

Summary

File Name: EmpireTV.exe
File Type: PE32 executable (GUI) Intel 80386, for MS Windows
SHA1: 39496b73c717cd3b4dff97055a1ee0a50a80e7fc
MD5: 72a6be62dbd85b3f08685e1cbc7b36e7



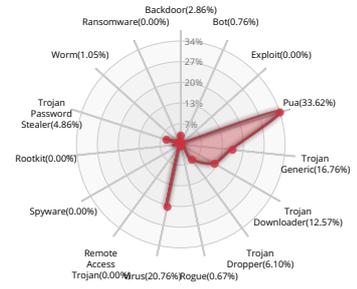
CLEAN

Valkyrie Final Verdict

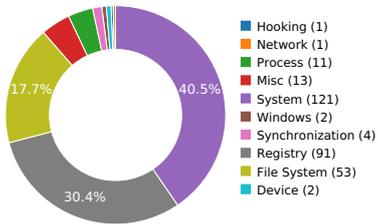
DETECTION SECTION



CLASSIFICATION



HIGH LEVEL BEHAVIOR DISTRIBUTION



ACTIVITY OVERVIEW



Activity Details



Behavior Graph

13:46:01

13:46:01

13:46:01

PID 2756

13:46:01

Create Process

The malicious file created a child process as 39496b73c717cd3b4dff97055a1ee0a50a80e7fc.exe (PPID 2728)

Behavior Summary

ACCESSED FILES

C:\Users\user\AppData\Local\Temp\api-ms-win-core-winrt-l1-1-0.dll
C:\Windows\System32\api-ms-win-core-winrt-l1-1-0.dll
C:\Windows\system\api-ms-win-core-winrt-l1-1-0.dll
C:\Windows\api-ms-win-core-winrt-l1-1-0.dll
C:\ProgramData\Oracle\Java\javapath\api-ms-win-core-winrt-l1-1-0.dll
C:\Windows\System32\wbem\api-ms-win-core-winrt-l1-1-0.dll
C:\Windows\System32\WindowsPowerShell\v1.0\api-ms-win-core-winrt-l1-1-0.dll
C:\Program Files\Microsoft Network Monitor 3\api-ms-win-core-winrt-l1-1-0.dll
C:\Program Files (x86)\Universal Extractor\api-ms-win-core-winrt-l1-1-0.dll
C:\Program Files (x86)\Universal Extractor\bin\api-ms-win-core-winrt-l1-1-0.dll
C:\Program Files (x86)\Windows Kits\8.1\Windows Performance Toolkit\api-ms-win-core-winrt-l1-1-0.dll
C:\Python27\api-ms-win-core-winrt-l1-1-0.dll
C:\Python27\Scripts\api-ms-win-core-winrt-l1-1-0.dll
C:\tools\sysinternals\api-ms-win-core-winrt-l1-1-0.dll
C:\tools\api-ms-win-core-winrt-l1-1-0.dll
C:\tools\IDA_Pro_v6\python\api-ms-win-core-winrt-l1-1-0.dll
C:\Users\user\AppData\Local\Temp\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Windows\System32\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Windows\system\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Windows\api-ms-win-core-winrt-string-l1-1-0.dll
C:\ProgramData\Oracle\Java\javapath\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Windows\System32\wbem\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Windows\System32\WindowsPowerShell\v1.0\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Program Files\Microsoft Network Monitor 3\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Program Files (x86)\Universal Extractor\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Program Files (x86)\Universal Extractor\bin\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Program Files (x86)\Windows Kits\8.1\Windows Performance Toolkit\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Python27\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Python27\Scripts\api-ms-win-core-winrt-string-l1-1-0.dll
C:\tools\sysinternals\api-ms-win-core-winrt-string-l1-1-0.dll
C:\tools\api-ms-win-core-winrt-string-l1-1-0.dll
C:\tools\IDA_Pro_v6\python\api-ms-win-core-winrt-string-l1-1-0.dll
C:\Users\user\AppData\Local\Temp\39496b73c717cd3b4dff97055a1ee0a50a80e7fc_Data\globalgamemangers
C:\Users\user\AppData\Local\Temp\39496b73c717cd3b4dff97055a1ee0a50a80e7fc_Data\data.unity3d
C:\Users\user\AppData\Local\Temp\DataSource\globalgamemangers
C:\Users\user\AppData\Local\Temp\DataSource\data.unity3d
C:\Users\user\AppData\Local\Temp\Data\globalgamemangers
C:\Users\user\AppData\Local\Temp\Data\data.unity3d
C:\Users\user\AppData\Local\Temp\app.info
C:\Windows\Fonts\staticcache.dat
C:\Users\user\AppData\Local\Temp\imageres.dll
C:\Windows\System32\imageres.dll
\\Device\KsecDD

READ REGISTRY KEYS

HKEY_LOCAL_MACHINE\SYSTEM\ControlSet001\Control\Nls\Locale\00000409
HKEY_LOCAL_MACHINE\SYSTEM\ControlSet001\Control\Nls\Language Groups\1
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\DataStore_V1.0\Disable
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\DataStore_V1.0\DataFilePath
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane1

HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane2
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane3
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane4
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane5
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane6
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane7
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane8
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane9
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane10
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane11
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane12
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane13
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane14
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane15
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane16
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\CTF\TIP\{0000897b-83df-4b96-be07-0fb58b01c4a4}\LanguageProfile\0x00000000\{0001bea3-ed56-483d-a2e2-aeae25577436}\Enable
HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Microsoft\CTF\EnableAnchorContext
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\GRE_Initialize\DisableMetaFiles

RESOLVED APIS

kernel32.dll.FlsAlloc
kernel32.dll.FlsGetValue
kernel32.dll.FlsSetValue
kernel32.dll.FlsFree
user32.dll.SetProcessDPIAware
gdi32.dll.GetLayout
gdi32.dll.GdiRealizationInfo
gdi32.dll.FontIsLinked
advapi32.dll.RegOpenKeyExW
advapi32.dll.RegQueryInfoKeyW
gdi32.dll.GetTextFaceAliasW
advapi32.dll.RegEnumValueW
advapi32.dll.RegCloseKey
advapi32.dll.RegQueryValueExW
gdi32.dll.GetFontAssocStatus
advapi32.dll.RegQueryValueExA
advapi32.dll.RegEnumKeyExW
uxtheme.dll.ThemeInitApiHook
user32.dll.IsProcessDPIAware
dwmapi.dll.DwmIsCompositionEnabled
comctl32.dll.RegisterClassNameW
uxtheme.dll.EnableThemeDialogTexture
uxtheme.dll.OpenThemeData
uxtheme.dll.GetThemeBool
gdi32.dll.GdiIsMetaPrintDC
ole32.dll.CoInitializeEx
ole32.dll.CoUninitialize
cryptbase.dll.SystemFunction036
ole32.dll.CoRegisterInitializeSpy
ole32.dll.CoRevokeInitializeSpy
uxtheme.dll.BufferedPaintInit
uxtheme.dll.BufferedPaintRenderAnimation

uxtheme.dll.BeginBufferedAnimation
uxtheme.dll.IsThemeBackgroundPartiallyTransparent
uxtheme.dll.DrawThemeParentBackground
uxtheme.dll.DrawThemeBackground
uxtheme.dll.GetThemeBackgroundContentRect
uxtheme.dll.DrawThemeText
uxtheme.dll.EndBufferedAnimation
oleaut32.dll.#500
uxtheme.dll.CloseThemeData
uxtheme.dll.BufferedPaintStopAllAnimations
uxtheme.dll.BufferedPaintUninit

REGISTRY KEYS

HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Nls\Locale
HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Nls\Locale\Alternate Sorts
HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Nls\Language Groups
HKEY_LOCAL_MACHINE\SYSTEM\ControlSet001\Control\Nls\Locale\0000409
HKEY_LOCAL_MACHINE\SYSTEM\ControlSet001\Control\Nls\Language Groups\1
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\FontLink\SystemLink
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\DataStore_V1.0
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\DataStore_V1.0\Disable
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\DataStore_V1.0\DataFilePath
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane1
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane2
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane3
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane4
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane5
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane6
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane7
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane8
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane9
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane10
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane11
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane12
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane13
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane14
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane15
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Plane16
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\LanguagePack\SurrogateFallback\Segoe UI
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\CTF\Compatibility\39496b73c717cd3b4dff97055a1ee0a50a80e7fc.exe
HKEY_LOCAL_MACHINE\Software\Microsoft\CTF\TIP\{0000897b-83df-4b96-be07-0fb58b01c4a4}\LanguageProfile\0x00000000\{0001bea3-ed56-483d-a2e2-aeae25577436}
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\CTF\TIP\{0000897b-83df-4b96-be07-0fb58b01c4a4}\LanguageProfile\0x00000000\{0001bea3-ed56-483d-a2e2-aeae25577436}\Enable
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\CTF\
HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\Microsoft\CTF\EnableAnchorContext
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\CTF\KnownClasses
HKEY_LOCAL_MACHINE\Software\Microsoft\Windows NT\CurrentVersion\GRE_Initialize
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\GRE_Initialize\DisableMetaFiles

READ FILES

C:\Users\user\AppData\Local\Temp\app.info
C:\Windows\Fonts\staticcache.dat
C:\Windows\System32\imageres.dll

\\Device\KsecDD

MUTEXES

CicLoadWinStaWinSta0

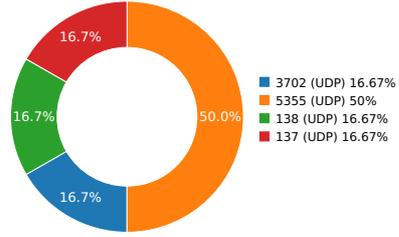
Local\MSCTF.CtfrMonitorInstMutexDefault1

Network Behavior

CONTACTED IPS



NETWORK PORT DISTRIBUTION



Name	IP	Country	ASN	ASN Name	Trigger Process Type
------	----	---------	-----	----------	----------------------

UDP PACKETS

Call Time During Execution(sec)	Source IP	Dest IP	Dest Port
6.6594350338	Sandbox	224.0.0.252	5355
6.66057085991	Sandbox	224.0.0.252	5355
6.66720795631	Sandbox	239.255.255.250	3702
6.70837688446	Sandbox	192.168.56.255	137
9.22305488586	Sandbox	224.0.0.252	5355
12.707046032	Sandbox	192.168.56.255	138

DETAILED FILE INFO

CREATED / DROPPED FILES

FILE PATH	TYPE AND HASHES
-----------	-----------------

STATIC FILE INFO

File Name:	EmpireTV.exe
File Type:	PE32 executable (GUI) Intel 80386, for MS Windows
SHA1:	39496b73c717cd3b4dff97055a1ee0a50a80e7fc
MDS:	72a6be62dbd85b3f08685e1cbc7b36e7
First Seen Date:	2018-02-21 01:00:37.466615 (about a month ago)
Number Of Clients Seen:	8
Last Analysis Date:	2018-02-28 14:20:34.855383 (about a month ago)
Human Expert Analysis Result:	No human expert analysis verdict given to this sample yet.

DETAILED FILE INFO

ADDITIONAL FILE INFORMATION

PE Headers

PROPERTY	VALUE
Magic Literal Enum	3
File Type Enum	6
Debug Artifacts	{{u'Path': u'C:\buildslave\unity\build\build\WindowsStandaloneSupport\Variations\win32_nondevelopment_mono\player_win_x86.pdb\x00', u'GUID': u'{3baf65e-b12c-4b03-9f8a-db62163b0c14}', u'timestamp': u'2016-09-01 10:32:26'}}
Number Of Sections	8
Trid	[[83.0, u'Win32 EXE PECompact compressed (generic)'], [9.0, u'Win32 Executable (generic)'], [3.9, u'Generic Win/DOS Executable'], [3.9, u'DOS Executable Generic']]
Compilation Time Stamp	0x57C803BA [Thu Sep 1 10:32:26 2016 UTC]
FileVersion	5.4.1.6594376
Unity Version	5.4.1f1_649f48bbb0f
ProductVersion	5.4.1.6594376
Translation	0x0409 0x04b0
Entry Point	0xaebddb (.text)
Machine Type	Intel 386 or later - 32Bit
File Size	17729536
Ssdeep	393216:4R/LQNGr6UGMApzWcehnM1Az/ekv6ngeiqpLUZtfdRq0DedGuq0liv3cC5mSq0rC:UyWQWiv3cRn0yKv
Sha256	4ce0f7d915e9b40ed1ba762e9bac49371143846cf4a2c978b555150185e5058d
Exifinfo	{{u'EXE:FileSubtype': 0, u'File:FilePermissions': u'r-w-r--r--', u'SourceFile': u'nfs/fvs/valkyrie_shared/core/valkyrie_files/3/9/4/9/39496b73c717cd3b4dff97055a1ee0a50a80e7fc', u'File:MIMEType': u'application/octet-stream', u'File:FileAccessDate': u'2018:02:28 14:19:32+00:00', u'EXE:InitializedDataSize': 4236800, u'File:FileModifyDate': u'2018:02:26 05:04:30+00:00', u'EXE:UnityVersion': u'5.4.1f1_649f48bbb0f', u'EXE:FileVersionNumber': u'5.4.1.40776', u'EXE:FileVersion': u'5.4.1.6594376', u'File:FileSize': u'17 MB', u'EXE:CharacterSet': u'Unicode', u'EXE:MachineType': u'Intel 386 or later, and compatibles', u'EXE:FileOS': u'Win32', u'EXE:ProductVersion': u'5.4.1.6594376', u'EXE:ObjectFileType': u'Unknown', u'File:FileType': u'Win32 EXE', u'EXE:UninitializedDataSize': 0, u'File:FileName': u'39496b73c717cd3b4dff97055a1ee0a50a80e7fc', u'EXE:ImageVersion': 0.0, u'File:FileTypeExtension': u'.exe', u'EXE:OSVersion': 5.1, u'EXE:PEType': u'PE32', u'EXE:TimeStamp': u'2016:09:01 10:32:26+00:00', u'EXE:FileFlagsMask': u'0x0017', u'EXE:LinkerVersion': 10.0, u'EXE:FileFlags': u'(none)', u'EXE:Subsystem': u'Windows GUI', u'File:Directory': u'nfs/fvs/valkyrie_shared/core/valkyrie_files/3/9/4/9', u'EXE:EntryPoint': u'0xaebddb', u'EXE:SubsystemVersion': 5.1, u'EXE:CodeSize': 14321664, u'File:FileNodeChangeDate': u'2018:02:26 05:04:30+00:00', u'EXE:LanguageCode': u'English (U.S.)', u'ExifTool:ExifToolVersion': 10.1, u'EXE:ProductVersionNumber': u'5.4.1.40776'}}
Mime Type	application/x-dosexec
Imphash	b366627965b1ab2fbc77aae1bd989127

PE Sections

NAME	VIRTUAL ADDRESS	VIRTUAL SIZE	RAW SIZE	ENTROPY	MD5
.text	0x1000	0xda86ca	0xda8800	6.77046137058	493deabe1849ba1466f725dbcf5ab7ba
.rdata	0xdaa000	0x1f0a21	0x1f0c00	6.24391318221	e955878d542b136b8c5157b7f4c49c30
.data	0xf9b000	0x103040	0x38800	5.75983891534	b3397f8c5092981a52ab9e042e61e280
.trace	0x109f000	0x1d98	0x1e00	5.28821311172	9332807babcca28697a36fed5ecb3d91
.data1	0x10a1000	0x40	0x200	0.436446888375	f5688adfeaf35cd6be99948b3e39f323
._RDATA	0x10a2000	0x540	0x600	4.53671102736	548680e806016bde2f45a01f5bb6c7ed
.rsrc	0x10a3000	0x8a670	0x8a800	4.26391739324	7dce162778029c506ec46a4c197faf53
.reloc	0x112e000	0x89980	0x89a00	5.8006222164	9e3e998e10e1931559f0cedc8349cafc

