*Stuff learned from Ronny at the game audio workshop on 29/10/2020*

**Gitignore**

<https://qa.fmod.com/t/fmod-tip-gitignore-for-the-fmod-integration-in-unity-fmod-unity-gitignore/16283>

For when we don’t have the FMOD project in the Unity folder and only have the banks in the Unity project

**Where to keep the project**

Don’t put your whole FMOD project in your Unity project folder

Host the FMOD project on the sound designers computer

The banks should be inside the Unity folder (make a folder outside the Assets root folder, make it in the main directory and keep the banks there, call it FMOD\_Build, the audio data in the bank will be compressed)

The FMOD project should be outside Unity folder

You can safely delete the built banks that are in the Unity folder as they are not the original sound files

*I need to update the gitignore file, and make it update the pushed stuff*

**Emitters**

Emitters can play and stop different events from the bank (you can choose options for when it starts and stops, like when the object starts or is destroyed)

To access events(aka a sound) from a script: [EventRef] public string eventPath;  
To play the sound: RuntimeManager.PlayOneShit(eventPath, Vector3 position);  
Set the index of event (to choose a sound from within the event): FMOD Studio Parameter Trigger can be used for this, like if different footsteps are needed for different materials

Main Camera needs an FMOD Listener to hear FMOD sounds

**Pipeline**

Make a soundlist document that lists out all the indies for the sounds in the FMOD project (or more precisely the indices that the sounds have in the events)

Use placeholder sounds

You can make banks to hold differnet kinds of sounds (like ambiance, background music, weapons, level 1, level 2, etc.)

For a small project just use master bank (Banks contains events, which contain assets and effects attributed to them)

In unity open FMOD Studio Settings (in FMOD > Edit Settings) and choose “Single Platform Build” and choose the folder