

Intro

https://www.youtube.com/embed/_xW5BHuhGc4

Alright! Spooky season is here, and with it, VRChat's Spookality world jam.

Of course, with a bunch of people jumping on new projects, that gives us the perfect opportunity to talk about Quest compatibility and other best practices. Now, the [actual documentation](#) for this from VRChat hasn't been updated a whole lot, and focuses on having the user maintain TWO Unity projects at the same time.

Which, **don't do that.**

If you want to know HOW far out of date these instructions are, Udon has been out for almost three years and this page only mentions Triggers.

So! Let's get started.

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