We are working with version **2.00.10**

Download link -> <https://www.fmod.com/download>

Stuff to remember:

1. Select **edit** → **Preferences** → **Build**Then set the Bank directory to the **FMOD\_banks** folder in the my\_ASSETS folder.
2. Remember to add any events to the master bank (right click event, add to bank)
3. **F7** for rebuilding the banks.
4. \*\*more might be added later.\*\*

I suggest we add/make fmod bank changes on content branches (example: **c\_newJumpSound**) so they can be merged into the project.