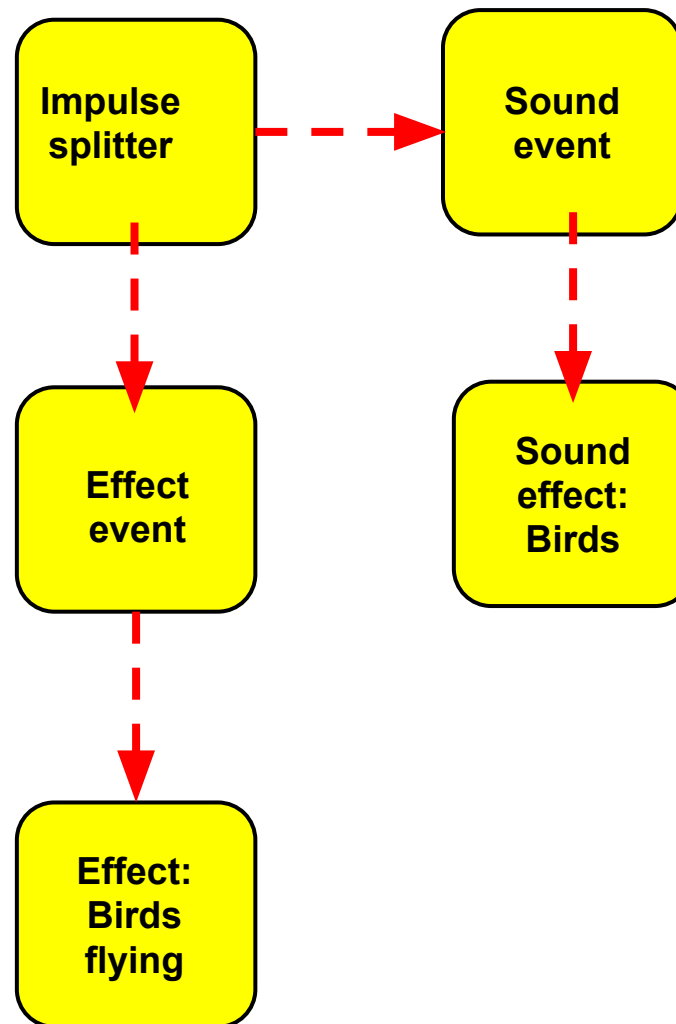


Link a trigger (area, hit, checkpoint target) to the Impulse splitter to trigger it.

Select events/filters in the impulse splitter settings and choose the effect event and the sound event. You can have up to 8 outputs from the impulse splitter.



Rocks!
↓
Barrybarfly