



The Party Zone Video Player Instructions

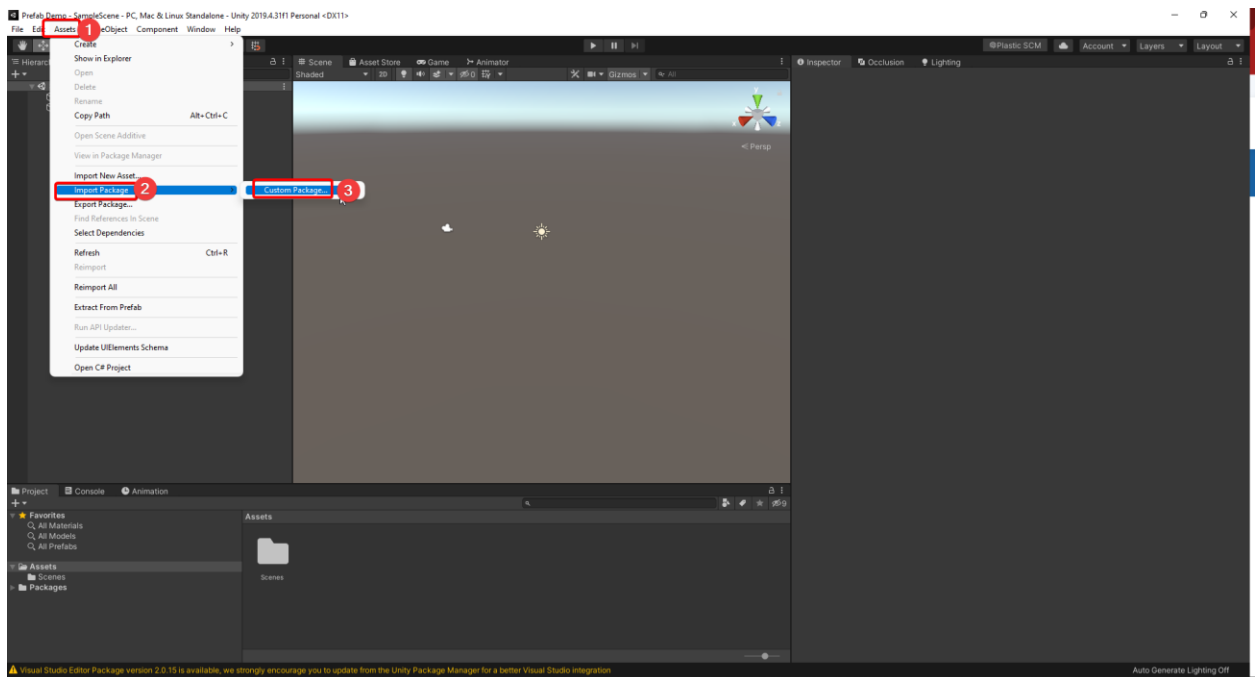
Thank You For Downloading My Prefab! The Party Zone has been a passion project of mine and I have made many assets for it. Please consider supporting me by donating on my gum road page as this will help support the creation of more club-related prefabs that will be completely free!

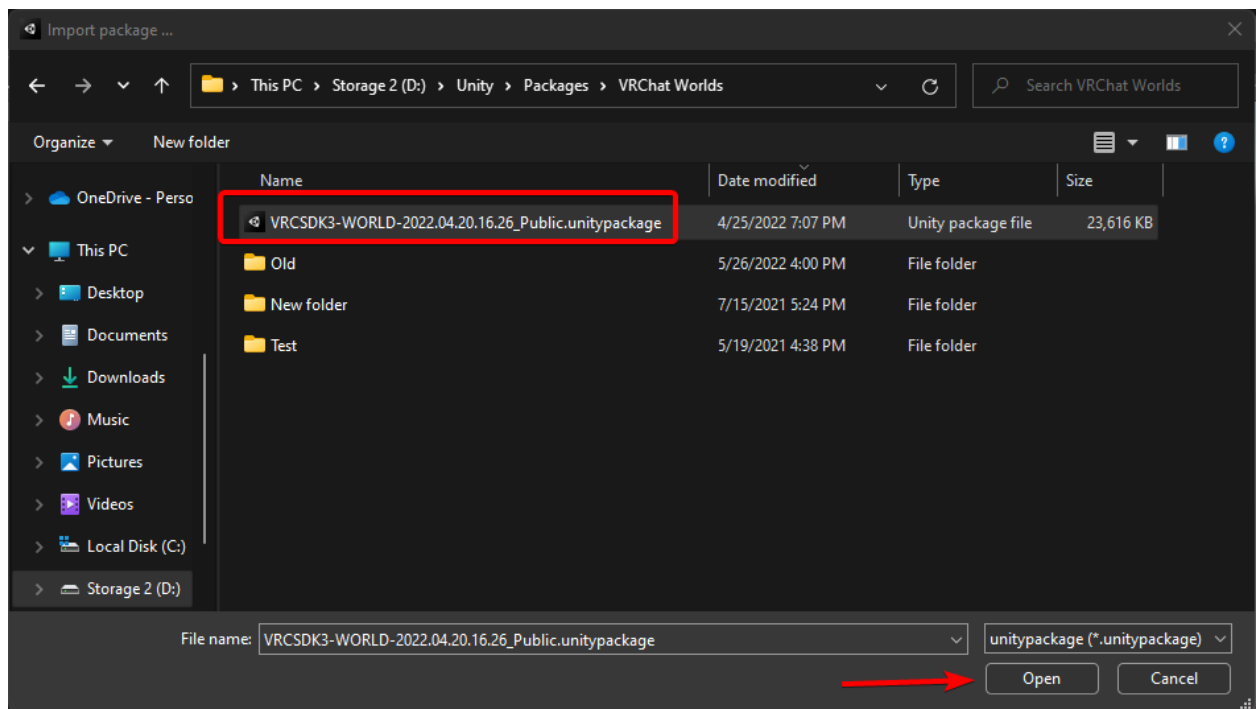
Please join The Party Zone [HERE](#) for questions and support!

