**CODE GENERAL UNITY & C#**

TO GET THE PARAMETERS VALUES

//Variable ;to store vehicle location so as to calculate velocity

Private Vector3 whereItWas;

//calculate how fast the vehicle is moving

Public float VehicleVelocity = 0.0f;

🡪 in Update

// Calculate the velocity using transform

VehicleVelocity = ((transform.position – whereItWas).magnitude) /Time.deltaTime;

// Update vehicle position for next velocity calculation

whereItWas = transform.position

TO INTEGRATE THE PARAMETERS

//declare what kind of datatype

GameObject vehicle

//variable for velocity

Float hitVelocity;

Void Start()

{ vehicle = GameObject.Find(“Vehicle”);}

Void OnTriggerEvent()

{ //accessing the Playercontroller script

PlayerContoller playerController = vehicle.GetComponent<PlayerController>();

// apply vehicle velocity to hitVelocity for FMOD parameter modulation

hitVelocity = playerController.VehicleVelocity;

// display in console

print (hitVelocity);

// access FMOD Event Emitter to play the SFX

var emitter = GetComponent<FMODUnity.StudioEventEmitter>();

**var**is a keyword, it is used to declare an implicit type variable, that specifies the type of a variable based on **initial value**.

// apply velocity value to impact param and send to FMOD event

emitter.SetParameter (“impact”, hitVeloicity);

}