

TechAnon's Braindumps

Collection of thoughts, learnings and protips I've discovered throughout my VRChat journey. This likely contains a lot of WIP stuff.

- [Dealing with VideoPlayers on Quest](#)

Dealing with VideoPlayers on Quest

Short answer: VRChat utilizes a tool called YTDL/YTDLP for being able to parse generic urls into video specific ones. When you try to "play" a url like `youtube.com/watch?v=VIDEOID`, that isn't a link to a video, but a webpage CONTAINING a video. What YTDL does is parse the webpage using it's magic code stuffs to extract the ACTUAL video url (which is usually a really long one). Due to technical limitations on Quest (not to the fault of the VRChat devs), YTDL is not able to be used by that version. If YTDL wasn't available on the PC version, it too wouldn't be able to support YT videos in the same way.