

Meta Horizon Worlds Technical Specification

This is an in-development (Jan '25) **community-written** document.

For questions contact [wafflecopters](#).

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Overview

Meta Horizon Worlds (called "Horizon" for the rest of this document) is a Metaverse content platform where people can find and create 3D immersive content to play, explore, and socialize in. Horizon calls each experience a **world**. The content can be accessed on:

Supported platforms: mobile, web, Windows PCs, and VR.

Use the Horizon creation tools you can create team-vs-team shooter games, fantasy fighting games, social deception games, hang out spaces and clubs, art exhibits, simulation games, battle royale games, dungeon crawlers, obstacle courses, puzzle games, talk shows, adventure games, stories, party games, improv clubs, and whatever else you can imagine.

The tools support many features for managing and scripting players, physics, 3D mesh import, projectiles, purchases, grabbable items, wearable items, player inputs, lights, UI, NPCs, and more.

Desktop Editor: on Windows the Horizon executable can be launched in "Edit" mode (TODO - explain) which opens app in a set of tools where you can create and edit worlds.

VR Editor: in Quest VR devices the Meta Horizon Worlds app contain an edit mode that allows for creating and editing worlds inside of VR. It offers a natural and intuitive experience where you can place object directly with your hands and immerse yourself in your creations. The VR editor does not provide access to all tools that the desktop has.

TypeScript and Code Blocks. Horizon uses [TypeScript](#) as its scripting language. TypeScript scripts can only be edited in the Desktop Editor. Horizon also has a custom block-based scripting system (where you write scripts by combining blocks together) that it calls **Code Blocks**. Code Block Scripts can only be edited in the VR Editor.

Worlds

You use the Desktop Editor to edit worlds, adding content and scripts to build out your ideas. The [publishing menu](#) enables you to configure worlds settings and publish the world when ready. Worlds are saved in "files" called [world snapshots](#) which allow [rollback](#). A published world may be running many [instances](#) at once.

Creating a World

TODO

Metadata and Publishing

Let's NOT document all of what is below. These are here for reference to see which ones we want to document.

TODO

Publish World "box"

Status: unpublished

Name

Description

World rating (a flow that result in: TODO)

Comfort rating: Not Rated, Comfortable, Moderate, Intense

(World) Tags (select N from list)

Mute Assist (boolean)

Visible to public (boolean)

Members-only world (boolean)

Boolean (boolean)

Available Through Web and Mobile

Compatible with Web and Mobile

Player Settings

VOIP: Global vs Local

[Maximum Player Count](#) (4 to 32)

Suggested Minimum Player Count (1 up to Max)

Emotes (boolean)

Emotes Audio (boolean)

Can Hands Collide With Physics Objects

Can Hands Collide With Static Objects

Custom Player Movement

Generate Instant Replays

Frame Budget Boost (Early Access) -- (Default, On, Off)

Spawn Nearby (boolean)

Footsteps Volume

Footsteps Min Distance

Footsteps Max Distance

Hide Action by Default (boolean)

-- mobile only setting, can be overridden by setting icon in Properties

Disable Dynamic LOD Toggles on Avatar (makes it easier to increase player count)

Enable Max Quality Avatar

Name, description, comfort setting, player count, etc.

Editor Roles

The **owner** is the person who [created the world](#). Once a world is created, there is no way to change the owner. Other people, called **collaborators**, can than be added to (and removed from) the world via the Collaborators menu. When adding a collaborator, you choose whether they are an editor or tester.

Role	Can travel to editor instances ?	Can enter build mode , edit scene , and edit scripts ?	Can publish the world?	Can edit persistence settings (create and edit leaderboards , quests , and PPVs)?	Can assign editor roles ?
Owner	✓	✓	✓	✓	✓
Editor	✓	✓	✗	✗ (Exception: editing Quests are allowed)	✗
Tester	✓	✗	✗	✗	✗

World Snapshot

When you create a new world, Horizon creates a new "file" on their servers which contains all the information and data for the world. Horizon calls this a **world snapshot**. Every time you update the world, a new snapshot is created. You can manage all the saves snapshots via the [backups](#) feature.

The world snapshot

Whenever this document refers to **the world snapshot** it is referring to the specific snapshot that you have loaded the world from (which is the last one saved, unless you did a rollback).

World Backups

The editor regularly "auto saves" the world, creating a new [world snapshot](#) that is calls a **backup**. You can manually create a snapshot as via the "Save Backup" option.

The list of all previous saved snapshots are viewable in the "Backups" menu. This menu allows you to see the list of backups, see when background were created, modify the name and description, or to **restore** a backup to be the current snapshot.

For instance, before starting a major change to the world, you could create a backup, and then if you run into issues, you could restore that "safe" backup back to when the world was "unchanged". You can also look back into backups to investigate when a certain bug appeared, or to go back and make an [asset](#) or copy a [script](#) that you have since modified or deleted.

Source Control

Currently there is no way to put a whole world into an external source control system, such as git, but it is possible to [put the scripts into source control](#).

Instances

Horizon maybe have multiple *copies* of a world running at the same time. For example if the [maximum player count](#) is set to 20 and there are 100 people "in the world" then they would be spread out across *at least* 5 separate copies. These copies are called **instances**.

i Horizon sometimes refers to Instances as "Sessions"

In all technical documentation, Horizon uses the word *instance*. Given that this is a somewhat technical term, it refers to them as **sessions** within the user-facing side of the product. For example, a person can "create a new session".

Instance Lifetime

Creation: When a player travels to a world (to play it or edit it), Horizon [finds or creates an instance](#) of the right [type](#).

Longevity: The instance then remains running as long as players stay in it. Even when all players leave, and the instance becomes empty, it may stay running for some time, in case any players try to return or new players arrive.

Destruction: When there are no players in an instance it will be destroyed, after some timeout threshold. In rare instances a server error may also cause an instance to be destroyed (which will send all players in it back to the app-launch state).

⚠ Destroyed instances are permanently gone and so is their data.

When an instance is destroyed there is no way for players to get back that specific instance. Any data they had "acquired" in that instance is permanently lost. You can [use Horizon persistence to track data across instances and visits](#).

Instance Types

There are two types of instances: **published instances** and **editor instances**. The editing tools, for modifying a world, are only available inside of an **editor instance**. There is no way to turn one into the other; when Horizon [starts up a new instances](#), based on how the player is traveling, and then the type never changes, for as long as the instance is [alive](#).

Instance Type	How do you travel to one?	Can you open the editing tools?	How many instances are allowed?
Published	Use the "Visit World" button, or travel to a friend, travel via a door.	No	No limit
Editor	Use the "Edit World" button if you are the world owner, editor, or a tester .	Yes, if you are the owner or a editor .	1

Visitation Modes: Edit, Preview, and Publish

"Visiting" a world in Horizon is done in one of three modes: edit, play, and publish. In a [published instance](#), all players are always in "publish mode". In an [editor instance](#), the creator and editors can switch back and forth between edit and preview modes; testers are always in preview mode.

Mode	Description	Instance Type	Required Role
Edit	Experience the world as an editor where you can modify the world.	Editor Instance	Editor

Mode	Description	Instance Type	Required Role
Play	Experience the world as a player from within the editable instance.	Editor Instance	Editor or Tester
Publish	Experience the world as a player in a published instance.	Published Instance	n/a

Debug Console Gizmo Visibility

The [Debug Console Gizmo](#) has setting to control which visitation mode(s) it is visible in.

Available Instances

A player can only travel to an instance if that instance is **available for the player**. Availability is determined by three criteria, all of which must be met:

1. **Isn't at maximum player count:** a player can only travel to a world if there are at least one [index](#) available. If the capacity is set to 20 and there are 19 people there, then 1 more can travel to the world. It is then unavailable for all players until at one player leaves.
2. **Is Safe:** Horizon has an undisclosed, and evolving, set of rules for what it deems *safe*, regarding travel. These rules may include: which players have blocked one another (and how recently), if the traveling player has recently been voted out of that instance, if the instance has a moderated event running, and more.
3. **Instance is Open:** all [published instances](#) exist as either *open* or *closed*. An **open instance** can be joined by any player (if the above criteria are met). A **closed instance** can only be joined by players who are explicitly invited by players already in the instance.

Open and Closed Instances

New instances default to open. When a new instance is created via the "Travel" button it is **open**.

Player can create closed instances. When a player explicitly creates a new instance, via "Create New Session", they can choose whether the instance is open (allowing anyone to join) or closed (allowing only invited-players to join).

Openness can be changed with scripting. You can change whether or not the current instance is open via TypeScript with

```
this.world.matchmaking.allowPlayerJoin(isOpen)
```

which returns a `Promise<void>` to signal when the change has taken effect.

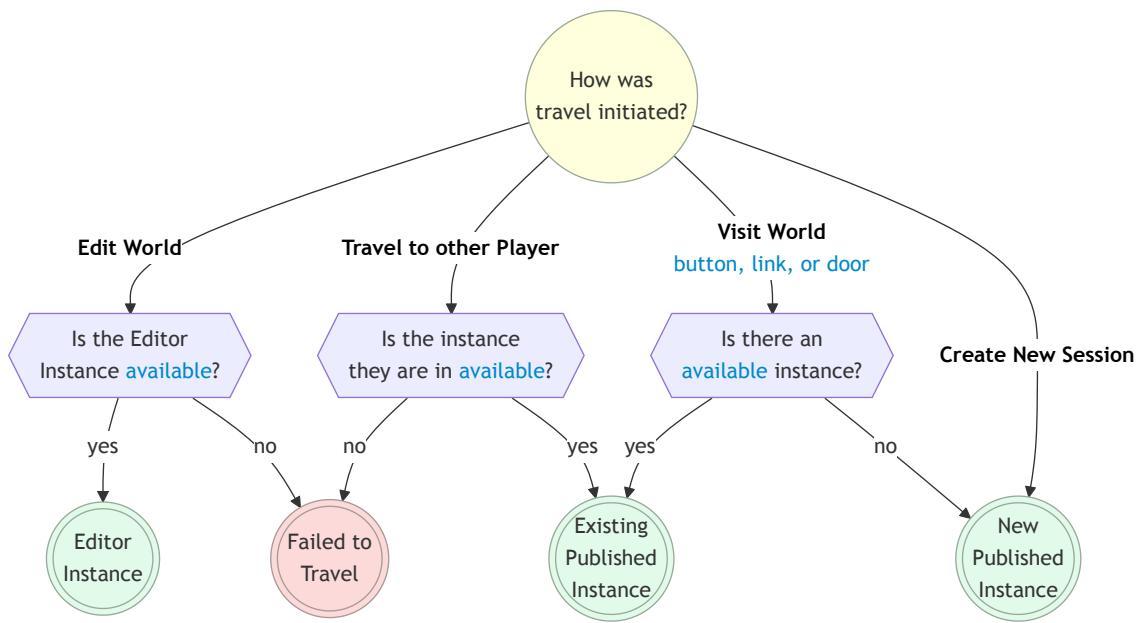
TODO: when calling `allowPlayerJoin(false)`, can players join by invite or is the instance actually LOCKED vs Closed?

Instance Selection

When a player travels to a world, Horizon will determine which instance to send them to (if there are multiple) or create a new instance if needed (if all are full, none exist, or the player specifically created a new one).

The Editor Instance

There is only ever (at most) one **editor instance** of a given world. When that one instance is full, no other editors can load the world to edit.



Travel, Doors, and Links

TODO:

- Doors act like an in-experience Hyperlink
- Travel to friend
- Instruction how to get an actual link...

Scene Graph

Every world in Horizon is made out of [entities](#) each of which has an [intrinsic type](#) such as being a mesh or a particle effect. Entities can be configured to have *behaviors* (such as being [grabbable](#) or [attachable](#)) and be have other entities as their children (or as a parent). The collection of all of these entities, their attributes, and relationships is called the **scene graph**. When you modify the scene graph in the editor, those changes are saved in the [world snapshot](#).

Hierarchy

Any [entity](#) can be set as the child of another entity. For example, you might make a robot's forearm a Mesh Entity that is a child of the upper arm Mesh Entity. Or you might put a steering wheel inside a car. The main reasons to create parent-child relationships are:

1. To have the transform of one entity impact another (e.g. moving a car also moves the steering wheel within it).
2. To create "layers" or "folders" in the editor (e.g. putting all trees in a "[collection](#)" to make them easier to manage).

When an entity has no parent it is called a **root entity**.

Ancestors

We call the collection of an entity's parent, grandparent, great-grandparent, etc the entity's **ancestors**. If the entity has no parent, we say it has 0 ancestors. If it has just a parent and then grandparent, it would have 2.

We call the children, and their children, and their children, etc of an entity its **descendants**.

Empty Object and Groups

Empty Objects and Groups are two methods of "collection" entities together. They are similar in most regards, with only a few differences:

Collection Type	Pivots	Interactive Entity Children	Projectile Launcher	Child Count
Group	Always at the center of all their children . Meaning that moving one child will move the pivot point .	Children have their interaction disabled .	Projectile collisions happen on the group .	1+
Empty Object	The center of the Empty Object is always the pivot point .	Children can be Interactive Entities , if the Empty Object's Motion is None .	Projectile collisions happen on a child .	0+

Empty Objects and Groups behave identically in regards to collisions and triggers in all cases other than projectiles launched from the projectile gizmo.

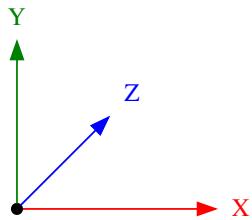
TODO - explain how collisions and triggers both do the algorithm of "start with the colliding leaf object and walk up the ~~ancestor~~ chain until you find the first with a matching tag and then immediately stop".

Coordinate System

Axes. Following standard convention, the editor uses **red** for the **x-axis**, **green** for the **y-axis**, and **blue** for the **z-axis** when displaying "manipulation handles" to move, rotate, or scale an entity.

Y-up. The positive-y axis is *up*.

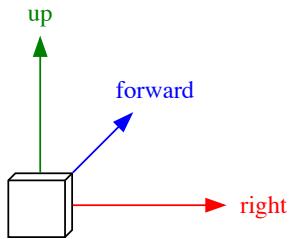
Left-handed. The coordinate system is *left-handed*, meaning that if you position the camera so that the positive y-axis is pointing up and the positive x-axis is pointing right then the positive z-axis points forward.



Local coordinates. Every [entity](#) and every [player](#) and [player body part](#) has a set of [local axes](#) called: **right**, **up**, and **forward** which have an origin at the [pivot point](#), if an entity, and at the center of the body part if it is a body part (example: player center is the hips; head center is literally the center of the head). Local coordinates are used for moving entities around in the Desktop editor (if enabled) and are used when interacting with [local transforms](#).

Local Coordinates Example

The *forward* axis of a *player head* is always pointing away from their face (parallel to their nose), its *right* axis is always pointing "out" their right ear, and its *up* axis is pointing out from the top of the skull. When the entity or player body part moves, the origin of these axes move; likewise the axes rotate along with the entity (so that the *right* axis always points out from the right ear).



Meters. Distances and positions in Horizon are referenced using meters. For example, the position $(0, 1, 0)$ is 1 meter (roughly 3.28 feet) up from the center of the world. Avatars in Horizon are approximately 1.8 meter tall (5 feet 11 inches).

Origin. The editor has the origin $(0, 0, 0)$ at the center of the grid. The origin cannot be moved.

Transforms

Entities have three transform properties: [position](#), [rotation](#), and [scale](#). You can use the properties panel or the "manipulation handles" to manipulate these properties. Editing these values determines how entities are transformed when a new instance starts. **Within the Horizon editor you can only configure initial position, rotation, and scale.** If you want these values to change while the world is running, you will need to modify the values using scripting.

In the desktop editor you can switch quickly between transform tools via the keyboard.

Manipulation Tool	Keyboard Shortcut
Move	W
Rotate	E
Scale	R

Entities can be transformed globally and [locally](#), they have [pivot points](#), and can be [transformed relative to other entities or players](#).



No Arbitrary Matrix Transforms

Horizon does not currently allow matrix transforms. You can achieve some skew effects by rotating an entity inside a non-uniformly scaled one. Arbitrary matrix transforms are not exposed to the developer.

Position

Positions are specified as 3-dimensional vectors, represented as the `Vec3` type in TypeScript. In the editor these are written as a "triple" such as `(0, 0, 0)`.

The `position` property on an entity determines where in 3D space the [pivot point](#) of the entity is, in relation to the origin of the world. Often the pivot is just the center of the entity, and so typically the position of an entity is where its center point is.



Setting a position

Position is a [read-write property](#) on the `Entity` class. To get the current position of an entity, do:

```
entity.position.get()
```

To move an entity to be 3 meters up from the origin and 4 meters forward, do:

```
entity.position.set(new Vec3(0, 3, 4))
```

Setting the `position` property is not influenced by the position of any [ancestors](#).

See [local transforms](#) for setting position relative to a parent entity.



An entity position cannot have a value outside of [-10,000, 10,000]

When an entity moves (via `position.set` or via physics) to a location where any of its x-, y-, or z-values are outside the range `[-10,000, 10,000]`, then instead, the **entity will be automatically moved to the location it had at world start** (or at spawn-time if it was spawn). If it is a physics entity then it will also have its velocity cleared out.

Players do not auto-move / respawn when they are too far away from the origin.



Entities can be spawned farther than 10,000 away from the origin.

It is a bug that entities can be spawned outside the bounds of the world.

Rotation

Rotations are specified using a mathematical object called a `Quaternion`. Whenever you see the word "Quaternion" you can just think it means "rotation". This isn't mathematically true but is sufficient for nearly all uses.

Rotations in the editor are specified using [Euler Angles](#) which are a robust way of specifying yaw, pitch, and roll. The default **Euler Order** order in Horizon is **YXZ** meaning that entity does a yaw, then a *pitch*, and then a *roll* (when specifying Euler Angles). Euler angles are specified in **degrees**.



Rotations are tricky!

Rotations, Quaternions, Euler Angles, etc are all rather tricky and subtle concepts. It will take a lot of time to build an intuition for them. Be patient and don't worry if rotations seem complex (they are)!

The `rotation` property on an entity determines how much the entity is rotated around its [pivot point](#). This rotation is specified *globally*, meaning that it is measured with respect to the world. A zero-rotation will have an entity's up-axis align with the world's y-axis, its right-axis align with the world's x-axis, etc.



Setting a rotation

Rotation is a [read-write property](#) on the `Entity` class. To get the current rotation of an entity, do:

```
entity.rotation.get()
```

To rotate an entity so that it yaws 45 degrees and then rolls 90 degrees, do:

```
entity.rotation.set(Quaternion.fromEuler(new Vec3(0, 90, 45)))
```



Default Rotation ("Not rotated")

If you want an entity to be "not rotated", set its rotation to be `(0, 0, 0)` in the editor. In Typescript you can use any of these lines (they all do the same thing):

```
entity.rotation.set(Quaternion.fromEuler(new Vec3(0, 0, 0)))
entity.rotation.set(Quaternion.fromEuler(Vec3.zero))
entity.rotation.set(Quaternion.one)
```

Setting the `rotation` property is not influenced by the rotation of any [ancestors](#).

See [local transforms](#) for setting rotation relative to a parent entity.

Scale

Scales are specified as 3-dimensional vectors, represented as the `Vec3` type in TypeScript. In the editor these are written as a "triple" such as `(0, 0, 0)`.

Inherent Size: All entities have their own inherent size. For instance, a SubD cube is inherently 1 meter long on each side. Mesh assets have a size based on how they were authored. The inherent size of an entity is the size it is when it is *unscaled*.

The `scale` property determines the fraction an entity should be of its inherent size. For instance, a SubD cube is inherently 1 meter long on each side. If you set its scale to be `(1, 0.5, 2)` then the cube will be 1 meter long on its right-axis, 0.5 meters long on its up-axis, and 2 meters long on its forward-axis. In this example, the object has been "shrunk" along its up-axis, and "expanded" along its forward-axis.



Setting a scale

Scale is a [read-write property](#) on the `Entity` class. To get the current scale of an entity, do:

```
entity.scale.get()
```

To scale an entity so that it is 3 times bigger on its up axis (than its inherent size), do:

```
entity.scale.set(new Vec3(1, 3, 1))
```

Since the default scale is `(1,1,1)`, you can set any part of a scale to `1` to leave the entity "un-scaled" along that axis.

Setting the `scale` property is not influenced by the rotation of any [ancestors](#).

See [local transforms](#) for setting scale relative to a parent entity.

Mesh Primitives Have Unexpected Inherent Sizes

The builtin mesh primitives have an inherent scale of 150 meters on each side (as of Feb 2025). Thus if you wanted to use a builtin mesh cube and have it be 1 meter long on each side, you would need to give it a scale of `(1/150, 1/150, 1/150)`. This is a longstanding bug.

Offsets - Move, Rotate, and Scale

When you want to set the position of an entity in relation to the current position we call this **offsetting** the position. There is no builtin API for doing this (as of Feb 2025) but it can be accomplished easily with the pattern of *get-modify-set*.

Offsetting position and scale

To move an entity up 2 meters from its current location you can do:

```
const offset = new Vec3(0, 2, 0)

const pos = entity.position.get()
const newPos = pos.add(offset)
entity.position.set(pos)
```

Offsetting scale works similarly.

Offsetting rotation

To rotate an entity 90 degrees around the world's y-axis, from its current rotation, you can do:

```
const offset = Quaternion.fromEuler(new Vec3(0, 90, 0))

const rot = entity.rotation.get()
const newRot = offset.mul(rot)
entity.rotation.set(newRot)
```

Note that `mul()` is used to combine rotations.

If instead you wanted to rotate an entity 90 degrees around its own up-axis you would do:

```
const offset = Quaternion.fromEuler(new Vec3(0, 90, 0))

const rot = entity.rotation.get()
const newRot = rot.mul(offset)
entity.rotation.set(newRot)
```

where the order of the Quaternion multiplication has been flipped. See [Quaternions](#) for more explanation.

Transform Property

Each entity has a transform property that can be accessed via `entity.transform`.

```
class Entity {
  readonly transform: Transform
  // ...
}
```

Position, rotation, and scale can all be accessed through a `Transform`. The following two lines behave identically.

```
entity.position.set(p)
entity.transform.position.set(p)
```

Additionally, the `Transform` object can be used to access **local** position, rotation, and scale. See the next section for more information.

Local Transforms

Entities have a `localPosition`, `localRotation`, and `localScale` that can be accessed via the transforms (e.g.

`entity.transform.localPosition.get()`). These properties specify values in relation to a parent entity (or to the world if there is no parent), specified in the parent's [local coordinates](#).

Throughout this doc, other than this section, we omit the word *global*. When you see "position" it means "global position".

Local Position Example

Let `parent` be an entity that has not been rotated nor scaled with `child` as one of its children.

