BULK AUDIO IMPORTER - By Dark Tonic, Inc. (c) 2018

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This plugin solves the limited usefulness of the editing large amounts of Audio Clips inside the Unity editor. Bulk Audio Importer is also included in our flagship Master Audio asset and the multiplayer version. Upgrade pricing to both of those are available for owners of Bulk Audio Importer.

We are always open to hearing your ideas for improvements, suggestions and problems. Email us any time at support@darktonic.com. Our support forums are online at: http://darktonic.freeforums.net as well.

1. Overview

Launch Bulk Audio Importer by opening it from the Window -> Bulk Audio Importer menu. It will look like this:
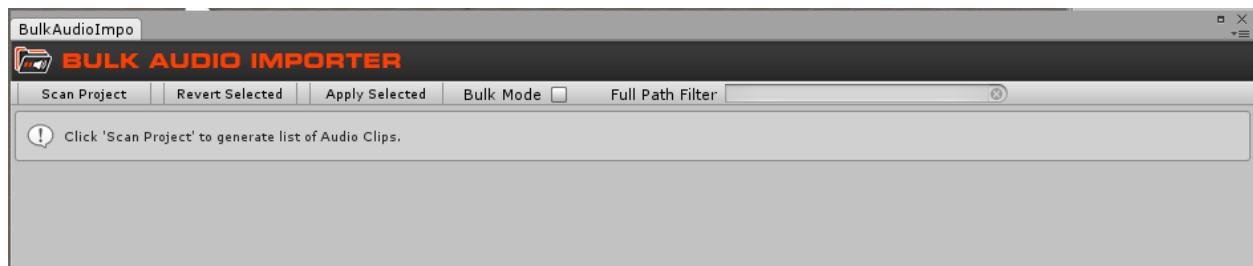
First, you will need to click the "Scan Project" button as the bubble indicates, which will scan all audio assets and save an XML file of the current importer settings, so performance can be super fast. This may take a few seconds in large projects. When it's finished, it will display like this:
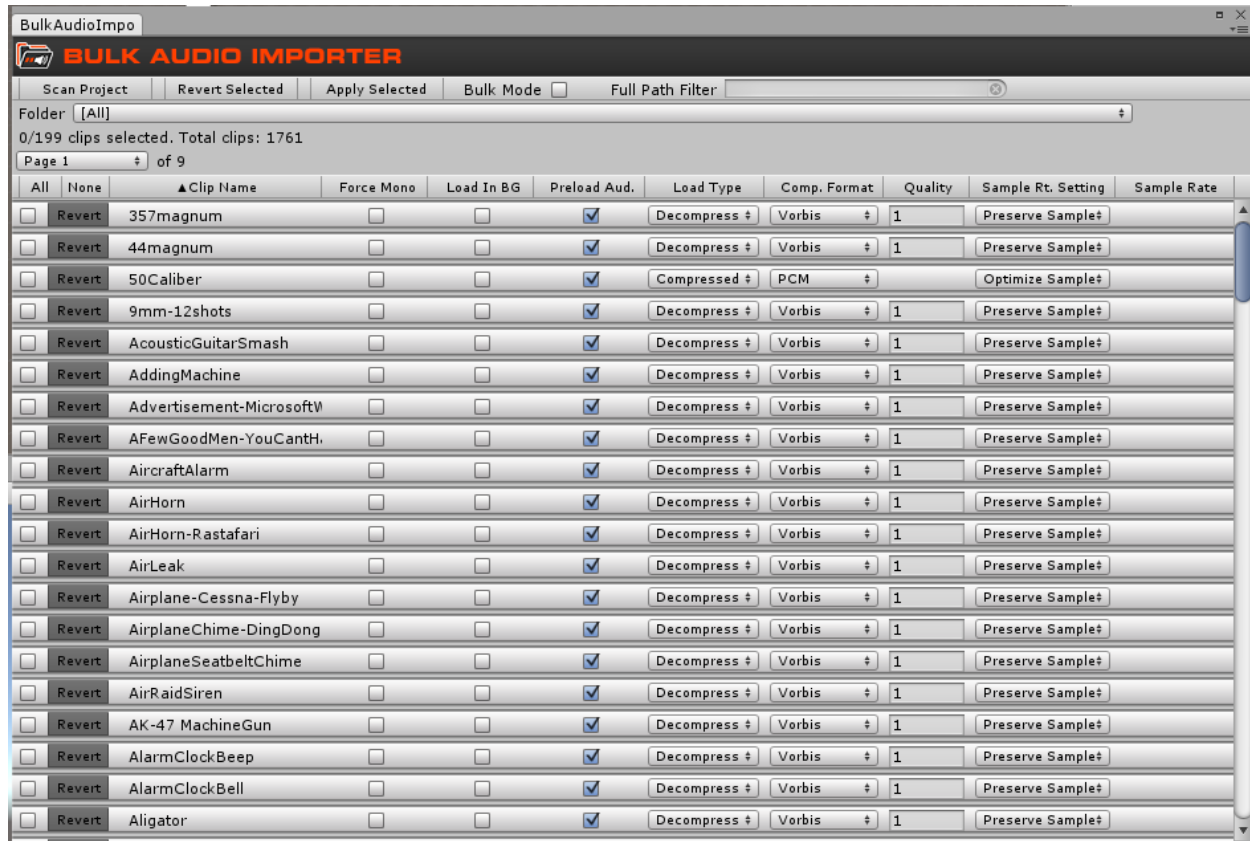
There are several controls we will explain now.

