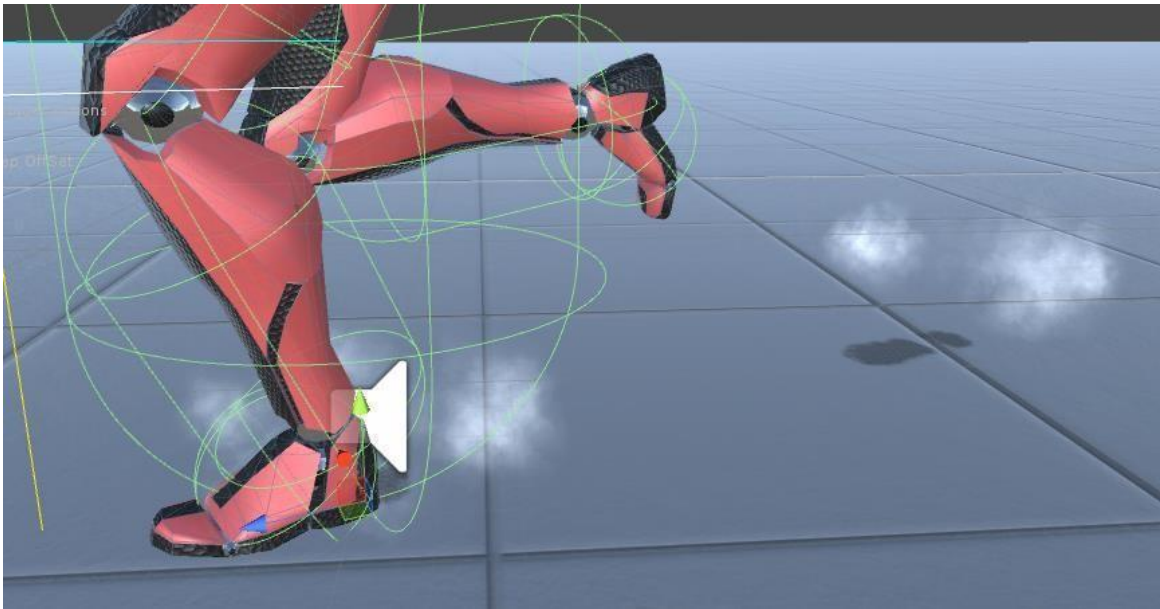




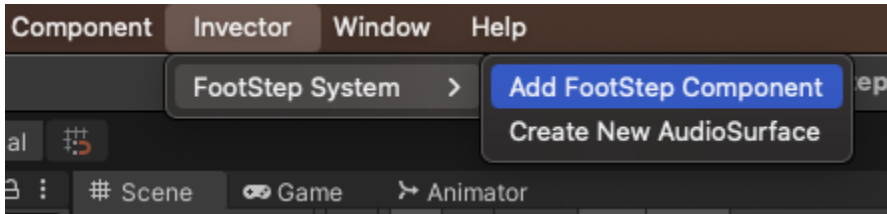
Footstep System Documentation v2.0



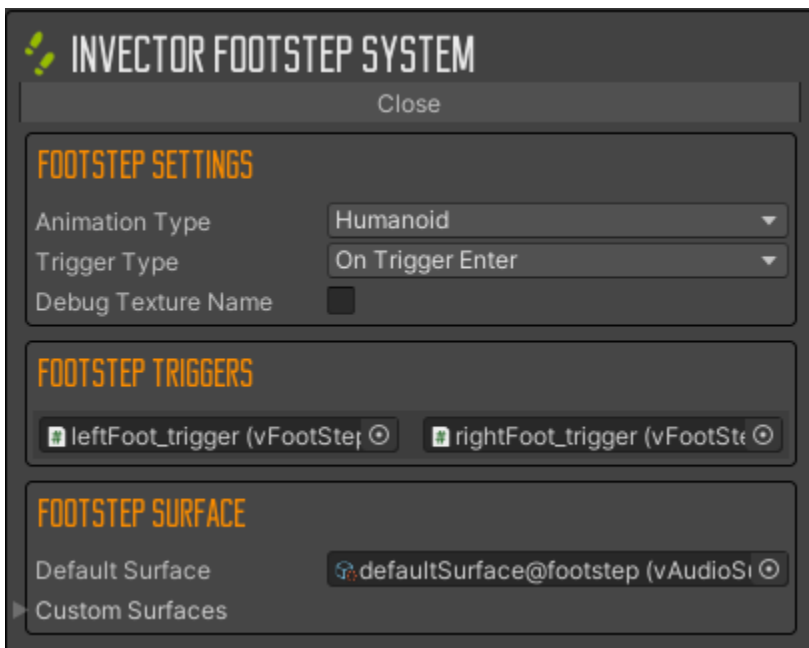
--- Invector Team ---

FOOTSTEP AUDIO COMPONENT

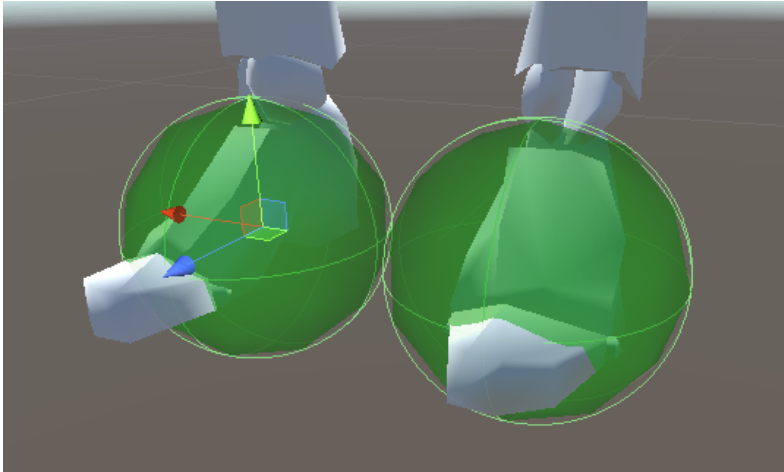
After importing the package, select your 3D Model in the hierarchy and go to the menu Invector > Footstep System > Add Footstep Component or simply click on the “Add Component” button in the inspector and type “vFootstep”.



