

2020-02-18 12:36:19.581210+0530 TVSAR[1738:57132] Built from '2019.2/staging' branch, Version '2019.2.14f1 (49dd4e9fa428)', Build type 'Development', Scripting Backend 'il2cpp'

2020-02-18 12:36:19.589246+0530 TVSAR[1738:57132] -> registered mono modules 0x10495d4a0

-> applicationDidFinishLaunching()

PlayerConnection initialized from /private/var/containers/Bundle/Application/F780FA6D-71CA-48AD-A1F3-232833345A18/TVSAR.app/Data (debug = 0)

PlayerConnection initialized network socket : 0.0.0.0 55000

Multi-casting "[IP] 10.1.6.189 [Port] 55000 [Flags] 2 [Guid] 3530525344 [EditorId] 3312686130 [Version] 1048832 [Id] iPhonePlayer(iPad-2):56000 [Debug] 0 [PackageName] iPhonePlayer" to [225.0.0.222:54997]...

Started listening to [0.0.0.0:55000]

PlayerConnection already initialized - listening to [0.0.0.0:55000]

2020-02-18 12:36:19.638181+0530 TVSAR[1738:57132] Metal GPU Frame Capture Enabled

-> applicationDidBecomeActive()

[XR] Discovering subsystems at path /private/var/containers/Bundle/Application/F780FA6D-71CA-48AD-A1F3-232833345A18/TVSAR.app/Data/UnitySubsystems

GfxDevice: creating device client; threaded=1

Initializing Metal device caps: Apple A10 GPU

Initialize engine version: 2019.2.14f1 (49dd4e9fa428)

2020-02-18 12:36:20.084592+0530 TVSAR[1738:57132] Unbalanced calls to begin/end appearance transitions for <SplashScreenController: 0x110e685b0>.

UnloadTime: 0.595292 ms

Compiled for iOS

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PlatformRuntimeInitialization:InitPlatform()

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Initializing Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaRuntime:InitVuforia()

Vuforia.VuforiaRuntime:VuforiaInitialization()

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Vuforia Engine Version: 8.6.7

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaRuntime:LogVersions()

Vuforia.VuforiaRuntime:InitVuforia()

Vuforia.VuforiaRuntime:VuforiaInitialization()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Vuforia Engine Unity Extension Version: 8.6.7

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaRuntime:LogVersions()

Vuforia.VuforiaRuntime:InitVuforia()

Vuforia.VuforiaRuntime:VuforiaInitialization()

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Unity Editor Version: 2019.2.14f1

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaRuntime:LogVersions()

Vuforia.VuforiaRuntime:InitVuforia()

Vuforia.VuforiaRuntime:VuforiaInitialization()

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2020-02-18 12:36:20.650773+0530 TVSAR[1738:57132] User pre-granted access to the camera

2020-02-18 12:36:20.650868+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:20: Vuforia selected rendering API Metal

2020-02-18 12:36:20.650909+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:20: Vuforia SDK version 8.6.7

2020-02-18 12:36:20.650950+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:20: Vuforia SDK build 4728

2020-02-18 12:36:20.747048+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:20: Matched precache profile for Apple, iPad7,5, iOS 13, 800.1

2020-02-18 12:36:22.127478+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:22: Vuforia Fusion: Detected and enabled use of ARKit

2020-02-18 12:36:22.128315+0530 TVSAR[1738:57132] Rendering mode set to: Metal

2020-02-18 12:36:22.129924+0530 TVSAR[1738:57132] Rendering mode set to: Metal

Vuforia Engine initialization successful

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaRuntime:CheckInitStatus(InitError)

Vuforia.VuforiaRuntime:InitInternal()

Vuforia.VuforiaRuntime:InitVuforia()

Vuforia.VuforiaRuntime:VuforiaInitialization()

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2020-02-18 12:36:22.657568+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:22: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 2

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)

Vuforia.DataSet:Load(String, StorageType)

Vuforia.DataSet:Load(String)

Vuforia.DatabaseLoadARController:LoadDatasets()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StartVuforia(Boolean)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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cameraDeviceStartCamera

