# 都是 Unity 的错！！（Unity 报

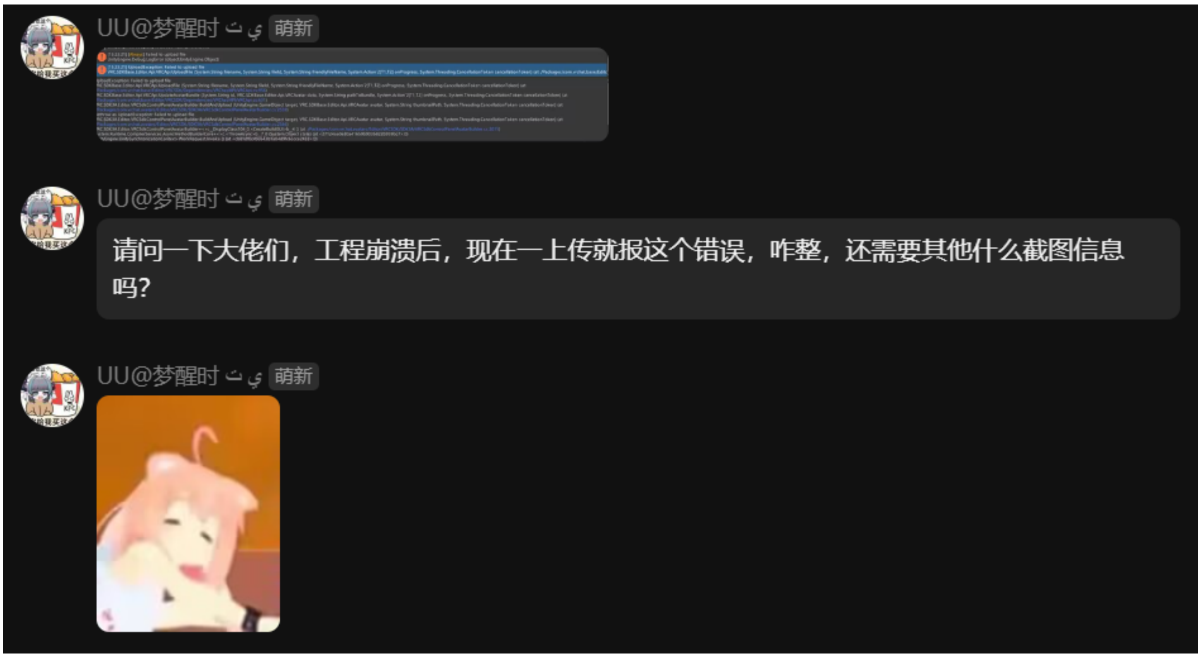
- 前言 / □□□□□□□□□□□□□□
- An abnormal situation has occured:
- Win32Exception:
- Failed to build the avatar
- UploadException:
- Image upload failed:
- AssetBundle was not built
- VRChat SDK 专栏
    - Illegal byte sequence encounted in the input. Parameter name: string
    - Client Simulator 报错
- Could not fetch fresh config file. Using cached if available.
- The response was null. State: Error

# 前言 / □□□□□□□□□□□□□□

欢迎来到 Unity 报错集合与解决方案文档！在这里寻找 Unity 报错并了解相应的解决方案。

## 有搞不懂的问题?

[**QQ**群聊 **750258838**] 请教你的问题，群内的大佬会提供解答。



UU@梦醒时 ت ي 萌新

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请问一下大佬们，工程崩溃后，现在一上传就报这个错误，咋整，还需要其他什么截图信息吗?

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## 有想要分享的经验?

如果您有想要分享的报错或解决方法，您也可以选择成为一名内容作者，内容作者可以直接编辑此文档。

您还可以在下方评论区留言，分享您的见解与看法。

unity

# An abnormal situation has occured:

## the PlayerLoop internal function has been called recursively. Please contact Customer Support with a sample project so that we can reproduce the problem and troubleshoot it.

### 翻译：

PlayerLoop 内部函数被递归调用。请联系客户支持并提供示例项目，以便我们可以重现问题并排除故障。

### 解决方法：

不用慌，试着修改你的计算机名称至纯英文（符号为半角）后重载一次 SDK，群内发生过相似案例。

Win32Exception:

# Failed to build the avatar

你的虚拟形象构建失败辣!！请寻找更多的报错以了解具体原因（（（

# UploadException:

## Failed to upload file

因[illegible]VRChat[illegible]困境指南以寻找解决方法。

# Image upload failed:

## Failed to upload file.

因[illegible]VRChat, 网络[illegible]南以寻找解决方法。

# AssetBundle was not built

资源包未构建!

