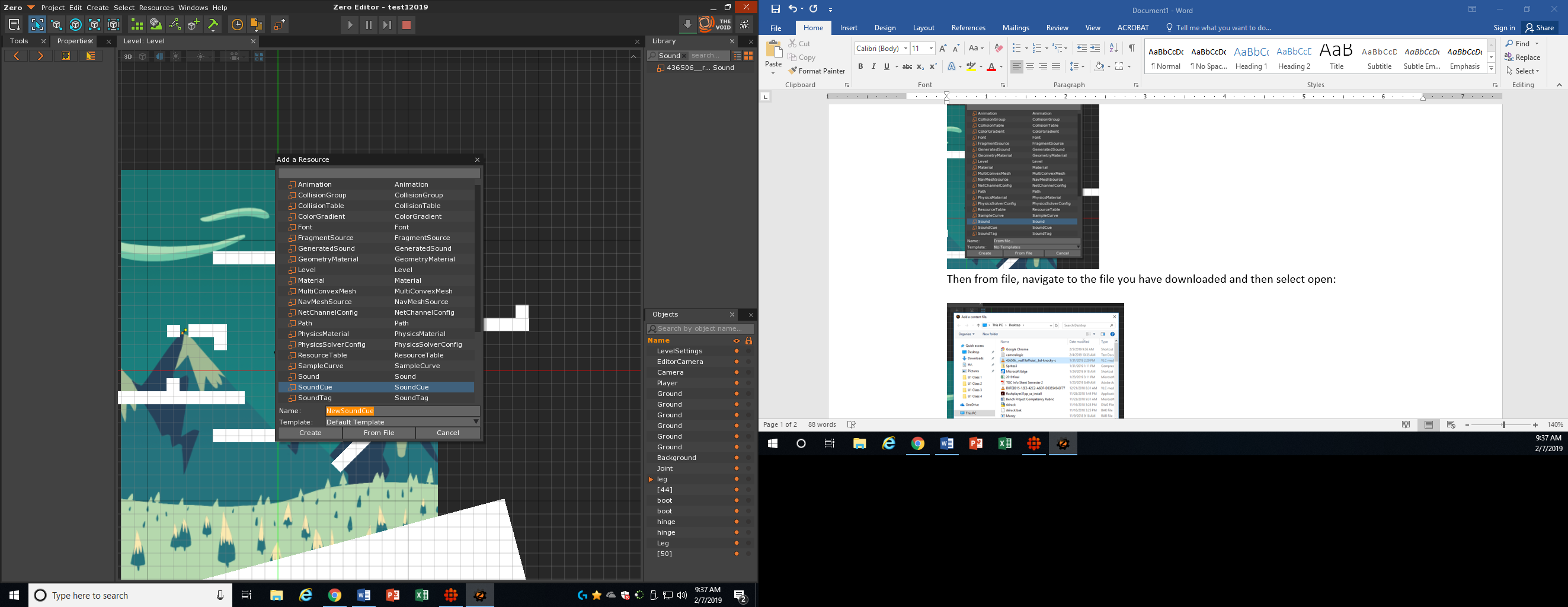
You will now be able to find the sound in your library window in the sound tag:



On the level window, press space and then type add again:



