**SET PARAM BY NAME LOCAL**

using UnityEngine;

public class ParametersSetByName : MonoBehaviour

{

FMOD.Studio.EventInstance Ambience;

private void Start()

{

Ambience = FMODUnity.RuntimeManager.CreateInstance("event:/Ambience");

Ambience.start();

}

private void OnTriggerEnter(Collider other)

{

if (other.name == "FPSController")

Ambience.setParameterByName("Ambience Fade", 1f);

}

private void OnTriggerExit(Collider other)

{

if (other.name == "FPSController")

Ambience.setParameterByName("Ambience Fade", 0f);

}

}

**SET PARAM BY ID LOCAL**

using UnityEngine;

public class ParametersSetByID : MonoBehaviour

{

FMOD.Studio.EventInstance Ambience;

FMOD.Studio.EventDescription AmbienceDescription;

FMOD.Studio.PARAMETER\_DESCRIPTION pd;

FMOD.Studio.PARAMETER\_ID pID;

private void Start()

{

Ambience = FMODUnity.RuntimeManager.CreateInstance("event:/Ambience");

Ambience.start();

AmbienceDescription = FMODUnity.RuntimeManager.GetEventDescription("event:/Ambience");

AmbienceDescription.getParameterDescriptionByName("Ambience Fade", out pd);

pID = pd.id;

}

private void OnTriggerEnter(Collider other)

{

if (other.name == "FPSController")

Ambience.setParameterByID(pID, 1f);

}

private void OnTriggerExit(Collider other)

{

if (other.name == "FPSController")

Ambience.setParameterByID(pID, 0f);

}

}

PARAMETER\_DESCRIPTION 🡪 use this variable (=pd) (must set value) to find out info about your event ( like how many instances , how long it’s been playing…. Any data you want) 🡪 we will use it to find out one piece of info AmbienceDescription

GetEventDescription 🡪 is a function to get the desired info

getParameterDescriptionByName abd feed it 2 arguments ( “string name param”, output data into pd variable)

**SET PARAM BY NAME GLOBAL**

using UnityEngine;

public class GlobalParameterSetByName : MonoBehaviour

{

FMOD.Studio.EventInstance Ambience;

private void Start()

{

Ambience = FMODUnity.RuntimeManager.CreateInstance("event:/Ambience");

Ambience.start();

}

private void OnTriggerEnter(Collider other)

{

if (other.name == "FPSController")

FMODUnity.RuntimeManager.StudioSystem.setParameterByName("Ambience Fade", 1f);

}

private void OnTriggerExit(Collider other)

{

if (other.name == "FPSController")

FMODUnity.RuntimeManager.StudioSystem.setParameterByName("Ambience Fade", 0f);

}

}

**SET PARAM BY ID GLOBAL**

using UnityEngine;

public class GlobalParameterSetByID : MonoBehaviour

{

FMOD.Studio.EventInstance Ambience;

FMOD.Studio.PARAMETER\_DESCRIPTION pd;

FMOD.Studio.PARAMETER\_ID pID;

private void Start()

{

Ambience = FMODUnity.RuntimeManager.CreateInstance("event:/Ambience");

Ambience.start();

FMODUnity.RuntimeManager.StudioSystem.getParameterDescriptionByName("Ambience Fade", out pd);

pID = pd.id;

}

private void OnTriggerEnter(Collider other)

{

if (other.name == "FPSController")

FMODUnity.RuntimeManager.StudioSystem.setParameterByID(pID, 1f);

}

private void OnTriggerExit(Collider other)

{

if (other.name == "FPSController")

FMODUnity.RuntimeManager.StudioSystem.setParameterByID(pID, 0f);

}

}