

```
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



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Game Audio Programming Principles And Practices

Guy Somberg



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