

# Sounds

## General Parameters:

- **Name:** Name of the sound. Should be unique for all objects in map.
- **Active**
- **Position:** 3D Vector storing the position in world.

## Specific Parameters:

- **Sound Entity file:** .snt file to be used by the sound.
- **Use defaults:** if active, volume and Min/Max Distance values will be read from the .snt file.
- **Min Distance / Max Distance:** Distances that will determine the space in which the sound will be faded out. Inside the radius defined by Min Distance the sound will have full volume.
- **Volume:** value for full volume. Should be a real number in the [0, 1] range.

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