#1 Default Android (Android) SUCCESS

You are viewing the compact version of your build log. For more details check the Full Log.

```
1: No Library cache found - ALL assets will be re-imported.
2: [Unity] Initialize engine version: 2018.2.0b2 (96999d86066c)
3: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader
4: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
5: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth MSAA' - Pass '' has no vertex shad
6: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth MSAA' - Setting to default shader.
7: [Unity] WARNING: Shader Unsupported: 'UI/Unlit/Transparent' - Setting to default shader.
8: [Unity] WARNING: Shader Unsupported: 'UI/Unlit/Text' - Setting to default shader.
9: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth_MSAA' - Pass '' ha
s no vertex shader
10: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth_MSAA' - Setting t
o default shader.
11: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Pass' has no vertex shader
12: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Setting to default shader.
13: [Unity] Refresh: detecting if any assets need to be imported or removed ... A meta data fi
le (.meta) exists but its asset 'Assets/Valentines_Day_Practice.unitypackage' can't be found.
When moving or deleting files outside of Unity, please ensure that the corresponding .meta fil
e is moved or deleted along with it.
14: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `Vu
foria.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
use NO POSE instead.'
15: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `Vu
foria.TrackableBehaviour.Status.NOT FOUND' is obsolete: `Status.NOT FOUND is obsolete. Please
use NO POSE instead.'
16: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
17: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
18: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
19: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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24: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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54: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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197: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
198: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
199: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Vectorscope Render' - Pass
'' has no vertex shader
200: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Vectorscope Render' - Setti
ng to default shader.
201: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Vectorscope Render' - Pass
'' has no vertex shader
```

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202: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Vectorscope Render' - Setti
ng to default shader.
203: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Parade Render' - Pass '' ha
s no vertex shader
204: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Parade Render' - Setting to
default shader.
205: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Parade Render' - Pass '' ha
s no vertex shader
206: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Parade Render' - Setting to
default shader.
207: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Pass '' has no ver
tex shader
208: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Setting to default
shader.
209: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Pass '' has no ver
210: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Setting to default
shader.
211: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Waveform Render' - Pass ''
has no vertex shader
212: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Waveform Render' - Setting
to default shader.
213: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Waveform Render' - Pass ''
has no vertex shader
214: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Waveform Render' - Setting
to default shader.
215: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Histogram Render' - Pass ''
has no vertex shader
216: [Unity] MARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Histogram Render' - Setting
to default shader.
217: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Histogram Render' - Pass ''
has no vertex shader
218: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Histogram Render' - Setting
to default shader.
219: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Depth Of Field' - Pass 'CoC Temporal
Filter' has no vertex shader
220: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Depth Of Field' - Pass 'CoC Temporal
Filter' has no vertex shader
221: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Temporal Anti-aliasing' - Pass '' ha
s no vertex shader
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222: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Temporal Anti-aliasing' - Pass '' ha
s no vertex shader
223: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
224: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
225: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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303: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
304: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
305: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
306: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
307: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
308: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
309: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
310: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
```

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311: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
312: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
313: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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315: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
316: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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321: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
322: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
323: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
324: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
325: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
326: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
327: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
328: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
329: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
330: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
331: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
332: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
333: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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335: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
336: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
337: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
338: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
339: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
340: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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341: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
342: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
343: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
344: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
345: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
346: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
347: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
348: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
349: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
350: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
351: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
352: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
353: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
354: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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356: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
357: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
358: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
359: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
360: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
361: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
362: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
363: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
364: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
365: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
366: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
367: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
368: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
369: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
370: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
```

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371: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
372: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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374: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
375: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
376: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
377: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
378: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
379: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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381: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
382: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
383: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
384: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
385: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
386: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
387: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
388: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
389: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
390: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
391: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
392: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
393: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
394: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
395: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
396: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
397: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
398: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
399: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
400: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
```

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401: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
402: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
403: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
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406: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
407: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
408: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
409: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
410: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
411: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
412: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
413: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
414: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
415: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
416: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
417: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
418: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
419: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
420: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
421: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
422: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
423: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
424: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
425: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
426: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
427: [Unity] ImportFBX Warnings:
428: [Unity] ImportFBX Warnings:
429: [Unity] ImportFBX Warnings:
430: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
```

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431: [Unity] Initialize engine version: 2018.2.0b2 (96999d86066c)
432: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader
433: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
434: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex sh
ader
435: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shade
436: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth MSAA' - Pass ''
has no vertex shader
437: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth MSAA' - Setting
to default shader.
438: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Pass ' has no vertex shader
439: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Setting to default shader.
440: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT FOUND' is obsolete: `Status.NOT FOUND is obsolete. Please
use NO POSE instead.'
441: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
use NO_POSE instead.'
442: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex sh
443: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shade
r.
444: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth_MSAA' - Pass ''
has no vertex shader
445: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth MSAA' - Setting
to default shader.
446: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Pass ' has no vertex shader
447: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Setting to default shader.
448: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader
449: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
450: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
use NO POSE instead.'
451: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
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452: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
```

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453: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
454: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
use NO POSE instead.'
455: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
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use NO POSE instead.'
456: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass ' has no vertex shader
457: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
458: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth MSAA' - Pass ' has no vertex sh
ader
459: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth MSAA' - Setting to default shade
460: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
461: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
462: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
463: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
464: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
465: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
466: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
467: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader
468: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
469: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex sh
470: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shade
r.
471: [Unity] Script attached to 'ETH.portals' in scene 'Assets/_Scenes/EVM_0001.unity' is miss
ing or no valid script is attached.
472: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Depth Of Field' - Pass 'CoC Temporal
Filter' has no vertex shader
473: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Pass '' has no ver
tex shader
474: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Setting to default
shader.
475: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Temporal Anti-aliasing' - Pass '' ha
s no vertex shader
```

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476: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader
477: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
478: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex sh
ader
479: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shade
480: [Unity] WARNING: Shader Unsupported: 'VR/SpatialMapping/Wireframe' - Pass '' has no verte
x shader
481: [Unity] WARNING: Shader Unsupported: 'VR/SpatialMapping/Wireframe' - Setting to default s
hader.
482: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth MSAA' - Pass ''
has no vertex shader
483: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth MSAA' - Setting
to default shader.
484: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Pass ' has no vertex shader
485: [Unity] WARNING: Shader Unsupported: 'AR/TangoARRender' - Setting to default shader.
486: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader
487: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth' - Setting to default shader.
488: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex sh
489: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shade
r.
490: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Pass '' has no ver
491: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Setting to default
shader.
492: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Depth Of Field' - Pass 'CoC Temporal
Filter' has no vertex shader
493: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Temporal Anti-aliasing' - Pass '' ha
s no vertex shader
494: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
495: [Unity] Finished exporting player successfully.
496: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
use NO POSE instead.'
497: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `V
uforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND is obsolete. Please
use NO POSE instead.'
```

498: publishing finished successfully.

499: Finished: SUCCESS