

WAIT! I'M WORKING TO DO THIS SYSTEM WITH VRFURY!

OLD VERSION - Last updated 30 - May - 2023

Likes / Boops Counter System

@KiwaVR - KIYO3D



English and Spanish Tutorial

Requirements:

- Minimum knowledge to upload an avatar to VRChat.
- Minimum free memory in Parameter: 17
- VRChat SDK
- Only for PC, Quest is not available due to the custom shader.

Installation

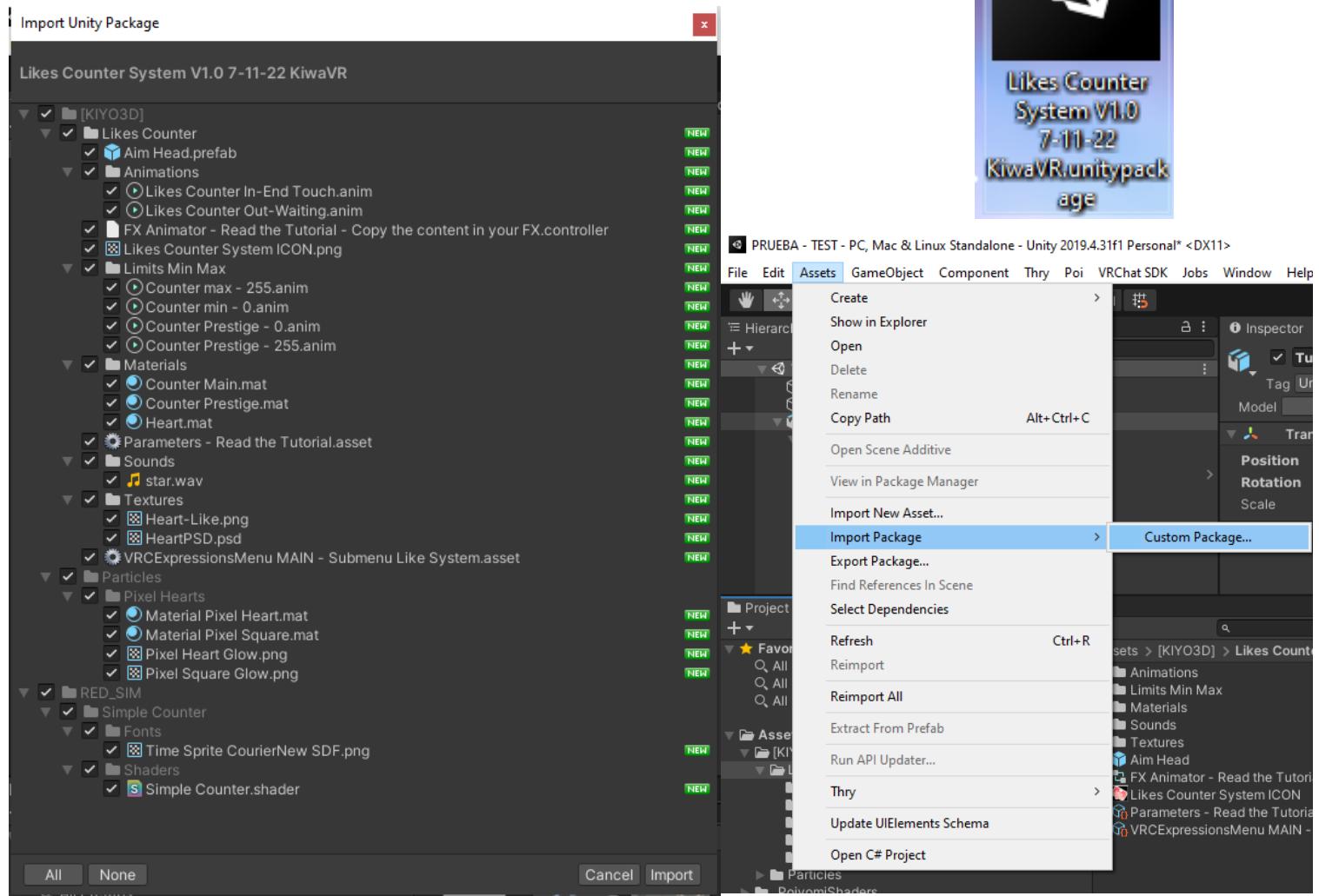
The screenshot shows the 'CreatorCompanion' application window. On the left, there's a sidebar with 'Projects', 'Learn', and 'Tools'. The main area is titled 'Projects' with a search bar 'Search Projects...'. Below it, a table lists a single project named 'TEST' located at 'Documents\Unity Projects\TEST'. The project is categorized as 'Avatar'. There are 'Open Project' and 'Manage Project' buttons. A red arrow points to the 'Create New Project' button at the top right of the main area.

The screenshot shows the 'TEST' project page in CreatorCompanion. The left sidebar has 'Projects', 'Learn', and 'Tools'. The main area is titled 'TEST' with a back arrow and an 'Open Project' button. It shows the project is located at 'Documents\Unity Projects\TEST'. Below is a 'Manage Packages' section with a search bar 'Search Packages...' and a 'Selected Repos' dropdown set to 'Official, Curated, Local User Packages'. A table lists package details: Name, Installed Version, Latest Version, Source (Official/Curated), and a plus/minus icon for updates. A red arrow points to the 'Avatars 3.0 Manager' row, and another red arrow points to the '+' button next to it in the last column.

Name	Installed Version	Latest Version	Source	Action
VRChat Package Resolver Tool	0.1.19	0.1.19	Official	(-)
VRChat SDK - Base	3.2.0	3.2.0	Official	(-)
VRChat SDK - Avatars	3.2.0	3.2.0	Official	(-)
Gesture Manager	3.8.4	3.8.4	Curated	(-)
Avatars 3.0 Manager	Not Installed	2.0.20	Curated	(+)
EasyQuestSwitch	Not Installed	1.2.1	Curated	(+)
VRWorld Toolkit	Not Installed	2.1.5	Curated	(+)
AudioLink	Not Installed	0.3.2	Curated	(+)

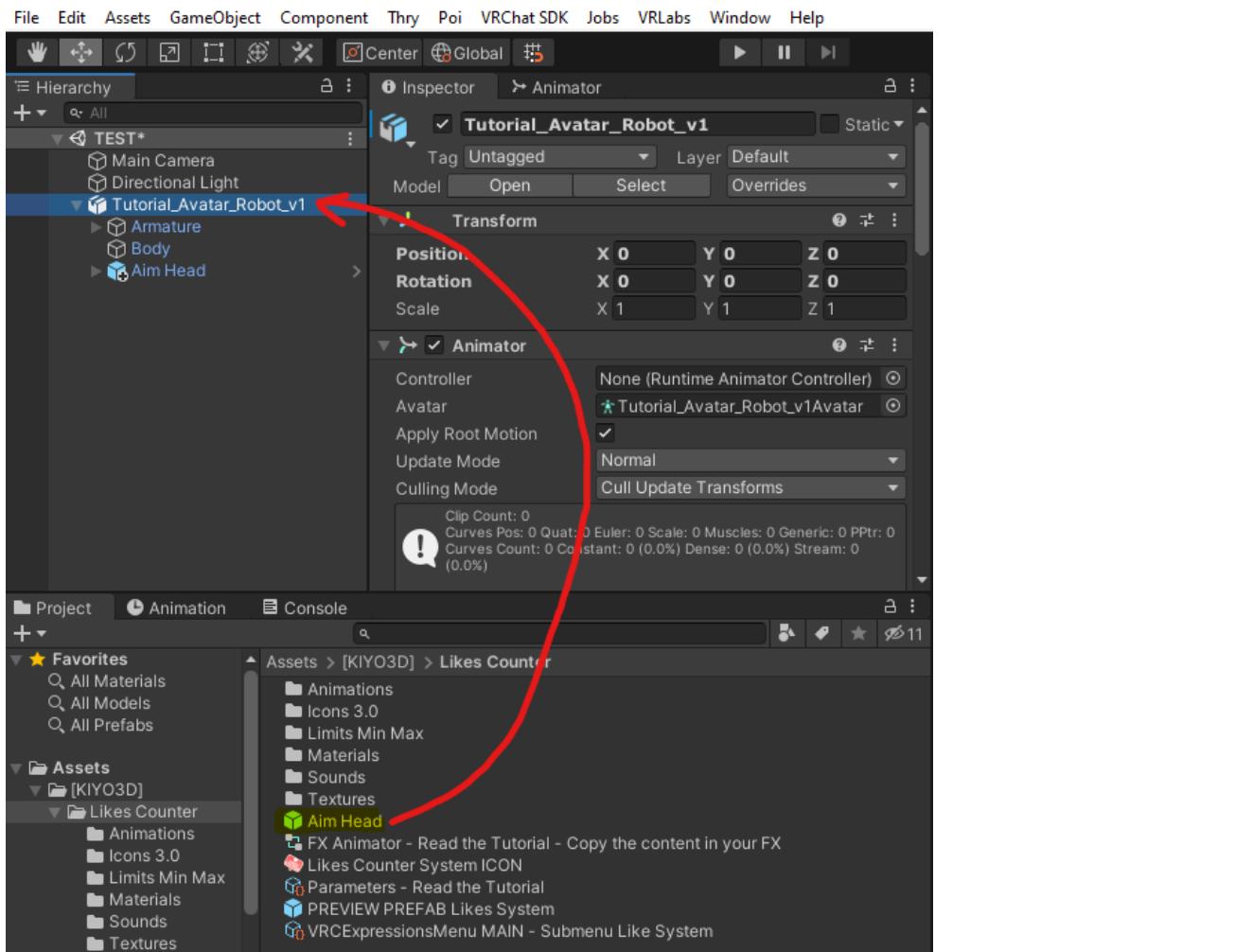
Import the UnityPackage file by double-clicking it in Windows OR in Unity go to Assets > Import Package > Custom Package project.

A series of folders “[KIYO3D]/Likes Counter” will be created.

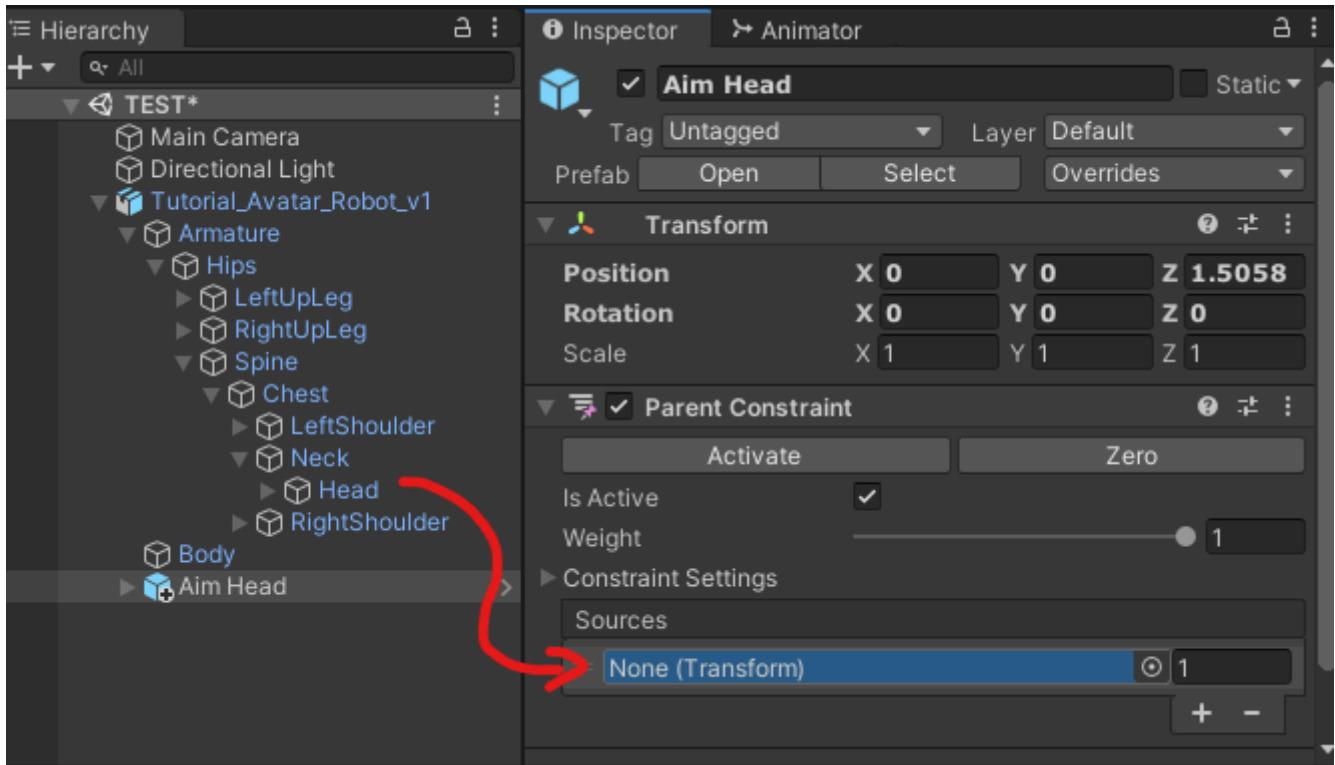


1.- Add to your avatar

Drag the “Aim Head” object into your avatar ROOT.

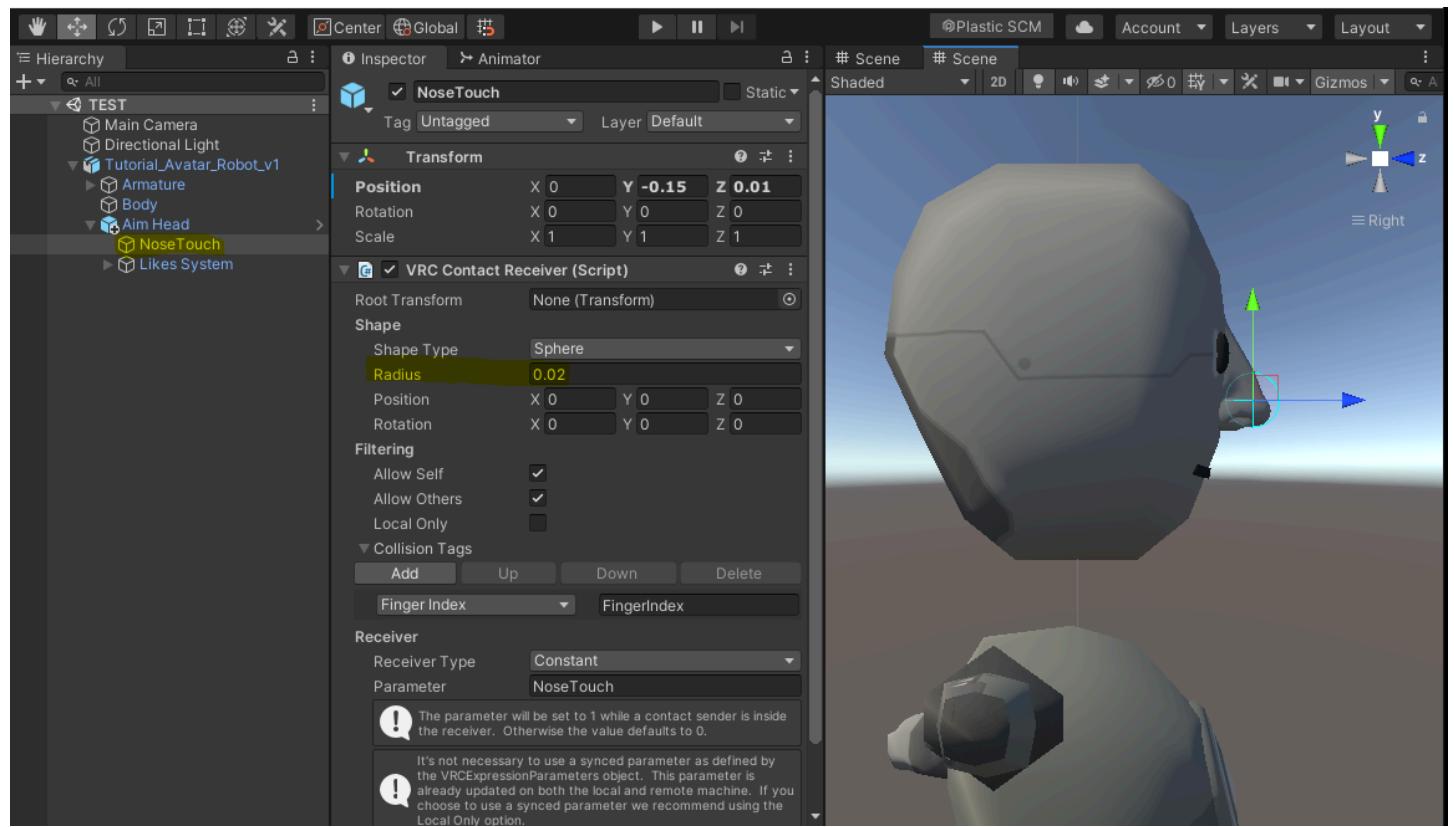


Click on the “Aim Head” object and assign your **Head bone** to the **Parent Constraint** script in the Inspector tab.



2.- Adjust boop sphere

Select the "NoseTouch" object and in #Scene move it anywhere on the head.
If you can't see the blue sphere, click on the "Gizmos" button in the #Scene window.

