

# Zone

Zones allow you to smoothly turn on/off audio sources if the audio listener (camera) moves outside of the zone.

This feature is very useful for large scenes that need higher performance, especially if you're using VA\_Mesh or other intensive audio sources.

## Radius

The radius of the zone in world space.

## Deactivate Game Object

If the audio listener is outside of the zone, should the GameObjects the audio sources belong to also get disabled?

## Volume Dampening

This allows you to set how quickly the audio source volume will change.

## Audio Sources

This allows you to set all the audio sources controlled by this zone.

NOTE: If you have multiple zones controlling the same audio source, your game may behave unexpectedly.