Basic Setup

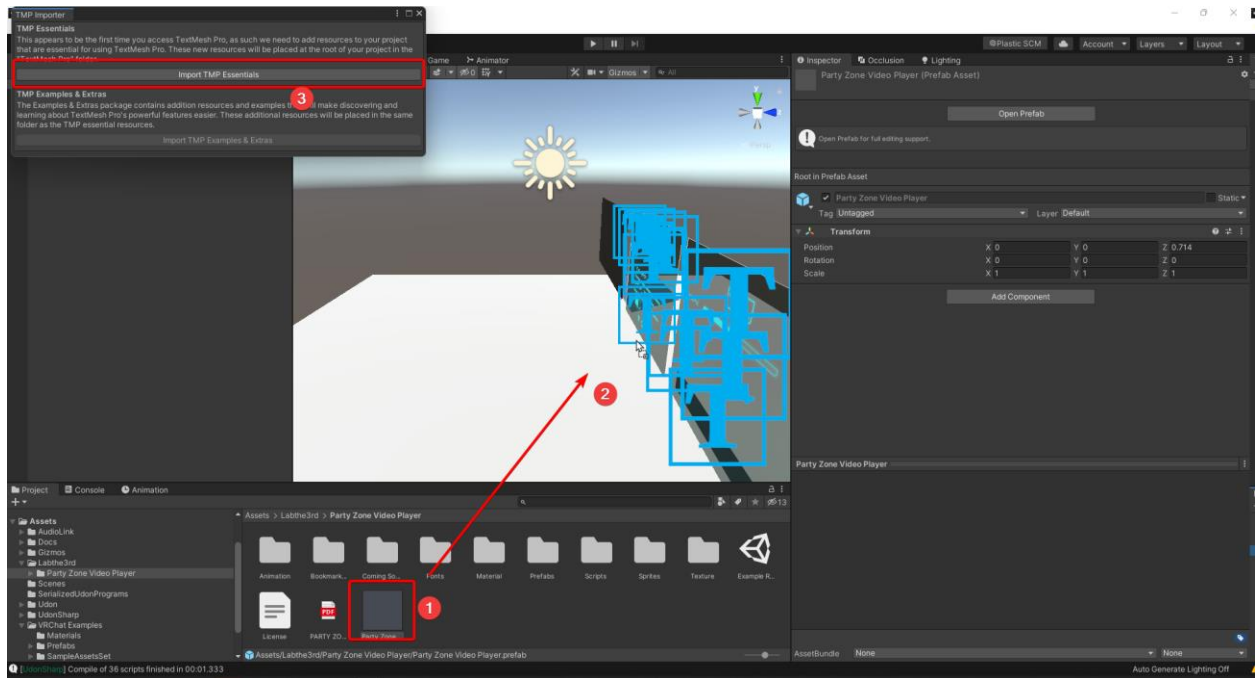
I will be starting with a new unity project.

1. Import VRCSDK3-WORLD package by clicking Assets -> Import Package -> Custom Package. The name will be different depending on the release. I used “VRCSDK3-WORLD-2022.04.20.16.26_Public.unitypackage” in this tutorial.

