

# Notes On Stations On Avatars

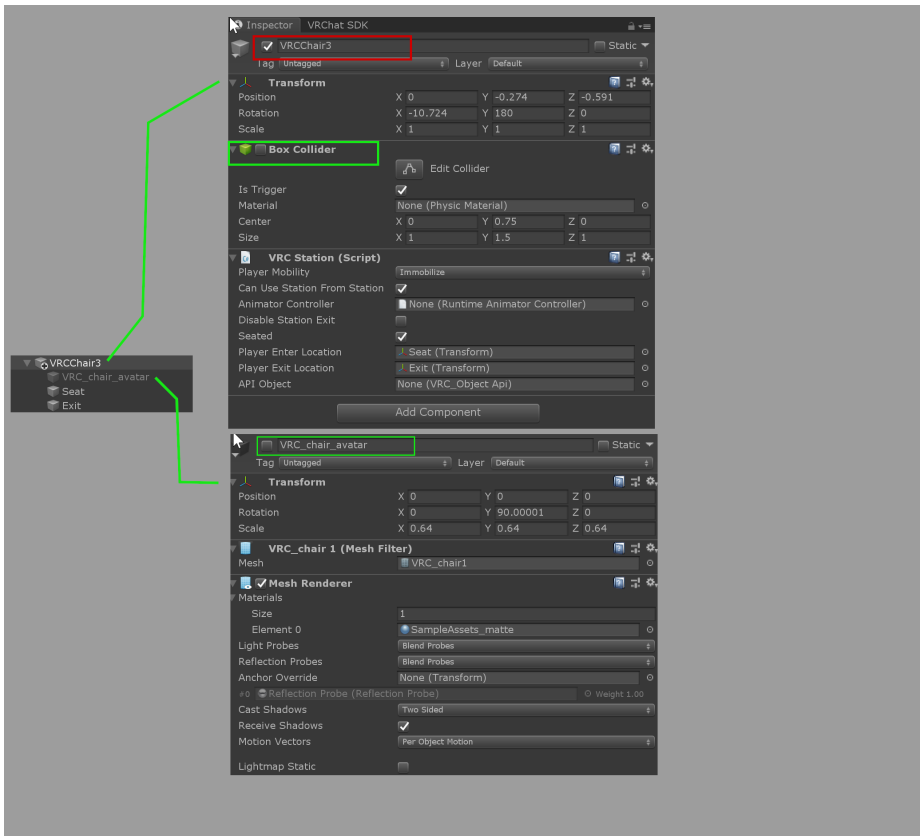
## Don't Put Anything Into the "Enter/Exit Location"

This appears to cause the entire avatar to break and not load, I have no idea why, just don't do it.  
*(This is possibly a bug?)*

## Don't Disable the Parent Gameobject

[The documentation notes to not disable the parent gameobject of the chair.](#)

Don't animate the stuff in the red box, you can animate the stuff in the green boxes basically.



# Forcing an Animation

Don't put your sitting animation on the base layer! Do it on a new layer, make sure to add a Tracking Control state behavior to enable and disable what you want tracked or not by VRChat if your animation needs to animate any of those specifically.

