

Main Page

This page contains [changes](#) which are not marked for translation.

Other languages:

- [Deutsch](#)
- English
- [Nederlands](#)
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Welcome to the Resonite Wiki, a hub for information about Resonite that **everyone can edit**. The wiki is a work in progress with improvements and tweaks planned. Please see [Wiki Status](#) for more information.

Social links

If you want to keep up with development, check out our social links:



Get started

Your first day

- [Install Resonite](#)
- [Make an account](#)
- [Basic controls](#)
- [Importing an avatar](#)
- [Supporting Resonite](#)

Where to go next?

- [Frequently asked questions](#)

- [Troubleshooting guides and information](#)
- [Dash menu](#)
- [The inventory](#)
- [Public folders](#)
- [Resonite Bot and its Commands](#)
- [Command line arguments](#)
- [Badges](#)
- [Groups & shared storage information](#)
- [Homes](#)
- [Roadmap](#)

Subscription perks and information

- [Supporting Resonite](#)

Community contributions



Looking to contribute to the wiki? [Read our guide for that!](#)

- [Guide for visiting users \(From other platforms\)](#)
- [Locale & language](#)
- [Public folders](#)
 - [List of public folders](#)
- [List of groups](#)
- [Community standards](#)
- [Tutorials](#)
- [Contributing to the wiki](#)

Rules, guidelines & important information

- [Resonite team](#)
- [Moderation](#)
- [Mentors](#)
- [Usage guidelines](#)
- [EULA](#)
- [Branding guidelines](#)

Creation & technical

General

- [Tips & tricks](#)
- [Things to avoid](#)

- [Optimization guidelines](#)
 - [Slot count](#)
 - [Dynamic texture and mesh loading](#)
- [Networking Information](#)
- [Infrastructure](#)

Avatars, materials & textures

- [Humanoid rig requirements for IK](#)
- [Creating avatars](#)
- [Setup facial animations & other gestures](#)
- [Dynamic bones](#)
- [Materials & shaders](#)
- [Textures](#)
- [Common avatar system](#)
- [Custom Shaders](#)

ProtoFlux & components

ProtoFlux

ProtoFlux is the visual scripting language used in Resonite.

- [ProtoFlux](#)
- [Context](#) determines how ProtoFlux executes.
 - [Impulses](#) are a construction from ExecutionContext.
 - [Dynamic impulses](#)
- [Categories of ProtoFlux nodes](#)

Components

- [Component](#)
- [Categories of components](#)
- [Button events](#)

Types

- [Data model](#)
- [Value types](#)
- [Reference types](#)
- [Types Category](#)

Complex features

Complex features involve using multiple parts of Resonite together.

- [Dynamic variables](#)
- [Cloud variables](#)
- [Plugins](#)
- [Connecting Resonite to other applications](#)
- [OAuth](#)
- [Universes](#)
- [OSC](#)
- [Websockets](#)
- [HTTP](#)

Tools & workflow

- [Tools overview](#)
- [Community tools](#)
- [Examples](#)

Radiant UI & UIX

- [UIX](#)
- [Facets](#)
- [Dash menu](#)
- [Context menu](#)

Worlds, sessions, & headless servers

- [Permission system](#)
- [Headless server software](#) - Create servers to run Resonite sessions.
- [Command line arguments](#)

Resonite development

- [GitHub issues](#)
- [GitHub feature discussions](#)
- [Planned features](#)
- [Versions & changelogs](#)
- [API documentation](#)
- [Office hours](#)
 - [The Resonance](#)

Competitions

Resonite occasionally runs game-wide competitions with the community:

- [MMC](#) - A month-long competition run annually by [Creator Jam](#).

Worlds

- [Worlds](#)
- [World browser](#)
- [World orb](#)
- [Featured worlds](#)
- [Community worlds](#)
- [Official worlds](#)
- [Creator Jam worlds](#)
- [World creation basics](#)

Assets

- [Music](#)
- [Creator assets](#)