An Overview map of The VRChat Creator Companion (VCC)
with document links   by naqtn

Color legend
- major element
- explanation
- essential data
- location notes

File paths:
- {VCCBaseDir} means "AppData\Local\VRChatCreatorCompanion" for shorten
- "AppData\LocalLow\VRChat\CreatorCompanion" for internal log etc.
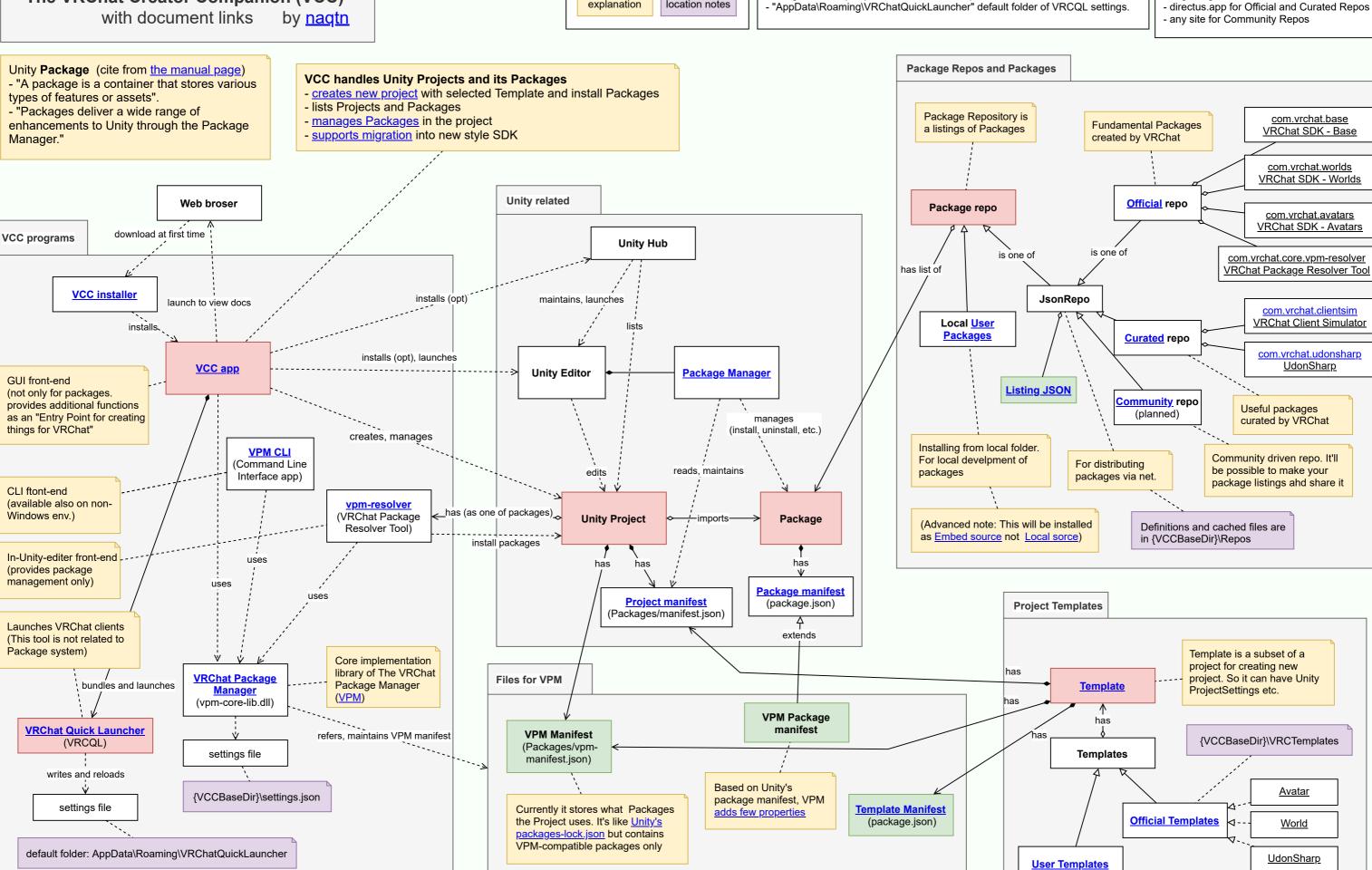- "Program Files (x86)\VRChat Creator Companion" for installed VCC binaries.
- "AppData\Roaming\VRChatQuickLauncher" default folder of VRCQL settings.

