

Other Improvements

Since this is just the basics, there are other items that can be done to improve the system:

1. Verify the player has a pool object before enabling buttons to enter the world.
2. Verify the player entered the station before doing other logic.
 1. Generic avatars and *questionable clients* will cause this to break for people.
3. Change teleporting to use player enter trigger based instead of clicking a button.
 1. Teleportation could use seamless teleport so the player's rotation is preserved.
4. Disable the station Udon while no one is sitting to reduce update calls
 1. On someone enter, enable the UdonBehaviour, on exit disable the UdonBehaviour.

Revision #1

Created 4 February 2022 03:59:00 by CyanLaser

Updated 4 February 2022 03:59:44 by CyanLaser