

Udon

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The VRCSDK build was aborted because the IVRCSDKPreprocessSceneCallback 'AssignScene NetworkIDs' reported a failure.

Builder

UploadException: This file was already uploaded, you should make a new build

U# GameObject GameObject

bug udon NetworkIDs udon UdonSharpBehaviour

bug

(by cheese)

VRChat SDK > Utilities > Network ID Import and Export Utility > Regenerate Scene IDs

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