Using pre-set license

Built from '2020.3/staging' branch; Version is '2020.3.33f1 (915a7af8b0d5) revision 9525882'; Using compiler version '192528614'; Build Type 'Release'

OS: 'Windows 10 (10.0.19044) 64bit CoreSingleLanguage' Language: 'en' Physical Memory: 8101 MB

BatchMode: 1, IsHumanControllingUs: 0, StartBugReporterOnCrash: 0, Is64bit: 1, IsPro: 0

COMMAND LINE ARGUMENTS:

C:\Program Files\Unity\Hub\Editor\2020.3.33f1\Editor\Unity.exe

-adb2

-batchMode

-noUpm

-name

AssetImportWorker0

-projectPath

C:/Users/7M STAR/Desktop/Bad\_Math/Bad\_Math

-logFile

Logs/AssetImportWorker0.log

-srvPort

58771

Successfully changed project path to: C:/Users/7M STAR/Desktop/Bad\_Math/Bad\_Math

C:/Users/7M STAR/Desktop/Bad\_Math/Bad\_Math

Using Asset Import Pipeline V2.

Refreshing native plugins compatible for Editor in 90.39 ms, found 3 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Initialize engine version: 2020.3.33f1 (915a7af8b0d5)

[Subsystems] Discovering subsystems at path C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/Resources/UnitySubsystems

[Subsystems] Discovering subsystems at path C:/Users/7M STAR/Desktop/Bad\_Math/Bad\_Math/Assets

GfxDevice: creating device client; threaded=0

Direct3D:

Version: Direct3D 11.0 [level 11.1]

Renderer: AMD Radeon(TM) 530 (ID=0x6900)

Vendor:

VRAM: 2039 MB

Driver: 26.20.12026.2001

Initialize mono

Mono path[0] = 'C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/Managed'

Mono path[1] = 'C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/MonoBleedingEdge/lib/mono/unityjit'

Mono config path = 'C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/MonoBleedingEdge/etc'

Using monoOptions --debugger-agent=transport=dt\_socket,embedding=1,server=y,suspend=n,address=127.0.0.1:56480

Begin MonoManager ReloadAssembly

Registering precompiled unity dll's ...

Register platform support module: C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/PlaybackEngines/WebGLSupport/UnityEditor.WebGL.Extensions.dll

Register platform support module: C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/PlaybackEngines/WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll

Registered in 0.009503 seconds.

Native extension for WindowsStandalone target not found

Native extension for WebGL target not found

Refreshing native plugins compatible for Editor in 87.89 ms, found 3 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Mono: successfully reloaded assembly

- Completed reload, in 1.215 seconds

Domain Reload Profiling:

ReloadAssembly (1215ms)

BeginReloadAssembly (139ms)

ExecutionOrderSort (0ms)

DisableScriptedObjects (0ms)

BackupInstance (0ms)

ReleaseScriptingObjects (0ms)

CreateAndSetChildDomain (1ms)

EndReloadAssembly (904ms)

LoadAssemblies (135ms)

RebuildTransferFunctionScriptingTraits (0ms)

SetupTypeCache (283ms)

ReleaseScriptCaches (0ms)

RebuildScriptCaches (55ms)

SetupLoadedEditorAssemblies (349ms)

LogAssemblyErrors (0ms)

InitializePlatformSupportModulesInManaged (10ms)

SetLoadedEditorAssemblies (0ms)

RefreshPlugins (88ms)

BeforeProcessingInitializeOnLoad (15ms)

ProcessInitializeOnLoadAttributes (182ms)

ProcessInitializeOnLoadMethodAttributes (53ms)

AfterProcessingInitializeOnLoad (0ms)

EditorAssembliesLoaded (0ms)

ExecutionOrderSort2 (0ms)

AwakeInstancesAfterBackupRestoration (0ms)

Platform modules already initialized, skipping

Registering precompiled user dll's ...

Registered in 0.008006 seconds.

Begin MonoManager ReloadAssembly

Symbol file LoadedFromMemory doesn't match image C:\Users\7M STAR\Desktop\Bad\_Math\Bad\_Math\Library\PackageCache\com.unity.collab-proxy@1.15.15\Lib\Editor\PlasticSCM\unityplastic.dll

Native extension for WindowsStandalone target not found

Native extension for WebGL target not found

Refreshing native plugins compatible for Editor in 82.13 ms, found 3 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Mono: successfully reloaded assembly

- Completed reload, in 2.147 seconds

Domain Reload Profiling:

ReloadAssembly (2149ms)

BeginReloadAssembly (320ms)

ExecutionOrderSort (0ms)

DisableScriptedObjects (9ms)

BackupInstance (0ms)

ReleaseScriptingObjects (0ms)

