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--compilation-defines=ENABLE\_TEXTURE\_STREAMING

--compilation-defines=ENABLE\_UNET

--compilation-defines=ENABLE\_LZMA

--compilation-defines=ENABLE\_UNITYEVENTS

--compilation-defines=ENABLE\_VR

--compilation-defines=ENABLE\_WEBCAM

--compilation-defines=ENABLE\_UNITYWEBREQUEST

--compilation-defines=ENABLE\_WWW

--compilation-defines=ENABLE\_CLOUD\_SERVICES

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_COLLAB

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_COLLAB\_SOFTLOCKS

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_ADS

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_USE\_WEBREQUEST

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_CRASH\_REPORTING

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_PURCHASING

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_ANALYTICS

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--compilation-defines=ENABLE\_CLOUD\_SERVICES\_BUILD

--compilation-defines=ENABLE\_CLOUD\_LICENSE

--compilation-defines=ENABLE\_EDITOR\_HUB\_LICENSE

--compilation-defines=ENABLE\_WEBSOCKET\_CLIENT

--compilation-defines=ENABLE\_DIRECTOR\_AUDIO

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--compilation-defines=ENABLE\_MANAGED\_JOBS

--compilation-defines=ENABLE\_MANAGED\_TRANSFORM\_JOBS

--compilation-defines=ENABLE\_MANAGED\_ANIMATION\_JOBS

--compilation-defines=ENABLE\_MANAGED\_AUDIO\_JOBS

--compilation-defines=INCLUDE\_DYNAMIC\_GI

--compilation-defines=ENABLE\_MONO\_BDWGC

--compilation-defines=ENABLE\_SCRIPTING\_GC\_WBARRIERS

--compilation-defines=PLATFORM\_SUPPORTS\_MONO

--compilation-defines=RENDER\_SOFTWARE\_CURSOR

--compilation-defines=ENABLE\_VIDEO

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--compilation-defines=PLATFORM\_STANDALONE\_WIN

--compilation-defines=UNITY\_STANDALONE\_WIN

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--compilation-defines=ENABLE\_RUNTIME\_GI

--compilation-defines=ENABLE\_MOVIES

--compilation-defines=ENABLE\_NETWORK

--compilation-defines=ENABLE\_CRUNCH\_TEXTURE\_COMPRESSION

--compilation-defines=ENABLE\_OUT\_OF\_PROCESS\_CRASH\_HANDLER

--compilation-defines=ENABLE\_CLUSTER\_SYNC

--compilation-defines=ENABLE\_CLUSTERINPUT

--compilation-defines=GFXDEVICE\_WAITFOREVENT\_MESSAGEPUMP

--compilation-defines=ENABLE\_WEBSOCKET\_HOST

--compilation-defines=ENABLE\_MONO

--compilation-defines=NET\_4\_6

--compilation-defines=ENABLE\_CUSTOM\_RENDER\_TEXTURE

--compilation-defines=ENABLE\_DIRECTOR

--compilation-defines=ENABLE\_LOCALIZATION

--compilation-defines=ENABLE\_SPRITES

--compilation-defines=ENABLE\_TERRAIN

--compilation-defines=ENABLE\_TILEMAP

--compilation-defines=ENABLE\_TIMELINE

--compilation-defines=ENABLE\_LEGACY\_INPUT\_MANAGER

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--compilation-defines=OBI\_ONI\_SUPPORTED

--compilation-defines=PACKAGE\_PHYSICS

--compilation-defines=PACKAGE\_PHYSICS2D

--compilation-defines=PACKAGE\_ANIMATION

--compilation-defines=CSHARP\_7\_OR\_LATER

--compilation-defines=CSHARP\_7\_3\_OR\_NEWER

--compilation-defines=OBI\_COLLECTIONS

--compilation-defines=OBI\_BURST

--compilation-defines=OBI\_MATHEMATICS

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstBendTwistConstraintsBatch+BendTwistConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstBendTwistConstraintsBatch+BendTwistConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c90ed5b5a6d634c8171e2c968c3fcc92

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstBendTwistConstraintsBatch+ApplyBendTwistConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstBendTwistConstraintsBatch+ApplyBendTwistConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--25a6b324c47a7e582b299e1741ab61d1

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstChainConstraintsBatch+ChainConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstChainConstraintsBatch+ChainConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--dbd96762a48a382a124b893f4a39b3f1