PE Imports

- HID.DLL
 - HidD_GetHidGuid
 - HidD_GetPreparedData
 - HidD_GetProductString
 - HidP_GetCaps
 - HidP_GetButtonCaps
 - HidP_GetValueCaps
 - HidP_MaxDataListLength
 - HidP_GetData
 - HidD_FreePreparedData
- GDI32.dll
 - GetObjectA
 - CreateBitmap
 - CreateDIBSection
 - DeleteObject
 - SetPixelFormat
 - GetDeviceCaps
 - ChoosePixelFormat
 - SwapBuffers
- USER32.dll
 - SetTimer
 - IsClipboardFormatAvailable
 - SetCapture
 - ReleaseCapture
 - UnregisterDeviceNotification
 - DispatchMessageA
 - TranslateMessage
 - PtInRect

- GetClientRect
- GetWindowLongA
- GetMessageExtraInfo
- RegisterDeviceNotificationW
- SystemParametersInfoW
- ClientToScreen
- GetAsyncKeyState
- ScreenToClient
- IsWindowVisible
- GetCursorPos
- GetKeyState
- wsprintfA
- WindowFromPoint
- MessageBoxW
- GetDlgItem
- SetWindowLongA
- CreateDialogParamA
- DestroyWindow
- DefWindowProcW
- SetWindowPos
- GetWindowRect
- GetParent
- GetThreadDesktop
- GetUserObjectInformationA
- EnumWindows
- RegisterWindowMessageA
- SendMessageA
- SendMessageTimeoutA
- SetForegroundWindow
- ShowWindow
- GetProcessWindowStation
- GetUserObjectInformationW
- wvsprintfA
- CreateIconIndirect
- ReleaseDC
- GetDC
- GetSystemMetrics
- SetCursor
- LoadCursorA
- DestroyCursor
- DestroyIcon
- SetClipboardData
- CloseClipboard
- EmptyClipboard
- OpenClipboard
- MonitorFromWindow
- LoadImageW
- DialogBoxParamA
- CheckDlgButton
- CreateDialogParamW
- PeekMessageW
- IsIconic
- IsDialogMessageW
- DispatchMessageW
- MsgWaitForMultipleObjects
- EnableWindow
- CreateWindowExW
- RegisterRawInputDevices
- GetRawInputData
- GetRawInputDeviceInfoW
- GetRawInputDeviceList
- ChangeDisplaySettingsA
- GetWindowPlacement
- AdjustWindowRectEx
- EnumDisplaySettingsA
- GetDesktopWindow
- UnregisterClassW
- GetAncestor
- OffsetRect
- CopyRect
- MessageBoxA
- SetDlgItemTextW
- SetDlgItemTextA
- SendDlgItemMessageW
- LoadIconA
- EndDialog
- DialogBoxParamW
- RegisterClassExW
- SetFocus
- GetFocus
- ShowCursor
- SetCursorPos
- ClipCursor
- GetWindowLongW
- SetWindowLongW
- PostQuitMessage
- RegisterClassW
- GetMonitorInfoA
- EnumDisplayMonitors
- EnumDisplayDevicesA
- CopyImage
- ValidateRect
- KillTimer
- GetMessageA
- PeekMessageA
- SetWindowTextW
- UpdateWindow
- GetCaretBlinkTime
- IsDlgButtonChecked
- GetClipboardData
- ADVAPI32.dll
 - RegQueryValueExW
 - RegCloseKey
 - RegOpenKeyExW
 - RegCreateKeyExW
 - GetSidSubAuthority
 - GetTokenInformation
 - OpenProcessToken
 - RegCreateKeyW
 - RegSetValueExA
 - RegQueryValueExA
 - RegDeleteValueA



- GetUserNameA
- CryptDestroyKey
- CryptVerifySignatureA
- CryptImportKey
- RegSetValueExW
- RegisterEventSourceA
- ReportEventA
- DeregisterEventSource
- CryptGetHashParam
- CryptDestroyHash
- CryptHashData
- CryptReleaseContext
- CryptCreateHash
- CryptAcquireContextA
- WS2_32.dll
 - WSAResetEvent
 - WSAEnumNetworkEvents
 - WSASetEvent
 - bind
 - send
 - sendto
 - recvfrom
 - WSAIoctl
 - getaddrinfo
 - getnameinfo
 - WSACancelAsyncRequest
 - WSAAsyncGetHostByName
 - WSAWaitForMultipleEvents
 - WSACreateEvent
 - WSACloseEvent
 - WSAEventSelect
 - accept
 - listen
 - shutdown
 - select
 - getsockopt
 - ntohl
 - getpeername
 - WSACleanup
 - closesocket
 - htonl
 - inet_ntoa
 - WSAStartup
 - inet_addr
 - getsockname
 - connect
 - htons
 - WSAGetLastError
 - socket
 - gethostname
 - ioctlsocket
 - getprotobyname
 - recv
 - setsockopt
 - WSASetLastError
 - WSASocketA
 - freeaddrinfo
 - ntohs
 - _WSAFDIsSet
 - gethostbyname
- KERNEL32.dll
 - InterlockedPushEntrySList
 - InitializeSListHead
 - GetThreadPriority
 - InterlockedPopEntrySList
 - InterlockedFlushSList
 - OpenEventA
 - SetThreadAffinityMask
 - SwitchToThread
 - VirtualFree
 - VirtualAlloc
 - VirtualProtect
 - InterlockedExchangeAdd
 - GetProcessAffinityMask
 - FlushConsoleInputBuffer
 - ExpandEnvironmentStringsA
 - VerifyVersionInfoA
 - GetVersion
 - GetProcessHeap
 - WriteConsoleW
 - SetWaitableTimer
 - SetEnvironmentVariableA
 - CompareStringW
 - IsValidLocale
 - EnumSystemLocalesA
 - GetLocaleInfoA
 - GetUserDefaultLCID
 - GetStringTypeW
 - CreateWaitableTimerA
 - GetEnvironmentStringsW
 - FreeEnvironmentStringsW
 - LCMapStringW
 - SetStdHandle
 - GetSystemDirectoryA
 - FlushFileBuffers
 - GetConsoleMode
 - GetConsoleCP
 - GetFileType
 - SetHandleCount
 - InterlockedExchange
 - IsValidCodePage
 - GetOEMCP
 - GetACP
 - GetCPInfo
 - TerminateProcess
 - UnhandledExceptionFilter
 - GetLocaleInfoW
 - HeapCreate
 - GetStdHandle
 - IsProcessorFeaturePresent
 - GetStartupInfoW
 - HeapSetInformation



- o GetCommandLineA
- o DuplicateHandle
- o ExitThread
- o CreateFileA
- o SignalObjectAndWait
- o CreateMutexW
- o FlushInstructionCache
- o HeapSize
- o HeapQueryInformation
- o SetConsoleCtrlHandler
- o ExitProcess
- o EncodePointer
- o DecodePointer
- o HeapFree
- o HeapReAlloc
- o HeapAlloc
- o RtlUnwind
- o SetErrorMode
- o GlobalMemoryStatus
- o VirtualQuery
- o GetFileTime
- o IstrlenA
- o FileTimeToLocalFileTime
- o FileTimeToDosDateTime
- o GetFileSize
- o GetCurrentDirectoryA
- o GetVersionExA
- o GetModuleFileNameA
- o GetFileAttributesA
- o GetEnvironmentVariableA
- o OutputDebugStringA
- o SuspendThread
- o GetThreadContext
- o CreateSemaphoreW
- o ResumeThread
- o GetSystemTimeAsFileTime
- o TerminateThread
- o FormatMessageA
- o GetTimeZoneInformation
- o GetLocalTime
- o CreateFileMappingA
- o MapViewOfFile
- o UnmapViewOfFile
- o GetTimeFormatA
- o GetDateFormatA
- o FileTimeToSystemTime
- o GetFileInformationByHandle
- o PeekNamedPipe
- o ReleaseMutex
- o GetWindowsDirectoryW
- o IsDebuggerPresent
- o GetCurrentThread
- o InterlockedIncrement
- o LoadLibraryExW
- o ResetEvent
- o InitializeCriticalSection
- o SetLastError
- o GetDriveTypeA
- o DebugBreak
- o FindFirstFileExA
- o OpenEventW
- o GetCurrentDirectoryW
- o ReadConsoleInputA
- o SetConsoleMode
- o WaitForSingleObject
- o SetUnhandledExceptionFilter
- o GetFullPathNameA
- o GetTickCount
- o CreateSemaphoreA
- o CloseHandle
- o Sleep
- o WaitForSingleObjectEx
- o ReleaseSemaphore
- o InterlockedCompareExchange
- o TlsAlloc
- o TlsFree
- o TlsGetValue
- o TlsSetValue
- o CreateEventA
- o MultiByteToWideChar
- o GetProcAddress
- o FreeLibrary
- o GetModuleHandleW
- o LoadLibraryW
- o GetLastError
- o WideCharToMultiByte
- o SetFileAttributesW
- o GetFileAttributesW
- o CreateDirectoryW
- o RemoveDirectoryW
- o DeleteFileW
- o MoveFileExW
- o GetFileAttributesExW
- o SetFileTime
- o SystemTimeToFileTime
- o GetSystemTime
- o CreateFileW
- o GetModuleFileNameW
- o QueryPerformanceFrequency
- o QueryPerformanceCounter
- o LocalFree
- o FormatMessageW
- o ReadFile
- o SetFilePointerEx
- o WriteFile
- o SetFilePointer
- o SetEndOfFile
- o CopyFileW
- o FindClose
- o FindNextFileW
- o FindFirstFileW
- o FindFirstFileExW

- o GlobalUnlock
- o GlobalLock
- o GlobalAlloc
- o GetModuleHandleA
- o lstrcpynA
- o lstrcpyA
- o lstrcpynW
- o GetCommandLineW
- o ExpandEnvironmentStringsW
- o CreateMutexA
- o GetCurrentThreadId
- o VerifyVersionInfoW
- o VerSetConditionMask
- o GetCurrentProcess
- o GetVersionExW
- o GetSystemInfo
- o GlobalMemoryStatusEx
- o GetUserDefaultLangID
- o InterlockedDecrement
- o GetComputerNameW
- o GetTempPathW
- o LoadLibraryA
- o LocalAlloc
- o GetFullPathNameW
- o SetDllDirectoryW
- o SetEvent
- o SetHandleInformation
- o SleepEx
- o RaiseException
- o GetThreadTimes
- o OpenThread
- o InitializeCriticalSectionAndSpinCount
- o DeleteCriticalSection
- o EnterCriticalSection
- o LeaveCriticalSection
- o TryEnterCriticalSection
- o CreateThread
- o SetThreadPriority
- o CancelIo
- o GetOverlappedResult
- o CreateEventW
- o GetCurrentProcessId
- o GetDriveTypeW
- VERSION.dll
 - o GetFileVersionInfoSizeA
 - o GetFileVersionInfoA
 - o VerQueryValueA
 - o GetFileVersionInfoW
 - o GetFileVersionInfoSizeW
- ole32.dll
 - o PropVariantClear
 - o CoUninitialize
 - o CoInitialize
 - o CoTaskMemAlloc
 - o CoTaskMemFree
 - o CoCreateGuid
 - o StringFromGUID2
 - o CoCreateInstance
 - o CoSetProxyBlanket
- SHLWAPI.dll
 - o SHDeleteKeyW
 - o PathFileExistsW
 - o PathCanonicalizeW
- SHELL32.dll
 - o CommandLineToArgvW
 - o SHGetFolderPathW
 - o SHFileOperationW
 - o ShellExecuteW
- OPENG32.dll
 - o glGetBooleanv
 - o glGetTexParameterf
 - o glDrawElements
 - o glDrawArrays
 - o glReadPixels
 - o glDeleteTextures
 - o glFinish
 - o glScissor
 - o glViewport
 - o glGetFloatv
 - o glMultMatrixf
 - o glMatrixMode
 - o glLoadMatrixf
 - o glPolygonMode
 - o glFrontFace
 - o glClearColor
 - o glClearDepth
 - o glClearStencil
 - o glStencilMask
 - o glDepthFunc
 - o glDepthMask
 - o glCullFace
 - o glPolygonOffset
 - o glColorMask
 - o glBlendFunc
 - o glColor4f
 - o glColorPointer
 - o glEnableClientState
 - o glVertexPointer
 - o glNormalPointer
 - o glTexCoordPointer
 - o glDisableClientState
 - o glIsTexture
 - o glLoadIdentity
 - o glGetTexParameteriv
 - o glTexSubImage2D
 - o glPixelStorei
 - o glCopyTexSubImage2D
 - o glDrawBuffer
 - o glReadBuffer
 - o glTexImage2D
 - o glGetTexParameteri
 - o glBindTexture

- o glGenTextures
- o glDisable
- o glFlush
- o glGetIntegerv
- o glClear
- o glGetError
- o glEnable
- o glGetString
- o wglGetCurrentDC
- o wglGetCurrentContext
- o wglCreateContext
- o wglDeleteContext
- o wglShareLists
- o wglGetProcAddress
- o wglMakeCurrent
- WINMM.dll
 - o waveOutPrepareHeader
 - o waveInReset
 - o waveInClose
 - o waveInOpen
 - o waveInStart
 - o waveInGetDevCapsW
 - o waveInGetDevCapsA
 - o waveInUnprepareHeader
 - o waveInPrepareHeader
 - o waveInAddBuffer
 - o timeGetTime
 - o timeEndPeriod
 - o timeBeginPeriod
 - o waveInGetNumDevs
 - o waveOutGetNumDevs
 - o waveOutGetDevCapsA
 - o waveOutGetDevCapsW
 - o waveOutClose
 - o waveOutOpen
 - o waveOutUnprepareHeader
 - o waveOutWrite
 - o waveOutReset
 - o waveOutGetPosition
- OLEAUT32.dll
 - o VariantChangeType
 - o VariantClear
 - o VariantInit
 - o SysFreeString
 - o SysAllocString
- IMM32.dll
 - o ImmSetOpenStatus
 - o ImmSetCompositionStringW
 - o ImmReleaseContext
 - o ImmGetConversionStatus
 - o ImmAssociateContextEx
 - o ImmAssociateContext
 - o ImmGetContext
 - o ImmGetCompositionStringW
- DNSAPI.dll
 - o DnsQuery_A
 - o DnsFree
- IPHLPAPI.DLL
 - o GetIpAddrTable
- WINHTTP.dll
 - o WinHttpGetIEProxyConfigForCurrentUser

PE Exports

- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@AnimationEvent@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@Behaviour@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@Component@Unity@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@GameObject@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@GlobalGameManager@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@LevelGameManager@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@NamedObject@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@Object@@IAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@Renderer@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$00@@@Terrain@@QAEAAV?\$StreamedBinaryRead@\$00@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@AnimationEvent@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@Behaviour@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@Component@Unity@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@GameObject@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@GlobalGameManager@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@LevelGameManager@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@NamedObject@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@Object@@IAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@Renderer@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryRead@\$0A@@@Terrain@@QAEAAV?\$StreamedBinaryRead@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@AnimationEvent@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@Behaviour@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@Component@Unity@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@GameObject@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@GlobalGameManager@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@LevelGameManager@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@NamedObject@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@Object@@IAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@Renderer@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@V?\$StreamedBinaryWrite@\$0A@@@Terrain@@QAEAAV?\$StreamedBinaryWrite@\$0A@@@Z
- ??\$Transfer@VProxyTransfer@@@AnimationEvent@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@Behaviour@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@Component@Unity@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@GameObject@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@GlobalGameManager@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@LevelGameManager@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@NamedObject@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@Object@@IAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@Renderer@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VProxyTransfer@@@Terrain@@QAEAAVProxyTransfer@@@Z
- ??\$Transfer@VRemapPPtrTransfer@@@AnimationEvent@@QAEAAVRemapPPtrTransfer@@@Z