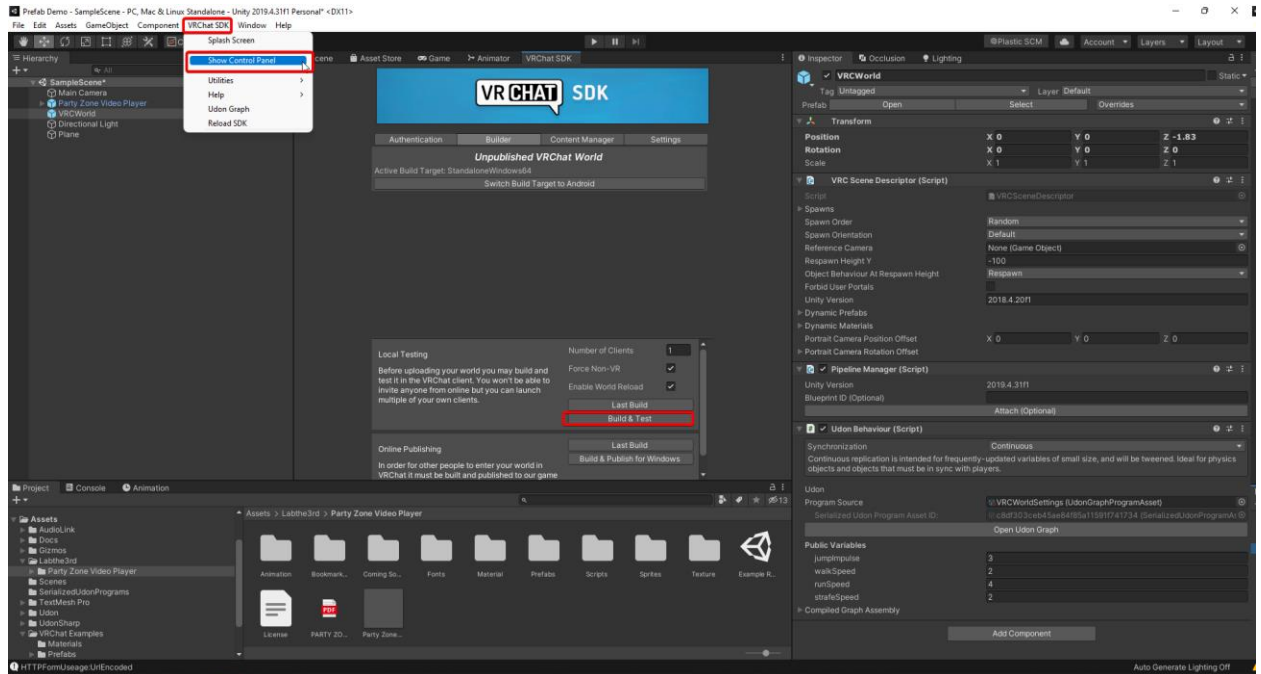




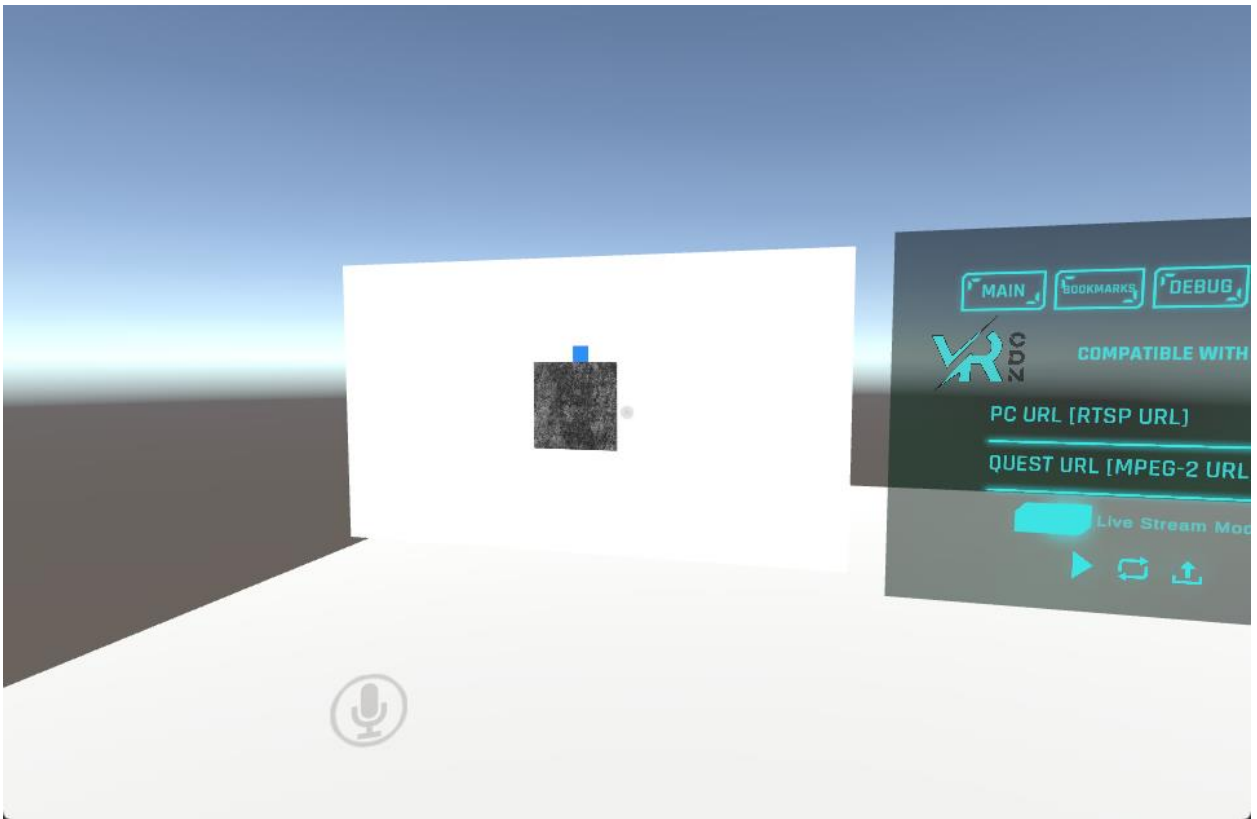
2. Using the same step above, import the latest “UdonSharp” package. In this tutorial I use “UdonSharp_v0.20.3.unitypackage”
3. Using the same step above, import the latest “PartyZoneVideoPlayer” this tutorial is using version 1.1.
4. Drag the prefab “Party Zone Video Player” somewhere into the world that you would like it to be placed. You should receive a notification about TMP Importer if you have not already added Text Mesh Pro to your project. Click “Import TMP Essentials”



5. Build and test the project to verify the video player works correctly. If this is your first time building your world you will need to log in and then you will be prompted to import a matrix and layers.

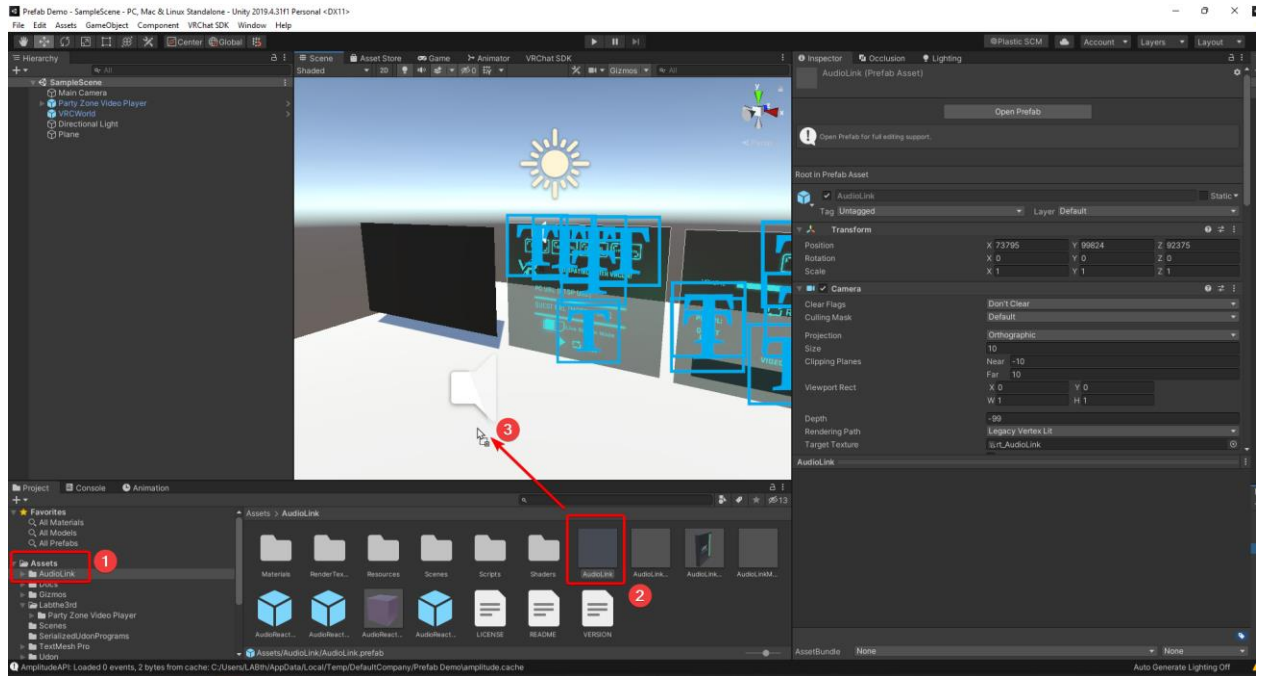


6. You should see an intro video play knowing everything worked properly! Keep going if you'd like to learn how to use audio link with the video player