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraintsBatch+UpdateDensitiesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraintsBatch+UpdateDensitiesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--8b41c5dd0fcaa546dfbaa3141b057d59

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraintsBatch+ApplyDensityConstraintsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraintsBatch+ApplyDensityConstraintsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--69b5814270b1c8fa11d062fb2f3d27f5

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraintsBatch+NormalsViscosityAndVorticityJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraintsBatch+NormalsViscosityAndVorticityJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ed94014417e88a322c1d9ca82805ff32

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraints+AverageSmoothPositionsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraints+AverageSmoothPositionsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a9ac2036ceee1f5186d0fbb3507d2512

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraints+AverageAnisotropyJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraints+AverageAnisotropyJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ef2e3f7bb36d728ba66c988d1513a507

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraintsBatch+CalculateVorticityEta, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraintsBatch+CalculateVorticityEta&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c1390b03b606e7a9cdc1c9209551fc76

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraintsBatch+AccumulateSmoothPositionsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraintsBatch+AccumulateSmoothPositionsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--26538ee5ffac549bdd69cb90b9254732

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--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstStitchConstraintsBatch+StitchConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstStitchConstraintsBatch+StitchConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e5c4d1895069a4d2a20fca74c0fb4935

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstStitchConstraintsBatch+ApplyStitchConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstStitchConstraintsBatch+ApplyStitchConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--d97b048d5c68b4aba6911b543cd4c323

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDistanceConstraintsBatch+DistanceConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDistanceConstraintsBatch+DistanceConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a4b61e8c611dc1cdfe7fe9f7b8cb5916

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ApplyBatchedCollisionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ApplyBatchedCollisionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--1f9b550bbe015ec034fd00319aeba51d

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstTetherConstraintsBatch+TetherConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstTetherConstraintsBatch+TetherConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--dd913608cf3f858f8cb02c815254f42f

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ApplyInertialForcesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ApplyInertialForcesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--1a07ad49f6e8d1fe05692c844fae58d8

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ParticleToBoundsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleToBoundsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--75e9791dbaf5499f71ecc538d07dfc1b

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BoundsReductionJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BoundsReductionJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bfc1dbd378ed167b06304917edc639d5

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstPinConstraintsBatch+PinConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstPinConstraintsBatch+PinConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--aa67350c816afff3fdb5a19e000a9d68

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstPinConstraintsBatch+ApplyPinConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstPinConstraintsBatch+ApplyPinConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--d38a82bb7fa22dfe148a028449bb58b0

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstShapeMatchingConstraintsBatch+ShapeMatchingCalculateRestJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstShapeMatchingConstraintsBatch+ShapeMatchingCalculateRestJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--1dcf8fe4279f99fd3cdab576534e2e44

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstTetherConstraintsBatch+ApplyTetherConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstTetherConstraintsBatch+ApplyTetherConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--75ddae98564c575cf72fa84491eb5c55

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstVolumeConstraintsBatch+VolumeConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstVolumeConstraintsBatch+VolumeConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c58d45921f561824d3cebe849686e0ac

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstVolumeConstraintsBatch+ApplyVolumeConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstVolumeConstraintsBatch+ApplyVolumeConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--03e6a999127350a85c11d1192bfcde58

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstColliderCollisionConstraintsBatch+CollisionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderCollisionConstraintsBatch+CollisionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3424532d0c46c1f09486df0aec8fc069

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstColliderFrictionConstraintsBatch+FrictionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderFrictionConstraintsBatch+FrictionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e898aa8af08b8879f87b5f470581f902

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraints+ClearFluidDataJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraints+ClearFluidDataJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--9cc8fd25fe0df0424c3e819181a21b26

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--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.UpdateNormalsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdateNormalsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--737f4ae89b1ff69669cfe066de3af31f

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstShapeMatchingConstraintsBatch+ShapeMatchingConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstShapeMatchingConstraintsBatch+ShapeMatchingConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--7d5ef602986efb9cb5d9665191c81e89

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstShapeMatchingConstraintsBatch+ApplyShapeMatchingConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstShapeMatchingConstraintsBatch+ApplyShapeMatchingConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--701387e76185c6fbd05d66dc1cc38a95

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstSkinConstraintsBatch+SkinConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstSkinConstraintsBatch+SkinConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--18e1146be12ae77a49a6a45384426064

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BuildSimplexAabbs, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BuildSimplexAabbs&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--eff4f9439a7ca51ae75733738012bd71

