Spine2FMOD - How to setup

Step 1

Download and Integrate the latest Spine Runtime for Unity here:
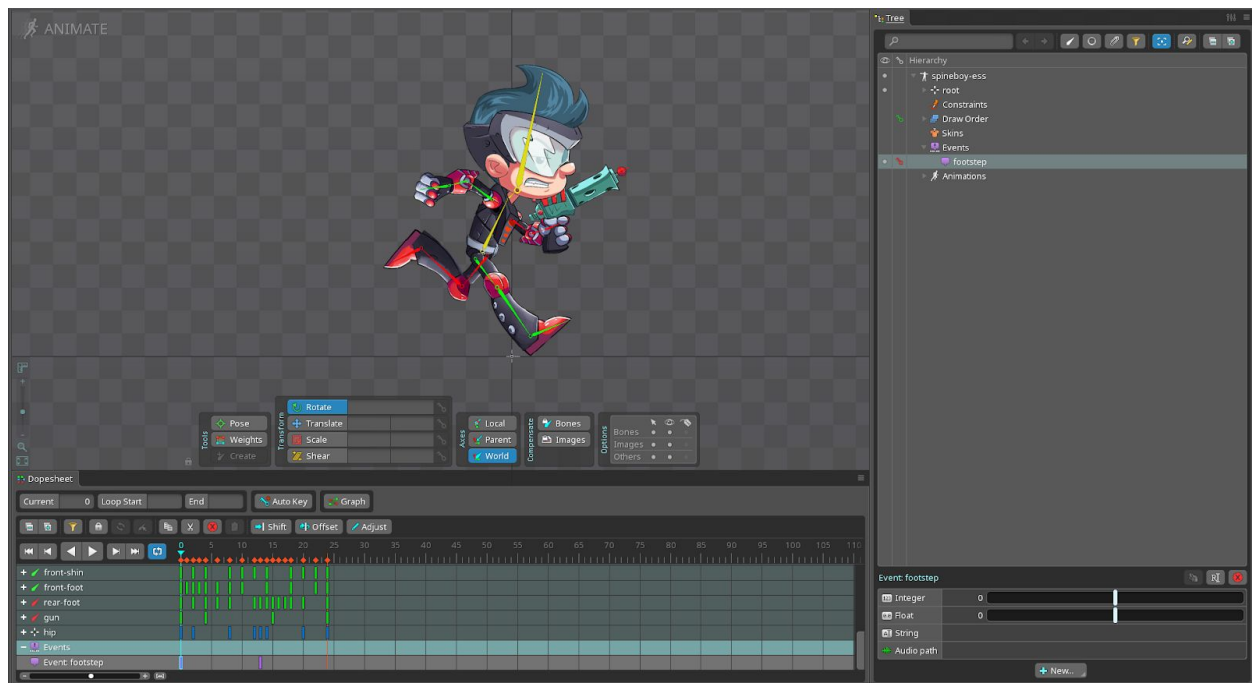
http://esotericsoftware.com/spine-runtimes

