﻿<?xml version="1.0" encoding="utf-8"?>

<Project ToolsVersion="4.0" DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">

<PropertyGroup>

<Configuration Condition=" '$(Configuration)' == '' ">Debug</Configuration>

<Platform Condition=" '$(Platform)' == '' ">AnyCPU</Platform>

<ProductVersion>10.0.20506</ProductVersion>

<SchemaVersion>2.0</SchemaVersion>

<ProjectGuid>{1845D8BA-483E-4B41-F03F-A5F2FC33E121}</ProjectGuid>

<OutputType>Library</OutputType>

<AssemblyName>Assembly-CSharp-Editor</AssemblyName>

<FileAlignment>512</FileAlignment>

<ProjectTypeGuids>{E097FAD1-6243-4DAD-9C02-E9B9EFC3FFC1};{FAE04EC0-301F-11D3-BF4B-00C04F79EFBC}</ProjectTypeGuids>

<TargetFrameworkIdentifier>.NETFramework</TargetFrameworkIdentifier>

<TargetFrameworkVersion>v3.5</TargetFrameworkVersion>

<TargetFrameworkProfile>Unity Full v3.5</TargetFrameworkProfile>

<CompilerResponseFile></CompilerResponseFile>

<UnityProjectType>Editor:5</UnityProjectType>

<UnityBuildTarget>WebGL:20</UnityBuildTarget>

<UnityVersion>5.6.1f1</UnityVersion>

<RootNamespace></RootNamespace>

<LangVersion>4</LangVersion>

</PropertyGroup>

<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">

<DebugType>pdbonly</DebugType>

<Optimize>false</Optimize>

<OutputPath>Temp\UnityVS\_bin\Debug\</OutputPath>

<IntermediateOutputPath>Temp\UnityVS\_obj\Debug\</IntermediateOutputPath>

<ErrorReport>prompt</ErrorReport>

<WarningLevel>4</WarningLevel>

<DefineConstants>DEBUG;TRACE;UNITY\_5\_3\_OR\_NEWER;UNITY\_5\_4\_OR\_NEWER;UNITY\_5\_5\_OR\_NEWER;UNITY\_5\_6\_OR\_NEWER;UNITY\_5\_6\_1;UNITY\_5\_6;UNITY\_5;ENABLE\_AUDIO;ENABLE\_CACHING;ENABLE\_CLOTH;ENABLE\_GENERICS;ENABLE\_PVR\_GI;ENABLE\_MULTIPLE\_DISPLAYS;ENABLE\_PHYSICS;ENABLE\_RUNTIME\_NAVMESH\_BUILDING;ENABLE\_SPRITERENDERER\_FLIPPING;ENABLE\_SPRITES;ENABLE\_TERRAIN;ENABLE\_UNET;ENABLE\_UNITYEVENTS;ENABLE\_WEBCAM;ENABLE\_WWW;ENABLE\_CLOUD\_SERVICES\_COLLAB;ENABLE\_CLOUD\_HUB;ENABLE\_CLOUD\_PROJECT\_ID;ENABLE\_CLOUD\_SERVICES\_UNET;ENABLE\_CLOUD\_SERVICES\_BUILD;ENABLE\_CLOUD\_LICENSE;ENABLE\_EDITOR\_METRICS;ENABLE\_EDITOR\_METRICS\_CACHING;ENABLE\_NATIVE\_ARRAY;INCLUDE\_DYNAMIC\_GI;INCLUDE\_GI;RENDER\_SOFTWARE\_CURSOR;INCLUDE\_PUBNUB;ENABLE\_PLAYMODE\_TESTS\_RUNNER;ENABLE\_SCRIPTING\_NEW\_CSHARP\_COMPILER;ENABLE\_VIDEO;UNITY\_WEBGL;UNITY\_WEBGL\_API;UNITY\_DISABLE\_WEB\_VERIFICATION;UNITY\_GFX\_USE\_PLATFORM\_VSYNC;ENABLE\_CRUNCH\_TEXTURE\_COMPRESSION;ENABLE\_UNITYWEBREQUEST;ENABLE\_CLOUD\_SERVICES;ENABLE\_CLOUD\_SERVICES\_ADS;ENABLE\_CLOUD\_SERVICES\_ANALYTICS;ENABLE\_CLOUD\_SERVICES\_PURCHASING;ENABLE\_CLOUD\_SERVICES\_CRASH\_REPORTING;ENABLE\_VR;ENABLE\_IL2CPP;NET\_2\_0\_SUBSET;ENABLE\_PROFILER;DEBUG;TRACE;UNITY\_ASSERTIONS;UNITY\_EDITOR;UNITY\_EDITOR\_64;UNITY\_EDITOR\_WIN;ENABLE\_NATIVE\_ARRAY\_CHECKS;UNITY\_TEAM\_LICENSE;ENABLE\_VSTU</DefineConstants>

