#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.

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