??Transfer@VRemapPPtrTransfer@@@Behaviour@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@Component@Unity@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@GameObject@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@GlobalGameManager@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@LevelGameManager@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@NamedObject@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@Object@IAEXAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@Renderer@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VRemapPPtrTransfer@@@Terrain@@@QAEAAVRemapPPtrTransfer@@@Z
??Transfer@VSafeBinaryRead@@@AnimationEvent@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@Behaviour@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@Component@Unity@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@GameObject@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@GlobalGameManager@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@LevelGameManager@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@NamedObject@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@Object@IAEXAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@Renderer@@@QAEAAVSafeBinaryRead@@@Z
??Transfer@VSafeBinaryRead@@@Terrain@@@QAEAAVSafeBinaryRead@@@Z
??AnimationCurveTpl@M@@@QAE@ABV0@@Z
??AnimationCurveTpl@M@@@QAE@XZ
??AnimationCurveTpl@VQuaternionf@@@QAE@ABV0@@Z
??AnimationCurveTpl@VQuaternionf@@@QAE@XZ
??AnimationCurveTpl@VVector3f@@@QAE@ABV0@@Z
??AnimationCurveTpl@VVector3f@@@QAE@XZ
??CallbackArray1@\$CBH@@@QAE@XZ
??CallbackArray1@AAUClassRegistrationContext@@@QAE@XZ
??CallbackArray1@AAUGarbageCollectorThreadState@@@QAE@XZ
??CallbackArray1@AAVModuleManager@@@QAE@XZ
??CallbackArray1@ABVCamera@@@QAE@XZ
??CallbackArray1@PAVCamera@@@QAE@XZ
??CallbackArray1@_N@@@QAE@XZ
??CallbackArray2@PAVUnityScene@@@PAV1@@@QAE@XZ
??CallbackArray2@PBUIIndexList@@@PBURendererCullData@@@QAE@XZ
??CallbackArray3@\$CBHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@QAE@XZ
??CallbackArray3@L_K_K@@@QAE@XZ
??CallbackArray4@ABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@ABV12@H_N@@@QAE@XZ
??CallbackArray4@PAPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@QAE@XZ
??CallbackArrayBase@P6AXAAUClassRegistrationContext@@@ZP6AXPBX0@Z@@@QAE@XZ
??CallbackArrayBase@P6AXAAUGarbageCollectorThreadState@@@ZP6AXPBX0@Z@@@QAE@XZ
??CallbackArrayBase@P6AXAAVModuleManager@@@ZP6AXPBX0@Z@@@QAE@XZ
??CallbackArrayBase@P6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@ZP6AXPBX00H1@Z@@@QAE@XZ
??CallbackArrayBase@P6AXABVCamera@@@ZP6AXPBX0@Z@@@QAE@XZ
??CallbackArrayBase@P6AXH@ZP6AXPBXH@Z@@@QAE@XZ
??CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@ZP6AXPBXH01@Z@@@QAE@XZ
??CallbackArrayBase@P6AXL_K0@ZP6AXPBX00@Z@@@QAE@XZ
??CallbackArrayBase@P6AXPAPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@ZP6AXPBX012@Z@@@QAE@XZ
??CallbackArrayBase@P6AXPAVCamera@@@ZP6AXPBX0@Z@@@QAE@XZ
??CallbackArrayBase@P6AXPAVUnityScene@@@0@ZP6AXPBX00@Z@@@QAE@XZ
??CallbackArrayBase@P6AXPBUIIndexList@@@PBURendererCullData@@@ZP6AXPBX01@Z@@@QAE@XZ
??CallbackArrayBase@P6AXXZP6AXPBX@Z@@@QAE@XZ
??CallbackArrayBase@P6AX_N@ZP6AXPBX0@Z@@@QAE@XZ
??CallbackArrayBase@P6A_NXZP6A_NPBX@Z@@@QAE@XZ
??CallbackArrayBase@P6GXW4UnityGfxDeviceEventType@@@ZP6GXPBX0@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXAAUClassRegistrationContext@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXAAUGarbageCollectorThreadState@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXAAVModuleManager@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXABVCamera@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXH@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXL_K0@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXPAPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXPAVCamera@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXPAVUnityScene@@@0@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXPBUIIndexList@@@PBURendererCullData@@@Z@@@QAE@XZ
??CallbackArraySubBase@P6AXXZ@@@QAE@XZ
??CallbackArraySubBase@P6AX_N@Z@@@QAE@XZ
??CallbackArraySubBase@P6A_NXZ@@@QAE@XZ
??KeyframeTpl@M@@@QAE@MABM@Z
??KeyframeTpl@VQuaternionf@@@QAE@MABVQuaternionf@@@Z
??KeyframeTpl@VVector3f@@@QAE@MABVVector3f@@@Z
??PluginCallbackArray1@W4UnityGfxDeviceEventType@@@QAE@XZ
??RectT@H@@@QAE@HHHH@Z
??RectT@H@@@QAE@XZ
??RectT@M@@@QAE@MMMM@Z
??RectT@M@@@QAE@XZ
??StreamedBinaryWrite@\$00@@@QAE@XZ
??StreamedBinaryWrite@\$0A@@@QAE@XZ
??BaseBehaviourManager@@@QAE@ABV0@@Z
??BaseBehaviourManager@@@QAE@XZ
??BaseRenderer@@@QAE@ABV0@@Z
??BaseRenderer@@@QAE@W4RendererType@@@Z
??Behaviour@@@QAE@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@Z
??BlobWrite@@@QAE@AAU?\$dynamic_array@E\$0BA@@@W4TransferInstructionFlags@@@W4BuildTargetPlatform@@@Z
??BlobWrite@@@QAE@ABV0@@Z
??BuildTargetSelection@@@QAE@W4BuildTargetPlatform@@@H_N@Z
??BuildTargetSelection@@@QAE@XZ
??CallbackArray@@@QAE@XZ
??CallbackArrayReturnsAnyTrue@@@QAE@XZ
??Camera@@@QAE@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@Z
??CanvasBatchIntermediateRenderer@@@QAE@XZ
??CollisionMeshData@@@QAE@XZ
??Component@Unity@@@QAE@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@Z
??EditorExtension@@@QAE@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@Z
??GameManager@@@QAE@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@Z



- ??0GameObject@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0GlobalCallbacks@@QAE@XZ
- ??0GlobalGameManager@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0Animation@@QAE@XZ
- ??0ClusterRenderer@@QAE@XZ
- ??0IMGUI@@QAE@XZ
- ??0INetwork@@QAE@XZ
- ??0IPhysics@@QAE@XZ
- ??0IPhysicsEditor@@QAE@XZ
- ??0IRaycast@@QAE@XZ
- ??0IUmbral@@QAE@XZ
- ??0IVRDevice@@QAE@ABV0@@Z
- ??0IVRDevice@@QAE@XZ
- ??0IntermediateRenderer@@QAE@XZ
- ??0JobQueue@@QAE@IIHW4JobQueueFlags@0@PBD1@Z
- ??0LevelGameManager@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0ListElement@@QAE@XZ
- ??0Material@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0Matrix3x3f@@QAE@ABVMMatrix4x4f@@@Z
- ??0Matrix3x3f@@QAE@MMMMMMMMM@Z
- ??0Matrix3x3f@@QAE@XZ
- ??0Matrix4x4f@@QAE@ABVMMatrix3x3f@@@Z
- ??0Matrix4x4f@@QAE@QBM@Z
- ??0Matrix4x4f@@QAE@W4InitIdentity@0@@@Z
- ??0Matrix4x4f@@QAE@XZ
- ??0MemoryPool@@QAE@ABV0@@@Z
- ??0MemoryPool@@QAE@_NPBDHHW4MemLabelIdentifier@@H@Z
- ??0Mesh@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0MeshFilter@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0MeshIntermediateRenderer@@QAE@XZ
- ??0MobileBuildSubTarget@@QAE@H@Z
- ??0MobileBuildSubTarget@@QAE@W4MobileTextureSubtarget@@I@Z
- ??0ModuleManager@@QAE@XZ
- ??0MonoManager@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0NamedObject@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0NonCopyable@@QAE@XZ
- ??0Object@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0PlatformThread@@AAE@XZ
- ??0ProxyTransfer@@QAE@AAVTypeTree@@W4TransferInstructionFlags@@PAXH@Z
- ??0Rand@@QAE@I@Z
- ??0RemapPPtrTransfer@@QAE@ABV0@@@Z
- ??0RemapPPtrTransfer@@QAE@W4TransferInstructionFlags@@_N@Z
- ??0RenderSettings@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0RenderTexture@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0Renderer@@QAE@W4RendererType@@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0ReportScriptingObjectsTransfer@@QAE@P6AXPAVGeneralMonoObject@@@Z@Z
- ??0RuntimeSceneManager@@QAE@ABV0@@@Z
- ??0RuntimeSceneManager@@QAE@XZ
- ??0SafeBinaryRead@@QAE@XZ
- ??0ScriptMapper@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0ScriptingArguments@@QAE@XZ
- ??0ScriptingManager@@IAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0SkinnedMeshRenderer@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0SparseTexture@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0Texture2D@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0Texture@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0Thread@@QAE@XZ
- ??0TransferBase@@QAE@XZ
- ??0Transform@@QAE@W4MemLabelIdentifier@@W4ObjectCreationMode@@@Z
- ??0UserList@@QAE@PAVObject@@@Z
- ??0UserListBase@@IAE@PAVObject@@@Z
- ??1?AnimationCurveTpl@M@@QAE@XZ
- ??1?AnimationCurveTpl@VQuaternionf@@@QAE@XZ
- ??1?AnimationCurveTpl@VVector3f@@@QAE@XZ
- ??1BaseBehaviourManager@@UAE@XZ
- ??1BaseRenderer@@UAE@XZ
- ??1Behaviour@@MAE@XZ
- ??1BlobWrite@@QAE@XZ
- ??1Camera@@MAE@XZ
- ??1CanvasBatchIntermediateRenderer@@UAE@XZ
- ??1CollisionMeshData@@QAE@XZ
- ??1Component@Unity@@MAE@XZ
- ??1EditorExtension@@MAE@XZ
- ??1GameManager@@MAE@XZ
- ??1GameObject@@MAE@XZ
- ??1GlobalGameManager@@MAE@XZ
- ??1IRaycast@@UAE@XZ
- ??1IVRDevice@@UAE@XZ
- ??1IntermediateRenderer@@UAE@XZ
- ??1JobQueue@@QAE@XZ
- ??1LevelGameManager@@MAE@XZ
- ??1ListElement@@QAE@XZ
- ??1Material@@MAE@XZ
- ??1MemoryPool@@QAE@XZ
- ??1Mesh@@MAE@XZ
- ??1MeshFilter@@MAE@XZ
- ??1MeshIntermediateRenderer@@UAE@XZ
- ??1MonoManager@@MAE@XZ
- ??1NamedObject@@MAE@XZ
- ??1Object@@MAE@XZ
- ??1PlatformThread@@AAE@XZ
- ??1RemapPPtrTransfer@@QAE@XZ
- ??1RenderSettings@@MAE@XZ
- ??1RenderTexture@@MAE@XZ
- ??1Renderer@@MAE@XZ
- ??1RuntimeSceneManager@@UAE@XZ



- ??1SafeBinaryRead@@QAE@XZ
- ??1ScriptMapper@@MAE@XZ
- ??1ScriptingManager@@UAE@XZ
- ??1SkinnedMeshRenderer@@MAE@XZ
- ??1SparseTexture@@MAE@XZ
- ??1Texture2D@@MAE@XZ
- ??1Texture@@MAE@XZ
- ??1Thread@@QAE@XZ
- ??1Transform@@MAE@XZ
- ??1UserList@@QAE@XZ
- ??2@YAPAXIW4MemLabelIdentifier@@HPBD11H@Z
- ??2@YAPAXIW4MemLabelIdentifier@@HPBDH@Z
- ??2CanvasBatchIntermediateRenderer@@SAPAXI@Z
- ??2MeshIntermediateRenderer@@SAPAXI@Z
- ??3@YAXPAXW4MemLabelIdentifier@@HPBD22H@Z
- ??3@YAXPAXW4MemLabelIdentifier@@HPBDH@Z
- ??3CanvasBatchIntermediateRenderer@@SAXPAX@Z
- ??3MeshIntermediateRenderer@@SAXPAX@Z
- ??4?AnimationCurveTpl@M@@QAEAAV0@ABV0@@Z
- ??4?AnimationCurveTpl@VQuaternionf@@@QAEAAV0@ABV0@@Z
- ??4?AnimationCurveTpl@VVector3f@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@\$CBH@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@AAUClassRegistrationContext@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@AAUGarbageCollectorThreadState@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@AAVModuleManager@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@ABVCamera@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@PAVCamera@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray1@_N@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray2@PAVUnityScene@@PAV1@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray2@PBUIndexList@@PBURendererCullData@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray3@\$CHAAVAwakeFromLoadQueue@@W4LoadingMode@RuntimeSceneManager@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray3@I_K_K@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray4@ABV7\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@ABV12@_N@@QAEAAV0@ABV0@@Z
- ??4?CallbackArray4@PAPAVBaseRenderer@@IPBVCamera@@ABVMatrix4x4f@@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXAAUClassRegistrationContext@@@ZP6AXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXAAUGarbageCollectorThreadState@@@ZP6AXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXAAVModuleManager@@@ZP6AXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXABV7\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@ZP6AXPBX00H1@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXABVCamera@@@ZP6AXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXH@ZP6AXPBXH@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@@W4LoadingMode@RuntimeSceneManager@@@ZP6AXPBXH01@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXI_K0@ZP6AXPBXI00@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXPAPAVBaseRenderer@@IPBVCamera@@ABVMatrix4x4f@@@ZP6AXPBX012@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXPAVCamera@@@ZP6AXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXPAVUnityScene@@0@ZP6AXPBX00@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXPBUIndexList@@PBURendererCullData@@@ZP6AXPBX01@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AXXP6AXPBX@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6AX_N@ZP6AXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6A_NXZP6A_NPBX@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArrayBase@P6GXW4UnityGfxDeviceEventType@@@ZP6GXPBX0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXAAUClassRegistrationContext@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXAAUGarbageCollectorThreadState@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXAAVModuleManager@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXABV7\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXABVCamera@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXH@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXHAAVAwakeFromLoadQueue@@W4LoadingMode@RuntimeSceneManager@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXI_K0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXPAPAVBaseRenderer@@IPBVCamera@@ABVMatrix4x4f@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXPAVCamera@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXPAVUnityScene@@0@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXPBUIndexList@@PBURendererCullData@@@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AXXZ@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6AX_N@Z@@QAEAAV0@ABV0@@Z
- ??4?CallbackArraySubBase@P6A_NXZ@@QAEAAV0@ABV0@@Z
- ??4?PluginCallbackArray1@W4UnityGfxDeviceEventType@@@QAEAAV0@ABV0@@Z
- ??4?RectT@H@@QAEAAV0@ABV0@@Z
- ??4?RectT@M@@QAEAAV0@ABV0@@Z
- ??4?StreamedBinaryWrite@\$00@@QAEAAV0@ABV0@@Z
- ??4?StreamedBinaryWrite@\$0A@@QAEAAV0@ABV0@@Z
- ??4BaseBehaviourManager@@QAEAAV0@ABV0@@Z
- ??4BaseRenderer@@QAEAAV0@ABV0@@Z
- ??4BuildTargetSelection@@QAEAAU0@ABU0@@Z
- ??4CallbackArray@@QAEAAV0@ABV0@@Z
- ??4CallbackArrayReturnsAnyTrue@@QAEAAV0@ABV0@@Z
- ??4CollisionMeshData@@QAEAAV0@ABV0@@Z
- ??4DrawUtil@@QAEAAU0@ABU0@@Z
- ??4GlobalCallbacks@@QAEAAU0@ABU0@@Z
- ??4IVRDevice@@QAEAAV0@ABV0@@Z
- ??4Matrix3x3f@@QAEAAV0@ABV0@@Z
- ??4Matrix3x3f@@QAEAAV0@ABVMatrix4x4f@@@Z
- ??4Matrix4x4f@@QAEAAV0@ABV0@@Z
- ??4Matrix4x4f@@QAEAAV0@ABVMatrix3x3f@@@Z
- ??4MemoryPool@@QAEAAV0@ABV0@@Z
- ??4MobileBuildSubTarget@@QAEAAU0@ABU0@@Z
- ??4Rand@@QAEAAV0@ABV0@@Z
- ??4RemapPtrTransfer@@QAEAAV0@ABV0@@Z
- ??4ReportScriptingObjectsTransfer@@QAEAAV0@ABV0@@Z
- ??4RuntimeSceneManager@@QAEAAV0@ABV0@@Z
- ??4ScriptingArguments@@QAEAAU0@ABU0@@Z
- ??4TransferBase@@QAEAAV0@ABV0@@Z
- ??8?AnimationCurveTpl@M@@QBE_NABV0@@Z
- ??8?RectT@M@@QBE_NABV0@@Z
- ??8BuildTargetSelection@@QBE_NABU0@@Z
- ??9?AnimationCurveTpl@M@@QBE_NABV0@@Z
- ??9?RectT@H@@QBE_NABV0@@Z