<AllowUnsafeBlocks>true</AllowUnsafeBlocks>

</PropertyGroup>

<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">

<DebugType>pdbonly</DebugType>

<Optimize>false</Optimize>

<OutputPath>Temp\UnityVS\_bin\Release\</OutputPath>

<IntermediateOutputPath>Temp\UnityVS\_obj\Release\</IntermediateOutputPath>

<ErrorReport>prompt</ErrorReport>

<WarningLevel>4</WarningLevel>

<DefineConstants>TRACE;UNITY\_5\_3\_OR\_NEWER;UNITY\_5\_4\_OR\_NEWER;UNITY\_5\_5\_OR\_NEWER;UNITY\_5\_6\_OR\_NEWER;UNITY\_5\_6\_1;UNITY\_5\_6;UNITY\_5;ENABLE\_AUDIO;ENABLE\_CACHING;ENABLE\_CLOTH;ENABLE\_GENERICS;ENABLE\_PVR\_GI;ENABLE\_MULTIPLE\_DISPLAYS;ENABLE\_PHYSICS;ENABLE\_RUNTIME\_NAVMESH\_BUILDING;ENABLE\_SPRITERENDERER\_FLIPPING;ENABLE\_SPRITES;ENABLE\_TERRAIN;ENABLE\_UNET;ENABLE\_UNITYEVENTS;ENABLE\_WEBCAM;ENABLE\_WWW;ENABLE\_CLOUD\_SERVICES\_COLLAB;ENABLE\_CLOUD\_HUB;ENABLE\_CLOUD\_PROJECT\_ID;ENABLE\_CLOUD\_SERVICES\_UNET;ENABLE\_CLOUD\_SERVICES\_BUILD;ENABLE\_CLOUD\_LICENSE;ENABLE\_EDITOR\_METRICS;ENABLE\_EDITOR\_METRICS\_CACHING;ENABLE\_NATIVE\_ARRAY;INCLUDE\_DYNAMIC\_GI;INCLUDE\_GI;RENDER\_SOFTWARE\_CURSOR;INCLUDE\_PUBNUB;ENABLE\_PLAYMODE\_TESTS\_RUNNER;ENABLE\_SCRIPTING\_NEW\_CSHARP\_COMPILER;ENABLE\_VIDEO;UNITY\_WEBGL;UNITY\_WEBGL\_API;UNITY\_DISABLE\_WEB\_VERIFICATION;UNITY\_GFX\_USE\_PLATFORM\_VSYNC;ENABLE\_CRUNCH\_TEXTURE\_COMPRESSION;ENABLE\_UNITYWEBREQUEST;ENABLE\_CLOUD\_SERVICES;ENABLE\_CLOUD\_SERVICES\_ADS;ENABLE\_CLOUD\_SERVICES\_ANALYTICS;ENABLE\_CLOUD\_SERVICES\_PURCHASING;ENABLE\_CLOUD\_SERVICES\_CRASH\_REPORTING;ENABLE\_VR;ENABLE\_IL2CPP;NET\_2\_0\_SUBSET;ENABLE\_PROFILER;DEBUG;TRACE;UNITY\_ASSERTIONS;UNITY\_EDITOR;UNITY\_EDITOR\_64;UNITY\_EDITOR\_WIN;ENABLE\_NATIVE\_ARRAY\_CHECKS;UNITY\_TEAM\_LICENSE;ENABLE\_VSTU</DefineConstants>

<AllowUnsafeBlocks>true</AllowUnsafeBlocks>

</PropertyGroup>

<ItemGroup>

<Reference Include="mscorlib" />

<Reference Include="System" />

<Reference Include="System.XML" />

<Reference Include="System.Core" />

<Reference Include="Boo.Lang" />

<Reference Include="UnityScript.Lang" />

<Reference Include="System.Runtime.Serialization" />

<Reference Include="System.Xml.Linq" />

<Reference Include="UnityEngine">

<HintPath>Library\UnityAssemblies\UnityEngine.dll</HintPath>

</Reference>

<Reference Include="UnityEditor">

<HintPath>Library\UnityAssemblies\UnityEditor.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.Advertisements">

<HintPath>Library\UnityAssemblies\UnityEditor.Advertisements.dll</HintPath>

</Reference>

<Reference Include="UnityEngine.UI">

<HintPath>Library\UnityAssemblies\UnityEngine.UI.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.UI">

<HintPath>Library\UnityAssemblies\UnityEditor.UI.dll</HintPath>

</Reference>

<Reference Include="UnityEngine.Networking">

<HintPath>Library\UnityAssemblies\UnityEngine.Networking.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.Networking">