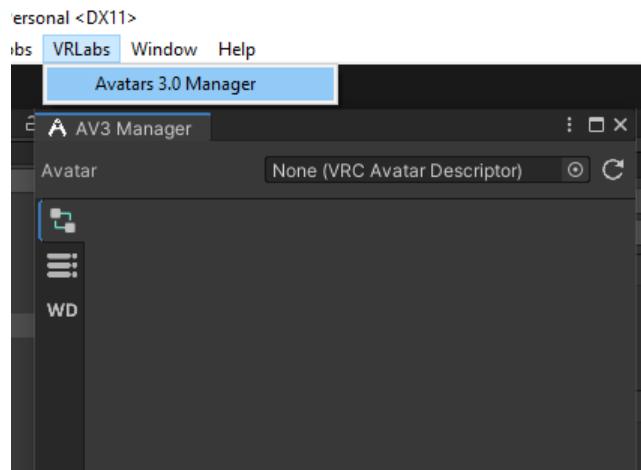


If you don't want to "boop" yourself, uncheck the "Allow Self" box.

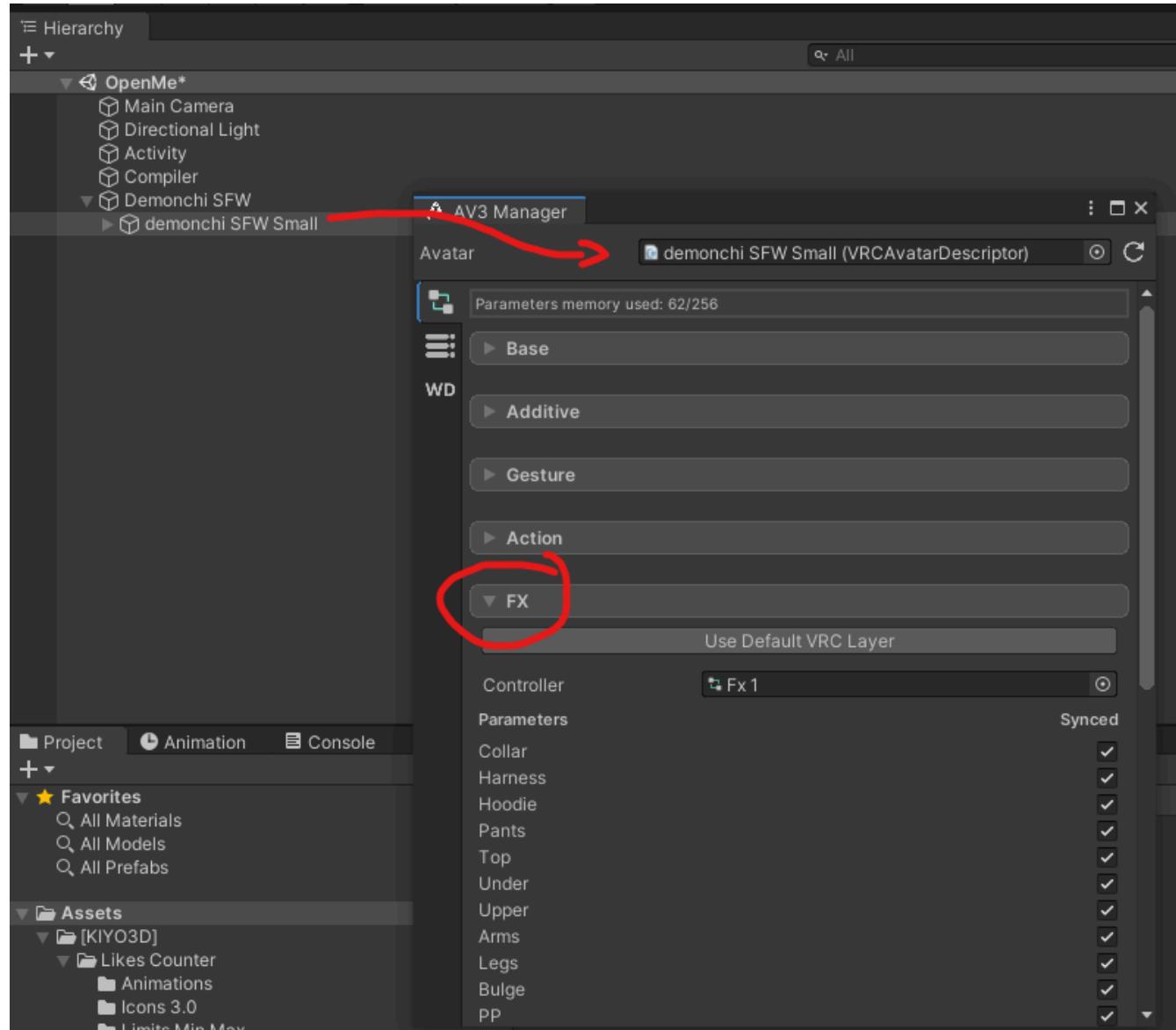
3.- FX Config

To perform this step, your avatar must be correctly configured with "VRC Avatar Descriptor" script. If you don't have a personal FX you can directly use the one in the folder "[KIYO3D]/Likes Counter"

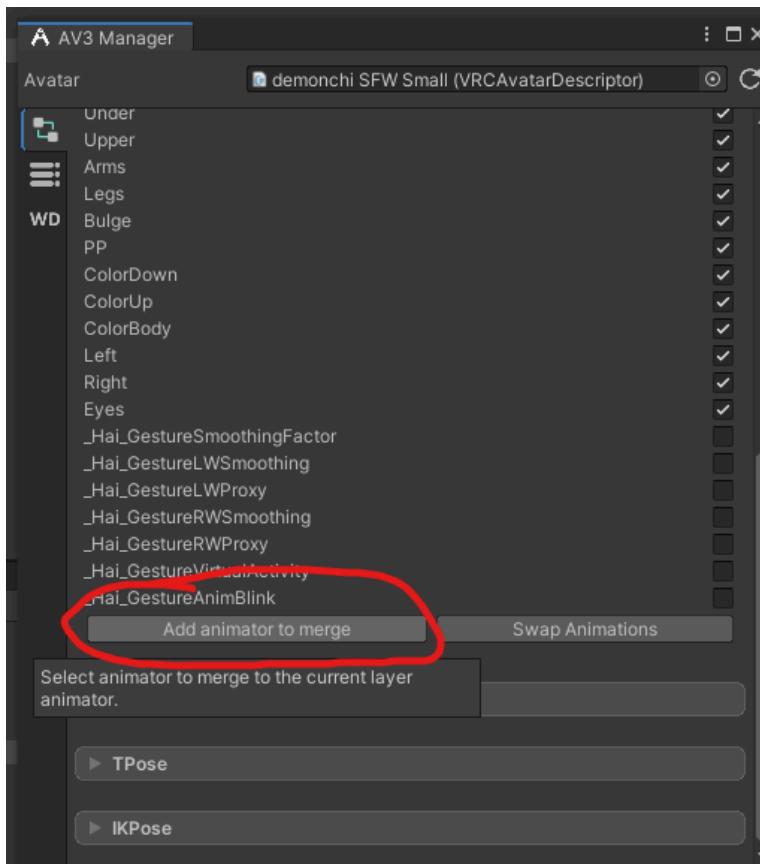
In the top Unity Menu, open: **VRLabs > Avatars 3.0 Manager**



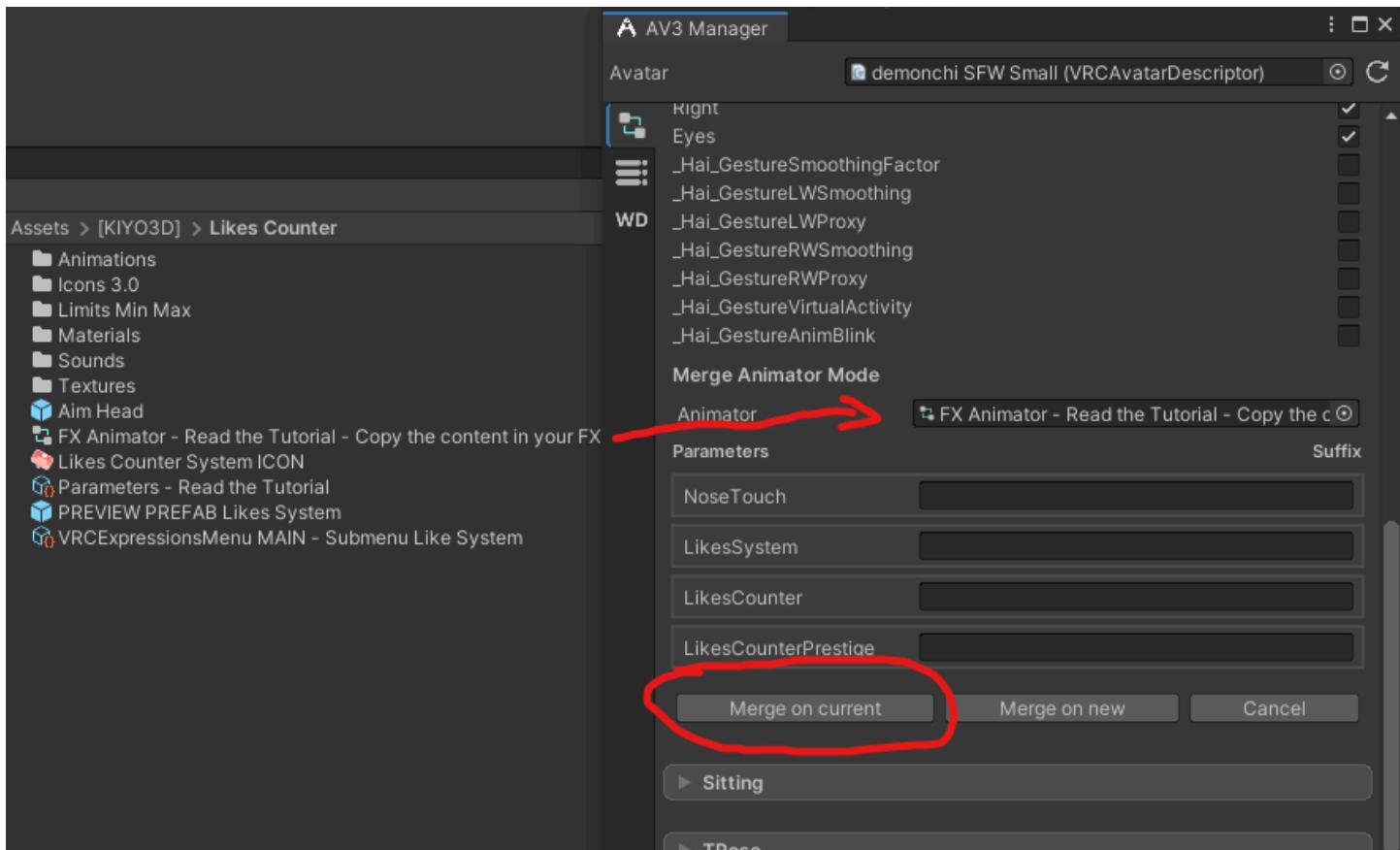
Drag your avatar to the first "Avatar" option and pull down the "FX" tab.



Press the button “Add animator to merge”

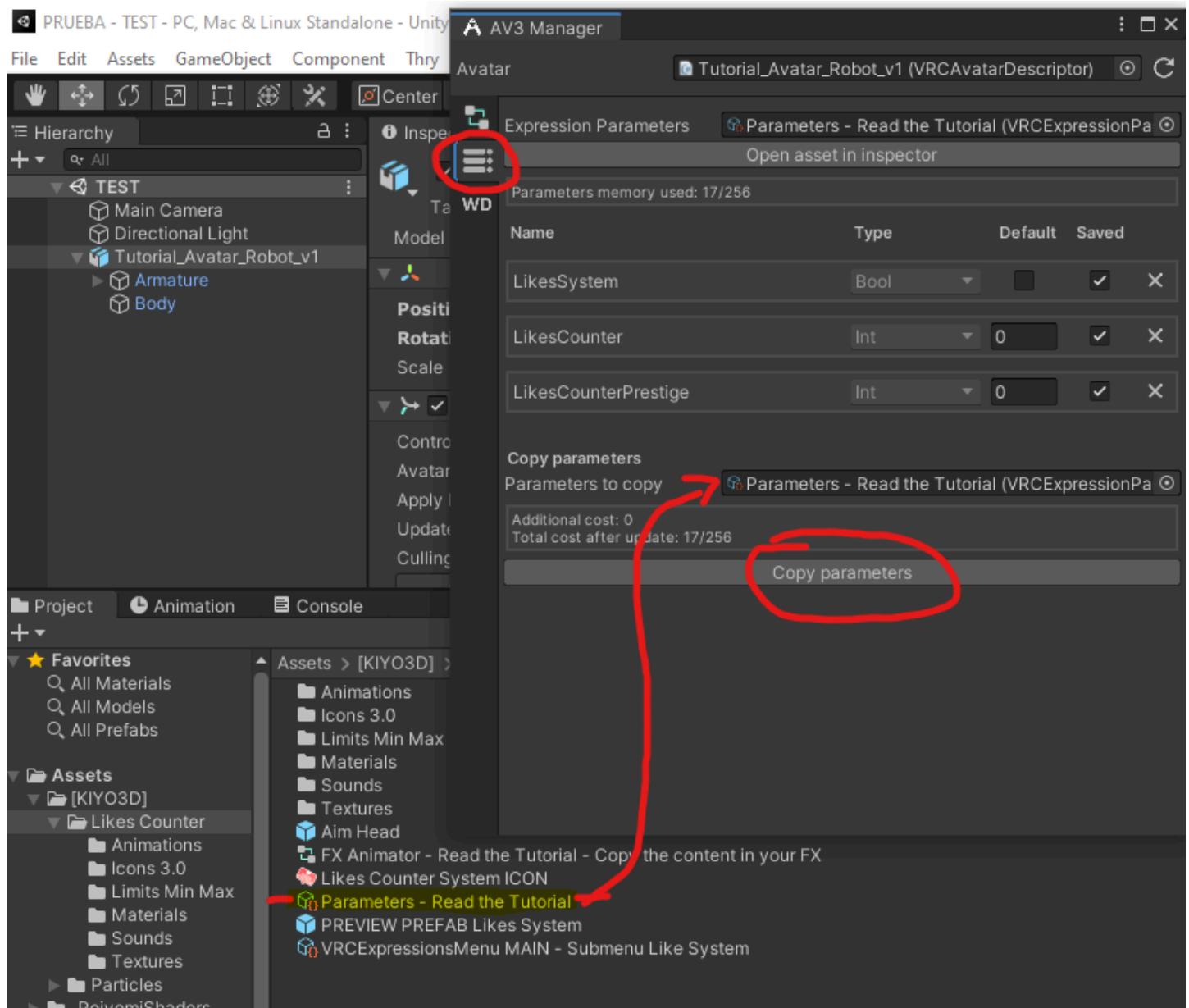


Drag the “FX Animator” from the Likes Counter folder into the “Merge Animator Mode” slot and press the lower “Merge on Current” button. Don’t close this window.



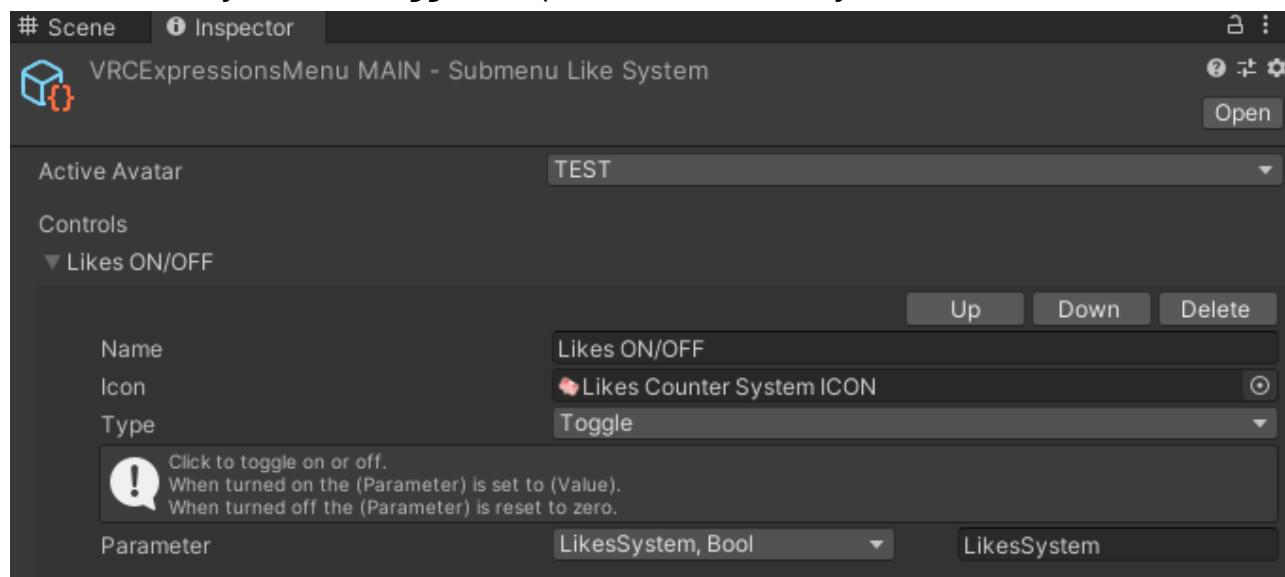
3.- VRC.PARAMETERS

Without closing the previous window, click on the second option in the AV3 Manager side menu and follow the instructions in the image below.