- Top Row buttons
    - Scan Project button - you've already used it, but you will need to click it again if you have added new audio clips to the project since scanning. Also re-scanning will remove since-deleted or renamed audio clips
    - Revert Selected - in the grid below, all selected rows will have a blue background and the checkbox to the far left is checked to indicated "selected". Reverting them all will basically revert all the settings to the current import settings.
    - Apply Selected - this will apply all changes you've made to the selected items. Changed fields have a blue background to the checkbox, dropdown or numeric field.
    - Bulk Mode - if you check this, then any change you make to a selected row in the grid below will be simultaneously made to all selected rows. The changes won't stick until you hit Apply Selected though.
    - Full Path Filter - type a partial file name, folder name or a combination of the two into this field, and the grid below will filter out any that don't match. Type 'Air' (without the

quotes) to see all file names with the word Air and any in a folder path containing the word Air. Matching is not case sensitive.

- Folder dropdown - all folders that contain at least one audio file will be present in this dropdown. You can select a folder from this hierarchical dropdown to filter out everything not in that folder. You can use this filter and the Full Path Filter at the same time if you want.
- X/Y clips selected. Total clips: Z - this status field will show you how many audio clips you have on this page (max of 200), how many are selected (you can only select from the current page), and the total number of clips in your project. If you are using a filter, it will tell you how many are filtered out.
- Page Control - here you select which page of 200 audio clips you are viewing and modifying. If you have less than 200, there will only be one page.
- Grid column header row
  - All / None buttons - click All to select all, None to deselect all.
  - Column Headers - Clip Name, Force Mono, etc. Click the column header to change the sorting order. You can sort by any column ascending or descending. A triangle on the column header indicates sort column and direction. Sorting is done by visible values, not original values.
- Grid rows - there is a row for each audio clip. You can change any field to a new value. Changed values show with a blue background to the checkbox, dropdown or numeric field. The Revert button for the row appears inactive if you haven't changed anything, and blue otherwise. You can click the Revert button for the row to revert the individual row values to their original values.
  - Note that some columns do not display anything unless you select a certain value for another column. This is identical to how the Unity Audio Importer window works.
  - When you change a value for a row, the row becomes selected and the Inspector pane will show the Audio Clip settings in case you want to preview the audio clip.

2. Summary

Make sure to check out our other top-notch plugins such as [Master Audio](#) & [Core GameKit](#). Thank you!

-All at Dark Tonic