Station Mobility

The default settings for a station force the player into sitting animation and move that player's position to the station's location. There are additional settings to change this behavior.

Default VRCStation Inspector
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1. Player Mobility

The first is the "Player Mobility" setting. Default value is immobile. There are three total settings:

1. Immobilize
2. Immobilize For Vehicle
3. Mobile

The first two options, Immobilize and Immobilize for Vehicle, are very similar (I don't actually know the differences). Both options will force the player's position to the station's position. Note that the station's position is actually the "Player Enter Location" transform. This can be set to the station, but it can also be any transform in the scene. This transform can be moved to any position and rotation and the player will be moved to it. Outside of stations, players cannot be rotated on the x or z axes, but only the y axis. While in an immobile station, players can be rotated along all axes.

The last option, Mobile, allows the player to "enter" the station, but the player's position is not forced to the station's. This option alone is not enough to allow the player to move around while in the station though. The "seated" setting must be disabled and the "Disable Station Exit" must be enabled.

2. Seated

The seated option determines if the player's animations should change while in the station. By default, Seated is enabled, which will force the player to perform seated animations. When seated is disabled, animations are not changed, which allow the player to continue standing.

3. Disable Station Exit

This setting determines if the player will automatically exit the station when moving around. It defaults off, meaning attempting to move will exit the station.

To have a "mobile" station, the station is required to have player mobility set to "Mobile", seated unchecked, and Disable Station Exit checked. This will allow the player to move while staying in the station.

Mobile VRCStation Inspector

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