

Entering the station

Now we need to create a program to perform the logic for the station. This will consist of multiple events to handle different sections. Create a new program and attach it to the station object.

Create a new custom event and call it "_EnterStation". This event will be used to enter the station. There are three items that need to happen here:

1. Set the station mobility to Mobile
2. Take ownership over the object sync object
3. Have the local player enter the station.

[EnterStation UdonGraph](#)

[EnterStation UdonSharp](#)

[EnterStation CyanTrigger](#)

Outside of the station object and in the Origin object's program, add a SendCustomEvent to enter the station. This will automatically update all buttons to properly enter the station, and enter the system.

[Update-Origin-Program UdonGraph](#)

[Update-Origin-Program UdonSharp](#)

[Update-Origin-Program CyanTrigger](#)

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