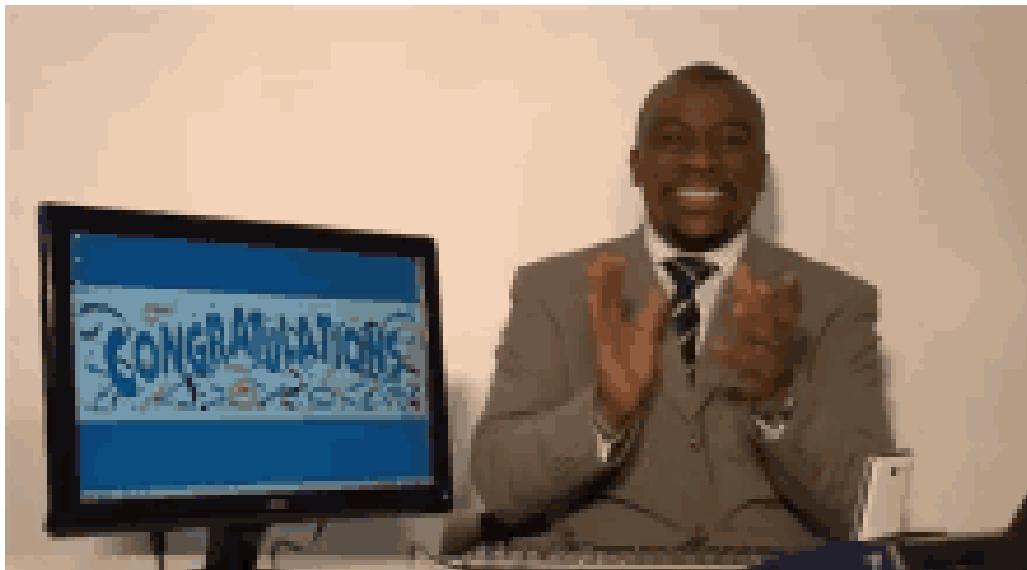
4.- Toggle Menu: Add the option to activate/deactivate the system.

You can create yourself a Toggle that points to the "LikesSystem" variable.



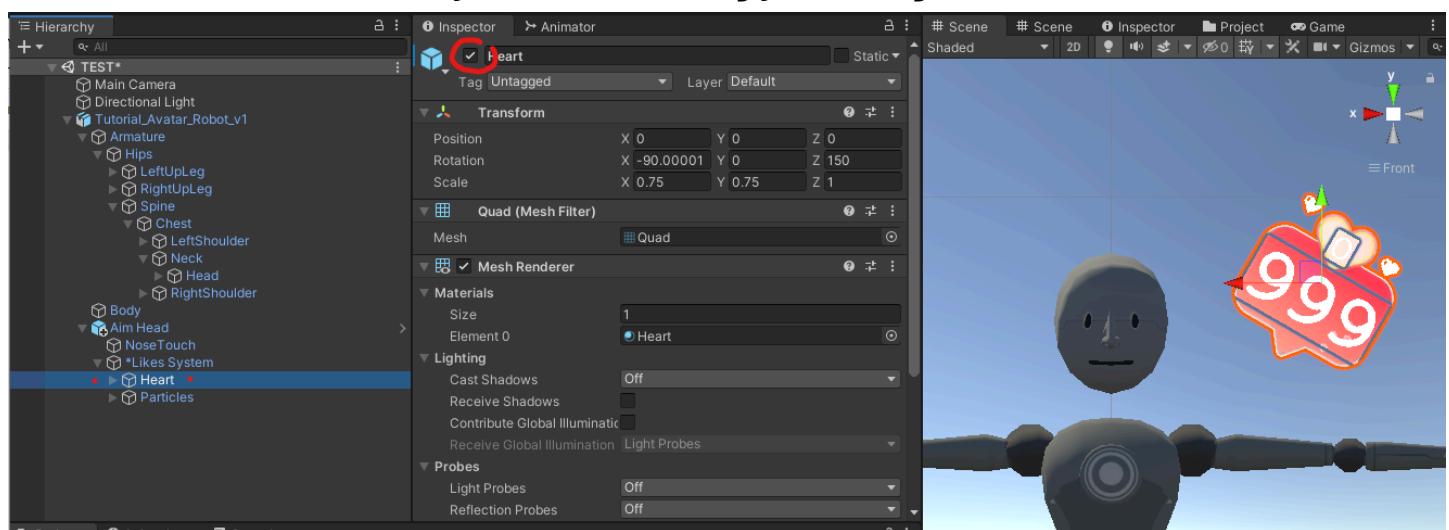
Or you can also create a Sub Menu type Control pointing to "VRCEXpressionsMenu MAIN - Submenu Like System"

Congratulations, upload your avatar and receive Likes!



Customization

Once you have finished the installation, activate the “Heart” object to view the Like System.
Remember to turn it off once you’re done making your changes.

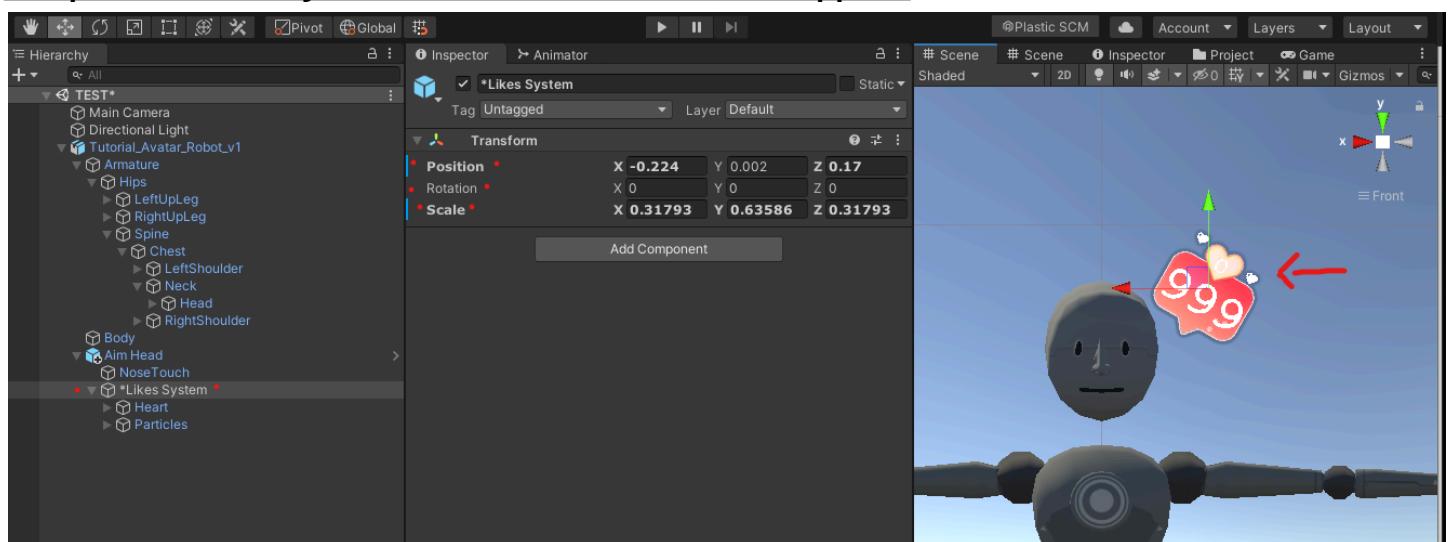


Change the Position and Aim

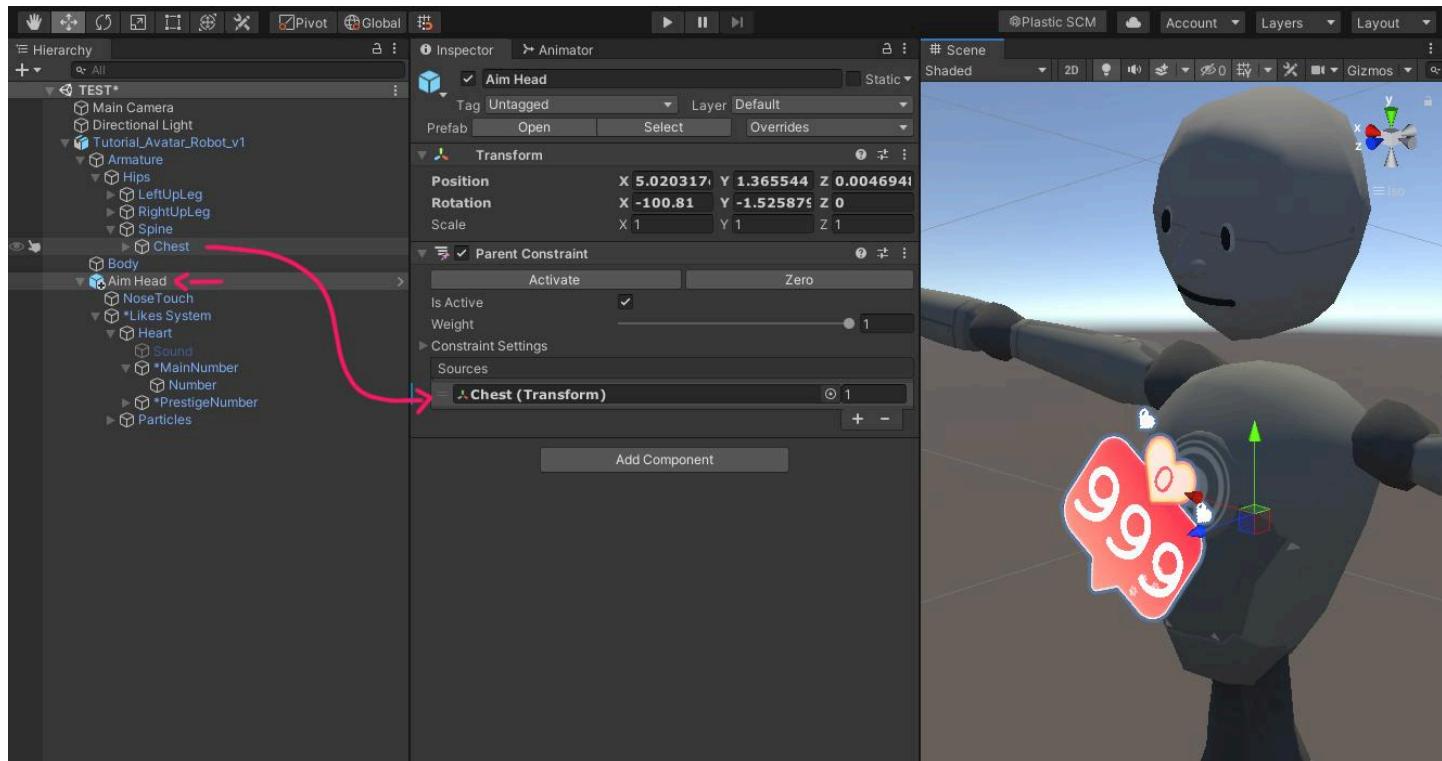
As we can see, it is very far from our avatar.

Select the “*Likes System” object and move it to your liking, you can also change the scale.

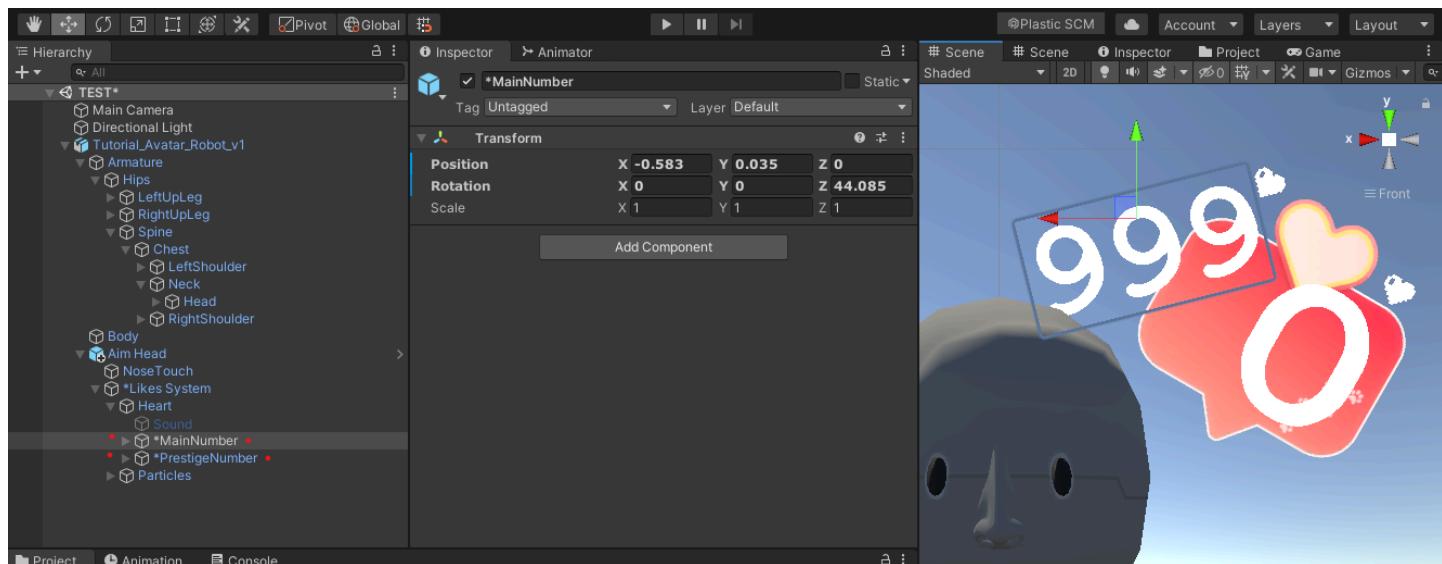
The position where you move it will be where it will appear.



If you want the "Like System" to be assigned to another bone or object and follow it, change the Parent Constraint bone in the "**Aim Head**" object.



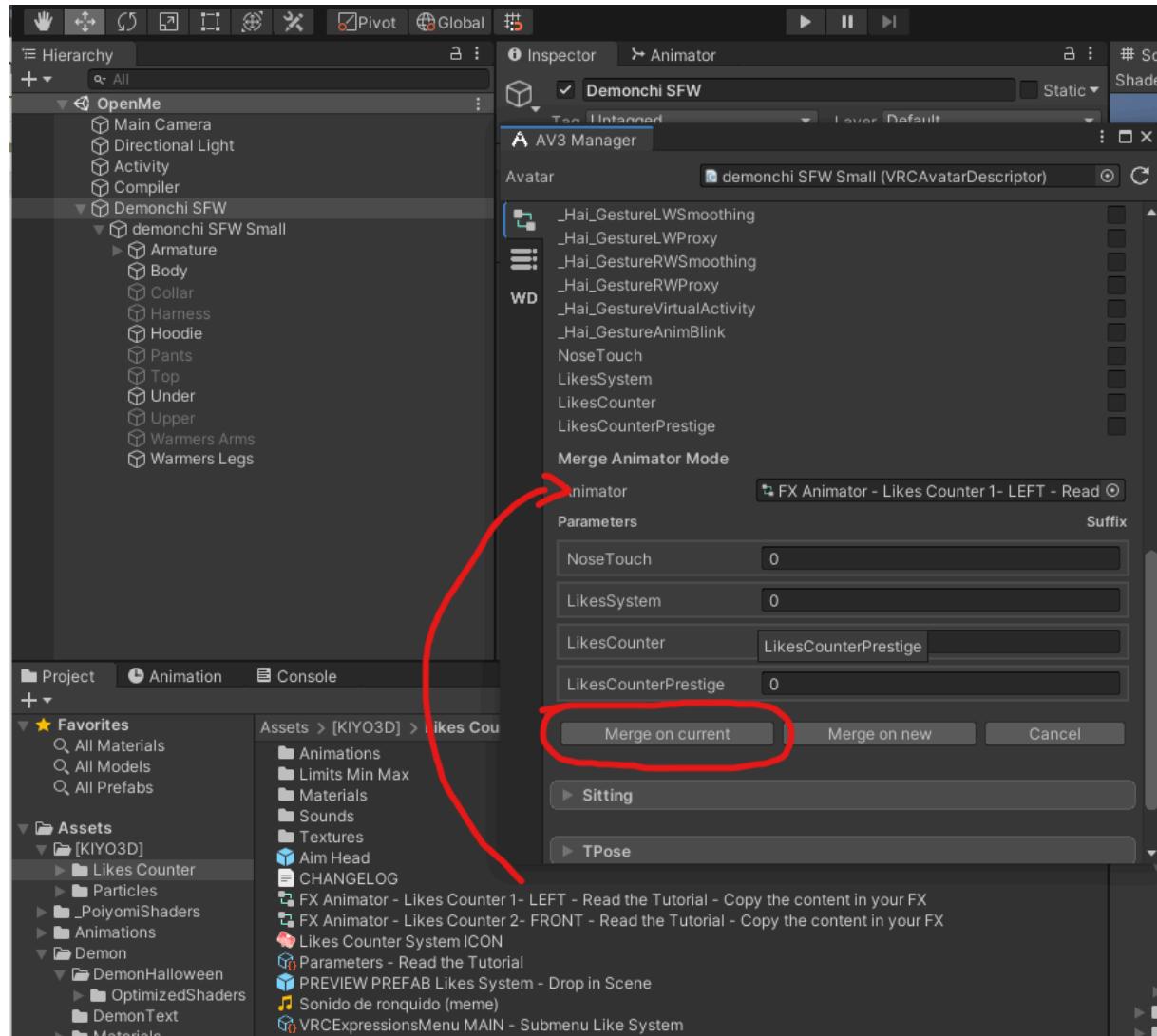
To move the numbers, select the objects "***MainNumber**" and "***PrestigeNumber**" and carry out the same step as above.



