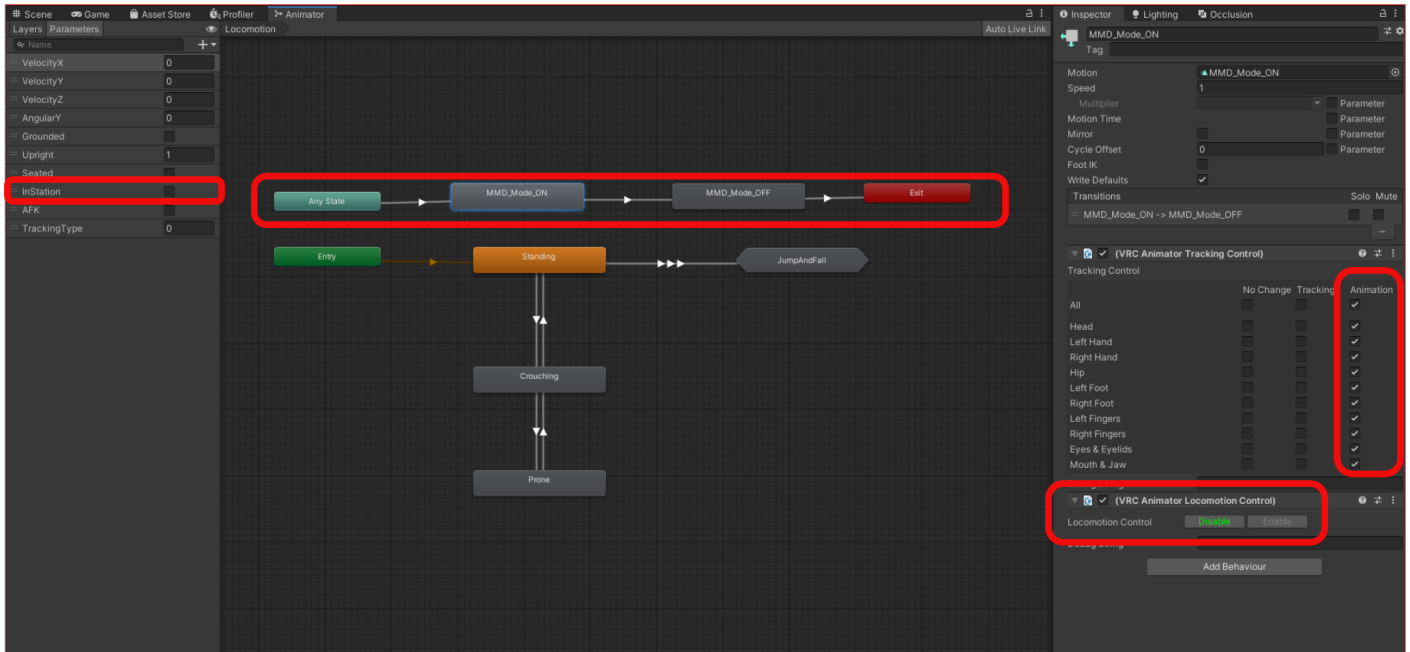


Base Layer



On the base layer, you need to do following,

1. Make "InStation" bool, this will be used to detect you are while dancing or not.
2. Make Any to State1 (Enable MMD mode by InStation bool true) and State2 (Disable MMD mode by InStation bool false) to put everything back before Exit.
3. On State1, you need to force VRC Animator Tracking Control to Full Animation this will make sure your avatar moves without tracking your input.
4. On State1, you also need to disable Locomotion, this is to prevent some fault input.
5. On State2, you need to put it back as it is before. (Settings depends on your favour, find your best with debug menu.)

*As empty motion cause issue, please put empty animation on State1 and default animation or empty animation on state2.

Base Layer

1. "InStation" bool bool
2. Any 1(MMD ON InStation bool True) 2(MMD OFF InStation bool False) Exit
3. 1 VRC Animator Tracking Control Animation ()
4. 1 Locomotion Control Disable
5. 2 2 (Debug Meu)

*Motion 1 2

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