If `parent`'s **global position** is `(3, 0, 0)` and `child`'s **global position** is `(8, 1, 0)` then `child`'s **local position** will be `(5, 1, 0)`. The `child`'s local position is how much it is moved from its parent.

Note: if the `parent` were rotated or scaled then you can't just "subtract the positions".

Global values "cascade down" the hierarchy.

An entity's global position/rotation/scale influences the global position/rotation/scale of its children (which then cascades to their child too!). If you have a plate on a table on a boat and the boat moves globally then so do the table and the plate; if the table moves then so does the plate (and everything on it!).

Local values exist in the transformed [local coordinate system](#) of the parent.

Rotating and/or scaling an entity causing it axes to rotate and scaled as well. We call these the *transformed axes*.

A child with local position of `(0, 6, 0)` is moved 6 units **from the global position** of its parent **along the parent's transformed up-axis**. If there is no parent then this is just 6 meters up the world's y-axis.

Pivot Points

The transformation origin point of an entity is called its **pivot point**. It rotates around its pivot point, it scales around its pivot point, and when you move an entity its pivot point ends up at the position specified.

1. **Mesh entities** have their pivot points specified when they are authored (e.g. in Blender)
2. **Empty objects** have their pivot points at the center of the gizmo (the grey cube)
3. **Group entities** compute their pivot point to be at the center of their "bounding box" **in edit mode**. For example if you move a child in a group in edit mode then when click off the group it will recompute its pivot point to be at the center of all of its children. *This only happens in edit mode. The pivot of a group doesn't auto-change when the world is running (even if its children move around).*
4. **All other entities** (e.g. door, text gizmo, box collider gizmo, etc) have a builtin pivot point (usually at their center).



In the desktop editor the manipulator handles don't always render at the pivot points!

The desktop editor lets you choose to put the "manipulator handlers" at either the `Center` or `Pivot` of entities. Check that dropdown if you aren't seeing the pivots as you expect. This dropdown has no effect on how the world *runs* and is simply there to help with *editing*.

Transform Relative To

TODO

```
/// Entity
lookAt(target: Vec3, up?: Vec3): void;
moveRelativeTo(target: Entity, relativePosition: Vec3, space?: Space): void;
moveRelativeToPlayer(player: Player, bodyPart: PlayerBodyPartType, relativePosition: Vec3, space?: Space): void;
rotateRelativeTo(target: Entity, relativeRotation: Quaternion, space?: Space): void;
rotateRelativeToPlayer(player: Player, bodyPart: PlayerBodyPartType, relativeRotation: Quaternion, space?: Space): void;
```

Entities

Every "thing" in the Horizon scene is an *entity* (a grabbable item, a mesh, a light, a particle effect, a sound, a group of other entities, etc).

Entity and Object mean the same thing (except in TypeScript)

Horizon calls these **objects** in the Desktop Editor and VR Tools but calls them **entities** in TypeScript. This document tries to consistently call them entities, except when quoting places where Horizon explicitly uses the word "object", but may accidentally call them objects on occasion.

In TypeScript `Object` is a builtin for managing data, whereas `Entity` is a Horizon-specific class.

TODO

Entity Types

Every entity in Horizon has an underlying **intrinsic type** determined by how the entity was originally created (e.g. whether you instantiated a [Sound Gizmo](#), [Text Gizmo](#), [Mesh Asset](#), etc).

Additionally, an entity can have (multiple) **behavior types** based on settings in the Property Panel (such as being [grabbable](#), [attachable](#), etc).

For example, a *hat mesh that is grabbable and attachable* has a intrinsic type of [MeshEntity](#) and two behavior types: [GrabbableEntity](#) and [AttachableEntity](#).

Static vs Dynamic Entities

All entities in Horizon are either **static** or **dynamic**.

Static entity: A static entity can never change in any way (other than being [spawned](#) in and out). A static entity's position, rotation, color, etc never change. Horizon computes more [detailed lighting](#) on static entities. Scripts can *read* the data of a static entity (such as getting position) but can never change the values. Static entities **cannot** have [behaviors](#). An entity **is static when Motion is set to None in the property panel**.

Dynamic entity: A dynamic entity is one that changes. It may move and rotate, have its color changed, have forces applied, be grabbed, be attached to an avatar, etc. A dynamic entity has [simpler lighting](#) than static entities. Dynamic entities *can* have [behaviors](#). An entity **is dynamic when Motion is set to Animated or Interactive in the property panel**

- When `Motion` is set to `Animated` you can [record a "hand animation"](#) on the entity.
- When `Motion` is set to `Interactive` you can make the entity [grabbable](#), [physics-simulated](#), or both.

Parents don't affect static vs dynamic.

A static entity can have a dynamic parent and vice versa.

Intrinsic Entity Types

The table below lists all intrinsic types, which are subclasses of `Entity`. Note that some intrinsic types don't have an associated subclass and thus are access simply as `Entity` instances. Every entity only has **one intrinsic type** which can be accessed via the `entity.as()` method.

The intrinsic type classes (in the table below) all subclass `Entity`. All the [entity properties](#) are available on all of them.

TODO: Missing: Media Board, Navigation Volume, Mirror, Static Light, World Promotion; Box Collider, Capsule Collider, Sphere Collider

Intrinsic Type	TypeScript Class
Custom UI	Entity
Debug Console	Entity
Door	Entity
Dynamic Light	DynamicLightGizmo
Empty Object	Entity
Environment	Entity
Group	Entity
In-World Item	IWPSellerGizmo
Mesh	MeshEntity
NPC	AIAgentGizmo
ParticleFx	ParticleGizmo
Projectile Launcher	ProjectileLauncherGizmo
Quests	AchievementsGizmo
Raycast	RaycastGizmo
Script	Entity
Snap Destination	Entity
Sound	AudioGizmo
Sound Recorder	AudioGizmo
Spawn Point	SpawnPointGizmo
Sublevel	SublevelEntity
Text	TextGizmo
TrailFx	TrailGizmo
Trigger Zone	TriggerGizmo
World Leaderboard	Entity

Behavior Entity Types

A [dynamic entity](#) can have **multiple behavior types** which can be accessed via the [entity.as\(\)](#) method.

The behavior type classes (in the table below) all subclass `Entity`. All the [entity properties](#) are available on all of them.

Behavior Type	Description	TypeScript Class	How to Enable
Animated (Recording)	An entity that has a recording on it.	AnimatedEntity	Set <code>Motion</code> to <code>Animated</code> . Use the <code>Record</code> button in the property panel.

Behavior Type	Description	TypeScript Class	How to Enable
Attachable	An entity that can be attached to a Player .	AttachableEntity	Set Motion to Animated or Interactive . Set Avatar Attachable to Sticky or Anchor in the property panel.
Grabbable	An entity that can be grabbed and held.	GrabbableEntity	Set Motion to Interactive . Set Interaction to Grabbable or Both . Interaction can also be changed with entity.interactionMode.set(...).
Physics-Simulated	An entity that can respond to forces and torques .	PhysicalEntity	Set Motion to Interactive . Set Interaction to Physics or Both . Interaction can also be changed with entity.interactionMode.set(...)

Entity as() method

You can convert an entity instance into its [intrinsic](#) or [behavior](#) types using the entity `as()` method.

For example:

```
const particleEffect: ParticleGizmo = entity.as(ParticleGizmo)
```

Once you call `as()` on an entity, you can store that "casted" entity (in a `let`, `const`, or `class` member) and you don't need to call `as()` on it again.

Note that `as()` returns the same entity back, preserving equality. Thus after the line above `particleEffect === entity` would evaluate to `true`.

 **as() always succeeds! Do not cast to the wrong type!**

The `as()` method will always return an instance of the requested type. This means that you can convert a Text gizmo entity into an `AudioGizmo` without error or warning. However if you then attempt to use it as an `AudioGizmo` you will get errors, warnings, and unexpected behavior. Don't cast entities, with `as()` to classes they are not. **This is a brittle part of Horizon's TypeScript API that has no workaround.**

 **Do not use TypeScript's builtin `as` operator on an Entity .**

The `as()` method on `Entity` actually does work at runtime; it is not just a type-cast. That means the following two lines are **not the same**:

```
✓ const sound = entity.as(AudioGizmo)
✗ const sound = entity as AudioGizmo
```

Animated Entities

An `AnimatedEntity` is an entity whose **Motion** is set to **Animated** and has a "hand-recorded animation" (created with the "Record" button) which can be played, paused, and stopped.

Animated Entity has these properties in the properties panel:

- **Animation [Play/Stop/Record]** - Animations can be recorded without scripting. To record an animation in the desktop editor or in VR, set **Motion** to **Animated**, press "**Record**", adjust the entity's position, rotation, and/or scale, and then press "**Stop**". Press

- "**Play**" to preview the recorded animation.
- **Play on Start** - To play/stop an animation on the first frame on world start, enable/disable **Play on Start**.
 - **Loop** - Controls whether an animation loops again (forever) after it finishes playing.
 - **Never** - After an animation finishes playing, do nothing.
 - **Continuously** - After an animation finishes playing, replay the animation again from the first frame.
 - **Back and Forth** - After an animation finishes playing, replay the animation in the opposite direction, starting from the current frame. When that animation finishes, play it again in the forward direction. Repeat alternating forward and backward playback.
 - **Speed** - Playback speed of the animation. Defaults to 1. A 0.5 speed would take twice as long to play back.

Use the `AnimatedEntity` class to control recorded animations.

Method	Description
<code>play()</code>	Play the animation from the current frame, or from the beginning if the animation last completed.
<code>pause()</code>	Pause the animation at the current frame. Playing again will resume, starting at this frame.
<code>stop()</code>	Reset the animation to the first frame, restoring the entity's position/rotation/scale to its initial state.

 **AnimatedEntity** is not yet "active" `preStart()` and `start()`.

Calling `play()` in `preStart()` or `start()` doesn't always work. If you always want to play at start, use the **Play on Start** setting. If you want to do it conditionally, then use a small timeout to delay it.

 **You cannot directly transform an `AnimatedEntity` with a recorded animation.**

An animated entity ignores any calls to `set()` its position, rotation, or scale.

An `AnimatedEntity` performs its recorded animation **locally** when it has a **parent**. Thus you can essentially move, rotate, or scale an `AnimatedEntity` by putting it in a **group** or **empty object** and transforming that parent.

 **Recorded animations can be nested.**

Since an `AnimatedEntity` performs its recorded animation **locally**, entities with recorded animations can be children of other `AnimatedEntity`s.

This means you can hand-animate a wheel to rotate, duplicate the wheel, set the wheels as children to car, and then hand-animate the car to drive around. You can also script your car to animate on cue by calling `start()` on the car and its wheels on the same frame.

Interactive Entities

When a **dynamic entity**'s `Motion` is set to `Interactive` in the properties panel it can be used for **grabbing**, **physics**, or both. We call these **interactive entities**.

An interactive entity's **behavior types** can be changed at runtime

```
entity.interactionMode.set(EntityInteractionMode.Grabbable)
```

with any of the following options:

Value	Behavior
EntityInteractionMode.Grabbable	The entity is a GrabbableEntity
EntityInteractionMode.Physics	The entity is a PhysicalEntity
EntityInteractionMode.Both	The entity is both a GrabbableEntity and a PhysicalEntity
EntityInteractionMode.Invalid	The entity is neither grabbable nor interactive. It remains dynamic .

⚠️ Be careful putting Interactive Entities inside of hierarchies. Interactivity may be disabled!

If you want to have an interactive entity be within a hierarchy (e.g. child of another entity) then all of its [ancestors](#) should be *Empty Objects* or *Mesh Entities*. All ancestors should have [Motion](#) set to [None](#).

If [Motion](#) is [Animated](#) or [Interactive](#) on any of its [ancestors](#) then interactivity will be disabled.

If any of its ancestors are a [Group Entity](#) then interactivity will be disabled.

If there are any ancestors other than Mesh Entities, Empty Objects, and Group Entities then it is undefined whether or not interaction is disabled.

Entity Properties

All [Entity](#) instances have the class properties in the table below. Additionally, entities have methods for managing [visibility](#), [transforming relative to an entity or player](#), and checking if an entity [exists](#).

Scene Graph	Property Type	Description
<code>id</code>	<code>bigint</code>	A unique value representing this entity in this instance. <code>id</code> s are not reused (within an instance).
<code>name</code>	<code>ReadableHorizonProperty<string></code>	The name the Entity has in property panel.
<code>parent</code>	<code>ReadableHorizonProperty<Entity null></code>	The entity's parent (if there is one).
<code>children</code>	<code>ReadableHorizonProperty<Entity[]></code>	The entity's children.
<code>tags</code>	<code>HorizonSetProperty<string></code>	The array of tags on the entity.
Transform		
<code>position</code>	<code>HorizonProperty<Vec3></code>	The entity's <i>global</i> position.
<code>rotation</code>	<code>HorizonProperty<Quaternion></code>	The entity's <i>global</i> rotation.
<code>scale</code>	<code>HorizonProperty<Vec3></code>	The entity's <i>global</i> scale.
<code>transform</code>	<code>Transform</code>	The entity's transform instance (containing properties for local and global values).

Scene Graph	Property Type	Description
Local Coordinates		
forward	ReadableHorizonProperty <Vec3>	The entity's local positive z-axis.
up	ReadableHorizonProperty <Vec3>	The entity's local positive y-axis.
right	ReadableHorizonProperty <Vec3>	The entity's local positive x-axis.
Rendering		
color	HorizonProperty <Color>	The color the entity renders as. This is <i>only supported with the SubD rendering system</i> . To change the color of a MeshEntity use tinting .
visible	HorizonProperty <boolean>	The top-level control for visibility. Read the rules for when an entity is visible .
Behavior		
collidable	HorizonProperty <boolean>	If the entity has its collider active . This impacts grabbability , physics collision , trigger detection , if a play can stand on an entity (or is blocked by it), etc.
interactionMode	HorizonProperty <EntityInteractionMode>	The kind of interactive entity the entity is. This only works when Motion is set to Interactive .
simulated	HorizonProperty <boolean>	Whether the entity is impacted by physics (if its position and rotation are updated in the physics phase of the frame).
Ownership		
owner	HorizonProperty <Player>	The owner of the entity. Changing this property executes an ownership transfer .

exists() method: When an entity is [depawned](#) it's Entity instances will then have exists() return false . Additionally, in Horizon's code block system it is possible to create an Entity variable, never set it to anything, and then send it in an event. TypeScript will also see this as an Entity instance with exists() returning false . Non-existent entities return "default values" (e.g. [position](#) returns the [origin](#)); you should not set() any properties on one.

Simulated

The **simulated** property is only available in scripting (as a boolean [read-write Horizon property](#)). The property controls whether the entity is updated in the [physics phase](#) of the frame.

When an entity has simulated set to false :

- It **cannot be grabbed** ✗ (even if [grabbable](#)). If a held entity has its simulated set to false it will [force release](#).
- It **cannot have forces applied** ✗ (even if it is [physical](#)).
- It **can be attached via scripting** ✓ (if it is [attachable](#)) though it [may push the player](#) (if collidable is true). If an attached entity has its simulated set to false it will NOT detach.
- It **can be moved** ✓ via [position.set\(...\)](#) and [rotation.set\(...\)](#) (if it is [dynamic](#)).

The simulated property defaults to true .

Entity Tags

Entities in Horizon can be assigned a list of **tags** which are used of "classifying" entities. Tags are just `string`s. Tags can be assigned in the property panel; they can also be modified in scripting with the `Entity` property `tags: HorizonSetProperty<string>`.

When `entity.tags.get().contains(thing)` returns `true` we say that the **entity has the tag** `thing`.

Tags (currently) have three primary use cases:

1. **Controlling triggers:** `Trigger gizmos` has a property panel setting that lets you specify a `tag` so that the trigger will only receive trigger enter and exit events for entities that have that tag.
2. **Controlling collisions:** `Entities` have a property panel setting that lets you specify a `tag` that the entity will receive `collision events` from. The entity will only receive collision events if it collides with another entity which has the specified tag.
3. **Finding entities:** Horizon has a method on the `World class` to get all entities in the `instance` which match a given "query":

```
// World
getEntitiesWithTags(
    tags: string[],
    matchOperation?: EntityTagMatchOperation
): Entity[];
```

The method takes an list of tags (a string array) and optionally a match operation (the enum `EntityTagMatchOperation` has `HasAnyExact` and `HasAllExact`) which defaults to `HasAnyExact` if not specified.

- `HasAnyExact` : return all entities in the world that have at least one of the tags in the `tags` argument.
- `HasAllExact` : return all entities in the world that have all of the tags in the `tags` argument.

 **Horizon does not auto-check for duplicate tags.**

Be careful not to give an entity the same tag more than once. Doing so may result in certain events happening more than once or the entity appearing multiple times in lists.

Entity Visibility

Entities can be rendered ("visible") or not rendered ("invisible"). When an entity is rendered for a specific player we say that it is *visible to that player*. Visibility is controlled in the `world snapshot` by setting the **visible** property in the property panel. Visibility at runtime is controlled by the `visible` Horizon property on `Entity` and by **player visibility permissions**.

Invisibility cascades down: If an entity is invisible then so are all of its children (and all `descendants`).

Visible=false overrides permissions: When `visible` is set to `false`, the entity is invisible to all players, regardless of player permissions. When `visible` is set to `true`, the entity is visible to players according to the per-player permissions (which default to being visible for everyone).

Permissions persist when Visible=false: Changing the `visible` property does not change the visibility permissions. When `visible` is changed to `false` the entity becomes invisible to everyone, but the per-player permissions are intact and will begin acting again if the entity has `visible` changed to `true`.

Entity Visibility Permissions

Initially an entity's permissions allow the entity to be seen by all players (when `visible` is set to `true`). You can then modify the settings with the `entity` method:

```
// Entity
setVisibilityForPlayers(
    players: Array<Player>,
    mode: PlayerVisibilityMode
): void;
```

where `PlayerVisibilityMode` has the values `VisibleTo` and `HiddenFrom`. When you call this method, it sets the entire permissions for the entity.

VisibleTo: only the specified players can see the entity (when it is `visible`) until the permissions are modified again.

HiddenFrom: everyone other than the specified players can see the entity (when it is `visible`) until the permissions are modified again.

Resetting permissions: you can reset the permissions to be "visible to everyone" via `entity.resetVisibilityForPlayers()` which acts the same as `entity.setVisibilityForPlayers([], PlayerVisibilityMode.HiddenFrom)`.

Checking permissions: `entity.isVisibleToPlayer(player)` allows you to check if `player` can see the `entity` according to the *permissions*. This method is unaffected by the `visible` property; it is telling you if the `player` can see the `entity` *when the entity has visible set to true*.



Visibility and Collidability are separate.

Making an entity invisible (by setting `visible` to `false` or by using per-player visibility controls) does not impact *collidability*. Even if an entity is invisible it can still be collided with (if it has an [active collider](#)). If you want an invisible entity to not be a "blocker" then set `collidable` to `false` as well. At this time **there is no per-player collidability**.



Example

Let `entity` be a cube with `visible` set to `true` in the property panel. Let `playerA` and `playerB` be the two [players](#) in the [instance](#).

```
// Initially, both players can see it.
entity.visible.set(false) // now no one can see it
entity.visible.set(true) // both can see it

// This makes it so only playerA can see it
entity.setVisibilityForPlayers([playerA], PlayerVisibilityMode.VisibleTo)

entity.visible.set(false) // no one can see it
entity.visible.set(true) // only player A can see it

entity.visible.set(false) // no one can see it

// This changes the rules, but still no one can see it
entity.setVisibilityForPlayers([playerB], PlayerVisibilityMode.VisibleTo)

entity.visible.set(true) // only player B can see it
```

All Intrinsic Entity Types

TODOGizmo vs entity vs collider etc

Custom UI Gizmo

See details in [Custom UI](#)

Debug Console Gizmo

Overview

Allows creators to monitor the console for messages in Play and Publish [visitation modes](#).

TODO Determine which visibility settings apply to Owner, Editor, or Tester

Manual Properties

- Visibility
 - Edit Mode Only
 - Edit and Preview Mode
 - In Published World

TypeScript API

- None

Door Gizmo

Overview

Showcase and allow players to travel to selected public worlds or your private worlds.

Manual Properties

- Change
 - (selected door)
- Visible
 - Toggle(ON/OFF)

TypeScript API

- None



Cannot be transformed by script.

TODO Can inherit group entity properties is true for multiple gizmos, should we place somewhere else?



Can inherit group entity properties.

If placed in a group, can inherit group entity properties like visibility, billboarding, attaching, animation, grabbable, etc..



Costly to performance if overused due to expensive VFXs



Can not change or stop the door animation or sound.



Known Issues

- TODO list known issues or delete

NPC Gizmo

Overview

Spawns an NPC Avatar (bot).

Manual Properties

- Character Name
 - Text
- Spawn On Start
 - ON/OFF Toggle
- Appearance
 - Edit Avatar (button)
 - Refresh (button)



Costly to performance. Considered the same cost as a real player.

TypeScript API

TODO Has its own package(avatar_ai_agent), but considered a Player in Core. https://horizon.meta.com/resources/scripting-api/avatar_ai_agent.md/

In-World Item Gizmo

TODO

Dynamic Light Gizmo

Overview

Used to cast light dynamically, meaning you can move the light during run-time. Should be used in conjunction with dynamics, otherwise use a Static Light Gizmo. TODO - Link to Static Light Gizmo

Manual Properties

- Light Type
 - Point
 - Spot
- Color
 - RGB values between 0.0 - 1.0
- Intensity
 - Value between 0 - 10
- Falloff Distance
 - Value between 0 - 100

TypeScript API

<https://horizon.meta.com/resources/scripting-api/core.dynamiclightgizmo.md/>

```
enabled: HorizonProperty<boolean>; //Indicates whether the entity has a dynamic light effect on it. true to enable dyna
falloffDistance: HorizonProperty<number>; //The light falloff distance. 0 for the least distance and 100 for the greatest
intensity: HorizonProperty<number>; //The light intensity. 0 for least intense and 10 for most intense.
spread: HorizonProperty<number>; //The light spread. 0 for the least light spread (none) and 100 for the greatest ligh
```



Only allowed a maximum of 20 Dynamic Lights per world.

TODO Can inherit group entity properties is true for multiple gizmos, should we place somewhere else?



Can inherit group entity properties.

If placed in a group, can inherit group entity properties like visibility, billboarding, attaching, animation, grabbable, etc..



Costly to performance if overused due to light/shadow per frame processing.



Known Issues

- TODO list known issues or delete

Environment Gizmo

Overview

Allows creators to make changes to the properties of their world like skydome, lighting, fog, voip settings, etc...