2020-02-18 12:36:23.905093+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:23: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)
Vuforia.VideoBackgroundBehaviour:Awake()
UnityEngine.GameObject:Internal_AddComponentWithType(Type)
UnityEngine.GameObject:AddComponent(Type)
UnityEngine.GameObject:AddComponent()
Vuforia.VuforiaARController:CreateVideoBackground()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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2020-02-18 12:36:23.915113+0530 TVSAR[1738:57132] ERROR/AR(1738) 2020-02-18 12:36:23: VideoBackgroundConfig with screen size of zero received, skipping config step

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Start()
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Action:Invoke()

Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)

CameraFocusController:Start()

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Trackable ApacheV5 NO_POSE -- UNKNOWN

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Action`1:Invoke(T)

Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)

DefaultTrackableEventHandler:Start()

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Setting up 1 worker threads for Enlighten.

Thread -> id: 16fe5b000 -> priority: 1

2020-02-18 12:36:24.866796+0530 TVSAR[1738:57226] Initialized TensorFlow Lite runtime.

2020-02-18 12:36:24.869196+0530 TVSAR[1738:57226] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

2020-02-18 12:36:25.268385+0530 TVSAR[1738:57226] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

Unloading 5 Unused Serialized files (Serialized files now loaded: 0)

Stopping Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StopDeviceTracker()

Vuforia.DeviceTrackerARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:OnDisable()

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Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PositionalDeviceTrackerImpl:Stop()

Vuforia.DeviceTrackerARController:StopDeviceTracker()

Vuforia.DeviceTrackerARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:OnDisable()

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Stop Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaARController:StopVuforia()

Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

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Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.VuforiaARController:OnDestroy()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDestroy()

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UnloadTime: 140.162500 ms

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnEnable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:OnEnable()

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2020-02-18 12:36:33.194422+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:33: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 5

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)
Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)
Vuforia.DataSet:Load(String, StorageType)
Vuforia.DataSet:Load(String)
Vuforia.DatabaseLoadARController:LoadDatasets()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StartVuforia(Boolean)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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cameraDeviceStartCamera

2020-02-18 12:36:34.371207+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:34: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)

Vuforia.VideoBackgroundBehaviour:Awake()

UnityEngine.GameObject:Internal_AddComponentWithType(Type)

UnityEngine.GameObject:AddComponent(Type)

UnityEngine.GameObject:AddComponent()

Vuforia.VuforiaARController:CreateVideoBackground()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])

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System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

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Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
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Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Start()
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Action:Invoke()
Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)
CameraFocusController:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- UNKNOWN
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Action`1:Invoke(T)

**Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)
DefaultTrackableEventHandler:Start()**

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

System memory in use before: 161.3 MB.

System memory in use after: 31.4 MB.

Unloading 152 unused Assets to reduce memory usage. Loaded Objects now: 772.

**Total: 29.306042 ms (FindLiveObjects: 0.279750 ms CreateObjectMapping:
0.056083 ms MarkObjects: 1.880042 ms DeleteObjects: 27.089750 ms)**

2020-02-18 12:36:34.584204+0530 TVSAR[1738:57327] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

2020-02-18 12:36:35.568238+0530 TVSAR[1738:57327] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

Trackable ApacheV5 TRACKED -- INITIALIZING

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)
Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)
System.Action`1:Invoke(T)
Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)
Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)
Vuforia.StateManager:UpdateTrackableStates(TrackableResultData[])
Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32, Boolean)
Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32)
Vuforia.VuforiaManager:UpdateTrackers(FrameState)
Vuforia.VuforiaManager:Update(VuforiaScreenOrientation, Boolean&)
Vuforia.VuforiaARController:UpdateStatePrivate(Boolean, Boolean)
Vuforia.VuforiaARController:UpdateState(Boolean, Boolean)
Vuforia.DigitalEyewearARController:Update()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Update()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Unloading 0 Unused Serialized files (Serialized files now loaded: 0)
Stopping Device Tracker
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StopDeviceTracker()
Vuforia.DeviceTrackerARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PositionalDeviceTrackerImpl:Stop()

Vuforia.DeviceTrackerARController:StopDeviceTracker()

Vuforia.DeviceTrackerARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stop Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaARController:StopVuforia()