- ??9?RectT@M@@QBE_NABV0@Z
- ??9BuildTargetSelection@@QBE_NABU0@Z
- ??AMatrix3x3f@@QAEAMH@Z
- ??AMatrix3x3f@@QBEMH@Z
- ??AMatrix4x4f@@QAEAMH@Z
- ??AMatrix4x4f@@QBEMH@Z
- ??BMobileBuildSubTarget@@QAE7AW4MobileTextureSubtarget@@XZ
- ??XMatrix3x3f@@QAEAAV0@ABV0@Z
- ??XMatrix3x3f@@QAEAAV0@ABVMMatrix4x4f@@@Z
- ??XMatrix3x3f@@QAEAAV0@M@Z
- ??XMatrix4x4f@@QAEAAV0@ABV0@Z
- ??_0Matrix3x3f@@QAEAAV0@M@Z
- ??_7BaseBehaviourManager@@6B@
- ??_7BaseRenderer@@6B@
- ??_7Behaviour@@6B@
- ??_7Camera@@6B@
- ??_7CanvasBatchIntermediateRenderer@@6B@
- ??_7Component@Unity@@6B@
- ??_7EditorExtension@@6B@
- ??_7GameManager@@6B@
- ??_7GameObject@@6B@
- ??_7GlobalGameManager@@6B@
- ??_7Animation@@6B@
- ??_7ClusterRenderer@@6B@
- ??_7IMGUI@@6B@
- ??_7Physics@@6B@
- ??_7PhysicsEditor@@6B@
- ??_7Raycast@@6B@
- ??_7Umbral@@6B@
- ??_7VRDevice@@6B@
- ??_7IntermediateRenderer@@6B@
- ??_7LevelGameManager@@6B@
- ??_7Material@@6B@
- ??_7Mesh@@6B@
- ??_7MeshFilter@@6B@
- ??_7MeshIntermediateRenderer@@6B@
- ??_7MonoManager@@6B@
- ??_7NamedObject@@6B@
- ??_7Object@@6B@
- ??_7RenderSettings@@6B@
- ??_7RenderTexture@@6B@
- ??_7Renderer@@6BBaseRenderer@@@
- ??_7Renderer@@6BComponent@Unity@@@
- ??_7RuntimeSceneManager@@6B@
- ??_7ScriptMapper@@6B@
- ??_7ScriptingManager@@6B@
- ??_7SkinnedMeshRenderer@@6BBaseRenderer@@@
- ??_7SkinnedMeshRenderer@@6BComponent@Unity@@@
- ??_7SparseTexture@@6B@
- ??_7Texture2D@@6B@
- ??_7Texture@@6B@
- ??_7Transform@@6B@
- ??_FRand@@QAEXXZ
- ?AcquireSharedMaterialData@Material@@QAEPBUSharedMaterialData@@XZ
- ?AcquireSharedMaterialDataFromJob@Material@@QBEPBUSharedMaterialData@@XZ
- ?AcquireSharedMeshData@Mesh@@QAEPAVSharedMeshData@@XZ
- ?AcquireSharedMeshRenderingData@Mesh@@QAEPAVSharedMeshRenderingData@@XZ
- ?AcquireSharedTextureData@Texture2D@@QAEPAVSharedTextureData@@XZ
- ?Activate@GameObject@@QAEXXZ
- ?ActivateAwakeRecursively@GameObject@@QAEW4DeactivateOperation@@@Z
- ?ActivateAwakeRecursivelyInternal@GameObject@@QAEW4DeactivateOperation@@AAVWakeFromLoadQueue@@@Z
- ?ActivateInternal@GameObject@@QAEXXZ
- ?AddArray@ScriptingArguments@@QAEPAUMonoArray@@@Z
- ?AddAsRenderNode@BaseRenderer@@UAEIAAVRenderNodeQueue@@ABUDeprecatedSourceData@@@Z
- ?AddAsRenderNode@CanvasBatchIntermediateRenderer@@UAEIAAVRenderNodeQueue@@ABUDeprecatedSourceData@@@Z
- ?AddAsRenderNode@MeshIntermediateRenderer@@UAEIAAVRenderNodeQueue@@ABUDeprecatedSourceData@@@Z
- ?AddAsRenderNode@SkinnedMeshRenderer@@UAEIAAVRenderNodeQueue@@ABUDeprecatedSourceData@@@Z
- ?AddBehaviour@BaseBehaviourManager@@QAEAAV?\$ListNode@VBehaviour@@@H@Z
- ?AddBoolean@ScriptingArguments@@QAEXXZ
- ?AddBuiltinShader@ScriptMapper@@QAEHABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D@SEC@0BA@@@@std@@@V?\$PPtr@VShader@@@Z
- ?AddCleanupAllModulesCallback@ModuleManager@@QAEPP6AXXZ@Z
- ?AddCommandBuffer@Camera@@QAEW4RenderCameraEventType@@PAVRenderingCommandBuffer@@@Z
- ?AddComponentInternal@GameObject@@QAEPAVComponent@Unity@@@Z
- ?AddComponentInternal@GameObject@@SAXAAV1@AAVComponent@Unity@@@Z
- ?AddDefaultShaderPropertiesToSavedProperties@Material@@AAEXXZ
- ?AddEnum@ScriptingArguments@@QAEHX@Z
- ?AddEvent@Object@@QAEPP6AXPAX0H@Z@Z@Z
- ?AddFloat@ScriptingArguments@@QAEXM@Z
- ?AddImageFilter@Camera@@QAEHABUImageFilter@@@Z
- ?AddInitCallback@ModuleManager@@QAEPP6AXAAV1@@@Z@Z@Z
- ?AddInt64@ScriptingArguments@@QAEXJ@Z
- ?AddInt@ScriptingArguments@@QAEHX@Z
- ?AddIntPtr@ScriptingArguments@@QAEPPAX@Z
- ?AddIntermediateUser@Mesh@@QAEAAV?\$ListNode@VIntermediateRenderer@@@Z
- ?AddKey@\$AnimationCurveTpl@M@@@QAEHABU?\$KeyframeTpl@M@@@Z
- ?AddKey@\$AnimationCurveTpl@VQuaternionf@@@@QAEHABU?\$KeyframeTpl@VQuaternionf@@@Z
- ?AddKey@\$AnimationCurveTpl@VVector3f@@@@QAEHABU?\$KeyframeTpl@VVector3f@@@Z
- ?AddMetaFlag@ProxyTransfer@@QAEW4TransferMetaFlags@@@Z
- ?AddMetaFlag@RemapPPtrTransfer@@QAEW4TransferMetaFlags@@@Z
- ?AddMetaFlag@TransferBase@@QAEHX@Z
- ?AddObject@ScriptingArguments@@QAEPAUMonoObject@@@Z
- ?AddObjectUser@Mesh@@QAEAAV?\$ListNode@VObject@@@Z
- ?AddOutOfHierarchyClassIDToScriptingClass@ScriptingManager@@IAEXHPAUMonoClass@@@Z
- ?AddRegisterClassesCallback@ModuleManager@@QAEPP6AXAAUClassRegistrationContext@@@Z@Z@Z
- ?AddRegisterI CallsCallback@ModuleManager@@QAEPP6AXXZ@Z
- ?AddSetupCallback@ModuleManager@@QAEPP6AXXZ@Z



- ?AddShader@ScriptMapper@@@QAEAAVShader@@@Z
- ?AddString@ScriptingArguments@@@QAEABV7\$basic_string@DU?\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@\$0BA@@@std@@@Z
- ?AddString@ScriptingArguments@@@QAEAPAU MonoString@@@Z
- ?AddString@ScriptingArguments@@@QAEAPBD@Z
- ?AddStruct@ScriptingArguments@@@QAEAPAX@Z
- ?AddSubBatch@CanvasBatchInIntermediateRenderer@@@QAEABUDrawBuffersRange@@@PBVShaderPropertySheet@@@Z
- ?AddToManager@Camera@@EAEXXZ
- ?AddToScene@Renderer@@MAEXXZ
- ?AddUser@UserList@@@QAEAAV1@@@Z
- ?AddUser@UserList@@@QAEAAVUserListNode@@@Z
- ?AdjustArgumentsToMatchMethod@ScriptingArguments@@@QAEUXScriptingMethodMono@@@Z
- ?AdjustDepthRange@Matrix4x4f@@@QAEAAV1@MMM@Z
- ?Align@?\$StreamedBinaryRead@\$00@@@QAEXXZ
- ?Align@?\$StreamedBinaryRead@\$0A@@@QAEXXZ
- ?Align@?\$StreamedBinaryWrite@\$00@@@QAEXXZ
- ?Align@?\$StreamedBinaryWrite@\$0A@@@QAEXXZ
- ?Align@ProxyTransfer@@@QAEXXZ
- ?Align@TransferBase@@@QAEXXZ
- ?AlignAddress@BlobWrite@@AAEIII@Z
- ?AllocNewBubble@MemoryPool@@AAEXXZ
- ?Allocate@MemoryPool@@@QAEAPXI@Z
- ?Allocate@MemoryPool@@@QAEAPXXZ
- ?AllocateAndAssignInstanceID@Object@@@SAPAV1@PAV1@@@Z
- ?AllocateAndAssignInstanceIDNoLock@Object@@@SAPAV1@PAV1@@@Z
- ?AllocateScaledOrPaddedData@Texture2D@@@AAEPVSharedTextureData@@@W4TextureFormat@@@Z
- ?AllocateSceneHandle@RuntimeSceneManager@@@IAEHXZ
- ?AllowDataLayoutValidation@BlobWrite@@@ABE_NXZ
- ?AllowTransferOptimization@?\$AnimationCurveTpl@M@@@SA_NXZ
- ?AllowTransferOptimization@?\$RectT@M@@@SA_NXZ
- ?AllowTransferOptimization@Behaviour@@@SA_NXZ
- ?AllowTransferOptimization@Camera@@@SA_NXZ
- ?AllowTransferOptimization@Component@Unity@@@SA_NXZ
- ?AllowTransferOptimization@GameObject@@@SA_NXZ
- ?AllowTransferOptimization@GlobalGameManager@@@SA_NXZ
- ?AllowTransferOptimization@LevelGameManager@@@SA_NXZ
- ?AllowTransferOptimization@Material@@@SA_NXZ
- ?AllowTransferOptimization@Matrix3x3f@@@SA_NXZ
- ?AllowTransferOptimization@Matrix4x4f@@@SA_NXZ
- ?AllowTransferOptimization@Mesh@@@SA_NXZ
- ?AllowTransferOptimization@MeshFilter@@@SA_NXZ
- ?AllowTransferOptimization@MonoManager@@@SA_NXZ
- ?AllowTransferOptimization@NamedObject@@@SA_NXZ
- ?AllowTransferOptimization@RenderSettings@@@SA_NXZ
- ?AllowTransferOptimization@RenderTexture@@@SA_NXZ
- ?AllowTransferOptimization@Renderer@@@SA_NXZ
- ?AllowTransferOptimization@ScriptMapper@@@SA_NXZ
- ?AllowTransferOptimization@SkinnedMeshRenderer@@@SA_NXZ
- ?AllowTransferOptimization@SparseTexture@@@SA_NXZ
- ?AllowTransferOptimization@Texture2D@@@SA_NXZ
- ?AllowTransferOptimization@Texture@@@SA_NXZ
- ?AllowTransferOptimization@Transform@@@SA_NXZ
- ?AnimatorModifiedCallback@SkinnedMeshRenderer@@@KAXPAX0H@Z
- ?AnyRegistered@?\$CallbackArrayBase@P6AXPAPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@@ZP6AXPBX0I12@Z@@@QBE_NXZ
- ?Append@YA?AV?\$basic_string@DU?\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@\$0BA@@@std@@@PBD0@Z
- ?AppendTriangles@Mesh@@@QBEAAV?\$vector@IV?\$stl_allocator@\$00\$0BA@@@std@@@Z
- ?AppendTriangles@Mesh@@@SA?AW4AppendTrianglesReturnCode@1@AAV?\$vector@IV?\$stl_allocator@\$00\$0BA@@@std@@@IABV?\$vector@U SubMesh@@@V?\$stl_allocator@U SubMesh@@@0BA@\$0BA@@@std@@@4@PBVSharedMeshData@@@Z
- ?Apply@Texture2D@@@QAE_N0@Z
- ?ApplyFogParams@RenderSettings@@AAEXXZ
- ?ApplyHaloTexture@RenderSettings@@AAEXXZ
- ?ApplyLightChanges@RenderSettings@@AAEXW4LightsUpdateType@1@@@Z
- ?ApplyMaterialPropertyDrawers@Material@@@QAEXXZ
- ?ApplyRenderTexture@Camera@@AAE_NXZ
- ?ApplyRuntimeToSerializedData@Transform@@@IAEXXZ
- ?ApplySerializedToRuntimeData@Transform@@@IAEXXZ
- ?ApplySettings@RenderTexture@@@UAEXXZ
- ?ApplySettings@Texture2D@@@UAEXXZ
- ?ApplySettings@Texture@@@UAEXXZ
- ?AsUTF8@CString@@@QBE?AV?\$basic_string@DU?\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@\$0BA@@@std@@@XZ
- ?AssertContainsNoPptr@ProxyTransfer@@@AAEXABVTypeTreetIterator@@@Z
- ?AssertOptimizeTransfer@ProxyTransfer@@AAEXH@Z
- ?AssetMetaDataOnly@TransferBase@@@QAE_NXZ
- ?Assign@?\$AnimationCurveTpl@M@@@QAEXPBU?\$KeyframeTpl@M@@@0@Z
- ?Assign@?\$AnimationCurveTpl@VQuaternions@@@QAEXPBU?\$KeyframeTpl@VQuaternions@@@0@Z
- ?Assign@?\$AnimationCurveTpl@VVector3f@@@QAEXPBU?\$KeyframeTpl@VVector3f@@@0@Z
- ?AssignExternalCustomProperties@IntermediateRenderer@@@QAEXPVShaderPropertySheet@@@Z
- ?AssignMeshToRenderer@MeshFilter@@AAEXXZ
- ?AwakeFromLoad@Behaviour@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Camera@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@CollisionMeshData@@@QAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Component@Unity@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@GameObject@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Material@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Mesh@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@MeshFilter@@@MAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@MonoManager@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Object@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@RenderSettings@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@RenderTexture@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Renderer@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@SkinnedMeshRenderer@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Texture2D@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoad@Transform@@@UAEXW4AwakeFromLoadMode@@@Z
- ?AwakeFromLoadThreaded@CollisionMeshData@@@QAEAAVMesh@@@Z
- ?AwakeFromLoadThreaded@Mesh@@@UAEXXZ
- ?AwakeFromLoadThreaded@Object@@@UAEXXZ

