

Audio Listener

This component marks the current GameObject as the main audio listener (i.e. ear) in the scene.

Using this component isn't required, because Volumetric Audio will by default search for Unity's built-in AudioListener, but if you're constantly enabling/disabling or switching between AudioListeners, then using this component will improve performance and GC usage.

If you're using a custom audio system that doesn't use the built-in AudioListener, then you should add this VA_AudioListener component to the GameObject representing your custom audio system's equivalent audio listener.