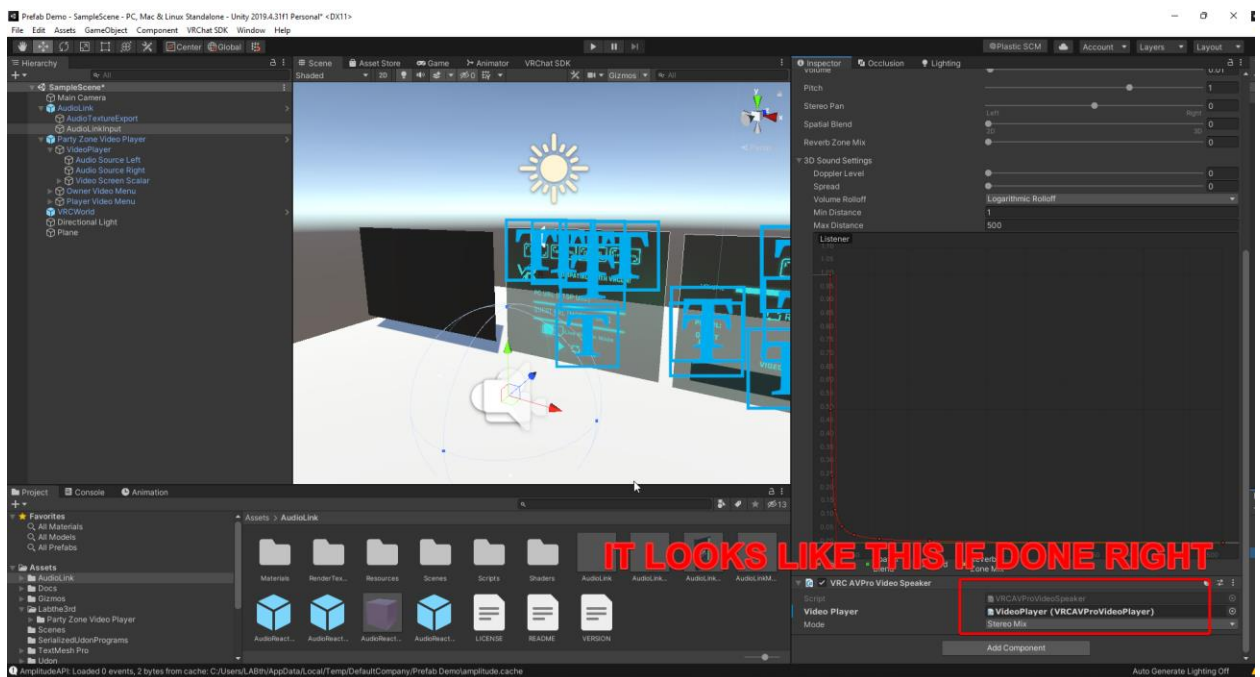
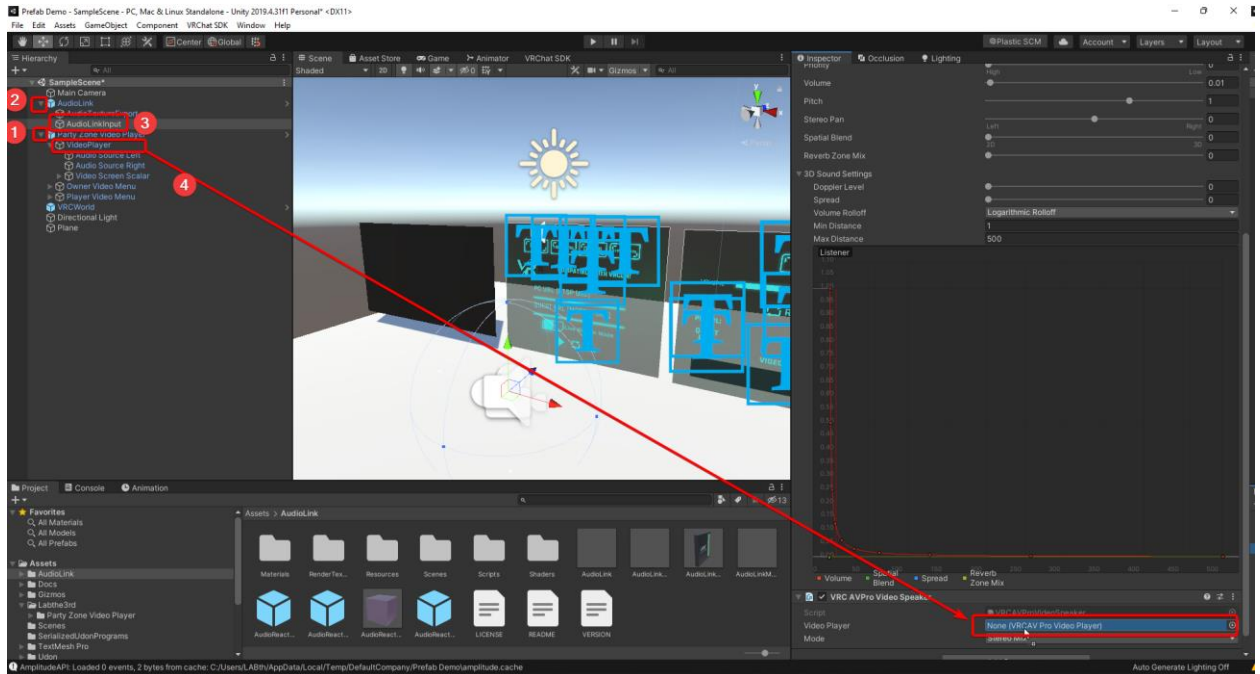


HOW TO ADD AUDIO LINK TO VIDEO PLAYER

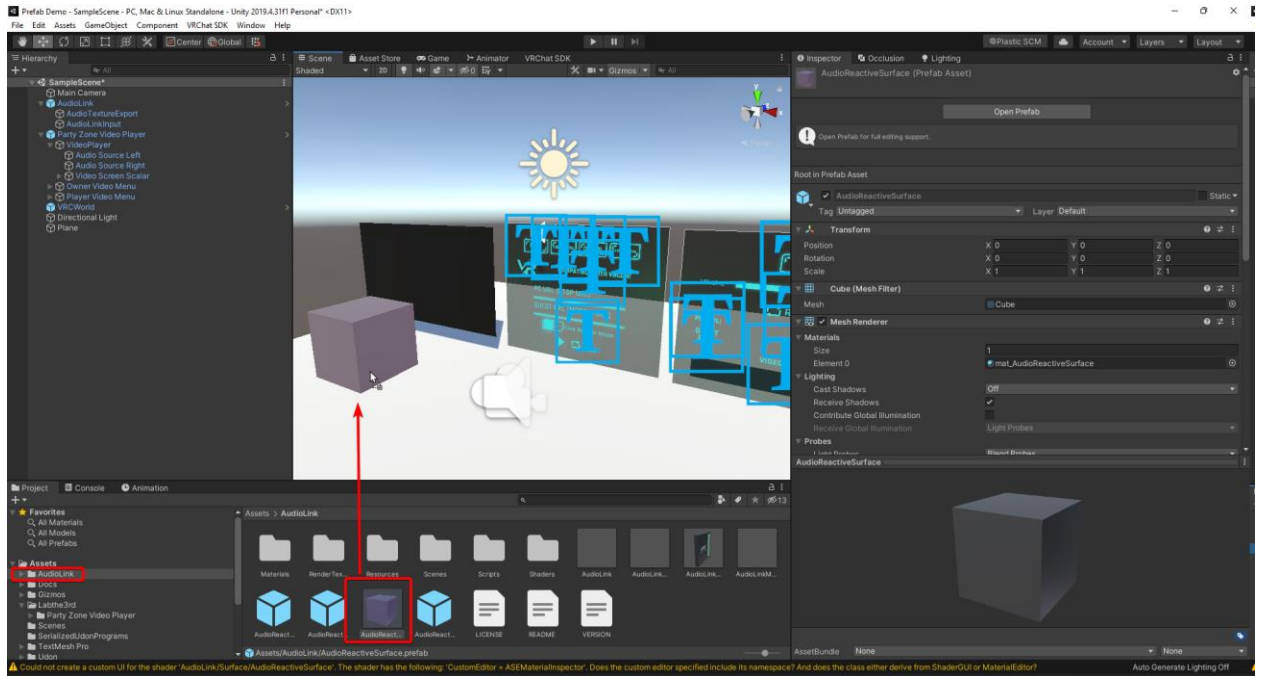
1. Follow the steps above, then import the latest Audio Link. This tutorial uses “AudioLink_v0.2.7_full.unitypackage”.
2. In the Project pane click Audio Link then drag the audio link prefab into the scene.