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.FindFluidParticlesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.FindFluidParticlesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--45e5bb5e4942d1b16f0adfbcd8cceb96

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.InterpolationJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.InterpolationJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a4a634249c44e2582a125e65e3f3bb03

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.UpdatePositionsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdatePositionsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--827caddbf62a7c5bf6bb782300d5975d

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.UpdatePrincipalAxisJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdatePrincipalAxisJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ad698b8aa133b0ca14def79d3a8eca09

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.UpdateVelocitiesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdateVelocitiesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--0c6b54f28bfe57782657a4e68467c216

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.DequeueIntoArrayJob`1[[Obi.BurstContact, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.DequeueIntoArrayJob`1[[Obi.BurstContact, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--64d3df577ce89813e80bdc974d373724

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.DequeueIntoArrayJob`1[[Obi.FluidInteraction, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.DequeueIntoArrayJob`1[[Obi.FluidInteraction, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a7b5adf2dc332c56dcb0caa3ec7e3ce5

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.DequeueIntoArrayJob`1[[Obi.BurstQueryResult, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.DequeueIntoArrayJob`1[[Obi.BurstQueryResult, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3dcb3af3c7cd5086e5c0d43580aeae55

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampDistance2Constraint+ClampDistance2Job, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampDistance2Constraint+ClampDistance2Job&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a893c9710d3a93ad0e4426c1aaf8eaef

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampDistanceConstraint+ClampDistanceJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampDistanceConstraint+ClampDistanceJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--60149aa62a6e3a70508cff607e88b0f6

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampPositionConstraint+ClampPositionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampPositionConstraint+ClampPositionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--90c17fcb4e1aeceab9cac621f08f3f90

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstParticleCollisionConstraintsBatch+UpdateParticleContactsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstParticleCollisionConstraintsBatch+UpdateParticleContactsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e7b62e4ad78818dd1e21023c1958ee1b

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstParticleCollisionConstraintsBatch+ParticleCollisionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstParticleCollisionConstraintsBatch+ParticleCollisionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--9f1bbacdb6dc9af47aa6bcb94519bc65

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstParticleFrictionConstraintsBatch+ParticleFrictionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstParticleFrictionConstraintsBatch+ParticleFrictionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--9c05df4e281ad1c4e3480d7d0c0aec55

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.SpringConstraint+SpringJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.SpringConstraint+SpringJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--edf6598ce411b7766fe43e6c4bc84e0c

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.TriangleBendConstraint+TriangleBendCalcJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.TriangleBendConstraint+TriangleBendCalcJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e658a15687a4c55346a17c20f8328d69

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.TriangleBendConstraint+TriangleBendSumJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.TriangleBendConstraint+TriangleBendSumJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fb5a4a1996aa406764aebded00464841

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+ConvertWorldToLocalJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+ConvertWorldToLocalJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bfb73fad66e3cedf47e8c355940dcdaa

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+WriteBontToTransformJob2, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+WriteBontToTransformJob2&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ae19edb1901424c3a6c12bbe27fc5355

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+CopyBoneJob0, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+CopyBoneJob0&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--7f37c8110dbbe66a4ea89e67beea4cd3

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampRotationConstraint+ClampRotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampRotationConstraint+ClampRotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--0237c61448d6dde6143bd1718a1f64bf

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ColliderCollisionConstraint+CollisionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ColliderCollisionConstraint+CollisionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--f64284d9ef72dc33171413f8fdb88f31

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ColliderExtrusionConstraint+CollisionExtrusionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ColliderExtrusionConstraint+CollisionExtrusionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ae3e3a8344d958e73d93f40f1a49735e

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+RestoreBoneJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+RestoreBoneJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fb7d06f0369a5e4f67da8c6dbf61a50e

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+ReadBoneJob0, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+ReadBoneJob0&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--cc7789e2fe69c40dc154e609ff6b2434

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+ReadBoneJob1, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+ReadBoneJob1&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--69ae58f3ca5c4537e8ef1efc94dc0e9d

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.CompositeRotationConstraint+RotationRootLineJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.CompositeRotationConstraint+RotationRootLineJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--86f4d969f062928a0d87da8a342a1572

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.EdgeCollisionConstraint+EdgeCollisionCalcJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.EdgeCollisionConstraint+EdgeCollisionCalcJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--4b551ae8076060999b0554510ba8c2f8

