# Error messages

1. Error happening when playing on the tablet

a) Attempt to send to not connected connection {1}

UnityEngine.Networking.NetworkIdentity:UNetStaticUpdate()

b) Failed to send internal buffer channel:1 bytesToSend:26

UnityEngine.Networking.NetworkIdentity:UNetStaticUpdate()

c) Send Error: WrongConnection channel:1 bytesToSend:26

UnityEngine.Networking.NetworkIdentity:UNetStaticUpdate()