CreateAndSetChildDomain (41ms)

EndReloadAssembly (1703ms)

LoadAssemblies (221ms)

RebuildTransferFunctionScriptingTraits (0ms)

SetupTypeCache (559ms)

ReleaseScriptCaches (1ms)

RebuildScriptCaches (91ms)

SetupLoadedEditorAssemblies (641ms)

LogAssemblyErrors (0ms)

InitializePlatformSupportModulesInManaged (9ms)

SetLoadedEditorAssemblies (0ms)

RefreshPlugins (82ms)

BeforeProcessingInitializeOnLoad (131ms)

ProcessInitializeOnLoadAttributes (368ms)

ProcessInitializeOnLoadMethodAttributes (31ms)

AfterProcessingInitializeOnLoad (17ms)

EditorAssembliesLoaded (0ms)

ExecutionOrderSort2 (0ms)

AwakeInstancesAfterBackupRestoration (12ms)

Platform modules already initialized, skipping

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Worker process is ready to serve import requests

Launched and connected shader compiler UnityShaderCompiler.exe after 0.14 seconds

Refreshing native plugins compatible for Editor in 0.69 ms, found 3 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Unloading 2206 Unused Serialized files (Serialized files now loaded: 0)

System memory in use before: 97.2 MB.

System memory in use after: 97.1 MB.

Unloading 31 unused Assets to reduce memory usage. Loaded Objects now: 2637.

Total: 5.436400 ms (FindLiveObjects: 0.555300 ms CreateObjectMapping: 0.325500 ms MarkObjects: 4.326100 ms DeleteObjects: 0.227500 ms)

AssetImportParameters requested are different than current active one (requested -> active):

custom:framework-win-MediaFoundation: 216162199b28c13a410421893ffa2e32 ->

custom:video-decoder-ogg-theora: a1e56fd34408186e4bbccfd4996cb3dc ->

custom:container-muxer-webm: aa71ff27fc2769a1b78a27578f13a17b ->

custom:container-demuxer-webm: 4f35f7cbe854078d1ac9338744f61a02 ->

custom:container-demuxer-ogg: 62fdf1f143b41e24485cea50d1cbac27 ->

custom:video-encoder-webm-vp8: eb34c28f22e8b96e1ab97ce403110664 ->

custom:video-decoder-webm-vp8: 9c59270c3fd7afecdb556c50c9e8de78 ->

custom:audio-decoder-ogg-vorbis: bf7c407c2cedff20999df2af8eb42d56 ->

custom:audio-encoder-webm-vorbis: bf7c407c2cedff20999df2af8eb42d56 ->

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Received Import Request.

path: Assets/Scenes/Homepage.unity

artifactKey: Guid(e9e76eeda7f21b24da8646eb91796cbe) Importer(815301076,1909f56bfc062723c751e8b465ee728b)

Start importing Assets/Scenes/Homepage.unity using Guid(e9e76eeda7f21b24da8646eb91796cbe) Importer(815301076,1909f56bfc062723c751e8b465ee728b) -> (artifact id: '7fff12df07031412bc44a780e114054a') in 0.017878 seconds

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Received Prepare

Refreshing native plugins compatible for Editor in 32.46 ms, found 3 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Unloading 18 Unused Serialized files (Serialized files now loaded: 0)

System memory in use before: 53.6 MB.

System memory in use after: 53.6 MB.

Unloading 18 unused Assets to reduce memory usage. Loaded Objects now: 2637.

Total: 37.308900 ms (FindLiveObjects: 0.592800 ms CreateObjectMapping: 0.450300 ms MarkObjects: 30.609400 ms DeleteObjects: 5.653300 ms)

AssetImportParameters requested are different than current active one (requested -> active):

custom:framework-win-MediaFoundation: 216162199b28c13a410421893ffa2e32 ->

custom:video-decoder-ogg-theora: a1e56fd34408186e4bbccfd4996cb3dc ->

custom:container-muxer-webm: aa71ff27fc2769a1b78a27578f13a17b ->

custom:container-demuxer-webm: 4f35f7cbe854078d1ac9338744f61a02 ->

custom:container-demuxer-ogg: 62fdf1f143b41e24485cea50d1cbac27 ->

custom:video-encoder-webm-vp8: eb34c28f22e8b96e1ab97ce403110664 ->

custom:video-decoder-webm-vp8: 9c59270c3fd7afecdb556c50c9e8de78 ->

custom:audio-decoder-ogg-vorbis: bf7c407c2cedff20999df2af8eb42d56 ->

custom:audio-encoder-webm-vorbis: bf7c407c2cedff20999df2af8eb42d56 ->

AssetImportWorkerClient::OnTransportError - code=2 error=End of file