Manual Properties

- Active
 - ON/OFF Toggle
- Skydome Type
 - Cubemap
 - Custom Gradient
- Texture
 - Daytime
 - Sunrise
 - Sunset
 - Overcast
 - Night
 - Midnight Black
 - Twilight
 - Misty Marsh
 - Winter Sky
 - Twilight Clouds
 - Day Clouds
 - Day Panorama
 - Night Panorama
 - Star Field
- Texture Rotation
 - Value between 0 - 360
- Exposure
 - Value between 0.0 - 2.0
- Custom Light Intensity
 - ON/OFF Toggle
 - Light Intensity
 - Value between 0.0 - 2.0
- Custom Fog Color

- ON/OFF Toggle
- Fog Color
 - RGB values between 0.0 - 1.0
- Fog Density
 - Value between 0.0000 - 0.1000
- Show Grid
 - ON/OFF Toggle
- VOIP Settings (link to [player audio](#))
 - Environment - TODO (VOIP=Env will pass back to last env gizmo)
 - Default
 - Nearby
 - Extended
 - Whisper
 - Mute

TypeScript API

- None



Multiple Environment Gizmos Allowed

Multiple Environment Gizmos are allowed, but only one can be active at a time. You can use asset spawning to change the environment dynamically.



Spawning Multiple Environment Gizmos

When spawning multiple Environment Gizmos, the original Environment Gizmo may not reactivate when all other gizmos despawn. It might be safer to respawn your original Environment Gizmo when needed.



Known Issues

- TODO list known issues or delete

ParticleFx Gizmo

Overview

The particle gizmo allows you to play builtin effects such as a smoke burst, water spray, muzzle flare, camp fire, and so much more.

There are two types of ParticleFx :

1. ParticleFx created via `Gizmos` in the `Build` Menu/Tab. Choose the `Preset` setting to choose an effect.
2. ParticleFx created via `Asset Library` Menu/Tab under the `VFX` category.

So we will call them `Gizmo ParticleFx` and `Asset ParticleFx` respectively. Use the `Prefab` name to choose the effect. Note the a number of these effects have `Custom FX Properties` (e.g. to set fire color).

Playing and Stopping a Particle Effect

You can play and stop a particle effect gizmo with the TypeScript APIs:

```

// Particle Gizmo
play(options?: ParticleFXPlayOptions): void;
stop(options?: ParticleFXStopOptions): void;

type ParticleFXPlayOptions = {
    fromStart?: boolean;
    players?: Array<Player>;
    oneShot?: boolean;
};

type ParticleFXStopOptions = {
    players?: Array<Player>;
};

```

When you **play** an effect it will loop forever if `looping` is `true` in the property; otherwise it will play once. The `oneShot` option in `ParticleFXPlayOptions` overrides the `looping` setting in the property panel; `oneShot=true` will play once and `oneShot=false` will loop forever.

When you **stop** an effect it will end quickly, yet smoothly end.

players: `play` and `stop` both allow specifying which players will see the effect start / stop. The default value is [all players](#) in the world.

fromStart: This is only used if the effect is already playing. Intuitively, `true` means "play the effect from its beginning" and `false` means "elongate the ongoing effect". In practice, it is more subtle. Effects have limited resources (CPU) and so when you play the effect while it is already playing, the resources have to be split between the current "play" and the new one. The `fromStart` parameter controls how to "overlap" the new run with the current one. When `true` it will optimize available resources to playing it again. When `false` it will optimize available resources to letting the first effect finish. You can think of this parameter as controlling which of the two get the bigger "oomph".

TrailFx Gizmo

The trail effect is a "line emitter". Moving the emitter changes the next parts of the line emitted but the rest stays the same. Tail eventually depletes.

Can have a flat or tapered end.

Costly to performance if overused.

Same API as [particle gizmo](#)

 Using `stop` on TrailFX will de-render the Trail.

Projectile Launcher Gizmo

A turnkey way to launch small objects

```

type LaunchProjectileOptions = {
    speed: number; // m/s ; default is 20 m/s
    duration?: number; // max lifetime in sec; default +Infinity
};

class ProjectileLauncherGizmo extends Entity {
    launch(options?: LaunchProjectileOptions): void;
}

```

```
// Code block events
OnProjectileLaunched: CodeBlockEvent<[launcher: Entity]>;
OnProjectileHitPlayer: CodeBlockEvent<[playerHit: Player, position: Vec3, normal: Vec3, headshot: boolean]>;
OnProjectileHitObject: CodeBlockEvent<[objectHit: Entity, position: Vec3, normal: Vec3]>;
OnProjectileHitWorld: CodeBlockEvent<[position: Vec3, normal: Vec3]>;
OnProjectileExpired: CodeBlockEvent<[position: Vec3, rotation: Quaternion, velocity: Vec3]>;
```

Quests Gizmo

[Quests](#)

Raycast Gizmo

Invisible laser that can be activated in a script to collide with players and/or objects.

Retrieves hit object/player, collision point, and collision normal

```
enum RaycastTargetType {
    Player = 0,
    Entity = 1,
    Static = 2
}
type BaseRaycastHit = {
    distance: number; // meters
    hitPoint: Vec3;
    normal: Vec3;
};
type StaticRaycastHit = BaseRaycastHit & {
    targetType: RaycastTargetType.Static;
};
type EntityRaycastHit = BaseRaycastHit & {
    targetType: RaycastTargetType.Entity;
    target: Entity;
};
type PlayerRaycastHit = BaseRaycastHit & {
    targetType: RaycastTargetType.Player;
    target: Player;
};

type RaycastHit = StaticRaycastHit | EntityRaycastHit | PlayerRaycastHit;

enum LayerType {
    Player = 0,
    Objects = 1,
    Both = 2
}

class RaycastGizmo extends Entity {
    raycast(origin: Vec3, direction: Vec3, options?: {
        layerType?: LayerType;
        maxDistance?: number;
    }): RaycastHit | null;
}
```

Script Gizmo

See FBS or [Script API](#)

Snap Destination Gizmo

This can be added to a world to help visitors with locomotion easily move into a designated spot

Can be used to attach scripts that manage or communicate with other objects

No TS type.

Sound Gizmo

AI gen

Many pre-made sound effects, loops, songs, atmospheric sounds.

Can be stopped and started via scripts

Max distance (in meters) is how far away from the gizmo you can stand before you can no longer hear it

Min distance (in meters) is how close you must be to hear the audio at its max volume

Is very costly to performance if overused due to memory cost of storing audio data and CPU cost of spatial audio processing. General guidance is 10 max audio graphs in scene. Mitigated by spawning in/out.

```
CodeBlockEvents.OnAudioCompleted<[]>
```

```
enum AudibilityMode {
    AudibleTo = 0,
    InaudibleTo = 1
}

type AudioOptions = {
    fade: number; // Duration sec
    players?: Array<Player>;
    audibilityMode?: AudibilityMode;
};

class AudioGizmo extends Entity {
    volume: WritableHorizonProperty<number, AudioOptions>; // [0, 1]
    pitch: WritableHorizonProperty<number>; // semitones [-12, 12]

    play(audioOptions?: AudioOptions): void;
    pause(audioOptions?: AudioOptions): void;
    stop(audioOptions?: AudioOptions): void;
}
```

Sound Recorder Gizmo

Used to record custom audio

Can be stopped and started via scripts

Max distance is how far away from the gizmo you can stand before you can no longer hear it

Min distance is how close you must be to hear the audio at its max volume

Distance in in meters

Is very costly to performance if overused

API is same as previous section [audio gizmo](#)

 Each recording can be up to 20 minutes long.

Spawn Point Gizmo

Use as a predetermined location to send the player when using the “Teleport player” code block

Attach a script with an object variable to a trigger

Open the spawn point properties panel, and drag the reference pill to the object variable on the trigger’s properties panel

```
class SpawnPointGizmo extends Entity {  
    gravity: HorizonProperty<number>; // m/s^2 in [0, 9.81]  
    speed: HorizonProperty<number>; // [0, 45] in m/s  
    teleportPlayer(player: Player): void;  
}
```

Text Gizmo

The text gizmo is a 2D surface on which text can be rendered. It supports a wide variety of [markup](#) commands that allows changing color, size, font, bold, italics, underline, vertical and horizontal offsets, line height, alignment, and [more](#).

The initial text of a text gizmo can be set in the Property panel. Changing the text after that can be done via the `text` [read-write property](#) on the `TextGizmo` class, such as:

```
entity.as(TextGizmo).text.set('Hi!')
```

Auto Fit Property

The text gizmo has the property **auto fit**, which is only settable in the Property panel. When it is set to `true`, the font size will change to fit the text. This is useful for making signs, for example; but, it can look weird to have all signs using slightly different text sizes. You'll have more control of the text, and have more consistency in the world, if you **turn auto fit off**.

Text gizmos contribute to draw calls.

Watch your perf as you add many of them!

Limitations

The total length of the text, including all markup, cannot be longer than 1000 characters. If the text is longer than 1000 characters, the text will be truncated.

The text gizmo only supports the English characters (essentially whatever can be typed on an English keyboard without any modifier keys). This means that the text gizmo is not capable of displaying any of the following: á é ï ó ù ç ñ ð, for example.

Text Gizmo Markup

Horizon exposes Unity's TextMeshPro markup. The rest of this guide is a summary of [Unity's TextMeshPro documentation](#).

Text Gizmo Tags

Text markup is able to modify the contents (e.g. making all letters uppercase), styling (such as size or color), and layout (such as alignment, rotation, and spacing) of the text. Markup is specified using tags, which are a word surrounded in angle brackets (e.g. ``).

Once a tag is specified, all text that comes after it will have that attribute applied, until that tag "closes" by specifying the tag with a slash before the name (e.g. ``).

Example

```
this is <b>bold</b> text
```

will render as

This is **bold** text

Tags that are never closed stay active. The bold attribute starts being applied once `` is encountered and stops when `` is encountered. The closing tag is optional, and if it is omitted, the attribute will continue to be applied until the end of the text.

Example

```
this is <b>bold text
```

will render as

This is **bold** text

Text Gizmo Tag Parameters

Some tags accept a parameter, which is specified after the tag name and an equals sign.

Example

```
this is <size=75%>small</size>
```

will render as

This is small

Supported Text Gizmo Tags

Tag	Description	Example
Text Decoration		
b	Make text bold.	<p>This is <code>bold</code> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is bold text.</div>
u	Make text underlined.	<p>This is <code><u>underlined</u></code> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is <u>underlined</u> text.</div>
i	Make text italicized.	<p>This is <code><u>italicized</u></code> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is <i>italicized</i> text.</div>

Tag	Description	Example
s	Make text have a strikethrough.	<p>This is <u>strikethrough</u> text.</p>  <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is strikethrough text.</div>
color	<p>Set the text color.</p> <p><i>Parameter:</i> A hex RGB value with either 1 or 2 digits per component (e.g. #ff0000 or #f00) or RGBA (e.g. #ff0000ff or #f00f). You can also specify a color by name. The following are supported: black, blue, green, orange, purple, red, white, and yellow.</p>	<p>This is <color=#f00>red</color> and blue</color> text.</p>  <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is red and blue text.</div>
mark	<p>Make text highlighted (<i>on top of</i> the text).</p> <p><i>Parameter:</i> A hex RGB color with 2 digits per component (e.g. #ff0000) or RGBA (e.g. #ff0000ff).</p>	<p>This is <mark=#ffff007f>highlighted</mark> text.</p>  <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is highlighted text.</div>
alpha	<p>Set the text alpha.</p> <p><i>Parameter:</i> A hex two-digit value (e.g. #ff).</p>	<p>This is <alpha=#4f>transparent</alpha> text.</p>  <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is transparent text.</div>
size	<p>Change the font size of text.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<p><size=75%>small</size>, <size=18>medium</size>, and <size=2em>large</size></p>  <div style="border: 1px dashed black; padding: 2px; display: inline-block;">small, medium, and large</div>
font	<p>Change the font of text.</p> <p><i>Parameter:</i> One of the following</p> <ul style="list-style-type: none"> anton sdf bangers sdf electronic highway sign sdf liberationsans sdf oswald bold sdf roboto-bold sdf default 	<p>This is <font=bangers sdf>vibrant</size> text.</p>  <div style="border: 1px dashed black; padding: 2px; display: inline-block;">This is vibrant text.</div>

Tag	Description	Example
material	<p>Change the material of text.</p> <p><i>Parameter:</i> The name of the material used to render the current font. The following combinations are supported:</p> <ul style="list-style-type: none"> <i>anton sdf</i> <ul style="list-style-type: none"> • anton sdf - drop shadow • anton sdf - outline <i>bangers sdf</i> <ul style="list-style-type: none"> • bangers sdf - drop shadow • bangers sdf - outline • bangers sdf glow • bangers sdf logo <i>liberationsans sdf</i> <ul style="list-style-type: none"> • liberationsans sdf - metalic green • liberationsans sdf - overlay <i>roboto-bold sdf</i> <ul style="list-style-type: none"> • roboto-bold sdf - drop shadow • roboto-bold sdf - surface 	<pre><font=bangers sdf>bangers sdf
 <material=bangers sdf glow>bangers sdf glow
<material=bangers sdf logo>bangers sdf logo</pre> <p style="text-align: center;">↓</p> 
gradient	<p>Render a gradient over text. If the text is not white, the gradient will be "blended" with the text color.</p> <p><i>Parameter:</i> One of the following</p>	<p>This is <gradient=Yellow to Orange – Vertical>stylish</gradient> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">This is text.</div>
uppercase	Make text uppercase.	<p>This is <uppercase>biG</uppercase> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">This is BIG text.</div>
lowercase	Make text lowercase.	<p>This is <lowercase>SmAll</lowercase> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">This is small text.</div>
smallcaps	Make text uppercase but small.	<p>This is <smallcaps>biggish</smallcaps> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">This is BIGGISH text.</div>
sup	Make text superscript.	<p>Math like $x^{sup}2</sup>$ is fun!</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">Math like x^2 is fun!</div>
sub	Make text subscript.	<p>Chemistry like $H_{sub}2</sub>0$ if cool!</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">Chemistry like H_2O is cool!</div>
rotate	<p>Rotate the letters within text.</p> <p><i>Parameter:</i> An angle in degrees (e.g. 45).</p>	<p>This is <rotate=-20>rotated</rotate> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; text-align: center;">This is rotated text.</div>

Vertical Layout

Tag	Description	Example
br	Insert a line break.	<p>This is a
line break.</p>
line-height	Set the line height for the current line and those that follow.	<pre><line-height=200%>line A
<line-height=100%>line B
<line-height=50%>line C
line D</pre>
voffset	Shift the "cursor" vertically up or down (impacting the text that comes next).	<pre>do<voffset=2em>mi<voffset=1em>re</pre>

Horizontal Layout

align	<p>Set the alignment of the current line and those that follow.</p> <p><i>Parameter:</i> One of the following: left, center, right, justified, or flush.</p>	<pre><width=150><align=right>hello
<align=left>world</pre>
width	<p>Set the width of the current line and those that follow.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre><width=150><align=right>hello
<align=left>world</pre>
indent	<p>Set the indent level for this line and all lines after it. It applies to lines created with
 or due to wrapping. If you only want to indent lines made with
, use line-indent.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre><indent=25%>This is a kind of boring sentence.
<indent=0%>Followed by a less interesting one.</pre>

Tag	Description	Example
line-indent	<p>This is the same as "indent" but it only applies to manual line breaks made with <code>
</code> and not line breaks caused from wrapping (e.g. when using the <code>width</code> attribute).</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre><line-indent=25%>This is a kind of boring sentence.
Followed by a less interesting one.</pre> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: auto;"> This is a kind of boring sentence. Followed by a less interesting one. </div>
pos	<p>Set the position of text cursor for the rest of the line. When the tag closes with <code></pos></code> the cursor returns back to where it was.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre>And a step<pos=3em>to the right!</pre> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: auto;"> And a step to the right! </div>
space	<p>Insert whitespace.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre>Let me...<space=3em>think</pre> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: auto;"> Let me think </div>
margin	<p>Set the margin for the current line and those that follow.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre>This is a kind of boring sentence.
<margin=4em>Followed by a less interesting one.</pre> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: auto;"> This is a kind of boring sentence. Followed by a less interesting one. </div>
margin-left	<p>Set the left margin for the current line and those that follow.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<pre>This is a kind of boring sentence.
<margin=4em>Followed by a less interesting one.</pre> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: auto;"> This is a kind of boring sentence. Followed by a less interesting one. </div>

Tag	Description	Example
margin-right	<p>Set the right margin for the current line and those that follow.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<p>This is a kind of boring sentence.
<margin=4em>Followed by a less interesting one.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; display: inline-block;"> This is a kind of boring sentence. Followed by a less interesting one. </div>
cspace	<p>Modify the spacing between letters. A positive value spreads them out and a negative value brings them closer together.</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<p>This is <cspace=1em>crazy</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; display: inline-block;"> This is c r a z y </div>
mspace	<p>Modify the width of each letter, turning the font into a monospace font (meaning every character takes up the same horizontal space)</p> <p><i>Parameter:</i> A measurement value in pixels (e.g. 10), font units (e.g. 2em), or percent (e.g. 50%). Percents are relative to the initial size of the font.</p>	<p>This is <mspace=1em>whimsy</mspace> text.</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; display: inline-block;"> This is wh i ms y </div> <p>The letters are equal-width. See 'w' vs 'i'.</p> <div style="border: 1px dashed black; padding: 5px; display: inline-block;"> This is wh i ms y </div>

Glyphs / Sprites

sprite	<p>Render a builtin sprite. Notice that this tag takes a second attribute called "index" that specifies which sprite to render in the set.</p> <p><i>Parameter:</i> Only "dropcap numbers" is currently supported.</p>	<p><sprite="dropcap numbersz" index=3></p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 10px; text-align: center;">  </div>
--------	--	--

Parsing

noparse	Disable parsing on text.	<p>Is <noparse>this bold</noparse> or is this?</p> <p style="text-align: center;">↓</p> <div style="border: 1px dashed black; padding: 5px; display: inline-block;"> Is this bold or is this? </div>
---------	--------------------------	---

Trigger Gizmo

Designated area that causes an event to fire in the code

Player Enter

Player Exit

(Triggered by object with tag)

Object Enter

Object Exit

TODO - Enable And disable trigger and note about costly to performance.

```
class TriggerGizmo extends Entity {  
    enabled: WritableHorizonProperty<boolean>;  
}  
  
OnPlayerEnterTrigger: CodeBlockEvent<[enteredBy: Player]>;  
OnPlayerExitTrigger: CodeBlockEvent<[exitedBy: Player]>;  
OnEntityEnterTrigger: CodeBlockEvent<[enteredBy: Entity]>;  
OnEntityExitTrigger: CodeBlockEvent<[enteredBy: Entity]>;
```

Secret events:

```
const TriggerEmptyOfPlayers = new CodeBlockEvent<[Player]>('empty', [PropTypes.Player])  
  
const TriggerOccupiedByPlayers = new CodeBlockEvent<[Player]>('occupied', [PropTypes.Player])  
  
const TriggerEmptyOfEntities = new CodeBlockEvent<[Entity]>('empty', [PropTypes.Entity])  
  
const TriggerOccupiedByEntities = new CodeBlockEvent<[Entity]>('occupied', [PropTypes.Entity])
```

World Leaderboard Gizmo

[Leaderboards](#)

In World Purchase Gizmo

[In World Purchases](#)

Assets

TODO need some kind of "collection asset" when you select items and make an asset (separate from an Asset Template)

Asset Types

Mesh Asset

```
type SetTextureOptions = {
  players?: Array<any>;
};

type SetMaterialOptions = {
  materialSlot?: number | string;
};

type SetMeshOptions = {
  updateMaterial?: boolean;
};

class MeshEntity extends Entity {
  style: EntityStyle;

  setTexture(texture: TextureAsset, options?: SetTextureOptions): Promise<void>;
  setMesh(mesh: Asset, options: SetMeshOptions): Promise<void>;
  setMaterial(materialAsset: MaterialAsset, options?: SetMaterialOptions): Promise<void>;
}
}
```

Mesh Asset Style

```
interface EntityStyle {
  /**
   * @example
   *
   * // Augment base color as such:      *      * outColor.rgb = lerp(inColor.rgb, Luminance(inColor.rgb) * tintColor,
  /
  /*
   * Color in the RGB range of 0 - 1; defaults to 1, 1, 1 (no tint color).
  /
  tintColor: HorizonProperty;
  /*
   * Tint strength in the range of 0 - 1; where 0 is no tint and 1 is fully tinted; defaults to 0.
  /
  tintStrength: HorizonProperty;
  /*
   * Brightness in the range of 0 - 100; where 0 is black, 1 is no adjustment, and 100 is very bright; defaults to 1.
  /
  brightness: HorizonProperty;
}
```

Data Asset (Text and JSON)

```
DefaultFetchAsDataOptions:false
type FetchAsDataOptions = {
    skipCache: boolean;
};
fetchAsData(options?: Partial<FetchAsDataOptions>): Promise<AssetContentData>;
```

Texture Asset

Material Asset

Asset Template

E.g. only root-level properties and scripts are maintained in an update.

You CAN nest.

Custom Model Import

Overview

Assets, imports, templates, updates.

SubD vs Custom Models

Uploads

- Explain collection of FBXs and PNGs.
- Each FBX will be a new asset.
- Texture rules
- Suffix rules
- Pivots
- Limits
- Colliders

Errors

List and explanation of all possible errors

Tinting

Textures

- Formats: png s; Horizon will ingest any valid png and convert it as necessary to its own internal representation
- Any size is allowed but power-of-2 is better for perf
- Does Horizon de-dupe textures for download?
- Horizon does not currently support mipmaps
- Materials can be emissive insofar as they are "unlit" but they don't contribute to the light probes
- Horizon used packed textures for different material attributes; see [Materials](#)
- Can we verify that Horizon uses ASTC 2.0 (Adaptive Scalable Texture Compression)

Materials

No post-processing

Current Horizon has no post-process rendering options which makes things like bloom, motion blur, sepia, etc impossible.

Performance

Draw Calls

Challenge question (for the doc): are draw calls really ever the primary issue? Is this information truly used and needed by 1p and 2p? A lot of Horizon's behavior is "like other 3D engines". What specific things (about Horizon) do we actually need to document, assuming that someone is technically savvy (enough) already?

- Do not rely on Horizon to do any draw call batching. Meaning each instantiated asset is at least 1 draw call.