- ?AwakeFromLoadThreaded@Texture2D@@UAEEXZ
- ?BakeMesh@SkinnedMeshRenderer@@@QAEAXAVMesh@@@Z
- ?BecameInvisible@SkinnedMeshRenderer@@UAEEXZ
- ?BecameVisible@SkinnedMeshRenderer@@UAEEXZ
- ?BeginArrayTransfer@ProxyTransfer@@AAEXPBD0AAHW4TransferMetaFlags@@@Z
- ?BeginArrayTransfer@SafeBinaryRead@@AAE_NPBD0AAH@Z
- ?BeginIntegrateMainThread@RuntimeSceneManager@@@QAEAPAVUnityScene@@@Z
- ?BeginMetaGroup@TransferBase@@@QAEXPBD@Z
- ?BeginReloadAssembly@MonoManager@@AAE?AW4AssemblyLoadFailure@1@AAUDomainReloadingData@@@Z
- ?BeginSinglePassStereo@Camera@@AAEXAAVGfxDevice@@AAUShaderPassContext@@_N@Z
- ?BeginTransfer@ProxyTransfer@@@QAEXPBD0PADW4TransferMetaFlags@@@Z
- ?BeginTransfer@SafeBinaryRead@@@QAEHPBD0PAP6A_NPAXAAV1@@@Z_N@Z
- ?BoundsChanged@Renderer@@@IAEXXZ
- ?BroadcastMessage@Transform@@@QAEAXAVMessageIdentifier@@@Z
- ?BroadcastMessageAny@Transform@@@QAEAXAVMessageIdentifier@@AAUMessageData@@@Z
- ?BuildProperties@Material@@AAEXXZ
- ?BuildShaderKeywordSet@Material@@AAEXXZ
- ?ByteSwapIndices@Mesh@@@QAEEXZ
- ?CalcFogFactor@RenderSettings@@@QBEMM@Z
- ?CalculateAmbientProbeFromSkybox@RenderSettings@@@QAEEXXZ
- ?CalculateAnimatedPoses@SkinnedMeshRenderer@@@QAE_NPAVMMatrix4x4f@@@Z
- ?CalculateAnimatedPosesWithRoot@SkinnedMeshRenderer@@@IAE_NABVMMatrix4x4f@@@PAV2@I@Z
- ?CalculateAntiAliasingForRT@Camera@@@QBEXH@Z
- ?CalculateBoneBasedBounds@SkinnedMeshRenderer@@@IAE_NPBVMMatrix4x4f@@@IAAVMinMaxAABB@@@Z
- ?CalculateCacheData@?%AnimationCurveTpl@M@@@QBEXAAUCache@1@HHM@Z
- ?CalculateCacheData@?%AnimationCurveTpl@VQuaternionf@@@@QBEXAAUCache@1@HHM@Z
- ?CalculateCacheData@?%AnimationCurveTpl@VVector3f@@@@QBEXAAUCache@1@HHM@Z
- ?CalculateCachedClassID@Object@@@SAPAV1@PAV1@Z
- ?CalculateCanDoShadows@Camera@@@QBE_NXZ
- ?CalculateClosestPoint@@@YAXABVVector3f@@@ABVAABB@@@AAV1@AAM@Z
- ?CalculateCullingParameters@Camera@@@QBEXAAUCullingParameters@@@Z
- ?CalculateFarCullDistances@Camera@@@QBEXPAMM@Z
- ?CalculateFarPlaneWorldSpaceLength@Camera@@@QBEMXZ
- ?CalculateFrustumPlanes@Camera@@@QBEXPAVPlane@@@ABVMMatrix4x4f@@@MAAM_N@Z
- ?CalculateLocalAABB@@@YA_NABVGameObject@@@PAVAABB@@@Z
- ?CalculateMatrixShaderProps@Camera@@@CAXABVMMatrix4x4f@@@AAV2@1@Z
- ?CalculateNearPlaneWorldSpaceLength@Camera@@@QBEMXZ
- ?CalculateNeedsInvertedProjection@RenderTexture@@@ABE_NXZ
- ?CalculateNeedsToRenderIntoRT@Camera@@@QBE_NXZ
- ?CalculateRenderingPath@Camera@@@QB?AW4RenderingPath@XZ
- ?CalculateRootLocalSpaceBounds@SkinnedMeshRenderer@@@QAE_NAAVMinMaxAABB@@@Z
- ?CalculateShadowDistance@Camera@@@QBEMXZ
- ?CalculateSkinningMatrices@SkinnedMeshRenderer@@@IAE_NABVMMatrix4x4f@@@PAV2@I@Z
- ?CalculateStreamsLayout@Mesh@@@ABE?AUVertexStreamsLayout@XZ
- ?CalculateSupportedMessages@Component@Unity@@@UAEIXZ
- ?CalculateSupportedMessages@Transform@@@UAEIXZ
- ?CalculateTriangleCount@Mesh@@@QBEXH@Z
- ?CalculateUsingHDR@Camera@@@QBE_NXZ
- ?CalculateViewportRayVectors@Camera@@@QBEXABV?%RectT@M@@@MW4MonoOrStereoscopicEye@@@QAVVector3f@@@Z
- ?CallInitializeClass@Object@@@SAXXZ
- ?CallPostInitializeClass@Object@@@SAXXZ
- ?CanAccessFromScript@Mesh@@@QBE_NXZ
- ?CheckArgumentsAgainstMethod@ScriptingArguments@@@QAE_NUScriptingMethodMono@@@Z
- ?CheckConsistency@Camera@@@UAEEXZ
- ?CheckConsistency@Component@Unity@@@UAEEXZ
- ?CheckConsistency@GameObject@@@UAEEXZ
- ?CheckConsistency@Object@@@UAEEXZ
- ?CheckConsistency@RenderSettings@@@UAEEXZ
- ?CheckConsistency@Renderer@@@UAEEXZ
- ?CheckConsistency@Texture@@@UAEEXZ
- ?CheckConsistency@Transform@@@UAEEXZ
- ?CheckHasPixelData@Texture2D@@@ABE_NXZ
- ?CheckIfBuffersLost@Mesh@@@AAEXXZ
- ?CheckInstanceDLSLoaded@Object@@@SAXPAHH@Z
- ?CheckMessageDataType@@@YA_NHAAUMessageData@@@Z
- ?Clamp@?%RectT@H@@@QAEAXBV1@@@Z
- ?Clamp@?%RectT@M@@@QAEAXBV1@@@Z
- ?ClassIDForScriptingClass@ScriptingManager@@@QAEHPAUMonoClass@@@Z
- ?ClassIDToRTTI@Object@@@SAPAU RTTI@@@H@Z
- ?ClassIDToScriptingClass@ScriptingManager@@@QAEPAUMonoClass@@@H@Z
- ?ClassIDToString@Object@@@SAPBDH@Z
- ?Cleanup@CollisionMeshData@@@QAEEXZ
- ?Cleanup@JobQueue@@@QAEEXZ
- ?CleanupAfterRendering@Camera@@@AAEXPBU CullResults@@@Z
- ?CleanupAllClasses@Object@@@SAXXZ
- ?CleanupClass@Behaviour@@@SAXXZ
- ?CleanupClass@Camera@@@SAXXZ
- ?CleanupClass@GameObject@@@SAXXZ
- ?CleanupClass@Material@@@SAXXZ
- ?CleanupClass@MeshFilter@@@SAXXZ
- ?CleanupClass@RenderSettings@@@SAXXZ
- ?CleanupClass@Renderer@@@SAXXZ
- ?CleanupClass@SkinnedMeshRenderer@@@SAXXZ
- ?CleanupClass@Texture2D@@@SAXXZ
- ?CleanupClass@Texture@@@SAXXZ
- ?CleanupClassIDMaps@MonoManager@@@AAEXXZ
- ?CleanupConverterTable@SafeBinaryRead@@@SAXXZ
- ?CleanupDepthTextures@Camera@@@AAEXXZ
- ?CleanupDrawMeshRawFromNodeQueue@DrawUtil@@@SAXAAVRenderNodeQueue@@@I@Z
- ?CleanupGeneratedSkyboxReflection@RenderSettings@@@QAEXPBD@Z
- ?CleanupSubBatchProperties@CanvasBatchIntermediateRenderer@@@AAEXXZ
- ?CleanupTransformHierarchy@Transform@@@AAEXXZ
- ?Clear@?%CallbackArrayBase@P6AXAAUClassRegistrationContext@@@@ZP6AXPBX0@Z@@@QAEEXZ
- ?Clear@?%CallbackArrayBase@P6AXAAUGarbageCollectorThreadState@@@@ZP6AXPBX0@Z@@@QAEEXZ
- ?Clear@?%CallbackArrayBase@P6AXAAVModuleManager@@@@ZP6AXPBX0@Z@@@QAEEXZ
- ?Clear@?%CallbackArrayBase@P6AXABV?%basic_string@DU?%char_traits@D@std@@@V?%std_allocator@D\$0EC@\$0BA@@@std@@@0H_N@ZP6AXPBX0@H1@Z@@@QAEEXZ



- ?Clear@?%\$CallbackArrayBase@P6AXABVCamera@@@ZP6AXPBX0@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXH@ZP6AXPBXH@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@W4LoadingMode@RuntimeSceneManager@@@ZP6AXPBXH01@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXI_K0@ZP6AXPBXI00@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXPAPAVBaseRenderer@IPBVCamera@@ABVMatrix4x4f@@@ZP6AXPBX012@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXPAVCamera@@@ZP6AXPBX0@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXPAVUnityScene@@@0@ZP6AXPBX00@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXPBUIIndexList@PBURendererCullData@@@ZP6AXPBX01@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AXXZP6AXPBX@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6AX_N@ZP6AXPBX0@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6A_NXZP6A_NPBX@Z@@@QAEXXZ
- ?Clear@?%\$CallbackArrayBase@P6GXW4UnityGfxDeviceEventType@@@ZP6GXPBX0@Z@@@QAEXXZ
- ?Clear@Camera@@@QAEXXZ
- ?Clear@Mesh@@@QAEX_N@Z
- ?Clear@UserList@@@QAEXXZ
- ?ClearCachedAnimatorBinding@SkinnedMeshRenderer@@@IAEXXZ
- ?ClearCustomProperties@Renderer@@@QAEXXZ
- ?ClearDontDestroyOnLoadScene@RuntimeSceneManager@@@QAEXXZ
- ?ClearIntermediateRenderers@Camera@@@QAEXI@Z
- ?ClearNoSkybox@Camera@@@QAEX_N@Z
- ?ClearProbes@BaseRenderer@@@SAXAAUNode@RenderNodeQueue@@@Z
- ?ClearProperties@Material@@@QAEXXZ
- ?ClearSkinCache@Mesh@@@QAEXXZ
- ?ClearSubsetIndices@Renderer@@@QAEXXZ
- ?ClearTransformHierarchyAndApplyToSerializedData@Transform@@@QAEXXZ
- ?CollectDontDestroyOnLoadObjects@RuntimeSceneManager@@@QAEAAV?\$set@HU?\$less@H@std@@@V?\$allocator@H@2@@@std@@@Z
- ?Compress@Texture2D@@@QAEX_N@Z
- ?ComputeCRC@Material@@@QAEIXZ
- ?Contains@?%\$Rect@H@@@QBE_NHH@Z
- ?Contains@?%\$Rect@M@@@QBE_NABVVector2f@@@Z
- ?Contains@?%\$Rect@M@@@QBE_NMM@Z
- ?ConvertEndianess@?%\$StreamedBinaryWrite@\$0A@@@@QAE_NXZ
- ?ConvertEndianess@BlobWrite@@@QAE_NXZ
- ?ConvertEndianess@SafeBinaryRead@@@QAE_NXZ
- ?ConvertEndianess@TransferBase@@@QAE_NXZ
- ?CopyCustomPropertiesFrom@IntermediateRenderer@@@QAEABVShaderPropertySheet@@@Z
- ?CopyCustomPropertiesFrom@Renderer@@@QAEABVShaderPropertySheet@@@Z
- ?CopyFrom@Camera@@@QAEABV1@@@Z
- ?CopyProperties@GameObject@@@QAEAAV1@@@Z
- ?CopyPropertiesFromMaterial@Material@@@QAEAAV1@@@Z
- ?CopySettingsFromOther@Material@@@AAEABV1@@@Z
- ?CopyTransformed@Mesh@@@QAEABV1@ABVMatrix4x4f@@@Z
- ?CorrectVerticalTexelSize@RenderTexture@@@QAEX_N@Z
- ?CountDataMipmaps@Texture2D@@@QBEHXZ
- ?CountDerivedComponents@GameObject@@@QBEHH@Z
- ?CountGroup@JobQueue@@@AAEHPAVJobGroup@@@Z
- ?CountGroups@JobQueue@@@AAEHPAVJobGroup@@@0@Z
- ?CountNodesDeep@Transform@@@ABEIXZ
- ?Create@PlatformThread@@@IAECPBVThread@@@IH@Z
- ?Create@RenderTexture@@@QAE_NABU?\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@0@Z
- ?Create@RenderTexture@@@QAE_NXZ
- ?CreateCachedAnimatorBinding@SkinnedMeshRenderer@@@IAEXXZ
- ?CreateCustomFormatChannel@Mesh@@@QAEW4ShaderChannel@@@W4VertexChannelFormat@@@H@Z
- ?CreateDefaultFormatChannel@Mesh@@@QAEW4ShaderChannel@@@Z
- ?CreateFileTextureUploadInstruction@Texture2D@@@IAE_NXZ
- ?CreateForEachJobBatch@JobQueue@@@QAEPAVJobGroup@@@P6AXPAXI@Z0IP6AX0@ZUJobGroupID@@@PAV2@@@Z
- ?CreateGroup@JobQueue@@@QAEPAVJobGroup@@@IUJobGroupID@@@Z
- ?CreateInstance@ScriptingManager@@@QAEPAUMonoObject@@@PAUMonoClass@@@Z
- ?CreateJob@JobQueue@@@AAEPAVJobGroup@@@P6AXPAX@Z0UJobGroupID@@@Z
- ?CreateJobBatch@JobQueue@@@QAEPAVJobGroup@@@P6AXPAX@Z0UJobGroupID@@@PAV2@@@Z
- ?CreateJobsForEach@JobQueue@@@AAEPAVJobGroup@@@P6AXPAXI@Z0IP6AX0@ZUJobGroupID@@@Z
- ?CreateMaterial@Material@@@SAPAV1@AAVShader@@@H_N@Z
- ?CreateMaterial@Material@@@SAPAV1@ABV1@H_N@Z
- ?CreateMaterialFromString@Material@@@SAPAV1@PBDH_N@Z
- ?CreateMemLabel@@@YA?AW4MemLabelIdentifier@@@W41@@@Z
- ?CreateMemLabel@@@YA?AW4MemLabelIdentifier@@@W41@PAX@Z
- ?CreateMesh@Mesh@@@AAEXXZ
- ?CreateMeshIfNeeded@Mesh@@@QAEXXZ
- ?CreateScaledAndPaddedData@Texture2D@@@AAEXPAPAVSharedTextureData@@@0@Z
- ?CreateScene@RuntimeSceneManager@@@QAEPAVUnityScene@@@XZ
- ?CreateSkinMatricesTask@SkinnedMeshRenderer@@@IAEPAUCalculateSkinMatricesTask@@@PAVMatrix4x4f@@@I_N1@@@Z
- ?Cull@Camera@@@QAEAAUCullResults@@@_N@Z
- ?CurrentThreadsMainThread@Thread@@@SA_NXZ
- ?CustomCull@Camera@@@QAEABUCameraCullingParameters@@@AAUCullResults@@@Z
- ?Deactivate@Behaviour@@@UAEW4DeactivateOperation@@@Z
- ?Deactivate@Component@Unity@@@UAEW4DeactivateOperation@@@Z
- ?Deactivate@GameObject@@@QAEW4DeactivateOperation@@@Z
- ?Deactivate@Renderer@@@UAEW4DeactivateOperation@@@Z
- ?Deactivate@SkinnedMeshRenderer@@@UAEW4DeactivateOperation@@@Z
- ?Deallocate@MemoryPool@@@QAEPAV@Z
- ?DeallocateAll@MemoryPool@@@QAEXXZ
- ?DebugStringToFile@@@YAXPBDH0HHHP6AXABUCppLogEntry@@@Z@Z
- ?DeleteGfxTexture@SparseTexture@@@AAEXXZ
- ?DeleteGfxTexture@Texture2D@@@IAEXXZ
- ?Destripify@@@YAXPBGHAAV?\$vector@GV?\$stl_allocator@G\$00\$0BA@@@std@@@Z
- ?Destripify@@@YAXPBGHAAV?\$vector@IV?\$stl_allocator@\$00\$0BA@@@std@@@Z
- ?Destripify@@@YAXPBIIAAV?\$vector@IV?\$stl_allocator@\$00\$0BA@@@std@@@Z
- ?DestroyObjectHighLevel@@@YAXPAVObject@@@_N@Z
- ?DestroySingleObject@@@YAXPAVObject@@@Z
- ?DestroySurfaces@RenderTexture@@@AAEXXZ
- ?DestroyTexture@Texture2D@@@IAEXXZ
- ?DidDeleteMesh@SkinnedMeshRenderer@@@QAEXXZ
- ?DidModifyMesh@SkinnedMeshRenderer@@@QAEXXZ
- ?DidModifyShaderKeywordSet@Material@@@AAEXXZ
- ?DidReadLastPPtrProperty@RemapPPtrTransfer@@@QAE_NXZ
- ?DidReadLastPPtrProperty@SafeBinaryRead@@@QAE_NXZ



