

Udon Voice Utilities (UVU)

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- [■■■ UVU](#)
- [■■](#)
- [■■ BPAv0.8 ■■■ UVU](#)
- [■■■■](#)
- [■■■■](#)

UVU

UdonVoiceUtils

TL;DR

...:

- “”
- /
-
-
-
-
-
- complex stage setups
-
-

- [Rackshaw](#) [Drinking Night](#)-
- ImLeXz [Midnight Rooftop](#) -
- [Avali ShatterDome](#) [RadioFoxWin](#) [PlayerAudioController](#)
- Spookyghostboo [The Black Cat](#) -
- [owlboy](#) [The Great Pub](#)-
- [Toasterly](#) [The Pool Parlor](#)-
- [Drembe](#)Dragon - /
- ...

“ DisGondoo ticket GitHub

1.

2. ID

3. VRChat



UdonVoiceUtils 1.0.0 VRChat Creator Companion



[Semantic Version](#)



- 1. API
 -
- 2.
 -
- 3.
 -



- 1. VRChat World SDK 3.6
- 2. CyanPlayerObjectPool <https://cyanlaser.github.io/CyanPlayerObjectPool/>
- 3. TLP UdonVoiceUtils <https://gurib0.github.io/TLP/>
- 4. Packages/tlp.udonvoiceutils/Runtime/Scenes/Demo.unity
- 5. Unity Play
- 6. AudioListener
- 7.
- 8.

“

VRChat VRChat VRChat Creator Companion Unity World

Packages/tlp.udonvoiceutils/Runtime/Prefabs/Examples






[Wiki](#) UVU VRChat

[VRChat](#)



1. **Project** `TLP` “
2. **Dropdown In Packages**
3.
 1. **TLPLogger** - *TLP*
 2. **TLP_PlayerAudioController** - *UVU*
 - **TLP_PlayerAudioCompleteWithUi**
4.
5. UVU

□ BPAv0.8 □□ UVU

1. 
2. 
3. 
4. 
5. 

1.


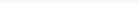

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(...) does not belong to a U# assembly, have you made a U# assembly definition for the assembly the script is a part of?

- ☐ Unity ☐

6. ☐ BPAv0.8 ☐ Scene ☐

- [illegible]

1. [UdonSharp] Scene behaviour 'SyncedPlayers' needed UnityEngine.Object upgrade pass 
2. [Can't remove AudioListener because AudioReverbFilter depends on it  Reverb  "[]"

8. [UdonSharp] Empty UdonBehaviour found on (...)

1. ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
2. ☐ ☐ ☐ UdonBehaviours Program So None ☐ ☐ ☐
3. ☐ ☐ ☐ UdonBehaviour ☐










9. Assets/TLP/UdonUtils/Prefabs/TLP Logger.prefab

10. `PlayerAudioController` `TLP_PlayerAudioController` ☐ ☐ ☐


- ## 11. [Configurations]

12. ☐ LocalConfiguration ☐ DefaultConfiguration





































































13. 

1.   Hie  UVU 
2.  SyncedIntegerArray 
3.  Revert  UVU 
4.  ClientSim  AudioZone/-Room  

14.  UdonBehaviours  UdonBehaviours 

1. UdonMath
2. UdonCommon
3. UdonDebug 



1. [Cyan.PlayerObjectPool](#) 
2.  UdonVoiceUtils  UdonUtils 
 1.    UdonVoiceUtils  UdonUtils 
 2.  UdonVoiceUtils                                                                   



1. [] client sim [] Unity []
2. [] Console []
 1. [] AudioListener []
3. [] TLP [] []
4. []
5. []
 1. <Variable> is not set
 2. []
 3. [] prefab []
 4. []

Occlusion

1. Environment [] [] [] []
2. [] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []
 1. [] [] [] [] BoxColliders [] [] [] [] [] [] [] []



□□□□□□ MeshColliders □□□□□

□□□□



- 1.

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 PlayerAudioController

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- 2.

□

Configurations/LocalConfiguration

□□□□□
- 3.

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- 4.

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Configurations/DefaultConfiguration

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 Global Settings

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