- Hypothesis / guess: UI Gizmos are rendered into textures on the *CPU* and then rendered as single quads with a texture on the *GPU* (don't know about batching...). What about name tags?
- Theory: 1 draw call per avatar, 1 draw call per UI Gizmo, 1+ draw calls per instantiated asset, 1 draw call per FX/trail gizmo that is running, 1 draw call per emotes (per player that is emoting), 1+ draw call per NPC
 - In build mode: 1 draw call per gizmo

Element	Draw Call	Notes
Player	3+ each	Avatar, name tag, emotes
Entities	1+ each	Per instantiated asset
UI Gizmo	1 each	back-face / occlusion?
Particle / Trail Gizmo	1 each	occlusion-culled?
Text Gizmo	1 each	THESE MAY BE BATCHED!
Door Gizmo	1 each	occlusion-culled?
Leaderboard / Quests / Media Board / Purchase UI	1 each	occlusion-culled?
Mirror Gizmo	2x total draw call count?	... REALLY?!...
Pop-ups	1 per visible	occluded?
Projectile Launcher	1 per visible	

 **There are draw calls outside a creator's control**

Things like the sky, personal UI, the wrist UI, teleport visuals, onscreen controls, and many other elements may add to the "base number" of draw-calls.

 **Group entities with the same materials together into an asset when possible**

If you have 50 bricks with the same material all in 1 asset Horizon will batch that to be 1 draw call. If those are instead a single brick duplicated 50 times then that will be at least 50 draw calls.

If you have an asset with 25 bricks of material A and 25 of material B then this will be 2 draw calls. If instead they were all duplicated then there would be 50 draw calls.

 **Multi-material assets increase draw call count**

If an asset has multiple materials or material textures then the draw call count will increase by the number of them.

Vertices, Polygons, and Entities

...

Memory

...

Horizon Lighting

GI overview and tips.

General Tips

Triangulate. Normals direction.

Workflows / advice for greyboxing.

Scripting

Scripts are how you create dynamism in worlds. You use them to create interactivity and movement. You use scripts to make something simple like a door that opens when you approach it as well as the most complex things, such as an entire complex team-vs-team shooter game (which would use many separate scripts).

TypeScript: Scripts are written in [TypeScript](#). They can be edited in the Desktop Editor as well as the scripts web tool (click [here](#) and then select a world and then select "Scripts").

Code Blocks: Horizon also has a drag-and-drop scripting system called "Code Blocks" that are only editable in VR (and outside the scope of this document).

Components and Files: In scripts you define [Component](#) classes that you can attach to [Entities](#) in the Desktop editor. You can specify [properties](#) ("props") in the [Components](#) that will show in the Property panel in the Desktop editor, allowing you to set and change the properties in the editor, per-entity. Scripts can contain other code too, which is executed [when files are loaded](#).

Core types: Component instances communicate with one another and [the world](#) by sending and receiving [events](#). There are many types in Horizon, but you'll most often use the core game types: [Entity](#), [Player](#), [Asset](#), [Component](#), and [World](#); the core data types: [Vec3](#) (for position and scale), [Color](#), and [Quaternion](#) (for rotations); and the event types: [LocalEvent](#), and [NetworkEvent](#).

Creating and Editing Scripts

You can create scripts by using the create button in the scripts dropdown or simply creating a new file in the scripts folder. Click the [≡] button in the editor and then "Launch TypeScript Editor". You can then create and edit files.

Syncing Scripts

When you create, edit, or delete scripts in a world's scripts folder, Horizon automatically tracks and syncs those edits to the [world snapshot](#).



If syncing doesn't appear to be working, delete the `.editor` file, leave world, and come back.

Scripts in Source Control

When you open a world in the editor, Horizon checks to see if the scripts match what is saved in the [world snapshot](#). If they don't match, it will ask if you want to update the world with the scripts you have in the folder. Thus, the scripts folder acts like an "auto-sync directory". This means that you can put a git repo in the scripts folder, share the same repo with different "forks" of a world, use submodules to share scripts, and more!

Horizon Properties

Most data in the Horizon [scene graph](#) is accessed via *Horizon Properties*:

```
const pos = entity.position.get()  
otherEntity.position.set(pos)
```

Properties can be

1. **read-only**: only a `get()` method. Uses `ReadableHorizonProperty` .
2. **write-only**: only a `set()` method. Uses `WritableHorizonProperty` .
3. **read-write**: `get()` and `set()` methods. Uses `HorizonProperty` .

There is an additional class `HorizonSetProperty` which is used for managing properties that act like Sets such as [entity tags](#). You can `get()` and `set(values)` the values; additionally there are methods for `length()`, `contains()`, `clear()`, `add(value)`, and `remove(value)`.

Set versus Array

The `HorizonSetProperty` is meant to act like a `Set`. However the `get()` and `set()` methods both use arrays, for convenience and simplicity.

Horizon Property Example

Here is some of the `PhysicalEntity` class:

```
class PhysicalEntity extends Entity {  
    gravityEnabled: WritableHorizonProperty<boolean>  
    locked: HorizonProperty<boolean>  
    velocity: ReadableHorizonProperty<Vec3>  
    // ...  
}
```

From the above definition we can discern that we can do the following with a physical entity:

- `set` if is gravity enabled, as a `boolean`, but can't get the current setting.
- `set` if it is locked, as a `boolean`, and `get` if it is locked.
- `get` the current velocity, as a `Vec3`, but not set the velocity (instead, you must use [forces](#)).

Writable properties may accept a second argument.

Consider this snippet of the `AudioGizmo` class

```
class AudioGizmo extends Entity {  
    pitch: WritableHorizonProperty<number>;  
    volume: WritableHorizonProperty<number, AudioOptions>;  
    // ...  
}
```

We can `set` the current pitch and volume (but not get them):

```
audioGizmo.pitch.set(12)  
audioGizmo.volume.set(0.5)
```

The `set()` on `volume` takes an additional second parameter of type `AudioOptions`, allowing further configuration (duration of the fade, in this case).

```
audioGizmo.volume.set(0.5, { fade: 1 })
```

Horizon Property Subtleties

Horizon Property's `set()` is not immediate.

When you `set` a Horizon property the value is not immediately saved back to the [scene graph](#). This allows different scripts to all "see the same state of the world" regardless of what order they run in. This means that if you `get` a value right after setting it that you will still get the old value.

In the following code `pos1` and `pos2` will have the same value.

```
const pos1 = entity.position.get()
entity.position.set(Vec3.zero)
const pos2 = entity.position.get()
```

Read about the [frame sequence](#) to learn more about when properties update.



Track your scene graph value updates when needed.

If you need to know values after `set`ting but before they are committed to the scene graph, you should track the values manually (such as in a class variable).



Never modify the result of `get()`. Create a new instance, or [clone\(\)](#), first.

Never mutate the result of a `get()`. Don't do direct field mutation (e.g. `v.x += 4` on a vector) or use [mutating methods](#) such as `v.addInPlace(w)` or `v.copy(w)`. These **will "corrupt" the property value**.

Horizon properties cache their values until the scene graph is updated (see [frame sequence](#) for when). This means that `get()` keeps returning the same value until the update occurs. The following code is then dangerous:

```
// BAD #1!
const p = entity.position.get()
p.x += 10

// BAD #1!
const p = entity.position.get()
p.addInPlace(new Vec3(0, 10, 0))
```

If any code now reads that object's position it will get the wrong value, until the next time the property is updated in the [frame sequence](#).

You should always `clone` a Horizon property's value before modifying it (or add a [method that creates a new value](#)).

```
// OK #1
const p = entity.position.get().clone()
p.x += 10

// OK #2
const p = entity.position.get().add(new Vec3(0, 10, 0))
```



TypeScript's class property setters and getters do not work with Horizon properties.

Horizon does not use standard TypeScript properties. You must do

```
entity.position.set(newPosition)
```

and will get an error if you do:

```
entity.position = newPosition
```

Types

There are many TypeScript types in Horizon; however, there are a few that form the backbone of most scripts:

Type	Description
Component	Add interactivity and logic to a world (by creating a subclasses and attaching it to an entity).
World	Information and methods related to the current instance .
Entity	A node in the scene graph with intrinsic attributes and behavior. There are many subtypes available via entity.as() .
Player	A player in the world (instance), including the "server player" and NPC players .
Asset	Data that lives outside the scene graph (such as text blobs , textures , and "prefabs").
Vec3	A "3D quantity" which can be used to represent position , velocity , acceleration , force , torque , scale , and more.
Quaternion	An abstract mathematical object primarily used for representing <i>rotations</i> .
Color	An RGB Color with each component between 0 and 1.

Construction / new: Component s, Entity s, Player s, and the World are all created by the system. You should never instantiate these directly with new . You can (and will) instantiate Vec3 , Quaternion , and Color . You can allocate Asset s directly with their asset ids.

Equality comparison: Entity and Player can be compared directly with === and !== ; these have been implemented to compare their underlying id s. All other types will use builtin TypeScript equality checks. Vec3 , Quaternion , and Color implement Comparable

Comparable Interface

Vec3 , Quaternion , and Color implement Comparable<T> which provides the methods equal(other: T): boolean and equalApprox(other: T, epsilon?: number): boolean .

Epsilon: represents the maximum distance the two can be apart and still be considered equal (it defaults to a small number around 1e-6 which is 0.000001).

All three classes also implement static versions of these methods. For clarity here is a subset of the Vec3 class:

```
class Vec3 implements Comparable<Vec3> {
    equals(vec: Vec3): boolean;
    equalsApprox(vec: Vec3, epsilon?: number): boolean;

    static equals(vecA: Vec3, vecB: Vec3): boolean;
    static equalsApprox(vecA: Vec3, vecB: Vec3, epsilon?: number): boolean;

    // ...
}
```

Example: Comparing Vec3 instances

```

const a = new Vec3(1, 2, 3)
const b = new Vec3(1, 2, 3)

console.log(a === b)           // false ✗
console.log(a.equal(b))        // true ✓

const c = new Vec3(1, 2, 3.00000001)

console.log(a.equal(c))        // false ✗
console.log(a.equalApprox(c))  // true ✓

```

If you compare `Vec3`, `Quaternion`, and `Color` with `==` or `!=` then you are doing *referential* equality which means "is this the exact same instance?". In the above example `a === b` is `false` because `a` and `b` are different class instances (even though they represent the same vector); however `a == a` is `true` because both sides are the same class instance (the same *reference*).

Copying vs Mutating Methods

`Vec3`, `Quaternion`, and `Color` all implement a number of patterns around mutability. This section only refers to those 3 classes.

1. **inPlace methods:** methods that end with the suffix `...InPlace` will mutate the `this` they are called on. Thus `vec.mulInPlace(2)` is the same as `vec.x *= 2; vec.y *= 2; vec.z *= 2`. In place methods return `this` for convenience (chaining operations).
2. **new by default:** in contrast to the above point, if a method *does not end with `...InPlace` then it creates a *new* instance. Thus `vec.mul(2)` is the same as `new Vec3(vec.x * 2, vec.y * 2, vec.z * 2)`. The one exception is `copy()`.
3. **copy(input):** this method should really be called `copyInPlace`. It takes the `input` argument and makes `this` be `equal()` to it. It returns `this` again for convenience (chaining operations). Thus `vec.copy(other)` is the same as `vec.x = other.x; vec.y = other.y; vec.z = other.z`.
4. **clone():** creates a new equivalent instance (which would return `true` with `equal()` but not `==`). Thus `vec.clone()` is the same as `new Vec3(vec.x, vec.y, vec.z)`.
5. **out argument:** some methods (e.g. `Vec3.add`) take an optional `out` argument. If the `out` argument is provided then the result is "created" inside of that argument (similar to `out.copy(result)`) and also returned. If the `out` argument is not provided then a new instance is created and returns. Thus `Vec3.add(a, b)` is the same as `a.add(b)`, whereas `Vec3.add(a, b, result)` is equivalent to `result.copy(a).addInPlace(b)`.

 Don't mutate the result of a `Horizon Property` `get()`.

Mutating the result of a property `get()` -- either by mutating a field, such as `v.x += 4` on a vector or via an *in place* method such as `v.addInPlace(w)` or `v.copy(w)` -- will cause the property to `report the wrong value` to future `get()`s.

Vec3

The `Vec3` class represents a 3-dimensional quantity which is usually a 3D `position`. It can also be used to represent an `offset`, `velocity`, `force`, `torque`, `scale`, `Euler Angles`, and more.

Vector Creation

`Vec3s` can be created in several ways:

```

// Direct construction
const vec = new Vec3(1, 2, 3)

// Static convenience vectors
const origin = Vec3.zero      // ( 0, 0, 0)
const unit = Vec3.one         // ( 1, 1, 1)
const right = Vec3.right     // ( 1, 0, 0)
const up = Vec3.up           // ( 0, 1, 0)
const forward = Vec3.forward // ( 0, 0, 1)
const down = Vec3.left       // (-1, 0, 0)
const down = Vec3.down       // ( 0, -1, 0)
const forward = Vec3.backward // ( 0, 0, -1)

```

Vector Properties

- `x: number` - The magnitude along the X axis
- `y: number` - The magnitude along the Y axis
- `z: number` - The magnitude along the Z axis

Vector Operations

`Vec3` has the `equal(other: Vec3)` and `equalApprox(other: Vec3, epsilon?: number)` methods from [Comparable](#), and their static counterparts. It also has `copy(other)` and `clone()` methods.

`Vec3`s support many common mathematical operations which support both [copying](#) and [mutating](#) versions:

```

const v1 = new Vec3(1, 0, 0)
const v2 = new Vec3(0, 1, 0)

// Addition and subtraction
const sum = v1.add(v2)      // (1, 1, 0)
const diff = v1.sub(v2)     // (1, -1, 0)

// Scalar multiplication and division
const doubled = v1.mul(2)   // (2, 0, 0)
const halved = v1.div(2)    // (0.5, 0, 0)

// Length operations
const length = v1.magnitude()          // 1
const lengthSqr = v1.magnitudeSquared() // 1

// Normalization (makes length 1)
const normalized = v1.normalize() // (1, 0, 0)

// Vector products
const dot = v1.dot(v2)      // 0
const cross = v1.cross(v2)   // (0, 0, 1)

// Get distance between vectors
const dist = v1.distance(v2)        // 1.414...
const distSqr = v1.distanceSquared(v2) // 2

```

The following table assumes that `v`, `w`, `r`, and `out` are `Vec3`s; `s` and `n` are numbers.

Operation	Code	Math	Description
Addition	<code>r = v.add(w)</code> <code>v.addInPlace(w)</code>	$\vec{v} + \vec{w}$	Get the sum of two vectors.

Operation	Code	Math	Description
	<code>Vec3.add(v, w, out)</code>		
Subtraction	<code>r = v.sub(w)</code> <code>v.subInPlace(w)</code> <code>Vec3.sub(v, w, out)</code>	$\vec{v} - \vec{w}$	Get the difference of two vectors.
Scalar Multiplication	<code>r = v.mul(w)</code> <code>v.mulInPlace(w)</code> <code>Vec3.mul(v, s, out)</code>	$\vec{v}s$	Scale a vector.
Scalar Division	<code>r = v.div(w)</code> <code>v.divInPlace(w)</code> <code>Vec3.div(v, s, out)</code>	$\vec{v} \frac{1}{s}$	Inverse-scale a vector.
Component-wise Multiplication	<code>r = v.componentMul(w)</code> <code>v.componentMulInPlace(w)</code>	$\vec{v} \otimes \vec{w}$	Multiply the two vectors component-by-component.
Component-wise Division	<code>r = v.componentDiv(w)</code> <code>v.componentDivInPlace(w)</code>	$\vec{v} \oslash \vec{w}$	Divide the two vectors component-by-component.
Magnitude (Length)	<code>n = v.magnitude()</code>	$ \vec{v} $	Compute the Euclidean magnitude (length or norm) of the vector.
Magnitude (Length) Squared	<code>n = v.magnitudeSquared()</code>	$ \vec{v} ^2$	Compute the Euclidean magnitude (length or norm) squared of the vector.
Normalize	<code>r = v.normalize()</code> <code>v.normalizeInPlace()</code> <code>Vec3.normalize(v, out)</code>	$\frac{\vec{v}}{ \vec{v} }$	Divide a vector by its length to produce a vector with a length of 1 (in the same direction). Exception: the zero-vector normalizes to the zero-vector.
Distance	<code>n = v.distance(w)</code>	$ \vec{v} - \vec{w} $	The (Euclidean) distance between <code>v</code> and <code>w</code> .
Distance Squared	<code>n = v.distanceSquared(w)</code>	$ \vec{v} - \vec{w} ^2$	The squared (Euclidean) distance between <code>v</code> and <code>w</code> .
Dot Product	<code>n = v.dot(w)</code> <code>n = Vec3.dot(v, w)</code>	$\vec{v} \cdot \vec{w}$	The dot product of <code>v</code> and <code>w</code> .
Cross Product	<code>r = v.cross(w)</code> <code>v.crossInPlace(w)</code> <code>Vec3.cross(v, w, out)</code>	$\vec{v} \times \vec{w}$	The cross product of <code>v</code> and <code>w</code> .
Reflection	<code>r = v.reflect(w)</code> <code>v.reflectInPlace(w)</code>	$\vec{v} - \frac{2(\vec{v} \cdot \vec{w})}{ \vec{w} ^2} \vec{w}$	Reflect <code>v</code> across <code>w</code> .
Lerp	<code>Vec3.lerp(v, w, s, out)</code>	$\vec{v} + (\vec{w} - \vec{v})s$	Compute the linear interpolation <code>v</code> and <code>w</code> the amount <code>s</code> .

Dot Product

The [dot product](#) is a fundamental vector operation that multiples the lengths of the two vectors together and then multiples in a "sameness value"; that value is 1 if they are parallel, 0 if they are perpendicular, and -1 if they are facing opposite directions (anti-parallel). If the two vectors both have length 1 then the dot product gives you a number between -1 and 1. The length of the dot product in general is

$$|\vec{v} \cdot \vec{w}| = |\vec{v}| |\vec{w}| \cos \theta$$

where θ is the angle between the two vectors.

Common uses for dot product include:

- Determining if vectors are **perpendicular** (dot product is 0)
- Testing if vectors are pointing in **similar directions** (dot product > 0)
- Testing if vectors are **pointing apart** (dot product < 0)
- Finding the **angle between** vectors. The angle (in radians) between v and w is

$$\arccos \left(\frac{\vec{v} \cdot \vec{w}}{|\vec{v}| |\vec{w}|} \right)$$

which in code is

```
Math.acos(v.dot(w).div(v.magnitude() * w.magnitude()))
```

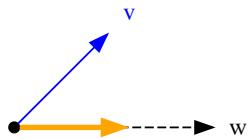
- Calculating the **projection** of one vector onto another. To find the vector you get when "flattening" v onto w you do

$$\frac{\vec{v} \cdot \vec{w}}{|\vec{w}|^2} \vec{w}$$

which in code is

```
w.mul(v.dot(w) / w.magnitudeSquared())
```

The diagram below shows the "projection of v onto w " as the orange arrow; it's like the "shadow" of v on w .



Cross Product

The cross product produces a new vector that is perpendicular to both input vectors. Its length is

$$|\vec{v} \times \vec{w}| = |\vec{v}| |\vec{w}| \sin \theta$$

where θ is the angle between the two vectors.

This is especially useful for:

- Finding perpendicular directions
- Determining surface normals
- Creating coordinate systems (e.g. finding the `right` vector from `up` and `forward`).



Cross product order matters.

The cross product is not commutative: `up.cross(forward)` produces `right`, whereas `forward.cross(up)` produces `left`.

```

const right = new Vec3(1, 0, 0)
const up = new Vec3(0, 1, 0)

// Cross product returns a vector perpendicular to both inputs
const forward = right.cross(up)    // (0, 0, 1)
const backward = up.cross(right)   // (0, 0, -1)

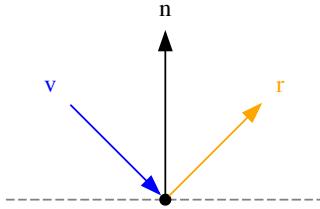
// Building a coordinate system
const normal = surfaceNormal.normalize()
const tangent = normal.cross(Vec3.up).normalize()
const bitangent = normal.cross(tangent)

// Static method with optional output vector
const result = new Vec3(0, 0, 0)
Vec3.cross(right, up, result) // Stores result in existing vector

```

Vector Reflect

Vector reflection, via `v.reflect(n)`, calculates how a vector bounces off a surface. Given a vector `n`, it acts like that vector is pointing directly out from a surface. Then it takes the `v` and gives the direction after `v` "bounces" off the surface.



Vector reflection is most often used for:

- Collision calculations
- Physics simulations
- Ray calculations

The code `v.reflect(n)` is equivalent to

```
v.sub(n.mul(2 * v.dot(n) / n.magnitudeSquared()))
```

which in math is:

$$\vec{v} - 2 \frac{\vec{v} \cdot \vec{n}}{\|\vec{n}\|^2} \vec{n}$$

Vector Linear Interpolation (Lerp)

Linear interpolation is the act of smoothly blending between two values (linearly) and is usually abbreviated as "Lerp" (Linear interpolation).

Blend value: Lerp takes a start a value, an end value, and a "blend" number. If the blend value is 0 then you get back the start value. If the blend value is 1 then you get the end value. A blend value of 0.5 gives you the value halfway between the start and the end. A blend value of 0.25 gives the point one-fourth of the way from the start to the end. And so on.

```

const start = new Vec3(0, 0, 0)
const end = new Vec3(10, 0, 0)

const mid = Vec3.lerp(start, end, 0.5)          // (5, 0, 0)
const nearStart = Vec3.lerp(start, end, 0.3)    // (3, 0, 0)
const atEnd = Vec3.lerp(start, end, 1.0)        // (10, 0, 0)

```

Color

The `Color` class represents an RGB color where each component (red, green, blue) is stored as a floating-point number between 0 and 1. It supports color space conversions (from [HSV](#), [hex colors](#), supports [operations](#) that can be used for many effects, such as [blending](#) and [filtering](#).

Creation

Colors can be created in several ways:

```

// Direct construction with RGB values (0-1)
const red = new Color(1, 0, 0)
const purple = new Color(0.5, 0, 0.5)

// Static convenience colors
const r = Color.red    // (1, 0, 0)
const g = Color.green  // (0, 1, 0)
const b = Color.blue   // (0, 0, 1)
const w = Color.white  // (1, 1, 1)
const k = Color.black  // (0, 0, 0)

// From hex string
const fromHex = Color.fromHex("#ff0000") // (1, 0, 0)

// From HSV (hue, saturation, value)
const fromHSV = Color.fromHSV(new Vec3(0, 1, 1)) // red

```

Color Properties

- `r: number` - The red component (0 to 1)
- `g: number` - The green component (0 to 1)
- `b: number` - The blue component (0 to 1)

Color Operations

`Color` has the `equals(other: Color)` and `equalsApprox(other: Color, epsilon?: number)` methods from [Comparable](#), and their static counterparts. It also has `copy(other)` and `clone()` [methods](#).