- ?DidReadLastPtrProperty@TransferBase@@QBE_NXZ
- ?DidReadLastProperty@SafeBinaryRead@@QAE_NXZ
- ?DidReadLastProperty@TransferBase@@QBE_NXZ
- ?DisableKeyword@Material@@QAEABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@S0BA@@@std@@@Z
- ?DiscardContents@RenderTexture@@QAEXXZ
- ?DiscardContents@RenderTexture@@QAE_N0@Z
- ?DoRender@Camera@@AAEXAAUCullResults@@ABUSharedRendererScene@@W4RenderFlag@1@P6AXAAV1@AAURenderLoop@@ABVRenderNodeQueue@@@ZPBV6@@@Z
- ?DoRenderGUILayer@Camera@@AAEXXZ
- ?DoRenderPostLayers@Camera@@AAEXPBUCullResults@@AAUShaderPassContext@@_N@Z
- ?DoesQualifyForGPUSkinning@SkinnedMeshRenderer@@QBE_NXZ
- ?DontDestroyOnLoad@RuntimeSceneManager@@QAE_NAAVObject@@@Z
- ?DrawLineOrTrailFromNodeQueue@DrawUtil@@SAXABVRenderNodeQueue@@@IABVChannelAssigns@@H@Z
- ?DrawLineOrTrailMultipleFromNodeQueue@DrawUtil@@SAXABVRenderNodeQueue@@@ABURenderMultipleData@@ABVChannelAssigns@@@Z
- ?DrawMesh@DrawUtil@@SAXABVChannelAssigns@@AAVMesh@@ABVMMatrix4x4f@@H@Z
- ?DrawMesh@DrawUtil@@SAXABVChannelAssigns@@AAVMesh@@ABVVector3f@@@ABVQuaternionf@@H@Z
- ?DrawMeshBuffersRaw@DrawUtil@@SAXABUMeshBuffers@@AAVMesh@@ABVChannelAssigns@@HH@Z
- ?DrawMeshRaw@DrawUtil@@SAXABVChannelAssigns@@AAVMesh@@HHPAV3@@@Z
- ?DrawMeshRawFromNodeQueue@DrawUtil@@SAXABVRenderNodeQueue@@@IABVChannelAssigns@@H@Z
- ?DrawProcedural@DrawUtil@@SAXW4GfxPrimitiveType@@HH@Z
- ?DrawProceduralIndirect@DrawUtil@@SAXW4GfxPrimitiveType@@UComputeBufferID@@@Z
- ?DrawTextMeshRaw@DrawUtil@@SAXABVChannelAssigns@@AAVMesh@@AAVDefaultMeshVertexFormat@@@Z
- ?EnableKeyword@Material@@QAEABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@S0BA@@@std@@@Z
- ?EncodeToJPG@Texture2D@@@QAE_NAAU?\$dynamic_array@E\$00@@H@Z
- ?EncodeToPNG@Texture2D@@@QAE_NAAU?\$dynamic_array@E\$00@@@Z
- ?EndArrayTransfer@ProxyTransfer@@AAEXXZ
- ?EndArrayTransfer@SafeBinaryRead@@AAEXXZ
- ?EndCurrentSkinningInstance@SkinnedMeshRenderer@@IAEXXZ
- ?EndIntegrateMainThread@RuntimeSceneManager@@QAEXXZ
- ?EndMetaGroup@TransferBase@@QAEXXZ
- ?EndReloadAssembly@MonoManager@@AAE7AW4AssemblyLoadFailure@1@ABUDomainReloadingData@@Vdynamic_bitset@@@Z
- ?EndSinglePassStereo@Camera@@AAEXAAVGfxDevice@@AAUShaderPassContext@@_N@Z
- ?EndTransfer@ProxyTransfer@@QAEXXZ
- ?EndTransfer@SafeBinaryRead@@QAEXXZ
- ?EnqueueAll@JobQueue@@AAEXPAVJobGroup@@@0@Z
- ?EnqueueAllInternal@JobQueue@@AAEIPAVJobGroup@@@0PAVAtomicQueue@@PAH@Z
- ?EnsureCapacityIncrease@Transform@@QAEIX@Z
- ?EnsurePropertiesExist@Material@@QAEXXZ
- ?EnsureTransformHierarchyExists@Transform@@QAEXXZ
- ?EnsureUniqueTransform@GameObject@@QAE_N_N0@Z
- ?Enter@PlatformThread@@IAEXPBVThread@@@Z
- ?EqualsCurrentThreadID@Thread@@SA_NK@Z
- ?EqualsCurrentThreadIDForAssert@Thread@@SA_NK@Z
- ?EqualsThreadID@Thread@@SA_NK@Z
- ?Evaluate@?\$AnimationCurveTpl@M@@QBEMM@Z
- ?Evaluate@?\$AnimationCurveTpl@VQuaternionf@@@QB?AVQuaternionf@@M@Z
- ?Evaluate@?\$AnimationCurveTpl@VVector3f@@@QB?AVVector3f@@M@Z
- ?EvaluateClamp@?\$AnimationCurveTpl@M@@QBEMM@Z
- ?EvaluateClamp@?\$AnimationCurveTpl@VQuaternionf@@@QB?AVQuaternionf@@M@Z
- ?EvaluateClamp@?\$AnimationCurveTpl@VVector3f@@@QB?AVVector3f@@M@Z
- ?EvaluateWithoutCache@?\$AnimationCurveTpl@M@@ABEXMAAM@Z
- ?EvaluateWithoutCache@?\$AnimationCurveTpl@VQuaternionf@@@ABEXMAAVQuaternionf@@@Z
- ?EvaluateWithoutCache@?\$AnimationCurveTpl@VVector3f@@@ABEXMAAVVector3f@@@Z
- ?Exec@JobQueue@@AAEHPAUJobInfo@@HH@Z
- ?ExecuteJobFromHighPriorityStack@JobQueue@@AAE_NXZ
- ?ExecuteJobFromMainQueue@JobQueue@@AAEHXZ
- ?ExecuteJobFromQueue@JobQueue@@AAE_NXZ
- ?ExecuteJobFunc@JobQueue@@AAEXPAUJobInfo@@@Z
- ?ExecuteOneJob@JobQueue@@QAE_NXZ
- ?ExecuteOneJobOnMainThread@JobQueue@@QAE_NXZ
- ?Exit@PlatformThread@@IAEXPBVThread@@PAX@Z
- ?ExternalEarlySetRunningFalse@Thread@@QAEXXZ
- ?ExtractCameraRenderingParams@Camera@@QB?AUACameraRenderingParams@@XZ
- ?ExtractColorArray@Mesh@@QBEXPVColorRGBA32@@@Z
- ?ExtractColorArray@Mesh@@QBEXPVColorRGBAf@@@Z
- ?ExtractCompressedImageInternal@Texture2D@@ABEXPAEH@H@Z
- ?ExtractImage@Texture@@QBE_NPAVImageReference@@H@Z
- ?ExtractImageImpl@RenderTexture@@EBE_NPAVImageReference@@@W4BlitMode@2@_NH@Z
- ?ExtractImageImpl@SparseTexture@@MBE_NPAVImageReference@@@W4BlitMode@2@_NH@Z
- ?ExtractImageImpl@Texture2D@@EBE_NPAVImageReference@@@W4BlitMode@2@_NH@Z
- ?ExtractImageInternal@Texture2D@@ABE_NPAVImageReference@@@W4BlitMode@2@_NH@Z
- ?ExtractImageQuality@Texture@@QAE_NPAVImageReference@@@W4BlitMode@2@H@Z
- ?ExtractMipLevel@Texture2D@@AAEXPAVSharedTextureData@@HH_N1@Z
- ?ExtractNormalArray@Mesh@@QBEXPVVector3f@@@Z
- ?ExtractProjectionNearPlane@YAXABVMMatrix4x4f@@PAVPlane@@@Z
- ?ExtractProjectionPlanes@YAXABVMMatrix4x4f@@PAVPlane@@@Z
- ?ExtractTangentArray@Mesh@@QBEXPVVector4f@@@Z
- ?ExtractTriangle@Mesh@@QBE_NPAI@Z
- ?ExtractUVArray@Mesh@@QBEXHPAMH@Z
- ?ExtractVertexArray@Mesh@@QBEXPVVector3f@@@Z
- ?Find@Transform@@QAEPAV?\$ImmediatePtr@VTransform@@@PBV1@_@Z
- ?FindAllDerivedClasses@Object@@SAXW4ClassIDType@@AAU?\$dynamic_array@W4ClassIDType@@\$03@@_N@Z
- ?FindAnyObjectOfType@Object@@SA_NW4ClassIDType@@@Z
- ?FindConflictingComponentPtr@GameObject@@QBEPVComponent@Unity@@H@Z
- ?FindIndex@?\$AnimationCurveTpl@M@@QB?AHABUCache@1@M@Z
- ?FindIndex@?\$AnimationCurveTpl@M@@QB?EHM@Z
- ?FindIndex@?\$AnimationCurveTpl@VQuaternionf@@@QB?AHABUCache@1@M@Z
- ?FindIndex@?\$AnimationCurveTpl@VQuaternionf@@@QB?EHM@Z
- ?FindIndex@?\$AnimationCurveTpl@VVector3f@@@QB?AHABUCache@1@M@Z
- ?FindIndex@?\$AnimationCurveTpl@VVector3f@@@QB?EHM@Z
- ?FindIndexForSampling@?\$AnimationCurveTpl@M@@ABEXABUCache@1@MAAH1@Z
- ?FindIndexForSampling@?\$AnimationCurveTpl@VQuaternionf@@@ABEXABUCache@1@MAAH1@Z
- ?FindIndexForSampling@?\$AnimationCurveTpl@VVector3f@@@ABEXABUCache@1@MAAH1@Z
- ?FindInstanceIDsOfType@Object@@SAXW4ClassIDType@@AAU?\$dynamic_array@H\$03@@_N@Z
- ?FindInstanceIDsOfTypes@Object@@SAXAAU?\$dynamic_array@H\$03@@@W4ClassIDType@@@Z
- ?FindLastChildIndex@Transform@@QAEIXZ
- ?FindObjectsOfType@Object@@SAXW4ClassIDType@@AAU?\$dynamic_array@PAVObject@@\$03@@_N@Z



