[Licensing::Module] Successfully connected to LicensingClient on channel: "LicenseClient-ИМЯ" (connect: 0.00s, validation: 0.01s, handshake: 0.64s)

Entitlement-based licensing initiated

[LicensingClient] Licenses updated successfully

LICENSE SYSTEM [202137 13:22:30] Next license update check is after 2021-03-07T11:15:59

LICENSE SYSTEM [202137 13:22:30] Current license is already valid and activated. Skipping license activation process (Provided username/password will be ignored).

Built from '2020.2/staging' branch; Version is '2020.2.7f1 (c53830e277f1) revision 12924976'; Using compiler version '192528614'; Build Type 'Release'

OS: 'Windows 10 Enterprise LTSC 2019; OS build 17763.1757; Version 1809; 64bit' Language: 'ru' Physical Memory: 7945 MB

[Licensing::Module] Serial number assigned to: "F4-B3EP-4SMG-KE8X-HBUV-XXXX"

BatchMode: 0, IsHumanControllingUs: 1, StartBugReporterOnCrash: 1, Is64bit: 1, IsPro: 0

[Package Manager] Server::Start -- Port 62880 was selected

COMMAND LINE ARGUMENTS:

C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Unity.exe

-projectpath

C:/Users/ИМЯ/first

-useHub

-hubIPC

-cloudEnvironment

production

-hubSessionId

dd866e10-7f2e-11eb-a6fe-bb9d35958185

-accessToken

OEO0nadMW394h4SVaaOC6ugOuGhmM86HqlCzmC79pjs007f

Successfully changed project path to: C:/Users/ИМExiting without the bug reporter. Application will terminate with return code 0ger] Restoring resolved packages state from cache

[Package Manager] Done checking package constraints in 0.00s seconds

[Package Manager]

Registered 42 packages:

Packages from [https://packages.unity.com]:

com.unity.collab-proxy@1.3.9 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.collab-proxy@1.3.9)

com.unity.ide.rider@2.0.7 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.ide.rider@2.0.7)

com.unity.ide.visualstudio@2.0.7 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.ide.visualstudio@2.0.7)

com.unity.ide.vscode@1.2.3 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.ide.vscode@1.2.3)

com.unity.test-framework@1.1.22 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.test-framework@1.1.22)

com.unity.textmeshpro@3.0.1 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.textmeshpro@3.0.1)

com.unity.timeline@1.4.6 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.timeline@1.4.6)

com.unity.ext.nunit@1.0.6 (location: C:\Users\ИМЯ\first\Library\PackageCache\com.unity.ext.nunit@1.0.6)

Built-in packages:

com.unity.ugui@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.ugui)

com.unity.modules.ai@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.ai)

com.unity.modules.androidjni@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.androidjni)

com.unity.modules.animation@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.animation)

com.unity.modules.assetbundle@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.assetbundle)

com.unity.modules.audio@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.audio)

com.unity.modules.cloth@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.cloth)

com.unity.modules.director@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.director)

com.unity.modules.imageconversion@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.imageconversion)

com.unity.modules.imgui@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.imgui)

com.unity.modules.jsonserialize@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.jsonserialize)

com.unity.modules.particlesystem@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.particlesystem)

com.unity.modules.physics@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.physics)

com.unity.modules.physics2d@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.physics2d)

com.unity.modules.screencapture@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.screencapture)

com.unity.modules.terrain@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.terrain)

com.unity.modules.terrainphysics@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.terrainphysics)

com.unity.modules.tilemap@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.tilemap)

com.unity.modules.ui@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.ui)

com.unity.modules.uielements@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.uielements)

com.unity.modules.umbra@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.umbra)

com.unity.modules.unityanalytics@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.unityanalytics)

com.unity.modules.unitywebrequest@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.unitywebrequest)

com.unity.modules.unitywebrequestassetbundle@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.unitywebrequestassetbundle)

com.unity.modules.unitywebrequestaudio@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.unitywebrequestaudio)

com.unity.modules.unitywebrequesttexture@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.unitywebrequesttexture)

com.unity.modules.unitywebrequestwww@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.unitywebrequestwww)

com.unity.modules.vehicles@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.vehicles)

com.unity.modules.video@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.video)

com.unity.modules.vr@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.vr)

com.unity.modules.wind@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.wind)

com.unity.modules.xr@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.xr)

com.unity.modules.subsystems@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.subsystems)

com.unity.modules.uielementsnative@1.0.0 (location: C:\Program Files\Unity\Hub\Editor\2020.2.7f1\Editor\Data\Resources\PackageManager\BuiltInPackages\com.unity.modules.uielementsnative)