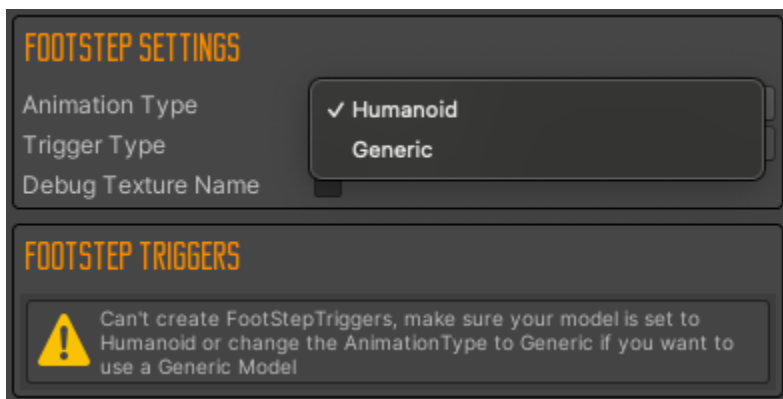
If you are using the **AnimationType Humanoid** the sphere triggers to detect the surface type will be automatically created *into your character's feet*.



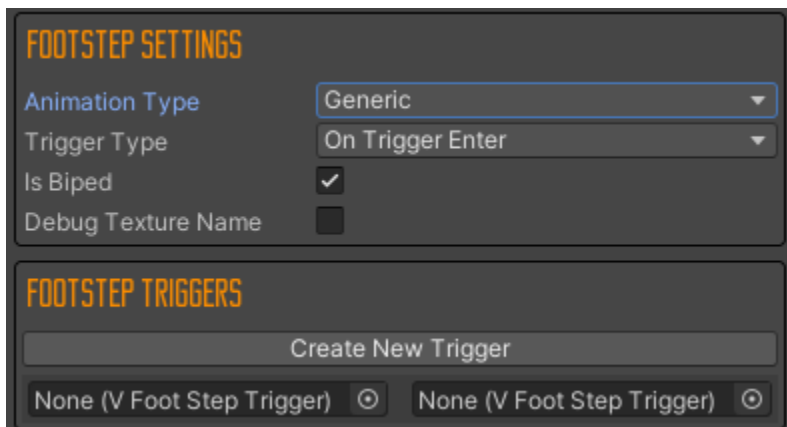
You can adjust the size and position for better detection, these spheres will help identify the surface type to play the correct AudioSurface (*grass, metal, water, etc...*)



