Worlds/Scene/Components

https://creators.vrchat.com/worlds/components/

- VRC Station

VRC Station

<h4 id="bkmrk-methods" class="anchor anchorWithStickyNavbar_LWe7">Parameters and Options</h4> <table id="bkmrk-name-isplayergrounde" style="width: 100%; height: 308.875px;"> <tbody> <tr style="height: 29.7969px;"> <td style="width: 19.8981%; height: 29.7969px;">Parameter</td> <td style="width: 80.1019%; height: 29.7969px;">notes</td> </tr> <tr style="height: 86.8281px;"> <td style="width: 19.8981%; height: 86.8281px;">Player Mobility</td> <td style="width: 80.1019%; height: 86.8281px;"> <li class="null">Using "Immobilize For Vehicle" with "Seated: false" will cause the pinned-down bug to a player. It's reported on canny. <li class="null">Someone exits the station, she/he cannot move with the stick. <li class="null">There are some workarounds: <ul> <li class="null">Use the "Seated: true" station to fix the bug. <li class="null">(I think it will cause the other bugs by fast entering the station.)   <li class="null">Use the station with the animator. If TrackingControl is set to true for all, the pinned-down bug will be removed completely on SDK3Avatar. <li class="null">Another problem, there is no TrackingControl on worldSDK. Canny is here.   </td> </tr> <tr> <td style="width: 19.8981%;">Animation Controller</td> <td style="width: 80.1019%;"> <li class="null">If "Seated: false", the SDK2 avatar plays and stacks in an animation pose. </td> </tr> <tr> <td style="width: 19.8981%;">Seated</td> <td style="width: 80.1019%;"> <li class="null">If this is true, it causes the tracking bug on Hips. <li class="null">If the pose of the avatar is standing before entering the station, it's fine. It crouching or below, the hip bone behaves strangely. It's reported on canny.   </td> </tr> </tbody> </table> <ul id="bkmrk-other-notes-after-th"> <li class="null">Other notes <ul> <li class="null">After the Update() and before the LateUpdate(), the position change applies to the player.
  <li class="null">See also: Order of execution for event functions https://docs.unity3d.com/2022.3/Documentation/Manual/ExecutionOrder.html