

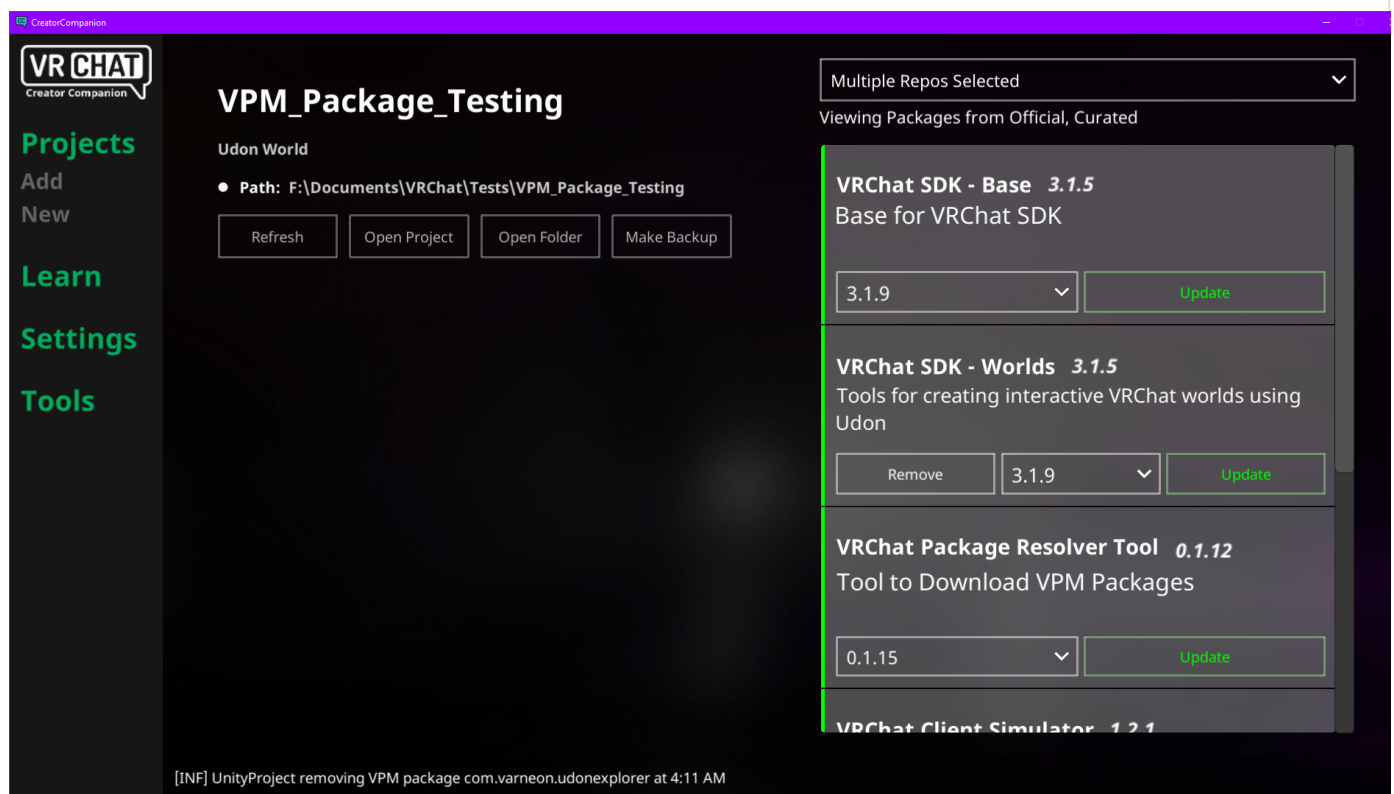
Terminology

"VCC", "VPM", "Repo", "Package"? - This page is for giving you an overview of what everything means

VRChat Creator Companion (VCC)

Standalone application developed by VRChat for managing Unity projects for world and avatar creation and the packages in those projects: <https://vcc.docs.vrchat.com/>

Creator Companion also includes sections for accessing learning material and other tools developed by VRChat.



VRChat Package Manager (VPM)

Core feature of VRChat Creator Companion for managing VPM packages in your projects (VRCSDK, ClientSim, UdonSharp, etc.)

<https://vcc.docs.vrchat.com/vpm/>

Repository Listing / Repo

JSON file which contains a list of packages and available versions for VRChat Package Manager to download and add into a project.

Repository listings are used to receive information new versions for packages.

<https://vcc.docs.vrchat.com/vpm/repos>

CreationInfo

The repository listing stub JSON for initializing the full repository listing file.

Example:

```
{
  "CreationInfo": {
    "url": "https://vpm.varneon.com/editor-extensions"
  }
}
```

CreationInfo property containing the URL which points to the full repository listing is the only thing required to be present in the JSON file in VRChat Creator Companion's appdata folder in order to create the full listing

VPM Package

A package used to add assets into a project for world or avatar creations.

