

Udon

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

59 358 755 398" data-label="Text">

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

59 418 800 543" data-label="Code-Block">

```
U#GameObjectGameObject  
bugudonNewVRWorldudonUdonSharpBehaviour  
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~~~~~bug~~~~~
```

59 600 195 616" data-label="Text">

(by cheese)

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