# GKC - External Audio Systems Integration

- If the user will only use Unity's default audio system, no more steps are required.

- If the user wants to use an external audio system, let's take the included Wwise integration as an example:
  (Note: The audio integration system can be extended with implementations for other external audio systems - you can use the included WwiseExternalAudioPlayer.cs as a code example)

- Import to your project the external audio system you want to use (in this case, Wwise)

- Recommended: Create a prefab variant of [Player And Game Management] prefab.
 Save this prefab variant somewhere outside the "Assets\Game Kit Controller" folder.

  This is so you can change stuff on the prefab variant without affecting the original prefab from GKC. Also, any prefab updates from future versions of GKC will be reflected on your new prefab variant, without overwriting your custom changes, whenever you update GKC to a newer version.
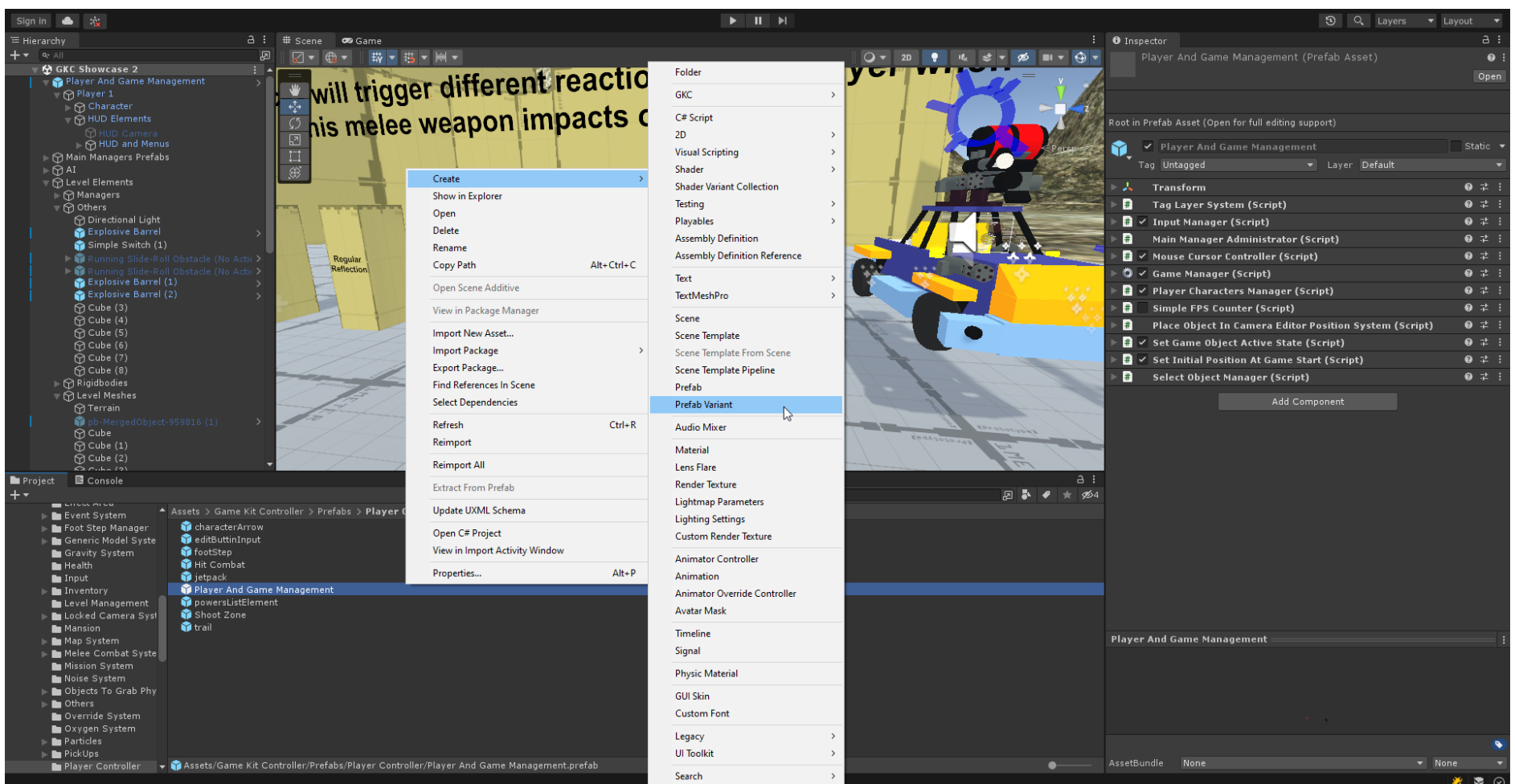
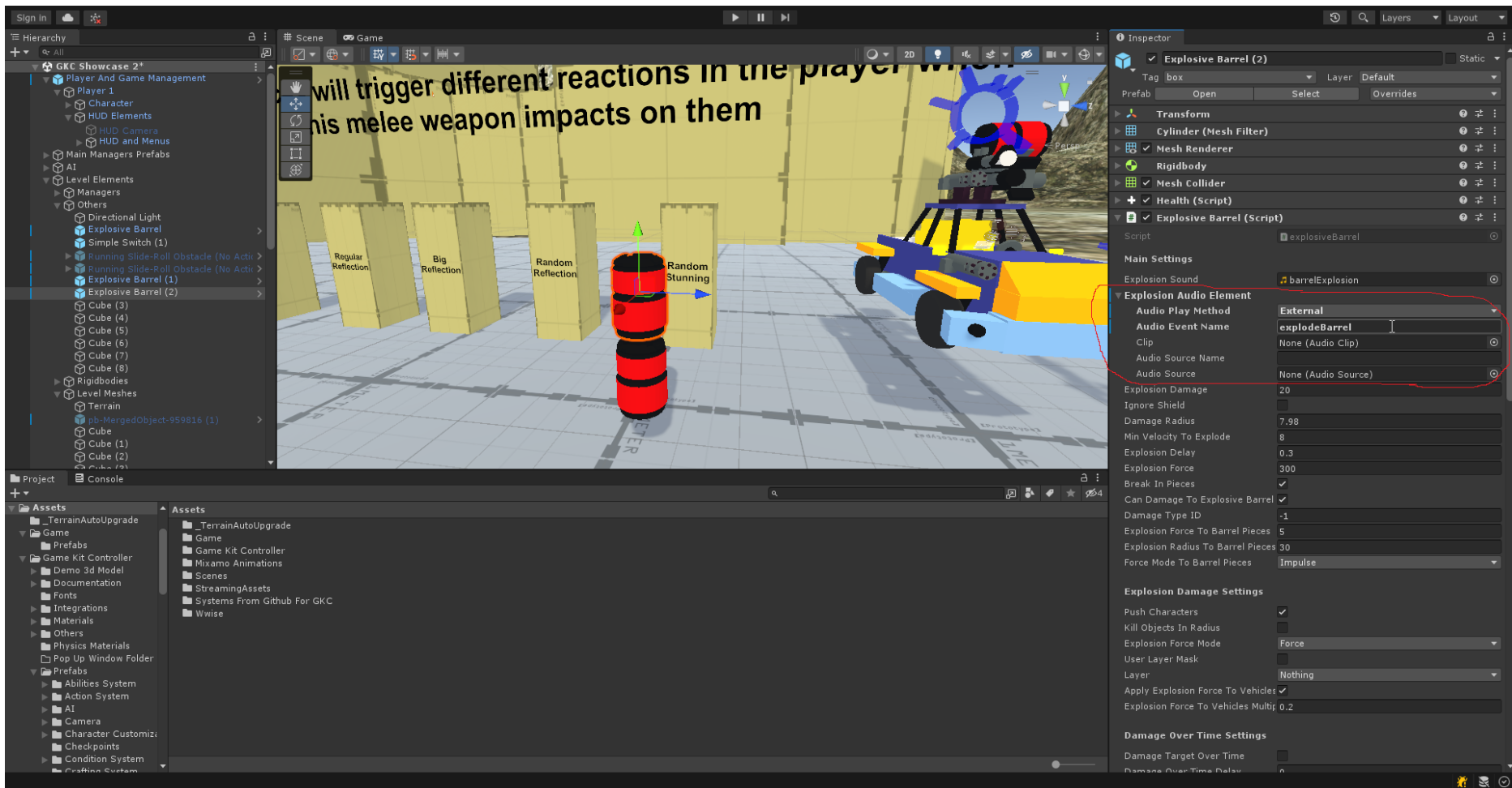- In [Player And Game Management] prefab variant, add the Audio Manager script.
