



VRChat 0.2s  $AverageInterval = 0.2s$  (Latency = 0.1s)  $1 - 0.1 / 0.2 = 0.5$

### Bit ( )

bit

bit

$$\left( \text{对应参数类型的 bit 消耗} \times \text{要同步的参数的项目数} \right) - \text{对应参数类型的 bit 消耗} \times \left( \frac{\text{要同步的参数的项目数}}{\text{同步步骤}} \right)$$

bit

(Bool, Int && Float) Int Float

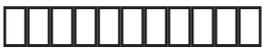
$$(\text{同步步骤} - 1) \times 0.2s$$

$$\left[ \frac{\text{要同步的参数项目数}}{\text{同步步骤}} \right]$$



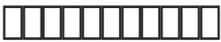
10 integer 4

- $7 * 10 = 70 \text{ bit}$
- $10/4 = 2.5 \wedge = 3$
- $7 * 3 = 21 \text{ bit}$
- 49 bit
- $4 * 0.2 = 0.6s$



(Bool, float\*) (Bool)

Int Float Float Int



- Avatar

1. 10 boxes
2. 0.2 10 boxes
3. 10 boxes



&&



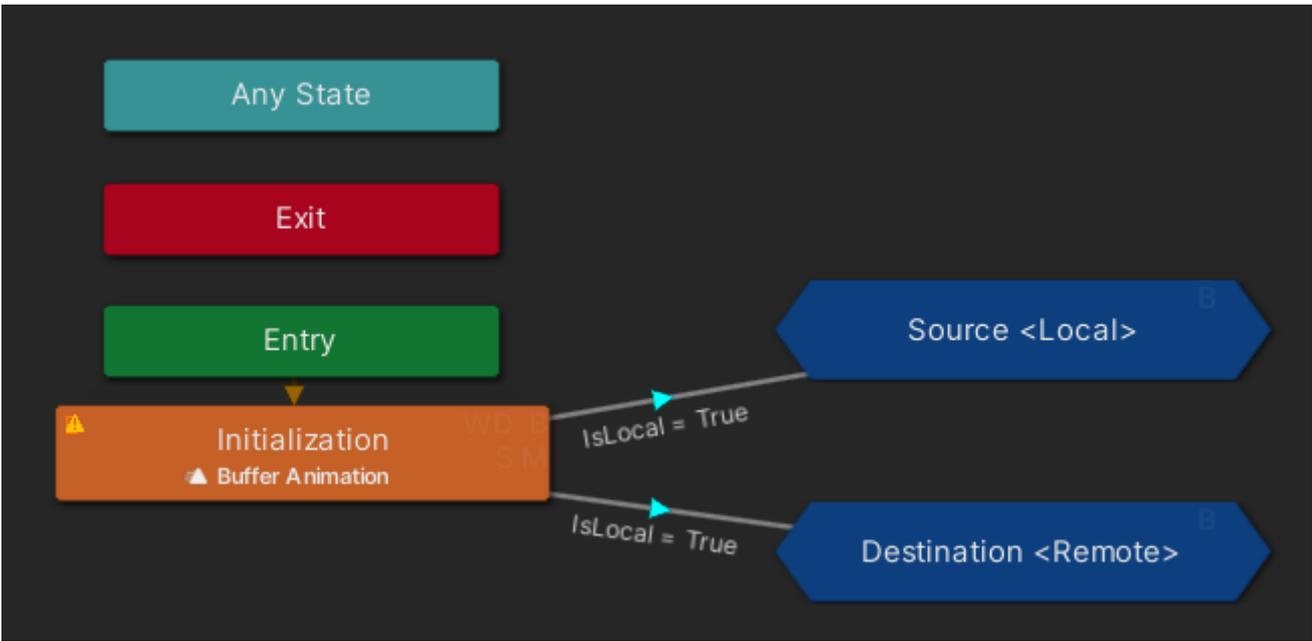
- $2 = 1 (0, 1)$
- $3 = 2 (00, 01, 10, 1)$
- $4 = 2 (00, 01, 10, 11)$

- $5 \square = 3 \square$  (000, 001, 010, 011, 100, 01, 110, 111)
- ...

