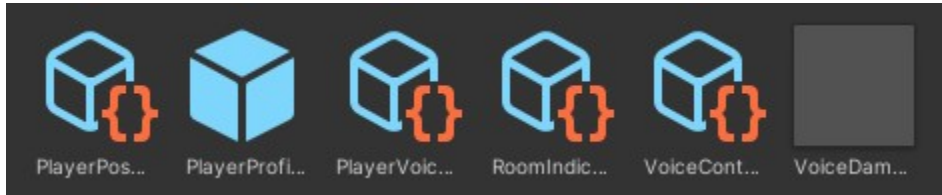


The following is a quick guide on how to use the zoned voice dampening prefab

The prefab comes with 6 elements.



From left to right:

1-PlayerPosTextBoard: It is a script that take information from the player profiler and transforms it into text format.

2-PlayerProfilePrefab: It is a prefab element that will be used to create each player's profile.

3-PlayerVoicePosition: It is a script that create/delete a player profile when they join/leave.

4-RoomIndicator: It is a script that is assigned to every zone collider and it changes the values of the player profile.

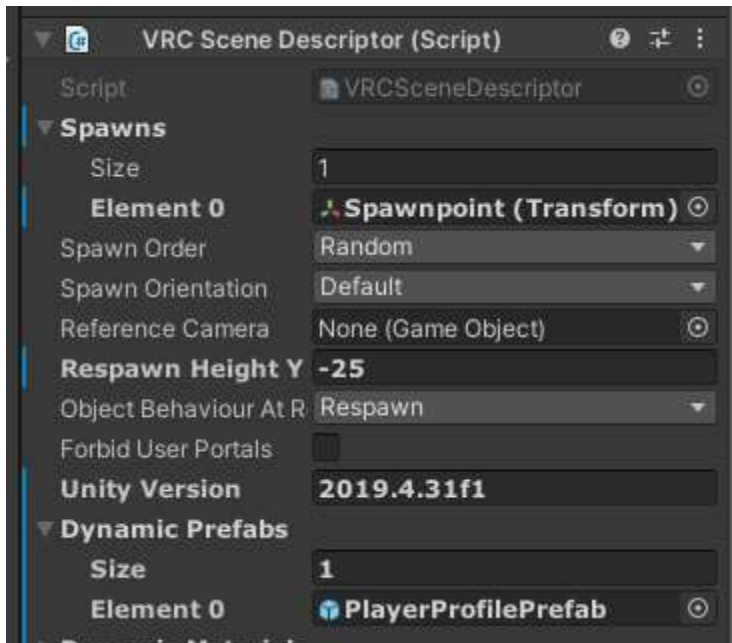
5-VoiceController: It is a script that reads the player profiles and assigns user voice settings if players share a common zone.

6-VoiceDampening: It is a prebuild setup from the preview world.

Setup:

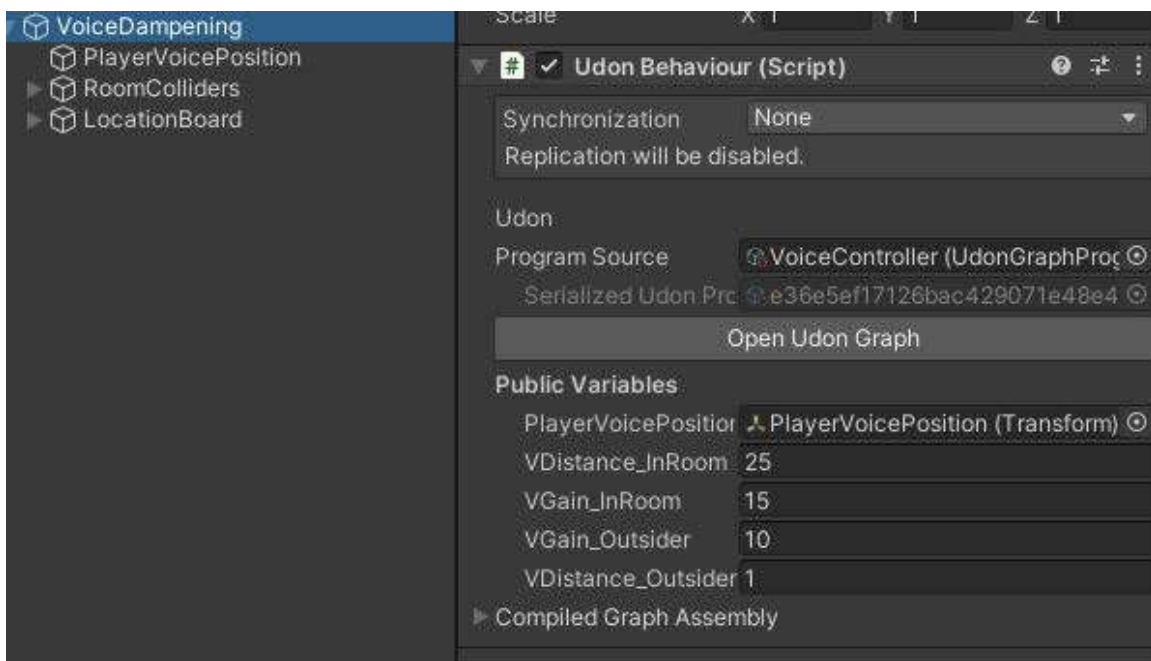
(Note: The images should represent the default values.)

