

Download Wwise 2017

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How to Download Wwise 2017: A Guide for Game Audio Developers

If you are a game audio developer, you probably have heard of Wwise, a powerful audio middleware that allows you to create immersive and interactive soundscapes for your games. Wwise is used by many AAA studios and indie developers alike, and it supports a wide range of platforms, engines, and formats. In this article, we will show you how to download Wwise 2017, one of the most popular versions of this software, and how to install it on your computer. We will also cover some of the features and benefits of using Wwise, as well as some tips on how to verify that it is working properly.

What is Wwise and why do you need it?

Wwise is a comprehensive audio solution that enables you to design, implement, and optimize your game audio in a flexible and efficient way. With Wwise, you can create complex sound behaviors, dynamic mixing, spatial audio, adaptive music, dialogue systems, sound effects, and more. You can also integrate Wwise with various game engines, such as Unity and Unreal Engine, using dedicated plug-ins and integrations. Wwise also provides you with a rich set of tools for debugging, profiling, and testing your audio performance and quality.

Wwise features and benefits

Some of the main features and benefits of using Wwise are:

- It allows you to create realistic and immersive sound environments using advanced spatial audio technologies, such as binaural rendering, ambisonics, ray tracing, occlusion, obstruction, reflection, reverb, diffraction, and more.
- It enables you to create adaptive music systems that respond to the game state and events using transitions, segments, stingers, switches, states, RTPCs, blend containers, music syncs, etc.
- It allows you to manage dialogue assets and logic using voice objects, dialogue events, lip syncs, subtitles, localization support, etc.
- It enables you to create dynamic sound effects using modulators, randomizers, containers, blend tracks, attenuations, filters, effects, buses, etc.
- It provides you with a powerful authoring tool that lets you design your sound project using a graphical user interface that supports drag-and-drop functionality, hierarchical organization, property editing, auditioning, etc.
- It provides you with a robust sound engine that handles the playback of your sound project on various platforms using low-level audio APIs or third-party libraries.
- It provides you with a comprehensive API that lets you communicate between your game code and your sound project using events, callbacks, queries, commands, etc.
- It provides you with a variety of tools for debugging, profiling, testing, monitoring, logging, capturing, analyzing your audio performance and quality using views such as Soundcaster Session View (SSV), Game Object Explorer (GOE), Voice Monitor (VM), Performance Monitor (PM), Capture Log (CL), etc.

Wwise system requirements and compatibility

To use Wwise 2017 on your computer or device, you need to meet the following system requirements

and compatibility: | Platform | Minimum Requirements | | --- | --- | | Windows | Windows 7 SP1 or later, 64-bit processor, 4 GB of RAM, 2 GB of disk space, DirectX 11 or later | | Mac OS | Mac OS X 10.9 or later, 64-bit processor, 4 GB of RAM, 2 GB of disk space | | Linux | Ubuntu 16.04 LTS or later, 64-bit processor, 4 GB of RAM, 2 GB of disk space | Wwise 2017 is compatible with the following game engines and platforms: | Game Engine | Supported Platforms | | --- | --- | | Unity | Windows, Mac OS, Linux, iOS, Android, WebGL, PS4, Xbox One, Switch, etc. | | Unreal Engine | Windows, Mac OS, Linux, iOS, Android, PS4, Xbox One, Switch, etc. | | Lumberyard | Windows | | CryEngine | Windows | | Stingray | Windows |

How to download Wwise 2017 from the Audiokinetic website

One way to download Wwise 2017 is to visit the Audiokinetic website and download the Audiokinetic Launcher. The Audiokinetic Launcher is a tool that allows you to download and install Wwise and its components on your computer. Here are the steps to follow:

Step 1: Download the Audiokinetic Launcher

Go to the [Audiokinetic website](#) and click on the Download button at the top right corner. You will be redirected to a page where you can choose your operating system (Windows, Mac OS, or Linux). Click on the Download button for your operating system and save the file on your computer. The file name should be something like AudiokineticLauncher_2023_1_0_x64.exe for Windows.

Step 2: Choose the Wwise version and platform

Run the Audiokinetic Launcher file and follow the instructions to install it on your computer. Once installed, launch the Audiokinetic Launcher and log in with your Audiokinetic account. If you don't have an account yet, you can create one for free by clicking on the Sign Up button. After logging in, you will see a list of available Wwise versions and platforms. Click on the Wwise tab and select the 2017 major version from the drop-down menu. You will see a list of minor versions for Wwise 2017. Choose the one you want to download and click on the Install button.

Step 3: Install Wwise and its components

The Audiokinetic Launcher will start downloading and installing Wwise and its components on your computer. You can choose which components you want to install by checking or unchecking the boxes next to them. Some of the components are mandatory, such as Wwise Authoring Tool and Wwise Sound Engine. Others are optional, such as Wwise SDKs, Wwise Plug-ins, Wwise Samples Projects, etc. You can also choose the installation path for Wwise by clicking on the Browse button. Once you have selected all the components you want to install, click on the Next button and wait for the installation to complete.