<HintPath>Library\UnityAssemblies\UnityEditor.Networking.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.TestRunner">

<HintPath>Library\UnityAssemblies\UnityEditor.TestRunner.dll</HintPath>

</Reference>

<Reference Include="UnityEngine.TestRunner">

<HintPath>Library\UnityAssemblies\UnityEngine.TestRunner.dll</HintPath>

</Reference>

<Reference Include="nunit.framework">

<HintPath>Library\UnityAssemblies\nunit.framework.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.TreeEditor">

<HintPath>Library\UnityAssemblies\UnityEditor.TreeEditor.dll</HintPath>

</Reference>

<Reference Include="UnityEngine.Analytics">

<HintPath>Library\UnityAssemblies\UnityEngine.Analytics.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.Analytics">

<HintPath>Library\UnityAssemblies\UnityEditor.Analytics.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.HoloLens">

<HintPath>Library\UnityAssemblies\UnityEditor.HoloLens.dll</HintPath>

</Reference>

<Reference Include="UnityEngine.HoloLens">

<HintPath>Library\UnityAssemblies\UnityEngine.HoloLens.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.Purchasing">

<HintPath>Library\UnityAssemblies\UnityEditor.Purchasing.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.VR">

<HintPath>Library\UnityAssemblies\UnityEditor.VR.dll</HintPath>

</Reference>

<Reference Include="UnityEngine.VR">

<HintPath>Library\UnityAssemblies\UnityEngine.VR.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.Graphs">

<HintPath>Library\UnityAssemblies\UnityEditor.Graphs.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.WebGL.Extensions">

<HintPath>Library\UnityAssemblies\UnityEditor.WebGL.Extensions.dll</HintPath>

</Reference>

<Reference Include="UnityEditor.WindowsStandalone.Extensions">

<HintPath>Library\UnityAssemblies\UnityEditor.WindowsStandalone.Extensions.dll</HintPath>

</Reference>

<Reference Include="SyntaxTree.VisualStudio.Unity.Bridge">

<HintPath>Library\UnityAssemblies\SyntaxTree.VisualStudio.Unity.Bridge.dll</HintPath>

</Reference>

</ItemGroup>

<ItemGroup>

<ProjectReference Include="Mountain Manager.Plugins.csproj">

<Project>{BF248713-FA0D-C3B6-9D6F-BEDB199ABFA8}</Project>

<Name>Mountain Manager.Plugins</Name>

</ProjectReference>

<ProjectReference Include="Mountain Manager.csproj">

<Project>{57F12D0C-F0A3-C124-63BA-35F6AB4C972F}</Project>

<Name>Mountain Manager</Name>

</ProjectReference>

</ItemGroup>

<ItemGroup>

<Compile Include="Assets\Editor\CrossPlatformInput\CrossPlatformInputInitialize.cs" />

<Compile Include="Assets\Editor\ImageEffects\AntialiasingEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\BloomAndFlaresEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\BloomEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\CameraMotionBlurEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\ColorCorrectionCurvesEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\ColorCorrectionLookupEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\DepthOfFieldDeprecatedEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\DepthOfFieldEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\EdgeDetectionEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\NoiseAndGrainEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\SunShaftsEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\TonemappingEditor.cs" />

<Compile Include="Assets\Editor\ImageEffects\VignetteAndChromaticAberrationEditor.cs" />

</ItemGroup>

<ItemGroup>

<None Include="Assets\Example Games\2D Scrolling Shooter\Fonts\PressStart2P-Regular\OFL.txt" />

<None Include="Assets\Example Games\2D Scrolling Shooter\\_ReadMe.txt" />

<None Include="Assets\Example Games\Angry Birds Style\\_ReadMe.txt" />

<None Include="Assets\Example Games\Flappy Bird Style\\_ReadMe.txt" />

<None Include="Assets\Example Games\Hat Trick - The Catch Game\Fonts\LuckiestGuy\LICENSE.txt" />

<None Include="Assets\Example Games\Hat Trick - The Catch Game\\_ReadMe.txt" />

<None Include="Assets\Fonts\LuckiestGuy\LICENSE.txt" />

<None Include="Assets\Fonts\PressStart2P-Regular\OFL.txt" />

<None Include="Assets\Standard Assets\Cameras\CameraGuidelines.txt" />

<None Include="Assets\Standard Assets\Characters\FirstPersonCharacter\FirstPersonCharacterGuidelines.txt" />

<None Include="Assets\Standard Assets\Characters\RollerBall\RollerBallGuidelines.txt" />

<None Include="Assets\Standard Assets\Characters\ThirdPersonCharacter\ThirdPersonCharacterGuidelines.txt" />

