

```
void UpdateEventParameter(  
    FMOD::EventInstance& EventInstance,  
    const std::string& Parameter, float Value)  
{  
    EventInstance->setParameterByName(  
        Parameter.c_str(), Value);  
}  
void UpdateEventRTPC(  
    AkGameObjectID GameObjectId,  
    const std::string& Parameter, float Value)  
{  
    AK::SoundEngine::SetRTPCValue(  
        Parameter.c_str(), Value, GameObjectId);  
}
```

# Game Audio Programming 5

Principles and Practices

Edited by  
**Guy Somberg**



CRC Press  
Taylor & Francis Group

# Game Audio Programming Principles And Practices

**Erik Yuzwa**



## **Game Audio Programming Principles And Practices:**

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Welcome to Game Audio Programming Principles and Practices This book is the first of its kind an entire book dedicated to the art of game audio programming With over fifteen chapters written by some of the top game audio programmers and sound designers in the industry this book contains more knowledge and wisdom about game audio programming than any other volume in history One of the goals of this book is to raise the general level of game audio programming expertise so it is written in a manner that is accessible to beginners while still providing valuable content for more advanced game audio programmers Each chapter contains techniques that the authors have used in shipping games with plenty of code examples and diagrams There are chapters on the fundamentals of audio representation and perception advanced usage of several different audio middleware platforms Audiokinetic Wwise CRI ADX2 and FMOD Studio advanced topics including Open Sound Control Vector Based Amplitude Panning and Dynamic Game Data and more Whether you re an audio programmer looking for new techniques an up and coming game developer looking for an area to focus on or just the one who got saddled with the audio code this book has something for you Cutting edge advanced game audio programming concepts with examples from real games and audio engines Includes perspectives of both audio programmers and sound designers on working and communicating together Coverage not just on game audio engine design but also on implementing audio tools and working with sound designers providing a comprehensive perspective on being an audio programmer

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**Game Programming in C++** Erik Yuzwa,2006 Written for hobbyists beginning developers and students the text includes exercises to build a complete 3D asteroid game A variety of tools are used throughout including VisualStudio NET and DirectX Paintshop Pro 3ds Max and the Panda XFile exporter tool

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Beginning Game Audio Programming Mason McCuskey,2003 This book gives a step by step guide to composing dynamic music and programming 3D sound as well as creating sound effects and music for games

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