

VRSspace.org - Bug #113

multiuser worlds broken

03/09/2022 09:49 AM - Josip Almasi

Status:	Closed	Start date:	03/09/2022
Priority:	High	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour

Description

Most likely result of avatar selection refactoring.

Stack trace:

```
Unable to load assets from aladin: Error status: 404 Not Found - Unable to load aladin (Error status: 404 Not Found - Unable to load aladin) RequestFileError: Error status: 404 Not Found - Unable to load aladin
```

```
t https://cdn.babylonjs.com/babylon.js:16
t https://cdn.babylonjs.com/babylon.js:16
g https://cdn.babylonjs.com/babylon.js:16
addEventListener https://cdn.babylonjs.com/babylon.js:16
s https://cdn.babylonjs.com/babylon.js:16
_ https://cdn.babylonjs.com/babylon.js:16
RequestFile https://cdn.babylonjs.com/babylon.js:16
_requestFile https://cdn.babylonjs.com/babylon.js:16
g https://cdn.babylonjs.com/babylon.js:16
e https://cdn.babylonjs.com/babylon.js:16
OfflineProviderFactory https://cdn.babylonjs.com/babylon.js:16
_loadData https://cdn.babylonjs.com/babylon.js:16
LoadAssetContainer https://cdn.babylonjs.com/babylon.js:16
promise https://www.vrspace.org/babylon/js/ui/asset-loader.js:34
loadAsset https://www.vrspace.org/babylon/js/ui/asset-loader.js:20
load https://www.vrspace.org/babylon/js/ui/asset-loader.js:10
loadAsset https://www.vrspace.org/babylon/js/ui/asset-loader.js:85
loadObject https://www.vrspace.org/babylon/js/ui/asset-loader.js:100
loadMesh https://www.vrspace.org/babylon/js/ui/world-manager.js:370
sceneChanged https://www.vrspace.org/babylon/js/ui/world-manager.js:164
WorldManager https://www.vrspace.org/babylon/js/ui/world-manager.js:83
addToScene https://www.vrspace.org/babylon/js/client/vrspace.js:624
addToScene https://www.vrspace.org/babylon/js/client/vrspace.js:624
addObject https://www.vrspace.org/babylon/js/client/vrspace.js:632
receive https://www.vrspace.org/babylon/js/client/vrspace.js:678
onmessage https://www.vrspace.org/babylon/js/client/vrspace.js:366
```

```
Uncaught (in promise) TypeError: plugin.onParsedObservable is undefined
promise https://www.vrspace.org/babylon/js/ui/asset-loader.js:55
loadAsset https://www.vrspace.org/babylon/js/ui/asset-loader.js:20
load https://www.vrspace.org/babylon/js/ui/asset-loader.js:10
loadAsset https://www.vrspace.org/babylon/js/ui/asset-loader.js:85
loadObject https://www.vrspace.org/babylon/js/ui/asset-loader.js:100
loadMesh https://www.vrspace.org/babylon/js/ui/world-manager.js:370
sceneChanged https://www.vrspace.org/babylon/js/ui/world-manager.js:164
WorldManager https://www.vrspace.org/babylon/js/ui/world-manager.js:83
addToScene https://www.vrspace.org/babylon/js/client/vrspace.js:624
addToScene https://www.vrspace.org/babylon/js/client/vrspace.js:624
addObject https://www.vrspace.org/babylon/js/client/vrspace.js:632
receive https://www.vrspace.org/babylon/js/client/vrspace.js:678
onmessage https://www.vrspace.org/babylon/js/client/vrspace.js:366
```

History

#1 - 03/09/2022 12:17 PM - Josip Almasi

- Status changed from New to Resolved

mixed up world name and avatar parameters - fixed

#2 - 03/10/2022 02:17 PM - Josip Almasi

- Status changed from Resolved to Closed