

Moving Between Orientations

With the world ready, we need a way to enter it and change orientations. For simplicity in this guide, we will use an interact button to do all this. Create a new program in your Udon compiler of choice. Interact, Teleport the player to a destination Transform. We will add more later.

[Teleport Button UdonGraph](#)

[Teleport Button UdonSharp](#)

[Teleport Button CyanTrigger](#)

Place 3 buttons in the scene using this program, One in spawn, one in first orientation, another in the rotated orientation. Create a destination transform for the buttons in each orientation. The spawn button's destination should be somewhere in the first orientation. The first orientation button's destination should be in the second orientation. The second orientation button's destination should be in the first orientation.

[World button layout](#)

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