

Instructions

Open the FMOD Sandbox application. On the top menu bar: File -> Open -> Locate "Prowl.fsp" inside the Sandbox folder of the project.

event	description	parameters
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Steps

Prowl	main character [head relative]	[walkspeed] 0 = stops. 1 = runs at max speed
Robot	distance triggered interactive Robot object	[distance] 0 - 20 = robot stops
Human	distance triggered interactive human object	[distance] 0 - 7 = human stops [kill_playback] = trigger between (distance) 0 -5

Objects

Doors	distance triggered. plays samples in consecutive order	[distance] 40 - 45 triggers the object
Spotlights	an interaction signal is sent to spotlights. if within the distance, lights turn on. do not forget to turn them off.	[TurnOn_Lights] press keyoff to turn on. press keyoff again to turn off.
Computer	an interaction signal is sent to Computer. if within the distance, data transmission begins. do not forget to log out of the computer	[Computer_Interaction] starts transmission if there are any computers nearby. [Transmission_Intensity] overclock the speed of processing
Desk	human work zone. keyboard sounds and moving chair sounds. get too close and you hit the desk and make humans angry	[distance] 0 - 20 triggers the "crushing the desk" event and stops computer activity.

Atmo

Corridors_real	corridor ambience	
InterrogationRoom_real	Room ambience	outer circle of the room is layered with Corridor_real atmo for a smooth transition
OfficeRoom_real	Room ambience	outer circle of the room is layered with Corridor_real atmo for a smooth transition
Omega_Groan	random groaning of Omega Supreme	audible all across the map

Omega_Particles

Omega_transmit_a	Representing internal electric charges and data transmission happening inside Omega Supreme. Giving the environment a more living feel	needs to move and follow a pattern if possible
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Punch

Punch	on the outer layer, Suspect has provoking speech lines with a broken vocal box. get close enough him to start punching, this makes him shut up.	[Punch-keyoff] keyoff to start punching. [Punch_Speed] controls how frequent and how hard you hit. His vocal box reacts accordingly.
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Fake_Borders

Interrogation_Room	No sound. Visual cones for Sandbox representation	
Officer_Room	No sound. Visual cones for Sandbox representation	
FakeEdgeBorder	No sound. Visual cones for Sandbox representation	