

# Don't Waste Parameter Space

Many avatar creators, including myself have made the mistake of putting VRChat's default parameters into their parameter staging file.

While this typically doesn't cause issues, it does take up unnecessary space you could use for other things. Default parameters are already networked and don't need to be put into the parameter list.

In short: [make sure you don't have any of the parameters listed here in your parameter file](#),  
(animators are ok!)

## Parameters

Name	Description	Type	Sync
IsLocal	True if the avatar is being worn locally, false otherwise	Bool	None
<u>Viseme</u>	<u>Oculus viseme index</u> ( 0-14 ). When using Jawbone/Jawflap, range is 0-100 indicating volume	Int	Speech
Voice	Microphone volume ( 0.0-1.0 )	Float	Speech
<u>GestureLeft</u>	Gesture from L hand control (0-7)	Int	IK
<u>GestureRight</u>	Gesture from R hand control (0-7)	Int	IK
GestureLeftWeight	Analog trigger L (0.0-1.0)†	Float	IK
GestureRightWeight	Analog trigger R (0.0-1.0)†	Float	IK
AngularY	Angular velocity on the Y axis	Float	IK
VelocityX	Lateral move speed in m/s	Float	IK
VelocityY	Vertical move speed in m/s	Float	IK
VelocityZ	Forward move speed in m/s	Float	IK
Upright	How "upright" you are. 0 is prone, 1 is standing straight up	Float	IK
Grounded	True if player touching ground	Bool	IK
Seated	True if player in station	Bool	IK
AFK	Is player unavailable (HMD proximity sensor / End key)	Bool	IK
Expression1 - Expression16	User defined param, Int ( 0 - 255 ) or Float ( -1.0 - 1.0 )	Int / Float	IK or Playable
<u>TrackingType</u>	See description below	Int	Playable
VRMode	Returns 1 if the user is in VR, 0 if they are not	Int	IK
MuteSelf	Returns <code>true</code> if the user has muted themselves, <code>false</code> if unmuted	Bool	Playable
InStation	Returns <code>true</code> if the user is in a station, <code>false</code> if not	Bool	IK

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