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

Cmd: initializeCompiler

Cmd: compileSnippet

insize=817 file=Packages/com.unity.textmeshpro/Editor Resources/Shaders/Hidden/TMP/Internal/Editor/Distance Field SSD 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=OUTLINE\_ON UNDERLAY\_ON UNDERLAY\_INNER 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=58 ok=1 outsize=1917

Cmd: shutdown

Quitting shader compiler process