

VRMC_vrm: humanoid

VRMC_vrm: humanoid

VRMC_vrm: humanoid		VRM0	VRM1
VRM0	neck	VRM0	
VRM0	head	VRM0	VRM1
VRM0	hips	VRM0	VRM1
VRM0	spine	VRM0	VRM1
VRM0	chest	VRM0	
VRM0	left/right UpperArm	VRM0	VRM1
VRM0	left/right LowerArm	VRM0	VRM1
VRM0	left/right Hand	VRM0	VRM1
VRM0	left/right UpperLeg	VRM0	VRM1
VRM0	left/right LowerLeg	VRM0	VRM1
VRM0	left/right Foot	VRM0	VRM1

VRMHumanoidDescription VRMC_vrm: humanoid

- armStretchVRMC_vrm: humanoid
- legStretchVRMC_vrm: humanoid
- upperArmTwistVRMC_vrm: humanoid
- lowerArmTwistVRMC_vrm: humanoid
- upperLegTwistVRMC_vrm: humanoid
- lowerLegTwistVRMC_vrm: humanoid
- feetSpacingVRMC_vrm: humanoid
- hasTranslationDoFVRMC_vrm: humanoid