using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class SimpleStep : MonoBehaviour

{

public FMODUnity.EventReference FootStepsEventRef;

FMOD.Studio.EventInstance FootstepsInstance;

public FMODUnity.EventReference LandingEventRef;

FMOD.Studio.EventInstance LandingInstance;

RaycastHit hit;

public int SurfaceValue;

[SerializeField]

private LayerMask \_surfacesLM;

[SerializeField]

private float distance;

[SerializeField]

public Transform \_rayOrigin;

public void PlayLanding()

{

LandingInstance = FMODUnity.RuntimeManager.CreateInstance(LandingEventRef);

LandingInstance.start();

LandingInstance.release();

}

public void PlayFootsteps()

{

FootstepsInstance = FMODUnity.RuntimeManager.CreateInstance(FootStepsEventRef);

FootstepsInstance.start();

FootstepsInstance.release();

}

public void SurfaceCheck()

{

if (Physics.Raycast(\_rayOrigin.position, Vector3.down, out hit))

{

SurfaceValue = hit.collider.tag switch

{

"Stone" => 0,

"Water" => 1,

"Gravel" => 2,

"Wood" => 3,

\_ => 0,

};

}

}

// Update is called once per frame

public void Update()

{

SurfaceCheck();

FootstepsInstance.set3DAttributes(FMODUnity.RuntimeUtils.To3DAttributes(\_rayOrigin));

FootstepsInstance.setParameterByName("Terrain", SurfaceValue);

LandingInstance.set3DAttributes(FMODUnity.RuntimeUtils.To3DAttributes(\_rayOrigin));

LandingInstance.setParameterByName("Terrain", SurfaceValue);

Debug.Log(SurfaceValue);

}

}