Vuforia.VuforiaARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- NORMAL
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)
Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)
System.Action`1:Invoke(T)
Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)
Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)
Vuforia.StateManager:SetTrackableBehavioursForTrackableToNotFound(Trackable)
Vuforia.ObjectTracker:Stop()
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.VuforiaARController:OnDestroy()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDestroy()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

UnloadTime: 68.655000 ms
Starting Device Tracker
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnEnable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnEnable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

2020-02-18 12:36:39.188724+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:39: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 8

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)

Vuforia.DataSet:Load(String, StorageType)

Vuforia.DataSet:Load(String)

Vuforia.DatabaseLoadARController:LoadDatasets()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StartVuforia(Boolean)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

cameraDeviceStartCamera

2020-02-18 12:36:40.355986+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:40: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)
Vuforia.VideoBackgroundBehaviour:Awake()
UnityEngine.GameObject:Internal_AddComponentWithType(Type)
UnityEngine.GameObject:AddComponent(Type)
UnityEngine.GameObject:AddComponent()

Vuforia.VuforiaARController:CreateVideoBackground()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Start()
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Action:Invoke()
Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)
CameraFocusController:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- UNKNOWN

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Action`1:Invoke(T)
Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)
DefaultTrackableEventHandler:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

System memory in use before: 161.9 MB.

System memory in use after: 32.0 MB.

Unloading 149 unused Assets to reduce memory usage. Loaded Objects now: 775.

Total: 7.577417 ms (FindLiveObjects: 0.214167 ms CreateObjectMapping:
0.024625 ms MarkObjects: 0.483667 ms DeleteObjects: 6.854542 ms)

2020-02-18 12:36:40.729101+0530 TVSAR[1738:57394] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

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

Stopping Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StopDeviceTracker()
Vuforia.DeviceTrackerARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.DeviceTrackerARController:StopDeviceTracker()
Vuforia.DeviceTrackerARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stop Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.VuforiaARController:OnDestroy()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDestroy()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

UnloadTime: 396.415292 ms

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnEnable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnEnable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

2020-02-18 12:36:41.314915+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:41: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 11

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)

Vuforia.DataSet:Load(String, StorageType)

Vuforia.DataSet:Load(String)

Vuforia.DatabaseLoadARController:LoadDatasets()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaARController:StartVuforia(Boolean)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

cameraDeviceStartCamera

2020-02-18 12:36:42.479431+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:42: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)
Vuforia.VideoBackgroundBehaviour:Awake()
UnityEngine.GameObject:Internal_AddComponentWithType(Type)
UnityEngine.GameObject:AddComponent(Type)
UnityEngine.GameObject:AddComponent()
Vuforia.VuforiaARController:CreateVideoBackground()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PositionalDeviceTrackerImpl:Start()

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()

System.Action:Invoke()

Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)

CameraFocusController:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- UNKNOWN

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Action`1:Invoke(T)

Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)

DefaultTrackableEventHandler:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

System memory in use before: 161.5 MB.

System memory in use after: 31.6 MB.

Unloading 149 unused Assets to reduce memory usage. Loaded Objects now: 778.

**Total: 8.798625 ms (FindLiveObjects: 0.219333 ms CreateObjectMapping:
0.021542 ms MarkObjects: 0.477083 ms DeleteObjects: 8.080167 ms)**

2020-02-18 12:36:42.667632+0530 TVSAR[1738:57438] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

Trackable ApacheV5 TRACKED -- INITIALIZING

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)

Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)

System.Action`1:Invoke(T)

Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)

Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)

Vuforia.StateManager:UpdateTrackableStates(TrackableResultData[])

Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32, Boolean)

Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32)

Vuforia.VuforiaManager:UpdateTrackers(FrameState)

Vuforia.VuforiaManager:Update(VuforiaScreenOrientation, Boolean&)
Vuforia.VuforiaARController:UpdateStatePrivate(Boolean, Boolean)
Vuforia.VuforiaARController:UpdateState(Boolean, Boolean)
Vuforia.DigitalEyewearARController:Update()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Update()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

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

Stopping Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StopDeviceTracker()
Vuforia.DeviceTrackerARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.DeviceTrackerARController:StopDeviceTracker()
Vuforia.DeviceTrackerARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stop Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- NORMAL

