script AMBIANCE\_CHANGE\_TRIGGER (cfr parameter) // attach to a triggerObject

using System.collections;

using System.Collections.Generic;

using UnityEngine

public class AmbienceChangeTrigger : MonoBehaviour

{

[Header(”Parameter Change”) ]

[SerializeField] private string parameterName // so you can set the name and values in the Unity inspector UI

[SerializeField] private float parameterValue

// player is tagged with player tag ; you can do the same for the kart

Pr ivate void OnTriggerEnter2D(Collider2D collider)

{

If (collider.tag.Equals(“Player))

{

AudioManager.instance.SetAmbienceParameter(parameterName, parameterValue)

}

}

}

script Music AREA (cfr parameter) // just a scripty doesn’t need to be linked to an object is just a struct /information

using System.collections;

using System.Collections.Generic;

using UnityEngine

public enum MusicArea

{

GRAY\_AREA = 0,

BLUE\_AREA = 1

}

script VolumeControl/slider

using System.collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class VolumeSlider : Monobehaviour

{

Private enum VolumeType {

MASTER,

MUSIC,

SFX,

AMBIENCE

}

}

script MusicChangeTrigger (cfr parameter) // attach this to a trigger object

using System.collections;

using System.Collections.Generic;

using UnityEngine

public class MusicChangeTrigger : MonoBehaviour

{

[Header(”Area”) ]

[SerializeField] private MusicArea area // MusicArea = the enum and area is the parameter name/vale ; choose in the UI the Label you want

// player is tagged with player tag ; you can do the same for the kart

Private void OnTriggerEnter2D(Collider2D collider)

{

If (collider.tag.Equals(“Player))

{

AudioManager.instance.SetMusicArea(MusicArea, area);

}

}

}