ADDING FMOD COMPNENT IN UNITY TO AN EXISTING GAMEOBJECT

* [**FMOD Studio Event Emitter**](https://www.fmod.com/docs/2.02/unity/game-components.html#studio-event-emitter) - plays and stops an event or snapshot(🡪 use snapshot to create reverb zones + colliders).
* [**FMOD Studio Parameter Trigger**](https://www.fmod.com/docs/2.02/unity/game-components.html#studio-parameter-trigger) - sets a parameter value on an FMOD Studio Event Emitter.
* [**FMOD Studio Global Parameter Trigger**](https://www.fmod.com/docs/2.02/unity/game-components.html#global-parameter-trigger) - sets a global parameter value.
* [**FMOD Studio Bank Loader**](https://www.fmod.com/docs/2.02/unity/game-components.html#studio-bank-loader) - loads and unloads .bank files.

REVERB ZONES

1. **Drag a snapshot** from the FMOD Event Browser into the Scene window. This creates a new Game Object with an FMOD Studio Event Emitter component that activates the snapshot.
2. On the FMOD Studio Event Emitter, set the Play Event to **Trigger Enter**, the Stop Event to Trigger Exit, and the **Collision Tag to Player**.
3. **Add a collider** component (e.g. Box Collider) to the Game Object**, enable Is** **Trigger** and set the desired size and position.
4. Whenever the player touches the collider, the snapshot will be activated, altering the soundscape.

### [Events](https://www.fmod.com/docs/2.02/unity/api.html#events)

Use the [**EventReference**](https://www.fmod.com/docs/2.02/unity/api-common.html#eventreference) type to hold a reference to an Event.

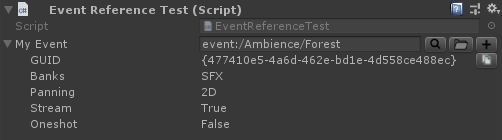
**public** **class** **EventReferenceTest** : MonoBehaviour

{

**public** FMODUnity.EventReference MyEvent;

}

You will be presented with this UI:



[Banks](https://www.fmod.com/docs/2.02/unity/api.html#banks)

Use the attribute "[FMODUnity.BankRef]" on any string property you are using to hold the path of a Bank.

**public** **class** **BankRefTest** : MonoBehaviour

{

[FMODUnity.BankRef]

**public** string MyBank1;

}

You will be presented with this UI:

Event Reference

The following functions are available through the RuntimeManager by using:

FMODUnity.RuntimeManager

**Properties:**

* [**CoreSystem**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#coresystem) Gives you direct access to the FMOD Core System.
* [**StudioSystem**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#studiosystem) Gives you direct access to the FMOD Studio System.
* [**IsInitialized**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#isinitialized) Returns true if the RuntimeManager is initialized and valid.
* [**IsMuted**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#ismuted) Returns true if audio has been muted.
* [**HaveAllBanksLoaded**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#haveallbanksloaded) Checks if all bank loads are complete.
* [**HaveMasterBanksLoaded**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#havemasterbanksloaded) Checks if all the master banks have been loaded.

**Methods:**

* [**CreateInstance**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#createinstance) Create a new FMOD::Studio::EventInstance.
* [**PlayOneShot**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#playoneshot) Fire and forget an Event at the given location.
* [**PlayOneShotAttached**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#playoneshotattached) Fire and forget an Event that follows the given GameObject.
* [**AttachInstanceToGameObject**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#attachinstancetogameobject) The given instance will have it's 3D attributes update to match the GameObject Transform and Rigidbody velocity every frame.
* [**DetachInstanceFromGameObject**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#detachinstancefromgameobject) The given instance will no longer track any game objects.
* [**PathToGUID**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#pathtoguid) Return the GUID associated with a path from the strings bank.
* [**PathToEventReference**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#pathtoeventreference) Create an EventReference for the given path by looking up the GUID in the strings bank.
* [**GetEventDescription**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#geteventdescription) This will return the FMOD::Studio::EventDescription for the given event.
* [**PauseAllEvents**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#pauseallevents) Set the pause state on all FMOD Studio Events to the given value.
* [**MuteAllEvents**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#muteallevents) Set the mute state on all FMOD Studio Events to the given value.
* [**GetBus**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#getbus) Lookup the given bus. The path must start with "bus:/".
* [**GetVCA**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#getvca) Lookup the given VCA. The path must start with "vca:/".
* [**LoadBank**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#loadbank) Load a Bank. If the bank is already loaded, increment its ref count.
* [**UnloadBank**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#unloadbank) Decrement the ref count of the bank, unload the bank if the ref count reaches zero.
* [**AnyBankLoading**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#anybankloading) Deprecated. Use AnySampleDataLoading instead.
* [**AnySampleDataLoading**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#anysampledataloading) Returns true if any asynchronous sample loading triggered by the completion of LoadBank is still active.
* [**WaitForAllLoads**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#waitforallloads) Deprecated. Use WaitForAllSampleLoading instead.
* [**WaitForAllSampleLoading**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#waitforallsampleloading) Block the current thread until all asynchronous sample loading is complete.
* [**HasBankLoaded**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#hasbankloaded) Checks if a specified bank has been loaded.
* [**SetListenerLocation**](https://www.fmod.com/docs/2.02/unity/api-runtimemanager.html#setlistenerlocation) Sets the listener's transform properties to that of another object.