Initialize engine version: 5.6.1f1 (2860b30f0b54)

GfxDevice: creating device client; threaded=1

Direct3D:

Version: Direct3D 11.0 [level 11.0]

Renderer: NVIDIA GeForce GT 650M (ID=0xfd1)

Vendor: NVIDIA

VRAM: 2017 MB

Driver: 21.21.13.7654

Begin MonoManager ReloadAssembly

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\UnityEngine.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\UnityEngine.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\Assembly-CSharp-firstpass.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\Assembly-CSharp-firstpass.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\Assembly-CSharp.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\Assembly-CSharp.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\UnityEngine.UI.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\UnityEngine.UI.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\UnityEngine.Networking.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\UnityEngine.Networking.dll into Unity Child Domain

- Completed reload, in 0.214 seconds

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\System.Core.dll (this message is harmless)

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0\_Data\Managed\System.dll (this message is harmless)

desktop: 1920x1080 59Hz; virtual: 1920x1080 at 0,0

<RI> Initializing input.

<RI> Input initialized.

<RI> Initialized touch support.

UnloadTime: 1.610044 ms

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

UnloadTime: 5.398031 ms

Unloading 7 unused Assets to reduce memory usage. Loaded Objects now: 766.

Total: 0.524707 ms (FindLiveObjects: 0.062862 ms CreateObjectMapping: 0.029079 ms MarkObjects: 0.409246 ms DeleteObjects: 0.023092 ms)

Initial FF: 0

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

New FF: 25

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

Setting up 4 worker threads for Enlighten.

Thread -> id: 94c -> priority: 1

Thread -> id: 3d20 -> priority: 1

Thread -> id: 28e8 -> priority: 1

Thread -> id: 568 -> priority: 1