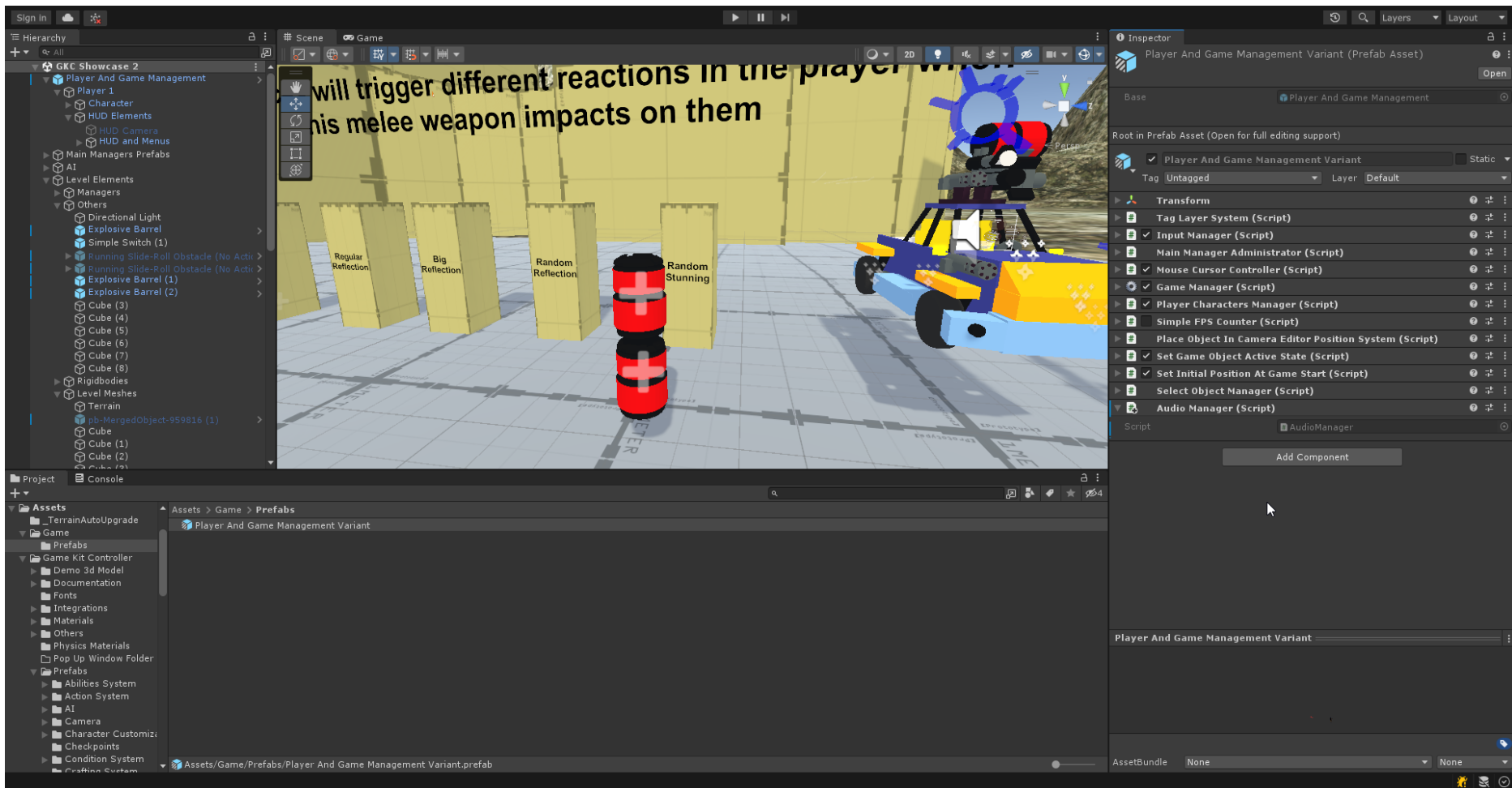
- The Wwise integration script is wrapped by a preprocessor directive (#if GAME_KIT_CONTROLLER_USE_WWISE), so you need to add this directive in Project Settings -> Player Settings -> Scripting Define Symbols.