[Subsystems] No new subsystems found in resolved package list.

Package Manager log level set to [2]

[Package Manager] Done registering packages in 0.11s seconds

Refreshing native plugins compatible for Editor in 54.54 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Initialize engine version: 2020.2.7f1 (c53830e277f1)

[Subsystems] Discovering subsystems at path C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/Resources/UnitySubsystems

[Subsystems] Discovering subsystems at path C:/Users/ИМЯ/first/Assets

GfxDevice: creating device client; threaded=1

Direct3D:

Version: Direct3D 11.0 [level 11.1]

Renderer: Intel(R) UHD Graphics (ID=0x8a56)

Vendor:

VRAM: 3972 MB

Driver: 25.20.100.7007

Initialize mono

Mono path[0] = 'C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/Managed'

Mono path[1] = 'C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/MonoBleedingEdge/lib/mono/unityjit'

Mono config path = 'C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/MonoBleedingEdge/etc'

Using monoOptions --debugger-agent=transport=dt\_socket,embedding=1,server=y,suspend=n,address=127.0.0.1:56120

AcceleratorClientConnectionCallback - disconnected - :0

Begin MonoManager ReloadAssembly

Registering precompiled unity dll's ...

Register platform support module: C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/PlaybackEngines/MacStandaloneSupport/UnityEditor.OSXStandalone.Extensions.dll

Register platform support module: C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/PlaybackEngines/AndroidPlayer/UnityEditor.Android.Extensions.dll

Register platform support module: C:/Program Files/Unity/Hub/Editor/2020.2.7f1/Editor/Data/PlaybackEngines/WindowsStandaloneSupport/UnityEditor.WindowsStandalone.Extensions.dll

Registered in 0.001634 seconds.

Native extension for WindowsStandalone target not found

Native extension for Android target not found

Native extension for OSXStandalone target not found

Refreshing native plugins compatible for Editor in 22.72 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Invoked RoslynAnalysisRunner static constructor.

RoslynAnalysisRunner will not be running.

RoslynAnalysisRunner has terminated.

Mono: successfully reloaded assembly

- Completed reload, in 1.526 seconds

Platform modules already initialized, skipping

Validating Project structure ... 0.000310 seconds.

Shader import version has changed; will reimport all shaders...

Upgrading shader files ...0.000250 seconds.

Application.AssetDatabase Initial Script Refresh Start

Registering precompiled user dll's ...

Registered in 0.000968 seconds.

AssetDatabase: script compilation time: 0.126874s

Begin MonoManager ReloadAssembly

Native extension for WindowsStandalone target not found

Native extension for Android target not found

Native extension for OSXStandalone target not found

Refreshing native plugins compatible for Editor in 0.25 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Invoked RoslynAnalysisRunner static constructor.

RoslynAnalysisRunner will not be running.

RoslynAnalysisRunner has terminated.

Mono: successfully reloaded assembly

- Completed reload, in 1.328 seconds

Platform modules already initialized, skipping

RefreshInfo: InitialScriptRefreshV2(NoUpdateAssetOptions) scanfilter: ... 1 filters

RefreshProfiler: Total: 2161.959ms

InvokeBeforeRefreshCallbacks: 0.317ms

ApplyChangesToAssetFolders: 0.056ms

Scan: 109.016ms

OnSourceAssetsModified: 0.000ms

InitializeImportedAssetsSnapshot: 0.098ms

GetAllGuidsForCategorization: 0.130ms

CategorizeAssets: 23.252ms

ImportAndPostprocessOutOfDateAssets: 2012.610ms (1884.380ms without children)

