

Zone

Zones allow you to smoothly turn on/off audio sources if the audio listener (camera) moves outside of the zone.

This feature is very useful for large scenes that need higher performance, especially if you're using VA_Mesh or other intensive audio sources.

Radius

The radius of the zone in world space.

Deactivate Game Object

If the audio listener is outside of the zone, should the GameObjects the audio sources belong to also get disabled?

Volume Dampening

This allows you to set how quickly the audio source volume will change.

Audio Sources

This allows you to set all the audio sources controlled by this zone.

NOTE: If you have multiple zones controlling the same audio source, your game may behave unexpectedly.