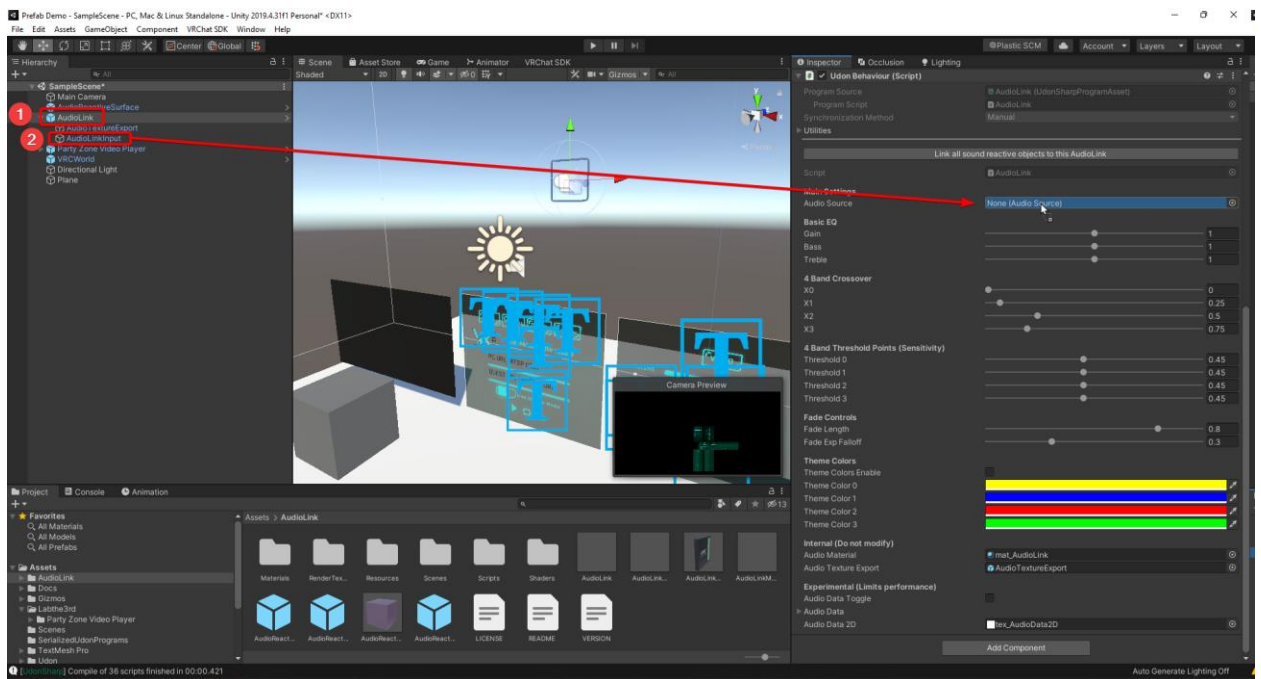
3. Expand “The Party Zone Video Player” prefab game object to expose the game object “VideoPlayer”
4. Expand the audio link parent game object then click the “AudioLinkInput” game object. Scroll to the bottom of the inspector then drag and place “VideoPlayer” into the “VRC AVPro Video Speaker” script.

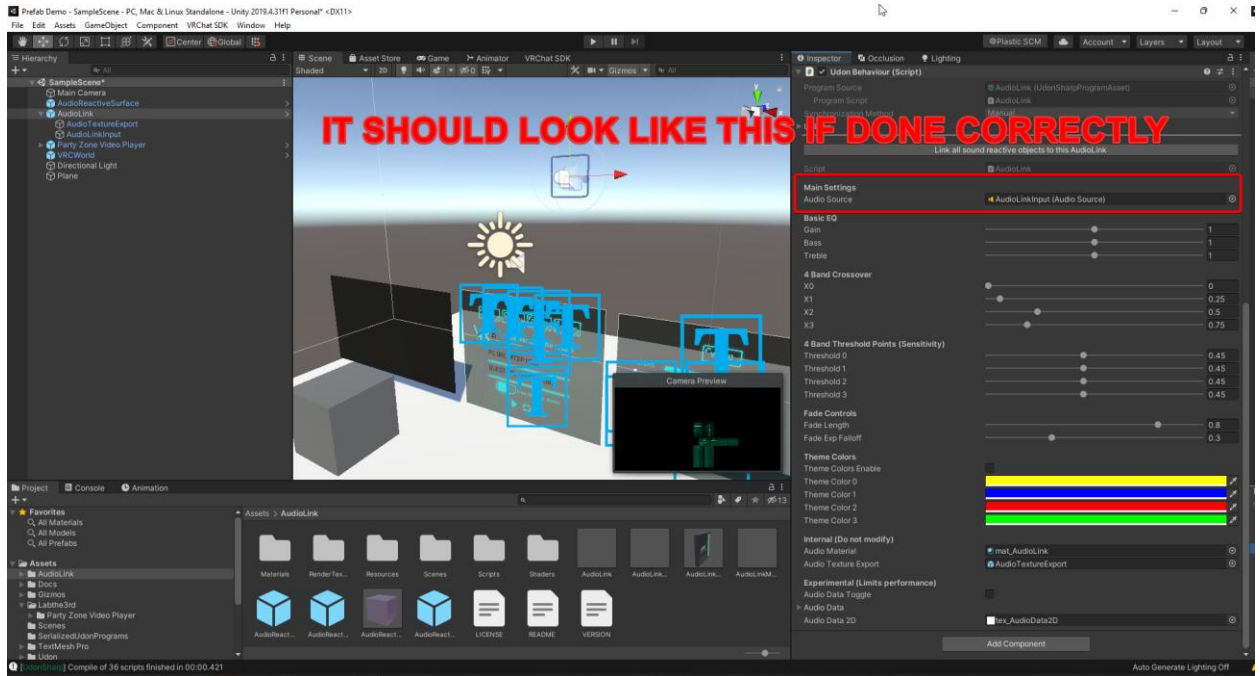


5. In the Audio Link folder, drag the AudioReactiveSurface prefab into your project to verify that Audio Link is setup correctly.

