Blu's List of known VCC Community Repositories

This is a list of Community Repositories that can be added to the VRChat Creator Companion for use in your projects.

> Work in Progress! Expect this page to be updated on a regular basis as more Community Repositories become available to the public.

For **Avatars SDK** 3.2.x

Pumkin's VPM Repo by rurre (Pumkin)

- **Pumkins Avatar Tools:** An excellent editor script that adds tools to help you setup avatars faster and easier. It includes a component copier that makes it a lot easier to reimport your avatars, and tools to make your thumbnails nicer.
- **Editor Screenshot:** A Unity editor script for taking screenshots in the editor. Extremely useful for making Transparent screenshots directly in Unity for use on Thumbnails.

Raz's VPM Repo by Razgriz

- **Harmony:** A library for patching, replacing and decorating .NET and Mono methods during runtime.
- **RATS:** Raz's Animator Tweaks 'n' Such. Harmony-based Unity Editor that introduces many QoL enhancements to editing Animators. Requires Harmony.

For **Worlds SDK** 3.2.x

CyanTrigger by CyanLaser

- A VRChat Udon compiler that simplifies creating logic while still providing the full power of Udon. Features Event and Action lists with in-scene editing. Visually similar to VRCSDK2's VRC_Trigger. A perfect introduction to using Udon for those who have previously used

SDK2.