

VRC Station

Parameters and Options

Parameter	notes
Player Mobility	- Using "Immobilize For Vehicle" with "Seated: false" will cause the pinned-down bug to a player. https://feedback.vrchat.com/bug-reports/p/exiting-a-station-that-has-seated-set-to-false-makes-it-so-you-cant-move It's reported on canny. - Someone exits the station, she/he cannot move with the stick. - There are some workarounds: - Use the "Seated: true" station to fix the bug. (I think it will cause the other bugs by fast entering the station.) - Use the station with the animator. If TrackingControl is set to true for all, the pinned-down bug will be removed completely on SDK3Avatar. - Another problem, there is no TrackingControl on worldSDK. Canny is here.
Animation Controller	If "Seated: false", the SDK2 avatar plays and stacks in an animation pose.
Seated	- If this is true, it causes the tracking bug on Hips. - If the pose of the avatar is standing before entering the station, it's fine. It crouching or below, the hip bone behaves strangely. https://feedback.vrchat.com/bug-reports/p/if-the-floor-of-the-vr-space-is-lower-than-the-real-floor-the-sitting-animation It's reported on canny.

Other notes

- After the Update() and before the LateUpdate(), the position change applies to the player.
- See also: Order of execution for event functions <https://docs.unity3d.com/2022.3/Documentation/Manual/ExecutionOrder.html>

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