



“ ”

[17:13:44] [Always] Unauthorized, try logging out and in again
UnityEngine.Debug:LogError (object,UnityEngine.Object)

[17:13:44] "Missing Credentials"
UnityEngine.Debug:LogError (object)

UseProxy false

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[\Package\com.vrchat.base\Editor\VRCSdk\Dependencies\VRChat\VRCApi.cs 102]

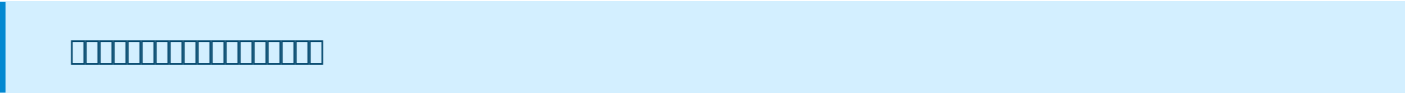
```
private static HttpClient GetClient(Uri url)
{
    {
        var cookies = GetCookies(url);
        var handler = new HttpClientHandler
        {
            CookieContainer = cookies,
            UseProxy = true,
            Proxy = new WebProxy("127.0.0.1", 15732)false,
        };
        var client = new HttpClient(handler);
        foreach (var header in Headers)
        {
            client.DefaultRequestHeaders.Add(header.Key, header.Value)
        }

        return client;
    }
}
```

[UseProxy = false]

```
UseProxy = true,  
Proxy = new WebProxy("127.0.0.1",██████████)
```

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