

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



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

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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.UpdateDelegate/JobPriority)
VRC.Core.API/<c__DisplayClass50_2:<SendRequestInternal>b__1 (BestHTTP.HTTPRequest,BestHTTP.HTTPResponse)
BestHTTP.HTTPRequest.CallCallback ()
BestHTTP.ConnectionBase.HandleCallback ()
BestHTTP.HTTPManager.OnUpdate ()
BestHTTP.HTTPUpdateDelegate.Update ()
UnityEditor.EditorApplication.Internal_CallUpdateFunctions ()
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