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☐ ☐ ☐ ☐ Nootau ☐ 3D ☐ ☐ ☐ Windows XP ☐ ☐ PC

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[illegible][illegible]VRChat 

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VRChat

Diagram illustrating a memory layout for a string. The string "VRChat " is stored in the first 16 slots (8 for the text and 8 for the trailing space). The remaining 140 slots are empty, representing the rest of the 256-slot buffer.

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□□□ /api/1/file/ □ /api/1/image <img src=...> <a href=...> □□□□□□□□

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[illegible]

Open Beta

[illegible]

Faxmachine

No Time Two Talk [ ] Player Objects[ ]

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[Karet](#)



[MyroP](#)



[Syncpulse](#) & [lun-4](#)



Vee

[illegible]

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[Happyrobot33](#)

URL

[Happyrobot33](#)

OpenFlight

VRChat

# Physbone & Constraint

VRChat ☐ PhysBone ☐ PhysBone ☐ PhysBones ☐

- 1. ☐ PhysBone
- 2. ☐
- 3. PhysBone ☐
- 4. ☐
- 5. ☐ PhysBone ☐

☐ PhysBones ☐ PhysBones ☐ PhysBones ☐

☐ Freeze To World ☐ ☐



- 3  VRHeadChop constraints  constraint

 2.0 

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- [ ]/[ ]

[ ] UI [ ]

- [ ] UI [ ] PTT [ ]



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- [ ]
- [ ]
- [ ] “submit” [ ]
- [ ]
- [ ] Pico [ ] VR [ ]
- [ ] submit / send [ ]
- [ ] Chatbox [ ]

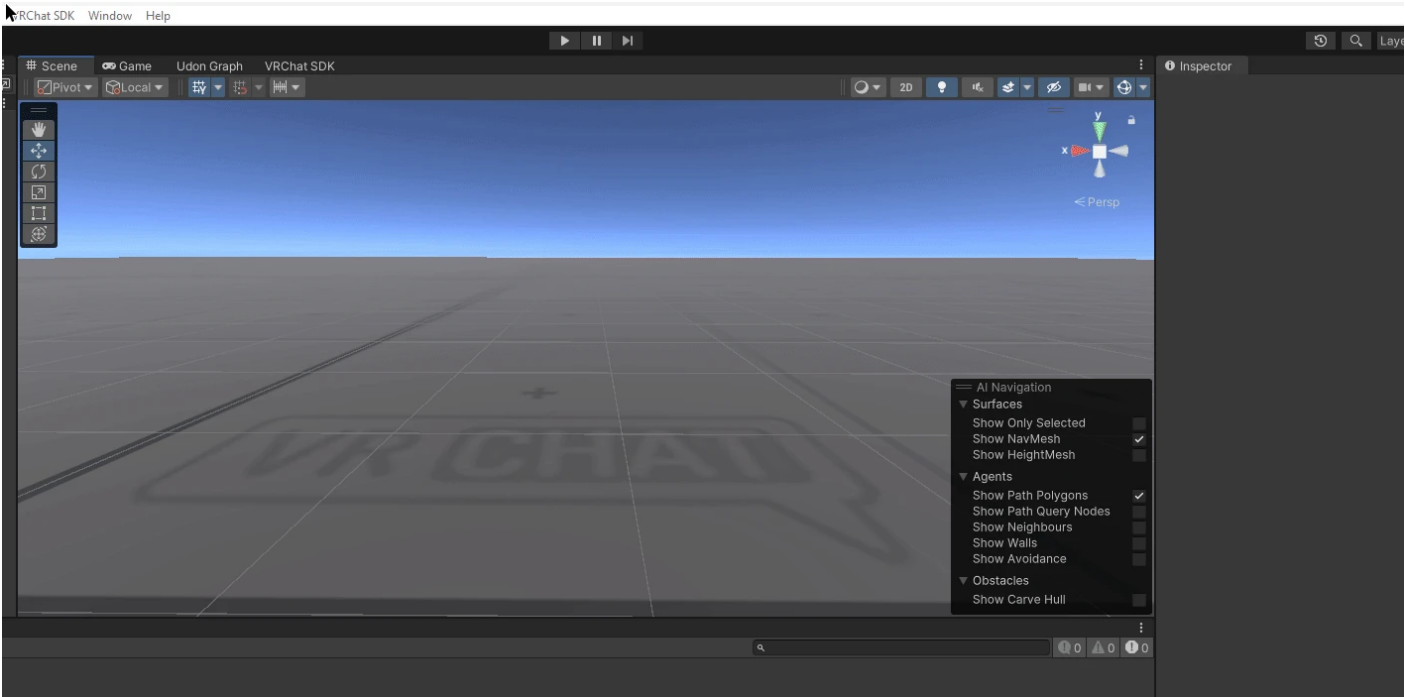


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VRChat SDK

Unity VCC



Build & Test PC

# VRChat Jam

World and Avatar Jam

2024 9 23

10 8

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Revision #1

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