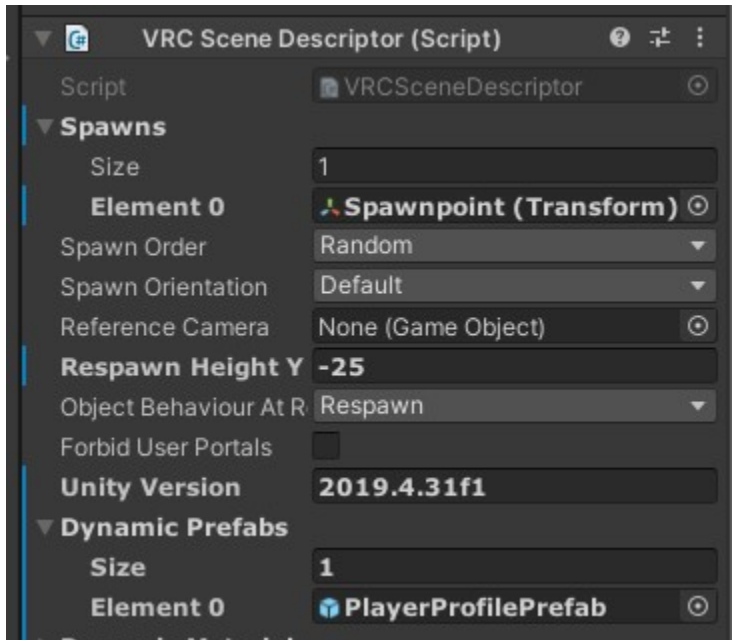


How to use the prefab: (Note: The images should represent the default values.)

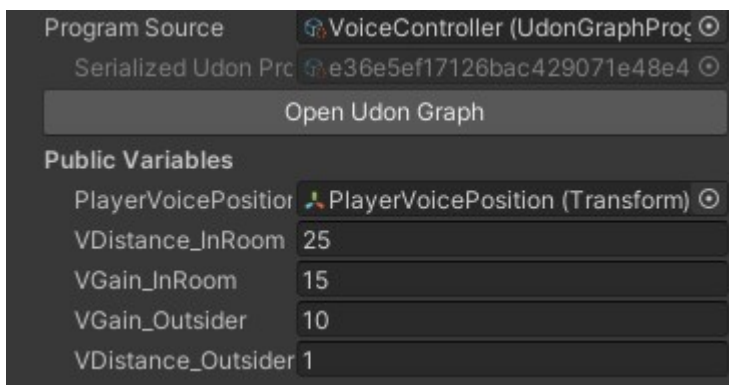
1 - Import the prefab.

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



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

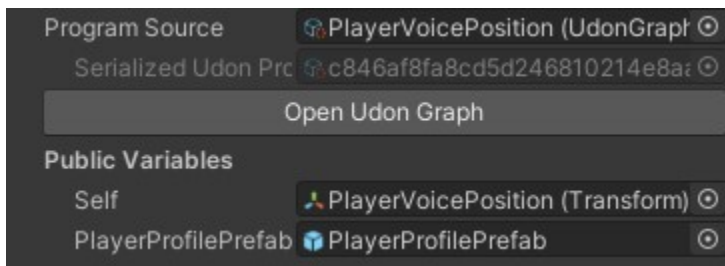
The main element has the VoiceController script that allow you to change the voice settings to your desired values.



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

Check the vrchat website for min/max values.

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



4 - Double-click on the "PlayerProfilePrefab" to open it.