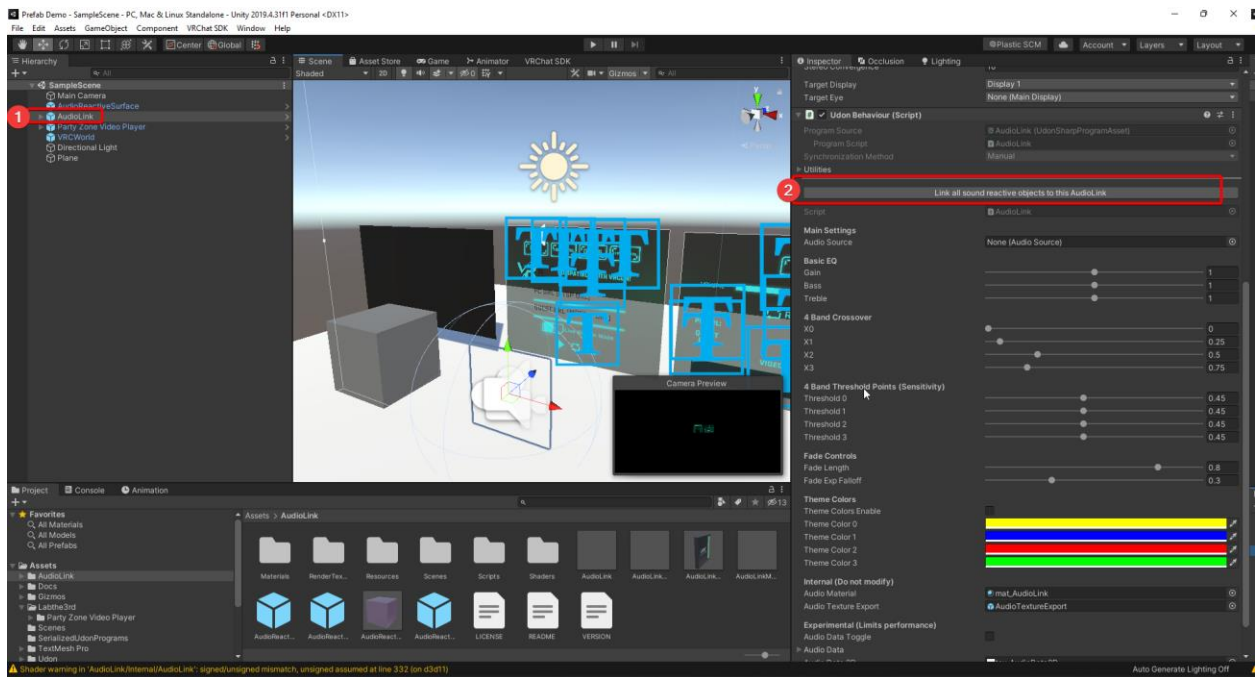


6. Click the Audio Link parent game object and drag the child object “AudioLinkInput” to the audio source.



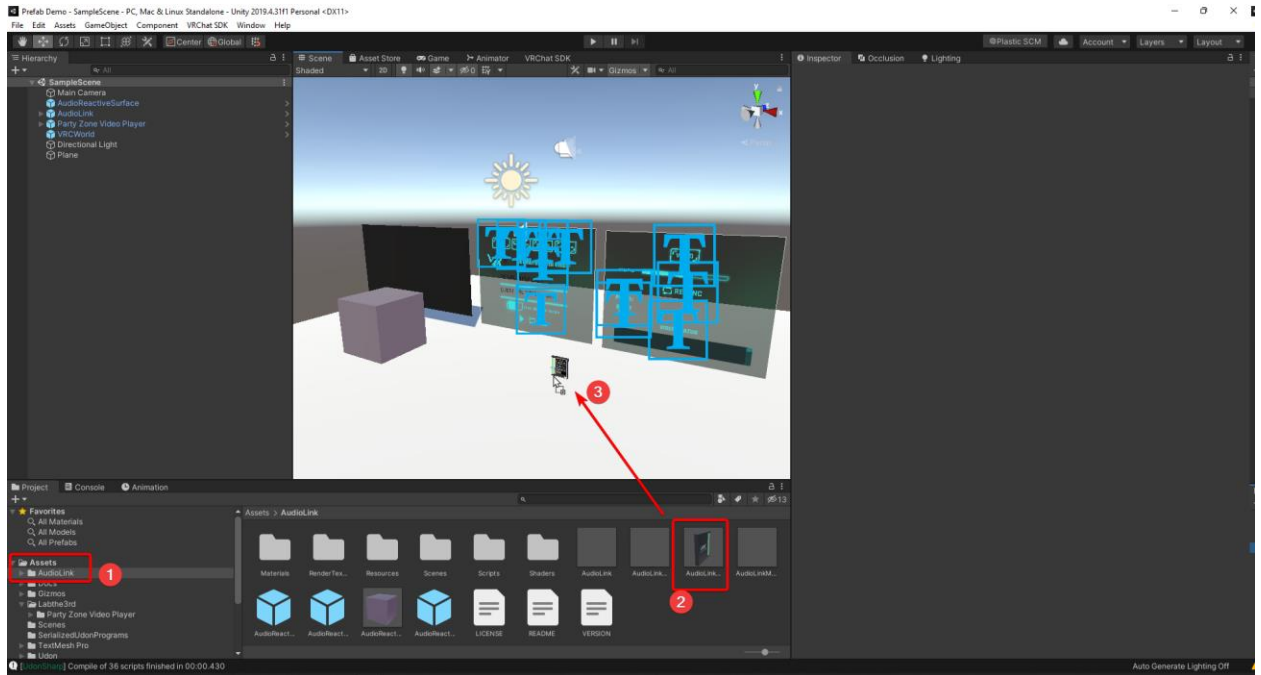


7. Click the AudioLink prefab in the Hierarchy. In the inspector click “Link all sound reactive objects to this AudioLink”