<None Include="Assets\Standard Assets\CrossPlatformInput\CrossPlatformInputGuidelines.txt" />

<None Include="Assets\Standard Assets\Effects\GlassRefraction\Shaders\GlassStainedBumpDistort.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\BlendModesOverlay.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\BlurEffectConeTaps.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\CameraMotionBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\CameraMotionBlurDX11.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ChromaticAberrationShader.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ColorCorrection3DLut.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ColorCorrectionCurves.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ColorCorrectionCurvesSimple.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ColorCorrectionEffect.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ColorCorrectionSelective.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\Contrast Stretch\Adaptation.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\Contrast Stretch\Apply.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\Contrast Stretch\Luminance.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\Contrast Stretch\MinMaxReduction.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ContrastComposite.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ConvertDepth.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\CreaseApply.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\EdgeDetectNormals.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\FisheyeShader.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\GlobalFog.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\GrayscaleEffect.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\MotionBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\MotionBlurClear.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\NoiseAndGrain.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\NoiseAndGrainDX11.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\NoiseEffectShaderRGB.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\NoiseEffectShaderYUV.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\PrepareSunShaftsBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\RadialBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\SSAOShader.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ScreenSpaceAmbientObscurance.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\SepiaToneEffect.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\ShowAlphaChannel.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\SimpleClear.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\SunShaftsComposite.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\Tonemapper.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\TwirlEffect.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\VignettingShader.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\VortexEffect.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\DLAA.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\FXAA2.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\FXAA3Console.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\FXAAPreset2.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\FXAAPreset3.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\NFAA.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_Antialiasing\SSAA.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\Blend.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\BlendForBloom.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\BlendOneOne.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\BlurAndFlares.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\BrightPassFilter.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\BrightPassFilter2.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\LensFlareCreate.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\MobileBloom.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\MobileBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\MultiPassHollywoodFlares.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\SeparableBlurPlus.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_BloomAndFlares\VignetteShader.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\Bokeh34.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\DepthOfField34.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\DepthOfFieldDX11.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\DepthOfFieldScatter.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\SeparableBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\SeparableWeightedBlurDof34.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\\_DepthOfField\TiltShiftHdrLensBlur.shader" />

<None Include="Assets\Standard Assets\Effects\ImageEffects\Shaders\frag\_ao.cginc" />

<None Include="Assets\Standard Assets\Effects\Projectors\Guidelines.txt" />

<None Include="Assets\Standard Assets\Effects\Projectors\Shaders\ProjectorLight.shader" />

<None Include="Assets\Standard Assets\Effects\Projectors\Shaders\ProjectorMultiply.shader" />

<None Include="Assets\Standard Assets\Effects\TessellationShaders\Shaders\BumpedSpecularDisplacement.shader" />

<None Include="Assets\Standard Assets\Effects\TessellationShaders\Shaders\BumpedSpecularSmooth.shader" />

<None Include="Assets\Standard Assets\Effects\ToonShading\Shaders\ToonBasic.shader" />

<None Include="Assets\Standard Assets\Effects\ToonShading\Shaders\ToonBasicOutline.shader" />

<None Include="Assets\Standard Assets\Effects\ToonShading\Shaders\ToonLit.shader" />

<None Include="Assets\Standard Assets\Effects\ToonShading\Shaders\ToonLitOutline.shader" />

<None Include="Assets\Standard Assets\Environment\Water (Basic)\Shaders\FXWaterBasic.shader" />

<None Include="Assets\Standard Assets\Environment\Water\Water\Shaders\FXWaterPro.shader" />

<None Include="Assets\Standard Assets\Environment\Water\Water4\Shaders\FXWater4Advanced.shader" />

<None Include="Assets\Standard Assets\Environment\Water\Water4\Shaders\FXWater4Simple.shader" />

<None Include="Assets\Standard Assets\Environment\Water\Water4\Shaders\WaterInclude.cginc" />

<None Include="Assets\Standard Assets\Fonts\OpenSans\License!.txt" />

<None Include="Assets\Standard Assets\Prototyping\Shaders\WorldCoordDiffuse.shader" />

<None Include="Assets\Standard Assets\Vehicles\Aircraft\AircraftGuidelines.txt" />

<None Include="Assets\Standard Assets\Vehicles\Car\CarGuidelines.txt" />

<None Include="Assets\Standard Assets\Vehicles\Car\Shaders\DiffuseReflectiveShader.shader" />

<None Include="Assets\Standard Assets\Vehicles\Car\Shaders\ReflectiveDiffuseSpec.shader" />

<None Include="Assets\Standard Assets\Vehicles\Car\Shaders\ReflectiveDiffuseSpecTransp.shader" />

</ItemGroup>

<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />

<Target Name="GenerateTargetFrameworkMonikerAttribute" />

</Project>