Base path: '/Users/009938/Desktop/Unite.app/Contents', plugins path '/Users/009938/Desktop/Unite.app/Contents/PlaybackEngines'

Cmd: initializeCompiler

Cmd: preprocess

insize=2414 file=Packages/com.unity.textmeshpro/Editor Resources/Shaders/TMP\_SDF Internal Editor.shader surfaceOnly=0 cachingPP=1 buildPlatform=2 pKW=SHADER\_API\_DESKTOP dKW=UNITY\_NO\_DXT5nm UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_LIGHTMAP\_FULL\_HDR UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL ok=1 outsize=2035

Cmd: compileSnippet

insize=1582 file=Assets/DefaultResourcesExtra/Hidden/BlitCopy pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=11 ok=1 outsize=1488

Cmd: compileSnippet

insize=1582 file=Assets/DefaultResourcesExtra/Hidden/BlitCopy pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=11 ok=1 outsize=893

Cmd: compileSnippet

insize=5029 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRect pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=155 ok=1 outsize=2467

Cmd: compileSnippet

insize=5029 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRect pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=155 ok=1 outsize=6352

Cmd: compileSnippet

insize=5029 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRect pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=167 ok=1 outsize=2467

Cmd: compileSnippet

insize=5029 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRect pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=167 ok=1 outsize=6352

Cmd: compileSnippet

insize=7853 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRectWithColorPerBorder pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=223 ok=1 outsize=2467

Cmd: compileSnippet

insize=7853 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRectWithColorPerBorder pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=223 ok=1 outsize=8632

Cmd: compileSnippet

insize=7853 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRectWithColorPerBorder pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=235 ok=1 outsize=2467

Cmd: compileSnippet

insize=7853 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUIRoundedRectWithColorPerBorder pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=235 ok=1 outsize=8632

Cmd: compileSnippet

insize=1341 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITexture pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=59 ok=1 outsize=1599

Cmd: compileSnippet

insize=1341 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITexture pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=59 ok=1 outsize=862

Cmd: compileSnippet

insize=1341 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITexture pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=75 ok=1 outsize=1599

Cmd: compileSnippet

insize=1341 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITexture pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=75 ok=1 outsize=862

Cmd: compileSnippet

insize=1878 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureBlit pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=71 ok=1 outsize=2383

Cmd: compileSnippet

insize=1878 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureBlit pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=71 ok=1 outsize=1770

Cmd: compileSnippet

insize=1878 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureBlit pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=84 ok=1 outsize=2383

Cmd: compileSnippet

insize=1878 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureBlit pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=84 ok=1 outsize=1770

Cmd: compileSnippet

insize=1842 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClip pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=70 ok=1 outsize=2383

Cmd: compileSnippet

insize=1842 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClip pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=70 ok=1 outsize=1776

Cmd: compileSnippet

insize=1842 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClip pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=83 ok=1 outsize=2383

Cmd: compileSnippet

insize=1842 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClip pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=83 ok=1 outsize=1776

Cmd: compileSnippet

insize=1701 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClipText pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=64 ok=1 outsize=2420

Cmd: compileSnippet

insize=1701 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClipText pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=64 ok=1 outsize=1188

Cmd: compileSnippet

insize=1701 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClipText pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=1 mask=6 start=77 ok=1 outsize=2420

Cmd: compileSnippet

insize=1701 file=Assets/DefaultResourcesExtra/Hidden/Internal-GUITextureClipText pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=1 mask=6 start=77 ok=1 outsize=1188

Cmd: compileSnippet

insize=4140 file=Assets/DefaultResourcesExtra/UIElements/Hidden/Internal-UIRAtlasBlitCopy pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=20 ok=1 outsize=3093

Cmd: compileSnippet

insize=4140 file=Assets/DefaultResourcesExtra/UIElements/Hidden/Internal-UIRAtlasBlitCopy pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=20 ok=1 outsize=2777

Cmd: compileSnippet

insize=753 file=Assets/DefaultResourcesExtra/UIElements/Hidden/UIElements/EditorUIE pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=4075 mask=6 start=54 ok=1 outsize=8168

Cmd: compileSnippet

insize=753 file=Assets/DefaultResourcesExtra/UIElements/Hidden/UIElements/EditorUIE pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW= dKW=UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=4075 mask=6 start=54 ok=1 outsize=20319

Cmd: compileSnippet

insize=16577 file=Assets/DefaultResourcesExtra/Skybox/Procedural pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW=\_SUNDISK\_SIMPLE dKW=\_SUNDISK\_NONE \_SUNDISK\_HIGH\_QUALITY UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Vertex platform=metal reqs=33 mask=6 start=20 ok=1 outsize=10107

Cmd: compileSnippet

insize=16577 file=Assets/DefaultResourcesExtra/Skybox/Procedural pass=<Unnamed Pass 0> cachingPP=1 ppOnly=0 stripLineD=0 buildPlatform=2 rsLen=0 pKW=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA UNITY\_LIGHT\_PROBE\_PROXY\_VOLUME UNITY\_LIGHTMAP\_FULL\_HDR uKW=\_SUNDISK\_SIMPLE dKW=\_SUNDISK\_NONE \_SUNDISK\_HIGH\_QUALITY UNITY\_NO\_DXT5nm UNITY\_FRAMEBUFFER\_FETCH\_AVAILABLE UNITY\_ENABLE\_NATIVE\_SHADOW\_LOOKUPS UNITY\_METAL\_SHADOWS\_USE\_POINT\_FILTERING UNITY\_NO\_SCREENSPACE\_SHADOWS UNITY\_PBS\_USE\_BRDF2 UNITY\_PBS\_USE\_BRDF3 UNITY\_NO\_FULL\_STANDARD\_SHADER UNITY\_HARDWARE\_TIER1 UNITY\_HARDWARE\_TIER2 UNITY\_HARDWARE\_TIER3 UNITY\_HALF\_PRECISION\_FRAGMENT\_SHADER\_REGISTERS UNITY\_LIGHTMAP\_DLDR\_ENCODING UNITY\_LIGHTMAP\_RGBM\_ENCODING UNITY\_VIRTUAL\_TEXTURING UNITY\_PRETRANSFORM\_TO\_DISPLAY\_ORIENTATION UNITY\_ASTC\_NORMALMAP\_ENCODING SHADER\_API\_GLES30 UNITY\_UNIFIED\_SHADER\_PRECISION\_MODEL flags=0 lang=0 type=Fragment platform=metal reqs=33 mask=6 start=20 ok=1 outsize=1821

Cmd: shutdown