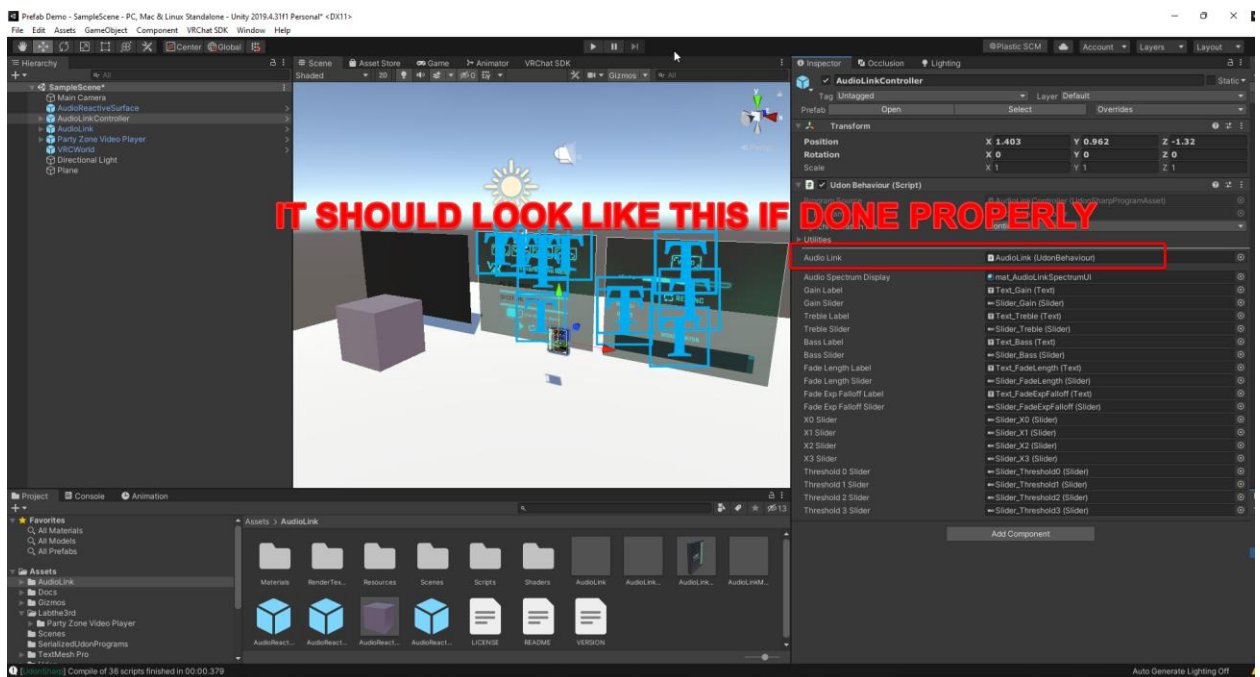
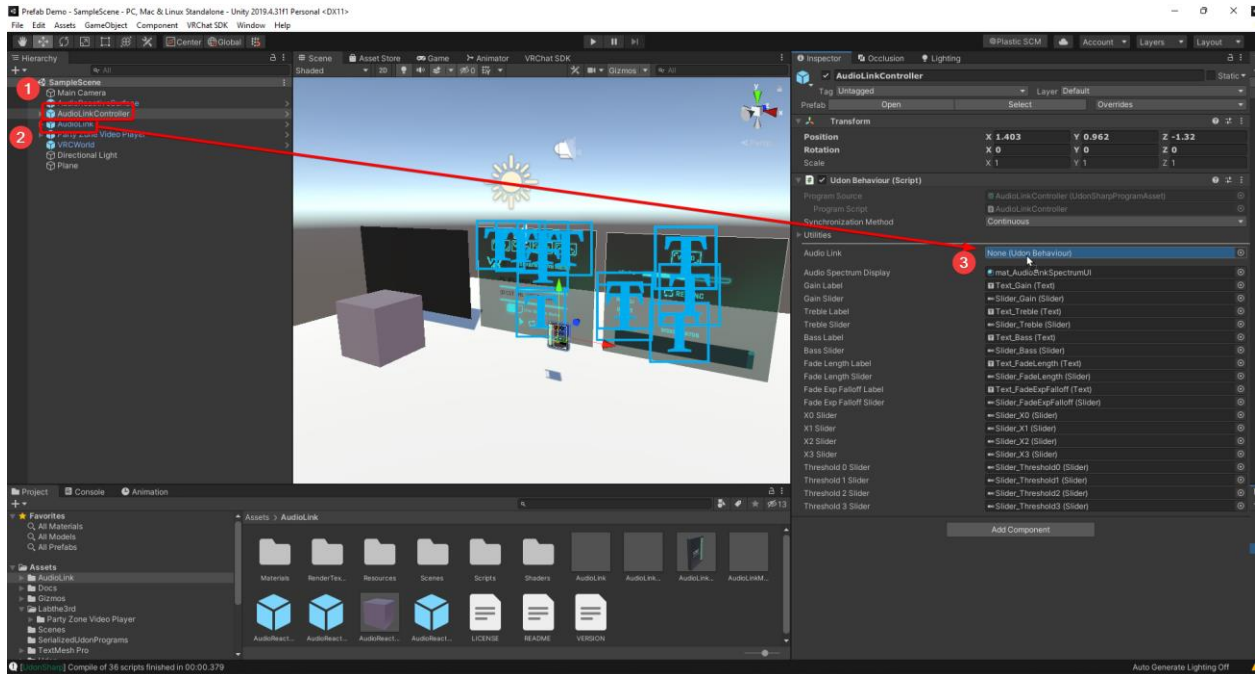