Location and exit animation

Depending on where you have moved “*LikesSystem” you will have to choose the type of animation you want.

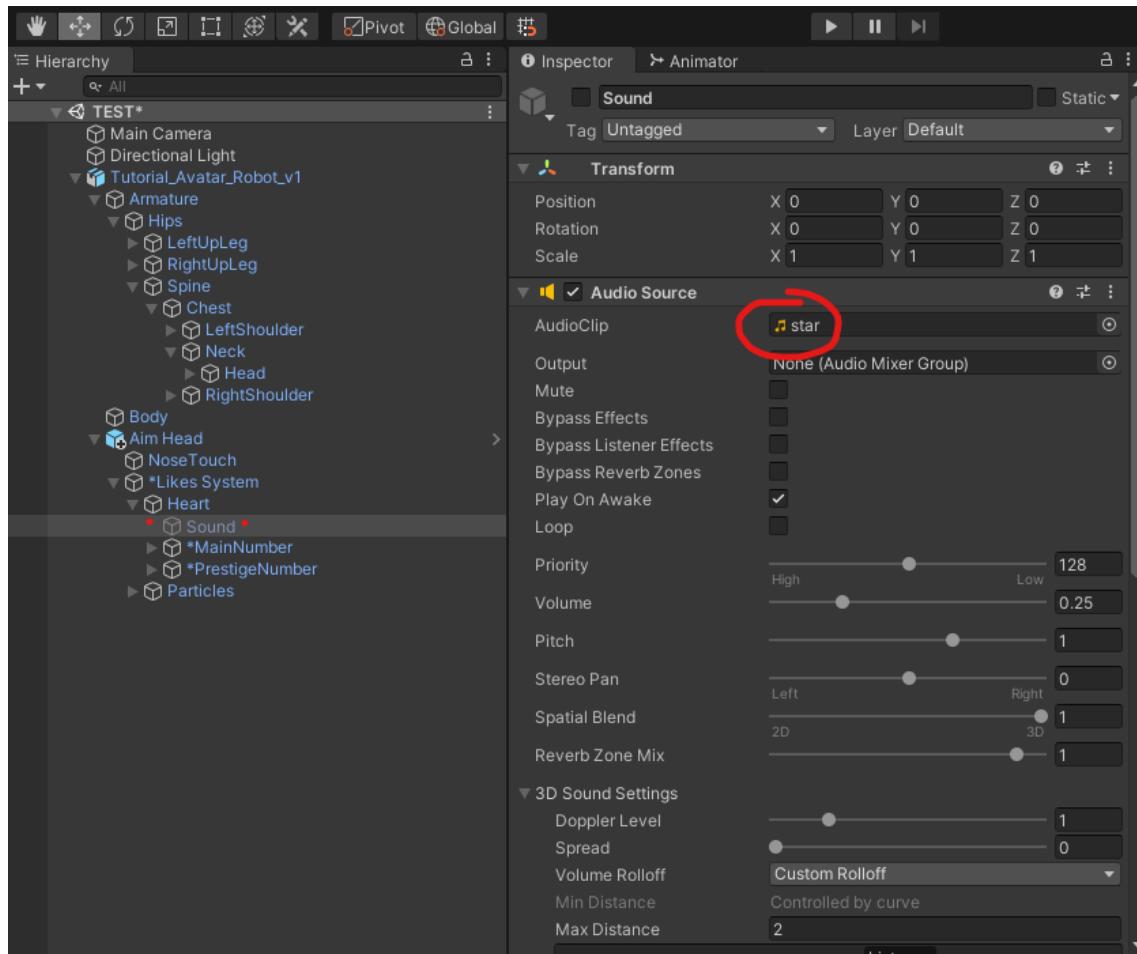
To do this, repeat the process in the **VRLabs> Avatars 3.0 Manager** window.



Modify the Sound

To modify the sound you must import an audio file into Unity, click on the “**Sound**” object and assign it to “**AudioClip**” as shown in the image.

If the file is 1 second or less you should not do anything else.



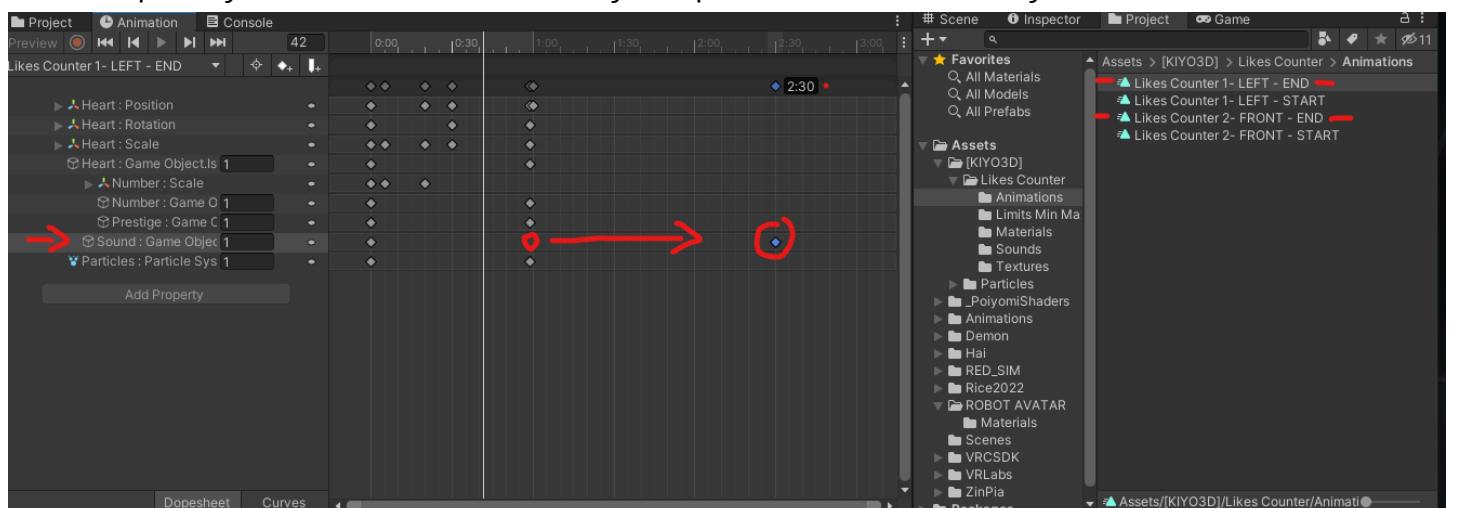
Audio file greater than 1 second

In Unity navigate to the folder “**Assets/[KIYO3D]/LikesCounter/Animations**”

Click on the animation that name have “END” and go to the **Animation tab**.

The row containing “Sound”, move the diamond on the right to the desired place on the timeline.

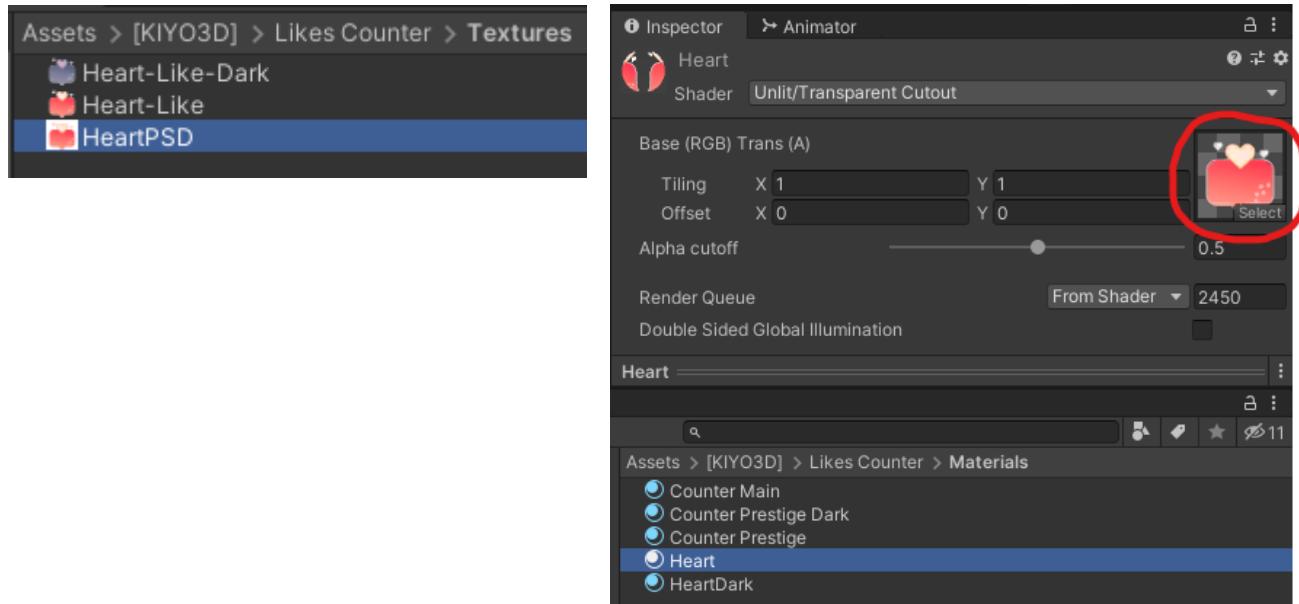
For example, if your audio is 2.30 seconds you'll put it there or further if you're not sure.



Base Customization

In the Textures folder you have a **.PSD** file.

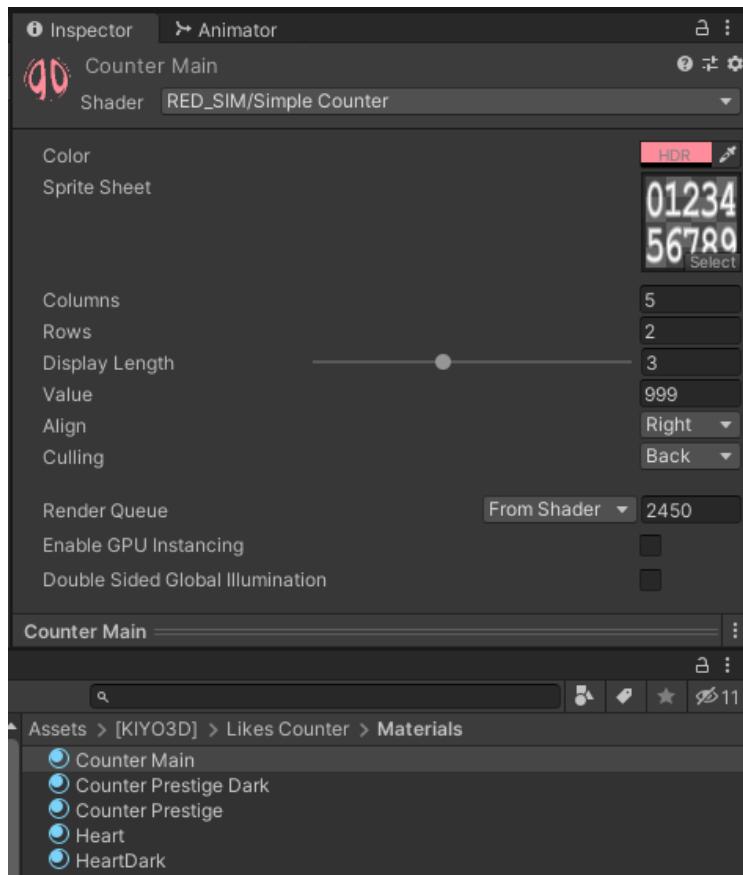
If you don't have Photoshop you can **import a square image** into unity and assign it to the "Heart" material.



Personalization of the numbers

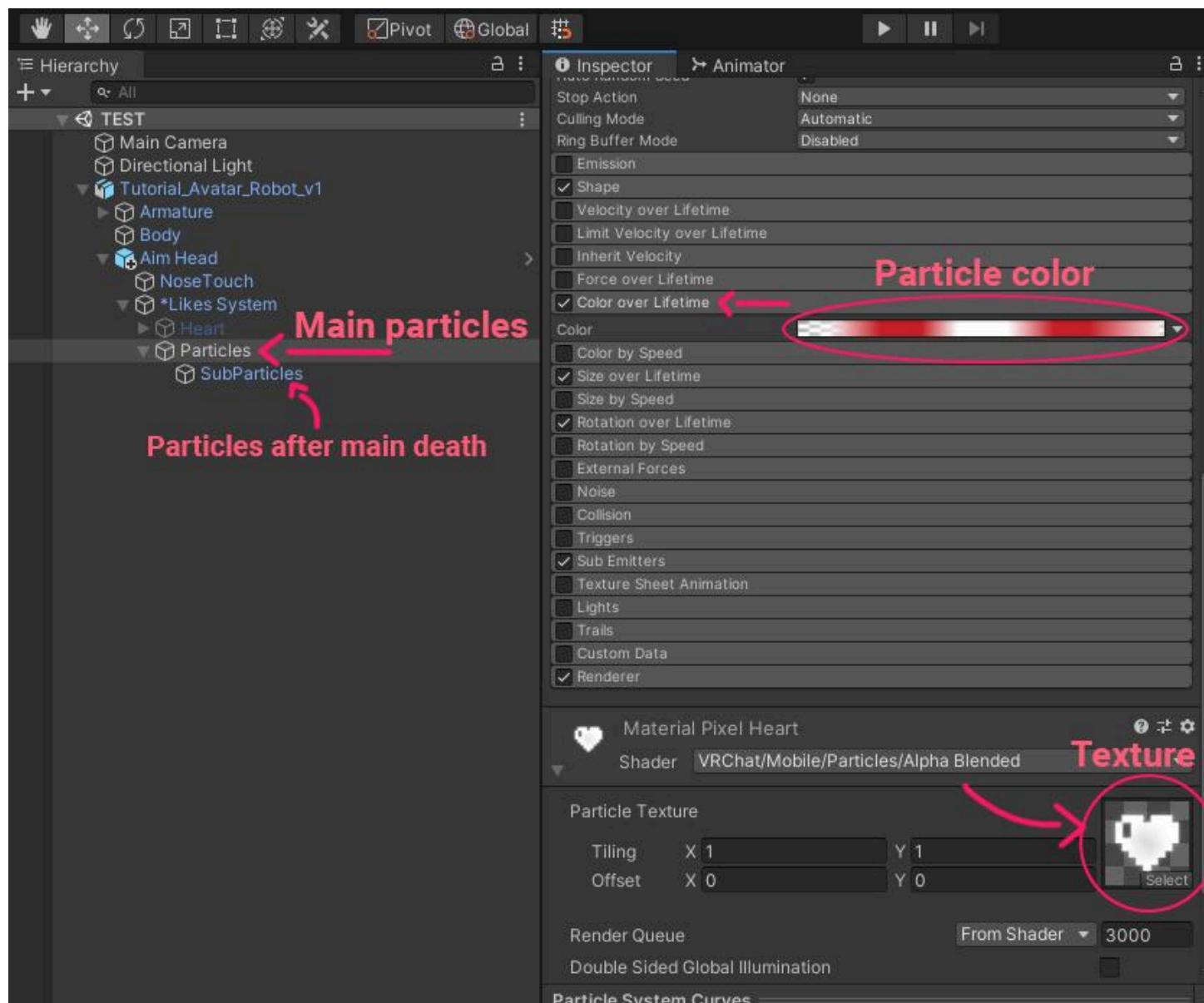
Go to the "Materials" folder and select the number you want to modify.

In the Inspector tab thanks to the RED_SIM shader you can change everything you want.



Change the color of the particles

Select the “Particles” object and in the Inspector tab go to the **Color over Lifetime** section, click on the horizontal gradient and modify the colors to your liking.
If you want to modify the particles that appear when the main ones disappear, make the changes in the “SubParticles” object.



FAQ

Q: Why is the variable in the Animator Float but in Parameters it is INT?

A: I don't have an exact answer to this as I'm not an expert. If I am wrong and there is another solution, you are free to change what you want.

Blendtrees only work with FLOAT. But the number to store is an integer without decimals, for that reason in parameters is INT.

Q: Why is the maximum number of likes or prestige is 255? What is the maximum number of likes?

A: The maximum number allowed by VRChat (INT) EGER type variables is 256 (0 to 255).

When I realized this I created the "Prestige" system like in some games when you reach its maximum level. In this way we have a maximum number of likes/boops of 65,536.

Q: Are likes saved between worlds and will other people see the updated number?

A: Of course, the value is saved in your parameters which are shared with all users and are stored until you press the "Reset Avatar" button, then the number of likes will be reset to 0 again.

Q: Why the number sometimes not updated when they touch me?

A: The number only changes if the number updates to you locally. Due to "lag" between players, if another user hits the button but you have not locally received that boop, the number will not be updated. I recommend being completely still so that the movements of both users are synchronized.

06/JUL/2025 -> ESTOY ACTUALIZANDO ESTE SISTEMA PARA QUE FUNCIONE CON VRFURY!

