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Getting Started

Bridging the gap between Solo/Indie developer teams and AAA games that implement Vivox Voice and Text Chat

Supports

This asset only supports **Unity Game Engine**.

System Versions

- Windows
- Android

NOTE

This asset may work with IOS, Mac, Linux, or Consoles. Implement at your own discretion. Since the source is included you can modify it.

Dependencies

This asset is a simple **API** to interact with the **Vivox Unity SDK** which is available in the **Unity Package Manager** as **Vivox** (You may have to enable preview packages or add it manually). This asset is built on top of **Vivox Voice and Text Chat** and will not work without it (You can also download the **SDK** through Vivox's website, and this asset will still work if that is your preferred method). You must create an account with Vivox at [Login - Vivox Developer](#) Portal and agree to Vivox's Terms or sign up with [Unity Gaming Services](#) (Recommended) and accept their Terms of Use before you can use their services. Unity Gaming Services(UGS) may require a credit/debit card to sign up and use their services.

NOTE

Check out Assets/EasyCodeForVivox/Demo Scenes/ to test Vivox quickly and see if this is the right communications choice for your game/app or to see if this is the right asset for you

Add your introductions here!

PLACEHOLDER

TODO: Add .NET projects to the *src* folder and run `docfx` to generate **REAL API Documentation!**

Release Notes