

Initialize mono

Mono path[0] = '/Applications/Unity/Unity.app/Contents/Frameworks/Managed'

Mono path[1] = '/Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0'

Mono config path = '/Applications/Unity/Unity.app/Contents/Frameworks/Mono/etc'

Using monoOptions --debugger-agent=transport=dt\_socket,embedding=1,defer=y

2015-05-04 01:16:57.521 Unity[51844:1824638] NSDocumentController Info.plist

warning: The values of CFBundleTypeRole entries must be 'Editor', 'Viewer', 'None', or 'Shell'.

LICENSE SYSTEM [20150504 01:16:57] No start/stop license dates set

LICENSE SYSTEM [20150504 01:16:57] Next license update check is after

2015-05-04T14:04:55

IsTimeToCheckForNewEditor: Update time 1430722577 current 1430720217

/Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs

Loading GUID <-> Path mappings...0.003051 seconds

Loading Asset Database...0.020832 seconds

AssetDatabase consistency checks...0.014522 seconds

Initialize engine version: 5.0.1f1 (5a2e8fe35a68)

GfxDevice: creating device client; threaded=1

OpenGL:

Version: OpenGL 2.1 [2.1 INTEL-10.6.20]

Renderer: Intel Iris OpenGL Engine

Vendor: Intel Inc.

VRAM: 1536 MB

Extensions: GL\_ARB\_color\_buffer\_float GL\_ARB\_depth\_buffer\_float

GL\_ARB\_depth\_clamp GL\_ARB\_depth\_texture GL\_ARB\_draw\_buffers

GL\_ARB\_draw\_elements\_base\_vertex GL\_ARB\_draw\_instanced

GL\_ARB\_fragment\_program GL\_ARB\_fragment\_program\_shadow

GL\_ARB\_fragment\_shader GL\_ARB\_framebuffer\_object GL\_ARB\_framebuffer\_sRGB

GL\_ARB\_half\_float\_pixel GL\_ARB\_half\_float\_vertex GL\_ARB\_instanced\_arrays

GL\_ARB\_multisample GL\_ARB\_multitexture GL\_ARB\_occlusion\_query

GL\_ARB\_pixel\_buffer\_object GL\_ARB\_point\_parameters GL\_ARB\_point\_sprite

GL\_ARB\_provoking\_vertex GL\_ARB\_seamless\_cube\_map GL\_ARB\_shader\_objects

GL\_ARB\_shader\_texture\_lod GL\_ARB\_shading\_language\_100 GL\_ARB\_shadow

GL\_ARB\_sync GL\_ARB\_texture\_border\_clamp GL\_ARB\_texture\_compression

GL\_ARB\_texture\_compression\_rgtc GL\_ARB\_texture\_cube\_map

GL\_ARB\_texture\_env\_add GL\_ARB\_texture\_env\_combine

GL\_ARB\_texture\_env\_crossbar GL\_ARB\_texture\_env\_dot3 GL\_ARB\_texture\_float

GL\_ARB\_texture\_mirrored\_repeat GL\_ARB\_texture\_non\_power\_of\_two

GL\_ARB\_texture\_rectangle GL\_ARB\_texture\_rg GL\_ARB\_transpose\_matrix

GL\_ARB\_vertex\_array\_bgra GL\_ARB\_vertex\_blend GL\_ARB\_vertex\_buffer\_object

GL\_ARB\_vertex\_program GL\_ARB\_vertex\_shader GL\_ARB\_window\_pos

GL\_EXT\_abgr GL\_EXT\_bgra GL\_EXT\_blend\_color GL\_EXT\_blend\_equation\_separate

GL\_EXT\_blend\_func\_separate GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract

GL\_EXT\_clip\_volume\_hint GL\_EXT\_debug\_label GL\_EXT\_debug\_marker

GL\_EXT\_draw\_buffers2 GL\_EXT\_draw\_range\_elements GL\_EXT\_fog\_coord

GL\_EXT\_framebuffer\_blit GL\_EXT\_framebuffer\_multisample

GL\_EXT\_framebuffer\_multisample\_blit\_scaled GL\_EXT\_framebuffer\_object

GL\_EXT\_framebuffer\_sRGB GL\_EXT\_geometry\_shader4  
GL\_EXT\_gpu\_program\_parameters GL\_EXT\_gpu\_shader4  
GL\_EXT\_multi\_draw\_arrays GL\_EXT\_packed\_depth\_stencil GL\_EXT\_packed\_float  
GL\_EXT\_provoking\_vertex GL\_EXT\_rescale\_normal GL\_EXT\_secondary\_color  
GL\_EXT\_separate\_specular\_color GL\_EXT\_shadow\_funcs GL\_EXT\_stencil\_two\_side  
GL\_EXT\_stencil\_wrap GL\_EXT\_texture\_array GL\_EXT\_texture\_compression\_dxt1  
GL\_EXT\_texture\_compression\_s3tc GL\_EXT\_texture\_env\_add  
GL\_EXT\_texture\_filter\_anisotropic GL\_EXT\_texture\_integer GL\_EXT\_texture\_lod\_bias  
GL\_EXT\_texture\_rectangle GL\_EXT\_texture\_shared\_exponent  
GL\_EXT\_texture\_sRGB GL\_EXT\_texture\_sRGB\_decode GL\_EXT\_timer\_query  
GL\_EXT\_transform\_feedback GL\_EXT\_vertex\_array\_bgra  
GL\_APPLE\_aux\_depth\_stencil GL\_APPLE\_client\_storage GL\_APPLE\_element\_array  
GL\_APPLE\_fence GL\_APPLE\_float\_pixels GL\_APPLE\_flush\_buffer\_range  
GL\_APPLE\_flush\_render GL\_APPLE\_object\_purgeable GL\_APPLE\_packed\_pixels  
GL\_APPLE\_pixel\_buffer GL\_APPLE\_rgb\_422 GL\_APPLE\_row\_bytes  
GL\_APPLE\_specular\_vector GL\_APPLE\_texture\_range GL\_APPLE\_transform\_hint  
GL\_APPLE\_vertex\_array\_object GL\_APPLE\_vertex\_array\_range  
GL\_APPLE\_vertex\_point\_size GL\_APPLE\_vertex\_program\_evaluators  
GL\_APPLE\_ycbcr\_422 GL\_ATI\_separate\_stencil GL\_ATI\_texture\_env\_combine3  
GL\_ATI\_texture\_float GL\_ATI\_texture\_mirror\_once GL\_IBM\_rasterpos\_clip  
GL\_NV\_blend\_square GL\_NV\_conditional\_render GL\_NV\_depth\_clamp  
GL\_NV\_fog\_distance GL\_NV\_light\_max\_exponent GL\_NV\_texgen\_reflection  
GL\_NV\_texture\_barrier GL\_SGIS\_generate\_mipmap GL\_SGIS\_texture\_edge\_clamp  
GL\_SGIS\_texture\_lod

GL: Detected 1536 MB VRAM

Begin MonoManager ReloadAssembly

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
UnityEngine.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
UnityEditor.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
Unity.Locator.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
Unity.DataContract.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/  
2.0/System.Core.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
Unity.IvyParser.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/  
2.0/System.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/  
2.0/System.Xml.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/  
2.0/System.Configuration.dll (this message is harmless)

Platform assembly: /Applications/Unity/Unity.app/Contents/PackageManager/Unity/  
PackageManager/5.0.1/Unity.PackageManager.dll (this message is harmless)

Initializing Unity.PackageManager (PackageManager) v5.0.1 for Unity v5.0.1f1

Setting StandaloneOSXIntel v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/MacStandaloneSupport  
Setting StandaloneWindows v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/WindowsStandaloneSupport  
Setting StandaloneLinux v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/LinuxStandaloneSupport  
Setting WebGL v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/WebGLSupport  
Setting BlackBerry v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/BlackBerryPlayer  
Setting iOS v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/iOSSupport  
Setting Android v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/PlaybackEngines/AndroidPlayer  
Setting GUISystem v5.0.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/GUISystem  
Setting IL2CPP v0.10.1 for Unity v5.0.1f1 to /Applications/Unity/Unity.app/Contents/Frameworks/il2cpp  
Registering custom dll's ...  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/AndroidPlayer/UnityEditor.Android.Extensions.dll  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/iOSSupport/UnityEditor.iOS.Extensions.dll  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/BlackBerryPlayer/UnityEditor.BB10.Extensions.dll  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/LinuxStandaloneSupport/UnityEditor.LinuxStandalone.Extensions.dll  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll  
Register platform support module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/MacStandaloneSupport/UnityEditor.OSXStandalone.Extensions.dll  
Registered in 0.003851 seconds.  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-CSharp.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-CSharp.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-CSharp-Editor.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-CSharp-Editor.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-Boo-Editor.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-Boo-Editor.dll into Unity Child Domain

Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-UnityScript-Editor.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Library/ScriptAssemblies/Assembly-UnityScript-Editor.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PackageManager/Unity/PackageManager/5.0.1/Unity.PackageManager.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/PackageManager/Unity/PackageManager/5.0.1/Unity.PackageManager.dll into Unity Child Domain  
Non platform assembly: /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/GUISystem/UnityEngine.UI.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/GUISystem/UnityEngine.UI.dll into Unity Child Domain  
Non platform assembly: /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/GUISystem/Editor/UnityEditor.UI.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/UnityExtensions/Unity/GUISystem/Editor/UnityEditor.UI.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/RAIN.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/RAIN.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/RAINMetaform.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/RAINMetaform.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/AetherUnity.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/AetherUnity.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/LegionRestModel.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/LegionRestModel.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/RAINEDitor.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/RAINEDitor.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/RAINMetaformEditor.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/RAINMetaformEditor.dll into Unity Child Domain  
Non platform assembly: /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/RAINUpdater.dll (this message is harmless)  
Loading /Users/JPV/Documents/Unity/Proyectos/Chickeggs/Chickeggs/Assets/RAIN/Editor/RAINUpdater.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/UnityEditor.Graphs.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/Frameworks/Managed/

UnityEditor.Graphs.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
AndroidPlayer/UnityEditor.Android.Extensions.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/AndroidPlayer/  
UnityEditor.Android.Extensions.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/iossupport/  
UnityEditor.iOS.Extensions.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/iossupport/  
UnityEditor.iOS.Extensions.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
BlackBerryPlayer/UnityEditor.BB10.Extensions.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/BlackBerryPlayer/  
UnityEditor.BB10.Extensions.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
WebGLSupport/UnityEditor.WebGL.Extensions.dll (this message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/WebGLSupport/  
UnityEditor.WebGL.Extensions.dll into Unity Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
LinuxStandaloneSupport/UnityEditor.LinuxStandalone.Extensions.dll (this message is  
harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
LinuxStandaloneSupport/UnityEditor.LinuxStandalone.Extensions.dll into Unity Child  
Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll (this  
message is harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll into Unity  
Child Domain  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
MacStandaloneSupport/UnityEditor.OSXStandalone.Extensions.dll (this message is  
harmless)  
Loading /Applications/Unity/Unity.app/Contents/PlaybackEngines/  
MacStandaloneSupport/UnityEditor.OSXStandalone.Extensions.dll into Unity Child  
Domain  
Refreshing native plugins compatible for Editor in 0.13 ms, found 0 plugins.  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
Mono.Cecil.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
Unity.SerializationLogic.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/  
2.0/UnityScript.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Managed/  
ICSharpCode.NRefactory.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/  
2.0/System.Drawing.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/PlaybackEngines/iossupport/

