 #1 Default Android (Android)  SUCCESS

You are viewing the compact version of your build log. For more details check the [Full Log](https://developer.cloud.unity3d.com/build/orgs/shamanicharmonics/projects/eth_4/buildtargets/default-android/builds/1/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warning CS0618: `Vuforia.TrackableBehaviour.Status.NOT\_FOUND' is obsolete: `Status.NOT\_FOUND is obsolete.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warning CS0618: `Vuforia.TrackableBehaviour.Status.NOT\_FOUND' is obsolete: `Status.NOT\_FOUND is obsolete.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

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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

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427: [Unity] ImportFBX Warnings:

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

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

443: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth\_MSAA' - Setting to default shader.

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450: [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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452: [Unity] WARNING: RGB Compressed ETC UNorm format is not supported, decompressing texture

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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.

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

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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 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

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 shader

489: [Unity] WARNING: Shader Unsupported: 'Hidden/BlitToDepth\_MSAA' - Setting to default shader.

490: [Unity] WARNING: Shader Unsupported: 'Hidden/Post FX/Eye Adaptation' - Pass '' has no vertex shader

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 '' has 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: `Vuforia.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: `Vuforia.TrackableBehaviour.Status.NOT\_FOUND' is obsolete: `Status.NOT\_FOUND is obsolete. Please use NO\_POSE instead.'

498: publishing finished successfully.

499: Finished: SUCCESS