






□ 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.  UdonBehavioursProgram So None 
3.  UdonBehaviour 

9. [ Assets/TLP/UdonUtils/Prefabs/TLP\_Logger.prefab ]

10. PlayerAudioController TLP PlayerAudioController [TT]

- ## 11. Configurations

12. [ LocalConfiguration DefaultConfiguration

13. 

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