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)
Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)
System.Action`1:Invoke(T)
Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)
Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)
Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)
Vuforia.StateManager:SetTrackableBehavioursForTrackableToNotFound(Trackable)
Vuforia.ObjectTracker:Stop()
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.VuforiaARController:OnDestroy()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDestroy()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

UnloadTime: 74.495333 ms

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnEnable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnEnable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

2020-02-18 12:36:46.232203+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:46: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 14

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)

Vuforia.DataSet:Load(String, StorageType)

Vuforia.DataSet:Load(String)

Vuforia.DatabaseLoadARController:LoadDatasets()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StartVuforia(Boolean)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

cameraDeviceStartCamera

2020-02-18 12:36:47.445631+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:47: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)
Vuforia.VideoBackgroundBehaviour:Awake()

UnityEngine.GameObject:Internal_AddComponentWithType(Type)
UnityEngine.GameObject:AddComponent(Type)
UnityEngine.GameObject:AddComponent()
Vuforia.VuforiaARController:CreateVideoBackground()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Start()
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnVuforiaStarted()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.CameraDevice:SetFocusMode(FocusMode)
CameraFocusController:OnVuforiaStarted()
System.Action:Invoke()
Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)
CameraFocusController:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- UNKNOWN

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Action`1:Invoke(T)

Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)

DefaultTrackableEventHandler:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

WARNING -> applicationDidReceiveMemoryWarning()

System memory in use before: 161.3 MB.

System memory in use after: 31.3 MB.

Unloading 149 unused Assets to reduce memory usage. Loaded Objects now: 781.

**Total: 30.281125 ms (FindLiveObjects: 0.218042 ms CreateObjectMapping:
0.061875 ms MarkObjects: 2.268458 ms DeleteObjects: 27.732083 ms)**

2020-02-18 12:36:47.655669+0530 TVSAR[1738:57522] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

Trackable ApacheV5 TRACKED -- INITIALIZING

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)

Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)

System.Action`1:Invoke(T)

Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)

Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)

Vuforia.StateManager:UpdateTrackableStates(TrackableResultData[])

Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32, Boolean)

Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32)

Vuforia.VuforiaManager:UpdateTrackers(FrameState)

Vuforia.VuforiaManager:Update(VuforiaScreenOrientation, Boolean&)

Vuforia.VuforiaARController:UpdateStatePrivate(Boolean, Boolean)

Vuforia.VuforiaARController:UpdateState(Boolean, Boolean)

Vuforia.DigitalEyewearARController:Update()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Update()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Unloading 0 Unused Serialized files (Serialized files now loaded: 0)
Trackable ApacheV5 NO_POSE -- NORMAL
UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)
Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)

System.Action`1:Invoke(T)

Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)

Vuforia.TrackableBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StopDeviceTracker()

Vuforia.DeviceTrackerARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.DeviceTrackerARController:StopDeviceTracker()
Vuforia.DeviceTrackerARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stop Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.VuforiaARController:OnDestroy()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDestroy()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

UnloadTime: 80.260375 ms

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnEnable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnEnable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

2020-02-18 12:36:52.136356+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:52: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 17

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)
Vuforia.DataSet:Load(String, StorageType)
Vuforia.DataSet:Load(String)
Vuforia.DatabaseLoadARController:LoadDatasets()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaARController:StartVuforia(Boolean)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

cameraDeviceStartCamera

2020-02-18 12:36:53.401345+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:53: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)

Vuforia.VideoBackgroundBehaviour:Awake()

UnityEngine.GameObject:Internal_AddComponentWithType(Type)

UnityEngine.GameObject:AddComponent(Type)

UnityEngine.GameObject:AddComponent()

Vuforia.VuforiaARController:CreateVideoBackground()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PositionalDeviceTrackerImpl:Start()

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Action:Invoke()

Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)

CameraFocusController:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- UNKNOWN

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusCodeResult)

System.Action`1:Invoke(T)

Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)

DefaultTrackableEventHandler:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

System memory in use before: 161.6 MB.

System memory in use after: 31.6 MB.