Colors support several common operations which have both copying and mutating versions:

```

const c1 = new Color(1, 0, 0)
const c2 = new Color(0, 1, 0)

// Addition and subtraction
const sum = c1.add(c2)      // (1, 1, 0)
const diff = c1.sub(c2)     // (1, -1, 0)

// Scalar multiplication and division
const darker = c1.mul(0.5)   // (0.5, 0, 0)
const brighter = c1.div(0.5) // (1, 0, 0) - clamped to 1

// Component-wise multiplication
const mixed = c1.componentMul(c2) // (0, 0, 0)

// Color space conversions
const hsv = c1.toHSV()        // (0, 1, 1)
const hex = c1.toHex()         // "#ff0000"
const vec = c1.toVec3()        // Vec3(1, 0, 0)

```

The following table assumes that `c`, `d`, and `out` are `Color`s; `s` is a number; `v` is a `Vec3`.

Operation	Code	Description
Addition	<code>r = c.add(d)</code> <code>c.addInPlace(d)</code> <code>Color.add(c, d, out)</code>	Adds two colors component-wise.
Subtraction	<code>r = c.sub(d)</code> <code>c.subInPlace(d)</code> <code>Color.sub(c, d, out)</code>	Subtracts colors component-wise.
Scalar Multiplication	<code>r = c.mul(s)</code> <code>c.mulInPlace(s)</code> <code>Color.mul(c, s, out)</code>	Multiplies each component by a scalar.
Scalar Division	<code>r = c.div(s)</code> <code>c.divInPlace(s)</code> <code>Color.div(c, s, out)</code>	Divides each component by a scalar.
Component-wise Multiplication	<code>r = c.componentMul(d)</code> <code>c.componentMulInPlace(d)</code>	Multiplies two colors component-by-component. Useful for color filtering, e.g. <code>color.componentMul(new Color(0, 0.5, 1))</code> "deletes" the red component, cuts the green component in half, and leaves the blue component alone.
To Vec3	<code>v = c.toVec3()</code>	Convenience method to move the <code>r</code> , <code>g</code> , and <code>b</code> values into a <code>Vec3</code> 's <code>x</code> , <code>y</code> , and <code>z</code> , respectively.

Color Space Conversions (HSV)

The `Color` class supports conversions between RGB and HSV (Hue, Saturation, Value):

```
// RGB to HSV
const red = new Color(1, 0, 0)
const hsv = red.toHSV() // Vec3(0, 1, 1)
    // x: hue (0-1)
    // y: saturation (0-1)
    // z: value (0-1)

// HSV to RGB
const purple = Color.fromHSV(new Vec3(0.83, 1, 1))
```

Hex Colors

Hex color codes are a common way to specify colors using six hexadecimal digits representing RGB values. The `Color` class supports direct conversion to and from hex format:

```
// From hex to Color
const red = Color.fromHex("#ff0000")
const purple = Color.fromHex("#800080")
const navy = Color.fromHex("#000080")

// From Color to hex
const color = new Color(1, 0, 0)
const hex = color.toHex() // "#ff0000"
```

Note that hex colors must include the `#` prefix and use two digits for each of red, green, and blue (with `00` being the lowest value and `ff` being the highest for each component).

Color Blending

Colors can be blended using the various mathematical operations:

```
// Mix two colors equally
const color1 = new Color(1, 0, 0) // red
const color2 = new Color(0, 0, 1) // blue
const purple = color1.mul(0.5).add(color2.mul(0.5))

// Create a darker version
const darker = color1.mul(0.5)

// Color filtering using component multiplication
const filter = new Color(1, 0.8, 0.8) // slight red tint
const filtered = color1.componentMul(filter)
```

Quaternion

The `Quaternion` class represents an abstract mathematical object which is often used to represent rotations in 3D space, as they avoid issues like gimbal lock that can occur with Euler angles.

Quaternion Creation

`Quaternion`s can be created in several ways:

```

// Direct construction
const quat = new Quaternion(0, 0, 0, 1)

// Static convenience quaternions
const zero = Quaternion.zero      // (0, 0, 0, 0)
const identity = Quaternion.one   // (0, 0, 0, 1)
const xRot = Quaternion.i         // (1, 0, 0, 0)
const yRot = Quaternion.j         // (0, 1, 0, 0)
const zRot = Quaternion.k         // (0, 0, 1, 0)

// From Euler angles (in degrees)
const fromEuler = Quaternion.fromEuler(new Vec3(90, 0, 0))

// From axis-angle (angle in radians)
const fromAxisAngle = Quaternion.fromAxisAngle(Vec3.up, Math.PI/2)

// From forward and up vectors
const lookRot = Quaternion.lookRotation(Vec3.forward)

```

 **Quaternion.one means "no rotation".**

Do not use `Quaternion.zero` when you mean "a rotation of 0 degrees". It turns out that `Quaternion.zero` isn't even a rotation and should (nearly) never be used unless you truly know what you are doing math-wise.

 **Don't new a Quaternion ,unless you know the math!**

`Quaternion`s are complex beasts. You can't just pass any 4 values into the constructor (you might not even get a valid rotation). Instead always create a rotation from [euler angles](#), [axis and angle](#), or a [look rotation](#).

Quaternion Properties

- `x: number` - The x component of the quaternion
- `y: number` - The y component of the quaternion
- `z: number` - The z component of the quaternion
- `w: number` - The w component of the quaternion (scalar part)

Quaternion Operations

`Quaternion` has the `equals(other: Quaternion)` and `equalsApprox(other: Quaternion, epsilon?: number)` methods from [Comparable](#), and their static counterparts. It also has `copy(other)` and `clone()` methods. Note that quaternion equality is special: two quaternions are considered equal if their components are equal OR if the negation of their components are equal, since both represent the same rotation. Only every compare with the methods above.

`Quaternion`s support several common operations which have both copying and mutating versions:

```

const q1 = new Quaternion(0, 0, 0, 1)
const q2 = new Quaternion(0, 1, 0, 0)

// Multiplication (combines rotations)
const combined = q1.mul(q2)

// Inversion (reverses rotation)
const inverse = q1.inverse()

// Normalization (ensures unit length)
const normalized = q1.normalize()

// Conjugate
const conjugate = q1.conjugate()

// Convert to Euler angles (in degrees)
const euler = q1.toEuler()

// Get rotation axis and angle
const axis = q1.axis()
const angle = q1.angle() // in radians

```

The following table assumes that `q`, `r`, and `out` are `Quaternions`; `v` and `w` are `Vec3`s; `t` is a number.

Operation	Code	Math	Description
Multiplication	<code>r = p.mul(q)</code> <code>p.mulInPlace(q)</code>	pq	Combines two rotations. Order matters: <code>p.mul(q)</code> means apply <code>q</code> rotation first, then <code>p</code> .
Inversion	<code>r = q.inverse()</code> <code>q.inverseInPlace()</code> <code>r = Quaternion.inverse(q)</code>	q^{-1}	Creates a quaternion that represents the opposite rotation (negative angle around the same axis).
Normalization	<code>r = q.normalize()</code> <code>q.normalizeInPlace()</code> <code>Quaternion.normalize(q, out)</code>	$\frac{q}{ q }$	Ensures the quaternion has unit length. <i>If it doesn't have unit length then it isn't a valid rotation!</i>
Conjugate	<code>r = q.conjugate()</code> <code>q.conjugateInPlace()</code> <code>Quaternion.conjugate(q, out)</code>	q^*	Negates the x, y, and z components. For unit quaternions, this is the same as <code>inverse</code> .
Vector Rotation	<code>w = Quaternion.mulVec3(q, v)</code>	$q\vec{v}q^*$	Rotates a <code>v</code> by <code>q</code> , producing a new <code>Vec3</code> .
Interpolation	<code>Quaternion.slerp(q, p, t, out)</code>	$(pq^{-1})^t q$	Smoothly interpolates between two rotations via Spherical Linear Interpolation (Slerp)
Vector Quaternion	<code>q = Quaternion.fromVec3(v)</code>	$(\vec{v}, 0)$	Create a quaternion with values <code>(v.x, v.y, v.z, 0)</code> . Note that this will likely not be a valid rotation and is only useful for advanced math techniques.

Euler Angles

Euler angles are one intuitive way to think about rotations (they are similar to "yaw, pitch, and roll"). When you type a rotation into the desktop editor as 3 values, you are describing a rotation via Euler angles.

The `Quaternion` class provides methods to convert between the quaternions and Euler angles:

```
// Convert from Euler angles (in degrees)
const quat = Quaternion.fromEuler(new Vec3(90, 0, 0), EulerOrder.XYZ)

// Convert to Euler angles (in degrees)
const euler = quat.toEuler(EulerOrder.XYZ)
```

Rotation order matters: rotating around the y-axis by 90 degrees and then the x-axis by 90 degrees is *not* the same as doing those rotations in the other order. So when you specify Euler angle, it is important to specify the order the 3 numbers are applied in. The desktop editor uses the order: rotate around y ("yaw"), then rotate around x ("pitch"), then rotate around z ("roll"). This order is called "YXZ" since it matches the order the values are applied.

The `EulerOrder` enum specifies the order in which rotations are applied. The default value for `fromEuler` and `toEuler` is `EulerOrder.YXZ`. All possible orders are supported: XYZ, XZY, YXZ, YZX, ZXY, and ZYX.

Axis and Angle

Every rotation can be represented as rotating around some axis by some angle. Given an `axis` vector and an `angle` (in radians) you can create a quaternion. The `axis` does *not* need to be normalized.

```
const axis = new Vec3(0, 1, 0) // rotate around y-axis
const angle = Math.PI / 4      // rotate by 45 degrees

const q = Quaternion.fromAxisAngle(axis, angle)
```

which will create a quaternion with the components:

```
const a = axis.normalized()
const s = Math.sin(angle/2)
const c = Math.cos(angle/2)
const q = new Quaternion(a.x * s, a.y * s, a.z * s, c)
```

You can also go the other way - extracting the axis and angle from a quaternion:

```
const quat = Quaternion.fromAxisAngle(Vec3.up, Math.PI/2)

const axis = quat.axis() // (0, 1, 0)
const angle = quat.angle() // ~1.57 radians (90 degrees)
```

Axis-angle representation is particularly useful for:

- Understanding rotations geometrically
- Rotating around specific axes like joints or hinges
- Creating smooth circular motion by incrementing the angle
- Converting between different rotation representations

Look Rotation

Look rotation is particularly useful for cameras and objects that need to orient themselves to face a particular direction. You specify which direction you want the `forward` to point in and then what direction the `up` should point in (or point as closely as possible to). The `up` value is optional and defaults to `Vec3.up`. The two input vectors *do not need to be normalized*.

```
// Look down the world's x-axis with your up pointing along the world's z-axis
const quat = Quaternion.lookRotation(Vec3.right, Vec3.forward)
```

This is commonly used to:

- Orient cameras to look at targets
- Make objects face their direction of movement
- Align objects with surface normals

Spherical Linear Interpolation (Slerp)

Similar to [Lerp](#), **Slerp** ([Spherical Lerp](#)) provides smooth interpolation between two quaternion rotations. Like vector lerp, it takes a blend value between 0 and 1:

```
const start = Quaternion.fromEuler(new Vec3(0, 0, 0))
const end = Quaternion.fromEuler(new Vec3(0, 90, 0))

const halfway = Quaternion.slerp(start, end, 0.5)      // 45 degree rotation
const quarter = Quaternion.slerp(start, end, 0.25)    // 22.5 degree rotation
const complete = Quaternion.slerp(start, end, 1.0)     // 90 degree rotation
```

World Class

```
World
onUpdate
onPrePhysicsUpdate
id
reset
getServerPlayer()
getLocalPlayer()
getPlayerFromIndex(index: number): Player : null
getPlayers(): Player[]
getEntitiesWithTags(tags: string[], matchOperation?: EntityTagMatchOperation): Entity[]
spawnAsset(asset: Asset, position: Vec3, rotation?: Quaternion, scale?: Vec3): Promise<Entity[]>
deleteAsset(entity: Entity, fullDelete?: boolean): Promise
update(updateType: WorldUpdateType, deltaTime: number): undefined
matchmaking: {
  /**
   * Indicates whether more players can join the world.
   *
   * @param allow - true , to allow more players to join the world; false to prevent additional
   * players from joining the world. The default value is true .
   */
  allowPlayerJoin(allow: boolean): Promise;
}
leaderboards: ILeaderboards;
persistentStorage: IPersistentStorage
ui: IUI
```

Files

Components

Component Class

1. extend Component
2. typeof "Name" for generic

3. static propsDefinition
4. start()
5. Component.register
6. [optional] preStart()
7. [optional] initializeUI()
8. [optional] dispose

Attaching Components to Entities

Props (and wiring)

Props definition uses an untyped object (be careful).

Keys are prop names. Values are of the form {type: PropsTypes[...], defaultValue?: ... }

Vec3, Quaternion, Color, number, string, boolean have auto-defaults

Entity, Asset are nullable

Player doesn't make sense to use

Array types are unsupported.

Lifecycle

Is anything other than props unavailable in property initializers?

Subscriptions are NOT cleaned up when a script auto-restarts

DO NOT implement the constructor, use property initializers instead.

Avoid using anything other than "plain old data" before preStart.

	Props	Can send to events
class property initializers	✗ are empty	✗ receiver unlikely listening
preStart()	✓ props are available	✗ receiver unlikely listening
start()	✓ props are available	✓
after start, but not disposed	✓ props are available	✓
dispose()	?	?
after dispose()	?	?

Construction, preStart, start, dispose

Auto-Restart on Script Edit

Sending and Receiving Events

a few notes but link to the events section

Converting Between Components and Entities

```
getComponents<T extends Component<unknown, SerializableState> = Component>(type?: (new () => T) | null): T[];
```

Subclasses

Async (Timers)

Local Scripts and Ownership

a few sentences and link to Networking

PrePhysics vs OnUpdate Updates

a few sentences and link to Physics

Events (Sending and Receiving)

Code Block Event

System Code Block Events

Local Events

Network Events

Broadcast events

Mention coalescence

Disposing Objects

Instances of `DisposableObject : Component`,

```
// Players Controls
static connectLocallnput(input: PlayerInputAction, icon: ButtonIcon, disposableObject: DisposableObject, options?: PlayerControlsConnectOptions): PlayerInput;
```

```

DisposableObject
DisposeOperation
DisposeOperationRegistration

// Component
registerDisposeOperation(operation: DisposeOperation): DisposeOperationRegistration

export interface DisposableObject {
    /**
     * Called when the disposable object is cleaned up.
     */
    dispose(): void;
    /**
     * Called to register a single dispose operation. The operation is run automatically
     * at Object dispose time, unless it is manually run or canceled before the object is disposed.
     * @param operation - A function called to perform a single dispose operation.
     * @returns A registration object that can be used to manually run or cancel the operation before dispose.
     */
    registerDisposeOperation(operation: DisposeOperation): DisposeOperationRegistration;
}

```

Frame Sequence

TODO: where in the frame are spawned components allocated

TODO: does first frame

NOTE: a pre-physics handler in code blocks scripts runs before start

async runs AFTER default.

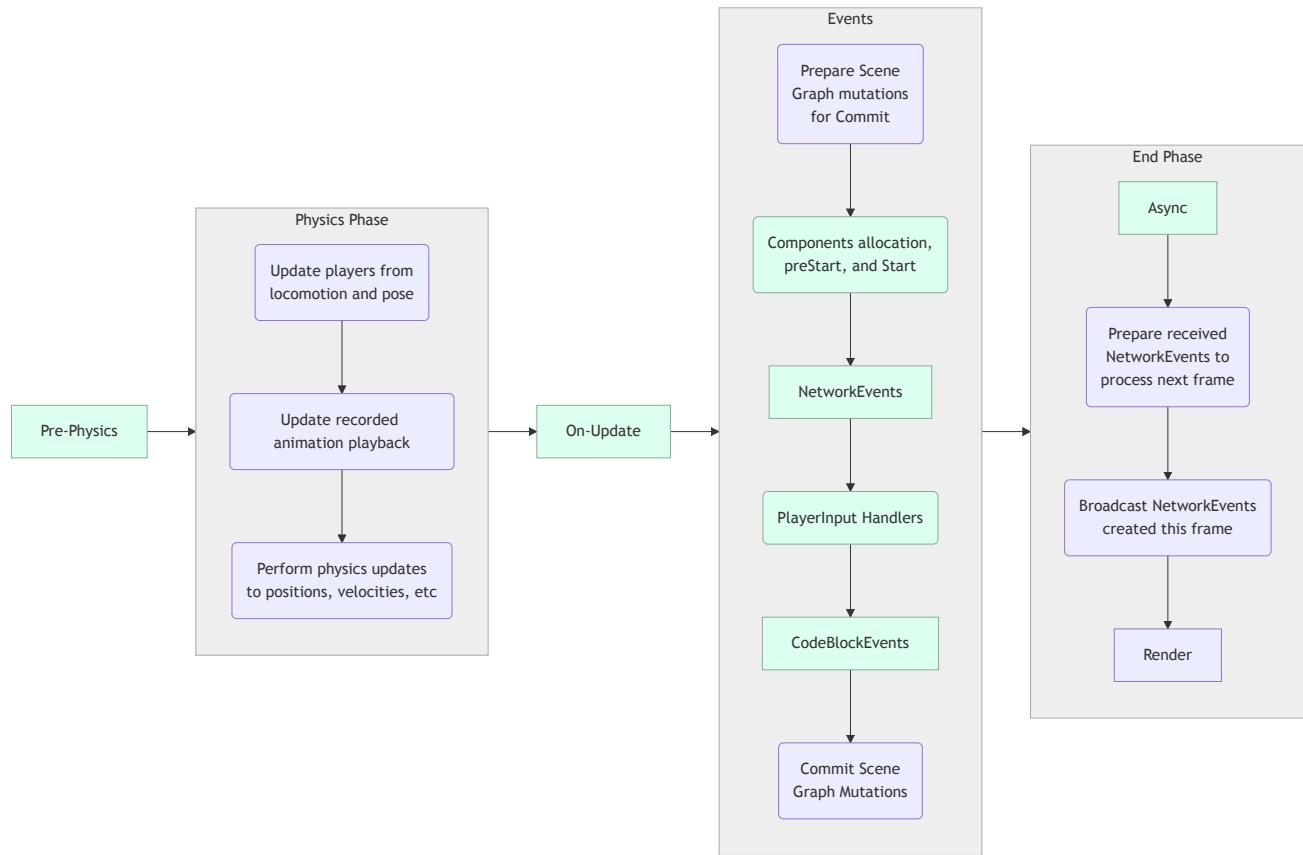
On Frame N during PrePhysics:
moving object into a trigger

On Frame N+1 during Events:
triggerEnter is handled

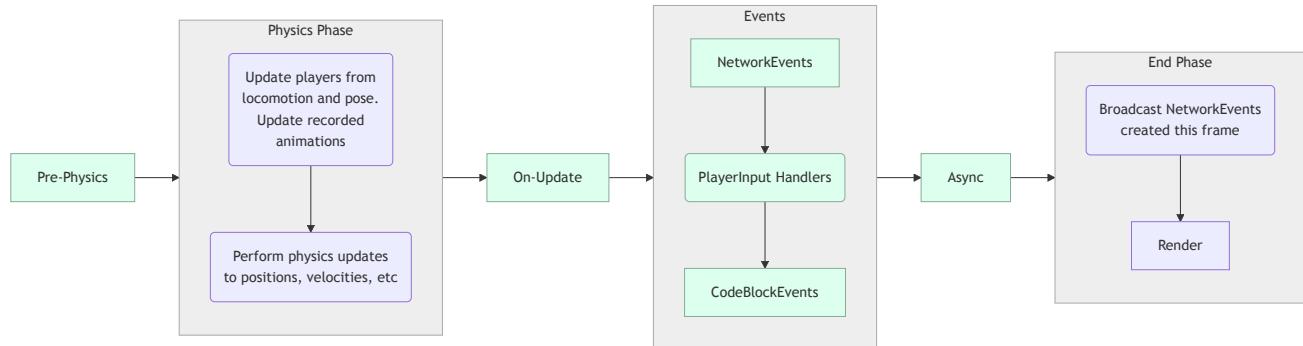
I think the rule is as simple as:

Any CODE BLOCK EVENT generated in a frame is process the next frame, no exceptions.

FULL



SIMPLER



Proved: preStart and start run in "frame -1". Code blocks "start" event is handled in frame "0" (after frame 0's prePhysics and default).

Proved: async runs at end of frame. An interval / timeout of 0ms (or some other tiny value) is allowed to run many times per frame (but is capped via some max time - meaning that the async phase will deplete the timer queue only for so long).

Proved: creating an async function ANYWHERE in a frame (EVEN during that frame's async phase) is eligible to be run during that frame's async phase (as long as it's delay is small enough and we haven't hit the "budget").

Proved: creating a timeout / interval in start() with timeout of 0ms will run in that frame before prePhysics.

Proved: 0ms is the default time when omitted.

Proved: a single async timeout that takes too long gets killed with an error in the console. Throwing (and the associated error allocation) take so much CPU time that basically no other async handlers will run this frame.

Proved: The `deltaTime` in the PrePhysicsUpdate and OnUpdate has a maximum of 0.1. Horizon always runs all the code in a frame. When the code in a frame takes too long to run, the framerate on the device executing the script will drop. For example, an OnUpdate

handler running at 20fps in a server-executed script will cause all server-executed scripts and all server-owned physics objects to update at 20fps. A player-device executed script running at 18fps causes that player's entire experience in the Horizon app to run at 18fps until the player exits that world.

Proved: if `sendCodeBlockEvent` is called 2048 times (or more) in a frame you get an error (and none of the events are processed that frame). Note 2047 times is allowed; 2048 is not. There is a bug where the thrown error implies that 2048 is allowed (it's not!).

Proved: code block event handlers will eventually timeout but it seems to be upward of some 10s of seconds. Even if each event takes a long time, Horizon will do its best to process the entire queue every frame. It never punts events to a future frame. Meaning... it may stall the JS thread for 10s+ (frame isn't stuck, just JS thread) to process all the events.

Proved: each code block event handler is wrapped in a try.

PrePhysics Phase

Physics Phase

OnUpdate Phase

Scripting Phase

Component Initialization

Network Events Handling

Code Block Events Handling

Committing Scene Graph Mutations

End Phase

Async Handling

Network Sync

Render

Script File Execution

Network

WIP example terminology use:

Player owned entity running **player-device executed script**.

Server owned entity running **server executed script**.

Player owned entity running **server executed script**.

Clients (Devices and the Server)

Ownership

TODO - What is the entity's relationship to the server upon instantiation?

How does the local script affect the entity?