Step 1 - Set the "PlayerProfilePrefab" has a dynamic prefabs in the VRCWorld descriptor.



Step 2 - Move the "VoiceDampening" prefab into your scene, set it to position 0, 0, 0 and unpack it.

The main element has the VoiceController script that allow you to change the voice settings to your desired values.

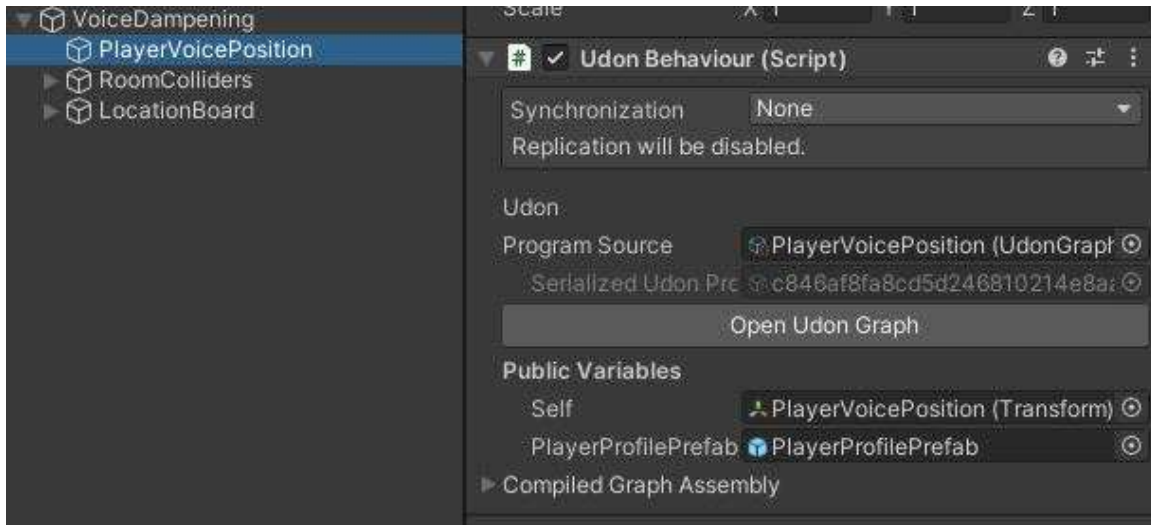


VDistance is the distance in meters where the voice volume falls to zero.

VGain is the volume in decibel of players

Check the vrchat website for min/max values. <https://docs.vrchat.com/docs/player-audio>

The "PlayerVoicePosition" element is the place where player profiles are temporarily saved.



Step 3 - Double-click on the "PlayerProfilePrefab" to open the editor for it.

Step 4 - In the prefab editor: Rename/add/remove child elements to make it represent your desired floor/zone setup.

i.e. (Basement, Main Floor, Attic, or Kitchen, Bedroom, Living Room,)

(Note: The names used here will be the names showing up on the player location board.)