Based on [Unity Package Manager](#) packages with [few additions](#) for added functionality specific to VPM.

Generally identified by the [UPM compatible name](#) (e.g. "com.vrchat.udonsharp"), not to be mixed with the Display Name, which is the user-friendly name for viewing the package in Package Manager window or Creator Companion.

Package Manifest (package.json)

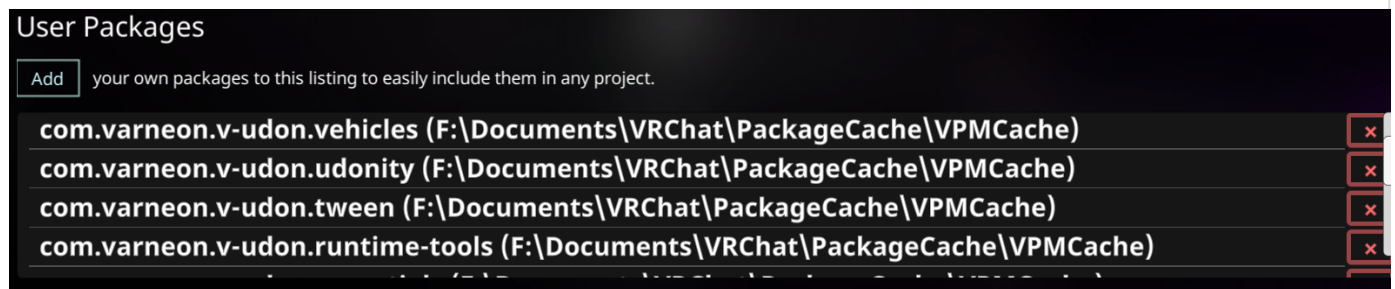
A JSON file for managing information about a UPM/VPM package:

<https://docs.unity3d.com/Manual/upm-manifestPkg.html>

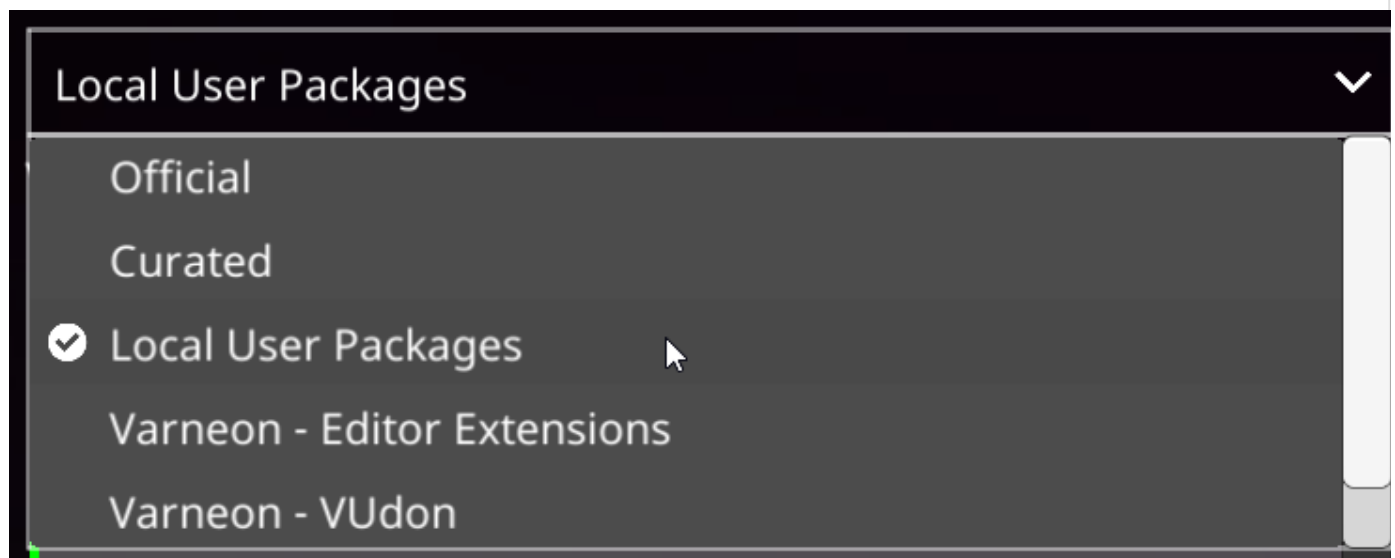
The package manifest is the only file required to be present in order to add it into a project using Unity Package Manager

Local User Package

A package that a user has manually downloaded in form of the r/w package contents and linked to VRChat Creator Companion:



Local user packages can be added to a project by selecting "**Local User Packages**" in the repository listing dropdown:



<https://vcc.docs.vrchat.com/vpm/packages#user-packages>