

Heartbeat (for VRChat Avatars 3.0)

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Heartbeat (for VRChat Avatars 3.0) - Personal Use

 By Garn Servo

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Latest Download (Instructions Below)



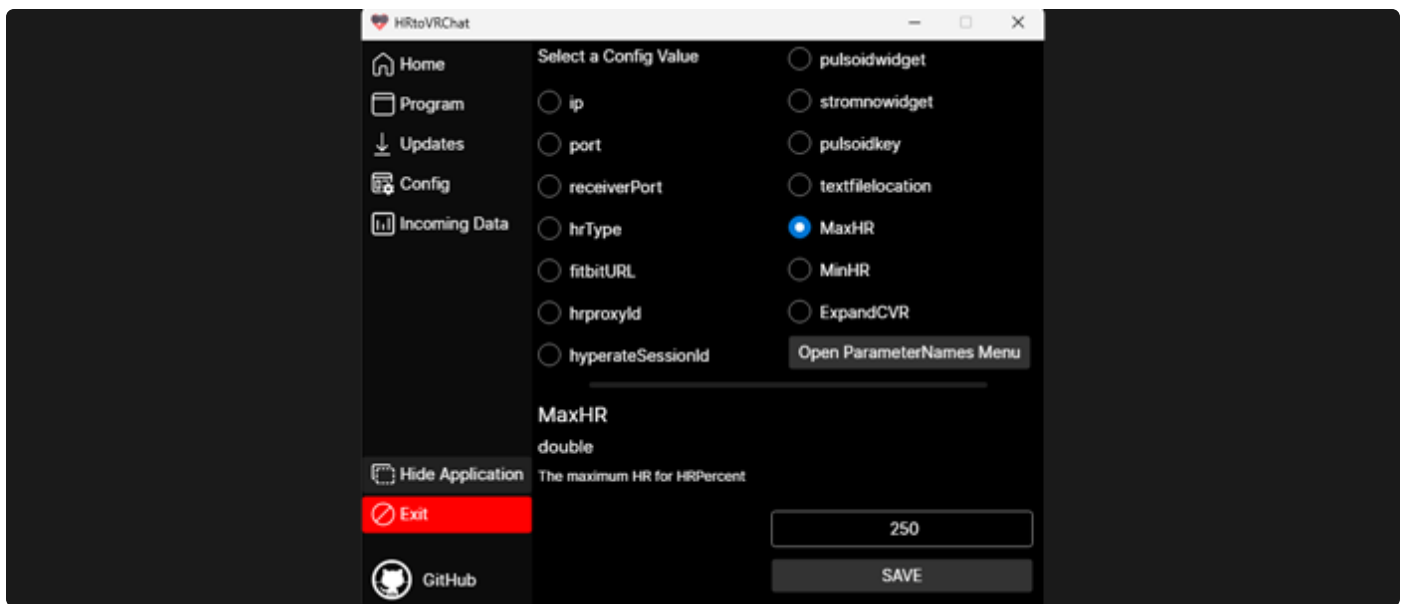
[HRtoVRC Setup](#)[VRCFury Download](#)[Join my Discord!](#)

Installation Notes

🕒 If you don't have an HR monitoring device, I would recommend using the standard version. Doing so, reduces parameter memory usage from 16 down to 9.

📄 Installation instructions **are included in the package**, as well as further below.

⚠️ If using HRtoVRC, ensure MinHR=0, and **MaxHR=250** in HRtoVRC's config. These are the default values.



— Please ensure this is correctly configured, or the heart-rate will not correctly scale to match yours!

VRCFury Installation

1 Drag the VRCFury prefab onto your avatar in the hierarchy. Right-click, 'Unpack Prefab Completely'.





2 In your scene view, move the child 'Heartbeat' object until it is positioned approximately where your heart is.

Ensure your placement keeps your viewpoint (eyes) *juuust* inside the smaller sphere.



Sorry for motion blur oops

3 Upload. (Or test in Play Mode, first)





📌 **Change Menu Path:** select 'VRCFury Heartbeat' in your hierarchy, and in the inspector edit the VRCFury script at "Full Controller -> Menus & Path Prefix" from 'Body/Heartbeat' to 'XXXXX/Heartbeat'. Make sure to also make the same change down the bottom under "Override Menu Icon".