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.EdgeCollisionConstraint+EdgeCollisionSumJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.EdgeCollisionConstraint+EdgeCollisionSumJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--df955ef467fe35fa18b8577d33930ebf

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.TwistConstraint+TwistJob2, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.TwistConstraint+TwistJob2&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--63343858b5bd7959248a666f1cf5b39e

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VolumeConstraint+VolumeCalcJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VolumeConstraint+VolumeCalcJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c78747c1bd35f90f916abdb742a025fd

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VolumeConstraint+VolumeSumJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VolumeConstraint+VolumeSumJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--72e57364dd1885e35fc2a88b107f7797

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PenetrationConstraint+PenetrationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PenetrationConstraint+PenetrationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a2c5d7c3575303cbe3c932295a272b2d

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RestoreDistanceConstraint+DistanceJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RestoreDistanceConstraint+DistanceJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--b3e0e21b40e882deb21748a0b896caee

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RestoreRotationConstraint+RotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RestoreRotationConstraint+RotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--5db4db744a463fcb1b672191e37cf46e

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ParticleGrid+CalculateCellCoords, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleGrid+CalculateCellCoords&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--04c6006c5eed3b5811c6e845d94787b0

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.ParticleGrid+UpdateGrid, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleGrid+UpdateGrid&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e05fcc573fffde1819ddbfc21f197fa3

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ParticleGrid+InterpolateDiffusePropertiesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleGrid+InterpolateDiffusePropertiesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fd661e7d79bc2b9c1daa8c8b61310c52

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerCompute+FixPositionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerCompute+FixPositionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bce51602eca682aae0dddf54c81301c7

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerParticleData+CopyBoneToParticleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerParticleData+CopyBoneToParticleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ce852c9e71c141cff29723c3d41fb376

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VirtualMeshWorker+CalcMeshTriangleNormalTangentJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VirtualMeshWorker+CalcMeshTriangleNormalTangentJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e157f9f21238f5abcbcd5eb95dd70092

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VirtualMeshWorker+CalcVertexNormalTangentFromTriangleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VirtualMeshWorker+CalcVertexNormalTangentFromTriangleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--73ac665bf4a5faa98883b5ca88305131

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerParticleData+ResetParticleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerParticleData+ResetParticleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fa89ba40b8c746e685b14e0aa53b8000

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerParticleData+CopyParticleToBoneJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerParticleData+CopyParticleToBoneJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fc182668a6fcec5d7d4824aca8c77ca8

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerTeamData+PreProcessTeamDataJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerTeamData+PreProcessTeamDataJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e0d2ecc10b48c3bd447560b5cf4a51b7

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.MeshParticleWorker+VertexToParticleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.MeshParticleWorker+VertexToParticleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--f62d566eee1f5b3c2b7ffbdc0c48253b

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+CopyBoneJob1, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+CopyBoneJob1&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--dff37f187ee6cfa437c947feabac42e5

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerCompute+ForceAndVelocityJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerCompute+ForceAndVelocityJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bb5a5ceaae63501576c969db197a9f4e

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.SpringMeshWorker+SpringJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.SpringMeshWorker+SpringJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--60f33ec6dce8d32c009a31c7071b9ea4

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerTeamData+PostProcessTeamDataJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerTeamData+PostProcessTeamDataJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--875576a8804cc318aa27610e0b148e73

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.BaseSkinningWorker+BaseSkinningJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.BaseSkinningWorker+BaseSkinningJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3518bd56f8434b84956fd4934d5d4ef9

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--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[VRM.FastSpringBones.Schedulers.PullTransformJobScheduler+Job, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(VRM.FastSpringBones.Schedulers.PullTransformJobScheduler+Job&, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--374993306111da3b4ecf5dd01112fdca

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[VRM.FastSpringBones.Schedulers.UpdateSpringBoneJobScheduler+Job, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(VRM.FastSpringBones.Schedulers.UpdateSpringBoneJobScheduler+Job&, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--58199a53795d4be927462d1fc6236add

--method=Unity.Burst.BurstCompiler+BurstCompilerHelper, Unity.Burst, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::IsBurstEnabled()--8c2be93e18276203cbd918daa2748a10

--method=Unity.Burst.Intrinsics.X86, Unity.Burst, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::DoSetCSRTrampoline(System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--da352d92cabf024fc9986011d52a4537