CompileScripts: 127.629ms

PostProcessAllAssets: 0.000ms

EnsureUptoDateAssetsAreRegisteredWithGuidPM: 0.148ms

InitializingProgressBar: 0.027ms

PostProcessAllAssetNotificationsAddChangedAssets: 0.196ms

RestoreLoadedAssetsState: 0.229ms

ReloadSourceAssets: 0.321ms

UnloadImportedAssets: 0.002ms

Hotreload: 1.142ms

FixTempGuids: 0.005ms

GatherAllCurrentPrimaryArtifactRevisions: 0.000ms

UnloadStreamsBegin: 0.184ms

LoadedImportedAssetsSnapshotReleaseGCHandles: 0.003ms

GetLoadedSourceAssetsSnapshot: 0.259ms

PersistCurrentRevisions: 0.284ms

UnloadStreamsEnd: 5.650ms

GenerateScriptTypeHashes: 0.138ms

Untracked: 8.629ms

Application.AssetDatabase Initial Script Refresh End

Application.AssetDatabase.Refresh Start

Refresh completed in 0.057500 seconds.

RefreshInfo: RefreshV2(ForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 57.473ms

Application.AssetDatabase.Refresh End

RefreshInfo: StopAssetImportingV2(ForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 4.045ms

Refresh completed in 0.042004 seconds.

RefreshInfo: RefreshV2(NoUpdateAssetOptions) scanfilter:

RefreshProfiler: Total: 41.950ms

Launched and connected shader compiler UnityShaderCompiler.exe after 0.08 seconds

Initializing Unity extensions:

Unloading 49 Unused Serialized files (Serialized files now loaded: 0)

ProgressiveSceneManager::Cancel()

Loaded scene 'Assets/Scenes/main.unity'

Deserialize: 1.712 ms

Integration: 10.271 ms

Integration of assets: 0.007 ms

Thread Wait Time: 17.101 ms

Total Operation Time: 29.090 ms

System memory in use before: 70.9 MB.

System memory in use after: 70.1 MB.

Unloading 67 unused Assets to reduce memory usage. Loaded Objects now: 1613.

Total: 5.439000 ms (FindLiveObjects: 0.491300 ms CreateObjectMapping: 0.165700 ms MarkObjects: 3.919900 ms DeleteObjects: 0.859500 ms)

[MODES] ModeService[none].Initialize

[MODES] ModeService[none].LoadModes

[MODES] Loading mode Default (0) for mode-current-id-first

[LAYOUT] About to load Library/CurrentLayout-default.dwlt, keepMainWindow=False

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

[MODES] ModeService[default].InitializeCurrentMode

[MODES] ModeService[default].UpdateModeMenus

IsTimeToCheckForNewEditor: Update time 1615112570 current 1615112559

<RI> Initializing input.

<RI> Input initialized.

D3D11 device created for Microsoft Media Foundation video decoding.

[Project] Loading completed in 10.750 seconds

Project init time: 0.528 seconds

Template init time: 0.000 seconds

Package Manager init time: 0.000 seconds

Asset Database init time: 0.000 seconds

Global illumination init time: 0.000 seconds

Assemblies load time: 0.000 seconds

Unity extensions init time: 0.001 seconds

Asset Database refresh time: 0.000 seconds

Scene opening time: 1.752 seconds

Created GICache directory at C:/Users/ИМЯ/AppData/LocalLow/Unity/Caches/GiCache. Took: 0.049s, timestamps: [10.762 - 10.811]

gi::BakeBackendSwitch: switching bake backend from 3 to 1.

[00:00:01] Enlighten: Builtin Sky manager started.

Setting up 2 worker threads for Enlighten.

Thread -> id: 20 -> priority: 1

Thread -> id: 21bc -> priority: 1

TrimDiskCacheJob: Current cache size 1mb

[00:00:02] Enlighten: Finished 1 Bake Ambient Probe job (0.00s execute, 0.00s integrate, 0.24s wallclock)

Refresh completed in 0.008256 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 7.785ms

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

<RI> Initialized touch support.

