Prefabs

- FaxAnalytics
- FaxFallDamage

FaxAnalytics

This prefab lets you track information about your world! For example:

- How many players fall off your world?
- Does anyone use my mirror?
- Where do they spend their time?
- Does anyone press that button you added?

Download

https://drive.google.com/file/d/1gil_RAtmSSXFbKeTxd6OovrGam3Pn1e3/

What's included?

> This prefab utilizes video players in an undocumented manner. Do not use video player maliciously, respect the TOS!

- A prefab for quickly adding analytics to your world
- An example scene
- A full guide on how to use the prefab inside Unity
- UdonSharp scripts for you to tinker with

Requirements

- UdonSharp
- A Google Form to send the data to (after installation)
- A video player (included in the prefab)

How does it work?

After installing the prefab, check the top of your Unity window. You should see a new tab named "FaxAnalytics". This tab contains the full guide on how to use the prefab.

In a nutshell:

1. Create a Google Form.
2. Create a pre-filled URL for your form.
3. Modify the URL to auto-submit as soon as it's opened. (The prefab editor window has a tool to automaticall do this for you!)
4. Insert the URL into a video player.
5. Keep the video player disabled until you'd like the URL to be opened. (The prefab has some tools for this, too).

... That's it! If you'd like to add your own analytics without my prefab, all you really need is a video player.

Questions?

Contact me via Discord, at Fax#6041 or faxmashine.com.

FaxFallDamage

When players fall from a great height, they ragdoll and make a sound.

> **Jank alert!** This prefab uses the very obscure and obsolete VRChat **combat system**. Use at your own risk! It probably won't work with more than 20 players.

Download

https://drive.google.com/file/d/16sCyf2Ffc62x-7QZSgCvf_1WhOzdiGVe/

Requirements

- UdonSharp
- Lack of sanity
- <20 player world cap

How to use

Drag the prefab into your world, configure the settings, done. You can configure the minimum fall height, and the sound that plays when a player falls. Post your favorite death sound in the comments!! Mine's "oof" □□□□

This prefab was made at 3 AM