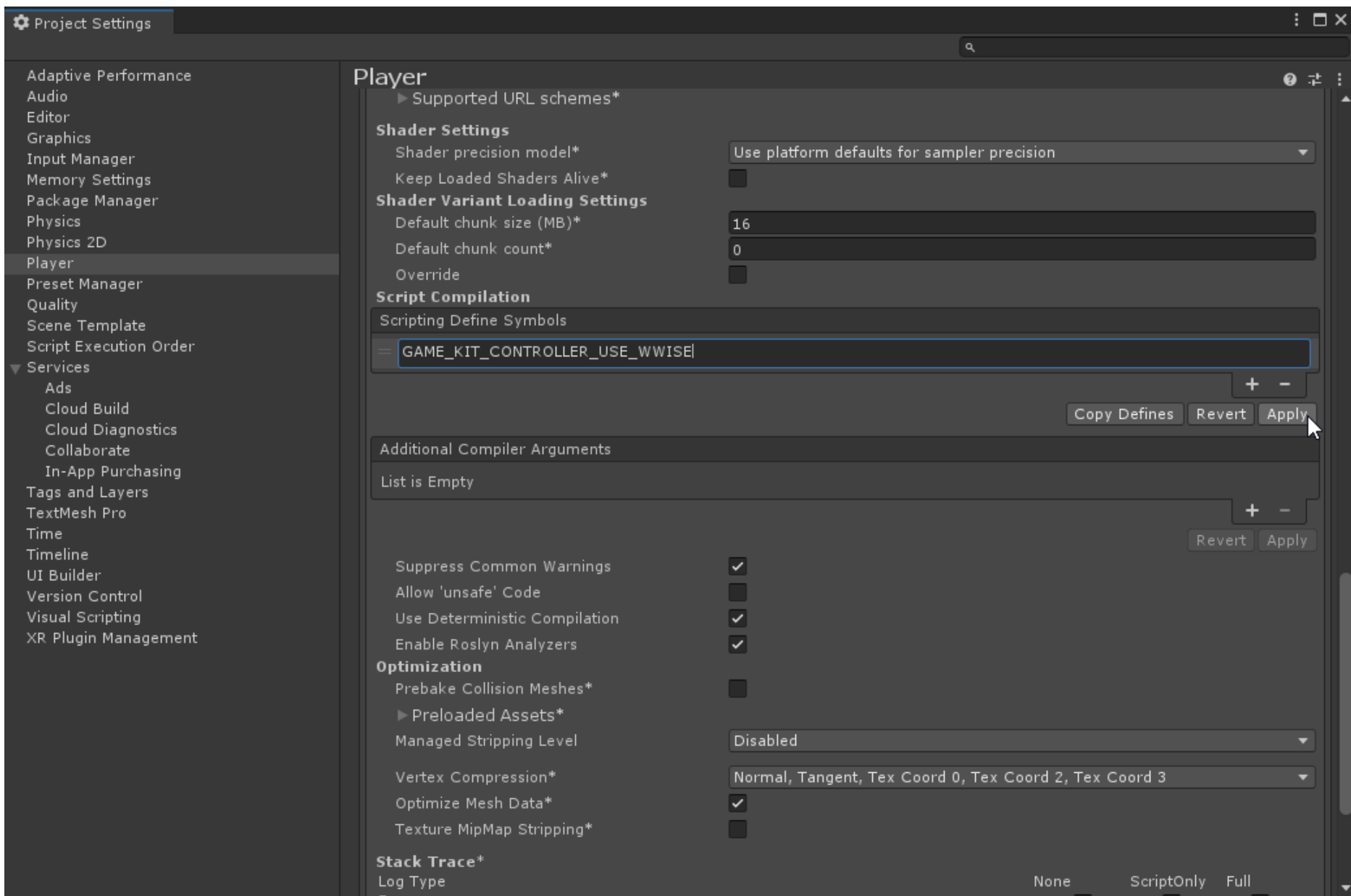
- In [Player And Game Management] prefab variant, add the ExternalAudioPlayer implementation you want to use (in this case, WwiseExternalAudioPlayer).

- IMPORTANT: Don't add multiple ExternalAudioPlayer implementations to the prefab, or else the audio integration system won't work.
