Base path: C:/Program Files/Unity/Editor/Data

Cmd: initializeCompiler

Cmd: compileSnippet

api=4 type=0 insize=1469 outsize=1082 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1469 outsize=522 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1480 outsize=1094 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1480 outsize=522 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=13211 outsize=5478 kw=\_SUNDISK\_SIMPLE pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=13211 outsize=930 kw=\_SUNDISK\_SIMPLE pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=943 outsize=690 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=943 outsize=354 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=802 outsize=1414 kw=SHADOWS\_DEPTH pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=802 outsize=182 kw=SHADOWS\_DEPTH pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=18391 outsize=1258 kw=SHADOWS\_SPLIT\_SPHERES pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=18391 outsize=4346 kw=SHADOWS\_SPLIT\_SPHERES pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1097 outsize=1982 kw=DIRECTIONAL SHADOWS\_SCREEN pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1097 outsize=7194 kw=DIRECTIONAL SHADOWS\_SCREEN pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1097 outsize=1874 kw=DIRECTIONAL pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1097 outsize=6794 kw=DIRECTIONAL pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1146 outsize=790 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1146 outsize=402 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=986 outsize=1670 kw=DIRECTIONAL pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=986 outsize=3358 kw=DIRECTIONAL pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1502 outsize=1082 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1502 outsize=502 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1555 outsize=834 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1555 outsize=666 kw= pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1097 outsize=1982 kw=DIRECTIONAL SHADOWS\_SCREEN \_EMISSION pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1097 outsize=7298 kw=DIRECTIONAL SHADOWS\_SCREEN \_EMISSION pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=0 insize=1097 outsize=1874 kw=DIRECTIONAL \_EMISSION pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1

Cmd: compileSnippet

api=4 type=1 insize=1097 outsize=6898 kw=DIRECTIONAL \_EMISSION pd=UNITY\_ENABLE\_REFLECTION\_BUFFERS UNITY\_USE\_DITHER\_MASK\_FOR\_ALPHABLENDED\_SHADOWS UNITY\_PBS\_USE\_BRDF1 UNITY\_SPECCUBE\_BOX\_PROJECTION UNITY\_SPECCUBE\_BLENDING UNITY\_ENABLE\_DETAIL\_NORMALMAP SHADER\_API\_DESKTOP UNITY\_COLORSPACE\_GAMMA ok=1