Base path: 'C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data', plugins path 'C:/Program Files/Unity/Hub/Editor/2020.3.33f1/Editor/Data/PlaybackEngines'

Cmd: initializeCompiler

Unhandled exception: Protocol error - failed to read magic number (error -2147483644, transferred 0/4)

Quitting shader compiler process