How to download Wwise 2017 from the Wwise Launcher

Another way to download Wwise 2017 is to use the Wwise Launcher. The Wwise Launcher is a tool that allows you to manage your Wwise projects and installations on your computer. You can use it to create new projects, open existing ones, update or uninstall Wwise versions and components, etc. Here are the steps to follow:

Step 1: Launch the Wwise Launcher and log in

If you have already installed Wwise using the Audiokinetic Launcher, you should have the Wwise

Launcher on your computer. You can find it in the Start menu or the Applications folder, depending on your operating system. Launch the Wwise Launcher and log in with your Audiokinetic account. If you don't have an account yet, you can create one for free by clicking on the Sign Up button.

Step 2: Go to the All tab and select the 2017 minor version

Once you are logged in, you will see a list of tabs at the top of the Wwise Launcher window. Click on the All tab to see all the available Wwise versions and platforms. You will see a list of major versions, such as 2016, 2017, 2018, etc. Click on the 2017 major version to expand it and see the minor versions, such as 2017.1, 2017.2, 2017.3, etc. Choose the minor version you want to download and click on the Download button.

Step 3: Choose the platform and components to install

The Wwise Launcher will start downloading and installing Wwise and its components on your computer. You can choose which platform you want to install by checking or unchecking the boxes next to them. Some of the platforms are mandatory, such as Windows, Mac OS, or Linux. Others are optional, such as iOS, Android, PS4, Xbox One, Switch, etc. You can also choose which components you want to install by checking or unchecking the boxes next to them. Some of the components are mandatory, such as Wwise Authoring Tool and Wwise Sound Engine. Others are optional, such as Wwise SDKs, Wwise Plug-ins, Wwise Samples Projects, etc. You can also choose the installation path for Wwise by clicking on the Browse button. Once you have selected all the platform and components you want to install, click on the Next button and wait for the installation to complete.

How to verify that Wwise 2017 is installed correctly

After installing Wwise 2017 on your computer, you may want to verify that it is working properly and that you can use it for your game audio projects. Here are some steps to follow:

Step 1: Open Wwise and check the version number

Open Wwise by double-clicking on its icon on your desktop or in your Start menu or Applications folder. You should see a splash screen with the Wwise logo and the version number. Make sure that the version number matches the one you downloaded and installed.

Step 2: Create a new project or open an existing one

After opening Wwise, you should see a dialog box that allows you to create a new project or open an existing one. You can also access this dialog box by clicking on File > New Project or File > Open Project in the menu bar. To create a new project, click on the New Project button and enter a name and a location for your project. To open an existing project, click on the Open Project button and browse to the folder where your project is stored.

Step 3: Test the sound engine and the authoring tool

Once you have created or opened a project, you should see the main window of Wwise with various views and panels. You can use these views and panels to design your sound project using different elements, such as sound objects, events, switches, states, RTPCs, etc. You can also use these views and panels to test your sound project using different tools, such as Soundcaster Session View (SSV), Game Object Explorer (GOE), Voice Monitor (VM), Performance Monitor (PM), Capture Log (CL), etc. To test your sound engine, you can use SSV or GOE to play back your sound objects and events

in real time or simulate game scenarios. To test your authoring tool, you can use VM or PM to monitor the voice activity and the CPU usage of your sound project. To test your authoring tool, you can also use CL to capture and analyze the audio output and the communication between your game and Wwise.

Conclusion and FAQs

In this article, we have shown you how to download Wwise 2017, a powerful audio middleware for game development, and how to install it on your computer. We have also covered some of the features and benefits of using Wwise, as well as some tips on how to verify that it is working properly. We hope that this article has been helpful and informative for you. If you have any questions or comments, please feel free to contact us or leave a comment below. Here are some FAQs that you may find useful:

- **Q: How can I update Wwise 2017 to a newer version?**
- A: You can use the Audiokinetic Launcher or the Wwise Launcher to update Wwise 2017 to a newer version. Just go to the Wwise tab and select the newer version you want to update to. You will see a list of components that can be updated. Choose the ones you want to update and click on the Update button.
- **Q: How can I uninstall Wwise 2017 from my computer?**
- A: You can use the Audiokinetic Launcher or the Wwise Launcher to uninstall Wwise 2017 from your computer. Just go to the Wwise tab and select the 2017 major version. You will see a list of minor versions that are installed on your computer. Choose the one you want to uninstall and click on the Uninstall button.
- **Q: How can I get help or support for Wwise 2017?**
- A: You can get help or support for Wwise 2017 by visiting the [Audiokinetic website](#) and accessing the resources section. There you will find documentation, tutorials, videos, forums, blogs, webinars, etc. that can help you learn more about Wwise and solve any issues you may encounter.
- **Q: How can I learn more about Wwise 2017 and its features?**
- A: You can learn more about Wwise 2017 and its features by visiting the [Wwise website](#) and exploring the product section. There you will find information about the features, benefits, integrations, platforms, etc. of Wwise. You can also download sample projects and demos that showcase some of the capabilities of Wwise.
- **Q: How can I get a license for Wwise 2017?**
- A: You can get a license for Wwise 2017 by visiting the [Audiokinetic website](#) and clicking on the Licensing button at the top right corner. You will be redirected to a page where you can choose your license type (commercial, educational, indie, etc.) and your payment method (credit card, PayPal, etc.). You will also need to provide some information about yourself and your project.

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