

Contacts



☐ (Contacts) ☐

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[8](VRContactSender)[4](VRContactReceiver)[16](Collision Tags)[4]
```



“vrc”

VRC Contact Sender(□□)

Collision Tags



Root Transform

无 (转换)

Shape(球体)

Shape Type球体

半径0.5

位置X 0 Y 0 Z 0

Filtering(无碰撞组)

碰撞组

Collision Tags无碰撞组/无碰撞组(无碰撞组)无碰撞组

碰撞组

添加组件

“VRC Avatar Descriptor”“Collidees”“”“Head”

VRC Contact Receiver()

(Collision Tags)



Root Transform

Shape()

Shape Type“”“”

(“”)

Rotation

Filtering()

Allow Self[]

Allow Others[]

Local Only[]

Collision Tags[]/[]() []

Receiver



[]

Receiver Type()		
(Constant)	[]	Bool[]True Float[1.0]Int[1]
OnEnter	[]Min Velocity[]	Bool[]True Float[1.0]Int[1]
Proximity	[] []	Float[0.0~1.0]

“Proximity” []