FOOTSTEPS LOOP FMOD

**Implement footsteps without animations in Unity**

We can also implement footsteps without animation clips for movements. In theory, we create a timer that plays a footstep sound when the player moves at a specific time we choose.

In practice, we declare the PlayerController, create a float variable for the timer and a float variable for the repetition rate of the footsteps:

private PlayerController playerController;

float timer = 0.0f;

[SerializeField]

float footstepSpeed = 0.3f;

In Unitys Awake() method, we access the PlayerController:

private void Awake()

{

playerController = GetComponentInParent<PlayerController>();

}

We then use the Update() method to check whether the player is moving and standing on the floor. We add the timer with Time.deltaTime. At the same time we check if the timer has reached our fixed footstepSpeed variable, play a footstep sound and reset the timer:

private void Update()

{

DetermineTerrain();

if (playerController.IsWalking && playerController.IsGrounded)

{

if (timer > footstepSpeed)

{

SelectAndPlayFootstep();

timer = 0.0f;

}

timer += Time.deltaTime;

}

}

If we want to play the footsteps faster, we can change the footstepSpeed variable and make it smaller. In the PlayerController the boolean variables **IsWalking** and **IsGrounded** have already been pre-programmed. Ask your developer if he can help you. You’re also welcome to use the implementation in the PlayerController example .