


 [17:54:23] [Always] Failed to upload avatar!
UnityEngine.Debug:Log (object,UnityEngine.Object)

 [17:54:23] [Always] An error occurred while sending the request
UnityEngine.Debug:LogError (object,UnityEngine.Object)

 [17:54:23] WebException: Error getting response stream (ReadDoneAsync2): ReceiveFailure
System.Net.WebResponseStream.InitReadAsync (System.Threading.CancellationToken cancellationToken) (at <ae467d6c56404add82dd0ad831025110>:0)

WebException: Error getting response stream (ReadDoneAsync2): ReceiveFailure
System.Net.WebResponseStream.InitReadAsync (System.Threading.CancellationToken cancellationToken) (at <ae467d6c56404add82dd0ad831025110>:0)
System.Net.WebOperation.Run () (at <ae467d6c56404add82dd0ad831025110>:0)
System.Net.WebCompletionSource`1[T].WaitForCompletion () (at <ae467d6c56404add82dd0ad831025110>:0)
System.Net.HttpWebRequest.DrainWithTimeout(CancellationToken) (System.Threading.Tasks.Task`1[T] DrainWithTimeoutTask, System.Int32 timeout, System.Action`1[T] DrainWithTimeoutAction) (at <ae467d6c56404add82dd0ad831025110>:0)
 WebException: Error getting response stream (ReadDoneAsync2): ReceiveFailure



An error occurred while sending the request




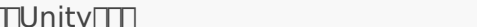
WebException: Error getting response stream (ReadDoneAsync2):

Receive Failure



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