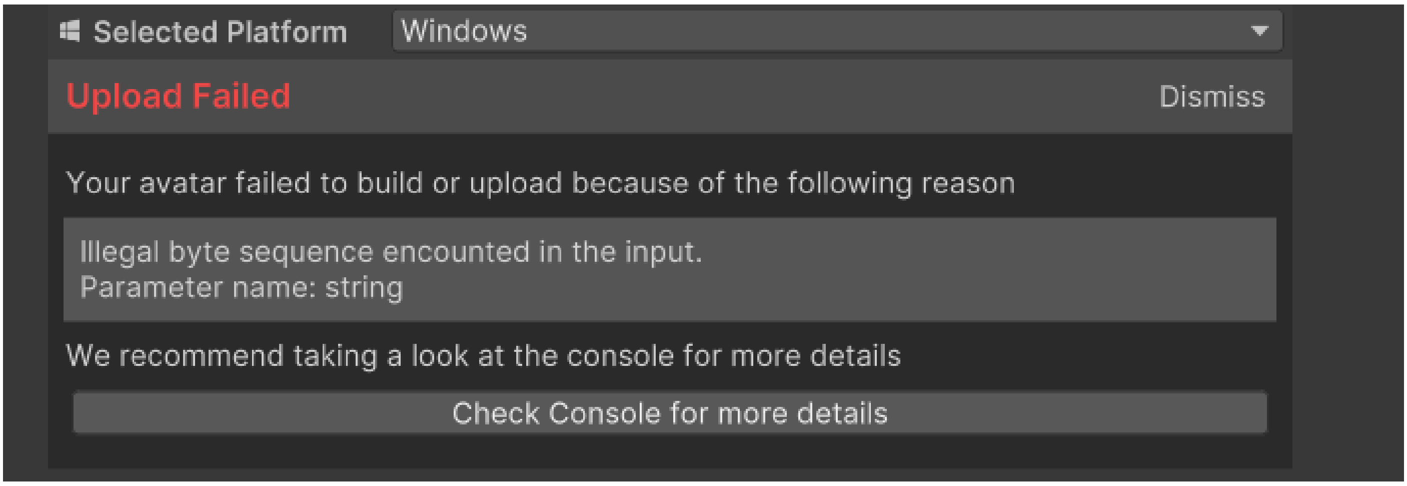
## 解决方法

1、试着在虚拟形象结构中寻找空的或无法加载的脚本，并将其删除。

# VRChat SDK □□

VRChat SDK 专栏

# Illegal byte sequence encounted in the input. Parameter name: string


Selected Platform
Windows
Upload Failed
Dismiss
Check Console for more details

Your avatar failed to build or upload because of the following reason

Illegal byte sequence encounted in the input.
Parameter name: string

We recommend taking a look at the console for more details

## 解决方法

1. [illegible]，并重[illegible]数字
2. [illegible]，并重[illegible]数字

### 为什么会发生这种事?

Unity 使用的 Mono 运行时无法在 Windows 平台上进行 P/Invoke 时[illegible]处理非 UTF8 字符串编码，因此出现错误“

### 关于上述错误的相关技术讨论

- `System.Reflection.Assembly.GetName` 方法存在的问题：
  - [String conversion errors from RuntimeAssembly.GetCodeBase with Japanese locale and/or paths]()
  - [Calling GetName() on a System.Reflection.Assembly that is loaded from a byte stream will throw exception in Japanese locale]()
- 关于 Mono 错误将 Windows 字符串当作 UTF8 处理的问题：

