Initialize engine version: 5.5.4p4 (e92bef0ab5a4)

GfxDevice: creating device client; threaded=1

Direct3D:

Version: Direct3D 11.0 [level 11.1]

Renderer: NVIDIA GeForce GTX 1060 6GB (ID=0x1c03)

Vendor: NVIDIA

VRAM: 3072 MB

Driver: 23.21.13.8813

Begin MonoManager ReloadAssembly

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.dll into Unity Child Domain

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\Assembly-CSharp-firstpass.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\Assembly-CSharp-firstpass.dll into Unity Child Domain

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\Assembly-CSharp.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\Assembly-CSharp.dll into Unity Child Domain

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.UI.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.UI.dll into Unity Child Domain

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.Networking.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.Networking.dll into Unity Child Domain

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.PlaymodeTestsRunner.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.PlaymodeTestsRunner.dll into Unity Child Domain

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.Analytics.dll (this message is harmless)

Loading G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\UnityEngine.Analytics.dll into Unity Child Domain

- Completed reload, in 0.021 seconds

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\System.Core.dll (this message is harmless)

Platform assembly: G:\Unity\Sound Management Bun\Functional\joc\_Data\Managed\System.dll (this message is harmless)

desktop: 1920x1080 60Hz; virtual: 1920x1080 at 0,0

<RI> Initializing input.

<RI> Input initialized.

<RI> Initialized touch support.

UnloadTime: 1.173624 ms

Setting up 1 worker threads for Enlighten.

Thread -> id: 46f4 -> priority: 1

95

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Unloading 5 Unused Serialized files (Serialized files now loaded: 0)

UnloadTime: 4.598644 ms

Unloading 55 unused Assets to reduce memory usage. Loaded Objects now: 540.

Total: 0.651104 ms (FindLiveObjects: 0.058155 ms CreateObjectMapping: 0.018410 ms MarkObjects: 0.227360 ms DeleteObjects: 0.346593 ms)

Unloading 3 Unused Serialized files (Serialized files now loaded: 0)

UnloadTime: 1.331140 ms

Unloading 19 unused Assets to reduce memory usage. Loaded Objects now: 937.

Total: 0.276456 ms (FindLiveObjects: 0.059324 ms CreateObjectMapping: 0.033607 ms MarkObjects: 0.168913 ms DeleteObjects: 0.013735 ms)

Unloading 4 Unused Serialized files (Serialized files now loaded: 0)

UnloadTime: 0.732054 ms

Unloading 59 unused Assets to reduce memory usage. Loaded Objects now: 474.

Total: 43.613480 ms (FindLiveObjects: 0.022210 ms CreateObjectMapping: 0.030977 ms MarkObjects: 0.219762 ms DeleteObjects: 43.339943 ms)

95.1

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

95.2

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

95.3

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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