Step 2

Download and Integrate the latest FMOD-Unity Integration here:
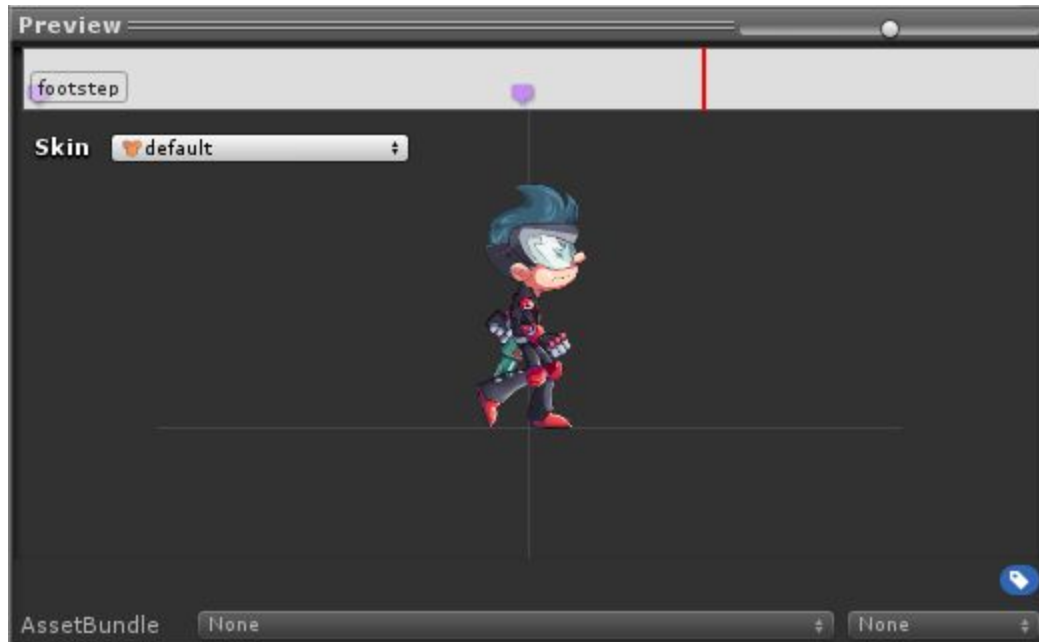
 https://www.fmod.com/unity

Step 3

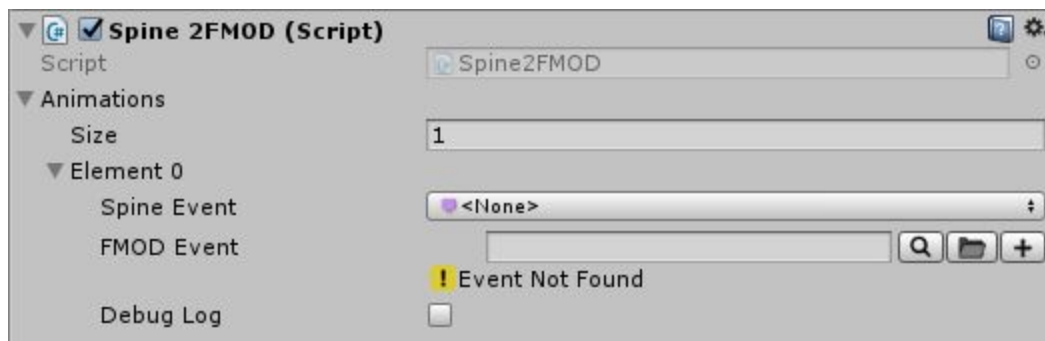Add events in your Spine project.

Step 4

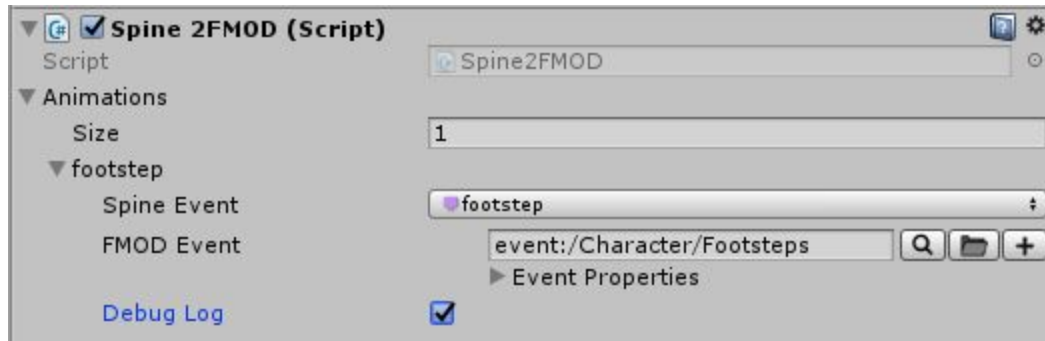Make sure to have events in your Spine animation export in unity.

Step 5

Add the Spine2FMOD script as component to your spine game object and use size to choose your animations number.

Step 6

Choose the Spine event and the Fmod event you want to synchronize.

Select debug log to print your event name in the console.