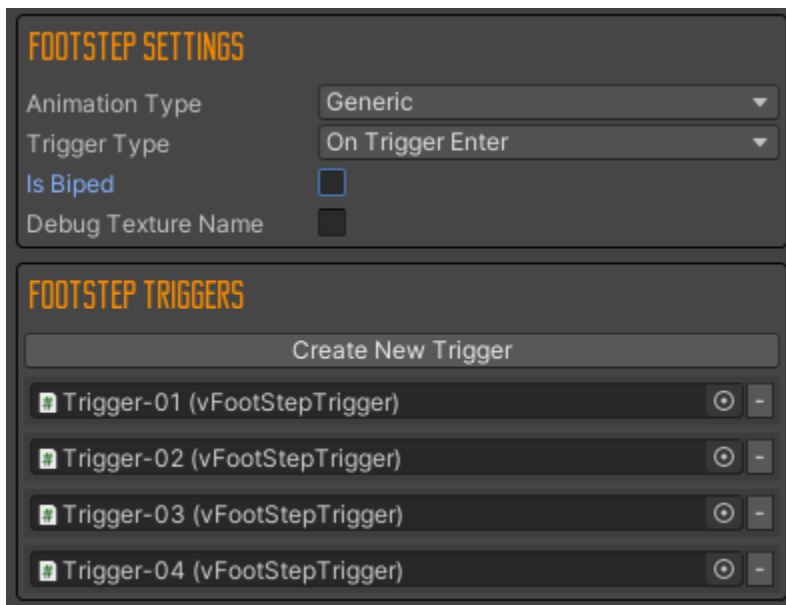
You can also use this system with the AnimationType **Generic** but in this case you will need to create the sphere triggers manually and put them inside your characters feet, we have an example of a 4 legged animal in the Examples package as well, so you can check it out to see how it works.



When changing to Generic click in the “Create New Trigger” button twice to create 2 sphere triggers, one of each foot, don’t forget to assign in the correct order Left Trigger into the Left field and Right Trigger into the Right field.

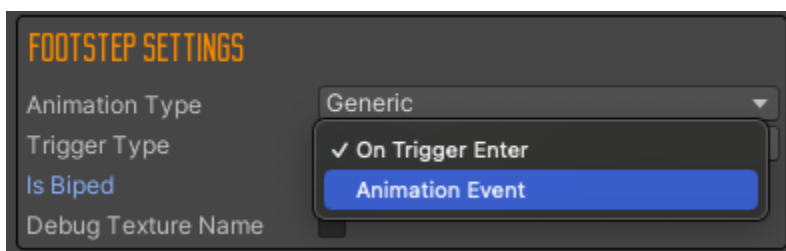


If you want to add the footstep into a non-biped character, uncheck the option “IsBiped” and more fields will be available to create as many sphere triggers as you need.



The option Trigger Type:

