Unity Composition Overview

PiRho Soft

Introduction

Roadmap

Known Issues

Log Descriptions

Warnings

CAANPIL

Unable to wait on animation for {0}: the clip '{1}' was set to loop and would have never finished

CAAUPIL

Unable to wait on sound for {0}: the clip '{1}' was set to loop and would have never finished

CAPSIP

Unable to play sound for {0}: the given variables must me an AudioPlayer

CAPSIV

Unable to set volume for {0}: the volume could not be found - defaulting to 1

CAPSSNF

Unable to play sound for {0}: the audio clip could not be found

CBBBWT

Bar Binding '{0}' has an Image component with a type that is not 'Filled'

CBBIV

unable to bind {0} for binding {1}: variable '{2}' is not an int or float

CBBMV

unable to bind {0} for binding {1}: variable '{2}' could not be found

CBGTBMV

Unable to run graph for graph trigger binding '{0}': the variable '{1}' could not be found

CBIBIV

Unable to bind image for image binding '{0}': the variable '{1}' is not a sprite

CBIBMV

Unable to bind image for image binding '{0}': the variable '{1}' could not be found

CBICBIV

Unable to bind color for image color binding '{0}': the variable '{1}' is not a color

CBICBMV

Unable to bind color for image color binding '{0}': the variable '{1}' could not be found

CBLBIV

Unable to create list for list binding '{0}': the variable '{1}' is not a color

CBLBMT

Unable to create list for list binding '{0}': the object template was null

CBLBMV

Unable to create list for list binding '{0}': the variable '{1}' could not be found

CBMBMV

Unable to bind text for text binding '{0}': the variable '{1}' could not be found

CBNBIV

Unable to bind text for number binding '{0}': the variable '{1}' is not an int or a float

CBNBMV

Unable to bind text for number binding '{0}': the variable '{1}' could not be found

CBSCBIV

Unable to bind color for sprite color binding '{0}': the variable '{1}' is not a color

CBSCBMV

Unable to bind color for sprite color binding '{0}': the variable '{1}' could not be found

CBTBMV

Unable to bind text for text binding '{0}': the variable '{1}' could not be found

CBTCBIV

Unable to bind color for text color binding '{0}': the variable '{1}' is not a color

CBTCBMV

Unable to bind color for text color binding '{0}': the variable '{1}' could not be found

CBTIBRO

Unable to bind text to variable on {0}: the variable '{1}' is read only

CBTIBVNF

Unable to bind text to variable on {0}: the variable '{1}' could not be found

CDONIO

unable to disable object for node '{0)': the object '{1}' is not a GameObject, Behaviour, or Renderer

CEBFC

unable to bind enabled state for binding {0}: the Command '{1}' failed with error {2}

CEBFE

unable to bind enabled state for binding {0}: the expression '{1}' failed with error {2}

CEBIO

unable to bind enabled state for binding {0): the object '{1}' is not a GameObject, Behaviour, or Renderer

CEBIV

unable to bind enabled state for binding {0}: the expression '{1}' did not evaluate to a bool

CEBMV

unable to bind enabled state for binding {0}: the expression is empty

CEIR

The Expression '{0}' was expected to return type {1} but instead returned type {2}

CEONIO

unable to enable object for node '{0)': the object '{1}' is not a GameObject, Behaviour, or Renderer

CEXBFC

unable to bind text for binding {0}: the Command '{1}' failed with error {2}

CEXBFE

unable to bind text for binding {0}: the expression '{1}' failed with error {2}

CEXBMV

unable to bind text for binding {0}: the expression is empty

CIGNIA

failed to assign to variable '{0}': the variable has an incompatible type

CIGNIE

failed to resolve variable '{0}' on node '{1}': the variable has enum type {2} and should have enum type {3}

CIGNIO

failed to resolve variable '{0}' on node '{1}': the object is a {2} and cannot be converted to a {3}

CIGNIV

failed to resolve variable '{0}' on node '{1}': the variable has type {2} and should have type {3}

CIGNMA

failed to assign to variable '{0}': the variable could not be found

CIGNMV

failed to resolve variable '{0}' on node '{1}': the variable could not be found

CIGNROA

failed to assign to variable '{0}': the variable is read only

CIMMV

Unable to set text on message '{0}': the variable '{1}' could not be found

CNSLS

Unable to load scene for {0}: the scene '{1}' could not be found. Make sure this variable refers to

an int or a string

CNSUS

Unable to unload scene for {0}: the scene '{1}' could not be found. Make sure this variable refers to an int or a string

CSBIV

unable to bind sprite for binding {0}: variable '{1}' is not a Sprite

CSBMV

unable to bind sprite for binding {0}: variable '{1}' could not be found

CSCIE

Failed to expand item {0}: the variable '{1}' is not an IVariableList

CTMIA

this TransitionRenderer has already been added

CTMIR

this TransitionRenderer has not been added

CWWIW

unable to watch variable {0} of type {1} - only variable stores can be watched

CWWMW

unable to find variable {0} to watch

Errors

CCEE

Failed to execute Command '{0}' on '{1}': {2}

CCIGPF

Failed to process Node '{0}': the Node yielded a value other than null or IEnumerator

CCNMF

failed to set target: unable to find field {0} for instruction graph node {1}

CCNMI

failed to set target: index {0} is out of range for instruction graph node {1}

CCNMK

failed to set target: unable to find key {0} for instruction graph node {1}

CCSONIO

failed to create object for {0}: an object of type '{1}' could not be instantiated

CCSONIT

failed to create object for {0}: the type '{1}' could not be found

CEEE

Failed to execute Expression '{0}' on '{1}': {2}

CELDK

Failed to add keyword '{0}': a keyword with the same text has already been added

CELDL

Failed to add constant '{0}': a constant with the same text has already been added

CEPDC

Failed to add Command '{0}': a Command with the same name has already been added

CEPDIO

Failed to add infix operator '{0}': an infix operator with the same symbol has already been added

CEPDPO

Failed to add prefix operator '{0}': a prefix operator with the same symbol has already been added

CEPE

Failed to parse Expression at location {1} ({2}): {3} Expression: {0}

CEPMC

Failed to remove Command '{0}': a Command with the same name has not been added

CETE

Failed to parse Expression at location {1}: {2} Expression: {0}

CIAR

Failed to run Instruction '{0}': the Instruction is already running

CISIC

failed to create context for {0}: the variable '{1}' does not satisfy the constraint

CISII

failed to create input for {0}: the variable '{1}' does not satisfy the constraint

CISIOT

failed to store output {0}: the variable '{1}' has an incompatible type

CISMI

failed to read input {0}: the variable '{1}' could not be found

CISMO

failed to store output {0}: the variable '{1}' could not be found

CISROO

failed to store output {0}: the variable '{1}' is read only

CMVSIF

failed to map field '{0}' of type '{1}': Only VariableValue types can be mapped

CMVSIP

failed to map property '{0}' of type '{1}': Only VariableValue types can be mapped

CSCII

Failed to create item {0}: the variable '{1}' is not an IVariableStore or IVariableList

CSCMB

Failed to initialize item {0}: the template '{1}' does not have a Binding Root

CSCMI

Failed to create item {0}: the variable '{1}' could not be found

CSQIS

Unable to run sequence for {0}: index {1} has no connection

CTMS

Failed to load Transition {0}: the shader has not been set

CVDII

Failed to initialize variable: the definition specifies type {0} but the initializer returned type {1}

ISCMC

Failed to create item {0}: SelectionControl '{1}' does not have a child with the specified name

ISCMT

Failed to create item {0}: the object template has not been assigned