Explain the involvement of a manager (server objects that delegate ownership of entities that should be locally owned)

Explain framerate(cycle speed?) changes between local and server

Explain the relationship of local to server modules and wired references

Link to network/codeblock events

Maybe ownership cleanup tip (transfer to server on exit world during edit)



Ownership does not cascade to children

When you transfer ownership of an entity the ownership is *not* automatically transferred for the children (nor their children). If you want children to be transferred as well then you must manually transfer ownership of everything you care about.

Example

```
anEntity.owner.set(newOwner)  
anEntity.children.get().forEach(c => c.owner.set(newOwner))
```

This transfers ownership of an entity and its children but not their children. Rather than just recursively transferring everything, instead consider what needs to actually be transferred (many entities are not scripted)!

Ownership Transfer

- API overview of `transferOwnership` and `receiveOwnership` and `SerializableState`.
- Full-details sequencing diagrams.
- Clarify how scripts are instantiated per-owner as part of entity transfer.

Auto Ownership Transfers

Collisions and Grabbables

Transferring Data Across Owners

`SerializableState`

```
transferOwnership(_oldOwner: Player, _newOwner: Player): TSerializableState;
```

```
receiveOwnership(_SerializableState: TSerializableState | null, _oldOwner: Player, _newOwner: Player): void;
```

Networking and Events

Authority and Reconciliation

What happens if two scripts are setting an entity's position at the "same time"?

Collision Detection

Colliders

Trigger Entry and Exit

- Colliding with dynamic vs static.
- Colliding with player vs entities.
- Collider gizmo.
- Can control if ownership transfer on collision (see [Network!](#))
- collision events: need to change "Collision Events From" since the default value is `Nothing`. You need to set a `Object Tag` or you won't get any events either.

TODO: CodeBlockEvents

```
/**  
 * The event that is triggered when a player collides with something.  
 */  
OnPlayerCollision: CodeBlockEvent<[collidedWith: Player, collisionAt: Vec3, normal: Vec3, relativeVelocity: Vec3, location: Vec3]>  
/**  
 * The event that is triggered when an entity collides with something.  
 */  
OnEntityCollision: CodeBlockEvent<[collidedWith: Entity, collisionAt: Vec3, normal: Vec3, relativeVelocity: Vec3, location: Vec3]>
```

Collidability

Mesh entities and collider gizmos have **colliders** that are used by the physics system (for collisions, trigger detection, grabbing, avatars standing, etc).

A **collider is active** when the following true

1. Its entity has `collidable` set `true`
2. Its parent (and all their parents) have `collidable` set to `true`
3. It is not occluded by other colliders in the world. *Occlusion is typically from a specific direction.* Example: if you want to grab an object but it is behind a wall then the wall's collider will occlude the object (from the vantage point of the player trying to grab it).

and is otherwise ignored by the physics system. For example if the floor's collider is inactive an avatar will fall through it. If a grabbable entity's collider is inactive you cannot grab it.

Info In order for a group to be seen by the physics system it must have at least one active collider within it (however deep).

For example if all the colliders in a group are inactive then that group cannot be grabbed, it will not be seen by any triggers, it cannot be stood on, etc.

Controlling Collisions

- Turn `collidable` on / off
- Control can collide with players, entities, or both

Collision Events

Triggers

Trigger detection is done at the *collider* level. When a collider enters/leaves a trigger then (if it is an entity-detecting trigger) Horizon starts with the entity and traverse up the `ancestor` chain until it finds the first entity with a matching tag, send it the event, and then STOPS the traversal.

This means that whenever it seems both a parent and a child could get a trigger event at the same time then the child always gets it first.

Physics

TODO random notes

VelocityChange: velocity += arg

Force: velocity += arg/mass * deltaTime

Impulse: velocity += arg/mass

applyLocalForce(force, mode)

assumes force is in the coordinate system of the object

applyForceAtPosition(force, position, mode)

.Force not supported

.Impulse works

.VelocityChange not supported

Computes torque as standard $r \times F$

DO NOT PHYSICS ON EMPTY OBJECTS: - behavior is highly inconsistent across force / torque APIs

Facts that should be ignored because

Don't run physics on empty objects; only use physical at the root OR groups

applyForce on empty object fails silently for Force/Impulse and is ok for VelChange

Empty object center-of-mass is at the bounding box center for torque / localTorque

But it is at the empty object's position for forceAtPosition

Overview

High-level framing of what Horizon is capable of. Example: there are no constraints (no hinges, springs, connecting rods, etc)

Somewhere: force vs impulse vs velocity change

Units

Name	Unit	Description
Time	Seconds when using onUpdate event	Amount of time passed since last frame
Position	Measured in Meters	The location of an entity
Velocity	Meters/Seconds	The location change over time
Acceleration	Meters/Seconds ²	Velocity change over time
Mass	Measured in Kilograms	Entity's resistance to acceleration when a force is applied
Gravity	Simply denoted as gravity	acceleration due to gravity (approximately 9.81m/s ² on Earth)
Weight	Newtons or (Mass * Gravity)	The force needed to accelerate one kilogram of mass by one meter per second squared.

Angular force

Name	Unit	Description
Angle	Degrees in properties panel	Amount of rotation

Torque

 Scripting torque allows for the use of radians

See [rotational force API](#)

TODO - Shouldn't the in-between frames be ignored? In other words, how is it doing FixedUpdate?

Creating a Physical Entity

For an entity to become a physical entity:

1. Have an [active collider](#)
2. Set Motion to Interactive
3. Set Interaction to Physics or Both
4. [All ancestors, if any, are Meshes and Empty Objects with Motion set to None.](#)

Force Properties	Description
Gravity	
Mass	
Drag	
Angular Drag	
Dynamic Friction	
Static Friction	
Bounciness	
Center-of-Mass	

 Set the mass of a physical entity when first creating a physical entity

This will ensure that physics calculations with other entities work as expected when you start experimenting with other physical properties and functions.

TODO - Collision type: discrete, continuous - figure out horizon way(Any guarantees?)

TODO - Average?, min?, max? - friction and bounciness calculation (Any guarantees?)

PrePhysics vs Defaults Scripts

Simulated vs Locked Entities

PhysicalEntity Class

```
export declare class PhysicalEntity extends Entity {  
    /**  
     * Gets a string representation of the entity.  
     * @returns The human readable string representation of this entity.  
     */  
    toString(): string;  
    /**  
     * Whether the entity has a gravity effect on it.  
     * If `true`, gravity has an effect, otherwise gravity does not have an effect.  
     */  
    gravityEnabled: WritableHorizonProperty<boolean>;  
    /**  
     * `true` if the physics system is blocked from interacting with the entity; `false` otherwise.  
     */  
    locked: HorizonProperty<boolean>;  
    /**  
     * The velocity of an object in world space, in meters per second.  
     */  
    velocity: ReadableHorizonProperty<Vec3>;  
    /**  
     * The angular velocity of an object in world space.  
     */  
    angularVelocity: ReadableHorizonProperty<Vec3>;  
    /**  
     * Applies a force at a world space point. Adds to the current velocity.  
     * @param vector - The force vector.  
     * @param mode - The amount of force to apply.  
     */  
    applyForce(vector: Vec3, mode: PhysicsForceMode): void;  
    /**  
     * Applies a local force at a world space point. Adds to the current velocity.  
     * @param vector - The force vector.  
     * @param mode - The amount of force to apply.  
     */  
    applyLocalForce(vector: Vec3, mode: PhysicsForceMode): void;  
    /**  
     * Applies a force at a world space point using a specified position as the center of force.  
     * @param vector - The force vector.  
     * @param position - The position of the center of the force vector.  
     * @param mode - The amount of force to apply.  
     */  
    applyForceAtPosition(vector: Vec3, position: Vec3, mode: PhysicsForceMode): void;  
    /**  
     * Applies torque to the entity.  
     * @param vector - The force vector.  
     */  
    applyTorque(vector: Vec3): void;  
    /**  
     * Applies a local torque to the entity.  
     * @param vector - The force vector.  
     */  
}
```

```

applyLocalTorque(vector: Vec3): void;
/**
 * Sets the velocity of an entity to zero.
 */
zeroVelocity(): void;
/**
 * Pushes a physical entity toward a target position as if it's attached to a spring.
 * This should be called every frame and requires the physical entity's motion type to be interactive.
 *
 * @param position - The target position, or 'origin' of the spring
 * @param options - Additional optional arguments to control the spring's behavior.
 *
 * @example
 * ``
 * var physEnt = this.props.obj1.as(hz.PhysicalEntity);
 * this.connectLocalBroadcastEvent(hz.World.onUpdate, (data: { deltaTime: number }) => {
 *   physEnt.springPushTowardPosition(this.props.obj2.position.get(), {stiffness: 5, damping: 0.2});
 * })
 * ``
 */
springPushTowardPosition(position: Vec3, options?: Partial<SpringOptions>): void;
/**
 * Spins a physical entity toward a target rotation as if it's attached to a spring.
 * This should be called every frame and requires the physical entity's motion type to be interactive.
 *
 * @param rotation - The target quaternion rotation.
 * @param options - Additional optional arguments to control the spring's behavior.
 *
 * @example
 * ``
 * var physEnt = this.props.obj1.as(hz.PhysicalEntity);
 * this.connectLocalBroadcastEvent(hz.World.onUpdate, (data: { deltaTime: number }) => {
 *   physEnt.springSpinTowardRotation(this.props.obj2.rotation.get(), {stiffness: 10, damping: 0.5, axisIndependent: true});
 * })
 * ``
 */
springSpinTowardRotation(rotation: Quaternion, options?: Partial<SpringOptions>): void;
}

```

Projectiles

Applying Forces and Torque

Player Physics

Setting player position (locally) in pre-physics results in that position being used during Physics in the same frame. If not local you are waiting on a network send. In that frame's physics phase the position may then further be updated. If you update a position of a player (locally) in PrePhysics then that position will be reported for the rest of the frame (even though there is a new physics-based position, which will start being reported at the start of the next frame).

Player positions are committed to the scene graph after prePhysics (and used in physics), onUpdate, codeBlockEvent (and likely not after network events)

NOT async

When set position of player (locally) in async: the value is used in that frame's physics calculation to get a new physics value is not seen until prePhysics of the next frame; in the meantime, the new (scene graph position) that you just set is seen the rest of the frame.

Note: player position refers to the location in the world of the "center of the hips" (it is the hip joint in the skeleton)

Setting a player's position will require a network trip from server to player since player's are authoritative over their own position and pose.

TODO - Velocity, locomotion speed, jump speed

Springs

SpringOptions

DefaultSpringOptions

springPushTowardPosition

springSpinTowardRotation

Players

The `Player` class represents a person in the instance, an [NPC](#) in the instance, or the "omnipotent player" (the server).

Max player count: Each world has a [maximum player count](#) that controls the maximum number of players allowed in each [instance](#). The count is configured in [world settings](#).

Construction / New: `Player` instances are allocated by the system; you should *never allocate them directly* (never use `new Player`).

Equality Comparison: `Player` instances can be compared referentially `aPlayer === bPlayer` which is the same as `aPlayer.id === bPlayer.id`.

Server Player: There is a special "Server Player" instance that represents the [server](#). It's primary use is in checking or setting which player "owns" an entity (it's the "server player" if none of the human players do). The server player does not count against the [maximum player count](#) being reached.

Id and Index: Each `Player` has an `id` and an `index` which serve different purposes (see below). From a `Player` instance you can access `PlayerBodyBart`s, e.g. `aPlayer.leftHand` or get their name `aPlayer.name.get()`. There are many `CodeBlockEvents` associated with players (such as entering/exiting a world, grabbing entities, and much). All aspects of players are described in detail in the next sections.

Identifying Players

Players in Horizon all have a global "account id". There is no way to access this id directly, although Horizon uses it under the hood for persistence (player variables, leaderboards, and quests). Within an instance players can be referenced by the `id` or the `index` they are assigned on entry. Player `index`s are reused when players leave; `id`s are not.

Player ID

Each `Player` instance has a `readonly id: number` property.

 **Entering an instance assigns a new ID (for that instance).**

When a person enters an instance they are assigned an `id` that has not yet been used in that instance. If a player switches devices, or leave the instance and later return, they will be given a new `id`.

 **IDs are per-instance. Do not persist them.**

The `id` that a player gets in one instance of a world has nothing to do with the `id` they might get in another instance. If a person gets assigned `id 42` in one instance then the moment they leave that instance you should no longer associate them with the `id`.

 **IDs should be used rarely.**

Since you can compare two `Player` instances directly with `==` and `!=` there is little reason to use the `id` property. You can even use `Player` instances as keys in a `Map`. If you have a reason to use the `id` field, be mindful that the association between a person and their `id` only exists until they leave that instance.

Player Indices

When a player enters a world they are also assigned an `index`. The `index` will be a number between `0` and `n-1`, where `n` is the maximum number of players allowed in an instance. When a player enters an instance they are assigned an `index` value that is not currently used by any other player. When they leave that value becomes available again.

For example: if three players arrive in an instance they may be assigned `index` values of `0`, `1`, and `2`. If the player with `index 1` leaves then the next player that arrives may get index `1` again.

You can read a player's index with

```
player.index.get()
```

and use

```
world.getPlayerFromIndex(index) // Player | null
```

to find out which player currently, if any, has a given index.

Do not rely on the order indices are assigned

There are no guarantees that a player gets the *smallest* available `index`. Any available value maybe be assigned to a new player.

Example: per-player entities

A common use of `index`s is managing per-player entities. For instance, if you want every player to have a shield when they spawn in. Then you could have an array of shield `Entity`s and when a player enters the world, assign them the shield from that array that matches their `index`.

Listing All Players

The `World` class has the method:

```
getPlayers() : Player[]
```

which returns the current list of players in the world. Note that the order of this array should not be relied upon. The order may change between calls and there is no relation to the `index` property described above.

Note

`getPlayers` does not include the server player.

TODO: relation to enter and exit

Server Player

There is a special instance of the `Player` class that represents the *server*. It has an `id` but no meaningful `index`. All `Player` APIs work for the server player, but return default values (example: the location will return the origin; name will return the empty string).

The server player does not count as one of the human players: it does not get assigned an `index` and it does not count toward the [maximum player count](#) being reached.

The `World` class has the method

```
getServerPlayer(): Player
```

which can be used to access it. The primary use cases are

1. transferring ownership back to the server:

```
anEntity.owner.set(world.getServerPlayer());
```

2. checking if an entity is owned by the server:

```
if (anEntity.owner.get() === world.getServerPlayer()) {  
    /* ... */  
}
```

3. checking if a script is running locally or not:

```
if (world.getLocalPlayer() === world.getServerPlayer()) {  
    /* ... */  
}
```

Local Player

Every script is run on an execution client associated with a `Player` (see [Network](#) for more info). If the script is set to *default* mode, then it is always running on the server. If the script is set to *local* then it can be transferred to and from the servers and the local devices of players.

If a script is running locally on a human-player's device then that player is the *local player* for that script. If the script is running on the server then the *server player* is the *local player* for that script.

The `World` class has the method

```
getLocalPlayer() : Player
```

for determining which `Player`'s device the current script is running one. This method will return a human-player in the world or the *server player*.

Player Events and Actions

Player Entering and Exiting a World

When a player enters an [instance](#) they are assigned a [player id](#) and a [player index](#). The [system CodeBlockEvent OnPlayerEnterWorld](#) is then sent to all [component instances](#) that have [registered to receive](#) to it. Likewise [OnPlayerEnterWorld](#) is sent when a player leaves the instance.

CodeBlockEvent	Description	Parameter(s)
OnPlayerEnterWorld	Sent when a player enters the instance. This occurs when a player travels to the instance ; it also happens when a player goes from edit mode to preview mode in the editor. The player is already in getPlayers() when this event is sent.	Player
OnPlayerExitWorld	Sent when a player exits the instance. This occurs when a player travels away from the instance or quits Horizon Worlds; it also happens when a player goes from preview	Player

CodeBlockEvent	Description	Parameter(s)
	mode to edit mode in the editor. The player is no longer in <code>getPlayers()</code> when this event is sent (unless they are in build mode; then they remain in the array).	

⚠️ `OnPlayerEnterWorld` and `OnPlayerExitWorld` are sent to only server-owned entities.

If an entity is [owned by a player](#) then the two code blocks above are *not* sent to it. Any component connected to receive those events from that entity will not get them.

TODO if a local entity connects to a server owned one, is it forward these 2 events?

⚠️ In build mode, `OnPlayerEnterWorld` can occur twice in succession for one player id.

In published mode, `OnPlayerEnterWorld` occurs only once per [player id](#). In build mode, a player on the desktop editor triggers `OnPlayerEnterWorld` twice when they enter Preview mode from a stopped instance. This means that if you're tracking a list of all players using `OnPlayerEnterWorld`, add the new player to a set or dictionary instead of an array.

Player Enter and Exit AFK

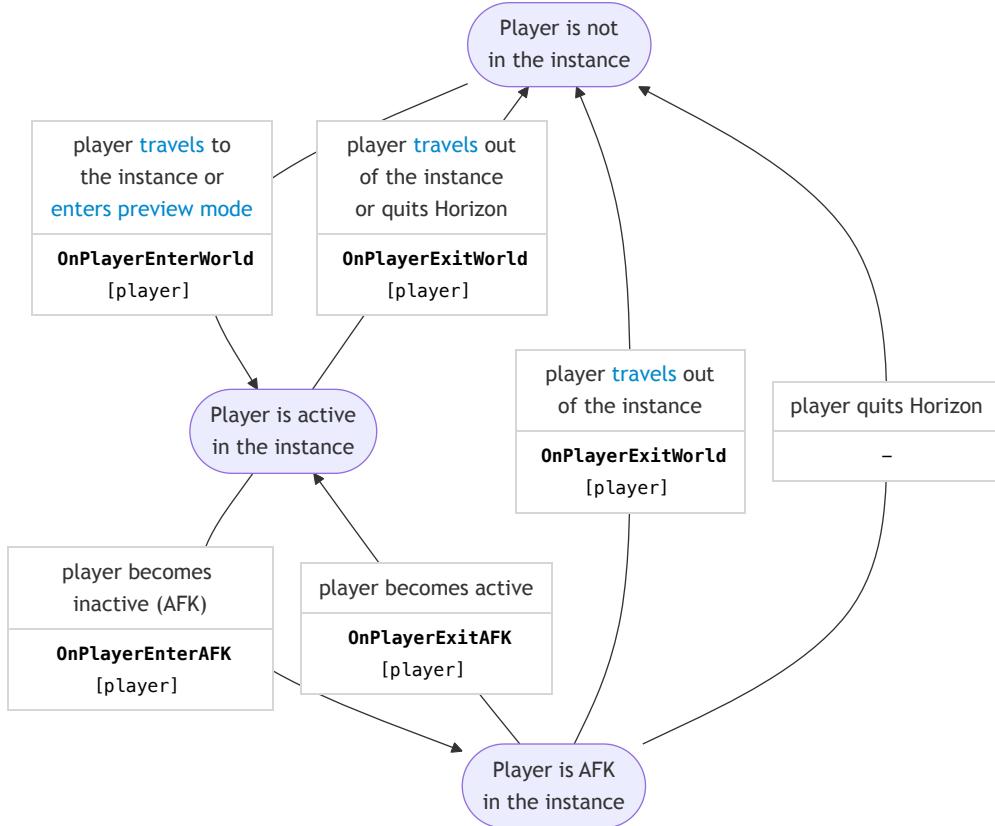
A [player](#) in an [instance](#) can become **inactive**. Horizon calls this inactive state: **AFK** (standing for Away From Keypad). The exact rules for inactivity are not documented and are subject to change. Roughly speaking:

Becoming inactive (AFK): A mobile player becomes inactive when they go for a while without touching the screen or when they temporarily switch to a different app. A VR player goes inactive when they take off their headset (or even raise it to their forehead) or when they open the Quest OS menu while in the app.

Becoming active (no longer AFK): A mobile player becomes active when they foreground the app and begin touching the screen. A VR player becomes active when they put their headset back on or close the OS menu.

There are two [system code block events](#) associated with inactivity / AFK:

CodeBlockEvent	Description	Parameters
<code>OnPlayerEnterAFK</code>	Sent when a player becomes inactive.	Player
<code>OnPlayerExitAFK</code>	Sent when a player is no longer inactive.	Player



`OnPlayerEnterAFK` and `OnPlayerExitAFK` are sent to only server-owned entities.

If an entity is [owned by a player](#) then the two code blocks above are *not* sent to it. Any component connected to receive those events from that entity will not get them.

TODO if a local entity connects to a server owned one, is it forward these 2 events?



If a player kills the app after going AFK, `OnPlayerExitWorld` is not triggered.

Pose (Position and Body Parts)

The `Player` class has properties for `position` and `rotation`. These are [Horizon properties](#) and so you must call `get()` (e.g. `player.position.get()`). The `position` properties returns the world location of the player's center point (which is near the middle of their hips).

There are additional properties for reading the positions and rotations of the `head`, `torso`, `feet`, `leftHand`, and `rightHand`.

Player Body Part

A `player` has a number of properties for accessing body parts: `head`, `torso`, `foot`, `leftHand`, and `rightHand`; each return an instance of the class `PlayerBodyPart` (or the more specific `PlayerHand`). They are [Horizon properties](#) and so you must use `get()`:

```
const torso = player.torso.get()
```

The `foot` body part is an "abstract" location in between the two feet (directly below the avatar center point near the hips).

Each body part has the standard global transform properties: `position`, `rotation`, and `scale` as well as `local` versions: `localPosition`, `localRotation`, and `localScale`. There is also `forward` and `up`.

Additionally you can use `bodyPart.player` to identify which `player` the part belongs to and `bodyPart.type` to identify which part of the body it is (e.g. `player.leftHand.get().type` returns `PlayerBodyPartType.LeftHand`).

Body parts have two helper methods: `getPosition` and `getRotation` that let you conditionally pass in an instance of the `Space` enum:

- `bodyPart.getPosition(Space.World)` is the same as `bodyPart.position.get()`.
- `bodyPart.getPosition(Space.Local)` is the same as `bodyPart.localPosition.get()`.

Getting a body part's local `right` vector.

Unlike for entities, there is no builtin `right` property to get the `local position x-axis` direction. You can compute it yourself with:

```
const torso = player.torso.get()
const torsoUp = torso.up.get()
const torsoForward = torso.forward.get()

const torsoRight = torsoUp.cross(torsoForward)
```

We did "up cross forward" because [Horizon is left-handed](#); "forward cross up" gives the local `left` axis instead.

Player Hand

`PlayerHand` is a subclass of [PlayerBodyPart](#), thus inheriting all of the behaviors and properties outlined above.

`PlayerHand` also has a property `handedness`, returning either `Handedness.Left` or `Handedness.Right`.

Additionally, `PlayerHand` has the method `playHaptics` which is used to [make a VR player's controllers vibrate](#).

VOIP Settings

Horizon has the ability control *who can hear a player and from how far away*.

