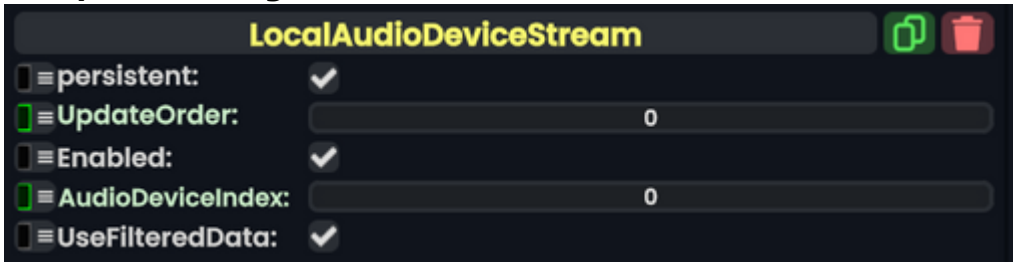


# Component:LocalAudioDeviceStream

## Component image



**Local Audio Device Stream** component as seen in the [Scene Inspector](#)

The **LocalAudioDeviceStream** component can be used as a source of streamed audio data kind of like a player or a video for use with audio output components. This component Outputs locally the audio for a specified audio input Device by index number.

## Fields

### Fields

Name	Type	Description
persistent	<a href="#">Bool</a>	Determines whether or not this item will be saved to the server.
UpdateOrder	<a href="#">Int</a>	Controls the order in which this component is updated.
Enabled	<a href="#">Bool</a>	Controls whether or not this component is enabled. Some components stop their functionality when this field is disabled, but some don't.
AudioDeviceIndex	<a href="#">Int</a>	The audio device to gather audio samples from.
UseFilteredData	<a href="#">Bool</a>	Whether to use raw audio samples or filter them.

## Usage

Can be used to listen to a specified audio device index using an audio output. Can be used in world space and isn't limited to userspace.

## Examples

## See Also