

The VRCDocs complementation Project

Everyone can edit this. Please read this: <https://vrclibrary.com/wiki/books/the-vrcdocs-complementation-project/page/what-is-this>

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What is this?

 This is a bunch of sticky notes on VRC Official Docs. It's not complete, and most notes may be nitpicky.</p> <h4 id="bkmrk-what-is-the-purpose%3F">What is the purpose?</h4> <p id="bkmrk-%C2%A0-for-those-who-are-"> For those who are suffering from undocumented bugs and specifications. For example, the station component is a nest of bugs.</p> <p id="bkmrk-%C2%A0-it%27s-like-a-warnin"> It's like a warning sign for a newbie. Also, I want to make this that if you read here, you can use the component without creating any bugs!</p> <h4 id="bkmrk-what-should-i-do%3F">What should I do?</h4> <p id="bkmrk-%C2%A0-create-chapters%2C-p"> Create chapters, pages, and items within pages to match the items in the document. This book is a supplement to the documentation. You can add a link to the canny, VRC-askme, tweet, and so on.</p>

Worlds/Scene/Components

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

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: <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 <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

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

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

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

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

<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;"> <p>Same as GetBonePosition().</p> </td> </tr> <tr> <td style="width: 17.4268%;">TeleportTo()</td> <td style="width: 82.5732%;"> <p>There is a strange bug. The occurrence condition is unknown. The players sometimes get stuck in the walls.</p> </td> </tr> </tbody> </table> <p id="bkmrk-">
</p>

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

<https://udonsharp.docs.vrchat.com/udonsharp>

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

BehaviourSyncMode

Methods

Name	notes
None	• If set to None, the ownershipTransferred will be fired.

#VRCPlayerApi

Methods

Name	notes
IsPlayerGrounded()	• It returns true on the station. • 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. ◦ It also means that the avatar plays the falling animation.
GetTrackingData()	• It's not working as written on docs when called in LateUpdate(). You have to call it on PostLateUpdate(). • If you call this for a remote player: return bone position. I didn't test about Generic avatar, but...
GetBonePosition()	• It returns the local avatar's data. ◦ So, if you use it as a reference point, there are problems because there is the fallback system.
GetBoneRotation()	Same to GetBonePosition().
TeleportTo()	There is a strange bug. The occurrence condition is unknown, The players sometimes get stuck in walls.