

Audio plays when the Player enters a trigger

This behavior, once the player walks inside the trigger, will play an audio file just before the player is fully inside the tunnel as an indication that they went the wrong way.

<https://streamable.com/btcdk>

- 1) To begin, place some basic objects for the player to walk around on, then add the player controls (for this demo I simply used a preset FPS controller).
- 2) Create a cube and place it on a section of the floor, on the above demo I placed it at the start of a tunnel that teleports the player. Turn off the Mesh Renderer in the object's properties, and tick "Is Trigger" in the box collider.
- 3) When adding the audio file into the scene, make sure that "Play on Awake" in the file's inspector is unticked as it will be the default option for every new AudioSource. This will prevent the audio from playing until it has been instructed by the trigger command.
- 4) Add a new script to the cube (The behavior needs only the default three namespaces)

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class triggerwrongaudio : MonoBehaviour {

    public AudioSource wrongaudio;

    public void OnTriggerEnter(Collider other)
    {
        if (other.CompareTag("Player"))
            wrongaudio.Play();
    }
}
```

4) This behaviour only requires one AudioSource for it to function. For this example, I have called it "wrongaudio".

5) Create an OnTriggerEnter event, "void OnTriggerEnter (Collider other)".

6) Inside the OnTriggerEnter event, create the if statement, " if (other.gameObject.tag == "Player")". This will make the trigger only activate if the object that passes through has the tag "Player", which needs to be assigned in the player model's properties.

7) Inside the if statement, type `wrongaudio.Play();`. This will read the defined `AudioSource` and play it once the player has entered the trigger.

