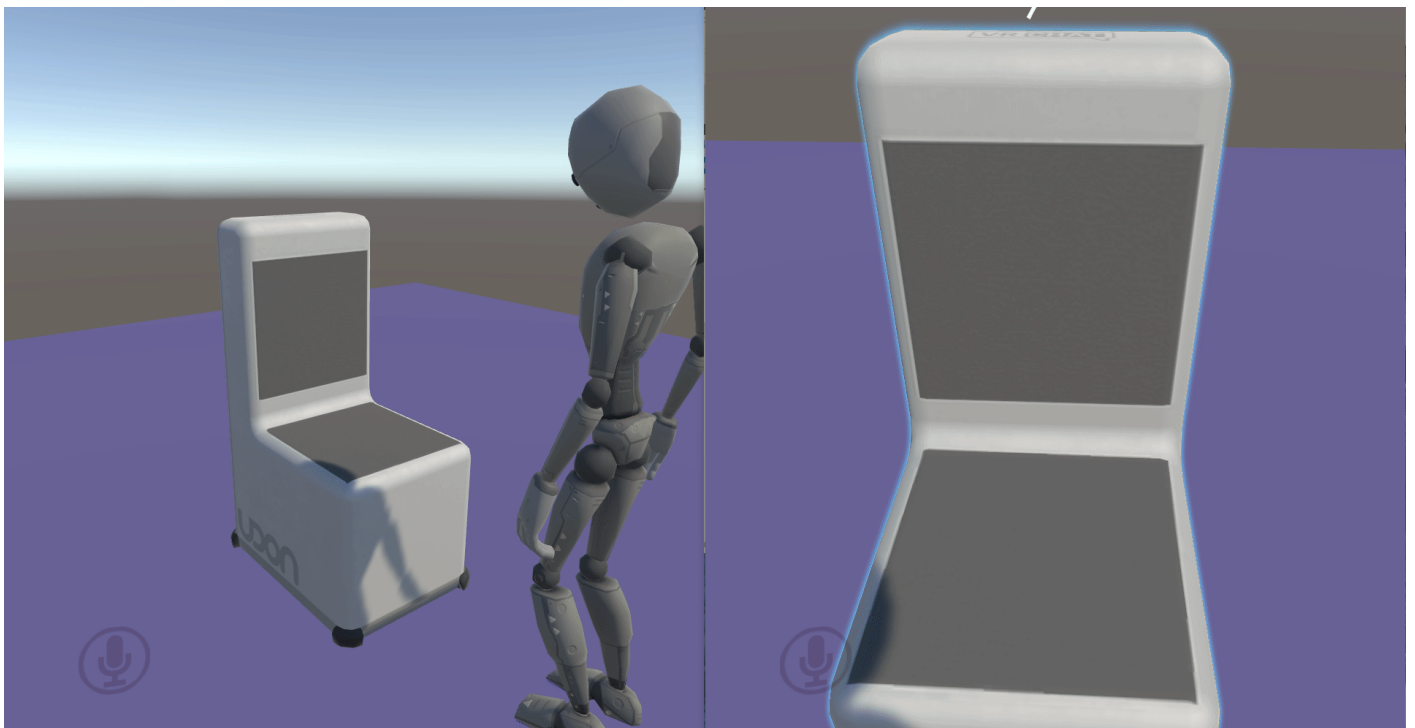


"Desynced Station"

By themselves, mobile stations don't offer much. The power of a mobile station is when you "desync" the values, or have different settings for the local player compared to remote. As mentioned in part 1, you can move a station to different locations if you are the one sitting vs everyone else watching. With mobile stations, this won't do anything since the player isn't moving with the station. The biggest trick here is that you can set the station to mobile for the player sitting, and for all other players, set the station to immobile. In this case, the player in the station will be able to move around locally (allowing Network IK to show their animations to everyone else too), but all other players will see the one in the station stuck at the station's position.

From here, it is up to you and your specific world on how the player should be moved around.



[Desynced Mobile Station UdonGraph](#)[Desynced Mobile Station UdonSharp](#)
[Desynced Mobile Station CyanTrigger](#)

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