?FindObjectOfType@Object@@SAXAAU?\$dynamic_array@PAVObject@@@03@@W4ClassIDType@@@ZZ
 ?FindPreviousSibling@Transform@@QAEPAV1@XZ
 ?FindSceneByBuildIndex@RuntimeSceneManager@@QAEPAVUnityScene@@H@Z
 ?FindSceneByName@RuntimeSceneManager@@QAEPAVUnityScene@@ABVUnityStr@@@Z
 ?FindSceneByPath@RuntimeSceneManager@@QAEPAVUnityScene@@ABVUnityStr@@@Z
 ?FindShader@ScriptMapper@@QAEPAVShader@@ABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@Z
 ?FindTextureByID@Texture@@SAPAV1@UTextureID@@@Z
 ?FitGivenRect@RenderTexture@@QBEXAAH000@Z
 ?FixedUpdate@Behaviour@@UAEXXZ
 ?FlattenCommonData@BaseRenderer@@SAXAAV1@ABUTransformInfo@@MAAUNode@RenderNodeQueue@@@Z
 ?FlattenProbeData@BaseRenderer@@SAXAAV1@ABUTransformInfo@@ABULightProbeContext@@AAUNode@RenderNodeQueue@@@Z
 ?FlattenToRenderQueue@BaseRenderer@@SAIAAVRenderNodeQueue@@ABUDeprecatedSourceData@@@Z
 ?FloatToString@@YA?AV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@MPBD@Z
 ?Format@@YA?AV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@PBDZZ
 ?Get64@Rand@@QAE_KXZ
 ?Get@GlobalCallbacks@@SAAAU1@XZ
 ?Get@Matrix3x3f@@QAEAMHH@Z
 ?Get@Matrix3x3f@@QBEABMHH@Z
 ?Get@Matrix4x4f@@QAEAMHH@Z
 ?Get@Matrix4x4f@@QBEABMHH@Z
 ?Get@ModuleManager@@SAAAV1@XZ
 ?Get@Rand@@QAEIXZ
 ?GetActive@RenderTexture@@SAPAV1@H@Z
 ?GetActiveBlobPtr@BlobWrite@@AAEPAEXZ
 ?GetActiveOffset@BlobWrite@@ABEIXZ
 ?GetActiveOldTypeTreeIterator@SafeBinaryRead@@QBEABVTypeTreeIterator@@@XZ
 ?GetActiveScene@RuntimeSceneManager@@QAEPAVUnityScene@@XZ
 ?GetActiveTextureColorSpace@Texture@@QBE?AW4TextureColorSpace@@@XZ
 ?GetActualRenderQueue@Material@@QBEHXZ
 ?GetActualRootBone@SkinnedMeshRenderer@@QAEAAVTransform@@XZ
 ?GetActualRootBoneFromAnyThread@SkinnedMeshRenderer@@QAEAAVTransform@@XZ
 ?GetAllMonoScriptCaches@ScriptingManager@@QAEXAAU?\$dynamic_array@PAUMonoScriptCache@@@03@@@Z
 ?GetAllocLabel@MemoryPool@@QBE?AW4MemLabelIdentifier@@@XZ
 ?GetAllocatedBytes@MemoryPool@@QBEIXZ
 ?GetAmbientEquatorColor@RenderSettings@@QBEABVColorRGBAf@@@XZ
 ?GetAmbientGroundColor@RenderSettings@@QBEABVColorRGBAf@@@XZ
 ?GetAmbientIntensity@RenderSettings@@QBEIXZ
 ?GetAmbientMode@RenderSettings@@QBE?AW4AmbientMode@1@XZ
 ?GetAmbientProbe@RenderSettings@@QBEABUSphericalHarmonicsL2@@@XZ
 ?GetAmbientSkyColor@RenderSettings@@QBEABVColorRGBAf@@@XZ
 ?GetAndAssignInstantiatedMaterial@Render@@QAEPAVMaterial@@@H_N@Z
 ?GetAnimator@SkinnedMeshRenderer@@IAEPAVComponent@Unity@@@XZ
 ?GetAnisoLevel@Texture@@QBEHXZ
 ?GetAnisoLimit@Texture@@SA?AW4AnisotropicFiltering@1@XZ
 ?GetAntiAliasing@RenderTexture@@QBEHXZ
 ?GetAnyJobGroupID@JobQueue@@QBE?AUJobGroupID@@@XZ
 ?GetAspect@Camera@@QBEIXZ
 ?GetAssembly@MonoManager@@QAEPAUMonoAssembly@@@H@Z
 ?GetAssemblyCount@MonoManager@@QBEHXZ
 ?GetAssemblyIdentifierFromImage@MonoManager@@QAE?AV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@PAUMonoImage@@@Z
 ?GetAssemblyIndexFromAssemblyName@MonoManager@@QAEHABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@Z
 ?GetAssemblyIndexFromImage@MonoManager@@QAEHPAUMonoImage@@@Z
 ?GetAssemblyName@MonoManager@@QBE?AV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@H@Z
 ?GetAssemblyPath@MonoManager@@QAE?AV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@H@Z
 ?GetAsyncFence@Texture2D@@UAE?AUAsyncFence@@@XZ
 ?GetAvailableChannels@Mesh@@QBEIXZ
 ?GetAvailableDllAssemblyMask@MonoManager@@QAE?AVdynamic_bitset@@@XZ
 ?GetAxis@Matrix4x4f@@QBE?AVVector3f@@@H@Z
 ?GetAxisX@Matrix4x4f@@QBE?AVVector3f@@@XZ
 ?GetAxisY@Matrix4x4f@@QBE?AVVector3f@@@XZ
 ?GetAxisZ@Matrix4x4f@@QBE?AVVector3f@@@XZ
 ?GetBackgroundColor@Camera@@QBE?AVColorRGBAf@@@XZ
 ?GetBehaviourManager@@YAAAVBaseBehaviourManager@@@XZ
 ?GetBindpose@Mesh@@QAEAAU?\$dynamic_array@VMMatrix4x4f@@@0BA@@@XZ
 ?GetBindpose@Mesh@@QBEABU?\$dynamic_array@VMMatrix4x4f@@@0BA@@@XZ
 ?GetBindposeCount@Mesh@@QBEHXZ
 ?GetBindposeCount@SkinnedMeshRenderer@@QBEHXZ
 ?GetBindposes@Mesh@@QBE?PBVMMatrix4x4f@@@XZ
 ?GetBlendShapeChannelCount@Mesh@@QBEIXZ
 ?GetBlendShapeData@Mesh@@QBEABUBlendShapeData@@@XZ
 ?GetBlendShapeWeight@SkinnedMeshRenderer@@QBEIMI@Z
 ?GetBoneCount@SkinnedMeshRenderer@@QBEHXZ
 ?GetBonePathHashes@Mesh@@QAEAAU?\$dynamic_array@I\$03@@@XZ
 ?GetBonePathHashes@Mesh@@QBEABU?\$dynamic_array@I\$03@@@XZ
 ?GetBoneWeights@Mesh@@QAEPAUBoneInfluence@@@XZ
 ?GetBoneWeights@Mesh@@QBE?PBUBoneInfluence@@@XZ
 ?GetBones@SkinnedMeshRenderer@@QBEABU?\$dynamic_array@V?\$PPtr@VTransform@@@03@@@XZ
 ?GetBonesPerVertexCount@SkinnedMeshRenderer@@QAEHXZ
 ?GetBooleanAt@ScriptingArguments@@QAE_NH@Z
 ?GetBottom@?\$Rect@H@@@QBEHXZ
 ?GetBottom@?\$Rect@M@@@QBEIXZ
 ?GetBounds@Mesh@@QBEABVAABB@@@Z
 ?GetBounds@Mesh@@QBEABVAABB@@@XZ
 ?GetBuildSettings@@YAAAVBuildSettings@@@XZ
 ?GetBuildingTarget@TransferBase@@QAE?AUBuildTargetSelection@@@XZ
 ?GetBuildingTargetPlatform@BlobWrite@@QAE?AW4BuildTargetPlatform@@@XZ
 ?GetBuiltinMonoClass@MonoManager@@QAEPAUMonoClass@@@PBD0_N@Z
 ?GetBuiltinMonoClass@MonoManager@@QAEPAUMonoClass@@@PBD_N@Z
 ?GetBuiltinRenderTexture@Camera@@QAEPAVRenderTexture@@@W4BuiltinRenderTextureType@@@Z
 ?GetByteFromInt@Rand@@SAEI@Z
 ?GetCachedBonesBounds@Mesh@@QAEABU?\$dynamic_array@VMMinMaxAABB@@@03@@@XZ
 ?GetCachedScriptingObject@Object@@QAEPAUMonoObject@@@XZ
 ?GetCachedSortingLayer@Render@@QBEHXZ
 ?GetCachedWorldAABB@IntermediateRenderer@@QBEABVAABB@@@XZ
 ?GetCameraRect@Camera@@ABE?AV?\$Rect@M@@@_N@Z
 ?GetCameraToWorldMatrix@Camera@@QBE?AVMatrix4x4f@@@XZ



- ?GetCameraType@Camera@@QBE?AW4CameraType@@@XZ
- ?GetCenterPos@?\$RectT@M@@@QBE?AVVector2f@@@XZ
- ?GetChannelPointer@Mesh@@@QAEPAW4ShaderChannel@@@Z
- ?GetChannelPointer@Mesh@@@QAEPAW4ShaderChannel@@@Z
- ?GetChannelPointer@Mesh@@@QBEPBW4ShaderChannel@@@Z
- ?GetChannelType@Mesh@@@QBE?AUChannelFormatDimension@@@W4ShaderChannel@@@Z
- ?GetChild@Transform@@@QBEAAV1@H@Z
- ?GetChildrenCount@Transform@@@QBEHXZ
- ?GetChildrenInternal@Transform@@@QAEAAU?\$dynamic_array@V?\$ImmediatePtr@VTransform@@@@03@@@XZ
- ?GetChildrenInternal@Transform@@@QBEABU?\$dynamic_array@V?\$ImmediatePtr@VTransform@@@@03@@@XZ
- ?GetClassID@Object@@@QBE?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Behaviour@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Camera@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Component@Unity@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@EditorExtension@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@GameManager@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@GameObject@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@GlobalGameManager@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@LevelGameManager@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Material@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Mesh@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@MeshFilter@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@MonoManager@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@NamedObject@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Object@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@RenderSettings@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@RenderTexture@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Renderer@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@ScriptMapper@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@SkinnedMeshRenderer@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@SparseTexture@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Texture2D@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Texture@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDStatic@Transform@@@SA?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Behaviour@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Camera@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Component@Unity@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@EditorExtension@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@GameManager@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@GameObject@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@GlobalGameManager@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@LevelGameManager@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Material@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Mesh@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@MeshFilter@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@MonoManager@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@NamedObject@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Object@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@RenderSettings@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@RenderTexture@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Renderer@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@ScriptMapper@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@SkinnedMeshRenderer@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@SparseTexture@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Texture2D@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Texture@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassIDVirtualInternal@Transform@@@UBE?AW4ClassIDType@@@XZ
- ?GetClassNameA@Object@@@QBEPBDXZ
- ?GetClassStringStatic@Behaviour@@@SAPBDXZ
- ?GetClassStringStatic@Camera@@@SAPBDXZ
- ?GetClassStringStatic@Component@Unity@@@SAPBDXZ
- ?GetClassStringStatic@EditorExtension@@@SAPBDXZ
- ?GetClassStringStatic@GameManager@@@SAPBDXZ
- ?GetClassStringStatic@GameObject@@@SAPBDXZ
- ?GetClassStringStatic@GlobalGameManager@@@SAPBDXZ
- ?GetClassStringStatic@LevelGameManager@@@SAPBDXZ
- ?GetClassStringStatic@Material@@@SAPBDXZ
- ?GetClassStringStatic@Mesh@@@SAPBDXZ
- ?GetClassStringStatic@MeshFilter@@@SAPBDXZ
- ?GetClassStringStatic@MonoManager@@@SAPBDXZ
- ?GetClassStringStatic@NamedObject@@@SAPBDXZ
- ?GetClassStringStatic@Object@@@SAPBDXZ
- ?GetClassStringStatic@RenderSettings@@@SAPBDXZ
- ?GetClassStringStatic@RenderTexture@@@SAPBDXZ
- ?GetClassStringStatic@Renderer@@@SAPBDXZ
- ?GetClassStringStatic@ScriptMapper@@@SAPBDXZ
- ?GetClassStringStatic@SkinnedMeshRenderer@@@SAPBDXZ
- ?GetClassStringStatic@SparseTexture@@@SAPBDXZ
- ?GetClassStringStatic@Texture2D@@@SAPBDXZ
- ?GetClassStringStatic@Texture@@@SAPBDXZ
- ?GetClassStringStatic@Transform@@@SAPBDXZ
- ?GetClearFlags@Camera@@@QBE?AW4ClearMode@1@XZ
- ?GetClearStencilAfterLightingPass@Camera@@@QBE_NXZ
- ?GetClipToWorldMatrix@Camera@@@QBEXAAVMMatrix4x4f@@@Z
- ?GetColor@Material@@@QAE?AVColorRGBAf@@@UFastPropertyName@ShaderLab@@@Z
- ?GetColorBegin@Mesh@@@QBE?AV?\$StrideIterator@VColorRGBA32@@@@XZ
- ?GetColorEnd@Mesh@@@QBE?AV?\$StrideIterator@VColorRGBA32@@@@XZ
- ?GetColorFormat@RenderTexture@@@QBE?AW4RenderTextureFormat@@@XZ
- ?GetColorSurfaceHandle@RenderTexture@@@QAE?AU?\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@@XZ
- ?GetColorSurfaceHandleNoAA@RenderTexture@@@QAE?AU?\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@@XZ
- ?GetColumn@Matrix3x3f@@@QBE?AVVector3f@@@H@Z
- ?GetColumn@Matrix4x4f@@@QBE?AVVector4f@@@H@Z
- ?GetCommandBufferCount@Camera@@@QBEHXZ
- ?GetCommandBuffers@Camera@@@QAEABU?\$dynamic_array@PAVRenderingCommandBuffer@@@03@@@W4RenderCameraEventType@@@Z
- ?GetCommonClasses@ScriptingManager@@@QAEABUCommonScriptingClasses@@@XZ
- ?GetComponentAtIndex@GameObject@@@QBEEAVComponent@Unity@@@H@Z



- ?GetDToPointerMapInternal@Object@@@SAAUInstancelDToObjectPtrHashMap@@@XZ
- ?GetEnlighten@@@YAPAVIEnlighten@@@XZ
- ?GetIMGUI@@@YAPAVIIMGUI@@@XZ
- ?GetNetwork@@@YAPAVINetwork@@@XZ
- ?GetPhysics@@@YAPAVIPhysics@@@XZ
- ?GetTerrainManager@@@YAPAVITerrainManager@@@XZ
- ?GetTerrainPhysics@@@YAPAVITerrainPhysics@@@XZ
- ?GetUmbral@@@YAPAVIUmbral@@@XZ
- ?GetVRDevice@@@YAPAVIVRDevice@@@XZ
- ?GetImageCount@Texture2D@@@QBEHXZ
- ?GetImageData@Texture2D@@@QBEPBEH@Z
- ?GetImageReferenceInternal@Texture2D@@@ABE_NPAVImageReference@@@HH@Z
- ?GetImplicitProjectionMatrix@Camera@@@QBEXMAAVMatrix4x4f@@@Z
- ?GetImplicitProjectionMatrix@Camera@@@QBEXMMMMAAVMatrix4x4f@@@Z
- ?GetIndexBuffer@Mesh@@@QAEAAV?vector@EV?stl_allocator@E\$00@\$0BA@@@std@@@XZ
- ?GetIndexBuffer@Mesh@@@QBEABV?vector@EV?stl_allocator@E\$00@\$0BA@@@std@@@XZ
- ?GetIndices@Mesh@@@QBEXAAV?vector@IV?stl_allocator@I\$00@\$0BA@@@std@@@Z
- ?GetInitFlags@Texture2D@@@QBE?AW4EInitFlags@1@XZ
- ?GetInputManager@@@YAAAVInputManager@@@XZ
- ?GetInstancelD@Object@@@QBEHXZ
- ?GetInstancelDFor@Scripting@@@YAHPAUMonoObject@@@Z
- ?GetInstantiatedMaterial@Material@@@SAAAV1@PAV1@AAVObject@@@_N@Z
- ?GetInstantiatedMesh@Mesh@@@SAAAV1@PAV1@AAVObject@@@Z
- ?GetInstantiatedMesh@MeshFilter@@@QAEPAVMesh@@@XZ
- ?GetInt64At@ScriptingArguments@@@QAE_JH@Z
- ?GetIntAt@ScriptingArguments@@@QAEHH@Z
- ?GetIntPtrAt@ScriptingArguments@@@QAEPAHX@Z
- ?GetIntermediateRenderers@Camera@@@QAEAAVIntermediateRenderers@@@XZ
- ?GetInternalMeshID@Mesh@@@QBEIXZ
- ?GetIsPowerOfTwo@RenderTexture@@@QBE_NXZ
- ?GetIsReadable@Mesh@@@QBE_NXZ
- ?GetIsReadable@Texture2D@@@QBE_NXZ
- ?GetIsStaticDeprecated@GameObject@@@QAE_NXZ
- ?GetIsUploaded@Texture2D@@@QBE_NXZ
- ?GetJobGroupID@JobQueue@@@QAE?AUJobGroupID@@@PAVJobGroup@@@Z
- ?GetJobQueue@@@YAAAVJobQueue@@@XZ
- ?GetKeepIndices@Mesh@@@QBE_NXZ
- ?GetKeepVertices@Mesh@@@QBE_NXZ
- ?GetKey@?AnimationCurveTpl@M@@@QAEAAU?KeyframeTpl@M@@@H@Z
- ?GetKey@?AnimationCurveTpl@M@@@QBEABU?KeyframeTpl@M@@@H@Z
- ?GetKey@?AnimationCurveTpl@VQuaternionf@@@QAEAAU?KeyframeTpl@VQuaternionf@@@H@Z
- ?GetKey@?AnimationCurveTpl@VQuaternionf@@@QBEABU?KeyframeTpl@VQuaternionf@@@H@Z
- ?GetKey@?AnimationCurveTpl@VVector3f@@@QAEAAU?KeyframeTpl@VVector3f@@@H@Z
- ?GetKey@?AnimationCurveTpl@VVector3f@@@QBEABU?KeyframeTpl@VVector3f@@@H@Z
- ?GetKeyCount@?AnimationCurveTpl@M@@@QBEHXZ
- ?GetKeyCount@?AnimationCurveTpl@VQuaternionf@@@QBEHXZ
- ?GetKeyCount@?AnimationCurveTpl@VVector3f@@@QBEHXZ
- ?GetLODGroup@Renderer@@@QAEPAVLODGroup@@@XZ
- ?GetLabelIdentifier@YA?AW4MemLabelIdentifier@@@W41@@@Z
- ?GetLastLightProbeTetIndex@BaseRenderer@@@QAEAAHXZ
- ?GetLateBehaviourManager@@@YAAAVBaseBehaviourManager@@@XZ
- ?GetLayer@GameObject@@@QBEHXZ
- ?GetLayer@IntermediateRenderer@@@UBEHXZ
- ?GetLayer@Renderer@@@UBEHXZ
- ?GetLayerCullDistances@Camera@@@QBEPBMXZ
- ?GetLayerCullSpherical@Camera@@@QBE_NXZ
- ?GetLayerMask@BaseRenderer@@@QBEIXZ
- ?GetLayerMask@GameObject@@@QBEIXZ
- ?GetLayerMask@IntermediateRenderer@@@UBEIXZ
- ?GetLightProbeInterpolationPosition@Renderer@@@QAE?AVVector3f@@@XZ
- ?GetLightProbeProxyVolumeOverride@BaseRenderer@@@QBEABV?PPtr@VGameObject@@@XZ
- ?GetLightProbeUsage@BaseRenderer@@@QBE?AW4LightProbeUsage@@@XZ
- ?GetLightmapIndex@BaseRenderer@@@QBEGW4LightmapType@@@Z
- ?GetLightmapIndexInt@BaseRenderer@@@QBEGW4LightmapType@@@Z
- ?GetLightmapIndices@BaseRenderer@@@QBE?AULightmapIndices@@@XZ
- ?GetLightmapST@BaseRenderer@@@QBEABVVector4f@@@W4LightmapType@@@Z
- ?GetLightmapSTArray@BaseRenderer@@@QBEPBVVector4f@@@XZ
- ?GetLinearFogEnd@RenderSettings@@@QBEMXZ
- ?GetLinearFogStart@RenderSettings@@@QBEMXZ
- ?GetLiveRenderTextureCount@RenderTexture@@@SAIXZ
- ?GetLoadedObjectCount@Object@@@SAIXZ
- ?GetLoadedSceneCount@RuntimeSceneManager@@@QBEHXZ
- ?GetLoadedScenes@RuntimeSceneManager@@@QAEXAAU?dynamic_array@PAVUnityScene@@@03@@@Z
- ?GetLocalAABB@BaseRenderer@@@QAEAAVAABB@@@Z
- ?GetLocalAABB@Mesh@@@QBEABVAABB@@@XZ
- ?GetLocalEulerAngles@Transform@@@QAE?AVVector3f@@@W4RotationOrder@math@@@Z
- ?GetLocalPosition@Transform@@@QBE?AVVector3f@@@XZ
- ?GetLocalRotation@Transform@@@QBE?AVQuaternionf@@@XZ
- ?GetLocalScale@Transform@@@QBE?AVVector3f@@@XZ
- ?GetLocalToWorldMatrix@Renderer@@@QBE?AVMatrix4x4f@@@XZ
- ?GetLocalToWorldMatrix@Transform@@@QBE?AVMatrix4x4f@@@XZ
- ?GetLocalToWorldMatrix@Transform@@@QBEXAAVMatrix4x4f@@@Z
- ?GetLocalToWorldMatrixNoScale@Transform@@@QBE?AVMatrix4x4f@@@XZ
- ?GetManagerFromContext@@@YAAAVObject@@@H@Z
- ?GetManagerPtrFromContext@@@YAPAVObject@@@H@Z
- ?GetMasterTextureLimit@Texture@@@SAHXZ
- ?GetMaterial@IntermediateRenderer@@@UBE?AV?PPtr@VMaterial@@@H@Z
- ?GetMaterial@Renderer@@@UBE?AV?PPtr@VMaterial@@@H@Z
- ?GetMaterialArray@Renderer@@@QBEABU?dynamic_array@V?PPtr@VMaterial@@@03@@@XZ
- ?GetMaterialCount@IntermediateRenderer@@@UBEHXZ
- ?GetMaterialCount@Renderer@@@UBEHXZ
- ?GetMatrix@Material@@@QAEABVMatrix4x4f@@@UFastPropertyName@ShaderLab@@@Z
- ?GetMemoryLabel@Object@@@QBE?AW4MemLabelIdentifier@@@XZ
- ?GetMemoryLabel@TransferBase@@@QBE?AW4MemLabelIdentifier@@@XZ
- ?GetMemoryLabelIdentifier@Object@@@QBE?AW4MemLabelIdentifier@@@XZ
- ?GetMesh@IntermediateRenderer@@@UAEPVAMesh@@@XZ