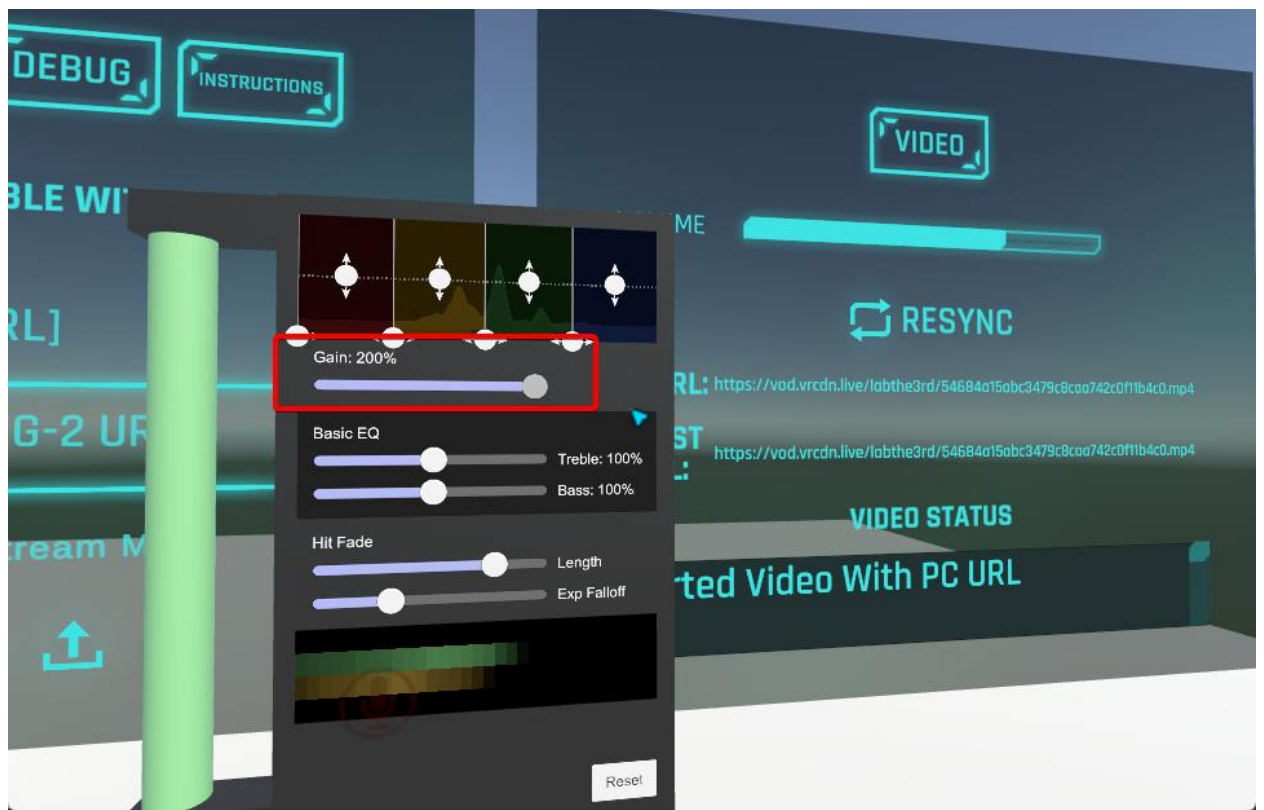
- Click the Audio Link folder in the project pane, then drag the Audiolink Controller prefab into your scene, somewhere where you will be able to interact with it to turn up the gain so we can visualize the audio reactive surface.

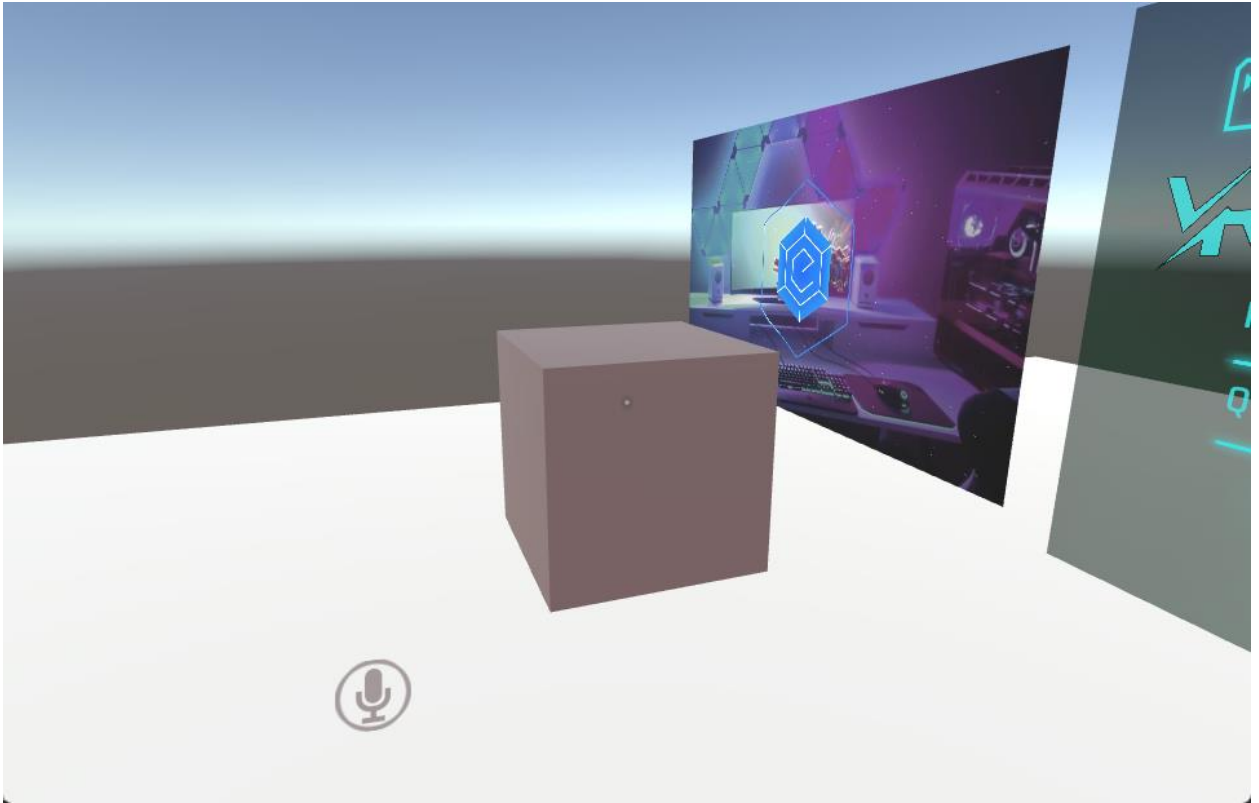


- Click on the AudioLinkController prefab then drag the AudioLink prefab to the Udon Behavior to set it up.



10. Build and test your project to verify the surface reacts properly. You should see the object emitting red slightly. You will want to turn up the gain on the controller to make it more visible.





11. You did it! You now have working audio link and Party Zone video player in your club!

VRSL & DMX

1. COMING SOON! For now just import the latest version of VRC Stage Lighting. You can get this from their github.
2. MAKE SURE YOU DO NOT HAVE “PARTY ZONE VIDEO PLAYER” in your scene before doing step 3. Delete it if you do, we will be using the experimental version which has more useful club scripts.
3. Make sure you have post processing setup in your scene. The VRSL package has an example profile you can use.
4. Make sure you have “Directional Light For Depth” from the VRSL package in your scene.



5. Drag and drop Party Zone Video Player VRSL. This package has not been fully tested so use at your own risk. You can also open the example scene to see it in action BUT you need all the previous mentioned packages installed. If you have any questions just shoot me a message and I can help you set this up, I don't mind 😊

