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

The prefab comes with 7 elements.

From left to right:

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

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

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

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

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

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

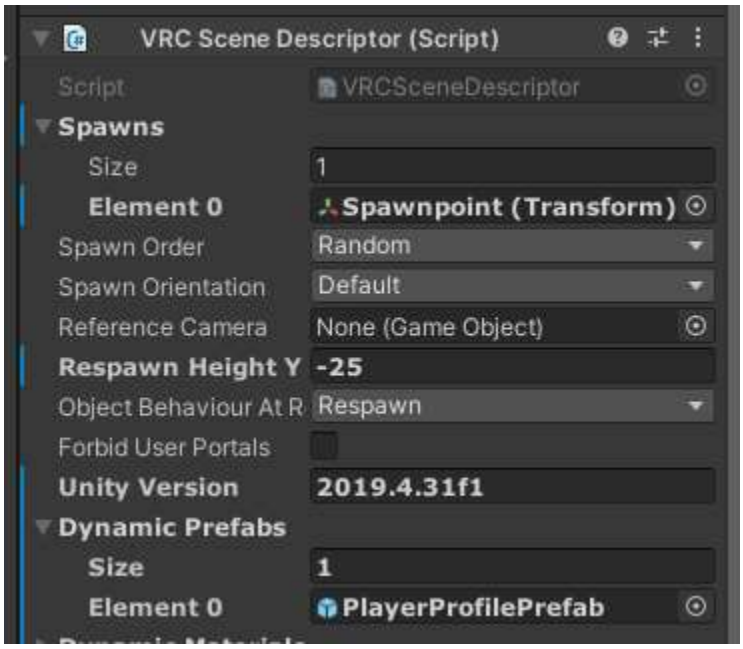
7-VoiceDampening: It is a prebuild setup from the preview world.

LRoomIndicator vs SRoomIndicator: The main difference is that the LRoomIndicator is more optimised for worlds that gather large amounts of players in the same instance at the expense of limiting the customization of zoning layouts.

Setup:

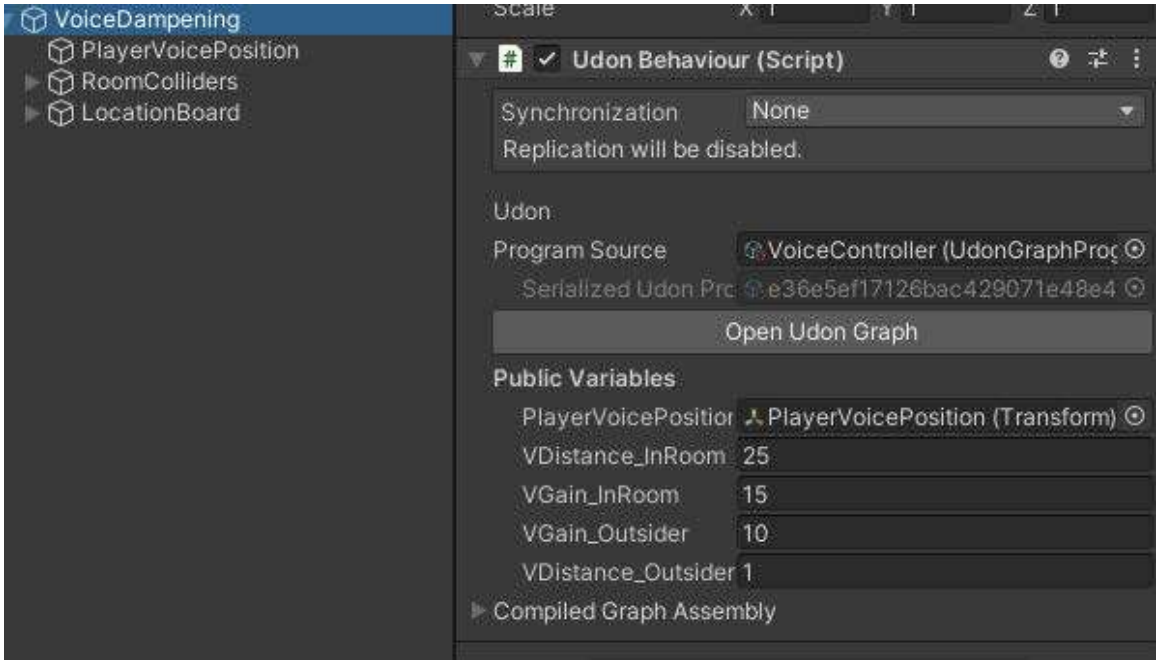
(Note: The images should represent the default values.)

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.