--method=Unity.Burst.Intrinsics.X86, Unity.Burst, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::DoGetCSRTrampoline()--89425a97f3f500fa810ad03f0c382542

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstColliderWorld+IdentifyMovingColliders, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderWorld+IdentifyMovingColliders&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--66ae0ec97032d678ba0cf3bcb6ddfa20

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--compilation-defines=ENABLE\_CLOUD\_SERVICES\_COLLAB\_SOFTLOCKS

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_ADS

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_USE\_WEBREQUEST

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_CRASH\_REPORTING

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_PURCHASING

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--compilation-defines=ENABLE\_CLOUD\_SERVICES\_UNET

--compilation-defines=ENABLE\_CLOUD\_SERVICES\_BUILD

--compilation-defines=ENABLE\_CLOUD\_LICENSE

--compilation-defines=ENABLE\_EDITOR\_HUB\_LICENSE

--compilation-defines=ENABLE\_WEBSOCKET\_CLIENT

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--compilation-defines=ENABLE\_DIRECTOR\_TEXTURE

--compilation-defines=ENABLE\_MANAGED\_JOBS

--compilation-defines=ENABLE\_MANAGED\_TRANSFORM\_JOBS

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--compilation-defines=ENABLE\_MANAGED\_AUDIO\_JOBS

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--compilation-defines=ENABLE\_MONO\_BDWGC

--compilation-defines=ENABLE\_SCRIPTING\_GC\_WBARRIERS

--compilation-defines=PLATFORM\_SUPPORTS\_MONO

--compilation-defines=RENDER\_SOFTWARE\_CURSOR

--compilation-defines=ENABLE\_VIDEO

--compilation-defines=PLATFORM\_STANDALONE

--compilation-defines=PLATFORM\_STANDALONE\_WIN

--compilation-defines=UNITY\_STANDALONE\_WIN

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--compilation-defines=ENABLE\_MOVIES

--compilation-defines=ENABLE\_NETWORK

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--compilation-defines=ENABLE\_OUT\_OF\_PROCESS\_CRASH\_HANDLER

--compilation-defines=ENABLE\_CLUSTER\_SYNC

--compilation-defines=ENABLE\_CLUSTERINPUT

--compilation-defines=GFXDEVICE\_WAITFOREVENT\_MESSAGEPUMP

--compilation-defines=ENABLE\_WEBSOCKET\_HOST

--compilation-defines=ENABLE\_MONO

--compilation-defines=NET\_4\_6

--compilation-defines=ENABLE\_CUSTOM\_RENDER\_TEXTURE

--compilation-defines=ENABLE\_DIRECTOR

--compilation-defines=ENABLE\_LOCALIZATION

--compilation-defines=ENABLE\_SPRITES

--compilation-defines=ENABLE\_TERRAIN

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--compilation-defines=PACKAGE\_ANIMATION

--compilation-defines=CSHARP\_7\_OR\_LATER

--compilation-defines=CSHARP\_7\_3\_OR\_NEWER

--compilation-defines=OBI\_COLLECTIONS

--compilation-defines=OBI\_BURST

--compilation-defines=OBI\_MATHEMATICS

--compilation-defines=TEXTMESHPRO\_PRESENT

--compilation-defines=ENABLE\_SPRINGBONE\_BURST

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--root-assembly=C:\Users\user\Documents\OpenSee\Temp\StagingArea\Data\Managed\UniGLTF.dll

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraintsBatch+CalculateVorticityEta, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraintsBatch+CalculateVorticityEta&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c1390b03b606e7a9cdc1c9209551fc76

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstSkinConstraintsBatch+SkinConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstSkinConstraintsBatch+SkinConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--18e1146be12ae77a49a6a45384426064

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ApplyInertialForcesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ApplyInertialForcesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--1a07ad49f6e8d1fe05692c844fae58d8

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ParticleToBoundsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleToBoundsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--75e9791dbaf5499f71ecc538d07dfc1b

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BoundsReductionJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BoundsReductionJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bfc1dbd378ed167b06304917edc639d5

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.PredictPositionsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.PredictPositionsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--4936340493733ed73bf4bdfc665b35ac

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.UpdateInertiaTensorsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdateInertiaTensorsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3788e3396df0db0f52a7716ec77fd730

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.UpdateNormalsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdateNormalsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--737f4ae89b1ff69669cfe066de3af31f

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstTetherConstraintsBatch+ApplyTetherConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstTetherConstraintsBatch+ApplyTetherConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--75ddae98564c575cf72fa84491eb5c55