5 - Rename/add/remove child elements to represent to your desired floor setup.

i.e. (Floor 1, Floor 2, Floor 3, or Kitchen, Bedroom, LivingRoom,)

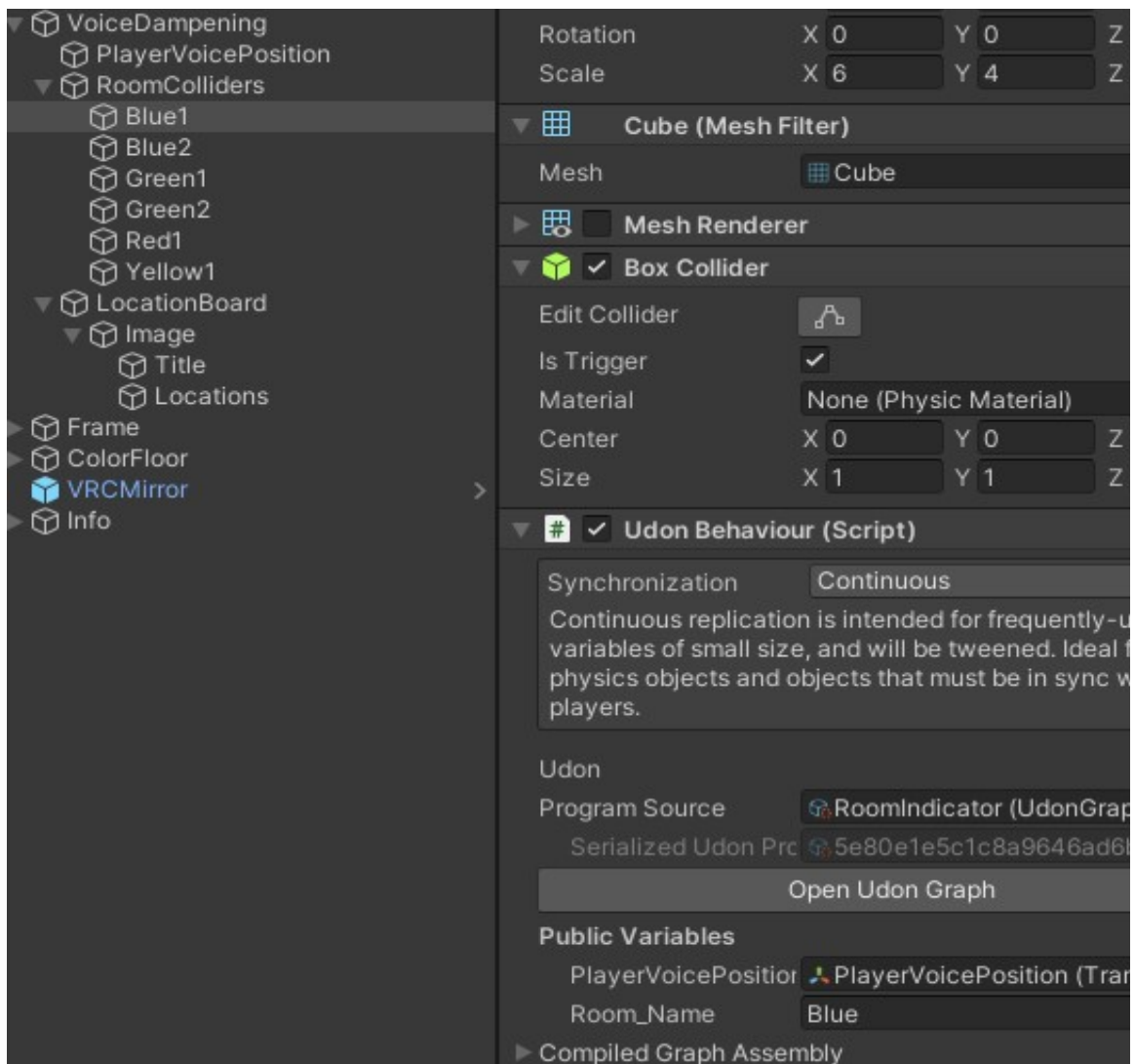
Note that the names used here are the names used on the player location board.



6 - Setup your zone colliders for each floor/room.

Note that zone can overlap.

Make sure that the "Room_Name" is identical to the name used in the "PlayerProfilePrefab".



You should be good to go after this.