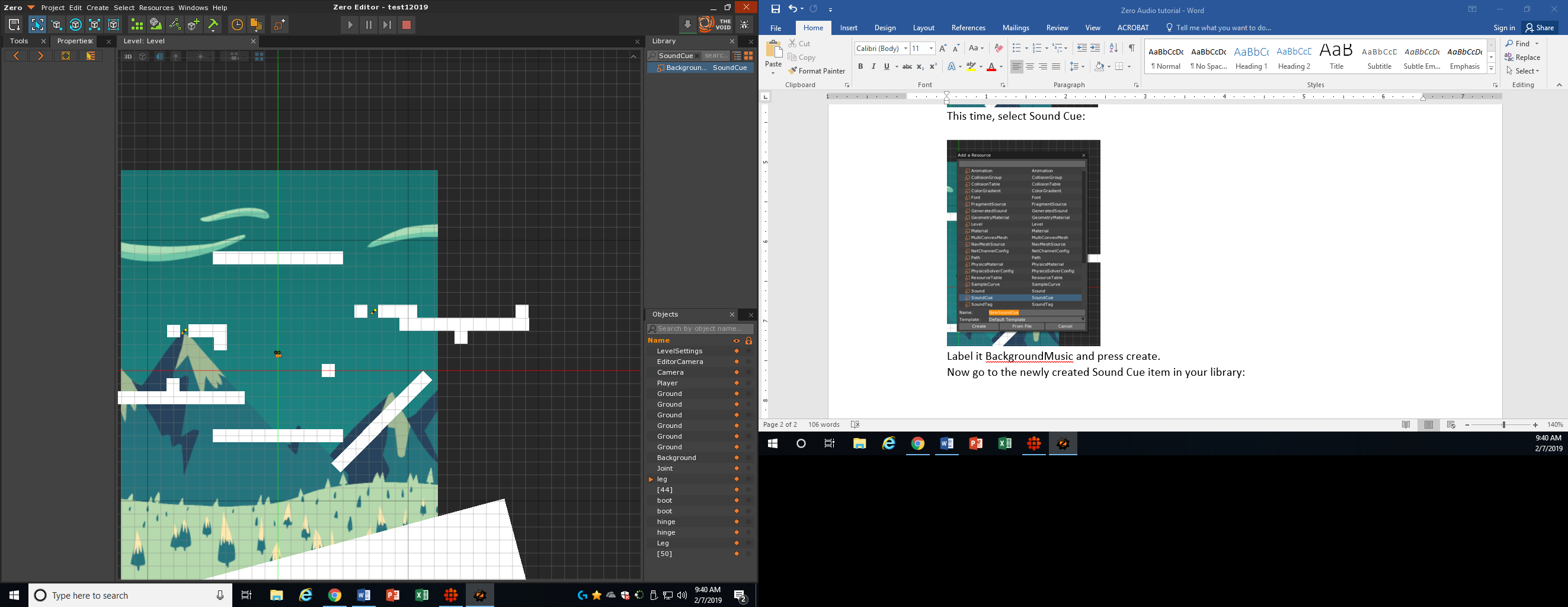
This time, select Sound Cue:



Label it BackgroundMusic and press create.

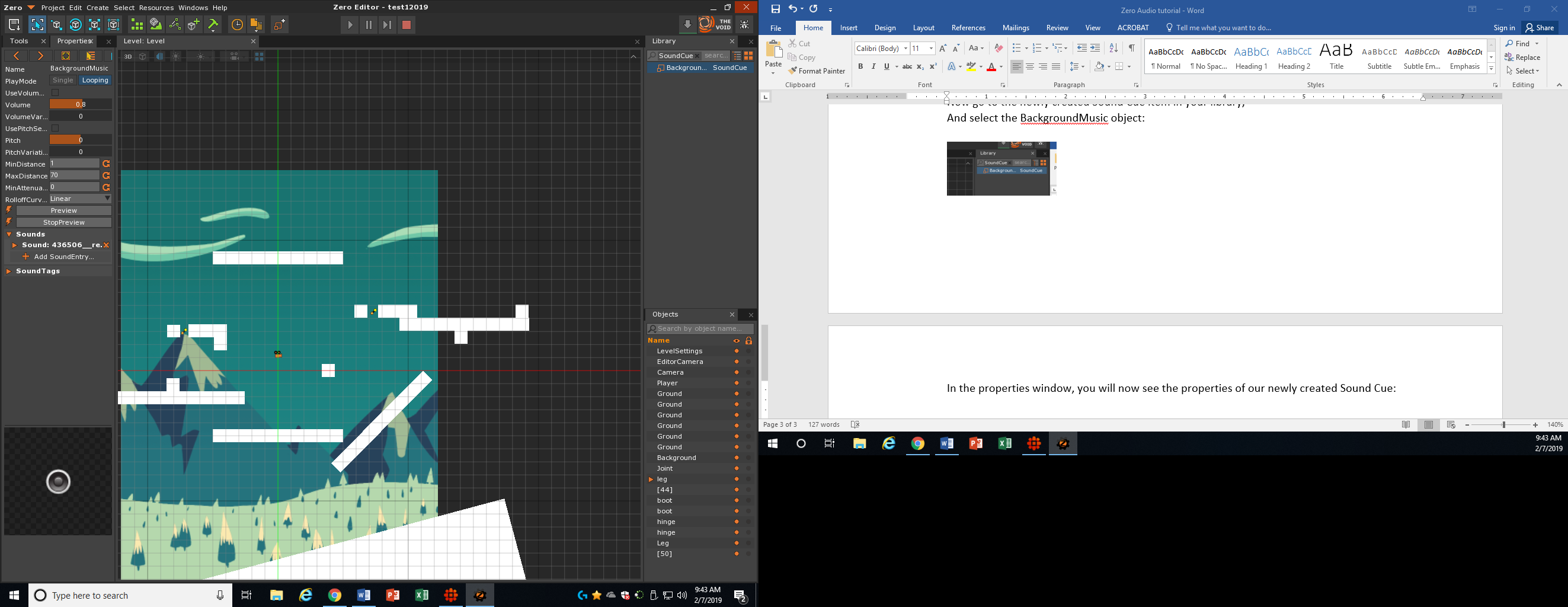
Now go to the newly created Sound Cue item in your library,

