



THE KEYED HANDBOOK

Lock your avatars in about ten minutes

You sell an avatar. Each buyer gets a key. Without a key, nobody can upload your avatar to VRChat — not even someone who was passed the file.

Getting in

1 Open the panel and paste your code

It looks like `NL - YOURNAME - XXXX - XXXX - XXXX`. There's no account to make and no email to confirm. Keep the code somewhere safe — it's how you get back in.

Once per avatar

2 Add your avatar

Press **Add an avatar** and type its name. Everything else fills itself in, and you'll see straight away what your keys will look like.

3 Get the Unity folder

Press **Unity files**. It downloads a folder with your name and this avatar already written inside — you never open any code. Drag that **AvatarKeys** folder into **Assets** in your Unity project.

4 Mark your avatar

Click the top object of your avatar in the Hierarchy, then **Add Component** → **(your name)** → **Licensed avatar**. That's what tells the lock which avatar to protect.

5 Upload the real file

Press **Locked file** and upload your actual `.unitypackage` — the one with the model in it. This is what makes a leaked copy worthless.

6 Export what you sell

Right-click your avatar folder → **Export Package**, and tick **only the AvatarKeys folder**. Nothing else.

Check the size before you sell it. The file you export should be tiny — a few KB. If it's still hundreds of MB, the model is still inside and you've exported the wrong thing. Go back to step 6.



Every time you sell

7

Make your keys — a hundred at a time

Press **Make keys**. Not one per sale: make a batch once and you're done for months.

8

Paste them into your store, once

Press **Copy all, one per line**. On Payhip: your product → **Advanced Options** → **license keys** → **Settings** → upload your own list → paste. From then on every purchase hands one out by itself.

Turn on the sales limit too. In Payhip, set **Limit the number of products sold** to the same number of keys you uploaded. If the keys run out, Payhip keeps selling and your buyer gets nothing.

Not selling on Payhip? Turn on **Hand out keys** and publish one link instead — each buyer opens it, gives her email and order number, and gets her own key. Works for Booth, Gumroad, Ko-fi or a straight Discord sale.

What your buyer sees

She imports your package and a card appears on its own asking for her key. She pastes it, the avatar downloads into her project, and she works as normal. Nothing extra to install.

When something happens

SITUATION	WHAT YOU DO
She got a new PC	Press Free it up next to her key. Or publish your Key page and she sorts it herself without messaging you.
Refund, or the file leaked	Press Block and write a reason. She can't upload, can't download it again, and stops getting updates. Let her back in any time.
An uploader ran out	Add uploads — same key, no new one needed.
You fixed something	Upload the new file, then Publish an update . Every buyer is offered it next time she opens Unity.
Something feels off	Radar shows patterns worth a look: one key on several computers, the same edited avatar under different keys.

Being straight with your buyers

This kills the easy leak — the shop file passed around in one click, which is what actually happens. It does **not** stop a buyer who already unlocked it from re-exporting her own copy by hand, and it does **not** protect against ripping from inside VRChat. No tool does either. Say that plainly and you'll never have an argument about it.

Stuck? The panel has a **How it works** button with these same steps, and it opens by itself the first time. Or come to the Discord and ask. discord.gg/YegBCCFMyq