

# Intro

Repositioning Remote Players is an advanced technique for VRChat where you can change where players appear in a world. The core of this technique uses VRC Stations in unintended ways. Combined with other techniques, this is the basis for the Walk-Walking illusion used in worlds. See tweets below for example worlds

Testing the gravity changing system with [@LakuzaVR](#) and [@jendaviswilson](#). Even with this simple environment it is still a lot fun. [#VRChat](#)  
[pic.twitter.com/6KNZ2yahDS](https://pic.twitter.com/6KNZ2yahDS)

— CyanLaser (@CyanLaser) [October 6, 2019](#)

Tired of all the box clones in VRChat? Well, it's now time for The Sphere! The only place where you can explore the contents of a sphere! Available now on PC and [#OculusQuest](#) for [#VRChat](#). [#VRChat\\_world](#) [pic.twitter.com/eQUJQ9SbEa](https://pic.twitter.com/eQUJQ9SbEa)

— CyanLaser (@CyanLaser) [March 14, 2020](#)

# Udon Compiler

This guide will show how to create the logic using three different Udon compilers. The logic shown in each type will all do the same thing. Pick your preference:

1. [UdonGraph](#)
2. [UdonSharp](#)
3. [CyanTrigger](#)

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Revision #2

Created 4 February 2022 02:26:58 by CyanLaser

Updated 4 February 2022 03:00:15 by CyanLaser