Refresh completed in 0.009339 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 8.984ms

Refresh completed in 0.008373 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 6.748ms

Refresh completed in 0.007260 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 6.129ms

Refresh completed in 0.005914 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 4.558ms

Unloading 3 Unused Serialized files (Serialized files now loaded: 0)

System memory in use before: 136.1 MB.

System memory in use after: 88.5 MB.

Unloading 60 unused Assets to reduce memory usage. Loaded Objects now: 2473.

Total: 25.993700 ms (FindLiveObjects: 0.301400 ms CreateObjectMapping: 0.067400 ms MarkObjects: 18.857500 ms DeleteObjects: 6.764700 ms)

Reloading assemblies for play mode.

Begin MonoManager ReloadAssembly

Native extension for WindowsStandalone target not found

Native extension for Android target not found

Native extension for OSXStandalone target not found

Refreshing native plugins compatible for Editor in 0.60 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Invoked RoslynAnalysisRunner static constructor.

RoslynAnalysisRunner will not be running.

RoslynAnalysisRunner has terminated.

[MODES] ModeService[none].Initialize

[MODES] ModeService[none].LoadModes

[MODES] Loading mode Default (0) for mode-current-id-first

Mono: successfully reloaded assembly

- Completed reload, in 2.051 seconds

Platform modules already initialized, skipping

The referenced script (rotation of camera) on this Behaviour is missing!

The referenced script on this Behaviour (Game Object 'Rotator') is missing!

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 52.982 ms

Integration: 46.563 ms

Integration of assets: 0.021 ms

Thread Wait Time: 12.655 ms

Total Operation Time: 112.221 ms

There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.

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[MODES] ModeService[default].RefreshMenus

[MODES] ModeService[default].UpdateModeMenus

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Unloading 0 Unused Serialized files (Serialized files now loaded: 0)

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 2.052 ms

Integration: 14.752 ms

Integration of assets: 0.018 ms

Thread Wait Time: 17.030 ms

Total Operation Time: 33.852 ms

System memory in use before: 115.5 MB.

System memory in use after: 86.2 MB.

Unloading 59 unused Assets to reduce memory usage. Loaded Objects now: 2460.

Total: 15.754800 ms (FindLiveObjects: 0.397900 ms CreateObjectMapping: 0.063100 ms MarkObjects: 14.362400 ms DeleteObjects: 0.929400 ms)

Refresh completed in 0.008128 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 7.335ms

Refresh completed in 0.007568 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 7.143ms

Reloading assemblies for play mode.

Begin MonoManager ReloadAssembly

Native extension for WindowsStandalone target not found

Native extension for Android target not found

Native extension for OSXStandalone target not found

Refreshing native plugins compatible for Editor in 0.66 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Invoked RoslynAnalysisRunner static constructor.

RoslynAnalysisRunner will not be running.

RoslynAnalysisRunner has terminated.

[MODES] ModeService[none].Initialize

[MODES] ModeService[none].LoadModes

[MODES] Loading mode Default (0) for mode-current-id-first

Mono: successfully reloaded assembly

- Completed reload, in 1.888 seconds

Platform modules already initialized, skipping

The referenced script (rotation of camera) on this Behaviour is missing!

The referenced script on this Behaviour (Game Object 'Rotator') is missing!

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 1.224 ms

Integration: 40.549 ms

Integration of assets: 0.005 ms

Thread Wait Time: 16.796 ms

Total Operation Time: 58.574 ms

[MODES] ModeService[default].RefreshMenus

[MODES] ModeService[default].UpdateModeMenus

Unloading 107 Unused Serialized files (Serialized files now loaded: 0)

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 1.375 ms

Integration: 12.958 ms

Integration of assets: 0.012 ms

Thread Wait Time: 17.932 ms

Total Operation Time: 32.277 ms

System memory in use before: 117.2 MB.

System memory in use after: 87.9 MB.

Unloading 111 unused Assets to reduce memory usage. Loaded Objects now: 2464.

