GMWwise Manual

A Guide on how to integrate and use GMWwise

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# Overview

The purpose of this document is to introduce GMWwise, describe its usage, and help you understand how to integrate it with an existing GameMaker: Studio project, as well as how to use it.

GMWwise is a DLL that, along with a suite of GameMaker scripts, will allow you to integrate Wwise audio banks with your project. It was originally created by Cédric Liaudet.

GMWwise currently supports version **2014.1.5** of Wwise.

# Integration

The integration of GMWwise into your project, existing or new, is a relatively simple process. Please follow the steps listed below.

1. Create or open your GameMaker: Studio project.
2. Navigate to the **Files** folder of the GMWwise download.
3. Click and drag **GMWwise.gml** into the **Scripts** section of your project’s resource tree.
4. Click and drag **GMWwise\_profile.gml** into the **Included Files** section of your project’s resource tree.
5. Click and drag **GMWwise.dll** into the **Included Files** section of your project’s resource tree.
6. Create a group within the **Included Files** section and call it ‘banks’.

At this point, you’re ready to start working with GMWwise! Continue on to the next section to learn how all of this works.

# Tutorial

This section of the manual will teach you how to start building code that will allow you to start setting up, playing, and profiling audio. Please note that many of the concepts covered in this tutorial are demonstrated in the Sample Project that came as part of this download. This tutorial will reference specific code segments from within the Sample Project, so you may want to have it open as you follow these steps.

This tutorial will be divided into a number of subsections for your convenience, each one covering a specific aspect of GMWwise.

**Important:** In order to follow this tutorial, you will want to use the banks provided with the Sample Project, or a bank that you personally have created using a supported version of Wwise.

## Adding a Bank

Using either the provided banks from the Sample Project, or your own banks, perform the following steps for each bank:

1. Navigate to the desired bank file.
2. Click and drag the bank into the **‘banks’** group in your **Included Files**.

Make sure that you have included the Initialization bank when doing this.

## Creating a Sound Controller

The first thing that we are going to do is create a Controller object that will be responsible for initializing, running, and tearing down the GMWwise engine. These concepts can be found in **objSoundController** within the Sample Project.

1. Create an object and name it **objSoundController** (Or whatever you like!).
2. Copy the code from the Sample Project’s **Create Event.**

This code initializes the GMWwise engine. When copying the code over, ensure that the line:

gmwSetBasePath(“banks/”);

Corresponds to the group that you have created in the root of your Included Files. Do the same for the banks initialized within the Create Event.

1. Copy the code from the Sample Project’s **Destroy Event.**

This code tears down the GMWwise engine and unloads all banks from memory.

1. Copy the code from the Sample Project’s **Step Event.**

This code process the GMWwise engine for each frame of the game.

1. Ensure that **objSoundController** is a persistent object, and then add it to the starting room of your game.

## Defining AND POSTING Events

In this tutorial, we will be defining events in order to show you how to work with GMWwise.

**Important:** This tutorial will not cover other Wwise concepts such as Triggers and States. It is assumed that you, or a team member, is familiar enough with Wwise to understand how the other available components work. The process is generally the same as how Events work.

1. In the Create Event of **objSoundController** (or wherever you see fit), define an event in the following way:

global.SFX\_