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstVolumeConstraintsBatch+VolumeConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstVolumeConstraintsBatch+VolumeConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c58d45921f561824d3cebe849686e0ac

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstVolumeConstraintsBatch+ApplyVolumeConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstVolumeConstraintsBatch+ApplyVolumeConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--03e6a999127350a85c11d1192bfcde58

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstColliderCollisionConstraintsBatch+CollisionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderCollisionConstraintsBatch+CollisionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3424532d0c46c1f09486df0aec8fc069

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstColliderFrictionConstraintsBatch+FrictionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderFrictionConstraintsBatch+FrictionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e898aa8af08b8879f87b5f470581f902

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstDensityConstraints+ClearFluidDataJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstDensityConstraints+ClearFluidDataJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--9cc8fd25fe0df0424c3e819181a21b26

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.UpdatePositionsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdatePositionsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--827caddbf62a7c5bf6bb782300d5975d

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.UpdateVelocitiesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.UpdateVelocitiesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--0c6b54f28bfe57782657a4e68467c216

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.DequeueIntoArrayJob`1[[Obi.BurstContact, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.DequeueIntoArrayJob`1[[Obi.BurstContact, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--64d3df577ce89813e80bdc974d373724

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.DequeueIntoArrayJob`1[[Obi.FluidInteraction, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.DequeueIntoArrayJob`1[[Obi.FluidInteraction, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a7b5adf2dc332c56dcb0caa3ec7e3ce5

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.DequeueIntoArrayJob`1[[Obi.BurstQueryResult, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.DequeueIntoArrayJob`1[[Obi.BurstQueryResult, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]]&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3dcb3af3c7cd5086e5c0d43580aeae55

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BuildSimplexAabbs, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BuildSimplexAabbs&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--eff4f9439a7ca51ae75733738012bd71

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.FindFluidParticlesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.FindFluidParticlesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--45e5bb5e4942d1b16f0adfbcd8cceb96

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.InterpolationJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.InterpolationJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a4a634249c44e2582a125e65e3f3bb03

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstParticleCollisionConstraintsBatch+UpdateParticleContactsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstParticleCollisionConstraintsBatch+UpdateParticleContactsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e7b62e4ad78818dd1e21023c1958ee1b

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstParticleCollisionConstraintsBatch+ParticleCollisionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstParticleCollisionConstraintsBatch+ParticleCollisionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--9f1bbacdb6dc9af47aa6bcb94519bc65

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstParticleFrictionConstraintsBatch+ParticleFrictionConstraintsBatchJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstParticleFrictionConstraintsBatch+ParticleFrictionConstraintsBatchJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--9c05df4e281ad1c4e3480d7d0c0aec55

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampDistance2Constraint+ClampDistance2Job, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampDistance2Constraint+ClampDistance2Job&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a893c9710d3a93ad0e4426c1aaf8eaef

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampDistanceConstraint+ClampDistanceJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampDistanceConstraint+ClampDistanceJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--60149aa62a6e3a70508cff607e88b0f6

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampPositionConstraint+ClampPositionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampPositionConstraint+ClampPositionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--90c17fcb4e1aeceab9cac621f08f3f90

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.SpringConstraint+SpringJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.SpringConstraint+SpringJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--edf6598ce411b7766fe43e6c4bc84e0c

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.TriangleBendConstraint+TriangleBendCalcJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.TriangleBendConstraint+TriangleBendCalcJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e658a15687a4c55346a17c20f8328d69

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.TriangleBendConstraint+TriangleBendSumJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.TriangleBendConstraint+TriangleBendSumJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fb5a4a1996aa406764aebded00464841

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+RestoreBoneJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+RestoreBoneJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fb7d06f0369a5e4f67da8c6dbf61a50e

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+ReadBoneJob0, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+ReadBoneJob0&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--cc7789e2fe69c40dc154e609ff6b2434

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+ReadBoneJob1, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+ReadBoneJob1&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--69ae58f3ca5c4537e8ef1efc94dc0e9d

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ClampRotationConstraint+ClampRotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ClampRotationConstraint+ClampRotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--0237c61448d6dde6143bd1718a1f64bf

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ColliderCollisionConstraint+CollisionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ColliderCollisionConstraint+CollisionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--f64284d9ef72dc33171413f8fdb88f31