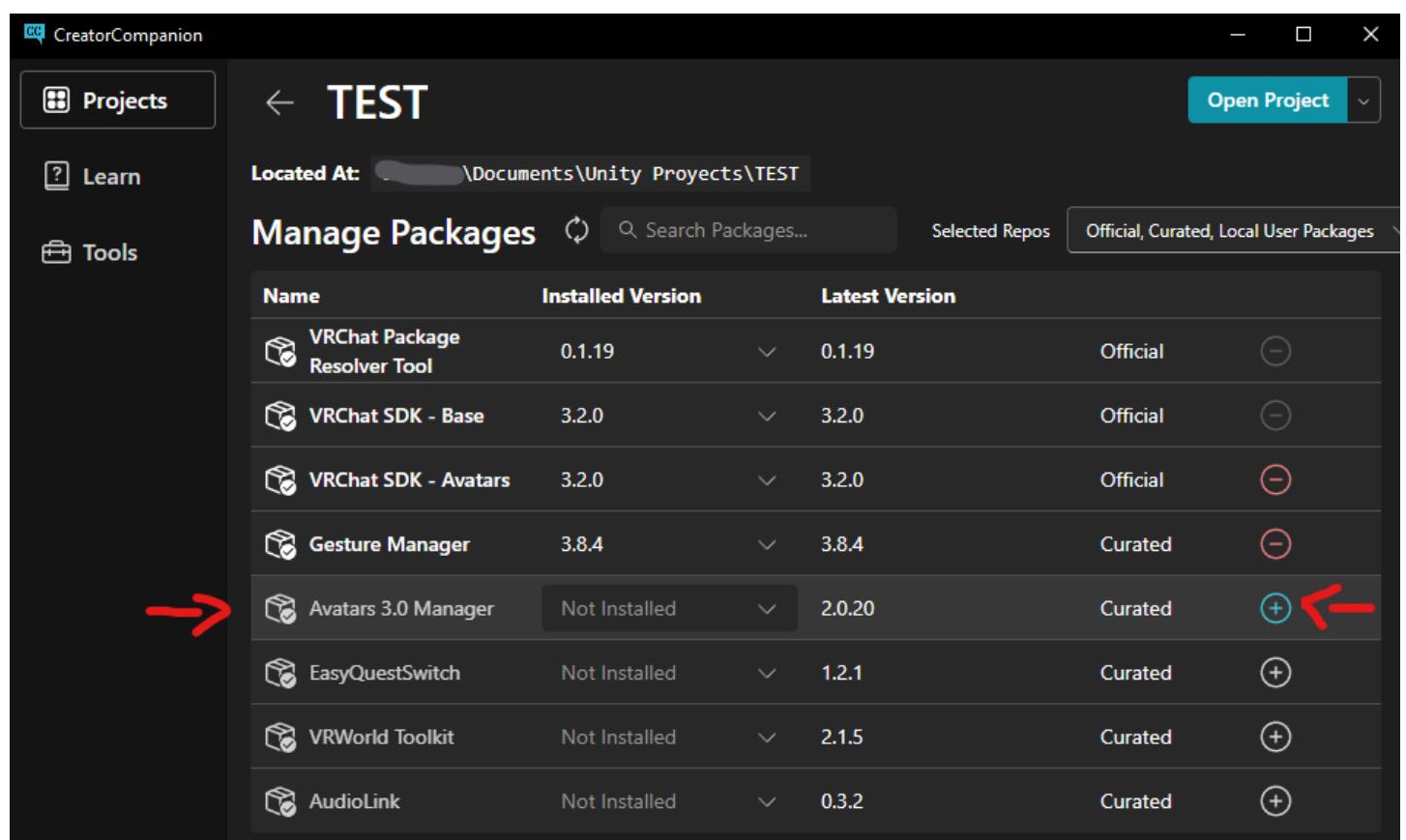
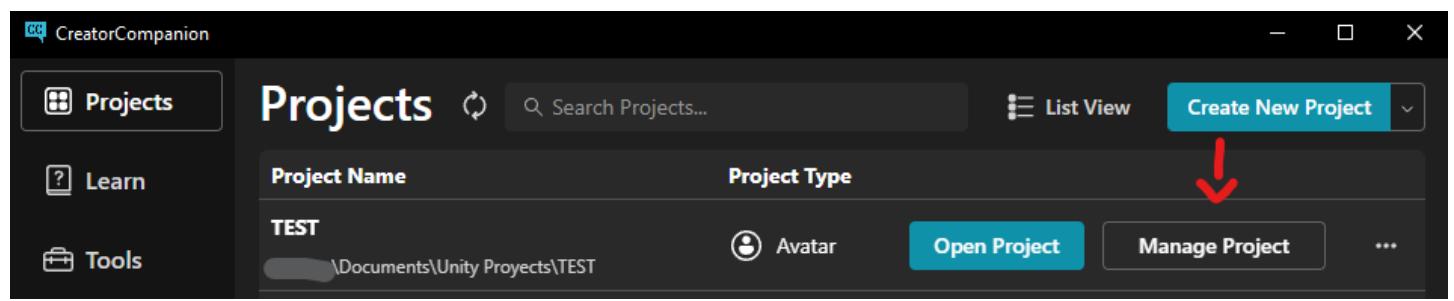
Tutorial Español



Requisitos:

- Conocimientos mínimos para subir un avatar a VRChat.
- Memoria mínima libre en Parameter: 17
- El nombre del esqueleto debe ser "Armature".
- SDK de VRChat

Instalación



The screenshot shows the CreatorCompanion application interface. The top window displays the 'Projects' screen with a 'Create New Project' button highlighted by a red arrow. Below, the 'TEST' project is selected, showing its location at 'C:\Documents\Unity Projects\TEST'. The 'Manage Packages' tab is open, listing various Unity packages. The 'Avatars 3.0 Manager' package is shown as 'Not Installed' with a red arrow pointing to it. To its right, there is a red arrow pointing to the '+' button used for importing packages.

Name	Installed Version	Latest Version	Selected Repos	
VRChat Package Resolver Tool	0.1.19	0.1.19	Official	(-)
VRChat SDK - Base	3.2.0	3.2.0	Official	(-)
VRChat SDK - Avatars	3.2.0	3.2.0	Official	(-)
Gesture Manager	3.8.4	3.8.4	Curated	(-)
Avatars 3.0 Manager	Not Installed	2.0.20	Curated	(+)
EasyQuestSwitch	Not Installed	1.2.1	Curated	(+)
VRWorld Toolkit	Not Installed	2.1.5	Curated	(+)
AudioLink	Not Installed	0.3.2	Curated	(+)

Importa el archivo UnityPackage haciendo doble clic en él o en tu proyecto Assets > Import Package > Custom Package.

Se creará una serie de carpetas /[KIYO3D]/Likes Counter

Import Unity Package

Likes Counter System V1.0 7-11-22 KiwaVR

The dialog shows a tree view of assets from the package:

- [KIYO3D]
 - Likes Counter
 - Aim Head.prefab
 - Animations
 - Likes Counter In-End Touch.anim
 - Likes Counter Out-Waiting.anim
 - FX Animator - Read the Tutorial - Copy the content in your FX.controller
 - Likes Counter System ICON.png
 - Limits Min Max
 - Counter max - 255.anim
 - Counter min - 0.anim
 - Counter Prestige - 0.anim
 - Counter Prestige - 255.anim
 - Materials
 - Counter Main.mat
 - Counter Prestige.mat
 - Heart.mat
 - Parameters - Read the Tutorial.asset
 - Sounds
 - star.wav
 - Textures
 - Heart-Like.png
 - HeartPSD.psd
 - VRCEXpressionsMenu MAIN - Submenu Like System.asset
- Particles
 - Pixel Hearts
 - Material Pixel Heart.mat
 - Material Pixel Square.mat
 - Pixel Heart Glow.png
 - Pixel Square Glow.png
- RED_SIM
 - Simple Counter
 - Fonts
 - Time Sprite CourierNew SDF.png
 - Shaders
 - Simple Counter.shader

All None Cancel Import

PRUEBA - TEST - PC, Mac & Linux Standalone - Unity 2019.4.31f1 Personal* <DX11>

The context menu for the package is open, showing options like Import Package, Export Package..., Find References In Scene, Select Dependencies, Refresh, Reimport, Reimport All, Extract From Prefab, Run API Updater..., Thry, Update UIElements Schema, Open C# Project, etc.

File Edit Assets GameObject Component Thry Poi VRChat SDK Jobs Window Help

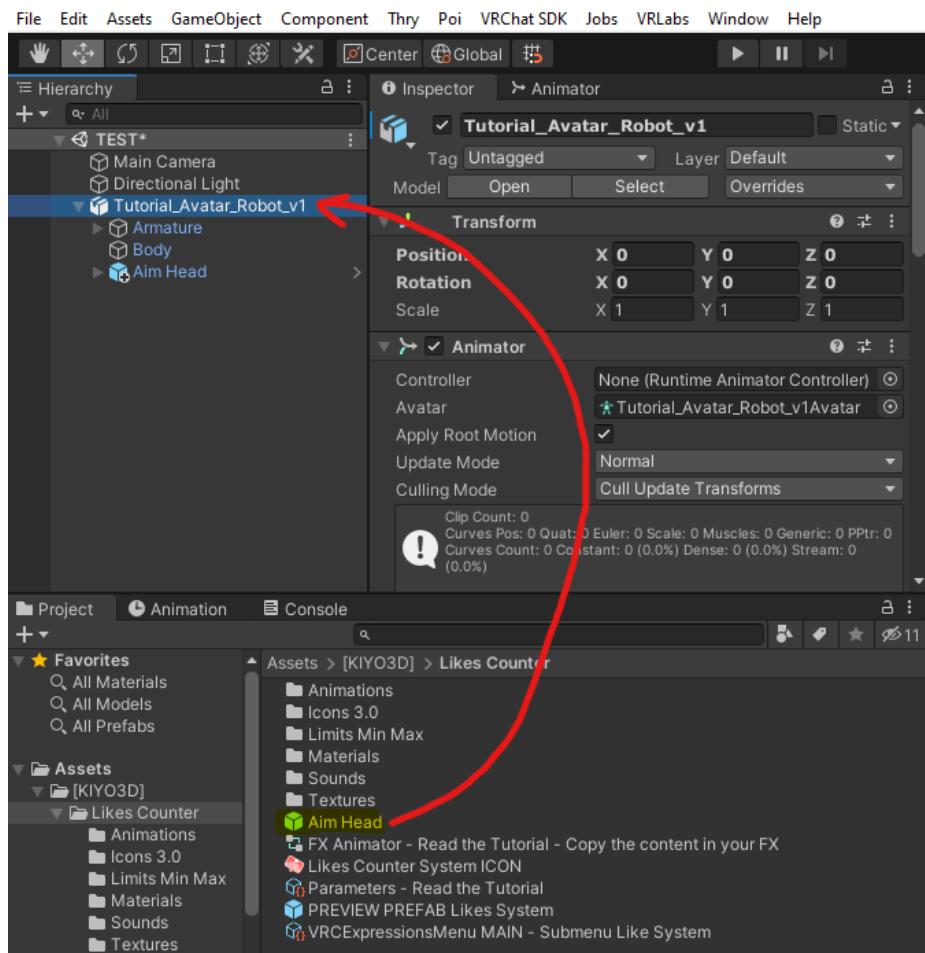
Assets [KIYO3D] Likes Counter System V1.0 7-11-22 KiwaVR.unitypackage

Create Show in Explorer Open Delete Rename Copy Path Alt+Ctrl+C Open Scene Additive View in Package Manager Import New Asset... Import Package Custom Package... Export Package... Find References In Scene Select Dependencies Refresh Ctrl+R Reimport Reimport All Extract From Prefab Run API Updater... Thry Update UIElements Schema Open C# Project

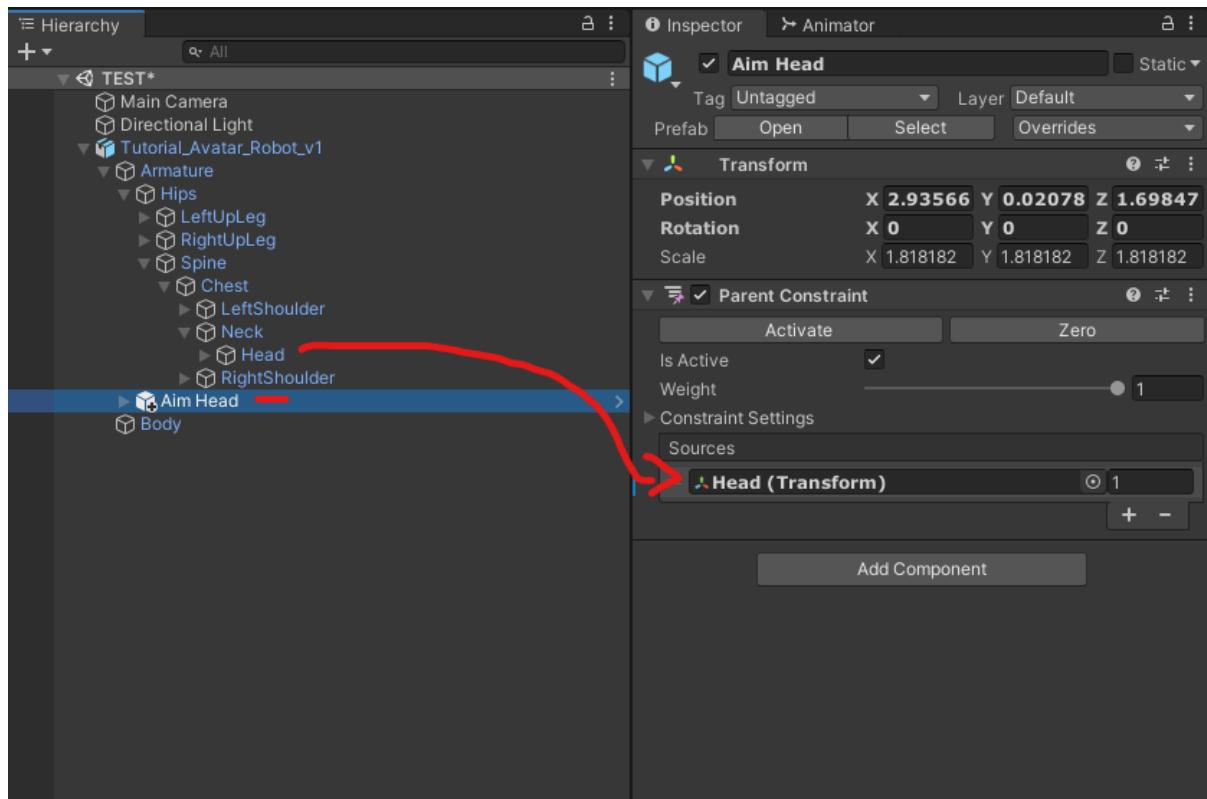
Animations Limits Min Max Materials Sounds Textures Aim Head FX Animator - Read the Tutorial Likes Counter System ICON Parameters - Read the Tutorial VRCEXpressionsMenu MAIN

1.- Añadir a tu avatar

Arrastra el objeto “Aim Head” en la raíz de tu avatar.



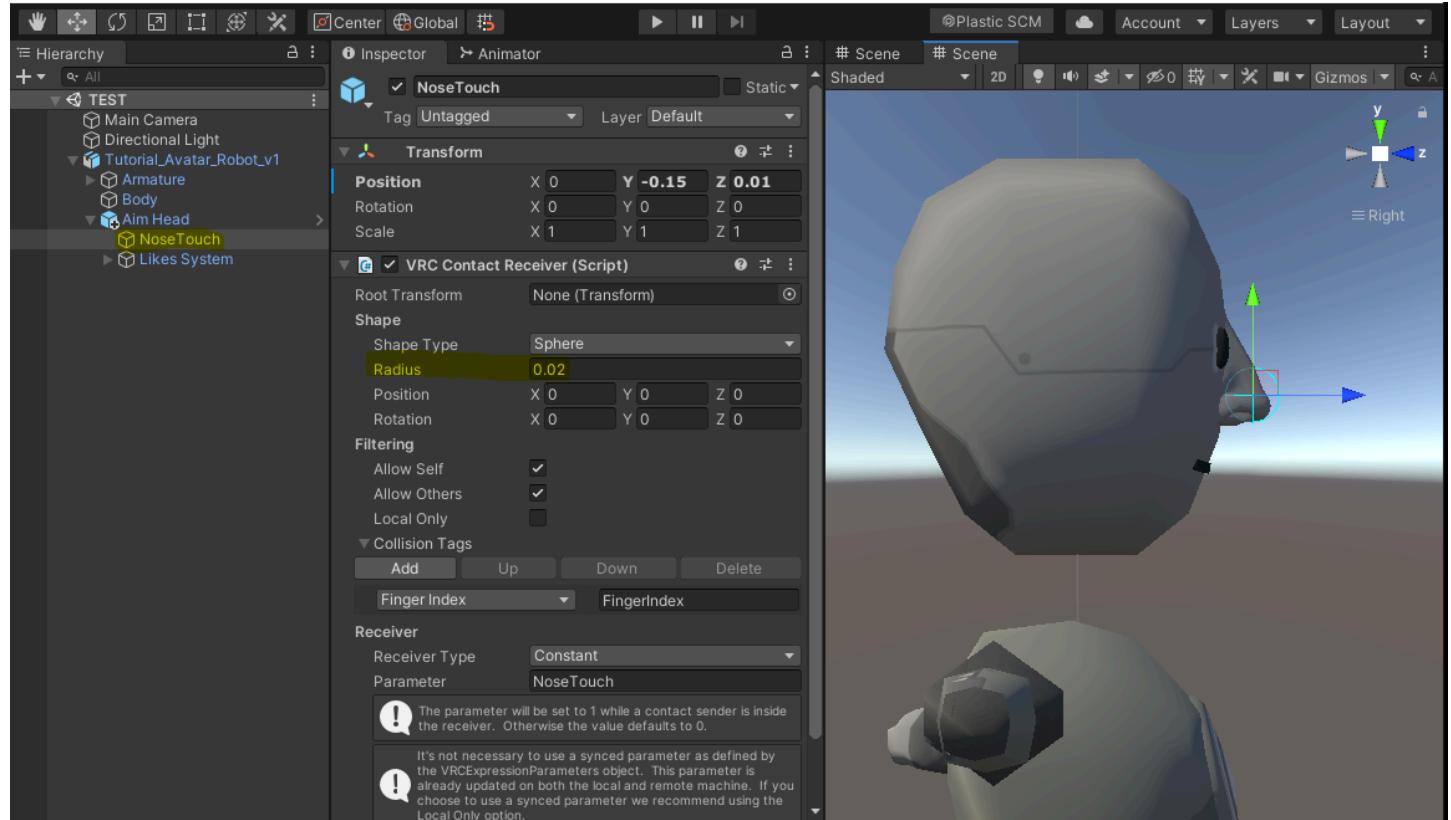
Haz click en el objeto “Aim Head” y asigna el hueso de tu cabeza al script Parent Constraint en la pestaña Inspector.