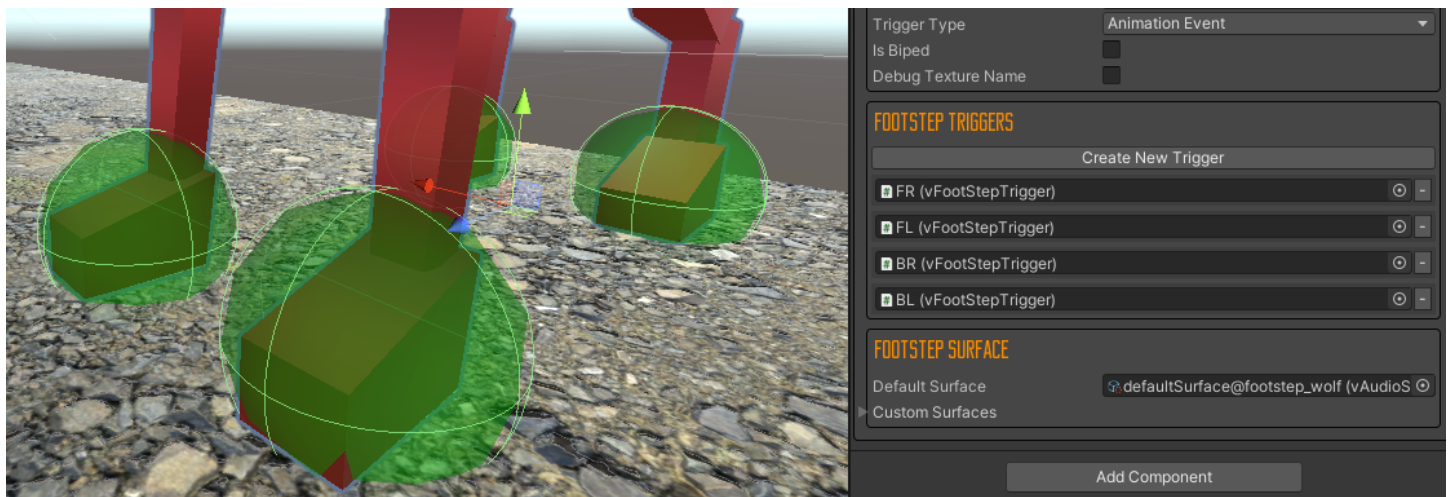
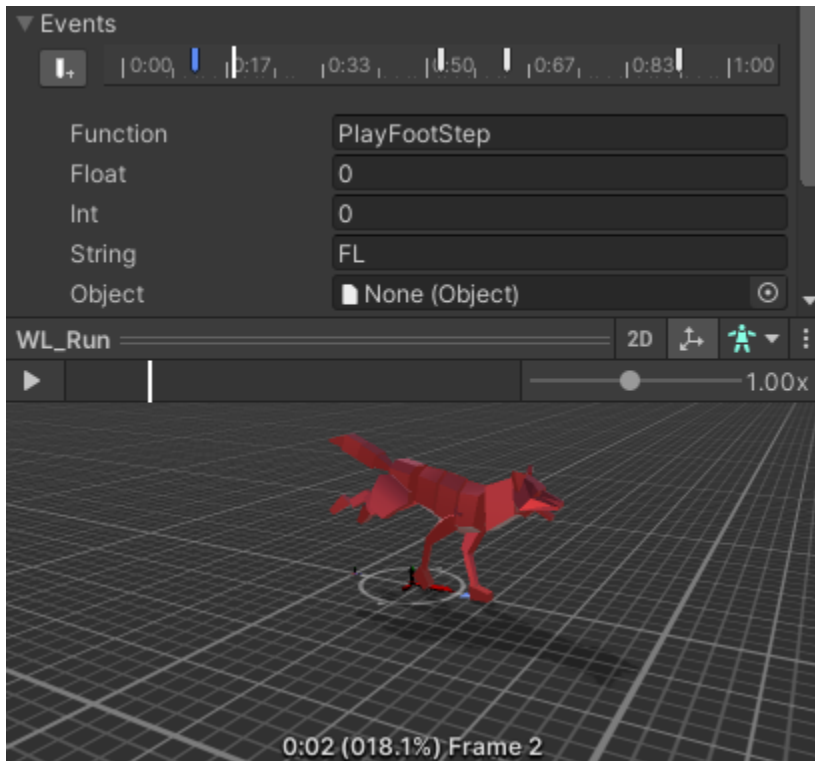
- OnTriggerEnter: Triggers the FootStep Sound when the sphere collider enter the mesh (may not be the best option for complex surfaces)
- AnimationEvent: Call the method PlayFootStep on each AnimationClip (more precise results, a sound will always play regardless if the trigger hit the mesh or not)



