

I'm not a robot



have noticed that there are several accounts whose friendlists appear "hidden." I asked them if they have any possibility to toggle it on/off anywhere in settings yet there is no option for it. This majorly affected individuals based in the United Kingdom from what I have gathered. [I have also tried disabling all extensions, checked on mobile browser etc., this is hidden for everyone on any device] Thank you in advance! 7 Likes I looked through some stuff and this seems to be intentional? MustHideConnections feature that's enabled for everyone in the UK Returns "Granted" for users without friends lists extraParameters is just encoded base64 as a user with a friends list return "Denied" Granted": Roblox KILLA Twoface is one of the millions creating and exploring the endless possibilities of Roblox. Join KILLA Twoface on Roblox and explore together! Follow to join me ✓ Buy my ugc: /store ... Roblox zlaitor is one of the millions creating and exploring the endless possibilities of Roblox. Join zlaitor on Roblox and explore together! i'm in v1 5 Likes great, yet another update to make moderating games harder. good luck finding exploiter affiliates on someone's friends list, but you can still use the api to get a list of friends 1 Like It would be nice for this post to be acknowledged and/or explained, as now I'm wondering why I'm unable to see the friends of my friends and why I have been forced into having a hidden friend list? 1 Like I recently noticed if you block someone, the other party no longer is able to view your friendlist at all and looking up gives a "No Results Found" error. I also heard that it gets hidden for random users too Also this bug report has been closed so it won't be acknowledged probably 3 Likes Wouldn't that be against the point? Unless they are only trying to prevent public visibility but still give access to APIs This is most likely the UK Online Safety Act: Children are not visible in other users' connection lists; Children's connection lists are not visible to other users; Instead of just hiding a user, it hides them all as it makes obs what user is under 13 1 Like I asked support about this and it is indeed to do with laws + privacy requirements. Now I am wondering if these will ever come out as settings for all users, because they give me steps on settings that do not exist? (Unless these settings are exclusive to users in the United Kingdom.) (this was before I told them I do not see the settings, which led to the first image attached) 1 Like Floo_d: the Roblox support agent might be accidentally leaking a oncoming feature... the "Friends & Contacts" tab is really empty at the moment so it would make sense if it gets added there: /privacy/FriendsAndContacts Either way this bug might be intended according to Roblox Support and this bug report has been closed 1 Like Last year at RDC, we announced an ambitious project to power the creation of immersive 3D objects and scenes in Roblox. Today, we are excited to launch Cube 3D, a 1.8B parameter foundation model for 3D creation trained on 1.5M 3D assets—including the beta of its first capability, text-to-3D mesh generation, also known as the Mesh Generation API. Roblox Cube, our core generative AI system, will underpin many of the AI tools we will develop in the years to come, including scene-generation tools in the future. Learn more about the technical details of our model (GitHub) (Technical Report). Expanding Creative Possibilities with 3D Generation Since launching Assistant to everyone using Studio, we've seen creators make experiences more efficiently with personalized help, script and texture generation, and more — and now, we're ready to take things a step further with 3D generation. Using our Cube 3D model, we're providing you new tools to make 3D creation more efficient. Think of generative AI as your copilot helping you iterate prototypes and concept art or props quickly, so you can focus on the creative, meaningful side of world-building. The creative decisions are always yours; generative AI is simply there when you want it. Beyond aiding your creation, our mesh generation API also lets your users create personalized items in-experience in real time, unlocking higher engagement. In feedback sessions with creators, some of the novel use cases shared include the ability for a user to customize a room in their own style, or allowing a user to generate a custom reward at the end of a quest. In-experience generative AI opens the door to a new wave of creativity for millions of Roblox users, making gameplay even more personalized and interactive. Currently, there are two ways to leverage 3D generation: In Experience APIs: In experiences where the Mesh Generation API is enabled, users can quickly generate unique in-experience items and props with a simple text prompt. For example, they can describe objects like "brown leather moto jacket" and see it come to life. Assistant in Studio: With Assistant in Studio, you can easily create a mesh and texture object in seconds with the "/generate" prompt. For example, if you are building a race track scene, you could type "/generate a motorcycle" and have the object created in seconds and ready to be placed into an experience. The Mesh Generation API can take text input and generate single 3D mesh and texture objects. You and your users can bring to life 3D objects in seconds with just a few text prompts. The demo below illustrates how you can allow your users to generate a single object like sunglasses within an experience: /secure-uploads/uploads/original/5X/2/1/0/2/10b0fa9c3e43de832e724c38569d9c112a61d.mp4 We built this Cube 3D Play Experience for you to test out generative creation. In this experience, all the assets except the buildings are built using Cube 3D. We also created a Mesh Generation Template/5X for creators to reference API implementation. You can go to experience details and click on the "...