

#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 shader
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 '' has no vertex shader
10: [Unity] WARNING: Shader Unsupported: 'Hidden/VR/BlitTexArraySliceToDepth_MSAA' - Setting to 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 file (.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 file is moved or deleted along with it.
14: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): warning CS0618: `Vuforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND' is obsolete.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warning CS0618: `Vuforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND' is obsolete.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
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23: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture
```

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

174: [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' - Setting to default shader.

201: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Monitors/Vectorscope Render' - Pass '' has no vertex shader

202: [Unity] **WARNING**: Shader Unsupported: 'Hidden/Post FX/Monitors/Vectorscope Render' - Setting to default shader.

203: [Unity] **WARNING**: Shader Unsupported: 'Hidden/Post FX/Monitors/Parade Render' - Pass '' has 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 '' has 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 vertex 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 vertex shader

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] **WARNING**: 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 '' has no vertex shader

222: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Temporal Anti-aliasing' - Pass '' has no vertex shader

223: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture

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[illegible]

[illegible]

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[illegible]

[illegible]

[illegible]

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 shader

435: [Unity] **WARNING:** Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shader.

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: `Vuforia.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: `Vuforia.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 shader

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452: [Unity] **WARNING:** RGB Compressed ETC UNorm format is not supported, decompressing texture

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454: [Unity] Assets/Vuforia/Scripts/DefaultTrackableEventHandler.cs(52,57): **warning** CS0618: `Vuforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: `Status.NOT_FOUND' is obsolete. Please use NO_POSE instead.'

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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 shader

459: [Unity] **WARNING**: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shader.

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469: [Unity] **WARNING**: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex shader

470: [Unity] **WARNING**: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shader.

471: [Unity] Script attached to 'ETH.portals' in scene 'Assets/_Scenes/EVM_0001.unity' **is missing 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 vertex 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 '' has no vertex shader

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 shader

479: [Unity] **WARNING**: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Setting to default shader.

480: [Unity] **WARNING**: Shader Unsupported: 'VR/SpatialMapping/Wireframe' - Pass '' has no vertex shader

481: [Unity] **WARNING**: Shader Unsupported: 'VR/SpatialMapping/Wireframe' - Setting to default shader.

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

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486: [Unity] **WARNING**: Shader Unsupported: 'Hidden/BlitToDepth' - Pass '' has no vertex shader

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488: [Unity] **WARNING**: Shader Unsupported: 'Hidden/BlitToDepth_MSAA' - Pass '' has no vertex shader

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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: 'Vuforia.TrackableBehaviour.Status.NOT_FOUND' is obsolete: 'Status.NOT_FOUND is obsolete. Please use NO_POSE instead.'

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498: publishing finished successfully.

499: Finished: SUCCESS