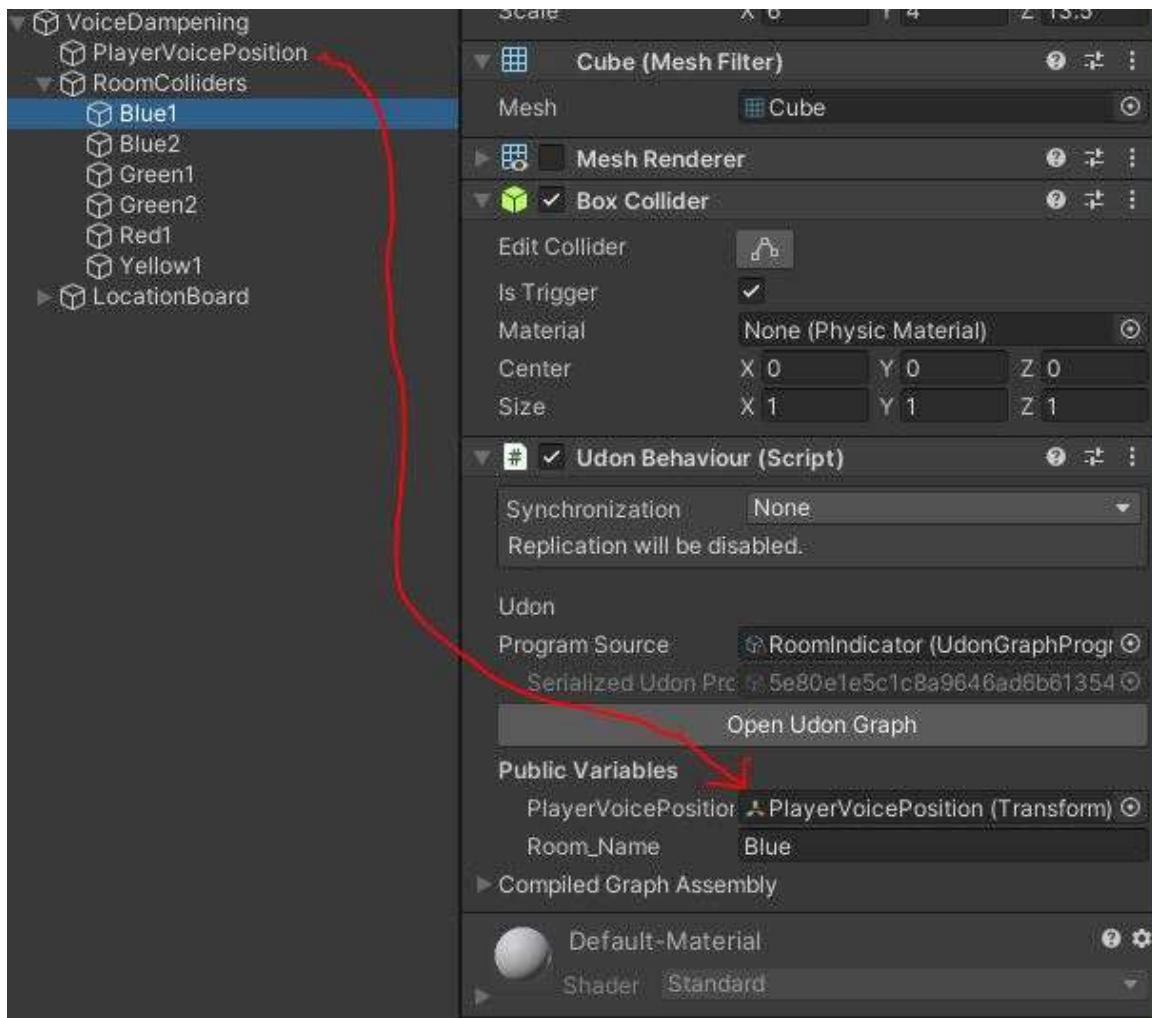


Step 5 - Create your room colliders (I recommend making new ones)

(Note: Zone can overlap.)

Essentially:

- Make a cube that fills up the entire room/zone.
- Rename the cube (The name is not important).
- Remove/uncheck the mesh renderer.
- Check the "Is Trigger" in the collider component.
- Add a udon behaviour component.
- Assign the "RoomIndicator" script to the udon behavior
- Assign the "PlayerVoicePosition" gameobject to the public variable of the same name.
- For the "Room_Name" variable, use the same name as the one used in the "PlayerProfilePrefab".
- Bring the cube under the "RoomColliders" object to keep stuff organised.
- Repeat for every room/zone you have.



And that should be all.

If you have any issues feel free to reach out to me on discord: Rubisorange#6525