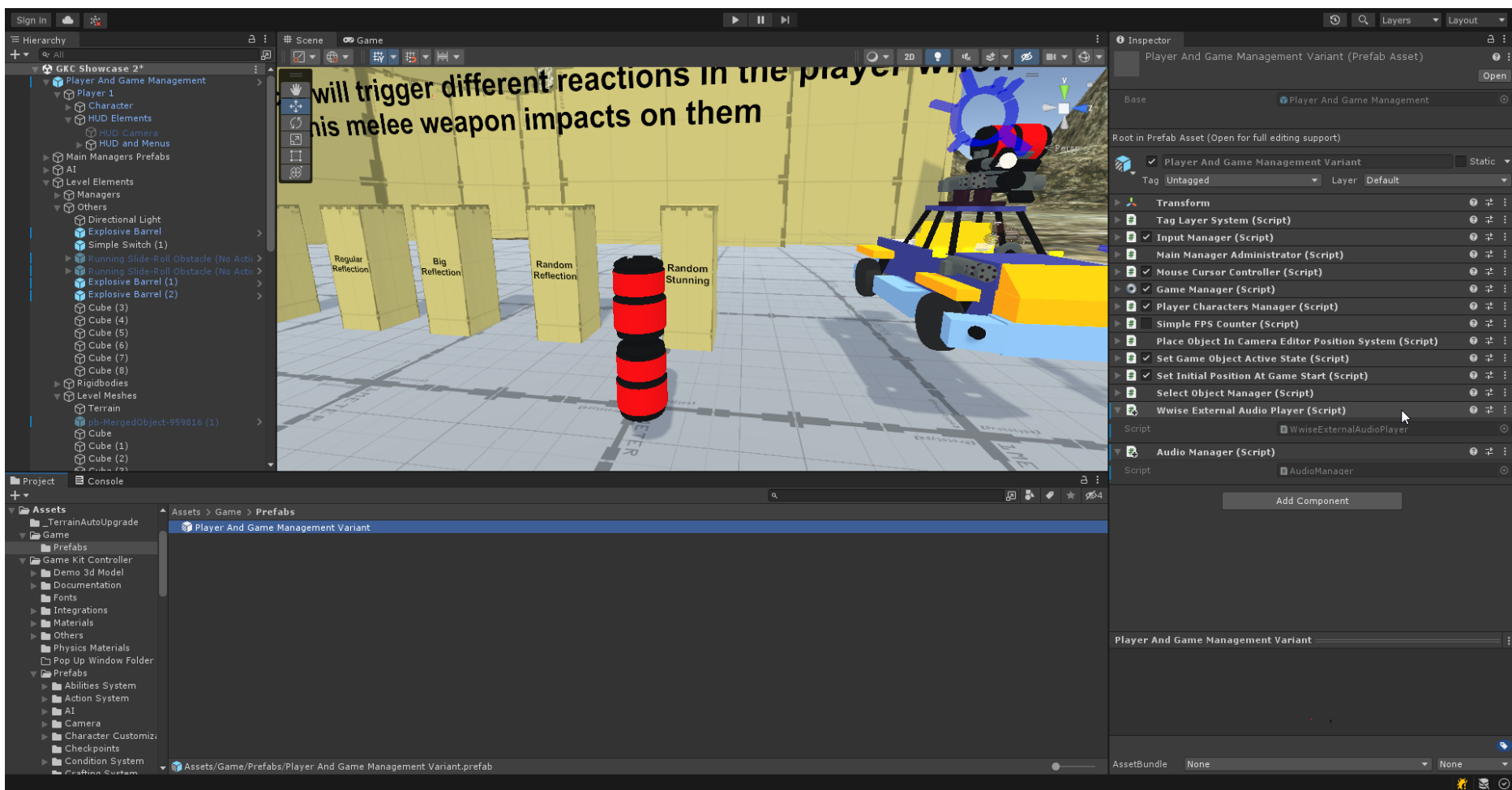
- In GKC's components that have audio references, go to the AudioElement fields, set Audio Play Method to "External", and add your Wwise event name in the Audio Event Name field.
  (Note: The Audio Event Name field can potentially be used for other external audio systems that support calling audio events via strings)

- After these steps, GKC should play the audio via Wwise
  (and any other audio system, as long as the required implementations are provided and attached to [Player And Game Management] prefab)