

# VRChat 2024.3.1

“ Live - 2024/8/14 - Build 1490

INPUT 2.0. PCVR [REDACTED]. VRCHAT [REDACTED]. [REDACTED]. [REDACTED]

[REDACTED] [REDACTED]



## SteamVR [REDACTED] 2.0 [REDACTED] PCVR [REDACTED]

[REDACTED] SteamVR [REDACTED]

- **SteamVR** [REDACTED] SteamVR [REDACTED] Quest [REDACTED] PCVR [REDACTED]
  - index [REDACTED] SteamVR [REDACTED]
- [REDACTED] VRChat [REDACTED] SteamVR [REDACTED] UI [REDACTED]
- [REDACTED] **SteamVR** [REDACTED] UI [REDACTED]
- [REDACTED] “Gesture Direct” [REDACTED]
  - [REDACTED] - [REDACTED] ViveWand [REDACTED]
- [REDACTED] Ear muffs [REDACTED] Nameplates [REDACTED] Chatbox [REDACTED]
- [REDACTED] “drop” [REDACTED]
- [REDACTED]
  - [REDACTED]
- [REDACTED]
  - [REDACTED] - [REDACTED]

## VRChat Constraints!

- **VRChat Constraints** [REDACTED] Unity [REDACTED]
  - [REDACTED] — [REDACTED] Unity [REDACTED]
  - [REDACTED]
    - [REDACTED] VRChat Constraints [REDACTED] PC [REDACTED]
  - [REDACTED]
    - [REDACTED] **Constraint Depth** [REDACTED]
  - [REDACTED] **SDK** [REDACTED] **Unity** [REDACTED] **VRChat** [REDACTED]

- Unity

VRChat VRC SDK


























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- [ "user" "player" ]
  - [QM] / [ ]
  - [QM]
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  - [ ] / [ ]
  - [ "/ " ]
- [SDK]
  - [ VRCPlayerApi.SetVoiceLowpass ] [ ]
  - [ OnInputMethodChanged ] [ ]
- [1000] Udon [ ]
- avatars[ ] PhysBones
    - [ Dynamic Bones][PhysBones]
    - [711]
- VRChat [ ] OSC [ ]
    - [SON]
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  - [OSCQuery]
  - [Steam]
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  - [UI]
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    - [RTL][UI][LTR]
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  - [distance diamonds"]
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- “ <https://docs.vrchat.com/docs/vrchat-202431>

Updated 17 September 2024 17:51:21 by 