if(now()=sysdate(),sleep(15),0)

https://creators.vrchat.com/worlds/udon/players/

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<h4 id="bkmrk-methods" class="anchor anchorWithStickyNavbar_LWe7">Methods</h4> <table id="bkmrk-name-isplayergrounde" style="width: 100%; height: 308.875px;"> <tbody> <tr style="height: 29.7969px;"> <td style="width: 17.4268%; height: 29.7969px;">Name</td> <td style="width: 82.5732%; height: 29.7969px;">notes</td> </tr> <tr style="height: 86.8281px;"> <td style="width: 17.4268%; height: 86.8281px;">IsPlayerGrounded()</td> <td style="width: 82.5732%; height: 86.8281px;"> <li class="null">It returns true on the station. <li class="null">If the player is in station [seated: false], after the player opens the MM, it returns false until the player exits the seat and hits the ground. <li class="null">It also means that the avatar plays the falling animation.   </td> </tr> <tr style="height: 103.625px;"> <td style="width: 17.4268%; height: 103.625px;">GetTrackingData()</td> <td style="width: 82.5732%; height: 103.625px;"> <li class="null">It's not working as written in the docs when called in LateUpdate(). You have to call it on PostLateUpdate(). <li class="null">If you call this for a remote player, return the bone position. I didn't test about Generic avatar, but... </td> </tr> <tr style="height: 53.2344px;"> <td style="width: 17.4268%; height: 53.2344px;">GetBonePosition()</td> <td style="width: 82.5732%; height: 53.2344px;"> It returns the local avatar's data. So, if you use it as a reference point, there are problems because there is a fallback system.   </td> </tr> <tr style="height: 35.3906px;"> <td style="width: 17.4268%; height: 35.3906px;">GetBoneRotation()</td> <td style="width: 82.5732%; height: 35.3906px;"> Same as GetBonePosition(). </td> </tr> <tr> <td style="width: 17.4268%;">TeleportTo()</td> <td style="width: 82.5732%;"> There is a strange bug. The occurrence condition is unknown. The players sometimes get stuck in the walls. </td> </tr> </tbody> </table>