FMOD EVENT MANAGER (also make it a singleton class)

using System.collections;

using System.Collections.Generic;

using UnityEngine;

using FMODUnity;

public class FMODEvents : MonoBehaviour

{

[Field: Header(“Coin SFX”)]

[Field: SerializeField] public EventReference collectCoinSound {get; private set;}

[Field: SerializeField] public EventReference coinIdleSound {get; private set;}

[Field: Header(“Player SFX”)]

[Field: SerializeField] public EventReference playerFootstepsSound {get; private set;}

[Field: Header(“Ambience”)]

[Field: SerializeField] public EventReference ambienceSound{get; private set;}

[Field: Header(“Music”)]

[Field: SerializeField] public EventReference musicSound {get; private set;}

public static FMODEvents instance { get; private set;}

private void Awake()

{

if (instance !=null)

{

Debug.LogError (“Found more than one Event Manager in the scene.”);

}

instance = this;

}

}