FoxTrot - Unity - Sound Shortcut

- Main Camera --> Audio listener

- Import audio clips (Make audio folder?)

- Select object (eg player) Add component - audio source --> dragdrop audio clip

- play on awake = play on spawn

**Audio Manager**

1. Make folder for audio Files
2. Create empty object > name Audio Manager
3. Add component > name AudioManager
4. Open Script > Delete void Start and void Update. Delete Using system. Add

Public class AudioManager : MonoBehaviour

{

[Header(“-----------Audio Source --------------”)]

[SerializeField] AudioSource musicSource;

[SerializeField] AudioSource SFXSource;

[Header(“-----------Audio Clip --------------”)]

Public AudioClip music;

Public AudioClip jump;

Public AudioClip break;

Public AudioClip pickup;

Public AudioClip sword;

Public AudioClip coin;

Public AudioClip dollmove;

Public AudioClip spidermove

Public AudioClip foxmove

Private void Start()

{

musicSource.clip = music;

musicSource.Play();

}

Public void PlaySFX(AudioClip clip)

{

SFXSource.PlayOneShot(clip);

}

}

1. Add objects to Audio Manager > name Music and SFX > DragDrop into Audio Sources and Audio Clips
2. For other objects/events create an ‘audio’ tag, add it to AudioManager Select object/event and call audio with

AudioManager audioManager;

Private void Awake()

{

audioManager = GameObject.FindGameObjectWithTag(“Audio”)GetComponent<AudioManager>();

}

And

audioManager.PlaySFX(audioManager.name);

**Animation**

1. Select animation
2. Select time > Add event (tall rectangle icon)
3. Select Function (\*attatch script to object)

\*Audio\_play.cs

Using System.Collections;

Using System.Collections.Generic;

Using UnityEngine;

Public class audio\_play : MonoBehaviour

{

AudioSource aud;

Void Start()

{

aud = GetComponent,AudioSource>();

}

Void Update()

{

aud.Play();

}

public void play\_sound

}

**FootstepScript.cs**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class FootstepScript : MonoBehaviour

{

public GameObject footstep;

// Start is called before the first frame update

void Start()

{

footstep.SetActive(false);

}

// Update is called once per frame

void Update()

{

if(Input.GetKey("w"))

{

footsteps();

}

if(Input.GetKeyDown("s"))

{

footsteps();

}

if(Input.GetKeyDown("a"))

{

footsteps();

}

if(Input.GetKeyDown("d"))

{

footsteps();

}

if(Input.GetKeyUp("w"))

{

StopFootsteps();

}

if(Input.GetKeyUp("s"))

{

StopFootsteps();

}

if(Input.GetKeyUp("a"))

{

StopFootsteps();

}

if(Input.GetKeyUp("d"))

{

StopFootsteps();

}

}

void footsteps()

{

footstep.SetActive(true);

}

void StopFootsteps()

{

footstep.SetActive(false);

}

}