It calls this the **VOIP Setting** which can be configured with a number of values: **mute**, **whisper**, **nearby**, **default**, **extended**, **global** which represent increasing ranges of being heard. Mute means that no one can hear the player, global means that everyone can hear the player (and with full volume). The other values represent a spectrum in between mute and global, with **default** being the recommended setting for most experiences (people in your general vicinity can hear and so can people farther away if you are loud). There is one more special VOIP Setting **environment**, which is described below.

There are no team-based voip settings (there are no "voice channels").

There is (currently) no way to configure voip settings between two specific players or to configure voice channels. Specifically you can't make a team game where a whole team hears each other globally but the other team hears them whisper. When a player is set to global or whisper, **the setting controls how everyone else hears them**.

The **environment gizmo** allows you to set a VOIP Setting for the whole world. All players will be assigned this value upon joining.

You can change the VOIP setting for a given player in TypeScript with:

```
player.setVoipSetting(VoipSetting.Whisper)
```

and at any point in time you can "cancel" that custom setting and return the player back to whatever setting is on the environment gizmo via:

```
player.setVoipSetting(VoipSetting.Environment)
```

Spawning Environment Gizmos

when a new environment gizmo is **spawned**, all players will be updated to have its VOIP setting. If the spawned gizmo is set to `Environment` then all players will be returned to the setting in the last active gizmo.

World's Player Settings' VOIP Setting: there is a top-level setting in *Player Settings* called `VOIP Settings` that can be set to `Global` and `Local`. When set to `Global` every player has `global` as their setting, it is not possible to change any VOIP settings further (all gizmos and TypeScript related to VOIP are ignored). The `Local` setting gives the world the `default` setting, which can then be further changed by environment gizmos and TypeScript.



Never use the World's Player Settings' Global VOIP Setting.

The World's Player Settings' VOIP Settings toggle has bugs. We recommend that you **set it to Local** (or just never touch it after creating a new world).

Haptics

A VR player's controllers can be made to vibrate to add immersion to an experience. There is currently no way to vibrate a mobile device.

To vibrate a VR player's controllers, choose a `player hand` and then call the `playHaptics` method on it with a duration (in seconds), a strength (via the `HapticsStrength` enum), and a sharpness (via the `HapticsSharpness` enum). For example:

```
player.leftHand.playHaptics(0.5, HapticStrength.Medium, HapticSharpness.Sharp)
```

Strength: the overall intensity of the vibration. For example, imagine a constant unchanging vibration; that vibration should occur at different levels of "intensity" or "volume". This is the *strength* of the haptic effect.

Sharpness: the texture or "shape" of the vibration. It's about if the effect ramps up slowly or starts immediately at full strength and if it's a fast vibration vs a slower "pulsing".



Analogy: think of strength like "volume" and sharpness like "melody".

The supported values for haptics strength are:

HapticsStrength	Meaning
VeryLight	A barely noticeable vibration, just enough to create a faint tactile response without drawing attention.
Light	A subtle vibration, likely intended for gentle feedback, such as indicating a soft touch or a minor interaction.
Medium	A more noticeable vibration, suitable for standard feedback like button presses or interactions that require a stronger confirmation.
Strong	A powerful vibration, used for significant events, such as impacts, collisions, or urgent notifications.

The supported values for haptics sharpness are:

Haptics Sharpness	Meaning
Sharp	A high-frequency vibration with a quick onset and quick decay. Ideal for rapid alerts or precision interactions.
Coarse	A moderate vibration with a slightly longer duration, striking a balance between sharp and soft. Ideal for interactions that need to feel distinct without being abrupt.
Soft	A low-frequency, smooth vibration that builds and fades gradually, creating a more diffuse, gentle sensation. Ideal for subtle cues or immersive environmental effects.

Throwing

```

export declare type ThrowOptions = {
  speed?: number | null;
  pitch?: number | null;
  yaw?: number | null;
  playThrowAnimation?: boolean | null;
  hand?: Handedness | null;
};

export declare const DefaultThrowOptions: ThrowOptions;

// Player
throwHeldItem(options?: Partial<ThrowOptions>): void;

```

Grabbing and Holding Entities

TODO overview.

TODO actions (onscreen buttons) and inputs.

TODO explain that there is no current want to know who is holding something or if it is held (other than to track it yourself).

Creating a Grabbable Entity

Select an entity and then in the Properties panel set its Motion to Interactive and Interaction to Grabbable or Both . The entity *must* be a root entity or it will not actually be allowed to be grabbed. Ensure that collidable is true and that (if it is a group) there is an [active collider](#) within it.

 **Grabbables cannot be inside dynamic objects**

A grabbable entity must be a [root entity](#) (it can only have [Static Objects](#) in its [ancestor](#) chain).

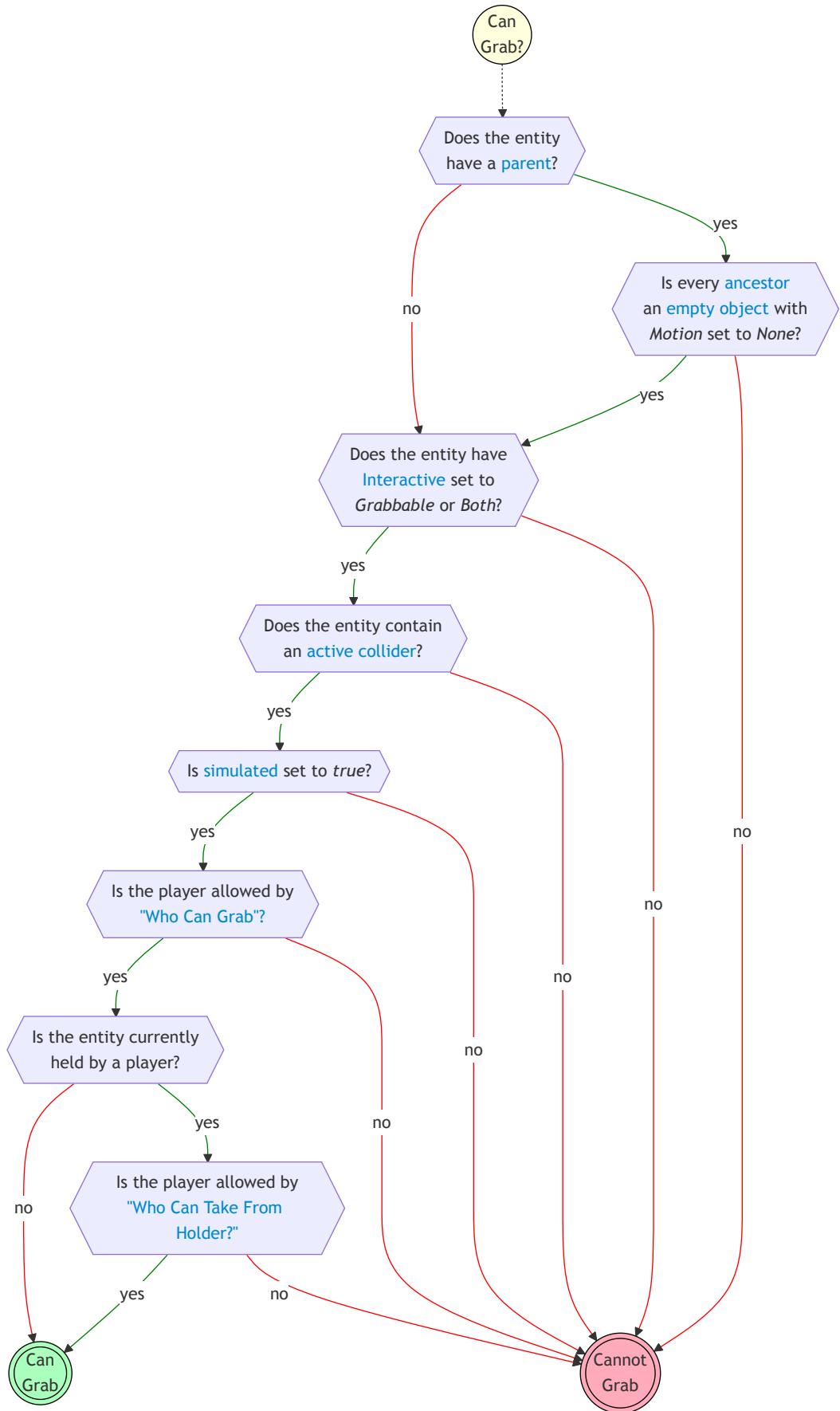
 **Entities must be collidable to be grabbed!**

If a grabbable entity is not `collidable` then it cannot be grabbed. If it is a group and none of the colliders within it are active then it cannot be grabbed, even if the root is collidable!

Can Grab

For an entity to be grabbable it needs:

1. To be a grabbable entity
 - i. Motion to be Interactive
 - ii. Interaction to be Grabbable or Both
 - iii. [All ancestors, if any, are Meshes and Empty Objects with Motion set to None.](#)
2. To be currently grabbable
 - i. `simulated` set to true
 - ii. At least one [active collider](#) within it (which is not occluded from the perspective of the player)
3. To be grabbable by this player
 - i. Match the rules of "[Who Can Grab](#)"
 - ii. If it is currently held, match the rules of "[Who Can Take From Holder](#)"



Entities with grab anchors can be grabbed even when collidable is set to false.

There is currently a bug where when an entity has a grab anchor it can still be grabbed even when collidable is set to false. If you want to make an entity, with a grab anchor, "disappear" you should move it far away (instead of just setting visibility and collidability to false).

TODO does grab anchor override any other rules?

Setting "Who Can Grab?"

Interactive entities have a setting in the Property panel called "Who Can Grab?" with the following options controlling who can grab the entity.

Setting	Behavior
Anyone	Any player is eligible to grab the entity.
First To Grab Only	If an entity has never been grabbed then any player can grab it. Once a player grabs it, only that player can re-grab it until they exit the world instance . Then anyone can grab the entity, and only next player to grab it can re-grab it until they exit the instance, and so on.
Script Assignee(s)	A player is only eligible to grab the entity if they are in the list of allowed players assigned with <code>entity.setWhoCanGrab(listOfPlayers)</code> .

When the **Who Can Grab** setting is set to **Script Assignee(s)**, no one can grab the entity until `setWhoCanGrab` is called with an array of some players. You can pass an empty array to make an entity not grabbable.

When the **Who Can Grab** setting is *not* **Script Assignee(s)**, the `setWhoCanGrab` method does nothing when called.

First To Grab Only can cause an entity to be grabbable by no one, even after the player is no longer in the world.

If a player kills the app after going AFK, [OnPlayerExitWorld](#) is not triggered. When that happens, the entity will be ungrabbable unless that player re-enters the same world instance, thereby triggering OnPlayerExitWorld on that player and releasing held and attached entities. Our recommendation is to not use **First to Grab Only** because there would be no way to reset who can grab using scripts. Instead, set **Can Grab** to **Anyone**, or to **Script Assignee(s)** and `forceRelease` any held entity when a player is AFK.

`setWhoCanGrab` does not auto-update.

There is no way to have it auto-update when new players join the instance (example: everyone except one player can grab the entity). If you want to include a newly-joined player in the list then you must call the API again.

Setting "Who Can Take From Holder?"

Interactive entities have a setting in the Property panel called "Who Can Taken From Holder?" with the following options controlling what can happen to the entity while it is held.

Setting	Can the holder grab it out of their own hand using their other hand?	Can another player take it from the player that is holding it?
No One	No	No

Setting	Can the holder grab it out of their own hand using their other hand?	Can another player take it from the player that is holding it?
Only You	Yes	No
Anyone	Yes	Yes (<i>if the person can grab the entity</i>)

Grab Distance

 **Grab distance varies between platforms.**

For example mobile players can grab entities when much farther away than VR players

 **Grab-distance cannot be configured.**

You cannot explicitly control from how far away an entity can be grabbed; however you can use a trigger to control grabbability (for example: make an entity grabbable by a specific play when they are in that trigger).

Grabbing Entities

When a VR player grabs an entity it stays grabbed until they release the trigger. The entity is only held as long as they are holding the entity.

A screen-based player uses an onscreen button to grab and then (later) a different onscreen button to release.

When a player grabs an entity, [ownership](#) is [transferred to that player](#).

Grab Lock

When an entity is [grabbable](#) there is a setting its Properties called `Grab Lock`. When it is enabled a VR player no longer needs to keep the trigger (on their VR controller) pressed to hold the entity (which gets tiring after a while!). When `Grab lock` is enabled a VR player presses (and releases) the trigger to grab. When they release the trigger the entity *stays held*. When they later again press and release the trigger again, the entity is released.

Force Holding

An entity can be forced into the hand of a player used the TypeScript API:

```
// GrabbableEntity
forceHold(player: Player, hand: Handedness, allowRelease: boolean): void;
```

It allows you to specify which player to have hold it, which hand they should hold it in, and whether or not that can *manually* release it. If `allowRelease` is `false` then the entity can only be released by [force release](#) or by [distance-based release](#). When `allowRelease` is set to `true` a VR player can release the entity by pressing the trigger on their VR controller; a screen-based player can release it using the onscreen release button.

 **Giving players a weapon when the game starts**

A common use case for force-holding is a game where every player has a sword, for example. When the round starts, you given all players a weapon by force-holding it. If you don't want them to let go then set `allowRelease` to `false`. Then you can [force](#)

`release` the entities at the end of the game.

 **A force-held item can be released "accidentally"**

Even if an entity is force-held with `allowRelease` set to `false`, it is possible for the entity to be released by [distance-based release](#). If you want to ensure that players are always holding an entity during a game, then you should listen for the [grab-release](#) event and have the player force-hold the entity again.

Releasing Entities

Manual release

If an entity was manually grabbed or it was [force-held](#) with `allowRelease` set to `true`, then a player can manually release it. If an entity was [force-held](#) with `allowRelease` set to `false` then a player will not be able to manually release the entity and instead must wait on it (eventually) being done for them.

Force release

A held entity can be forced out of a player's hand at any time by calling

```
entity.forceRelease();
```

on the held object. If the entity was **force held** then this is how you remove the entity from their hand.

 **Some actions automatically force release.**

There are a number of ways in which a grabbable entity can be "automatically" force released:

1. **Simulated is set to false** - the entity is force released and then remains ungrabbable until `simulated` is set to `true` again.
2. **Entity is attached**. When an entity is attached to a player it is forced released (after attaching to the player, meaning that it is momentarily held *and* attached at the same time).
3. **Entity moves too far away from player** - either via scripting, animation, or physics "knocking it out of the hand".
4. **Player moves too far away entity** - either via scripting, physics, or player movement input "walking away while grabbing physics locked object".
5. **(Not recommended) Ownership is changed while held** - changing the owner of a held entity will cause it to be force-release from the player. The `grabEnd` event will *not* be sent in this case.

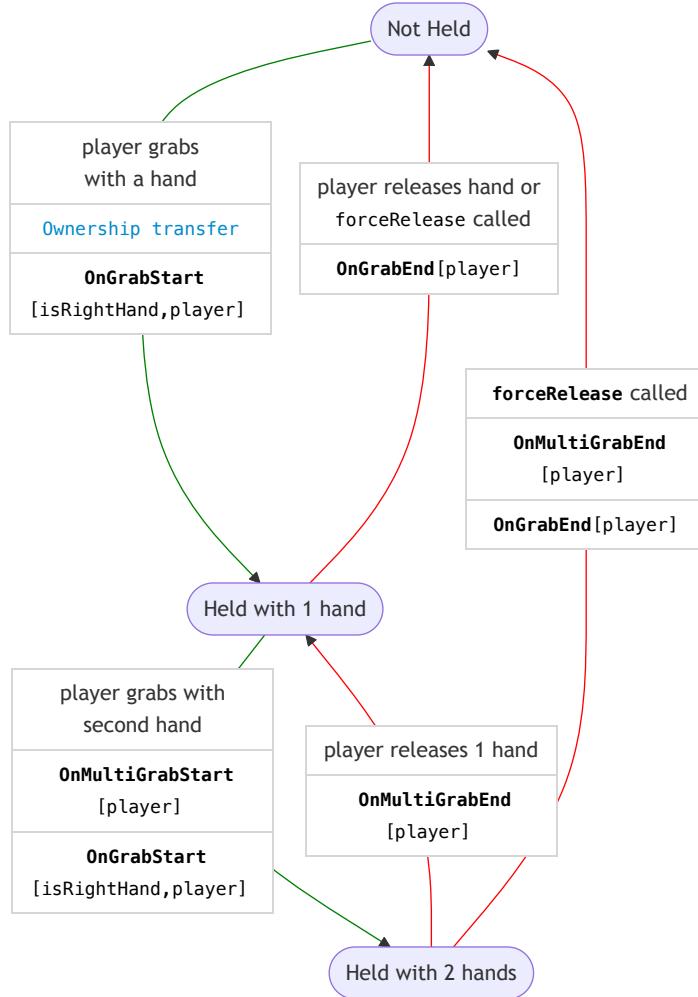
 **Disabling collidability does *not* cause a force release.**

 **Despawning a held object does not send a grab release event!**

This is a bug that may be fixed in the future. Be mindful of despawning assets that contain grabbable entities (you may need to clean up manually).

Grab Sequence and Events

There are a number of events associated with grabbing and holding. The diagram below shows how the state of an entity changes with user-actions (highlighted in blue). Actions have associated `CodeBlockEvent`s that are sent. If a box contains multiple events then they are sent in the top-down order shown.



Hand-off (Switching Hands or Players)

When an entity is transferred from one hand to another or from one player to another then the entity is *fully released* by the first player before being grabbed by the second player. This means there is a moment where the entity is held by no one. An entity is never held by 2 players (not even momentarily); and if it is not a multi-grab entity then it is never held by 2 hands (not even momentarily).



OnGrabEnd is sent during a "hand-off".

The `OnGrabEnd` event may mean that an entity is about to be grabbed by a different hand or player.

Moving Held Entities

Normally the position and rotation of a held object is determined by the position and orientation of the player hand that is holding it (during the **physics stage** of the frame).

It is sometimes useful to invert that and instead have **the position and rotation of the held entity influence the position and rotation of the hand that is holding it**.

This can be achieved due to the fact that

```
player.leftHand.position.get()
```

returns where the *player's hand is supposed to be*, but not where the *avatar's hand is*. That means that you can move a held entity, which will move the *avatar hand holding it*, but can still check where the hand is supposed to be (if you hadn't moved it).

There are two approaches for moving a held entity:

Moving a Held Entity Locally in Relation to the Hand

In a gun-recoil animation you want the player hand to be able to move freely, yet have the gun apply an additional local rotation "on top of it". If you set the position / rotation of the entity when a user takes an action (such as firing the gun) then that change will only last for one frame (which might be ok for a quick recoil effect) because the entity's position / rotation will be immediately updated the next frame from the *avatar's hand*.

If you want a multi-frame or ongoing effect then you need to set the position / rotation of the entity repeatedly in an [OnUpdate](#) handler. In summary: **every frame in which you want the entity change from where the avatar want it, you must set it yourself**.

Moving a Held Entity Globally in Relation to the World

When building a lever, for example, you want the *avatar hand* to "lock onto" the lever. In this case you want to completely control the position of the *avatar hand*. To do this, set `locked` to `true` on the grabbable entity. This will prevent the entity from being moved by physics or by the *avatar*. Then you can move the entity by setting its `position` and `rotation`. The *avatar hand* will then be moved to match.

In this lever example, you could get `player.leftHand.position.get()` every frame to identify where the *avatar's hand is supposed to be*, constrain that position to a "valid position" and then rotate the level according. This is an advanced use case that likely requires trigonometry.

Note that if the grabbed entity gets too far away from the *avatar hand* you will get a [force release](#).

Here is a simple example of a grabbable entity that is constrained to move along the y-axis (you can only move it up and down).

```

import {CodeBlockEvents, Component, PhysicalEntity, Player, World} from 'horizon/core'

class AxisYConstrainedGrabbable extends Component<typeof AxisYConstrainedGrabbable> {
    private grabInfo?: {isRightHand: boolean, player: Player}

    override start() {}

    override preStart() {
        // Lock the entity so it can't be moved by an avatar hand or by physics
        this.entity.as(PhysicalEntity).locked.set(true)

        // Record which player and which hand grab
        this.connectCodeBlockEvent(this.entity, CodeBlockEvents.OnGrabStart, (isRightHand, player) => {
            this.grabInfo = {isRightHand, player}
        })
    }

    // Forget about the grabber when they release
    this.connectCodeBlockEvent(this.entity, CodeBlockEvents.OnGrabEnd, () => {
        this.grabInfo = undefined
    })

    // Update the entity every frame
    this.connectLocalBroadcastEvent(World.onUpdate, () => {
        if (this.grabInfo) {
            // Get the y-value of the *intended* player hand location
            const {player, isRightHand} = this.grabInfo
            const playerHand = isRightHand ? player.rightHand : player.leftHand
            const handPosition = playerHand.position.get()
            const handY = handPosition.y

            // Get the current location of the entity
            const grabbablePosition = this.entity.position.get()

            // Change the y-value in the vector
            grabbablePosition.y = handY

            // Set the new location of the entity
            this.entity.position.set(grabbablePosition)
        }
    })
}

Component.register(AxisYConstrainedGrabbable)

```

Grabbables and Ownership

Transfer-on-grab: Ownership of a [grabbable entity](#) is transferred to the grabbing player, every time it is [grabbed](#). The ownership transfer is visible in the [grab sequence diagram](#). The ownership transfer occurs *before* the `OnGrabEvent`. When the `OnGrabEvent` is sent, the entity will already have the new owner. If the entity is released while the transfer is occurring you will get both `OnGrabStart` and `OnGrabEnd`.

No transfer-on-release: When the grabbable entity is [released](#), the owner continues to be that player (unless explicitly transferred or when that player leaves the [instance](#)).

 **Don't change the owner of a held object**

When you change the owner of a grabbable entity while it is held, it will be [force released](#). However, the `OnGrabEnd` event **will not** be sent. If you are tracking which entities are and are not held (by the `GrabStart` and `GrabEnd` events), this is likely to "break" your ability to correctly track the entity.

Attaching Entities

Entities can be attached to players.

Entity must be an [interactive entity](#) and have an [active collider](#).

Entity must have `Avatar Attachable` set to `Sticky` or `Anchor` in properties panel.

Creating an Attachable

Attachable By

This setting defines the permissions of which players can *manually* attach the entity (by releasing the entity while holding it over their body). This setting does not affect [scripted attach](#) with `attachToPlayer`.

