

UniMod Guide

There are two scripts that serves as alternative to the “FMOD Studio Emitter”. Those are “Play FMOD Sound” and “Play FMOD MultipleSound”. Both these scripts contains commonl FMOD sound triggering methods and adds to this a “PlayOneShotWithParameter”. These scripts differ from the “Studio Emitter” in that they don’t include “OnTriggerEnter” options and similar. While these functions in the FMOD script can be useful, the intention of UniMod is to aim for a modular approach which is a more common code practise in Unity.

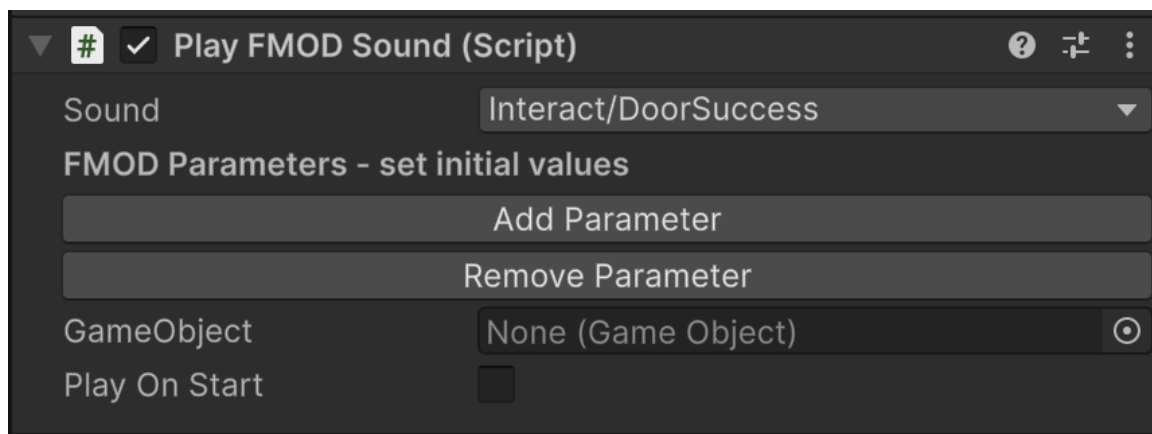
The methods available in both scripts are:

PlaySound()	Play instance	3D, Start and stop, parameters
PlaySoundAttached()	Play instance	3D, sound will follow game object trajectory
PlayOneShot()	Play and forget	3D
PlayOneShotWithParam	Play and forget	3D, params
StopSound()	Stop and release	
SetParameter(string parameter, float value)	For FMOD multiple add the sound int (number)	

Note that future updates may include a debug option such as parameter out from FMOD.

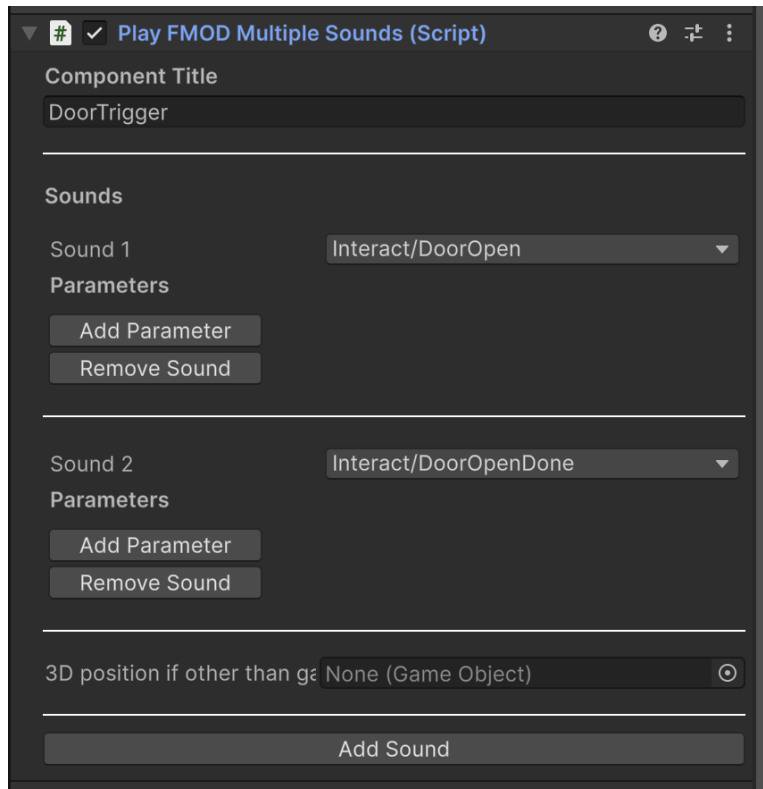
How to use:

Play FMOD Sound



- Create a scriptable object (So) found under Create/Audio/Fmod Sound. It's suggested to start by creating a "Dummy" So which can be used for programming purposes to avoid null errors that can happen if no sound is attached to the script/s.
- Add categories, 3D specification and any applicable comments.
- Add the FMOD Sound Manager script to an empty game object in the scene and populate the array "Sounds" with your So's.
- There's no need to categorise the sounds as this is only necessary when exporting via Excel.
- Add a "Play FMOD Sound" to your logic e.g., OnTriggerEnter, or simply set the sound to start via the checkbox on the script. Select a sound from the drop-down menu and you're done.
- GameObject - set a 3D position different from the transform the script is attached to.

Play FMOD MultipleSounds



A common example on when to use this script is for a Player character footsteps, jump, land sound, etc. The different sounds on the script are distinguished via a numbering system (int) that starts at "0". In code, this is:

```
var Play FMOD Sound reference e.g., playSound  
playSound.PlayOneShot(0)
```

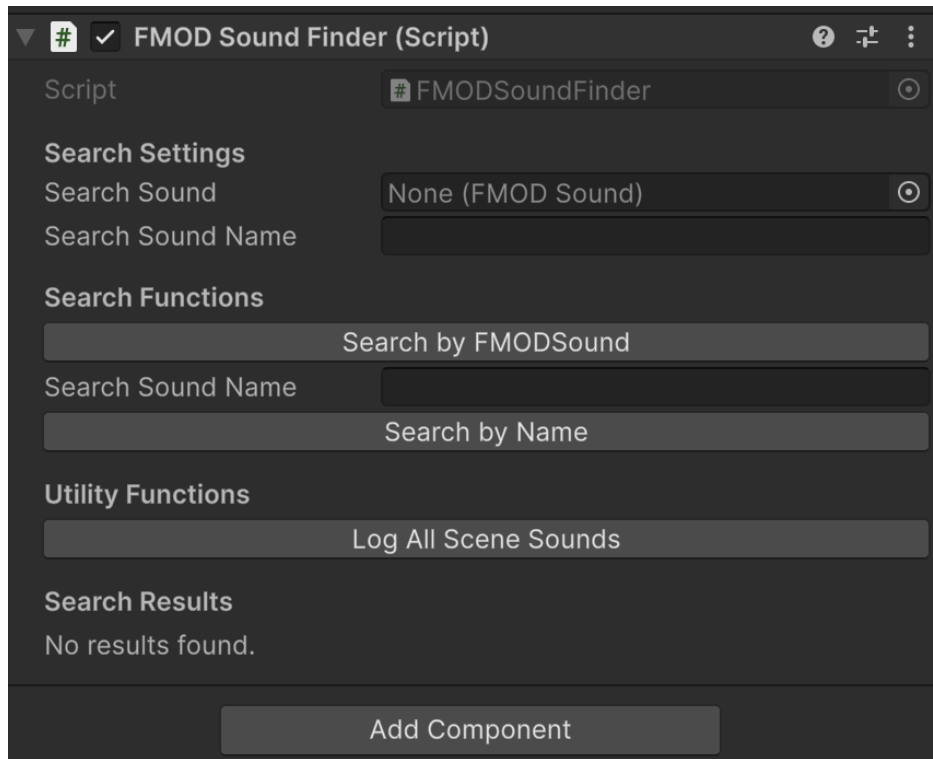
For additional sounds just increase the int i.e., `playSound.PlayOneShot(1)`, etc.

For parameters, the code is: `playSound.SetParameter(int, string, value)`.

Export Sound List To CSV

This function is found under the menu option "Tools" -> Export Sounds To CSV. Make sure that the sounds have been categorised on the FMOD Sound Manager before export.

FMOD Sound Finder



This script is found in the UniMod scripts folder and allows for finding where a sound is attached to a game object. Simply drag a So into the relevant box and press the “Find FMOD Sound” box. The corresponding game object will be shown at the bottom of the script in the inspector.

You can also use “Log All..” to attempt to get all references.

Note that depending on where the scripts are being called/located in your scene, you might get odd/no results. This is because it’s difficult to predict exactly how a scene might look and also because this script is meant as a broad helper particularly for the sound/music designer and not as a specialised tool for precise analysis.