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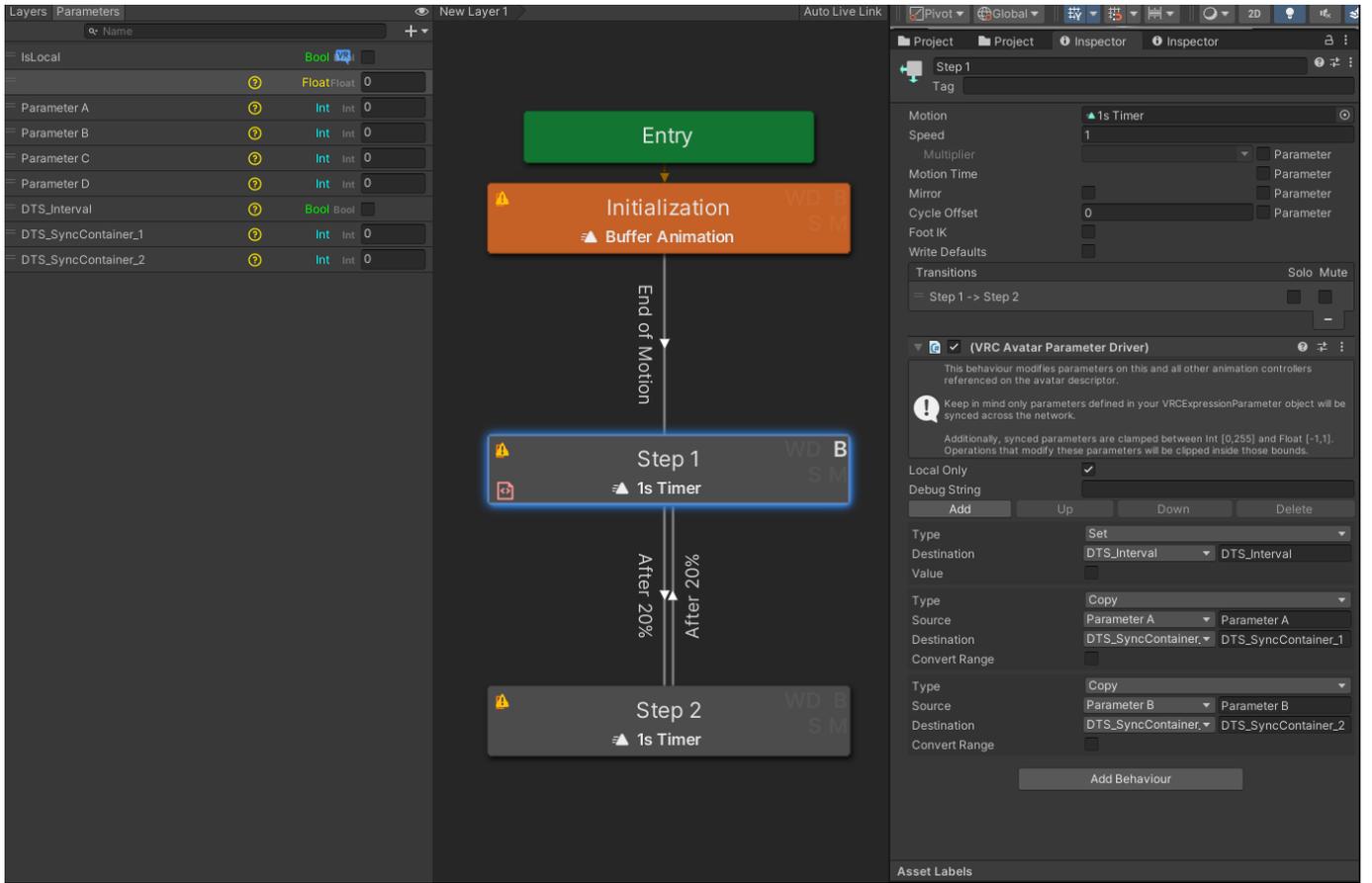


