

VRChat Unity

 Unity  VRChat 

- [VRChat UI](#)
- [VRChat Udon](#)
- [VRChat VRChat](#)
- [VRChat VRChat](#)
- [VRChat VRChat Quest](#)

UI

Mirror ☐ VRCMirror ☐☐☐☐☒ VRWorldToolkit ☐☐☐☐☐ Show Players/World ☐ Reflect Layers ☐ Pickup ☐☐
 Walkthrough ☐☐☐☐☐ ☐ Disable ☐☐☐

UI Hierarchy UI>Toggle

- ☐ Hierarchy **Canvas World Space** **Root Transform** ☐ XYZ ☐ Layer ☐ Default ☐ Shape ☐

• ☐ Hierarchy ☐ **Toggle** ☐ Is On ☐ 120 ☐

• ☐ Hierarchy ☐ **Toggle Label** ☐ HQ Mirror Toggle ☐ C:/Windows/Fonts ☐ ttf ☐ **Add Component** shadow ☐

• ☐ Hierarchy **Background** ☐ 100 ☐ 50 ☐ -50 ☐ " " ☐ 100

[illegible]

HQ LQ ☒ ☐ ☐ ☐ " " LQ HQ

☐HQ ☐“☐ > ☐” ☐HQ ☐LQ

████████CyanEmu██████1████████████████

Udon UI Vowgan <https://youtu.be/E0D9Z8-HVBI>

[illegible]

progrids

Probuilder

Probuilder ☐ Edit>Preferences>Probuilder>Experimental Features Enabled ☐

Blender Guru

Udon UI

Udon

World Space UI

Project Create > VRChat > Udon > Udon Graph Program Asset **Collider Toggle** **Colliders**
UdonBehavior Udon UdonBehavior

Udon 20 "Collider Toggle" Udon Udon

-
-
-

"Targets" "public" collic

Unity 0 17

" " "

Targets

"layer" "get layer"

" " "

0

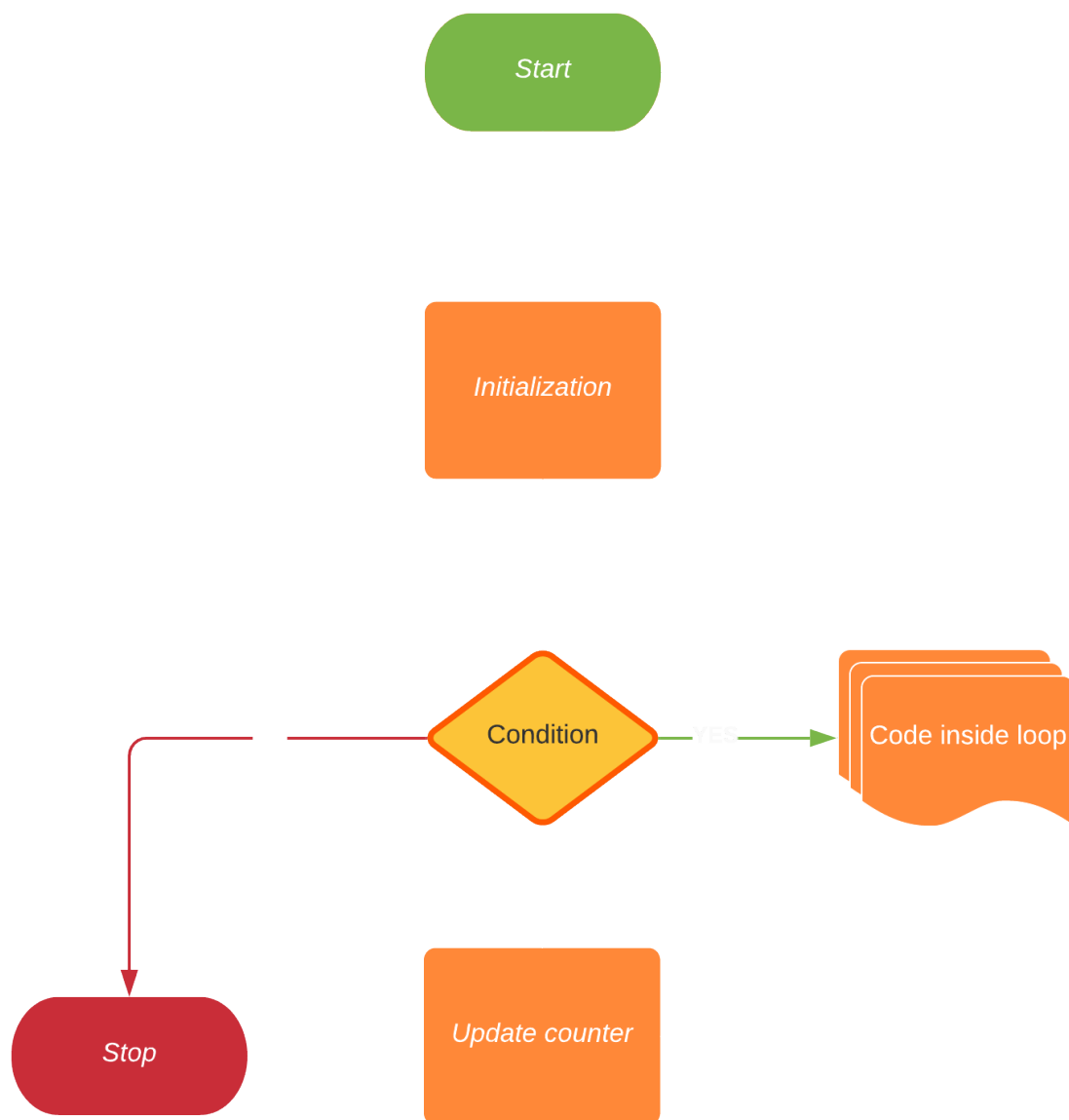
" " "

