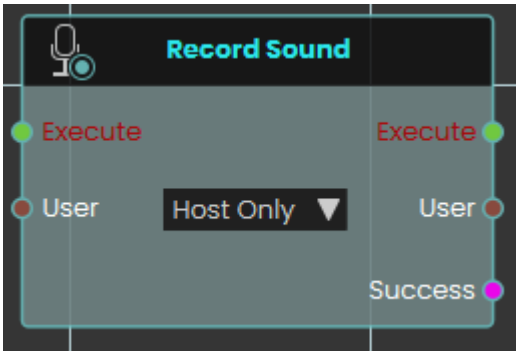
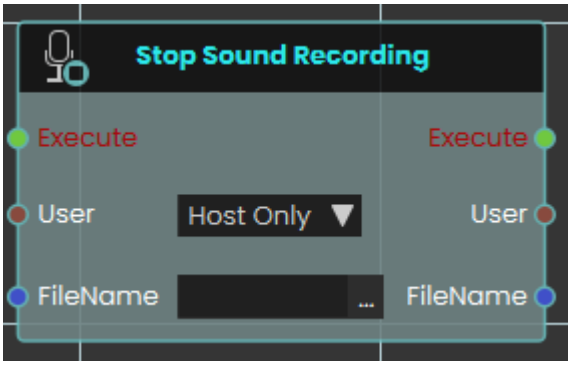
Media \ Sound

Record Sound



The **Record Sound** node initiates an audio recording session within the VR experience. This node utilizes a **User** dropdown parameter to determine whether the system captures microphone audio exclusively from the host or from all participating users. It outputs a **Success** boolean when the recording successfully starts.

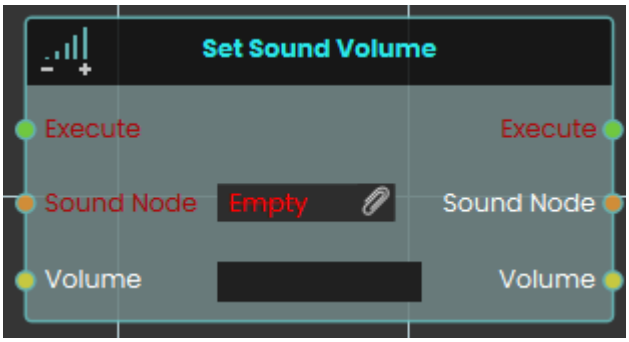
Set Sound File



The **Stop Sound Recording** node halts an active audio recording session. This node requires a specified target **User** and an exact **FileName**. Upon execution, it stops the capture process and stores the resulting audio file directly into the project's Resource Management tab under the provided name

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Set Sound Volume



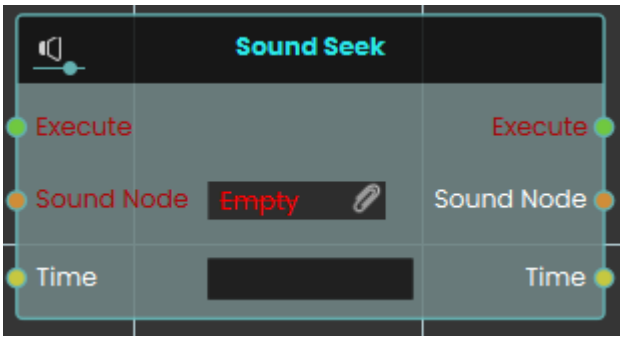
The **Set Sound Volume node** is used to adjust the audio playback level of a specific 3D sound object within the scene. The numerical Volume input operates strictly within a range of 0 (muted) to 4 (maximum amplification)

Sound Play



The **Sound Play node** controls the playback of the audio file stored within a specific 3D sound object. When activated, the node uses the boolean Play input to determine the action for the targeted Sound Node—triggering the sound to start playing from the start of the audio file, or stopping the audio and seeking to the start.

Sound Seek



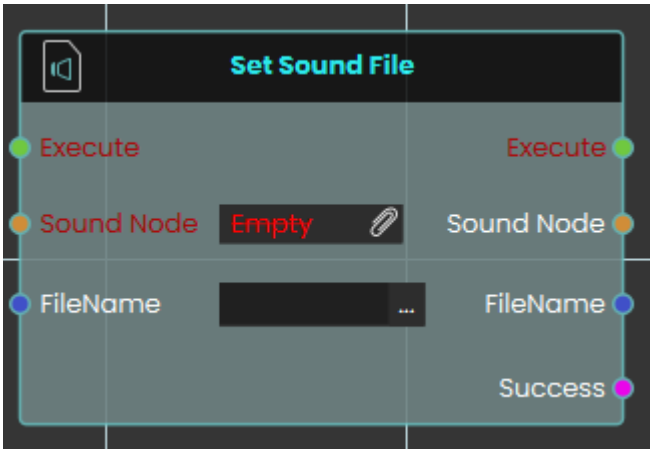
The **Sound Seek node** instantly jumps to a specific moment within the audio file attached to a 3D sound object. When activated, the node takes the targeted Sound Node and moves its playback position to the exact duration specified by the numerical Time input, measured in seconds.

Sound Toggle



The **Sound Toggle node** easily switches between playing and pausing a specific 3D sound object in the scene. Once activated, the node evaluates the targeted Sound Node and automatically reverses its current playback status—pausing it if it is currently playing, or playing it if it is currently paused.

Stop Sound Recording



The **Set Sound File** node dynamically attaches or updates the audio source of a designated **Sound Node** object in the scene. This node requires the exact **FileName** of an audio file previously imported into the Resource Management tab, strictly including its file extension (for example, "welcome.mp3"). It outputs a **Success** boolean to confirm that the sound file was located and attached properly.

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