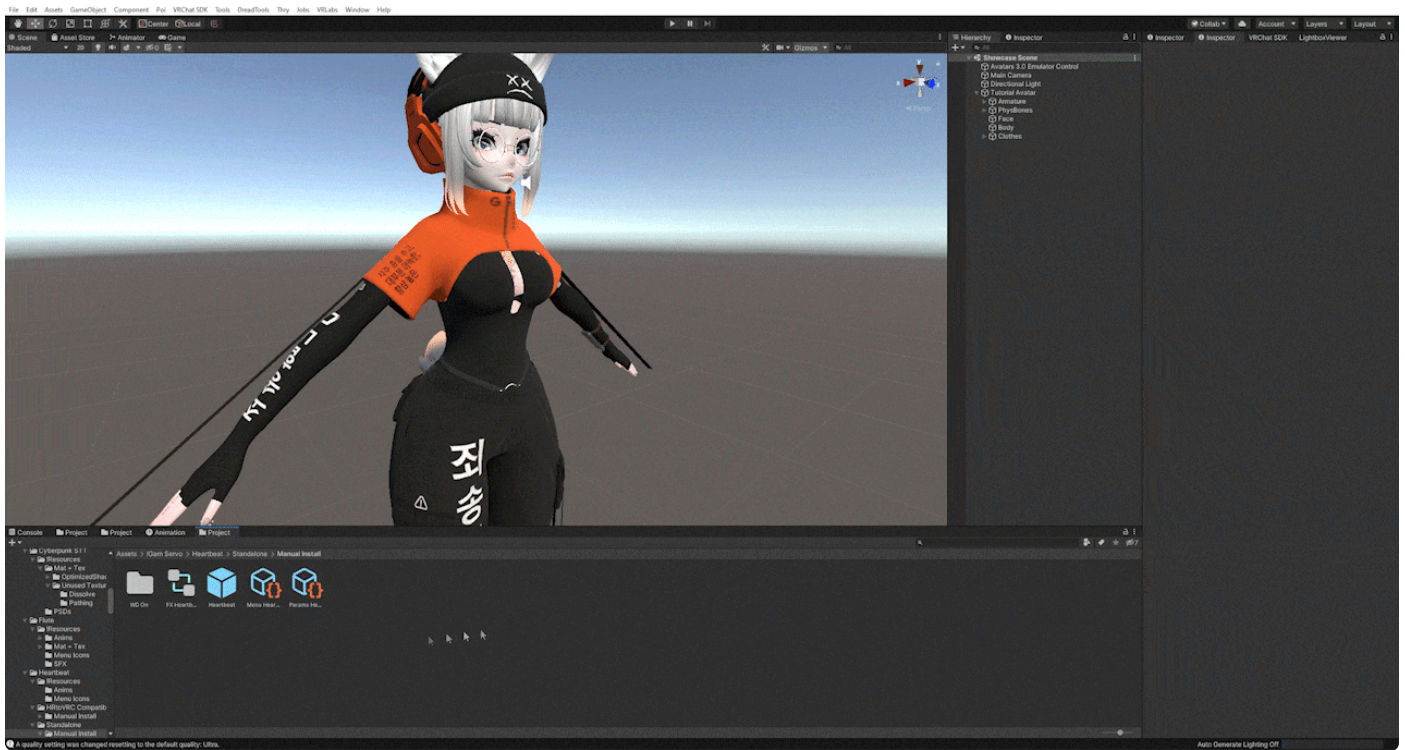
📌 **Adjust Audio Range:** Adjust the min/max distance of the Audio Source in the 'Heartbeat' game object, as needed. Make sure to mirror those adjustments to the VRC Spatial Audio Source as near/far.