Unloading 149 unused Assets to reduce memory usage. Loaded Objects now: 784.

Total: 19.898625 ms (FindLiveObjects: 0.222375 ms CreateObjectMapping: 0.172375 ms MarkObjects: 3.488042 ms DeleteObjects: 16.015208 ms)

2020-02-18 12:36:53.599437+0530 TVSAR[1738:57633] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

Trackable ApacheV5 TRACKED -- INITIALIZING

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandler(Action`1, T)

Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)

System.Action`1:Invoke(T)

Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)
Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)
Vuforia.StateManager:UpdateTrackableStates(TrackableResultData[])
Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32, Boolean)
Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32)
Vuforia.VuforiaManager:UpdateTrackers(FrameState)
Vuforia.VuforiaManager:Update(VuforiaScreenOrientation, Boolean&)
Vuforia.VuforiaARController:UpdateStatePrivate(Boolean, Boolean)
Vuforia.VuforiaARController:UpdateState(Boolean, Boolean)
Vuforia.DigitalEyewearARController:Update()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Update()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

2020-02-18 12:36:56.587142+0530 TVSAR[1738:57158]
[ServicesDaemonManager] interruptionHandler is called. -
[FontServicesDaemonManager connection]_block_invoke

WARNING -> applicationDidReceiveMemoryWarning()

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

Stopping Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StopDeviceTracker()

Vuforia.DeviceTrackerARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PositionalDeviceTrackerImpl:Stop()

Vuforia.DeviceTrackerARController:StopDeviceTracker()

Vuforia.DeviceTrackerARController:OnDisable()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stop Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- NORMAL

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action`1, T)
Vuforia.<c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)
System.Action`1:Invoke(T)
Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)
Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)
Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)
Vuforia.StateManager:SetTrackableBehavioursForTrackableToNotFound(Trackable)
Vuforia.ObjectTracker:Stop()
Vuforia.VuforiaARController:StopVuforia()
Vuforia.VuforiaARController:OnDisable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDisable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Stopping Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.PositionalDeviceTrackerImpl:Stop()
Vuforia.VuforiaARController:OnDestroy()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnDestroy()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

UnloadTime: 98.159167 ms

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)
Vuforia.DeviceTrackerARController:StartDeviceTracker()
Vuforia.DeviceTrackerARController:OnEnable()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:OnEnable()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

2020-02-18 12:36:57.935529+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:57: ObjectTracker: Successfully created dataset

Successfully created data set.

Found Trackable named ApacheV5 with id 20

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
Vuforia.StateManager:AssociateTrackableBehavioursForDataSet(DataSet)
Vuforia.DataSet:Load(String, StorageType)
Vuforia.DataSet:Load(String)
Vuforia.DatabaseLoadARController:LoadDatasets()
Vuforia.VuforiaARController:StartAfterInitializationCompleted()
Vuforia.VuforiaARController:Start()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Start Vuforia Engine

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.VuforiaARController:StartVuforia(Boolean)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

cameraDeviceStartCamera

2020-02-18 12:36:59.183743+0530 TVSAR[1738:57132] INFO/AR(1738) 2020-02-18 12:36:59: Starting camera with profile for iPad7,5, 800.1

Using Legacy Rendering

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

Vuforia.VideoTextureUpdaterFactory:CreateTextureUpdater(Camera, BackgroundPlaneBehaviour)

Vuforia.VideoBackgroundBehaviour:Awake()

UnityEngine.GameObject:Internal_AddComponentWithType(Type)

UnityEngine.GameObject:AddComponent(Type)

UnityEngine.GameObject:AddComponent()

Vuforia.VuforiaARController:CreateVideoBackground()

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

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Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

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Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

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Vuforia.VuforiaARController:Start()

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System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

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System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Device Tracker

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Starting Positional Device Tracker.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.PositionalDeviceTrackerImpl:Start()

Vuforia.DeviceTrackerARController:StartDeviceTracker()

Vuforia.DeviceTrackerARController:OnVuforiaStarted()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaARController:StartAfterInitializationCompleted()

Vuforia.VuforiaARController:Start()

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)

Vuforia.VuforiaBehaviour:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Requested Focus mode FOCUS_MODE_CONTINUOUSAUTO successfully.