2.- Ajustar la esfera boop (botón)

Selecciona el objeto “**NoseTouch**” y en #Scene muévelo en cualquier parte de la cabeza.

Si no puedes ver la esfera azul pulsa en el botón “Gizmos” de la ventana #Scene.

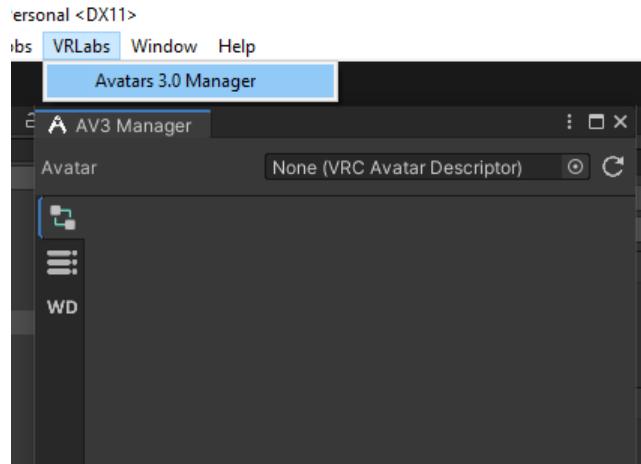


Si no quieres hacerte “boop” a ti mismo desactiva la casilla “Allow Self”.

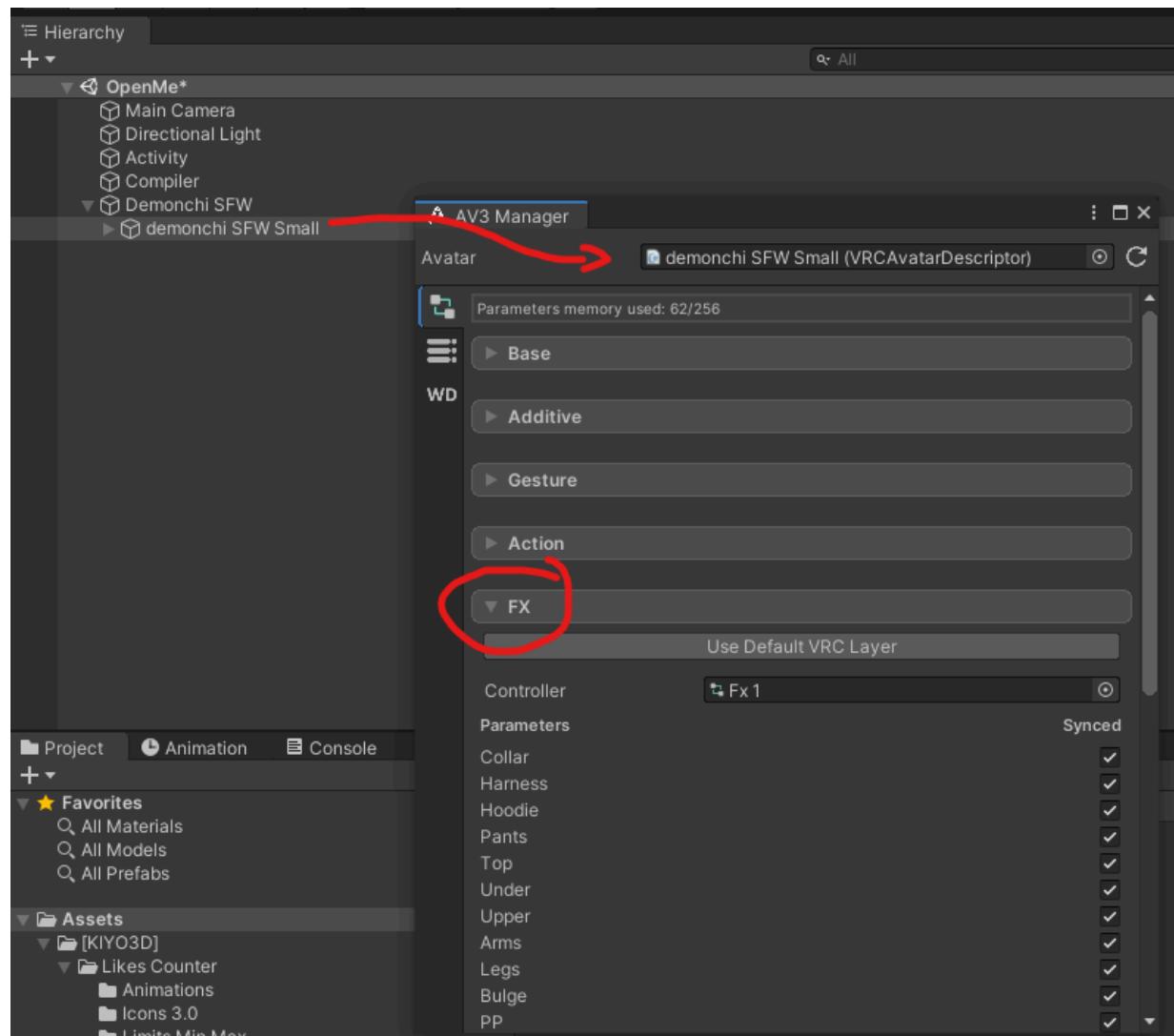
3.- Configuración del FX

Para realizar este paso tu avatar debe de estar correctamente configurado con "VRC Avatar Descriptor". Si no dispones de un FX personal puedes usar directamente el que está en la carpeta "[KIYO3D]/Likes Counter"

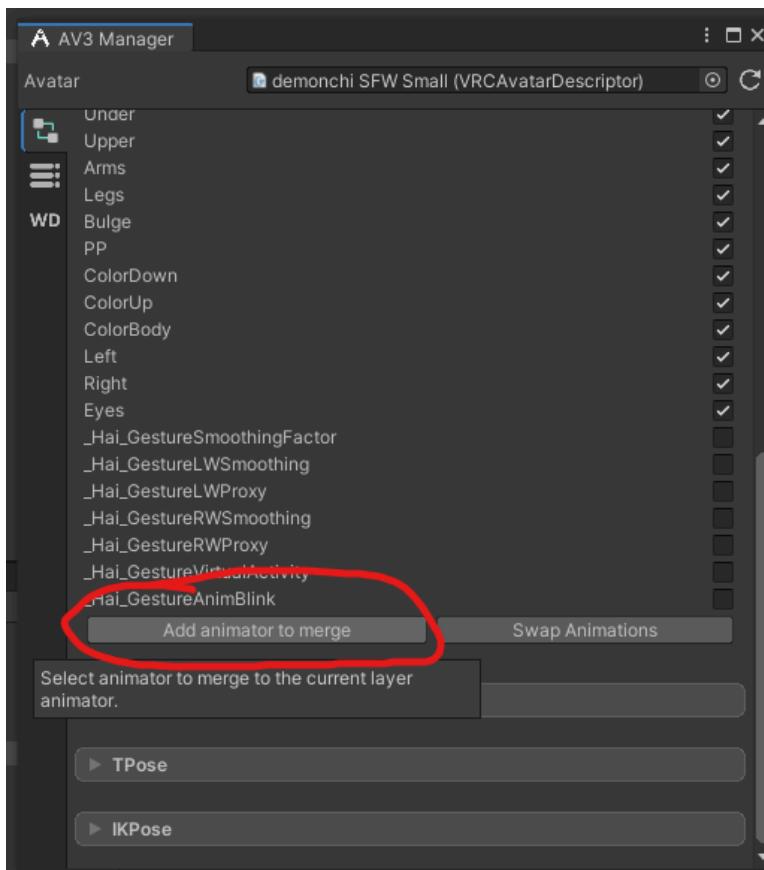
En el menú superior, abre: **VRLabs > Avatars 3.0 Manager**



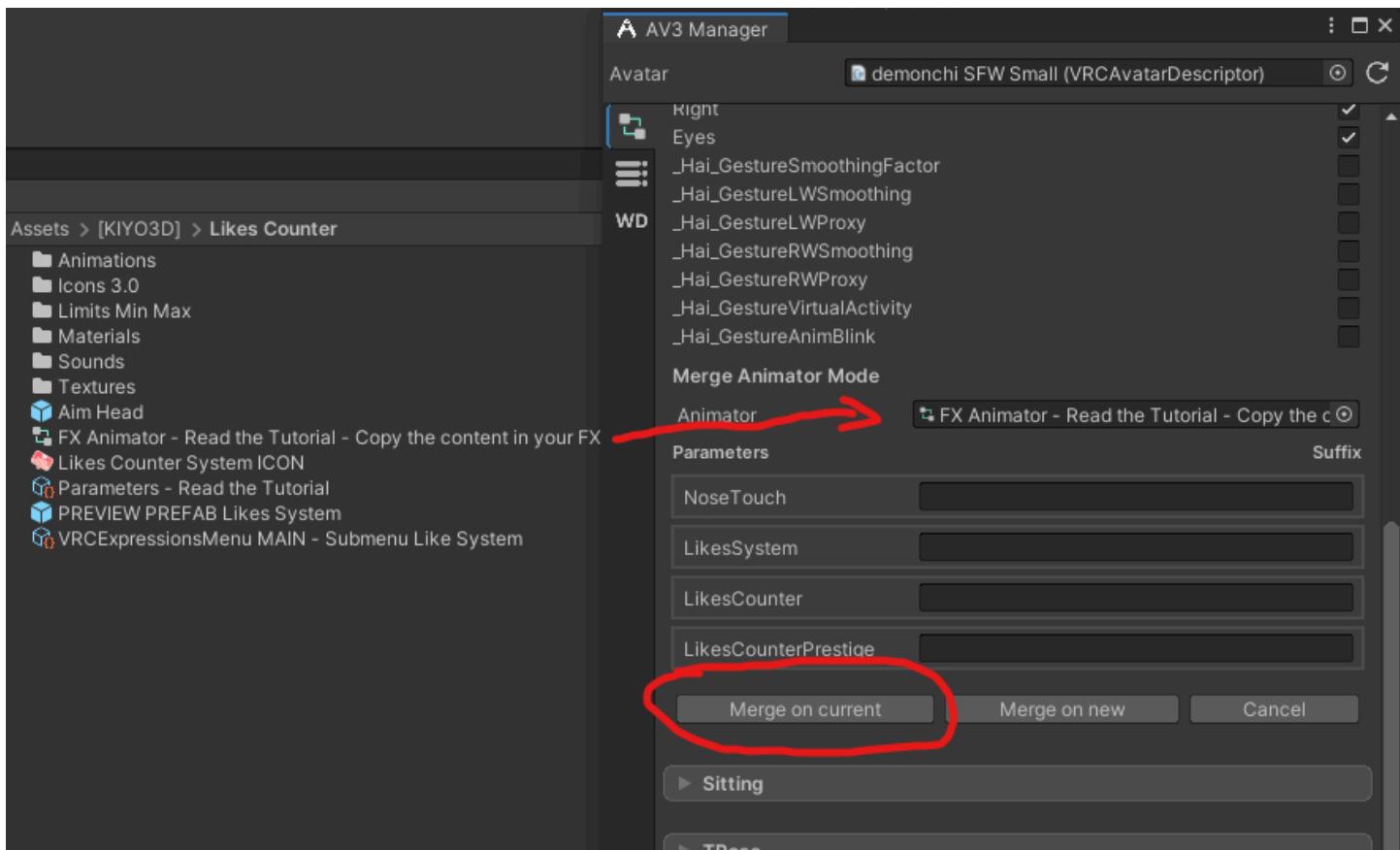
Arrastra tu avatar a la primera opción "Avatar" y despliega la pestaña "FX".



Pulsa el botón "Add animator to merge"

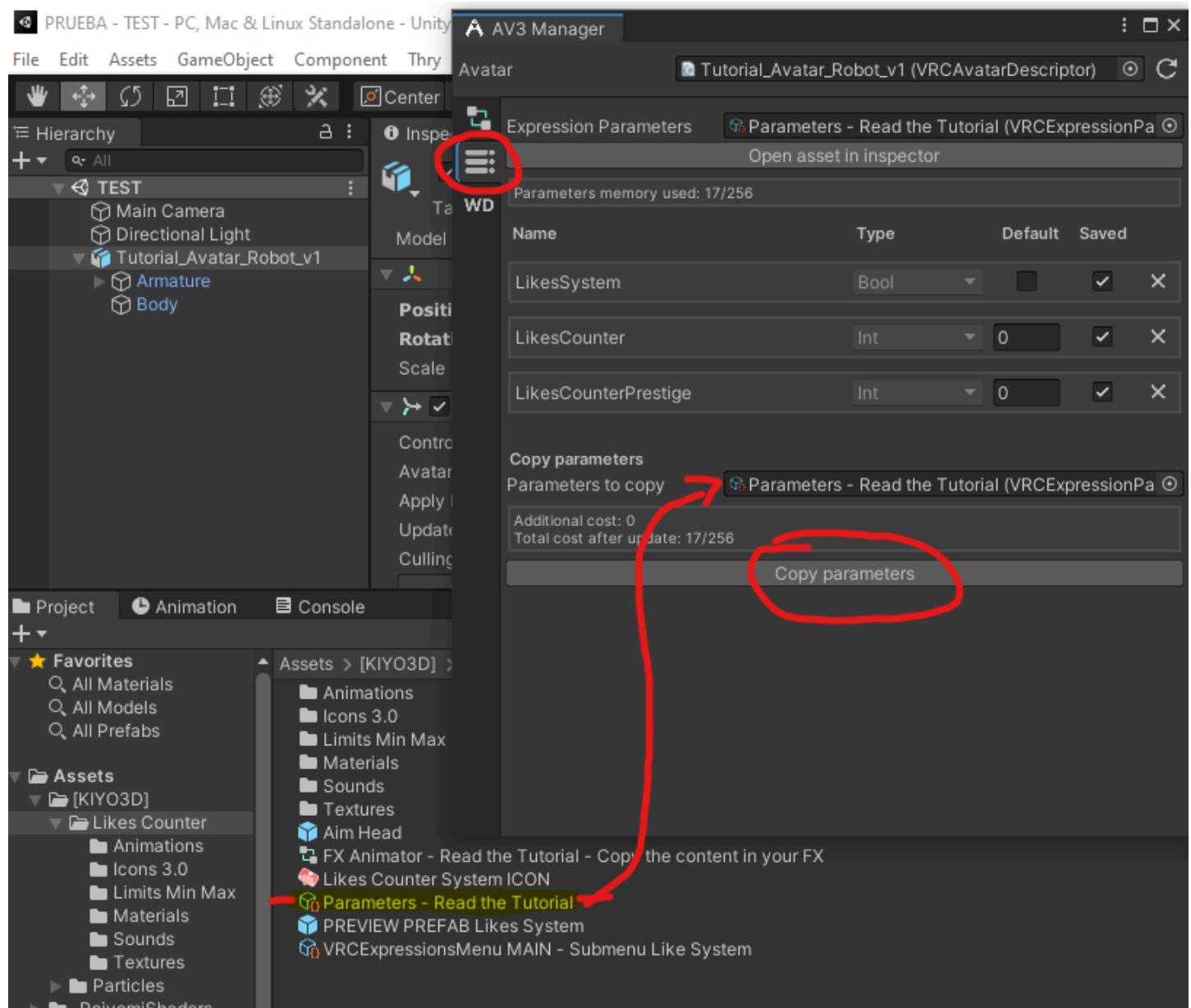


Arrastra el “FX Animator” de la carpeta Likes Counter al hueco de “Merge Animator Mode” y pulsa el botón inferior “Merge on Current”.



