

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

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 in the docs when called in LateUpdate(). You have to call it on PostLateUpdate(). - If you call this for a remote player, return the 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 a fallback system.
GetBoneRotation()	Same as GetBonePosition().
TeleportTo()	There is a strange bug. The occurrence condition is unknown. The players sometimes get stuck in the walls.