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□□□□□ 0.2 □□□□□□□□□□□□□□ 0.2 □

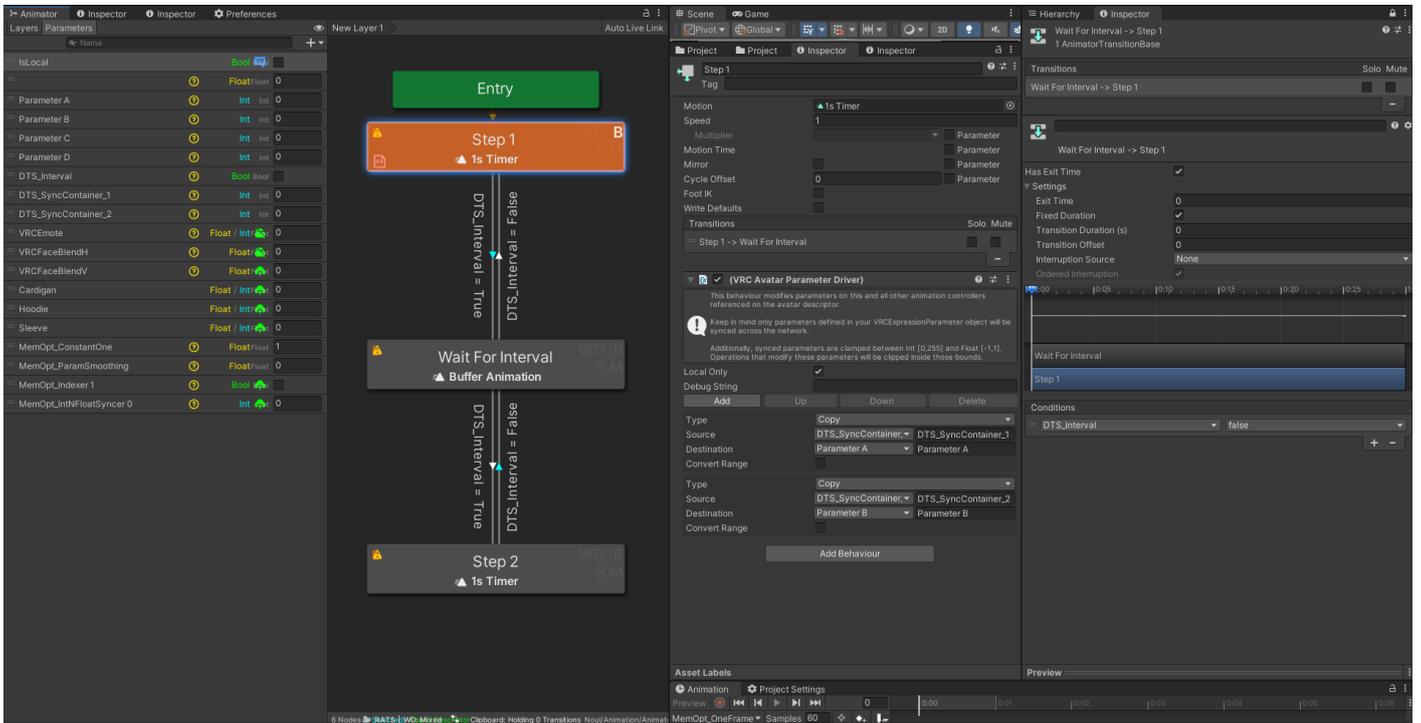


Parameter Driver

Parameter Driver

Parameter Driver

Wait For Interval Parameter Driver Transition Exit Time



## Parameter Driver

Revision #5

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