Total: 16.797600 ms (FindLiveObjects: 0.800900 ms CreateObjectMapping: 0.229600 ms MarkObjects: 14.530800 ms DeleteObjects: 1.233600 ms)

Reloading assemblies for play mode.

Begin MonoManager ReloadAssembly

Native extension for WindowsStandalone target not found

Native extension for Android target not found

Native extension for OSXStandalone target not found

Refreshing native plugins compatible for Editor in 0.48 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Invoked RoslynAnalysisRunner static constructor.

RoslynAnalysisRunner will not be running.

RoslynAnalysisRunner has terminated.

[MODES] ModeService[none].Initialize

[MODES] ModeService[none].LoadModes

[MODES] Loading mode Default (0) for mode-current-id-first

Mono: successfully reloaded assembly

- Completed reload, in 1.919 seconds

Platform modules already initialized, skipping

The referenced script (rotation of camera) on this Behaviour is missing!

The referenced script on this Behaviour (Game Object 'Rotator') is missing!

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 1.658 ms

Integration: 21.918 ms

Integration of assets: 0.005 ms

Thread Wait Time: 17.683 ms

Total Operation Time: 41.264 ms

[MODES] ModeService[default].RefreshMenus

[MODES] ModeService[default].UpdateModeMenus

Unloading 54 Unused Serialized files (Serialized files now loaded: 0)

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 0.929 ms

Integration: 14.482 ms

Integration of assets: 0.007 ms

Thread Wait Time: 18.329 ms

Total Operation Time: 33.746 ms

System memory in use before: 87.0 MB.

System memory in use after: 87.0 MB.

Unloading 55 unused Assets to reduce memory usage. Loaded Objects now: 2464.

Total: 17.152800 ms (FindLiveObjects: 0.663600 ms CreateObjectMapping: 0.087900 ms MarkObjects: 16.204300 ms DeleteObjects: 0.194500 ms)

Reloading assemblies for play mode.

Begin MonoManager ReloadAssembly

Native extension for WindowsStandalone target not found

Native extension for Android target not found

Native extension for OSXStandalone target not found

Refreshing native plugins compatible for Editor in 0.51 ms, found 0 plugins.

Preloading 0 native plugins for Editor in 0.00 ms.

Invoked RoslynAnalysisRunner static constructor.

RoslynAnalysisRunner will not be running.

RoslynAnalysisRunner has terminated.

[MODES] ModeService[none].Initialize

[MODES] ModeService[none].LoadModes

[MODES] Loading mode Default (0) for mode-current-id-first

Mono: successfully reloaded assembly

- Completed reload, in 1.792 seconds

Platform modules already initialized, skipping

The referenced script (rotation of camera) on this Behaviour is missing!

The referenced script on this Behaviour (Game Object 'Rotator') is missing!

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 1.573 ms

Integration: 23.698 ms

Integration of assets: 0.027 ms

Thread Wait Time: 16.656 ms

Total Operation Time: 41.954 ms

[MODES] ModeService[default].RefreshMenus

[MODES] ModeService[default].UpdateModeMenus

Unloading 55 Unused Serialized files (Serialized files now loaded: 0)

Loaded scene 'Temp/\_\_Backupscenes/0.backup'

Deserialize: 1.481 ms

Integration: 10.544 ms

Integration of assets: 0.006 ms

Thread Wait Time: 18.343 ms

Total Operation Time: 30.374 ms

System memory in use before: 87.2 MB.

System memory in use after: 87.3 MB.

Unloading 55 unused Assets to reduce memory usage. Loaded Objects now: 2469.

Total: 17.111200 ms (FindLiveObjects: 0.367200 ms CreateObjectMapping: 0.067000 ms MarkObjects: 16.498000 ms DeleteObjects: 0.175400 ms)

Refresh completed in 0.049992 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 49.426ms

Refresh completed in 0.007739 seconds.

RefreshInfo: RefreshV2(AllowForceSynchronousImport) scanfilter:

RefreshProfiler: Total: 6.870ms