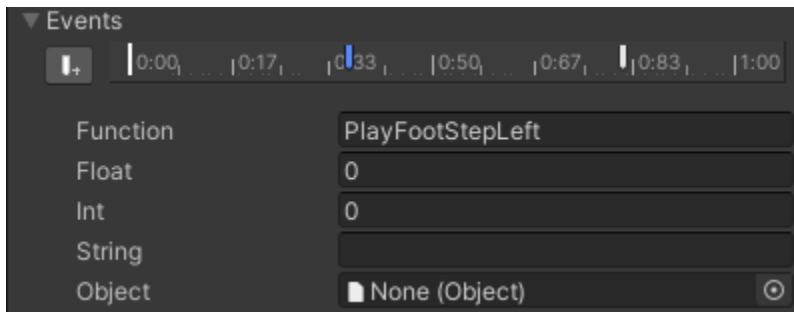
Although the AnimationEvents does have a better result you will need to **manually add the events** for **every animation** you want to play the footstep sound.

Select your animation .fbx file and in the Events tab add an event every time the feet touches the surface and add the Function “**PlayFootStep**”.

When dealing with Non-Biped character, you must inform the name of the SphereTrigger object to play the correct feet, for example, for the Wolf we used FL (front-left), FR (front-right), BL (back-left) and BR (back-right) to identify each paw and type the corresponding paw in the String field.

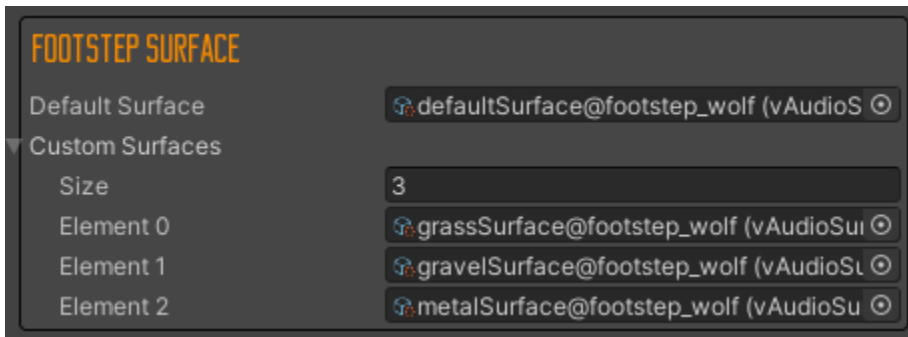


For Generic Bipeds you can use the functions “**PlayFootStepLeft**” or “**PlayFootStepRight**” if you want even more control for example on a landing animation where boot feet touches the ground at the same time you will need to use the left/right function for better results.

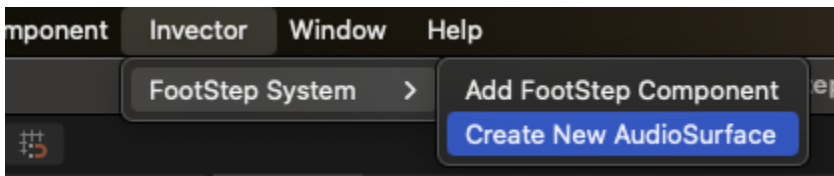


FOOTSTEP AUDIO SURFACE

The default surface is the default footstep sound that will be played on any surface that is not a Custom Surface.



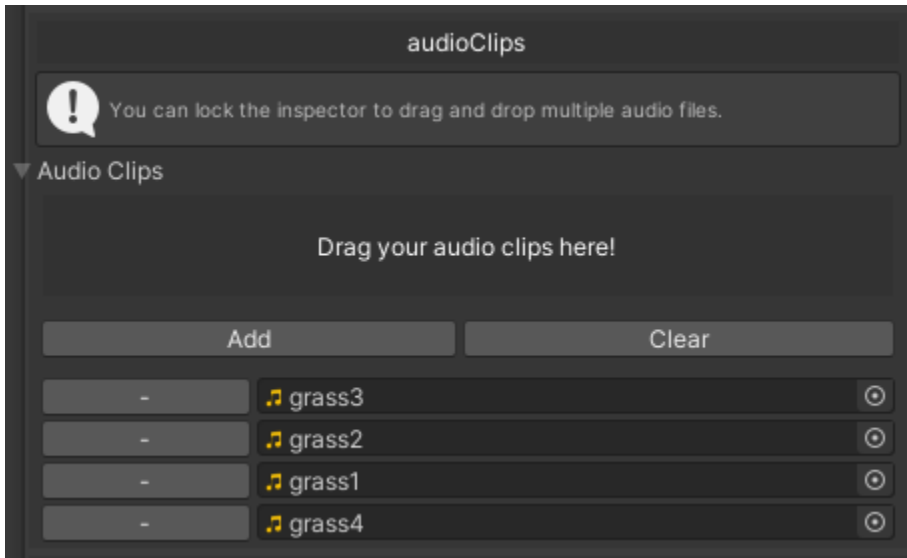
Custom Surfaces can be created in the menu Invector > Footstep System > Create New AudioSurface.