And select the BackgroundMusic object:



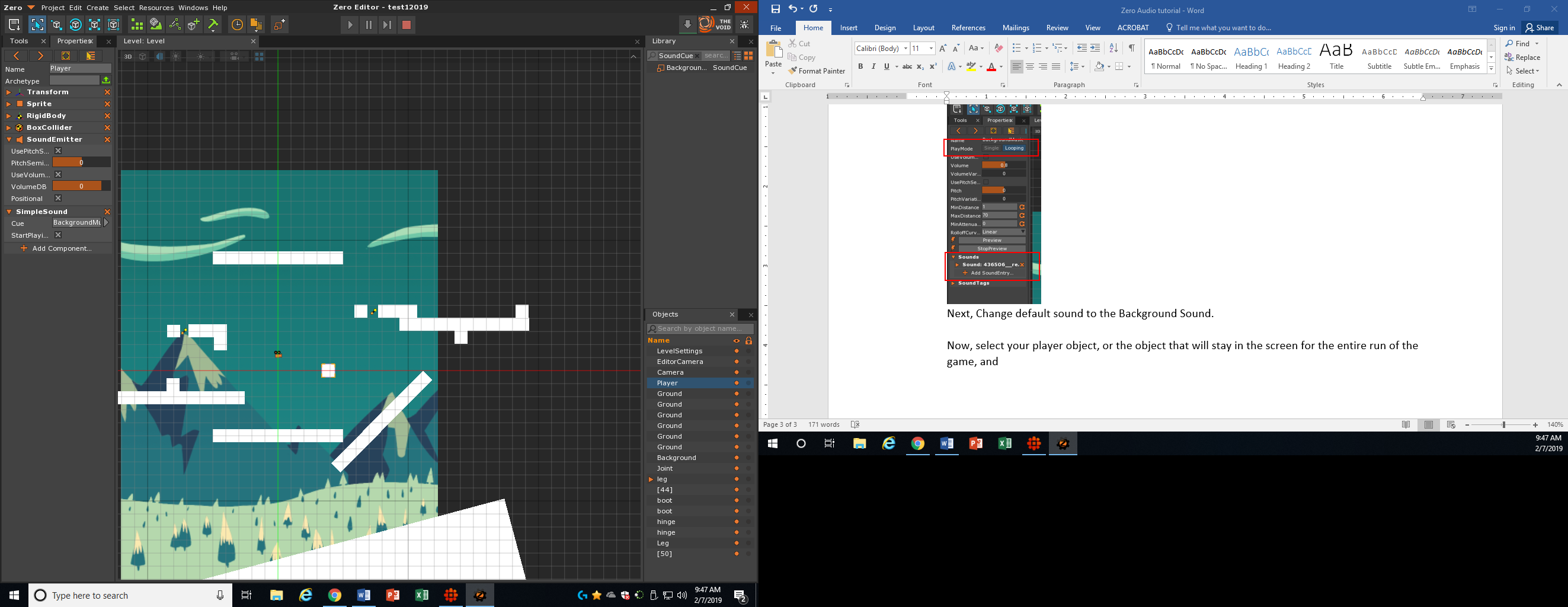
In the properties window, you will now see the properties of our newly created Sound Cue:

Set PlayMode to Looping, then select the Sounds dropdown and select the + Add SoundEntry button:



Next, Change default sound to the Background Sound.

Now, select your player object, or the object that will stay in the screen for the entire run of the game, and add the Sound Emitter component and the Simple Sound component:



Change the Cue in SimpleSound to BackgroundMusic, and test your game!