

MHCP May 2025 Letter to Meta

This month's submission focuses primarily on discussing things that are currently working well on the platform, persistent issues that are impacting creators and players across devices, and brainstorming around features that could improve the creation process.

Things that are working

Creators expressed that there are features that have improved their creation workflows, the main ones mentioned during the meeting were:

- The Desktop Editor allows for rapid iteration and asset creation (asset templates), making it easier to create and update models
- The ability of creating and selling clothing item is at the top of the mind, in particular since these items can be used outside Horizon as well helping to increase brand awareness
- Custom Model Imports has been a game changer on the creation process, as well as the ability of exporting models from the Desktop Editor for further iteration
- Audio uploads, a long wanted feature, has been extensively used by creators, allowing more content variety and enhanced experience immersion
- LOD functionality will be a game changer: only a few creators have had the chance to implement it (it was recently released) but they expressed that it will help a lot with optimization and performance improvements
- The ability of publishing single player games was another long expected feature that it was immediately adopted by creators that are creating single player experiences
- Creators noticed that some entities have automatic script generation: for example, clicking on the "Attach Script" button of a Custom UI generates a basic script and auto imports the horizon/ui API to the world, saving time on initial configurations
- Creators also noticed that there is now a smooth transition between clicking a World link on instagram and jumping into the World itself, it only takes a few seconds. This only works with returning players. (This is what we need for FTU users!)
- The addition to AI features have been a creation unblocker: creating AI meshes, audio, skyboxes and textures are the reason why some creators are able to prototype, iterate and publish new experiences with shorter timelines.

Platform Issues

1. Playing with friends is not intuitive

One of the platform's strengths used to be the ease of use for social interactions, however, after recent menu updates creators now find it difficult to start a party or travel with friends between

worlds. This is more noticeable on mobile, where there isn't a clear or intuitive path for socializing with others. In summary:

- Players struggle to join friends due to the UI being confusing
- Often, when traveling with friends, some players land in separate instances, even when the session is not full
- On mobile, the experience is less intuitive, and the option to invite others feels like a hidden feature

This matters because many players join the platform with the objective of playing with their friends, but if a player finds a roadblock they might decide to stop interacting with the platform.

2. Loss of Worlds Menu and Moderator Tools

Some players are part of the A/B test or slow rollout that launches the Oculus menu instead of the Worlds menu when using the app button, causing a set of broken functionalities:

- Players can't no longer see the Worlds profile of an user, so it's not possible to see what other worlds that creator has made or manage moderators
- When the Oculus menu launches, it triggers AFK; when a player is in this state they can no longer talk with other players and it also breaks the functionality of some games. This again didn't happened with the Worlds menu

3. IWP Workflows

With the expedited change transition from VR to Mobile priorities, creators are trying to migrate their workflows to the Desktop Editor. However, there are certain features that do not work correctly or not at all without the headset. One important feature is the configuration of commerce items, or IWPs. These are the most pressing issues:

Mobile:

- Testing IWP on mobile from the Desktop Editor is not supported. This is only possible on VR or after publishing a world on mobile only.
- Scripting: certain scripting APIs work correctly with Code Blocks but not with TS:
 - For Durable items, the `onPlayerSpawn` event does not broadcast in TypeScript (only in Code Blocks)
 - TS is missing the `playerTriedToConsumeItem` event, which exists in Code Blocks
 - The new `getPlayerEntitlementQuantity()` function returns a `bigint`, which cannot be used with standard numeric comparisons, causing confusion and errors
 - Testers and collaborators have to spend real money to be able to test an IWP, test purchases only work for the world owner

VR:

The IWP panel appears behind other UI overlays, making it unreadable or unusable when visiting a world in this mode.

4. Mobile access to undiscoverable worlds and Mobile Testing

Playtesting is a vital process to make sure that the creators' games are ready and stable (bugs free) before release. However, when publishing a world undiscoverable, the invite link (world URL) doesn't work for players that are not explicitly testers or editors of the world. This used to work in the past, but after recent releases this functionality stopped working.

Similarly, the preview and test links do not allow for multiplayer testing (for non-editors), making it difficult to run large playtesting campaigns for small teams or solo creators.

5. Script and tag instability

There are 2 frequent bugs that affect scripting with the Desktop Editor:

- Tags and scripts occasionally remove themselves from entities unexpectedly
- Saved script changes sometimes revert or fail to save at all

It is hard to consistently reproduce these issues, therefore it has been difficult to document and report through the official channels. Creators would like advice or recommendation from Meta on how we could work together to address issues like this one, where there is a consistent issue, but not a clear path or steps to reproduce it.

6. Desktop Editor input bug

This is mostly a quality of life note for the Desktop Editor: we observe multiple inconsistencies when setting values in text fields, that drive unintended input behaviours, especially for further typing, to mention a couple:

- Hierarchy: to change a value, we double click on the name of the item and type a name, and to accept it we have to press Enter. If we click away without pressing Enter, the name is not preserved
- Properties Panel: to change a value, we click on the field (once), we type the new value and we either press Enter or press Tab, but:
 - Pressing Enter: It keeps the change, but the cursor doesn't move, so any subsequent key input would overwrite or affect the current text field
 - Pressing Tab: It moves to the next field, and any further key input would also affect the next field value

Creators have expressed that it would be more useful and less prone to errors if the DE is consistent in the way values are confirmed in text fields, ideally by pressing Enter to confirm the change and automatically unfocusing from the input area

Feature Requests & Tools

During the call creators also talked about a list of features that if implemented could unblock the creation of new experiences and enhance the creator workflows. The top 5 feature requests are:

- 1) **Persistent World Variables:** A way to store and retrieve data that persists across sessions and is not tied to individual players. This would unlock new gameplay systems such as evolving worlds, community goals, or dynamic story progression.
- 2) **Clothing gifting and trying before purchase:** Allow users to try on clothing items before purchasing, and gift items to other players. This would increase sales, encourage social interaction, and improve the overall marketplace experience.
- 3) **Marketing tools for creators:** Add better in-world video capture tools (to mirror the camera angles observed in Meta produced videos) and improve shareability with one click game links that work across platforms. Creators need reliable ways to promote their experiences outside of Horizon, in particular for FTU (first time users). We have already seen a significant improvement for players that are already onboarded.
- 4) **Desktop Editor improvements:** Enhance snapping behavior to support edge-to-edge alignment, not just pivots. Allow edge-based scaling instead of only scaling from the center. These improvements would streamline building workflows and reduce time spent on precision placement. Creators also mentioned the need of Introducing orthographic and aligned view modes to make building and designing more precise and consistent.
- 5) **Mobile UX Enhancements:** These are enhancements that could make Worlds mobile game creation competitive with other similar gaming platforms:
 - Portrait mode support and a toggle for auto-orientation (landscape/portrait)
 - Include left stick locomotion in the TypeScript API for mobile, enabling creators to track movement input as they can on VR and desktop

Signed By:

Matthiaos
PigeonNo12
Joshkap510

Kray2.0
Seemebro
XxKrAZYxX
MERC_VR / Mercotte27
Stephen.S
Habor
Ilina3
Domeoc
MKE_TheGuru
SeeingBlue
LOL_PirateKrissie