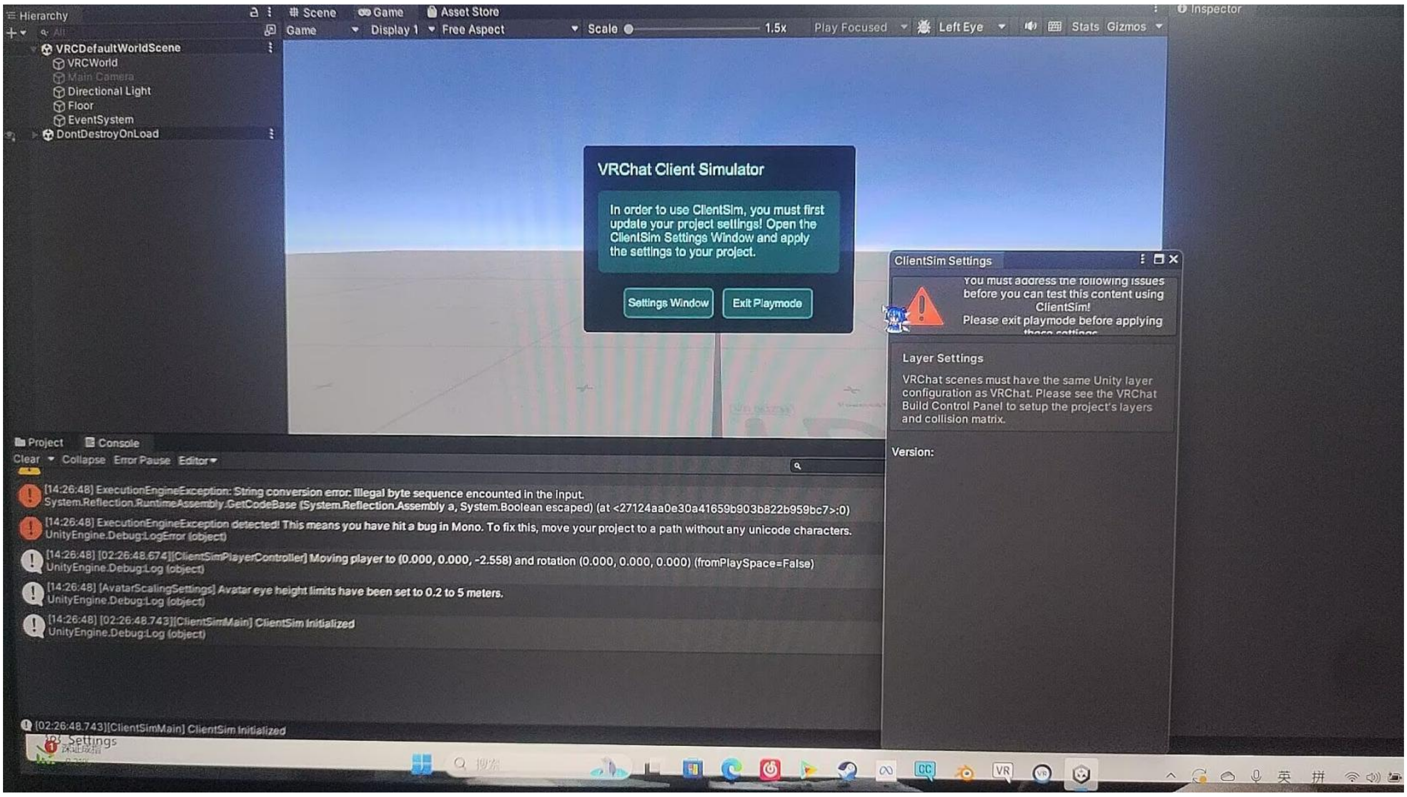
- Chinese characters cause "String conversion error: Illegal byte sequence encounted in the input."

> 素材来自群友小稳流星。

VRChat SDK 专栏

# Client Simulator 报错

## In order to use clentsim, you must first update your project settings! Open the ClientSim Settings Window and apply the settings to your project.



VRChat Client Simulator

In order to use ClentSim, you must first update your project settings! Open the ClientSim Settings Window and apply the settings to your project.

Settings Window
Exit Playmode

ClientSim Settings

You must address the following issues before you can test this content using ClientSim!
Please exit playmode before applying these settings.

Layer Settings

VRChat scenes must have the same Unity layer configuration as VRChat. Please see the VRChat Build Control Panel to setup the project's layers and collision matrix.

Version:

```
[14:26:48] ExecutionEngineException: String conversion error: Illegal byte sequence encounted in the input.
System.Reflection.RuntimeAssembly.GetCodeBase (System.Reflection.Assembly a, System.Boolean escaped) (at <27124aa0e30a41659b903b822b959bc7>:0)
[14:26:48] ExecutionEngineException detected! This means you have hit a bug in Mono. To fix this, move your project to a path without any unicode characters.
UnityEngine.Debug:LogError (object)
[14:26:48] [02:26:48.674][ClientSimPlayerController] Moving player to (0.000, 0.000, -2.558) and rotation (0.000, 0.000, 0.000) (fromPlaySpace=False)
UnityEngine.Debug:Log (object)
[14:26:48] [AvatarScalingSettings] Avatar eye height limits have been set to 0.2 to 5 meters.
UnityEngine.Debug:Log (object)
[14:26:48] [02:26:48.743][ClientSimMain] ClientSim Initialized
UnityEngine.Debug:Log (object)
[02:26:48.743][ClientSimMain] ClientSim Initialized
```