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.ColliderExtrusionConstraint+CollisionExtrusionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.ColliderExtrusionConstraint+CollisionExtrusionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ae3e3a8344d958e73d93f40f1a49735e

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+ConvertWorldToLocalJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+ConvertWorldToLocalJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bfb73fad66e3cedf47e8c355940dcdaa

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[MagicaCloth.PhysicsManagerBoneData+WriteBontToTransformJob2, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+WriteBontToTransformJob2&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ae19edb1901424c3a6c12bbe27fc5355

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+CopyBoneJob0, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+CopyBoneJob0&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--7f37c8110dbbe66a4ea89e67beea4cd3

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VolumeConstraint+VolumeCalcJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VolumeConstraint+VolumeCalcJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c78747c1bd35f90f916abdb742a025fd

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ParticleGrid+CalculateCellCoords, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleGrid+CalculateCellCoords&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--04c6006c5eed3b5811c6e845d94787b0

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.ParticleGrid+UpdateGrid, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleGrid+UpdateGrid&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e05fcc573fffde1819ddbfc21f197fa3

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--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.ParticleGrid+InterpolateDiffusePropertiesJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.ParticleGrid+InterpolateDiffusePropertiesJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fd661e7d79bc2b9c1daa8c8b61310c52

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.SpatialQueryJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.SpatialQueryJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--5a6184edbddc23cb0e0a81f702da208f

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.CalculateQueryDistances, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.CalculateQueryDistances&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--db40f3813b6141b429f2d42b1a73a10d

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.CompositeRotationConstraint+RotationRootLineJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.CompositeRotationConstraint+RotationRootLineJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--86f4d969f062928a0d87da8a342a1572

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.EdgeCollisionConstraint+EdgeCollisionCalcJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.EdgeCollisionConstraint+EdgeCollisionCalcJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--4b551ae8076060999b0554510ba8c2f8

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.EdgeCollisionConstraint+EdgeCollisionSumJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.EdgeCollisionConstraint+EdgeCollisionSumJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--df955ef467fe35fa18b8577d33930ebf

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PenetrationConstraint+PenetrationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PenetrationConstraint+PenetrationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a2c5d7c3575303cbe3c932295a272b2d

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RestoreDistanceConstraint+DistanceJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RestoreDistanceConstraint+DistanceJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--b3e0e21b40e882deb21748a0b896caee

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RestoreRotationConstraint+RotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RestoreRotationConstraint+RotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--5db4db744a463fcb1b672191e37cf46e

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerCompute+FixPositionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerCompute+FixPositionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bce51602eca682aae0dddf54c81301c7

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerCompute+PostUpdatePhysicsJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerCompute+PostUpdatePhysicsJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--dd68be97749e2845870d53e87fa0f936

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerParticleData+CopyBoneToParticleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerParticleData+CopyBoneToParticleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ce852c9e71c141cff29723c3d41fb376

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+CopyBoneJob1, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+CopyBoneJob1&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--dff37f187ee6cfa437c947feabac42e5

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerBoneData+CopyBoneJob2, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerBoneData+CopyBoneJob2&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--525e905cd73b3d56d2cfcf50288a4a11

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerCompute+ForceAndVelocityJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerCompute+ForceAndVelocityJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--bb5a5ceaae63501576c969db197a9f4e

--method=Unity.Burst.BurstCompiler+BurstCompilerHelper, Unity.Burst, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::IsBurstEnabled()--8c2be93e18276203cbd918daa2748a10

--method=Unity.Burst.Intrinsics.X86, Unity.Burst, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::DoSetCSRTrampoline(System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--da352d92cabf024fc9986011d52a4537

--method=Unity.Burst.Intrinsics.X86, Unity.Burst, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::DoGetCSRTrampoline()--89425a97f3f500fa810ad03f0c382542

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerTeamData+PostProcessTeamDataJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerTeamData+PostProcessTeamDataJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--875576a8804cc318aa27610e0b148e73

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.AdjustRotationWorker+AdjustRotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.AdjustRotationWorker+AdjustRotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--17c7028e6aa59b96f40d76c9a26ffbb4

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.BaseSkinningWorker+BaseSkinningJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.BaseSkinningWorker+BaseSkinningJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--3518bd56f8434b84956fd4934d5d4ef9

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VirtualMeshWorker+CalcMeshTriangleNormalTangentJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VirtualMeshWorker+CalcMeshTriangleNormalTangentJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e157f9f21238f5abcbcd5eb95dd70092