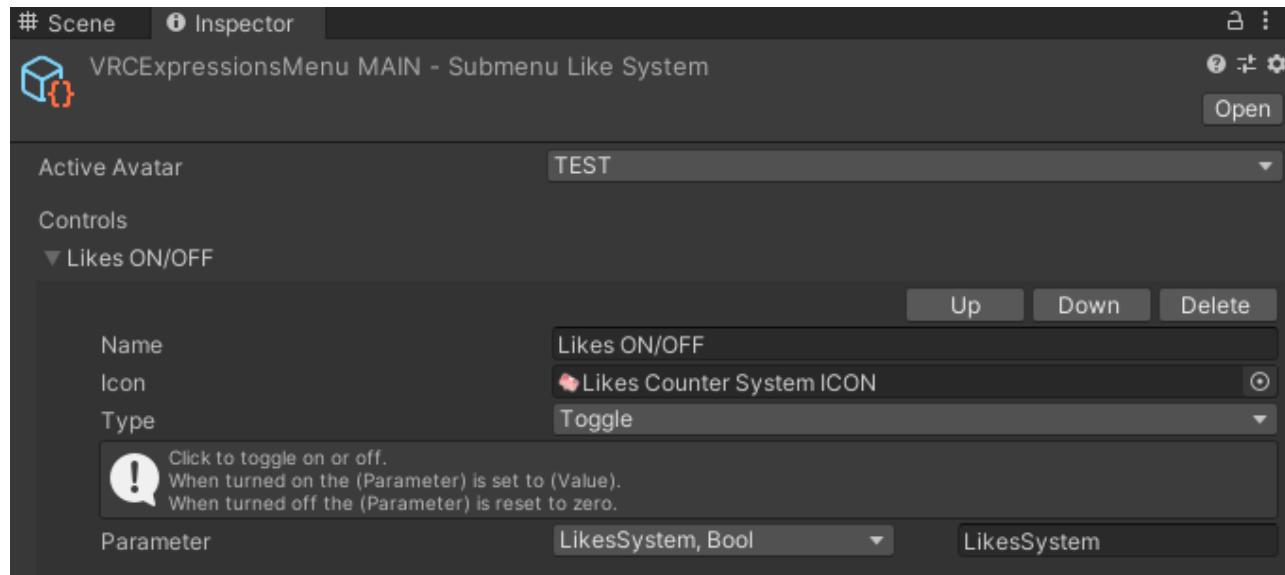
3.- Parámetros - VRC.PARAMETERS

Sin cerrar la ventana anterior, haz click en la segunda opción del menú lateral de AV3 Manager y sigue las instrucciones de la imagen inferior.



4.- Menú Toggle: Añadir la opción de activar/desactivar el sistema.

Puedes crear tú mismo un Toggle que apunte a la variable "LikesSystem".



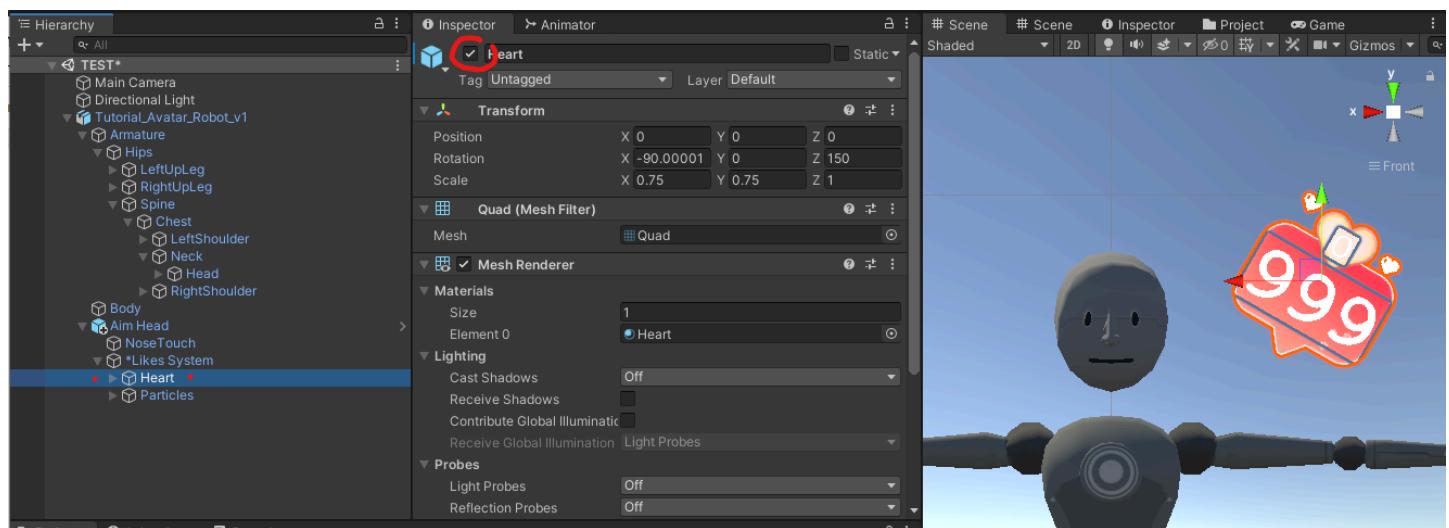
O también puedes crear un Control de tipo Sub Menu apuntando a "VRCExpressionsMenu MAIN - Submenu Like System"

¡Enhorabuena, ya puedes subir tu avatar y empezar a sumar Likes!



Personalización

Una vez hayas terminado la instalación **activa el objeto "Heart"** para visualizar el Like System.
Recuerda desactivarlo una vez hayas terminado de hacer tus cambios.

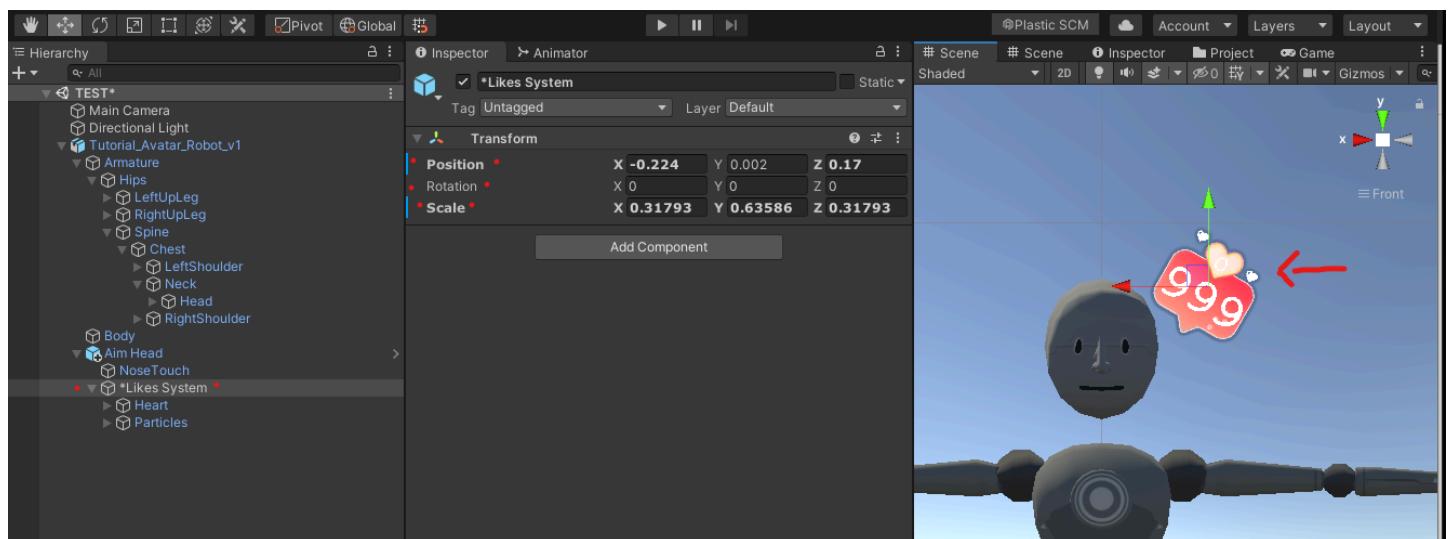


Cambiar la Posición

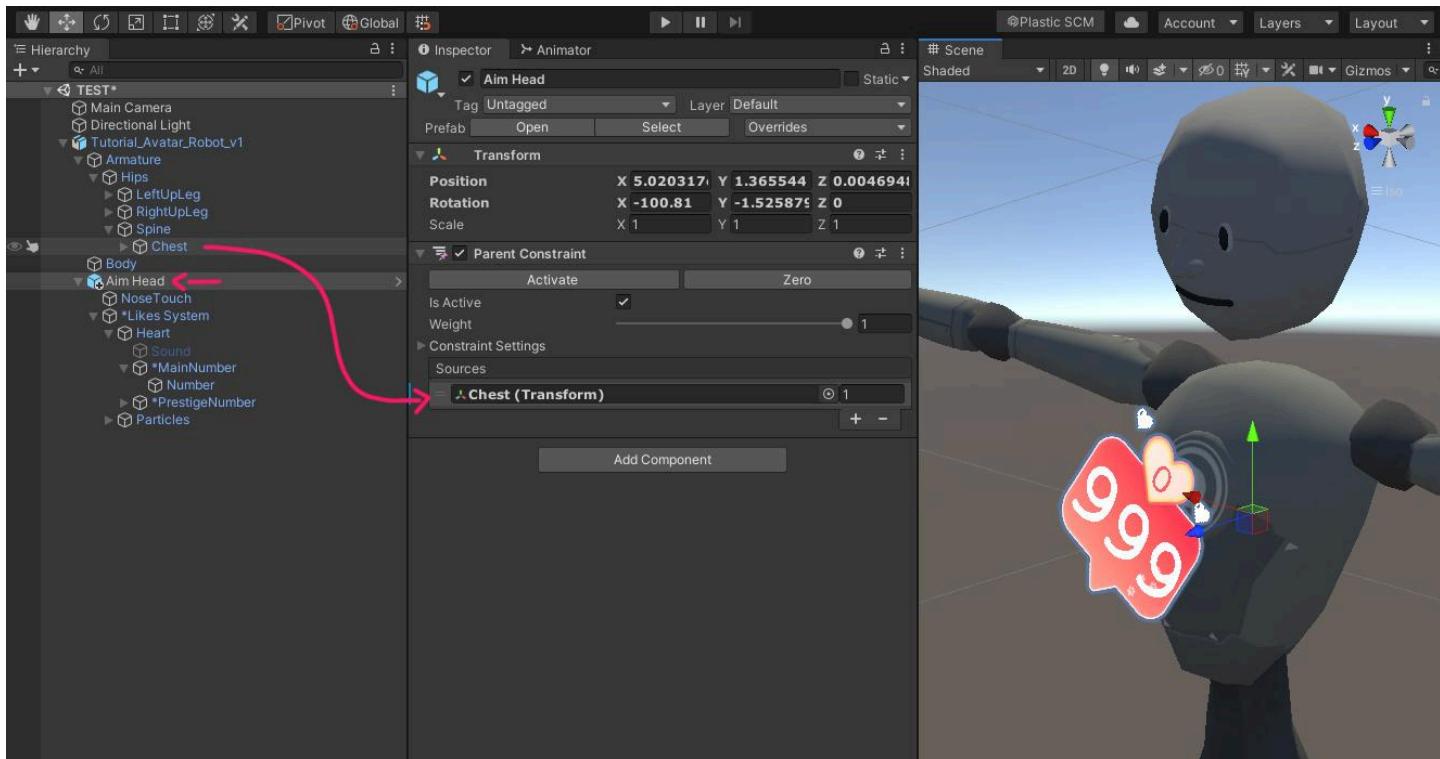
Como podemos observar está muy alejado de nuestro avatar.

Selecciona el objeto **"*Likes System"** y muévelo a tu gusto, también puedes cambiar la escala.

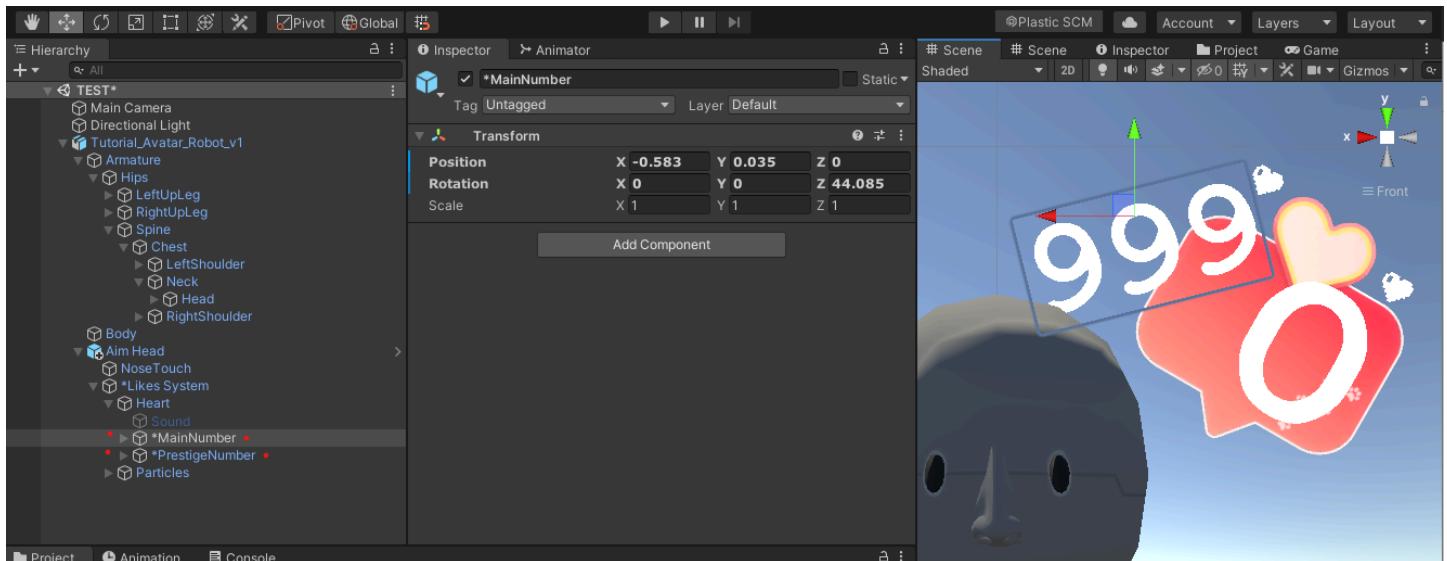
La posición donde lo movamos será donde aparecerá.



Si queremos que el "Like System" esté asignado a otro hueso distinto al de la cabeza cambia el hueso u objeto que quieras del Parent Constraint en el objeto "Aim Head".

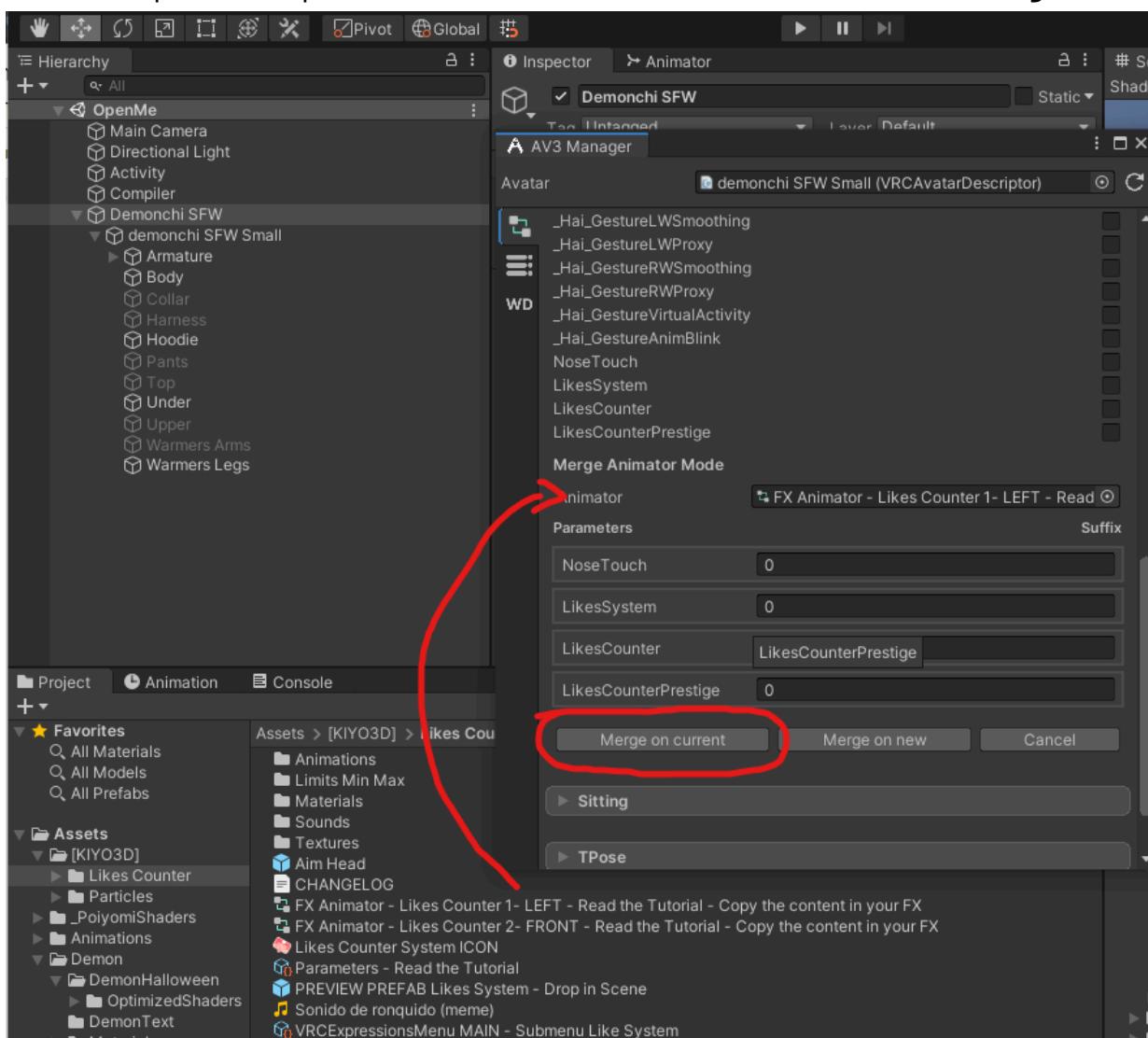


Para mover los números selecciona los objetos “*MainNumber” y “*PrestigeNumber” y realiza el mismo paso anterior.



