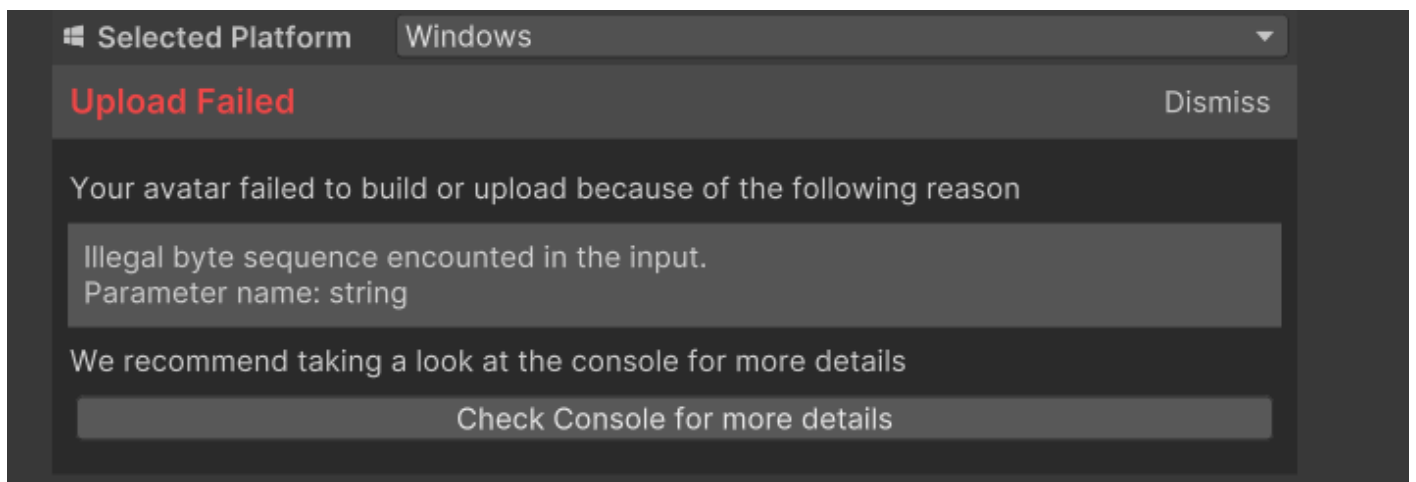


Illegal byte sequence
encountered in the input.
Parameter name: string



1. 
2. 



Unity  Mono  Windows  P/Invoke  UTF8 



- System.Reflection.Assembly.GetName [] [] [] [] []
 - [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](#)
- [] Mono [] Windows [] UTF8 [] [] []

- [Chinese characters cause "String conversion error: Illegal byte sequence encountered in the input."](#)



Revision #3

Created 5 September 2024 08:42:05 by []

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