Here you can add the Material or Texture name you want this custom surface to play, when creating a Default Surface leave this field empty and it will play on any surface.

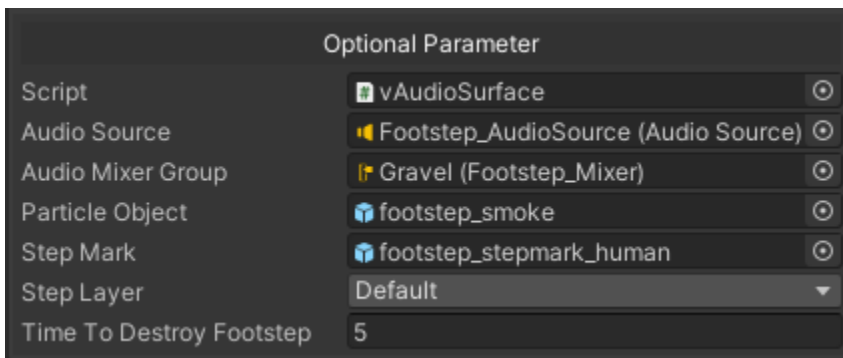


To add the AudioClips you can lock the inspector to drag and drop all of your files into the Draggable area, these audios will be played randomly.



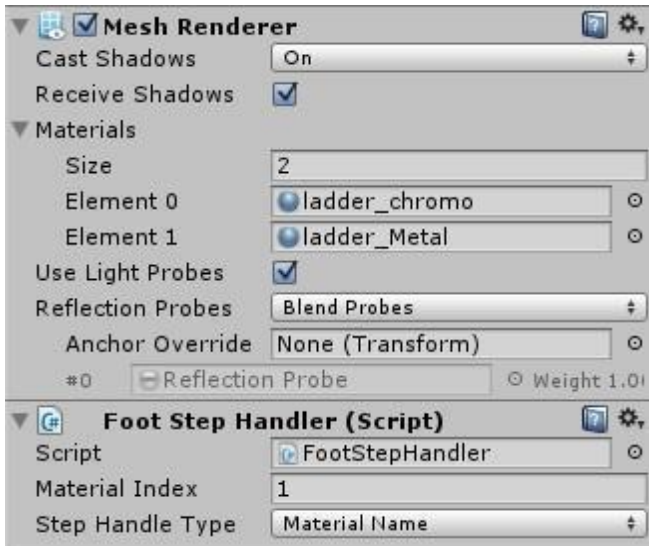
For the optionals you can:

- Add a custom AudioSource or use the same for all surfaces
- Add a [AudioMixer](#) to help you adjust the volumes or add effects for each surface
- Add a Particle Effect to instantiate together with the audio clips
- Add a StepMark prefab to leave a footprint on the surface and set a layer to be instantiated
- Set a timer to destroy the Footstep, Particle and StepMark



FOOTSTEP ON OBJECTS WITH MULTIPLE MATERIALS

If your 3D Model has multiple materials on it there is no way to detect what material will be played so we need to prioritize one to play. Use the **FootStepHandler** component on your object and set the desired Material Index of your object, in this example we have a Ladder with a Chromo and a Metal material, we want to play only the Metal so you need to inform the Footstep System to prioritize the material element 1.



FOOTSTEP DEBUG MODE

Enable the Debug Texture Name to see what is the name of the texture that the character is walking on it, use this exact name on the Surface Textures Name to play the correct surface.