Ubicación y animación de salida

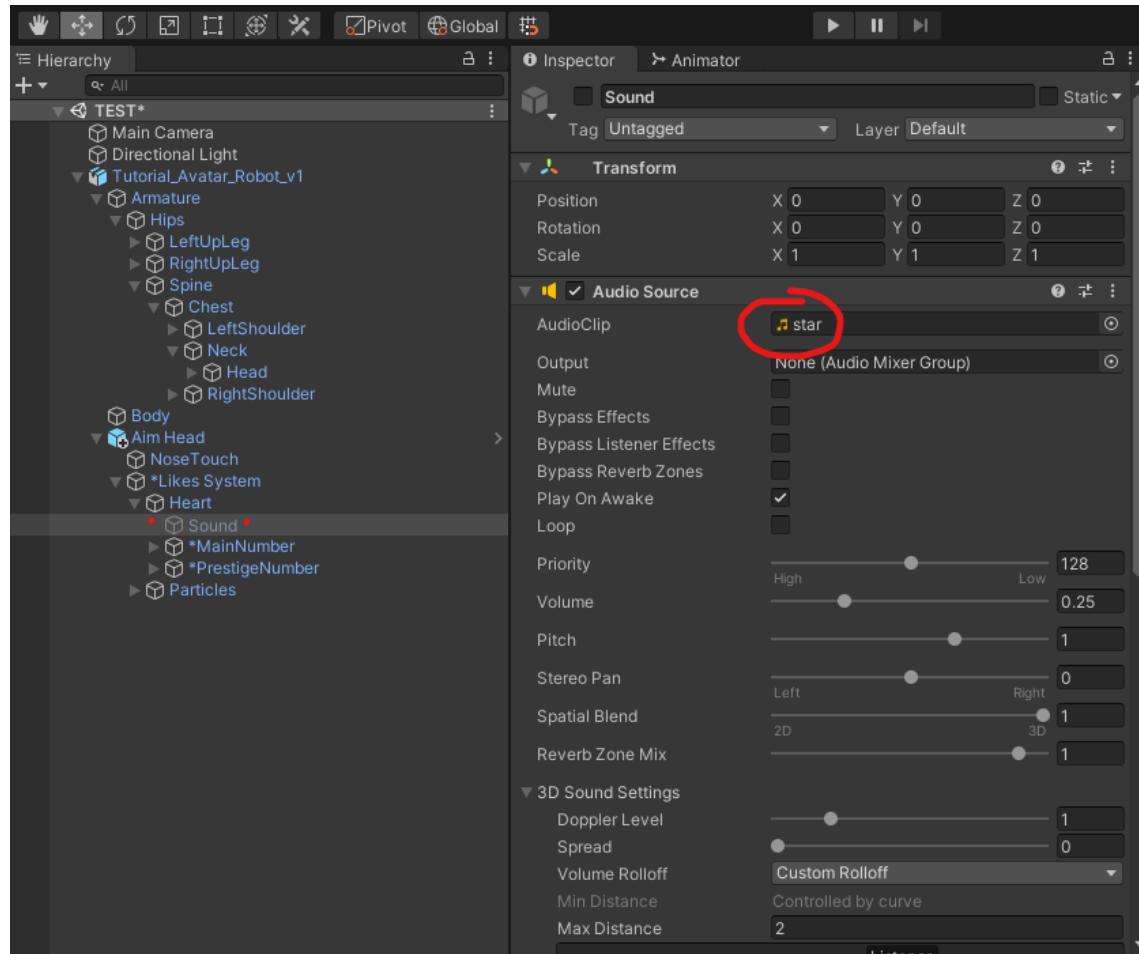
Dependiendo donde hayas movido “*LikesSystem” deberás elegir el tipo de animación que quieras. Para ello repetimos el proceso en la ventana de **VRLabs > Avatars 3.0 Manager**



Modificar el Sonido

Para modificar el sonido debes importar un archivo de audio a Unity, hacer click al objeto "Sound" y asignarlo en "AudioClip" como se muestra en la imagen.

Si el archivo es de 1 segundo o menos no deberás de hacer nada más.



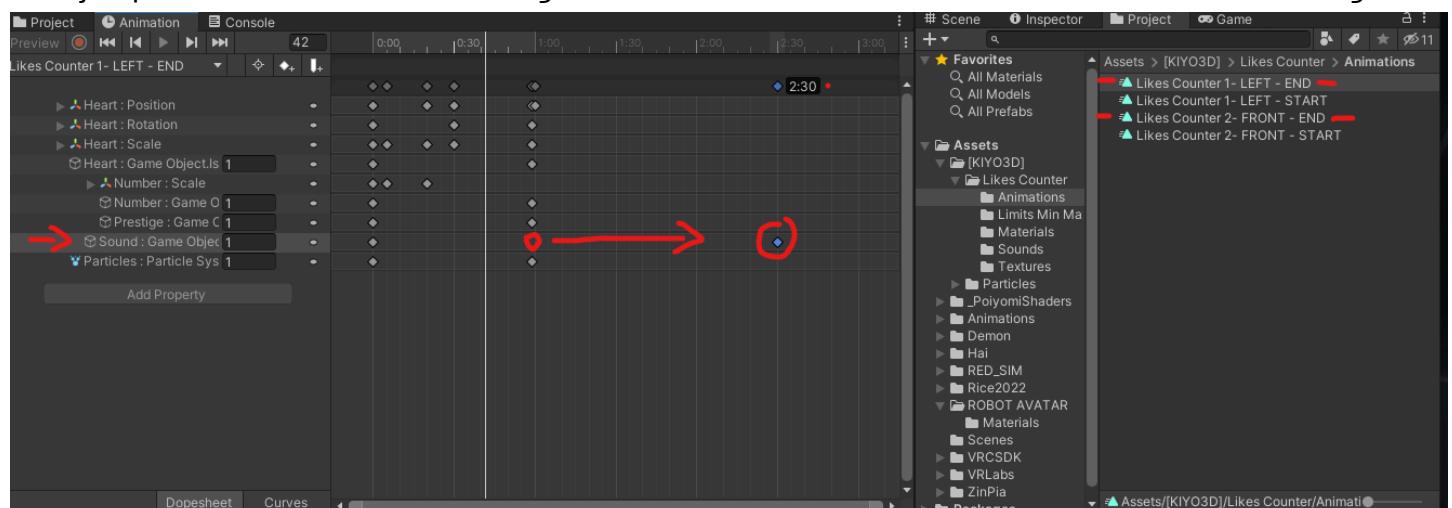
Archivo de audio mayor de 1 segundo

En Unity navega a la carpeta "Assets/[KIYO3D]/LikesCounter/Animations"

Haz click en la animación que acaba en "END" y visualiza la carpeta Animation.

La fila que contiene "Sound" desplaza el rombo de la derecha al lugar deseado de la línea de tiempo.

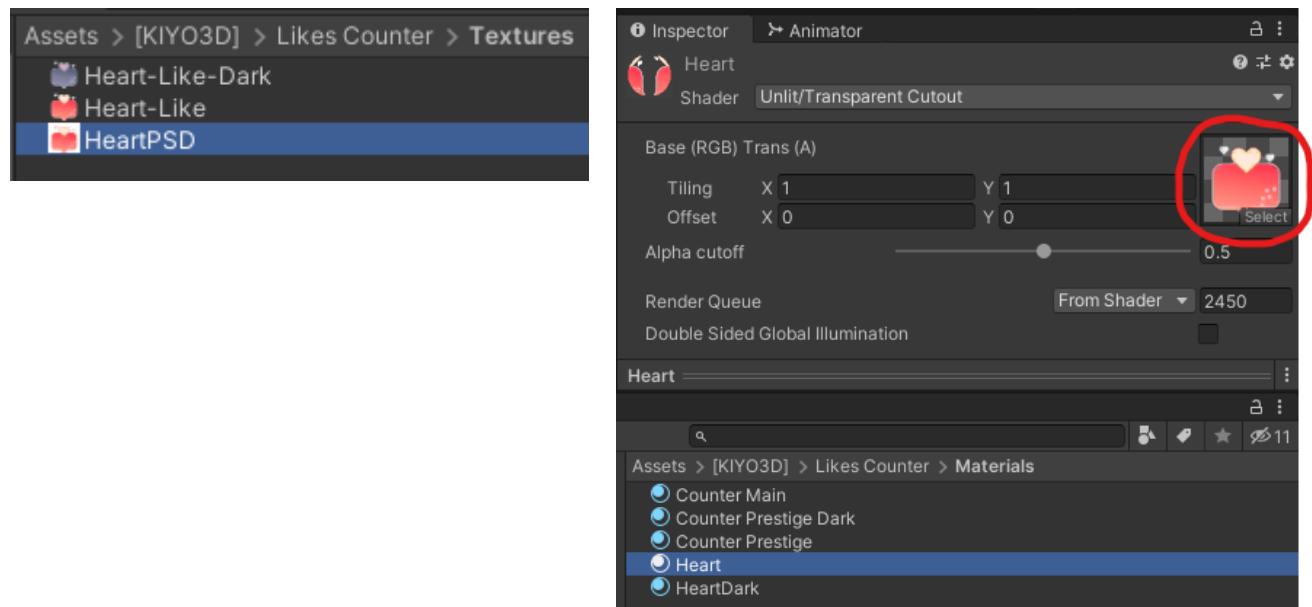
Por ejemplo, si tu audio es de 2,30 segundos lo colocaremos ahí o más adelante si no estás seguro.



Personalización de la base

En la carpeta Textures dispones de un archivo .PSD.

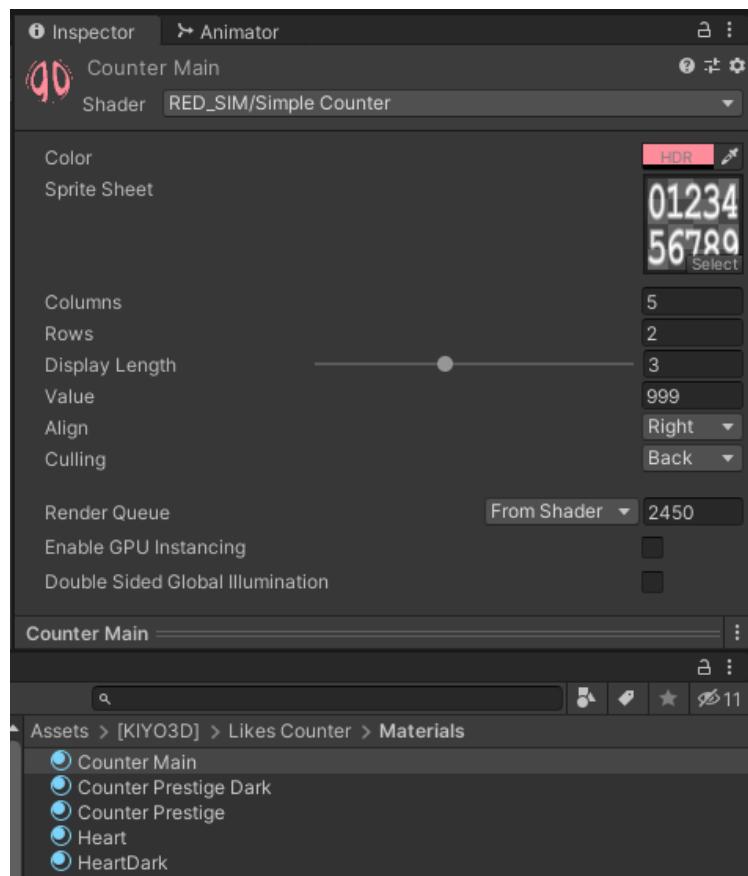
Si no dispones de Photoshop, importa a unity una **imagen cuadrada** y asígnala al material "Heart".



Personalización de los números

Ve a la carpeta "Materials" y selecciona el número que deseas modificar.

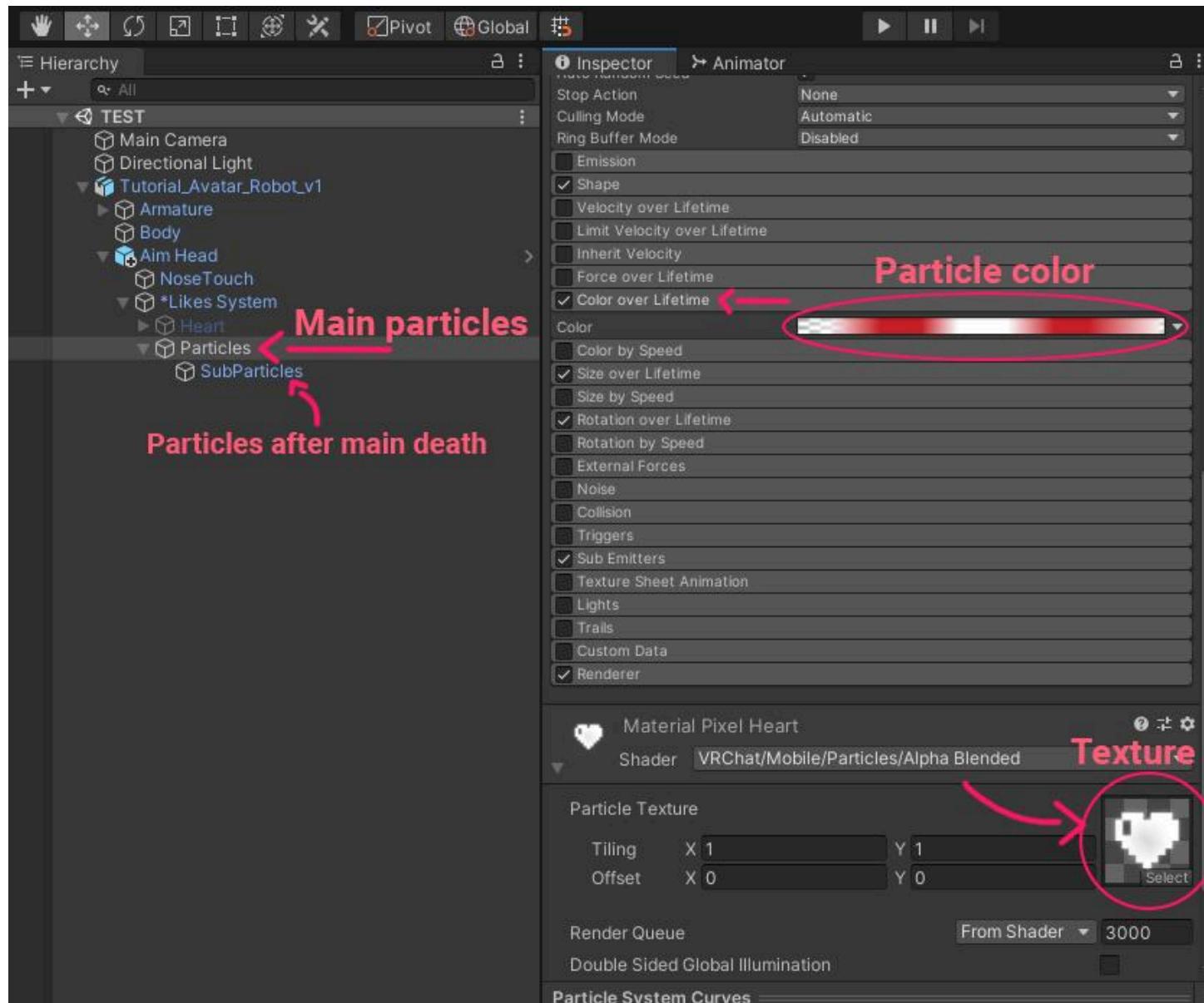
En la pestaña Inspector gracias al shader de RED_SIM puedes cambiar todo lo que quieras.



Cambiar el color de las partículas

Selecciona el objeto “Particles” y en la pestaña Inspector ve al apartado Color over Lifetime, haz click en el degradado horizontal y modifica los colores a tu gusto.

Si quieres modificar las partículas que aparecen cuando las principales desaparecen haz los cambios en el objeto “SubParticles”.



Preguntas Frecuentes

P: ¿Por qué el máximo número de likes o prestigio es 255? ¿Cuál es el número máximo de likes?

R: El número máximo que nos permiten las variables de tipo (INT) EGER de VRChat es 256 (0 a 255). Al descubrir esto creé el sistema de "Prestigio" como en algunos juegos cuando llegas a su máximo nivel.

De esta forma disponemos de una cantidad máxima de likes/boops de 65.536.

P: ¿Los likes se guardan entre mundos y las demás personas verán el número actualizado?

R: Por supuesto, el valor se guarda en tus parámetros que se comparten con todos los usuarios y se almacenan hasta que pulses el botón "Reset Avatar", entonces el número de likes se pondrá a 0 de nuevo.

P: ¿Por qué a veces no se actualiza el número cuando tocan el botón?

R: El número solo cambia si a ti se te actualiza el número localmente. Debido al "lag" entre jugadores, si otro usuario toca el botón pero tú localmente no has recibido ese boop, el número no se actualizará.

Recomiendo estar totalmente quieto para que los movimientos de los 2 usuarios se sincronicen.

P: ¿Por qué la variable en el Animator es Float pero en Parameters es INT?

R: No tengo una respuesta exacta a esto ya que no soy un experto. Si estoy equivocado y existe otra solución eres libre de cambiar lo que quieras.

Los "blendtree" solo funcionan con FLOAT. Pero el número a almacenar es un entero sin decimales, por esa razón en parameters es INT.