Footstep Surface Reader Guide

Steps

1. Specify how many surfaces types you want in your game In the Data/FSR_Data
2. Type a name for each surface specified in the step one
3. For each surface specify how many footsteps sound variations you desire
4. Assign all the footstep sounds for each surface specified
5. If you want the FSR play a generic sound whenever it finds an object that haven't a specified surface, create a surface named GENERIC in the FSR_Data
6. Attach to every game object that you want to play sounds an FSR_SimpleSurface, FSR_TagedSurface or FSR_TerrainSurface. Use the simple surface if you want to type the surface correspondent to the object via inspector, use the Taged if you want type the surface correspondent to the object in the texture name typing the surface name after an underline, example: anything_SURFACENAME. The terrain surface works like the Taged surface but is exclusive for terrains. The texture tags specified here need to be exactly like the ones you have created in the FSR_Data.
7. Attach the FSR_Player script to the player
8. Create an empty object inside your player, the object needs to be always above the ground, and acts like a sensor
9. Assign the empty object to the FSR_Player "foot" property.
10. Call the method "step" in the FSR_Player class whenever you want to play a footstep sound, you can do it attaching the object to the player and calling the method from animation events or other scripts

Any doubts send me an e-mail: matheusantoniors@hotmail.com