>" to edit it in Studio. How to Enable the Mesh Generation API For the full API documentation, please make sure to explore the docs here: Mesh Generation API | Documentation - Roblox Creator Hub Enabling Mesh Generation API in-experience: To enable this feature you need to enable Editable Mesh / Editable Image APIs by going to Studio File > Game Settings > Security and selecting the following: Enabling Mesh Generation API for Assistant in Studio. Important Safety Measures We facilitate creation with safety at the forefront. All 3D generated outputs are proactively moderated by Roblox's AI safety systems to ensure the content complies with our Community Standards. Our safety tools can surface any policy violations quickly and help determine what is safe and appropriate to include in an experience. For 3D object generation in experiences, developers will not be held responsible for potentially violating output if they have not actively attempted to violate our policies, which includes keeping output visible only to the user that generated it. When using Assistant, creators remain responsible for all of their creations, including 3D generated output, and how they are used in their experience. To avoid consequences for violating Roblox's policies, creators should ensure all experience components align with our Community Standards. Open-Sourcing the Cube 3D Foundational Model We're open-sourcing Cube 3D for research and academic usage so anyone in the industry can experiment, fine-tune or train it on their own data to suit their needs. We are making the model weights and inference code available under an OpenRAIL license. This resource is accessible outside of Roblox through GitHub / Hugging Face. What's Next Later this year, Cube 3D will not only take inputs from text, but also images. It will also extend to scene generation and understanding, going beyond placing objects into a scene to understanding the context and relationships between objects. With this understanding of objects and scenes, we'll be able to serve users the experiences they're most interested in and augment scenes by adding objects in context that is consistent with the rest of the scene. For example, in an experience with a forest scene, you could ask to replace all the lush green leaves on the trees with fall foliage to indicate the season changing. These generative tools react to your requests, helping you rapidly create, adapt, and scale your experiences. Share Your Feedback We're excited to see what you and your users create using this beta for the Mesh Generation API. We expect the output of the Cube 3D model to get better over time as we continually work to improve the output quality and add more ways to control mesh resolution. Please use this form to share your planned generative AI use cases, which additional features you'd find most beneficial, and any additional thoughts that could help shape the future of 3D generation. Your feedback will directly contribute to refining and enhancing our models. FAQs Currently, assets generated in-experience do not persist outside of the experience, are not added to a user's inventory and will not be listed in Marketplace. However, assets generated in Studio via Assistant are added to a creator's inventory and accessible via Studio's Toolbox. We expect the Cube 3D model capabilities to improve over time; however, when there are some limitations we want to acknowledge as follows: Developers and their users will only be able to generate single objects. We are working on making both part and scene generation available next. The object scale will require user manipulation to get to the desired size. There is no cost. However, during this beta release, each experience is currently limited to 5 generations per minute. When this limit is reached, an error message that the developer can customize will be returned to the user. As we get started during the beta, the usage limits are low. In the future, this rate limit will be adjusted to account for concurrent users. The model for 3D generation is trained on 5.5M 3D assets that utilize a combination of licensed and publicly available datasets, as well as the free data assets that are available in our Creator Store. It does not include experience data. We have a responsibility to build tools that reduce the barrier to creation while also respecting the intellectual property rights of all creators. 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