Hierarchy
VRCDefaultWorldScene
VRCWorld
Main Camera
Directional Light
Floor
EventSystem
DontDestroyOnLoad
Scene
Game
Asset Store
Display 1
Free Aspect
Scale
1.5x
Play Focused
Left Eye
Stats
Gizmos
Inspector
Project
Console
Clear
Collapse
Error Pause
Editor

### 翻译：

要使用 ClentSi**ClientSim** 您 **Settings** 窗口并将设置应用于您的项目。

### 解决方法：

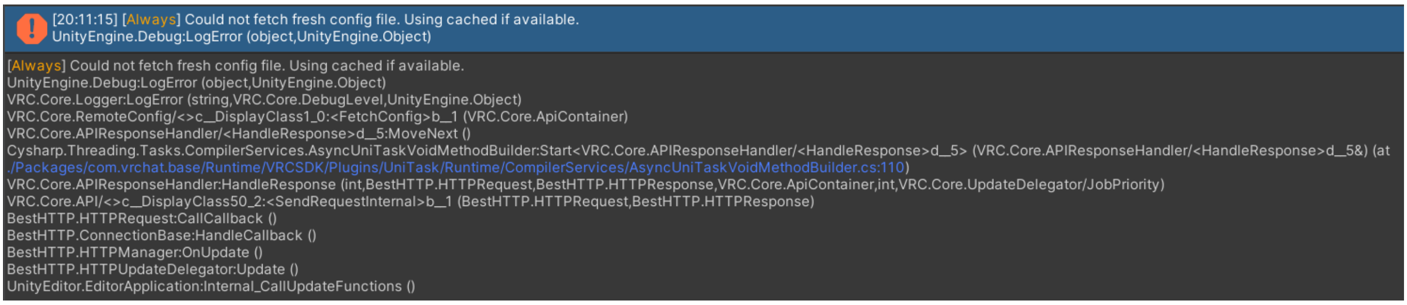
不要听他的屁话，打开 VRChat SDK 控制面板，来到 builder 子页面，点击 setup 让 SDK 自动恢复 client sim 错误即可解决该问题。

该错误可能会出现在错误导入影响 layer 的 pack 中。

> 素材来自群友 ·

# Could not fetch fresh config file. Using cached if available.

网络问题！这[illegible]VRChat SDK[illegible]方法。



```
[20:11:15] [Always] Could not fetch fresh config file. Using cached if available.
UnityEngine.Debug:LogError (object,UnityEngine.Object)
```

```
[Always] Could not fetch fresh config file. Using cached if available.
UnityEngine.Debug:LogError (object,UnityEngine.Object)
VRC.Core.Logger:LogError (string,VRC.Core.DebugLevel,UnityEngine.Object)
VRC.Core.RemoteConfig/<>c__DisplayClass1_0:<FetchConfig>b__1 (VRC.Core.ApiContainer)
VRC.Core.APIResponseHandler/<HandleResponse>d__5:MoveNext ()
Cysharp.Threading.Tasks.CompilerServices.AsyncUniTaskVoidMethodBuilder:Start<VRC.Core.APIResponseHandler/<HandleResponse>d__5> (VRC.Core.APIResponseHandler/<HandleResponse>d__5&) (at
./Packages/com.vrchat.base/Runtime/VRCSDK/Plugins/UniTask/Runtime/CompilerServices/AsyncUniTaskVoidMethodBuilder.cs:110)
VRC.Core.APIResponseHandler:HandleResponse (int,BestHTTP.HTTPRequest,BestHTTP.HTTPResponse,VRC.Core.ApiContainer,int,VRC.Core.UpdateDelegator/JobPriority)
VRC.Core.API/<>c__DisplayClass50_2:<SendRequestInternal>b__1 (BestHTTP.HTTPRequest,BestHTTP.HTTPResponse)
BestHTTP.HTTPRequest:CallCallback ()
BestHTTP.ConnectionBase:HandleCallback ()
BestHTTP.HTTPManager:OnUpdate ()
BestHTTP.HTTPUpdateDelegator:Update ()
UnityEditor.EditorApplication:Internal_CallUpdateFunctions ()
```

# The response was null. State: Error

需要看具体情况：

# Exception: System.Net.Sockets.SocketException (0x80004005): Could not resolve host 'api.vrchat.cloud'

网络问题！这 VRChat SDK [illegible] 新 [illegible] 方法。