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VirtualMeshWorker+CalcVertexNormalTangentFromTriangleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VirtualMeshWorker+CalcVertexNormalTangentFromTriangleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--73ac665bf4a5faa98883b5ca88305131

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VirtualMeshWorker+CalcMeshTriangleNormalTangentForEachMeshJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VirtualMeshWorker+CalcMeshTriangleNormalTangentForEachMeshJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--7dde1000ef7f8ff494161dcb1ce3671f

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerParticleData+ResetParticleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerParticleData+ResetParticleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fa89ba40b8c746e685b14e0aa53b8000

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerParticleData+CopyParticleToBoneJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerParticleData+CopyParticleToBoneJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--fc182668a6fcec5d7d4824aca8c77ca8

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.PhysicsManagerTeamData+PreProcessTeamDataJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.PhysicsManagerTeamData+PreProcessTeamDataJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e0d2ecc10b48c3bd447560b5cf4a51b7

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.SpringMeshWorker+SpringJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.SpringMeshWorker+SpringJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--60f33ec6dce8d32c009a31c7071b9ea4

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.TriangleWorker+TriangleRotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.TriangleWorker+TriangleRotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--c9cba0623af7b9949d65d681da80f4c5

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.VirtualMeshWorker+ReadMeshPositionJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.VirtualMeshWorker+ReadMeshPositionJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--de7d04dcbf16de56bc19a7713654ef11

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.LineWorker+LineRotationJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.LineWorker+LineRotationJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--ed54990e6e13458006870edf2a48e6d6

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.MeshParticleWorker+VertexToParticleJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.MeshParticleWorker+VertexToParticleJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--f62d566eee1f5b3c2b7ffbdc0c48253b

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.MeshParticleWorker+ParticleToVertexJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.MeshParticleWorker+ParticleToVertexJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--238a86ad916b0297adecfa5b19ee1723

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[VRM.FastSpringBones.Schedulers.PullTransformJobScheduler+Job, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(VRM.FastSpringBones.Schedulers.PullTransformJobScheduler+Job&, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--374993306111da3b4ecf5dd01112fdca

--method=UnityEngine.Jobs.IJobParallelForTransformExtensions+TransformParallelForLoopStruct`1[[VRM.FastSpringBones.Schedulers.PushTransformJobScheduler+Job, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(VRM.FastSpringBones.Schedulers.PushTransformJobScheduler+Job&, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--30f180fe0d3277341183d5e58387f3ff

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[VRM.FastSpringBones.Schedulers.UpdateSpringBoneJobScheduler+Job, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(VRM.FastSpringBones.Schedulers.UpdateSpringBoneJobScheduler+Job&, FastSpringBone, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--58199a53795d4be927462d1fc6236add

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RenderMeshWorker+CalcVertexUseFlagJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RenderMeshWorker+CalcVertexUseFlagJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--e29fd13e73242c966ccf4440edd8abdd

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RenderMeshWorker+CollectLocalPositionNormalTangentForEachMeshJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RenderMeshWorker+CollectLocalPositionNormalTangentForEachMeshJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--d52ddca9d3ffc341c6be1ff52387e470

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[MagicaCloth.RenderMeshWorker+CollectLocalPositionNormalTangentForEachVertexJob, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(MagicaCloth.RenderMeshWorker+CollectLocalPositionNormalTangentForEachVertexJob&, MagicaCloth, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--12d68ca55cca3465413c5ea5de96e404

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstColliderWorld+IdentifyMovingColliders, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderWorld+IdentifyMovingColliders&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--66ae0ec97032d678ba0cf3bcb6ddfa20

--method=Unity.Jobs.IJobExtensions+JobStruct`1[[Obi.BurstColliderWorld+UpdateMovingColliders, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderWorld+UpdateMovingColliders&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--a7b03ea233951d0d360580ce535f8ffc

--method=Unity.Jobs.IJobParallelForExtensions+ParallelForJobStruct`1[[Obi.BurstColliderWorld+GenerateContactsJob, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null]], UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null::Execute(Obi.BurstColliderWorld+GenerateContactsJob&, Obi, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|System.IntPtr, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089|Unity.Jobs.LowLevel.Unsafe.JobRanges&, UnityEngine.CoreModule, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null|System.Int32, mscorlib, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089)--dbfa927a44b64da81e6f01023548f1b6