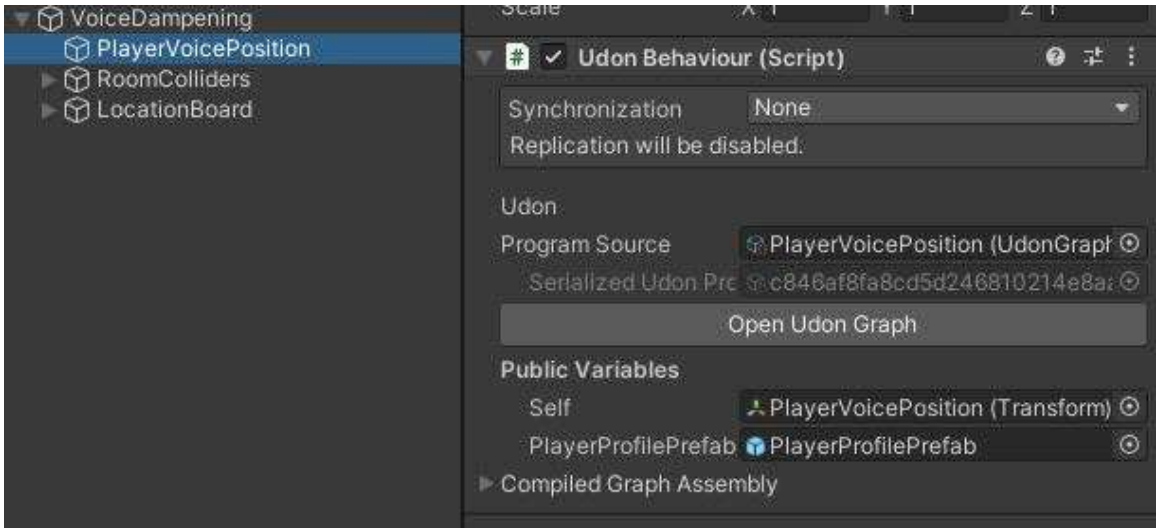


VDistance is the distance in meters where the voice volume falls to zero.

VGain is the volume is 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 temporaly saved.

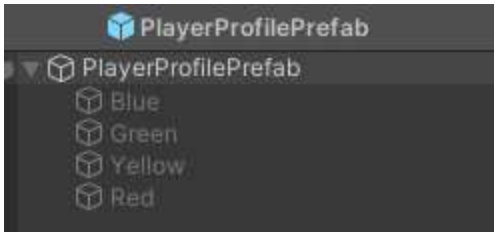


Step 3 - Double-click on the "PlayerProfilePrefab" to open the editor for it.

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 are will be the names showing up on the player location board.)



Make sure all of the child elements are set to inactive.

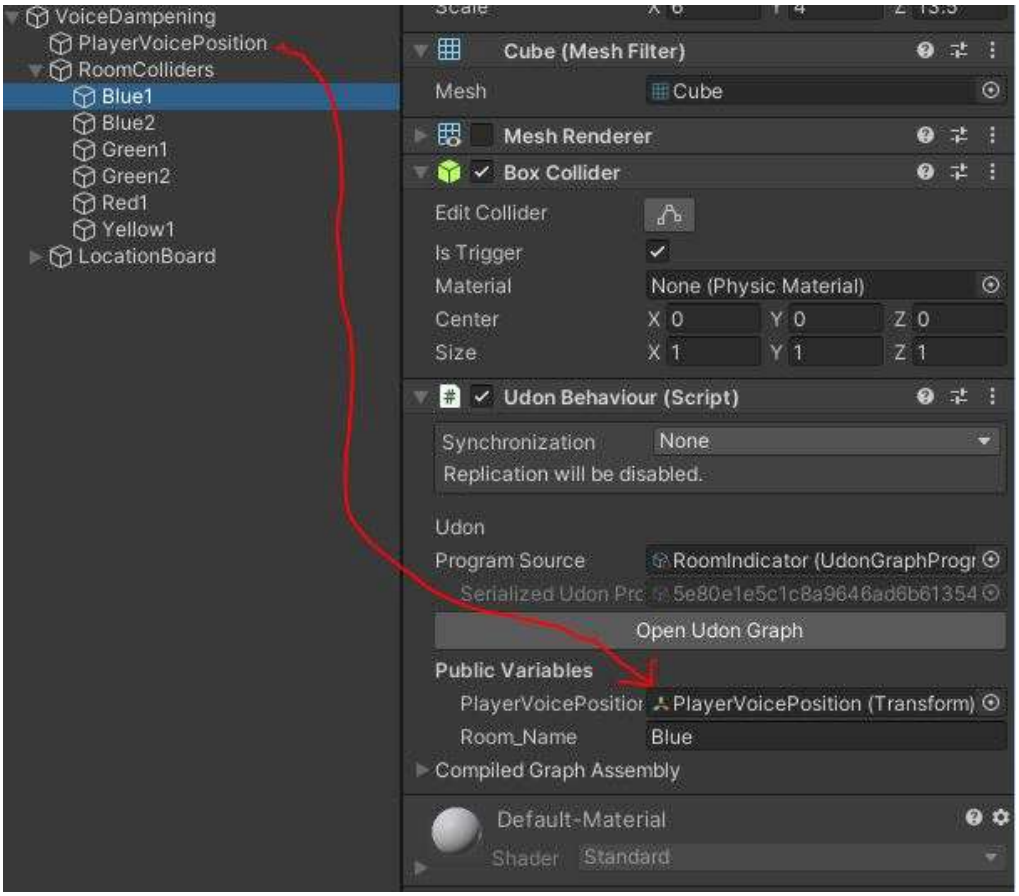
Step 5 - Create your room colliders (I recommend making new ones)

Note: Zones can overlap.

Note: If you are using the "LRoomIndicator" script, you can only set one room collider per zone.

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" gameobjet 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" objet to keep stuff organised.

- Repeat for every room/zone you have.

Step 6 - UdonBehaviour synchronization

"VoiceController" - Manual

"PlayerVoicePosition" - None

"RoomIndicator" - Manual

"PLayerPosTextBoard" - None

The scripts on manual sync are sending a custom event named "VoiceUpdate" and "VoiceUpdate2".

And that should be all.

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