

Event	How it should work
Engine Full	<p><u>Better option:</u></p> <p>Based on forklifts speed (variable?): RPM parameter 1k-8k</p> <p>If throttle held down: load parameter 2000 (plays onload), if not held down: load parameter -2000 (plays offload)</p> <p>Damage parameter 0-100 based on damage in game.</p> <p><u>Alternative for speed:</u></p> <p>If throttle held down: RPM parameter changes immediately to 8k</p> <p>If throttle not held down: RPM parameter changes immediately to 1k</p> <p><i>The alternative option needs simple alteration in FMOD, so let me know if this is the one you'll end up using</i></p>
Forks_up	Forks up button held down: Play event (not looping!)
Forks_down	Forks down button held down: Play event (not looping!)
Forks_Impact_ShelfMetal	<p>When forks collide with metal material: Play event (not looping!)</p> <p><i>Event should be played at the impact location</i></p> <p><i>Would be optimal to change volume according to impact strength.</i></p>
WoodCrateBreak	<p>When a crate breaks on impact: Play Event</p> <p><i>Would be optimal if impact strength would determine parameter "ImpactStrenght" to be 1 if low, and 2 if high.</i></p> <p><i>Alternatively can use volume adjustment based on impact strength same as with metal impact sound.</i></p>
Clock_Card	Whatever logic in game for using the clock card machine, so e.g. when clicking on a mission: Play event (not looping!)

Conveyor_Belt	<p>Place to the location of the belt. Make sure it's on "auto play" so that it starts playing when level starts.</p> <p>I will see attenuation settings when I get to test it.</p>
WoodCrate_Normal_Impact	<p>When non-destructive collision with a crate: Play event.</p> <p><i>Again, either volume based on impact strength, or a parameter based on impact strength as with crate break.</i></p> <p><i>Should be triggered at the impact location</i></p>
Air_Conditioning	<p>Place to the location of Ventilation shafts /aircon, whatever it might be. Make sure it's autplayed when level starts. This will loop forever.</p> <p>I will see attenuation settings when I get to test it.</p>
Mouse_Click	<p>Play when clicking a menu item</p> <p><i>Currently I've added a woosh as a tail, which I think sounds nicer, but might be odd for menu changes like vsync on/off, key binds etc, so let's look at it later again.</i></p>
Mouse_Hover	<p>Play when hovering over a menu item</p>
Engine_2_Full	<p>Same as the other engine</p>
Forks_Up_Tail	<p>When let go of fork up button, play event.</p> <p>(will be a quick sound for tail, so it doesn't just end abruptly)</p>
Forks_Down_Tail	<p>When let go of fork up button, play event.</p> <p>(will be a quick sound for tail, so it doesn't just end abruptly)</p>
TimelsRunningOut	<p>Should Start playing exactly when level time reaches the last 25 seconds...</p>
Opening_Menu (under music)	<p>Start playing when in menu (parameter "in menu" 1=yes 0=no)</p>