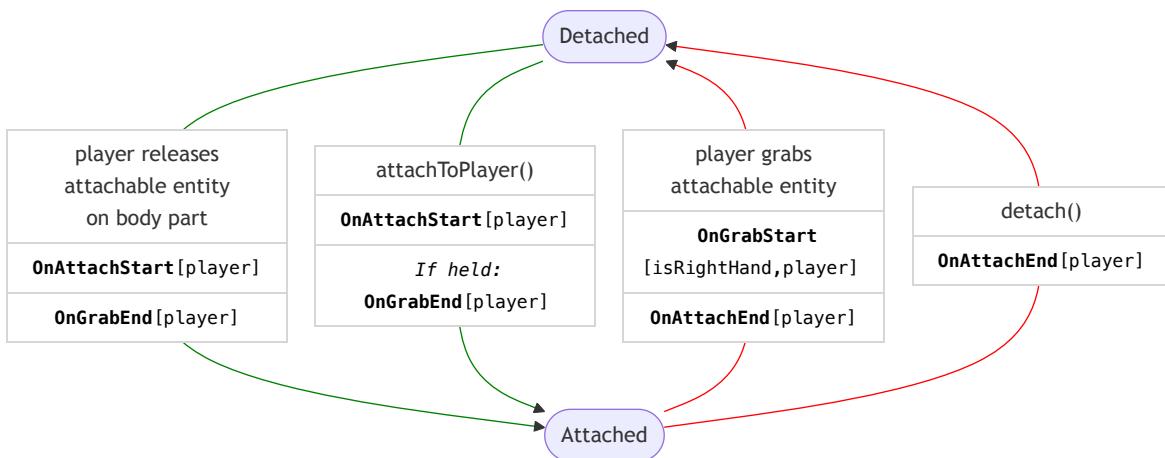
Attachable By	Description
Owner	Only the person holding the attachable entity is permitted to attach it to themselves.
Everyone	Anyone holding the attachable entity is permitted to attach it to themselves or anyone else.

Avatar Attachable

Attaching an entity to player can be done by the following:

Attach Method	Description
<code>Release on body part</code>	Upon releasing the held entity, the entity checks if collision has occurred between the active collider and the body part of the Attachable By permitted player.
<code>Script</code>	See attachables API.

TODO - Explain what happens when multiple attached



ⓘ Transitioning between Held and Attached results in being both at the same time.

An entity goes from being held to being attached when `attachToPlayer` is called. An entity goes from being attached to held when a player [grabs](#) or when `forceGrab` is called. In both of these cases the entity is **momentarily held and attached at the**

same time.

Events ordering:

- From Held to Attached: the `OnAttachStart` is sent and then `OnGrabEnd`.
- From Attached to Held: the `OnGrabStart` is sent and then `OnAttachEnd`.

Scripted Attach

Entities can be attached to players and detached from players in scripting using `Entity's attachToPlayer` and `detach`, respectively. The `attachToPlayer` method is not restricted by the `Attachable By` and `Anchor To` settings set in properties panel; those settings only impact a player manually grabbing an entity and attaching it to themselves (in VR). In order for `attachToPlayer` and `detach` to work the `Avatar Attachable` property must be enabled in the properties panel.

Attach and ownership: When `entity.attachToPlayer(player, anchor)`, `entity` is attached to `player` at the `anchor` and the ownership `entity` is [automatically transferred](#) to `player`. When `detach()` is called (or a VR player manually removes an item) there is no ownership transfer; ownership of the `entity` stays with the player.

Anchor: The anchor is specified by the `AttachablePlayerAnchor` enum which currently has values for `Head` and `Torso`. See [socket attachment](#) for changing the exact position and rotation of where an attachable attaches.



Non-grabbable collidable attachables can continuously push the player when they are attached.

When a `attachToPlayer` is called on a **Collidable** entity with **Motion=Animated** or **Interaction=Physics** or `simulated` set to `false`, the entity can continuously push the player (forever). To mitigate this, disable collision on the entity before calling `attachToPlayer`.

Socket Attachment

By default, attachables anchor their `pivot point` to the attach point with no local rotation (e.g. attaching a hat to a head will have the hat's `up vector` aligned with the head's up vector, and likewise for right and forward vectors).

You can modify the attachment position and rotation (expressed as a local offset) in the property panel by setting `Anchor Position` and `Anchor Rotation` on the attachable entity. In scripting, you can get and set the attachment offsets with `socketAttachmentPosition : HorizonProperty<Vec3>` and `socketAttachmentRotation : HorizonProperty<Quaternion>` on the `AttachableEntity` class.



Attach 1 meter in front of a player's torso.

The code below will attach `attachable` to `player` on their torso. Moving the socket position forward a meter, via `new Vec3(0, 0, 1)`, moves `attachable` to always be 1 meter forward from `player`'s torso.

```
attachable.attachToPlayer(player, AttachablePlayerAnchor.Torso)
attachable.socketAttachmentPosition.set(new Vec3(0, 0, 1))
```

Sticky

Whereas attachable entities may have their `Motion` set to `Animated`, `Sticky` entities work best when set to `Grabbable`. Upon releasing the held entity, it will attach to where the collision occurs between the active collider and the `Attachable By` permitted player.

Stick To

The following is a list of player body parts that the attachable entity may stick to.

Body Part Setting	Sets the stickiness to
<i>Any</i>	Both head and torso
<i>Head</i>	Anywhere on the player's head
<i>Torso</i>	Anywhere on the player's torso

 **Using code to attach a sticky entity does not place the entity at the center of the body part.**

Wherever the entity is located upon calling `attachToPlayer()` will be where the entity will begin to follow the body part.

Set Avatar Attachable to [Anchor](#) to reposition the entity to the body part when doing a scripted attach.

Anchor

When attached, an anchored entity will position its [pivot point](#) at a specified anchor position.

The anchor position is a body part specified in [Anchor To](#). Anchor position can be altered by setting [socket attachment](#) offset values.

By default an anchored entity's [rotation](#) matches the rotation of the [body part](#) it is attached to. E.g. by default a hat's forward vector will match the head's forward vector (assuming the hat was attached the head with no [socket attachment](#) offsets).



Once attached, the entity will be affixed to the body part defined in [Anchor To](#) until [detached](#) from player.

TODO - Explain detach via a grab by a "Who Can Grab?" permitted player and detach via [code](#).

Anchor To

The following is a list of player body parts that the attachable entity may anchor to.

Body Part Setting	Sets the attachment point to
<i>Head</i>	Front-center of the player's forehead.
<i>Torso</i>	Front-center-bottom of the player's ribcage.
<i>Left Hip</i>	Left side of the bottom of the player's pelvis. Note that the attachment will be rotated to "look down", simulating a "holstered" item.
<i>Right Hip</i>	Left side of the bottom of the player's pelvis. Note that the attachment will be rotated to "look down", simulating a "holstered" item.

This image illustrates the [local coordinate axes](#) of 4 attachables attached at each of the 4 anchors:



⚠️ As of 1/15, `Left Hip` or `Right Hip` are not available as a `AttachablePlayerAnchor`

Use [socket attachments](#) with `AttachablePlayerAnchor.Torso` to get around this.

Auto Scale to Anchor

This setting currently has no effect on the attachable entities.

Attach to 2D screen

This toggle causes the attachable entity to become **screen-attached**. This means the entity's transformation will match the camera transformation. The transformation can be offset by setting the 2D Screen Position, 2D Screen Rotation, and 2D Screen Scale.

Attach to 2D screen can be toggled on for both Sticky and Anchor attachable types.

💡 Attach to 2D screen is meant for cross-screen players

A VR player who attaches the entity will see the attachable attach to their body as expected.

⚠️ Screen-attached entities will appear on every cross-screen player's screen by default

Consider setting [who can see](#) an entity to avoid this issue.

 **VR players will see other players' screen-attached incorrectly**

The attachable follows their camera's position, but the orientation will be wrong.

Holstering Entities

Grabbable and Attachable

Player Input

Actions on Held Items

Onscreen Controls

Persistence

Overview

- Cloning a world
- World persistence does not exist

Leaderboards

- Overview
 - Kind of data allowed
 - Player opt-out
 - Creation
 - Using the Gizmo
 - APIs
 - Resetting
 - Weekly / Monthly
- TODO- Can be moved to dedicated quest reference
Used to track score and compare/compete against friends and other visitors

Must be created in Leaderboards tab in creator menu

Can be used to gain insight about how your experience is being used

No TS type, but you can set with `world.leaderboards.setScoreForPlayer`:

```
/**  
 * Sets the leaderboard score for a player.  
 * @param leaderboardName - The name of the leader board.  
 * @param player - The player for whom the score is updated.  
 * @param score - The new score.  
 * @param override - If `true`, overrides the previous score; otherwise the previous score is retained.  
 */  
setScoreForPlayer(leaderboardName: string, player: Player, score: number, override: boolean): void;
```

Quests

- Overview
 - Tracked
- Creation
- Using the Gizmo
 - Which are visible
- APIs
- Resetting

TODO- Can be moved to dedicated quest reference

Exactly like achievements on Steam, Xbox, Playstation. Quests help direct visitors around your experience

Must be created in Quest tab in creator menu

Simple means you can complete the quest through an achievement event

Tracked means you can set a player persistent variable to a specified number to complete it

```
class AchievementsGizmo extends Entity {  
    /**  
     * Displays the achievements.  
     *  
     * @param achievementScriptIDs – List of achievement script IDs.  
     */  
    displayAchievements(achievementScriptIDs: Array<string>): void;  
}  
  
// CodeBlockEvents  
/**  
 * The event that is triggered when an achievement is completed.  
 */  
OnAchievementComplete: CodeBlockEvent<[player: Player, scriptId: string]>;
```

In-World Purchases (IWP)

- Overview
- Creation
 - Types (consumables, durables)
- Using the Gizmo
- APIs
 - Events are broadcast CodeBlockEvent s and can be subscribed to from anywhere (except maybe local?)
- Test Purchases
 - Owner & editors can but Testers cannot (will be charged)

Player Persistent Variables (PPV)

- Overview
 - Variable Groups
 - Types: number and JSON-serializable object .
- Creation
- Read / Write
- Resetting

Spawning

Entities and hierarchies can be saved as an asset. Assets are like packages of entities, property configurations, and scripts.

Assets must have an `Asset Type` and `Folder`.

Saved Asset will receive an ID that is used for spawning.

Asset Types	Description
Template Asset	Similar to Prefabs in Unity . Allows for publishing, versioning, and local editing/overriding.
Legacy Asset Group	Simple collection of entities, property configurations, and/or scripts.

 Assets can be used across worlds, but using a [Template Asset](#) simplifies the process of updating reused assets.

 Asset Folders can be shared with other users.

Simple Spawning

```
/**  
 * Asynchronously spawns an asset.  
 * @param asset - The asset to spawn.  
 * @param position - The position where the asset is spawned.  
 * @param rotation - The rotation of the spawned asset. If invalid, is replace with `Quaternion.one` (no rotation).  
 * @param scale - The scale of the spawned asset.  
 * @returns A promise resolving to all of the root entities within the asset.  
 */  
spawnAsset(asset: Asset, position: Vec3, rotation?: Quaternion, scale?: Vec3): Promise<Entity[]>;
```

Despawning

Advanced Spawning

```
export declare class SpawnControllerBase {
    /**
     * The ID of the asset that is currently being spawned. This is
     * a protected version of the {@link spawnID} property.
     */
    protected _spawnId: number;
    /**
     * The ID of the asset that is currently being spawned.
     */
    get spawnId(): number;
    /**
     * A list of entities contained in a spawned asset.
     */
    readonly rootEntities: ReadableHorizonProperty<Entity[]>;
    /**
     * The current spawn state of the spawn controller asset.
     */
    readonly currentState: ReadableHorizonProperty<SpawnState>;
    /**
     * The spawn state the spawn controller asset is attempting to reach.
     */
    readonly targetState: ReadableHorizonProperty<SpawnState>;
    /**
     * An error associated with the spawn operation.
     */
    readonly spawnError: ReadableHorizonProperty<SpawnError>;
    /**
     * Loads asset data if it's not previously loaded and then spawns the asset.
     *
     * @returns A promise that indicates whether the operation succeeded.
     */
    spawn(): Promise<void>;
    /**
     * Preloads the asset data for a spawn controller.
     *
     * @returns A promise that indicates whether the operation succeeded.
     */
    load(): Promise<void>;
    /**
     * Pauses the spawning process for a spawn controller.
     *
     * @returns A promise that indicates whether the operation succeeded.
     */
    pause(): Promise<void>;
    /**
     * Unloads the spawn controller asset data. If the spawn controller
     * isn't needed after the data is unloaded, call {@link dispose}.
     *
     * @returns A promise that indicates whether the operation succeeded.
     */
    unload(): Promise<void>;
    /**
     * Unloads the asset data of a spawn controller, and performs cleanup on
     * the spawn controller object.
     */
```

```
*  
* @remarks  
* This method is equivalent to {@link unload}, except afterwards the spawn controller  
* is no longer available for use and all of its methods throw errors. Call  
* `dispose` in order to clean up resources that are no longer needed.  
*  
* @returns A promise that indicates whether the dispose operation succeeded.  
*/  
dispose(): Promise<unknown>;  
}
```

Sublevels

horizon/world_streaming

```
/**  
 * A sublevel of a world that you can stream independently from the rest of  
 * the world at runtime.  
 *  
 * @remarks  
 * Sublevels are a way to break up a world into smaller pieces that you can  
 * stream separately from other portions of the world. For more information,  
 * see the {@link https://developers.meta.com/horizon-worlds/learn/documentation/typescript/asset-spawning/world-streaming#sublevels}.
```

```
export declare class SublevelEntity extends Entity {  
    /**  
     * Creates a human-readable representation of the SublevelEntity.  
     * @returns A string representation of the SublevelEntity.  
     */  
    toString(): string;  
    /**  
     * Gets the current state of the sublevel.  
     */  
    readonly currentState: ReadableHorizonProperty<SublevelStates>;  
    /**  
     * Gets the state the sublevel is attempting to reach.  
     */  
    readonly targetState: ReadableHorizonProperty<SublevelStates>;  
    /**  
     * Loads the sublevel's asset data if not already loaded and makes it active in the world.  
     *  
     * @returns A promise that resolves when the sublevel is active.  
     */  
    activate(): Promise<void>;  
    /**  
     * Despawns the sublevel and preloads the sublevel's asset data so it can be re-activated later.  
     *  
     * @returns A promise that resolves when the sublevel is loaded.  
     */  
    hide(): Promise<void>;  
    /**  
     * Preloads the sublevel's asset data so it can be activated later.  
     *  
     * @returns A promise that resolves when the sublevel is loaded.  
     */  
    load(): Promise<void>;  
    /**  
     * Pauses the sublevel's asset data loading.  
     *  
     * @returns A promise that resolves when the sublevel is paused.  
     */  
    pause(): Promise<void>;  
    /**  
     * Despawns the sublevel's asset data.  
     *  
     * @returns A promise that resolves when the sublevel is unloaded.  
     */  
    unload(): Promise<void>;  
}
```

Tooltips and Popups

```
export interface IUI {
  /**
   * Shows a popup modal to all players.
   * @param text - The text to display in the popup.
   * @param displayTime - The duration, in seconds, to display the popup.
   * @param options - The configuration, such as color or position, for the popup.
   */
  showPopupForEveryone(text: string | i18n_utils.LocalizableText, displayTime: number, options?: Partial<PopupOptions>);

  /**
   * Shows a popup modal to a player.
   * @param player - The player to whom the popup is to displayed.
   * @param text - The text to display in the popup.
   * @param displayTime - The duration, in seconds, to display the popup.
   * @param options - The configuration, such as color or position, for the popup.
   */
  showPopupForPlayer(player: Player, text: string | i18n_utils.LocalizableText, displayTime: number, options?: Partial<PopupOptions>);

  /**
   * Shows a tooltip modal to a specific player
   * @param player - the player this tooltip displays for
   * @param tooltipAnchorLocation - the anchor point that is used to determine the tooltip display location
   * @param tooltipText - the message the tooltip displays
   * @param options - configuration for the tooltip (display line, play sounds, attachment entity, etc)
   */
  showTooltipForPlayer(player: Player, tooltipAnchorLocation: TooltipAnchorLocation, tooltipText: string | i18n_utils.LocalizableText, options?: Partial<PopupOptions>);

  /**
   * Dismisses any active tooltip for the target player
   * @param player - the player that has their tooltip dismissed
   * @param playSound - determines if a default "close sound" should play when the tooltip is closed
   */
  dismissTooltip(player: Player, playSound?: boolean): void;
}

export declare type PopupOptions = {
  position: Vec3;
  fontSize: number;
  fontColor: Color;
  backgroundColor: Color;
  playSound: boolean;
  showTimer: boolean;
};

export declare const DefaultPopupOptions: PopupOptions;

export declare enum TooltipAnchorLocation {
  /**
   * The tooltip is anchored at the left wrist.
   */
  LEFT_WRIST = "LEFT_WRIST",
  /**
   * The tooltip is anchored at the right wrist.
   */
  RIGHT_WRIST = "RIGHT_WRIST",
  /**
   * The tooltip is anchored at the torso.
   */
}
```

```
TORSO = "TORSO"
}

/*
export declare type TooltipOptions = {
    tooltipAnchorOffset?: Vec3;
    displayTooltipLine?: boolean;
    tooltipLineAttachmentProperties?: TooltipLineAttachmentProperties;
    playSound?: boolean;
};

export declare type TooltipLineAttachmentProperties = {
    lineAttachmentEntity?: Entity | PlayerBodyPartType;
    lineAttachmentLocalOffset?: Vec3;
    lineAttachmentRounded?: boolean;
    lineChokeStart?: number;
    lineChokeEnd?: number;
};

DefaultTooltipOptions
```

Custom UI

Overview - immutable tree (even on ownership transfer?) with bindings. Flexbox; many supported HTML/CSS attributes.

Bindings

Technical overview (what T is allowed, set, derive, and notes on preventing memory growth - e.g. don't keep deriving). T must be serializable (not throwing via `JSON.stringify`. For example: `bigint` is not allowed which means that `Entity` is not allowed.)

Limits of type, amount, and frequency.

View Types

View

Image

Pressable

Dynamic List

ScrollView

Animated Bindings

Cross Screens - Mobile vs PC vs VR

Camera

Scratch notes

XS only

Local Only

Local Camera

- Spawn point camera options
- Turnkey modes (1st and 3rd person)
- Granular modes? (Fixed, Attach, Orbit, Pan)
- Collision (enable/disable)
- Disabling perspective switch

Performance Optimization

Physics Performance

Colliders, triggers,

Gizmos

- pool FX, sounds,
- limit mirror (1) and dynamic lights (20)

Bridge calls explanation

Draw-call specification

Perfetto hints

Memory

- UIGizmos have an option to enable mipmaps; this will increase visual quality but also increase memory use

List of all desktop editor shortcuts

e.g. alt-click to orbit

Common Problems and Troubleshooting

- stop, reset, play (don't just hit escape)
- leave and come back
- let the instance die

Go to your local directory where all the scripts are and copy all the .ts files that you created

Save the copies in a different location (this is just-in-case backup, so you don't lose any work)

Close the desktop editor

Delete the directory from where you copied the files (like delete the entire world folder)

Then open the desktop editor again, and go to the world

Validate that the world folder has been created again

And last, if needed, bring back the files that you copied with the first step

Glossary

Horizon TypeScript Symbols

AchievementsGizmo
AIAgentGizmo
AimAssistOptions
AnimatedEntity
AnimationCallbackReason
AnimationCallbackReason
AnimationCallbackReasons
assert
Asset
AssetContentData
AttachableEntity
AttachablePlayerAnchor
AudioGizmo
AudibilityMode
AudioOptions
AvatarGripPose
AvatarGripPoseAnimationNames
BaseRaycastHit
BuiltInVariableType
ButtonIcon
ButtonPlacement
clamp
Color
CodeBlockEvents
Comparable
Component
CodeBlockEvent
DefaultFetchAsDataOptions
DefaultFocusedInteractionTapOptions
DefaultFocusedInteractionTrailOptions
DefaultPopupOptions
DefaultSpringOptions
DefaultThrowOptions
DefaultTooltipOptions
degreesToRadians
DisposableObject
DisposableOperation
DisposableOperationRegistration
DynamicLightGizmo
EntityInteractionMode
EntityRaycastHit
EntityStyle
EntityTagMatchOperation
EulerOrder
EventSubscription
FetchAsDataOptions

FocusedInteraction
FocusedInteractionTapOptions
FocusedInteractionTrailOptions
GrabbableEntity
Handedness: **force hold, haptics, throwing**
HapticSharpness
HapticStrength
HorizonProperty
HorizonSetProperty
ILeaderboards
InteractionInfo
IPersistentStorage
IUI
IWPSellerGizmo
LaunchProjectileOptions
LayerType
LocalEvent
LocalEventData
MaterialAsset
MeshEntity
MonetizationTimeOption
NetworkEvent
NetworkEventData
ParticleFXPlayOptions
ParticleFXStopOptions
ParticleGizmo
PersistentSerializableState
PhysicalEntity
PhysicsForceMode
PlayAnimationOptions
Player
PlayerBodyPart
PlayerBodyPartType
PlayerDeviceType
PlayerHand
PlayerControls
PlayerControlsConnectOptions
PlayerInput
PlayerInputAction
PlayerInputStateChangeCallback
PlayerRaycastHit
PlayerVisibilityMode
PopupOptions
ProjectileLauncherGizmo
PropTypes
Quaternion
radiansToDegrees
RaycastGizmo
RaycastHit
RaycastTargetType
ReadableHorizonProperty
SerializableState
SetMaterialOptions

[SetMeshOptions](#)
[SetTextureOptions](#)
[Space](#)
[SpawnController](#)
[SpawnControllerBase](#)
[SpawnError](#)
[SpawnPointGizmo](#)
[SpawnState](#)
[SpringOptions](#)
[StaticRaycastHit](#)
[StopAnimationOptions](#)
[TextGizmo](#)
[TextureAsset](#)
[ThrowOptions](#)
[TooltipAnchorLocation](#)
[TooltipLineAttachmentProperties](#)
[TooltipOptions](#)
[TrailGizmo](#)
[Transform](#)
[TriggerGizmo](#)
[Vec3](#)
[VoipSettingValues](#)
[World](#)
[WorldUpdateType](#)
[WritableHorizonProperty](#)

OPEN QUESTIONS - TODO

TODO: player locomotion speed, jump speed, grounded, apply force (and put a list of all player properties in the player class "overview" section)

NOTE: force-hold can take a number of frames to send the grabEvent (saw 13 frames in a test - which is about 250ms, or 1/4s)

- When do entity.owner vs world.getLocalPlayer() change - it seems that in `transferOwnership` that the former has already changed but not the latter?
- Does simulation=false disable a collision (e.g. can something still hit it or go through a trigger)? The answer should be yes!
- when calling `allowPlayerJoin(false)`, can players join by invite or is the instance actually LOCKED vs Closed?