Manual/Permanent Installation

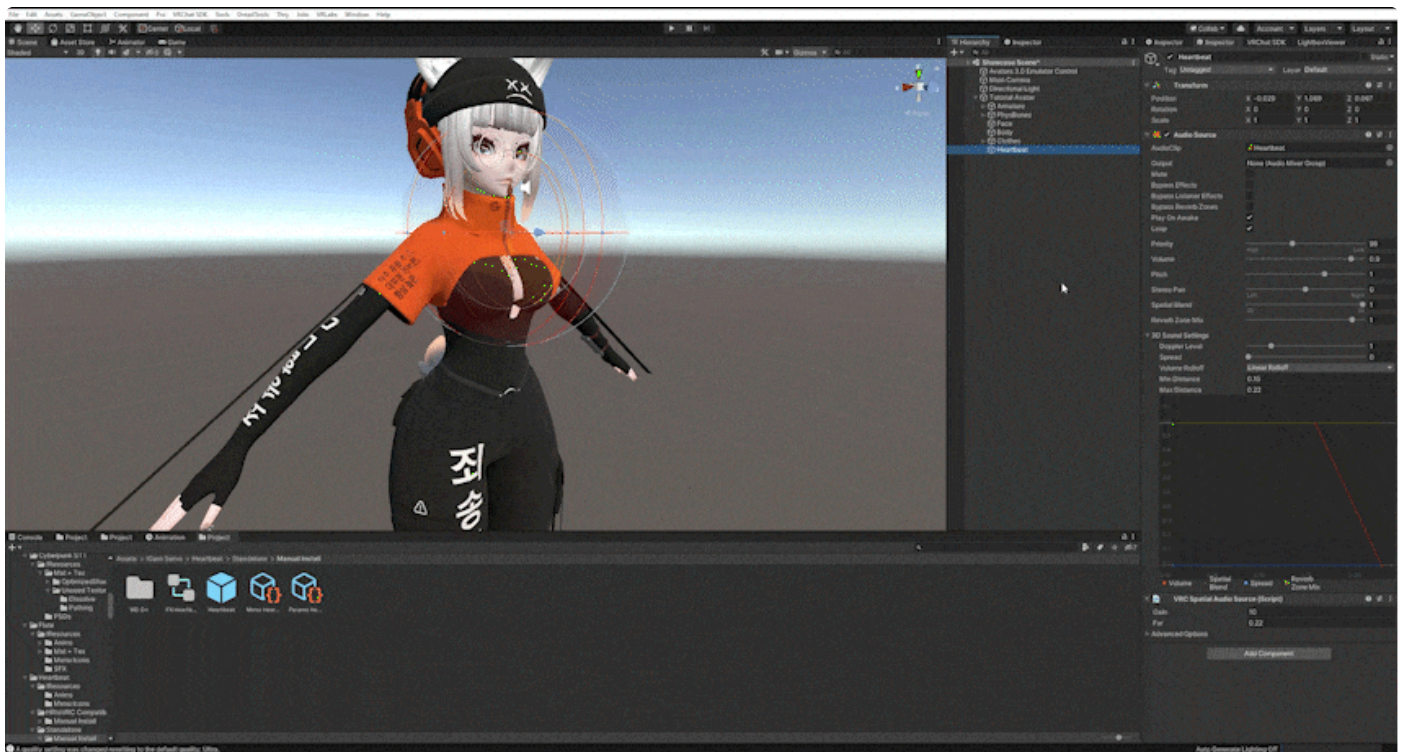
If the GIFs are a little too blurry, there's a video version at the bottom.


- 1 Drag the Heartbeat prefab onto your avatar in the hierarchy. Right-click, 'Unpack Prefab Completely'.





2 Move it to the avatar's chest bone in the hierarchy. Now move it in your scene until it is positioned approximately where your heart is. Then disable the Heartbeat object (forgot to show this part in the gif, oops)



3 Using the 'Avatars 3.0 Manager' (available via the VRChat Creator Companion), merge 'FX Heartbeat' with your FX layer. Do the same with 'Params Heartbeat' and your avatars parameters. Ensure the FX layers and parameters correctly merged. Do not allow any suffix'. 

