

Udon Voice

Utilities

- [UVU](#)
- [Player Audio Override](#)
- [XXXXXXXXXX](#)

UVU

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- [illegible]

- “VRChat VRChat”

2. VCC Alcom

- 3.
- ☐
- VRChat SDK
- ☐

BP Av0.8 BP Av0.8 UVU

IVM

CyanPlayerObjectPool TLP UdonVoiceUtils

[illegible]

- **CyanPlayerObjectPool**
- **TLP UdonVoiceUtils**

VPM 

- CyanPlayerObjectPool
- **TLP UdonVoiceUtils**

Unity Package ☐

- CyanPlayerObjectPool
- **TLP UdonVoiceUtils**



1. ☐ Unity ☐ Play ☐ clientsim ☐ AudioListener ☐



- [illegible]

- **TLPLoader** - `TLPLoader` *TLPLoader*
- **TLP_PlayerAudioController** - *UVU*

UVU

Player Audio Override

TLP/Networking



Auto Retry Send On Failure


TLP/Logging

Severity " " "Error" "Assertion"
"Debug" Unity 'TLP DEBUG'





1  Game Object  Is Trigger  Transform  Edit Collider  audio source 

“  audio source  ”

 ☐ **bar-zone** ☐ Static ▼

Tag Untagged ▼ Layer Default ▼

▼  **Transform** ?  ⋮


Position



X Y Z


Rotation

X Y Z

Scale

 X Y Z

▼  ☒ **Box Collider** ?  ⋮

Edit Collider 

Is Trigger ☒

Provides Contacts ☐

Material None (Physic Material) ⊙

Center

X Y Z

Size

X Y Z

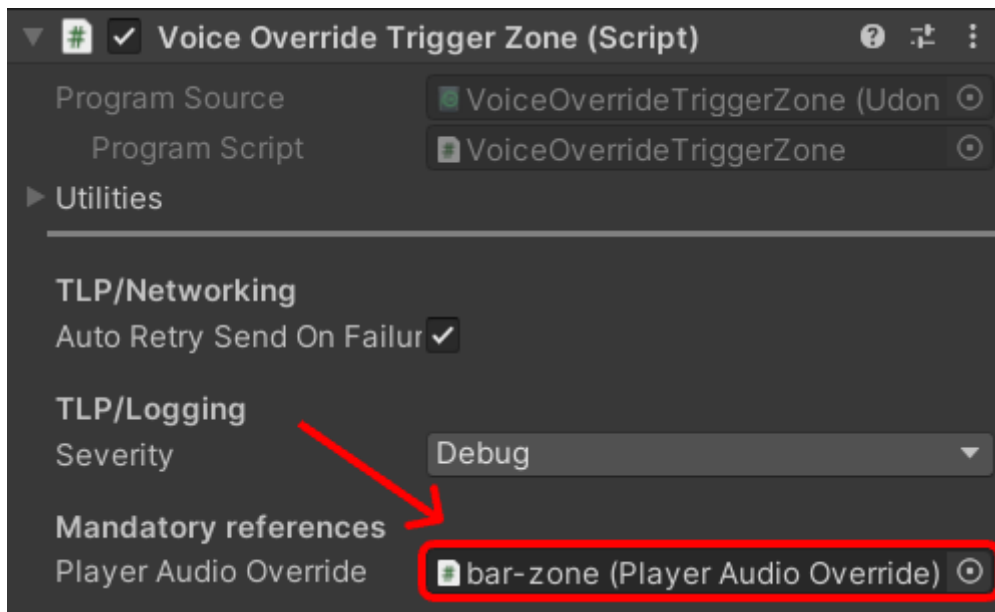
▼ **Layer Overrides**

Layer Override Priority

Include Layers Nothing ▼

Exclude Layers Nothing ▼

2  Player Audio Override  Voice Override Trigger Zone  Voice Override Trigger Zone > Player Audio Override 



3[Player List]