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:Log(LogType, Object)

UnityEngine.Debug:Log(Object)

Vuforia.CameraDevice:SetFocusMode(FocusMode)

CameraFocusController:OnVuforiaStarted()

System.Action:Invoke()

Vuforia.VuforiaARController:RegisterVuforiaStartedCallback(Action)

CameraFocusController:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

Trackable ApacheV5 NO_POSE -- UNKNOWN

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusCodeResult)

System.Action`1:Invoke(T)

Vuforia.TrackableBehaviour:RegisterOnTrackableStatusChanged(Action`1)

DefaultTrackableEventHandler:Start()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

System memory in use before: 161.4 MB.

System memory in use after: 31.4 MB.

Unloading 149 unused Assets to reduce memory usage. Loaded Objects now: 787.

Total: 29.803875 ms (FindLiveObjects: 0.234833 ms CreateObjectMapping: 0.152000 ms MarkObjects: 3.092458 ms DeleteObjects: 26.323708 ms)

2020-02-18 12:36:59.622854+0530 TVSAR[1738:57771] Next operations are not supported by GPU delegate:

DIV: Operation is not supported.

MAXIMUM: Operation is not supported.

MEAN: Operation is not supported.

MINIMUM: Operation is not supported.

POW: Operation is not supported.

STRIDED_SLICE: Slice does not support shrink_axis_mask parameter.

First 62 operations will run on the GPU, and the remaining 43 on the CPU.

Trackable ApacheV5 TRACKED -- INITIALIZING

UnityEngine.DebugLogHandler:Internal_Log(LogType, LogOption, String, Object)

UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])

UnityEngine.Logger:LogFormat(LogType, String, Object[])

UnityEngine.Debug:LogFormat(String, Object[])

DefaultTrackableEventHandler:OnTrackableStatusChanged(StatusChangeResult)

System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)

System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)

System.Reflection.MethodBase:Invoke(Object, Object[])

System.Delegate:DynamicInvokeImpl(Object[])

System.MulticastDelegate:DynamicInvokeImpl(Object[])

System.Delegate:DynamicInvoke(Object[])

Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])

Vuforia.DelegateHelper:InvokeWithExceptionHandler(Action`1, T)

Vuforia.<>c__DisplayClass35_0:<UpdateTrackableStatus>b_1(Action`1)

System.Action`1:Invoke(T)

Vuforia.IEnumerableExtensionMethods:ForEach(IEnumerable`1, Action`1)

Vuforia.TrackableBehaviour:UpdateTrackableStatus(Status)
Vuforia.TrackableBehaviour:OnTrackerUpdate(Status, StatusInfo)
Vuforia.StateManager:UpdateTrackableStates(TrackableResultData[])
Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32, Boolean)
Vuforia.StateManager:UpdateTrackablePoses(Vector3, Quaternion, TrackableResultData[], VuMarkTargetResultData[], TrackableIdPair, Int32)
Vuforia.VuforiaManager:UpdateTrackers(FrameState)
Vuforia.VuforiaManager:Update(VuforiaScreenOrientation, Boolean&)
Vuforia.VuforiaARController:UpdateStatePrivate(Boolean, Boolean)
Vuforia.VuforiaARController:UpdateState(Boolean, Boolean)
Vuforia.DigitalEyewearARController:Update()
System.Reflection.MonoMethod:InternalInvoke(Object, Object[], Exception&)
System.Reflection.MonoMethod:Invoke(Object, BindingFlags, Binder, Object[], CultureInfo)
System.Reflection.MethodBase:Invoke(Object, Object[])
System.Delegate:DynamicInvokeImpl(Object[])
System.MulticastDelegate:DynamicInvokeImpl(Object[])
System.Delegate:DynamicInvoke(Object[])
Vuforia.DelegateHelper:InvokeDelegate(Delegate, Object[])
Vuforia.DelegateHelper:InvokeWithExceptionHandling(Action)
Vuforia.VuforiaBehaviour:Update()

(Filename: ./Runtime/Export/Debug/Debug.bindings.h Line: 35)

WARNING -> applicationDidReceiveMemoryWarning()

(lldb)