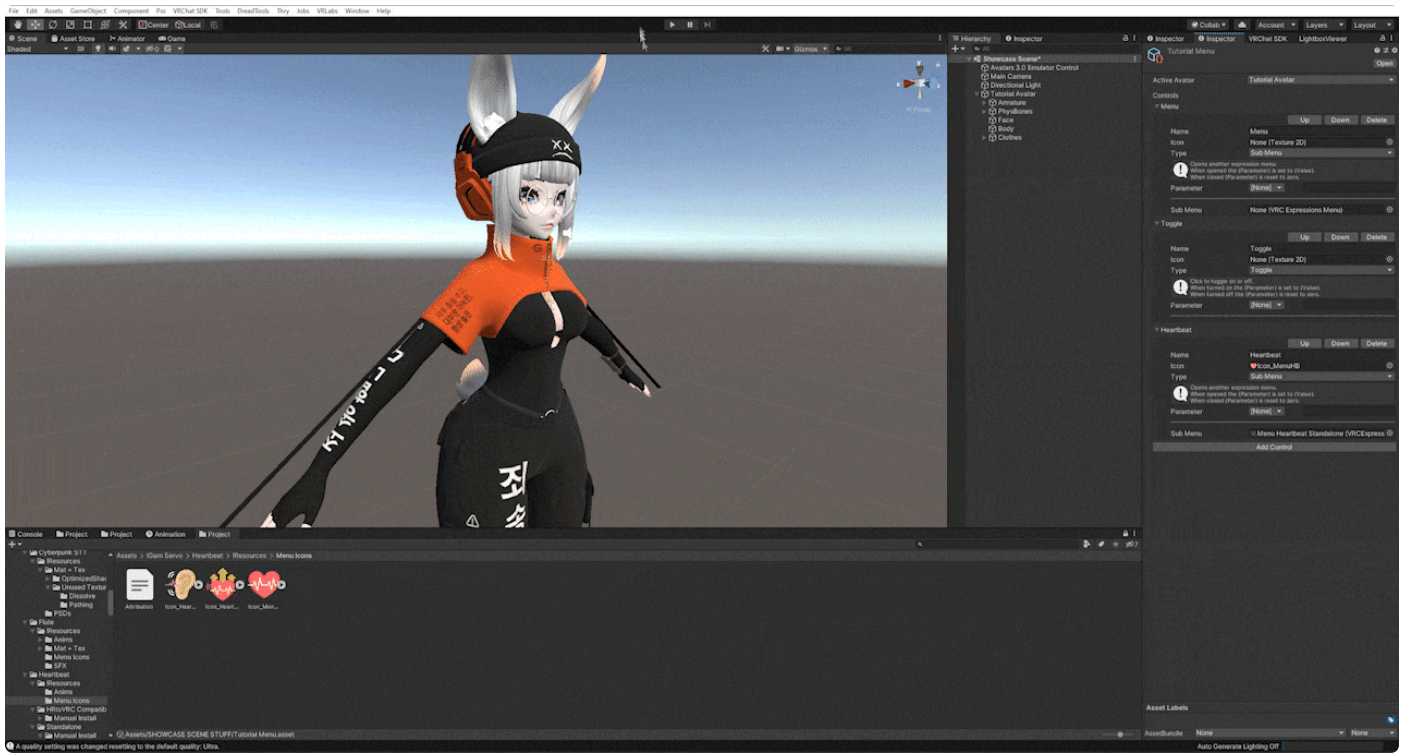


4 Create a sub-menu in one of your avatar's menus that points to 'Menu Heartbeat'. There is a menu icon located in 'Assets/!Garn Servo/Heartbeat/!Resources/Menu Icons' named 'Icon_MenuHB'.



5 Test with AV3Emulator (also available via VCC).





6 Upload.

📌 **Adjust Audio Range:** Adjust the min/max distance of the Audio Source in the 'Heartbeat' game object, as needed. Make sure to mirror those adjustments to the VRC Spatial Audio Source as near/far.

📌 **GogoLoco Scaling:** The Audio Source won't scale with you, but will remain correctly placed. Bear this in mind while adjusting the position or size of the Audio Source. Feel free to add scaling of the heartbeat object into your GogoLoco scale animation for your avatar.

📌 **Can't Hear in Play Mode?** When testing in Play Mode, your Audio Listener won't be your scene view, but instead will be your scene's camera. So you need to move the camera to your chest in order to hear the heartbeat.

Manual Install Video (in case GIFs are too blurry)





Manual Installation

MP4 · 75.8 MB · 1m 34s

