

VRChat

UdonUnityWorldAvatar

[World][Avatar][]

- [Udon](#)
- [\[\]](#)
- [\[World\]](#)
 -
 - [Udon](#)
- [\[Avatar\]](#)
 - [OSC](#)
-

Udon

```
~
1
```

The VRCSDK build was aborted because the IVRCSDKPreprocessSceneCallback 'AssignScene NetworkIDs' reported a failure.

Builder
UploadException: This file was already uploaded, you should make a new build

```
U#GameObjectGameObject
bugudonNewVRWorldudonUdonSharpBehaviour
bug
```

(by cheese)

VRChat SDK > Utilities > Network ID Import and Export Utility > Regenerate Scene IDs



```
#if UNITY_EDITOR

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEditor;
using UnityEditor.SceneManagement;

[InitializeOnLoad]
public class AutoSaveScenes
{
    static AutoSaveScenes()
    {
        //[]
        EditorApplication.hierarchyChanged += EditorApplication_hierarchyChanged;
        //[]
        EditorApplication.focusChanged += EditorApplication_focusChanged;
        //[]
        EditorApplication.playModeStateChanged += DoAutoSaveScenesWhenPlay;
    }
    static int count = 0;
    /// <summary>
    /// []10[]
    /// </summary>
    private static void EditorApplication_hierarchyChanged()
    {
        count++;
        if (count > 10)
        {
```

```

        count = 0;
        EditorSceneManager.SaveOpenScenes();
        AssetDatabase.SaveAssets();
    }
}
/// <summary>
/// 
/// </summary>
/// <param name="obj"> false true </param>
private static void EditorApplication_focusChanged(bool obj)
{
    if (!obj)
    {
        EditorSceneManager.SaveOpenScenes();
        AssetDatabase.SaveAssets();
    }
}
/// <summary>
/// 
/// </summary>
/// <param name="state"> </param>
private static void DoAutoSaveScenesWhenPlay(PlayModeStateChange state)
{
    if (state == PlayModeStateChange.ExitingEditMode)
    {
        EditorSceneManager.SaveOpenScenes();
        AssetDatabase.SaveAssets();
    }
}
}

#endif

```

[World]

[World]



Udon OnCollisionEnter(Collision collision)

ABC

Udon A

B C C

[SerializeField]

private GameObject B;

[SerializeField]

private GameObject C;

OnCollisionEnter(Collision collision)

if (collision.gameObject == B) // A B

{

 this .gameObject.SetActive(false);

 B.SetActive(false);

 C.SetActive (true); AB C

}

VRC Pickup VRC Object Sync

```
using UdonSharp;
using UnityEngine;

public class boxsystem : UdonSharpBehaviour
{
```

```
[SerializeField]
```

```
private GameObject B;
```

```
[SerializeField]
```

```
private GameObject C;
```

```
private void OnCollisionEnter(Collision collision)
```

```
{
```

```
    if ( collision.gameObject == B)
```

```
    {
```

```
        this.gameObject.SetActive(false);
```

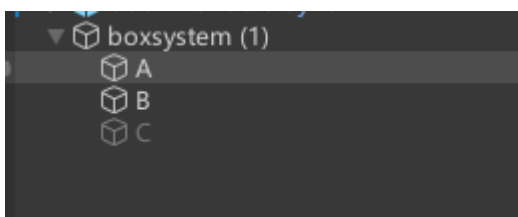
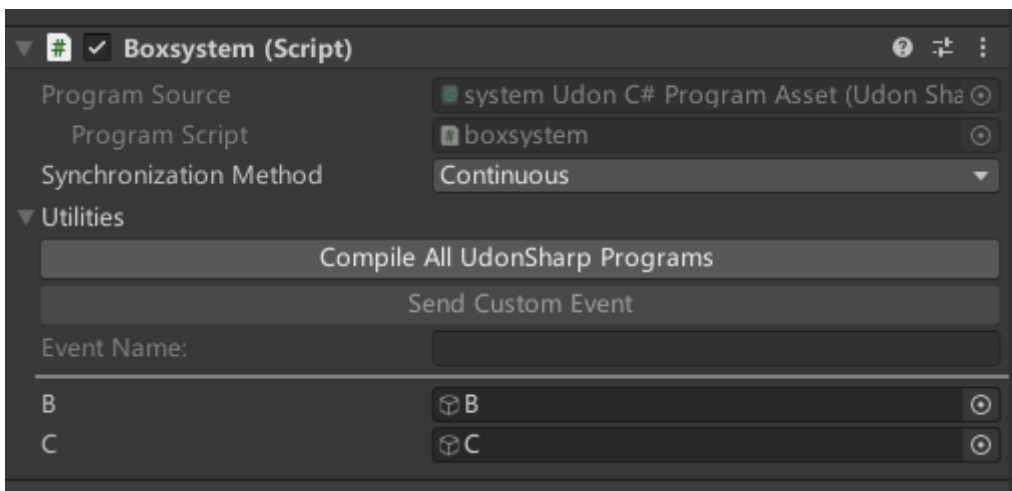
```
        B.SetActive(false);
```

```
        C.SetActive (true);
```

```
    }
```



```
}
```

```
}
```



[World]

Udon

 UKeyboard 

Udon 

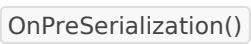

1 

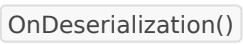



udonAt 

Udon

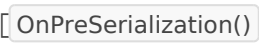



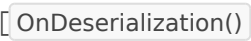

 OnPreSerialization() 