Backend distribution via web:
- docs.vrchat.com for Curated Package docs
- vrchat.cloud for VCC
- nuget.org for CLI
- directus.app for Official and Curated Repos
- any site for Community Repos

Unity **Package** (cite from the manual page)
- "A package is a container that stores various types of features or assets".
- "Packages deliver a wide range of enhancements to Unity through the Package Manager."

VCC handles Unity Projects and its Packages
- creates new project with selected Template and install Packages
- lists Projects and Packages
- manages Packages in the project
- supports migration into new style SDK

Package Repos and Packages

Package Repository is a listings of Packages

Fundamental Packages created by VRChat

- com.vrchat.base — VRChat SDK - Base
- com.vrchat.worlds — VRChat SDK - Worlds
- com.vrchat.avatars — VRChat SDK - Avatars
- com.vrchat.core.vpm-resolver — VRChat Package Resolver Tool

Package repo

Official repo — is one of

JsonRepo — is one of

Local **User Packages** — has list of

Curated repo
- com.vrchat.clientsim — VRChat Client Simulator
- com.vrchat.udonsharp — UdonSharp

Listing JSON

Community repo (planned)

Useful packages curated by VRChat

Installing from local folder. For local develpment of packages

For distributing packages via net.

Community driven repo. It'll be possible to make your package listings ahd share it

(Advanced note: This will be installed as Embed source not Local sorce)

Definitions and cached files are in {VCCBaseDir}\Repos

VCC programs

Web broser — download at first time — launch to view docs

VCC installer — installs

VCC app — installs (opt), launches — creates, manages

GUI front-end (not only for packages. provides additional functions as an "Entry Point for creating things for VRChat"

CLI ftont-end (available also on non-Windows env.)

In-Unity-editer front-end (provides package management only)

Launches VRChat clients (This tool is not related to Package system)

VPM CLI (Command Line Interface app) — uses

vpm-resolver (VRChat Package Resolver Tool) — has (as one of packages) — install packages — uses

Core implementation library of The VRChat Package Manager (VPM)

VRChat Package Manager (vpm-core-lib.dll) — refers, maintains VPM manifest

VRChat Quick Launcher (VRCQL) — bundles and launches — writes and reloads

settings file

settings file — {VCCBaseDir}\settings.json

default folder: AppData\Roaming\VRChatQuickLauncher

Unity related

Unity Hub — maintains, launches — lists — installs (opt)

Unity Editor — installs (opt), launches — edits

Package Manager — manages (install, uninstall, etc.) — reads, maintains

Unity Project — imports — **Package**

has — has — has

Project manifest (Packages/manifest.json) — extends

Package manifest (package.json)

Files for VPM

VPM Manifest (Packages/vpm-manifest.json)

Currently it stores what Packages the Project uses. It's like Unity's packages-lock.json but contains VPM-compatible packages only

VPM Package manifest — adds few properties

Based on Unity's package manifest, VPM adds few properties

Template Manifest (package.json)

VPM Package Maker — for making "VPM-compatible package from existing assets"

Project Templates

Template — has — has

Template is a subset of a project for creating new project. So it can have Unity ProjectSettings etc.

has

Templates — has

{VCCBaseDir}\VRCTemplates

Official Templates
- Avatar
- World
- UdonSharp

User Templates

You can make your own templates

{VCCBaseDir}\Templates