Footstep Surface Reader API

Classes

- ## **FSR_Data**

Description

The FSR_Data is the container for the surface types that you will create

Properties

surfaces: the array of surfaces that are part of the FSR_Data

- ## **SurfaceType**

Description

The SurfaceType contains the information about every surface type you have been set in the FSR_Data

Properties

name: the name of the surface

soundEffects: the array of step sound variations for this surface type

- **FSR_Player**

Description

Detect the ground below the player and play the correct sound effect for the ground surface type, use it to trigger the sounds by other scripts or animation events

Properties

m_AudioSource: the audio source needed to play the sound effects

foot: An empty object below the player and above the ground responsible for identify the ground bellow it

raycastSize: the distance traveled by the raycast who identify the ground

data: An FSR_Data file who contain the information about the surfaces you are working with

Methods

step: call it every time you need to play a footstep sound by scrip or animation events

playSound: Pick and play a random footstep sound from the array in the correspondent surface type.

- **FSR_SimpleSurface**

Description

That script is used to identify surfaces in the game objects you want. Attach it to any object you want to specify the surface type in the inspector

Properties

       surfaceName: A name to identify the surface where the
FSR_SimpleSurface is attached to, the name needs to be identical to any
surface specified in the FSR_Data file

       data: An FSR_Data file who contain the information about the surfaces
you are working with

Methods

       getSurface: returns the surface name

- # FSR_TagedSurface

Description

That script is used to identify surfaces in the game objects you want. Attach it to
any object you want to specify the surface type in the texture name typing the
surface name after an underline, example: **anything _SURFACENAME**

Properties

       data: An FSR_Data file who contain the information about the surfaces
you are working with

Methods

       getSurface: returns the surface name

- **FSR_TerrainSurface**

Description

That script is used to identify surfaces in the unity terrain. Attach it to the terrains you want, you need to specify the surface type in the texture name typing the surface name after an underline, example: **anything_SURFACENAME.** The surface name needs to be identical to any surface specified in the FSR_Data file.

Properties

data: An FSR_Data file who contain the information about the surfaces you are working with

indexTerrain: An IndexTerrain object

Methods

getSurface: returns the surface name, you need to specify the current player position

- ## FSR_IndexTerrain

Description

Gives data about the terrain textures

Properties

terrain: the active terrain

terrainData: the active terrain data

terrainPos: the active terrain position

surfaceIndex: the texture index where the player is above

Methods

getTextureMix: returns an array containing the relative mix of textures on the main terrain at this world position the number of values in the array will equal the number of textures added to the terrain.

getMainTexture: returns the zero-based index of the most dominant texture on the main terrain at this world position.

getTextureName: returns the name of the most dominant texture on the main terrain at this world position.