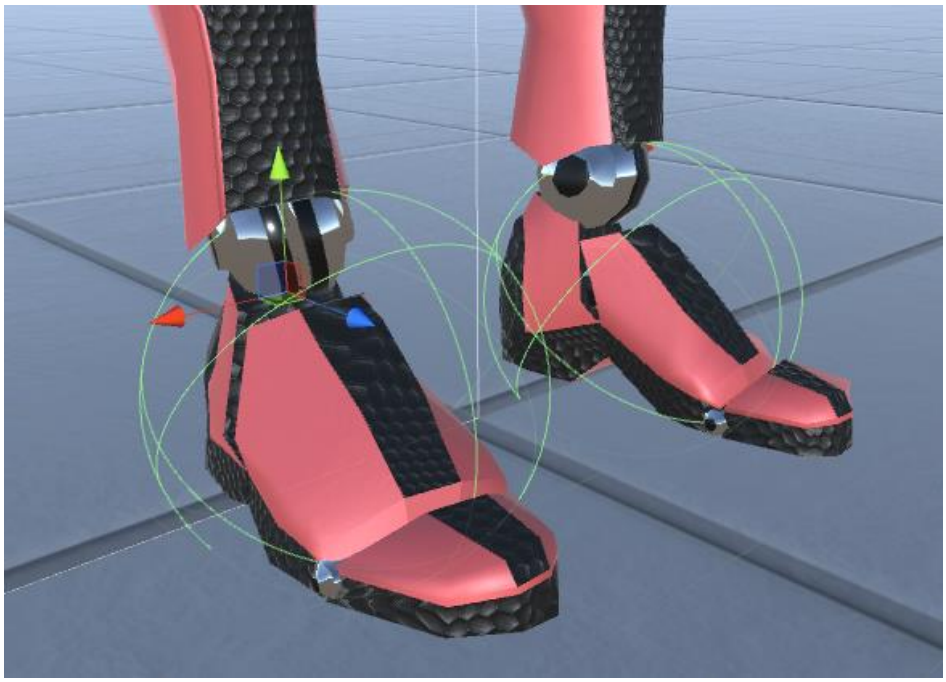
FootStep Audio System

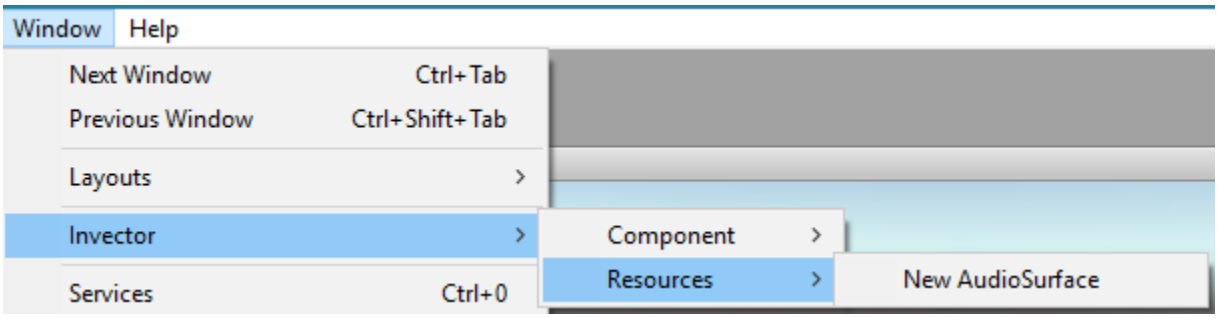
To add the FootStep Component into a Character, go to the *Window Menu > Invector > Component > FootStep*. If you are using a humanoid model the component will automatically create a **sphere collider** on the foot of your character, otherwise you can switch to Generic and create as many sphere triggers you want for horses or non-humanoid models, just drag and drop the sphere into the bone you desire.

Make sure that the Radius and Position of the sphere is **touching** the ground.



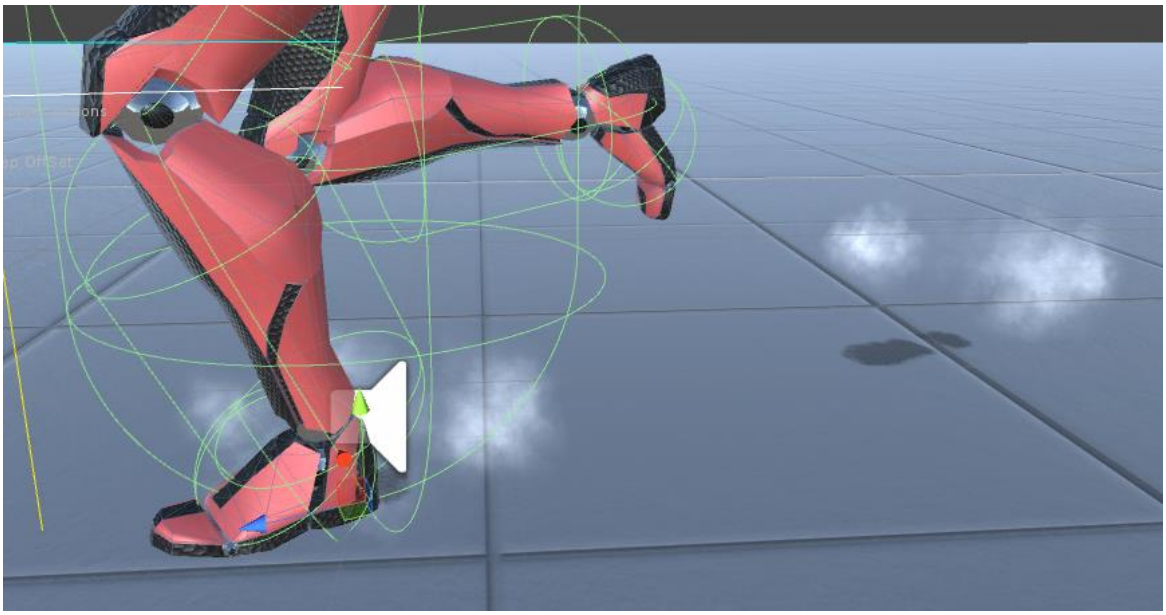
You can select the **LeftFoot** and **RightFoot** Sphere and manipulate the **Center XYZ** to position as you like, and change the **Collider Radius** too, the size of this sphere will depend on your Rig bone size. Assign the "***defaultSurface***" that comes with the package to have an example of how it works.

To create a new AudioSurface go to Window > Invector > Resources > New AudioSurface.



Now you can create **Custom Surfaces**, to play other audioclips based on the **material** that the sphere collider will hit. Assign the new CustomSurface to a new CustomSurface on the FootStep Inspector.

You can assign a **AudioMixer** for better control the surfaces, and you can instantiate a **Particle** as well, see the example on the DefaultSurface call ‘smoke’ that also uses a **StepMark** sprite call SimpleStepMark.



Using the FootStep system in objects with multiple Materials

If your gameobject has multiple materials and you need to play a specific material, you can use the FootStepHandler script and set the correct Material Index of your object. (*See example on the Ladder prefab)

In this example, the Footstep will prioritize the ladder_Metal, because it’s the element with index 1.