UnityEditor.iOS.Extensions.Xcode.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0/System.Xml.Linq.dll (this message is harmless)  
Mono: successfully reloaded assembly  
- Completed reload, in 0.781 seconds  
Registering platform support modules:  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0/Boo.Lang.Compiler.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0/Boo.Lang.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0/Boo.Lang.Parser.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0/UnityScript.Lang.dll (this message is harmless)  
Platform assembly: /Applications/Unity/Unity.app/Contents/Frameworks/Mono/lib/mono/2.0/Mono.Security.dll (this message is harmless)  
Registered platform support modules in: 0.180436s.  
Native extension for OSXStandalone target not found  
Native extension for WindowsStandalone target not found  
Native extension for LinuxStandalone target not found  
Native extension for WebGL target not found  
Downloading <http://update.unity3d.com/5.0/ivy.xml> to /var/folders/\_n/ktqj58p11c9gkcr6l0tmzw6w0000gn/T/unity/53b14c5a-b27b-44c4-b341-8e1d6cb2fcd0/ivy.xml  
Native extension for BlackBerry target not found  
Load native extension module: /Applications/Unity/Unity.app/Contents/PlaybackEngines/iOSSupport/UnityEditor.iOS.Extensions.Native.dylib  
Symbol file LoadedFromMemory doesn't match image /Applications/Unity/Unity.app/Contents/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll  
Symbol file /Applications/Unity/Unity.app/Contents/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll.mdb doesn't match image /Applications/Unity/Unity.app/Contents/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll  
[usbmuxd] Start listen thread  
[usbmuxd] Listen thread started  
[usbmuxd] Send listen message  
Native extension for Android target not found  
[usbmuxd] Attached: 29 587023c48cc16919f27bc9fa519f122ff2a6bf5e  
Validating Project structure ... 0.002749 seconds.  
Refresh: detecting if any assets need to be imported or removed ... Refresh: elapses 0.030187 seconds  
Updating ProjectSettings/ProjectSettings.asset - GUID: 00000000000000004000000000000000...  
done. [Time: 36.831444 ms]  
Unloading 48 Unused Serialized files (Serialized files now loaded: 0)  
System memory in use before: 82.2 MB.  
System memory in use after: 82.2 MB.

Unloading 9 unused Assets to reduce memory usage. Loaded Objects now: 429.  
Total: 1.623900 ms (FindLiveObjects: 0.125006 ms CreateObjectMapping: 0.013037 ms  
MarkObjects: 1.464190 ms DeleteObjects: 0.019699 ms)

Refreshing native plugins compatible for Editor in 2.87 ms, found 0 plugins.

----- Total AssetImport time: 0.121820s, AssetImport time: 0.090996s, Asset hashing:  
0.000000s [0 B, 0.000000 mb/s]

Task failed: Verifier Task

Opening scene 'Assets/Scenes/GameScene.unity'

Unloading 31 Unused Serialized files (Serialized files now loaded: 0)

System memory in use before: 129.6 MB.

System memory in use after: 129.8 MB.

Unloading 22 unused Assets to reduce memory usage. Loaded Objects now: 3989.  
Total: 4.626635 ms (FindLiveObjects: 0.274013 ms CreateObjectMapping: 0.049637 ms  
MarkObjects: 4.271438 ms DeleteObjects: 0.030838 ms)

Load scene 'Assets/Scenes/GameScene.unity' time: 468.601624 ms

Subscribe to USB device events

Issue TrimJob to reduce GI Cache size to maximum 10GB at: '/Users/JPV/Library/  
Caches/com.unity3d.UnityEditor/GiCache'

Setting up 1 worker threads for Enlighten.

Thread -> id: 139543000 -> priority: 1

[iproxy] Start proxy: 587023c48cc16919f27bc9fa519f122ff2a6bf5e 10000->7201

[iproxy] Setup listen port

[iproxy] Setup listen port succeeded

[iproxy] Proxy thread started

[iproxy] Accept incoming connection

Launching external process: /Applications/Unity/Unity.app/Contents/Tools/  
UnityShaderCompiler

TrimDiskCacheJob: Current cache size 4200mb

Opening scene 'Assets/Scenes/GameScene2.unity'

Unloading 252 Unused Serialized files (Serialized files now loaded: 0)

System memory in use before: 324.8 MB.

System memory in use after: 324.5 MB.

Unloading 296 unused Assets to reduce memory usage. Loaded Objects now: 4801.  
Total: 7.717051 ms (FindLiveObjects: 0.512928 ms CreateObjectMapping: 0.144840 ms  
MarkObjects: 6.582876 ms DeleteObjects: 0.475043 ms)

Load scene 'Assets/Scenes/GameScene2.unity' time: 459.918579 ms

Setting up 1 worker threads for Enlighten.

Thread -> id: 13bdc3000 -> priority: 1

Opening scene 'Assets/Scenes/GameScene.unity'

Unloading 53 Unused Serialized files (Serialized files now loaded: 0)

System memory in use before: 328.3 MB.

System memory in use after: 261.6 MB.

Unloading 429 unused Assets to reduce memory usage. Loaded Objects now: 4033.

