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

public class EnableObjectSelect : MonoBehaviour
{
	bool inRange;
	public float rotSpeed;
	bool played;

	float panX, panY;
	Vector3 baseRot;

	public Camera evidenceCam;
	public AudioSource audioSource;
	Camera playerCam;

	// Use this for initialization
	void Start ()
	{

		playerCam = GameObject.FindGameObjectWithTag
		("PlayerCamera").GetComponent<Camera> ();
		evidenceCam.enabled = false;

		baseRot = transform.eulerAngles;

		panX = transform.eulerAngles.y;
		panY = transform.eulerAngles.x;

		played = false;

	}

	// Update is called once per frame
	void Update ()
	{

		if (inRange && Input.GetKeyDown (KeyCode.KeypadEnter)) {
			print ("Interacting With Things");
		}

		if (inRange) {

			if (Input.GetKey (KeyCode.Space))
			{
				evidenceCam.enabled = true;
				playerCam.enabled = false;

				if (gameObject.tag == "evidence") {

					transform.eulerAngles = new Vector3 (panY, panX,
					0);

					float rotX = Input.GetAxis ("Mouse X");
					float rotY = Input.GetAxis ("Mouse Y");

					panX += rotX * rotSpeed;
					panY -= rotY * rotSpeed;

				} else {
					if (gameObject.tag == "corpse" && played == false)
```

```
                                {
                                        audioSource.Play ();
                                        played = true;
                                }

                        }

                } else {
                        playerCam.enabled = true;
                        evidenceCam.enabled = false;

                        if (gameObject.tag == "evidence") {

                                transform.eulerAngles = baseRot;

                                panX = transform.eulerAngles.y;
                                panY = transform.eulerAngles.x;
                        }
                }

        } else {
                if (evidenceCam.enabled) {

                        playerCam.enabled = true;
                        evidenceCam.enabled = false;

                        if (gameObject.tag == "evidence") {

                                transform.eulerAngles = baseRot;

                                panX = transform.eulerAngles.y;
                                panY = transform.eulerAngles.x;
                        }
                }
        }
    }

    void OnTriggerStay (Collider other)
    {

        if (other.gameObject.tag == "Player") {
                inRange = true;
        }
    }

    void OnTriggerExit (Collider other)
    {
        print ("Leave");
        inRange = false;
        played = false;
    }
}
```

What It Does:

Building on our previous tutorial, this tutorial will show you how to add a second tag check to the if statements and how to play sounds on the event that the object is tagged “corpse”.

How It Does It:

- First we need to set some variables at the top of the script. These variables need to be a public AudioSource that we will call audioSource and a bool called played.
- In void Start() we need to set played to false as we have not played the sound file yet.
- In our previous script we need to player an else statement nestled between lines 65 and 67 (the end of the rotation if statement ending rotY * rotSpeed; and the beginning of the else statement that sets the camera to the player cam if the player becomes out of range starting else{ playerCam.enabled = true;).
- The else statement will check if the tag is “corpse” instead of “evidence” and whether “played” is true. If the (gameObject.tag == “corpse” && played == false) then we set the audioSource.Play (); this will play the attached audio file. We also will set played = true so that the player must leave the object’s inRange and return to activate the sound again.
- Finally on our OnTriggerExit we set played = false. This will make sure that when the player is not inRange they can return to being inRange of the “corpse” tagged object to activate the audio file again.