

```
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  
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# Game Audio Programming Principles And Practices

**Guy Somberg**



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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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## **Table of Contents Game Audio Programming Principles And Practices**

1. Understanding the eBook Game Audio Programming Principles And Practices
  - The Rise of Digital Reading Game Audio Programming Principles And Practices
  - Advantages of eBooks Over Traditional Books
2. Identifying Game Audio Programming Principles And Practices
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Game Audio Programming Principles And Practices
  - User-Friendly Interface
4. Exploring eBook Recommendations from Game Audio Programming Principles And Practices
  - Personalized Recommendations
  - Game Audio Programming Principles And Practices User Reviews and Ratings
  - Game Audio Programming Principles And Practices and Bestseller Lists
5. Accessing Game Audio Programming Principles And Practices Free and Paid eBooks
  - Game Audio Programming Principles And Practices Public Domain eBooks
  - Game Audio Programming Principles And Practices eBook Subscription Services
  - Game Audio Programming Principles And Practices Budget-Friendly Options

6. Navigating Game Audio Programming Principles And Practices eBook Formats
  - ePub, PDF, MOBI, and More
  - Game Audio Programming Principles And Practices Compatibility with Devices
  - Game Audio Programming Principles And Practices Enhanced eBook Features
7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Game Audio Programming Principles And Practices
  - Highlighting and Note-Taking Game Audio Programming Principles And Practices
  - Interactive Elements Game Audio Programming Principles And Practices
8. Staying Engaged with Game Audio Programming Principles And Practices
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Game Audio Programming Principles And Practices
9. Balancing eBooks and Physical Books Game Audio Programming Principles And Practices
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection Game Audio Programming Principles And Practices
10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
11. Cultivating a Reading Routine Game Audio Programming Principles And Practices
  - Setting Reading Goals Game Audio Programming Principles And Practices
  - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Game Audio Programming Principles And Practices
  - Fact-Checking eBook Content of Game Audio Programming Principles And Practices
  - Distinguishing Credible Sources
13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
14. Embracing eBook Trends
  - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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