Total: 9.756798 ms (FindLiveObjects: 0.378353 ms CreateObjectMapping: 0.123146 ms

MarkObjects: 5.023280 ms DeleteObjects: 4.230862 ms)

Load scene 'Assets/Scenes/GameScene.unity' time: 1238.443604 ms

Receiving unhandled NULL exception

Launching bug reporter

Obtained 41 stack frames.

#0 0x000001018d2152 in

EnlightenRuntimeManager::MarkSystemTextureUpdate(Geo::GeoGuid const&, Enlighten::OutputTextureType)

#1 0x000001018cc480 in AtlasedSystem::UpdateGpuTexture()

#2 0x00000101ecaa80 in

Enlighten::CpuUpdateManagerCommon::UpdateGpuTextures()

#3 0x00000101ecaa06 in Enlighten::CpuUpdateManagerCommon::Update()

#4 0x000001018d88f3 in EnlightenRuntimeManager::PostUpdate()

#5 0x000001018c108f in gi::PostUpdate(dynamic\_array<GISceneManagerClient\*, 8ul> const&)

#6 0x000001018bdafc in GISceneManager::Update()

#7 0x000001018bbcc3 in

GISceneManager::GISceneManager()::tickGllnEditor::Forward()

#8 0x0000010100d67a in Application::TickTimer()

#9 0x007fff8d01a953 in \_\_NSFireTimer

#10 0x007fff86b082e4 in

\_\_CFRUNLOOP\_IS\_CALLING\_OUT\_TO\_A\_TIMER\_CALLBACK\_FUNCTION\_\_

#11 0x007fff86b07f73 in \_\_CFRunLoopDoTimer

#12 0x007fff86b7b53d in \_\_CFRunLoopDoTimers

#13 0x007fff86ac3608 in \_\_CFRunLoopRun

#14 0x007fff86ac2bd8 in CFRunLoopRunSpecific

#15 0x007fff8eb9f56f in RunCurrentEventLoopInMode

#16 0x007fff8eb9f1ee in ReceiveNextEventCommon

#17 0x007fff8eb9f12b in \_BlockUntilNextEventMatchingListInModeWithFilter

#18 0x007fff906d19bb in \_DPSNextEvent

#19 0x007fff906d0f68 in -[NSApplication

nextEventMatchingMask:untilDate:inMode:dequeue:]

#20 0x00000114f7ff0e in nsAppShell::ProcessNextNativeEvent(bool)

#21 0x00000114fc6ed2 in nsBaseAppShell::OnProcessNextEvent(nsIThreadInternal\*, bool, unsigned int)

#22 0x00000114f80490 in nsAppShell::OnProcessNextEvent(nsIThreadInternal\*, bool, unsigned int)

#23 0x000001154b54ab in nsThread::ProcessNextEvent(bool, bool\*)

#24 0x00000115472dfe in NS\_ProcessPendingEvents(nsIThread\*, unsigned int)

#25 0x00000114fc6c47 in nsBaseAppShell::NativeEventCallback()

#26 0x00000114f7fb63 in nsAppShell::ProcessGeckoEvents(void\*)



#27 0x007fff86ad1a01 in  
\_\_CFRUNLOOP\_IS\_CALLING\_OUT\_TO\_A\_SOURCE0\_PERFORM\_FUNCTION\_\_  
#28 0x007fff86ac3b8d in \_\_CFRunLoopDoSources0  
#29 0x007fff86ac31bf in \_\_CFRunLoopRun  
#30 0x007fff86ac2bd8 in CFRunLoopRunSpecific  
#31 0x007fff8eb9f56f in RunCurrentEventLoopInMode  
#32 0x007fff8eb9f1ee in ReceiveNextEventCommon  
#33 0x007fff8eb9f12b in \_BlockUntilNextEventMatchingListInModeWithFilter  
#34 0x007fff906d19bb in \_DPSNextEvent  
#35 0x007fff906d0f68 in -[NSApplication  
nextEventMatchingMask:untilDate:inMode:dequeue:]  
#36 0x007fff906c6bf3 in -[NSApplication run]  
#37 0x007fff90643354 in NSApplicationMain  
#38 0x000001011f953e in EditorMain(int, char const\*\*)  
#39 0x000001011f9c99 in main  
#40 0x00000100002484 in start

Launching external process: /Applications/Unity/Unity.app/Contents/BugReporter/Unity  
Bug Reporter.app/Contents/MacOS/unity.bugreporter.exe