 OnDeserialization() 



[UdonSynced] 

 OnPreSerialization() 

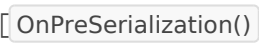
 OnDeserialization() 





_sendString 

text 

 OnPreSerialization() _sendString 

```
if (!string.IsNullOrEmpty(text) && _sendString != text)
{
```



```
_sendString = text;  
}
```

OnDeserialization() 接收字符串 OnDeserialization() OnPreSerialization() 接收

```
if (!string.IsNullOrEmpty(_sendString) && _sendString != text && _sendString != _recieveString)  
{  
    _recieveString = _sendString;  
    text = _recieveString;  
    WriteUiText(text);  
}
```

2[SendCustomNetworkEvent() 接收

接收字符串

Networking.LocalPlayer.displayName 接收字符串

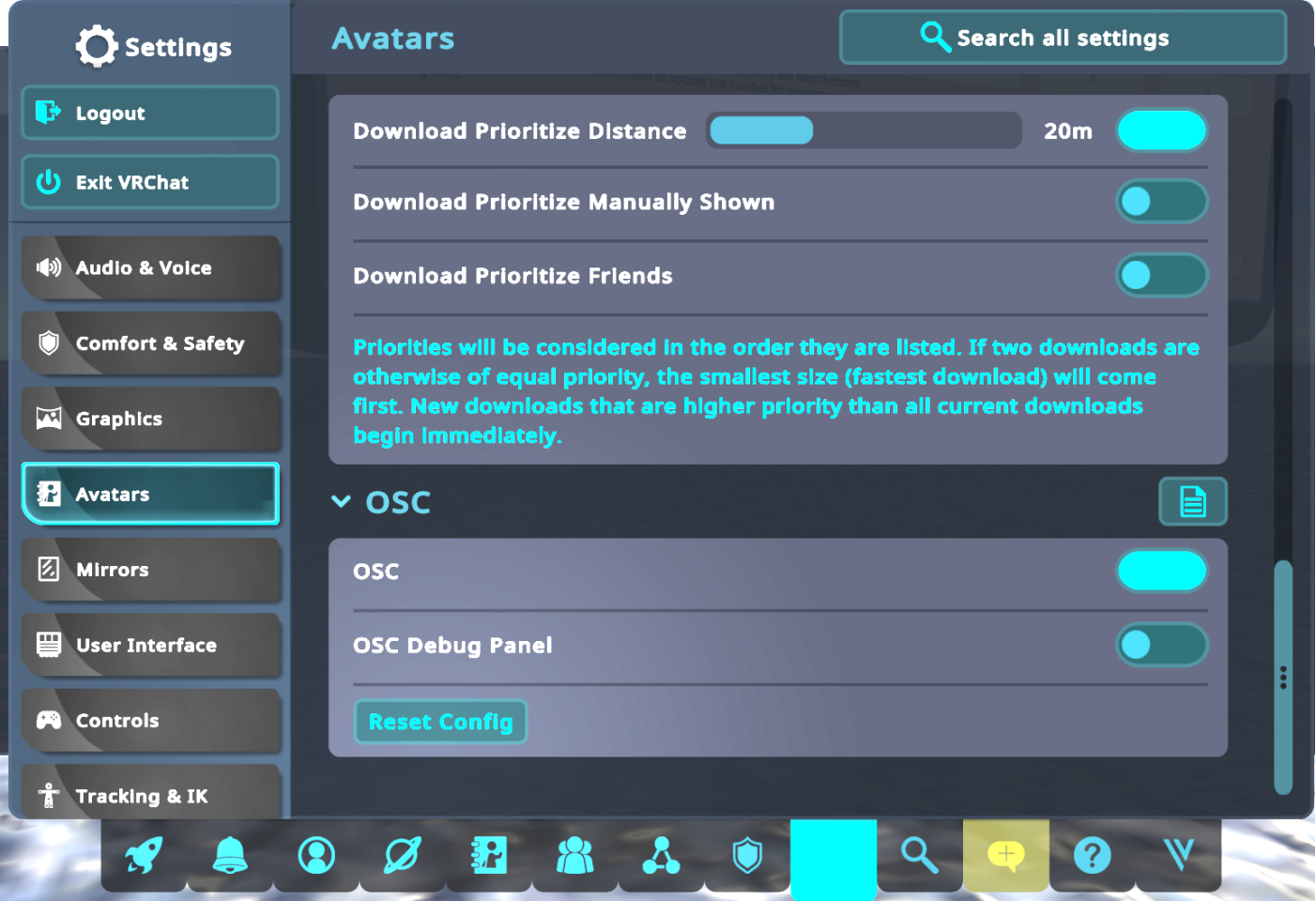
接收字符串 接收 <https://www.bilibili.com/read/cv33857766/> bilibili

[Avatar]

[Avatar]

OSC

VRChatOSC



AvatarVRChatOSC

IP127.0.0.1IP9001VRChat

IP127.0.0.1IP9000VRChatVRChat

VRCTracking

VOR

github.com/SutekhVRC/VOR

OSCwiki

github.com/vrchat-community/osc

C#

github.com/hecomi/uOSC

CPU CPU CPU

VRChat

~

www.bilibili.com/video/BV12z421S7ho

github

github.com/amoheet/VRChat_X_DGLAB

839674395