" " "

for UdonS

0 0 " " "getLength"

for



```

for(walkthrough[0]..17) get(gameobject[layer]set layer>walkthroughLayer[for]set layer[

walkthrough["walkthrough"]

ctrl+d>walkthrough[for]" "

```


1

2

3

how to {
program (C#);
}

PLAY ALL

HOW TO PROGRAM in C#


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↺↻

➦

⋮

 **Brackeys**

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1

```
1 how to {  
2 program (C#);  
3 }
```

10:36

HOW TO PROGRAM - Getting Started!

Brackeys

2

```
1 how to {  
2 program (#1);  
3 } // bas
```

11:48

How to Program in C# - BASICS (E01)

Brackeys

3

```
1 // how to  
2 program (#2);  
3 variables
```

13:50

How to Program in C# - Variables (E02)

Brackeys

4

```
1 if (how to) {  
2 program (#3);  
3 condition
```

14:56

How to Program in C# - Conditions (E03)

Brackeys

5

```
1 how to ++;  
2 program (#4);  
3 for (loop
```

18:28

How to Program in C# - Loops (E04)

Brackeys

6

```
1 how to ++;  
2 program #5);  
3 arrays (t
```

17:01

How to Program in C# - Arrays (E05)

Brackeys

7

```
1 how to () {  
2 program (#6);  
3 methods
```

17:20

How to Program in C# - Methods (E06)

Brackeys

8

```
1 how to () {  
2 program #7;  
3 classes
```

19:41

How to Program in C# - Classes (E07)

Brackeys

VRChatUdonUdonSharpVowganVRChat



☐☐☐☐☐☐☐☐☐☐ pickupables ☐☐☐

--	--	--	--	--	--	--	--	--	--

[100 slots] [100 slots]VRCPickup|

- [10 slots]
- [10 slots]
- VRCPickup[10 slots]VRChat[10 slots]/[10 slots]
- VRC[100 slots]

[10 slots]"[10 slots]" [100 slots] [100 slots]



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[Red_Sim](#) [Mochie](#) [voronoi](#) [Norbien](#) [Quest](#)

<https://github.com/zulubo/SpecularProbes>

UdonSharp

Unity C# MonoBehavior UdonSharpBehavior Udon UdonSharp
Window>UdonSharp>Class Exposure Tree UdonSharp UdonSharp GitHub
UdonSharp UdonToolkit Nova_Max

VRChat Quest

Quest VRChat Oculus Quest Quest

Quest PC PC Quest

-
- VRWorld Toolkit
-
- VRWorld Toolkit Mass Texture Importer
- .fbx
- Oculus VR
- GameObject Rigidbody GameObject Garr
- Udon UI Udon

CyanEmu VRChat VRChat SDK

VRBuildHelper

VRWorldToolkit>World Debugger

VRChat ApiTools VRBuildHelper Windows>VRBuildHelper “ ” “ ”

VRChat SDK> “ ”

Unity Vrchat.com

VRBuildHelper VRCCAM

7 “ ”

Windows>VRBuildHelper PC Quest

Quest

PC Android Edit>Preferences>Cache Server Cache Ser

EasyQuestSwitch Quest

VRChat SDK Android Quest “ ”> “ ” Ctrl+Shift+B

Quest

Quest [] 100MB[]/[]/[]/[]/[] ATSC [] Un
[] VRWorldToolkit []
[] CyanEmu [] Quest []
[] Quest[] Quest [] Quest []