- ?GetMesh@MeshIntermediateRenderer@UAEPAVMesh@@XZ
- ?GetMesh@SkinnedMeshRenderer@QAEPAVMesh@@XZ
- ?GetMeshBuffers@Mesh@QAE_NAAUMeshBuffers@@IPAV1@_N@Z
- ?GetMeshCompression@Mesh@QBEEZX
- ?GetMeshUsageFlags@Mesh@QBHEXZ
- ?GetMeshVertexFormat@Mesh@QBEPAVMeshVertexFormat@@XZ
- ?GetMessageHandler@GameObject@SAAAVMessageHandler@@XZ
- ?GetMipMap@RenderTexture@QBENXZ
- ?GetMipMapBias@Texture@QBEMXZ
- ?GetMipMapCount@Texture@UBEHXZ
- ?GetMonoClass@MonoManager@QAEPAUMonoClass@PBD0@Z
- ?GetMonoClassCaseInsensitive@MonoManager@QAEPAUMonoClass@PBD0@Z
- ?GetMonoClassWithAssemblyName@MonoManager@QAEPAUMonoClass@ABV?basic_string@DU?char_traits@D@std@V?stl_allocator@D\$0EC\$0BA@@@std@@@00@Z
- ?GetMonoClassesCaseInsensitive@MonoManager@QAE?AV?vector@PAUMonoClass@@V?stl_allocator@PAUMonoClass@@@std@@@std@@PBD@Z
- ?GetMonoManager@YAAAVMonoManager@@XZ
- ?GetMonoScriptCache@ScriptingManager@QAEPAUMonoScriptCache@@H@Z
- ?GetMonoScriptManager@ScriptingManager@QAEAAVMonoScriptManager@@XZ
- ?GetMotionVectors@Renderer@QBENXZ
- ?GetName@Component@Unity@UBEPBDXZ
- ?GetName@GameObject@UBEPBDXZ
- ?GetName@GlobalGameManager@UBEPBDXZ
- ?GetName@LevelGameManager@UBEPBDXZ
- ?GetName@NamedObject@UBEPBDXZ
- ?GetName@Object@UBEPBDXZ
- ?GetNativeDepthBufferPtr@RenderTexture@QAEPAAXZ
- ?GetNativeTexturePtr@Texture@QAEPAAXZ
- ?GetNear@Camera@QBEMXZ
- ?GetNeedsPerObjectTypeTree@Object@UBE_NXZ
- ?GetNewInstanceIDforOldInstanceID@RemapPtrTransfer@@QAEHH@Z
- ?GetNext@ListElement@QBEPAV1@XZ
- ?GetNonJitteredProjectionMatrix@Camera@QBEBVMMatrix4x4f@@XZ
- ?GetNormalBegin@Mesh@QBEB?AV?Strideltetator@VVector3f@@@XZ
- ?GetNormalEnd@Mesh@QBEB?AV?Strideltetator@VVector3f@@@XZ
- ?GetNormalizedViewportRect@Camera@QBEB?AV?Rect@M@@XZ
- ?GetObjectAt@ScriptingArguments@QAEPAUMonoObject@@H@Z
- ?GetObjectUserList@Mesh@QBEB?AV?List@V?ListNode@VObject@@@@@XZ
- ?GetOffsetOfInstanceIDMember@Object@SAHXZ
- ?GetOpaqueSortMode@Camera@QBEB?AW4OpaqueSortMode@1@XZ
- ?GetOptBones@SkinnedMeshRenderer@QAEABUOptBones@1@XZ
- ?GetOptBonesWritable@SkinnedMeshRenderer@IAEAAUOptBones@1@XZ
- ?GetOrder@Transform@QBHEXZ
- ?GetOrthographic@Camera@QBENXZ
- ?GetOrthographicSize@Camera@QBEMXZ
- ?GetOverrideTag@Material@QBEBH@Z
- ?GetOwner@Material@QAE?AV?PPtr@VObject@@@@@XZ
- ?GetOwner@Mesh@QBEPAVObject@XZ
- ?GetPPtrTypeString@Behaviour@SAPBDXZ
- ?GetPPtrTypeString@Camera@SAPBDXZ
- ?GetPPtrTypeString@Component@Unity@SAPBDXZ
- ?GetPPtrTypeString@EditorExtension@SAPBDXZ
- ?GetPPtrTypeString@GameManager@SAPBDXZ
- ?GetPPtrTypeString@GameObject@SAPBDXZ
- ?GetPPtrTypeString@GlobalGameManager@SAPBDXZ
- ?GetPPtrTypeString@LevelGameManager@SAPBDXZ
- ?GetPPtrTypeString@Material@SAPBDXZ
- ?GetPPtrTypeString@Mesh@SAPBDXZ
- ?GetPPtrTypeString@MeshFilter@SAPBDXZ
- ?GetPPtrTypeString@MonoManager@SAPBDXZ
- ?GetPPtrTypeString@NamedObject@SAPBDXZ
- ?GetPPtrTypeString@Object@SAPBDXZ
- ?GetPPtrTypeString@RenderSettings@SAPBDXZ
- ?GetPPtrTypeString@RenderTexture@SAPBDXZ
- ?GetPPtrTypeString@Renderer@SAPBDXZ
- ?GetPPtrTypeString@ScriptMapper@SAPBDXZ
- ?GetPPtrTypeString@SkinnedMeshRenderer@SAPBDXZ
- ?GetPPtrTypeString@SparseTexture@SAPBDXZ
- ?GetPPtrTypeString@Texture2D@SAPBDXZ
- ?GetPPtrTypeString@Texture@SAPBDXZ
- ?GetPPtrTypeString@Transform@SAPBDXZ
- ?GetParent@Transform@QBEPAV1@XZ
- ?GetParentPtrInternal@Transform@QAEAAV?\$ImmediatePtr@VTransform@@@@@XZ
- ?GetPassCount@Material@QAEHXZ
- ?GetPhysicalViewportRect@Camera@QBEB?AV?Rect@M@@@XZ
- ?GetPixel@Texture2D@QBEB?AVColorRGBAF@@HH@Z
- ?GetPixelBilinear@Texture2D@QBEB?AVColorRGBAF@@HMM@Z
- ?GetPixels32@Texture2D@QBEB_NHPAVColorRGBAF32@@H@Z
- ?GetPixels@Texture2D@QBEB_NHHHHHPAVColorRGBAF32@@H@Z
- ?GetPixels@Texture2D@QBEB_NHHHHHPAVColorRGBAF@@H@Z
- ?GetPosition@\$Rect@M@QBEB?AVVector2f@@@XZ
- ?GetPosition@Camera@QBEB?AVVector3f@@@XZ
- ?GetPosition@Matrix4x4f@QBEB?AVVector3f@@@XZ
- ?GetPosition@Transform@QBEB?AVVector3f@@@XZ
- ?GetPositionAndRotation@Transform@QBEXAAVVector3f@@AAVQuaternionf@@@@@Z
- ?GetPostInfinity@\$AnimationCurveTpl@M@QBHEXZ
- ?GetPostInfinity@\$AnimationCurveTpl@VQuaternionf@@@@@QBHEXZ
- ?GetPostInfinity@\$AnimationCurveTpl@Vector3f@@@@@QBHEXZ
- ?GetPostInfinityInternal@\$AnimationCurveTpl@VQuaternionf@@@@@QBHEXZ
- ?GetPreInfinity@\$AnimationCurveTpl@M@QBHEXZ
- ?GetPreInfinity@\$AnimationCurveTpl@VQuaternionf@@@@@QBHEXZ
- ?GetPreInfinity@\$AnimationCurveTpl@Vector3f@@@@@QBHEXZ
- ?GetPreInfinityInternal@\$AnimationCurveTpl@VQuaternionf@@@@@QBHEXZ
- ?GetPreferredTexCoordChannel@Mesh@QBEB?AW4ShaderChannel@@W42@@@Z
- ?GetPrev@ListElement@QBEPAV1@XZ
- ?GetPreviousViewProjectionMatrix@Camera@QBEBVMMatrix4x4f@@@XZ
- ?GetPreviousWorldMatrix@BaseRenderer@QBEBVMMatrix4x4f@@@XZ
- ?GetPrimitiveCount@Mesh@QBHEXZ



- ?GetPriority@Thread@@QBE?AW4ThreadPriority@@@XZ
- ?GetProbeAnchor@BaseRenderer@@QBEABV?\$Pptr@VTransform@@@XZ
- ?GetProcessorCount@systeminfo@@YAHXZ
- ?GetProjectionFar@Camera@@@QBEMXZ
- ?GetProjectionMatrix@Camera@@QBEABVMMatrix4x4f@@@XZ
- ?GetProjectionNear@Camera@@@QBEMXZ
- ?GetProperties@Material@@QAEABVShaderPropertySheet@@@XZ
- ?GetPtr@Matrix3x3f@@@QAEAPAMXZ
- ?GetPtr@Matrix3x3f@@@QBEPBMXZ
- ?GetPtr@Matrix4x4f@@@QAEAPAMXZ
- ?GetPtr@Matrix4x4f@@@QBEPBMXZ
- ?GetQuality@SkinnedMeshRenderer@@@QAEHXZ
- ?GetRange@?\$AnimationCurveTpl@M@@@QBE?AU?\$pair@MM@std@@@XZ
- ?GetRange@?\$AnimationCurveTpl@VQuaternionf@@@@QBE?AU?\$pair@MM@std@@@XZ
- ?GetRange@?\$AnimationCurveTpl@VVector3f@@@@QBE?AU?\$pair@MM@std@@@XZ
- ?GetRawImageDataSize@Texture2D@@@QBEHXZ
- ?GetRaycastInterface@YAPAVRaycast@@@XZ
- ?GetReceiveShadows@BaseRenderer@@@QBE_NXZ
- ?GetReflectionBounces@RenderSettings@@@QBEMXZ
- ?GetReflectionIntensity@RenderSettings@@@QBEMXZ
- ?GetReflectionProbeUsage@BaseRenderer@@@QBE?AW4ReflectionProbeUsage@@@XZ
- ?GetRenderImmediateObjects@Camera@@@QBE_NXZ
- ?GetRenderRectangle@Camera@@@QBE?AV?\$RectT@M@@@XZ
- ?GetRenderSettings@@@YAAAVRenderSettings@@@XZ
- ?GetRendererType@BaseRenderer@@@QBE?AW4RendererType@@@XZ
- ?GetRenderingPath@Camera@@@QBE?AW4RenderingPath@@@XZ
- ?GetReplacementShader@Camera@@@QBEPVShader@@@XZ
- ?GetReplacementShaderTag@Camera@@@QBE?AV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@V?@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@XZ
- ?GetResolvedColorSurfaceHandle@RenderTexture@@@QAE?AU?\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@@XZ
- ?GetRight@?\$RectT@H@@@QBEMXZ
- ?GetRight@?\$RectT@M@@@QBEMXZ
- ?GetRoot@Transform@@@QAEAAV1@XZ
- ?GetRootBone@SkinnedMeshRenderer@@@QAEPAVTransform@@@XZ
- ?GetRootBonePathHash@Mesh@@@QBEXZ
- ?GetRootReference@@@YAPAUAllocationRootReference@@@W4MemLabelIdentifier@@@Z
- ?GetRotation@Transform@@@QBE?AVQuaternionf@@@XZ
- ?GetRotationOrder@?\$AnimationCurveTpl@M@@@QBE?AW4RotationOrder@math@@@XZ
- ?GetRotationOrder@?\$AnimationCurveTpl@VQuaternionf@@@@QBE?AW4RotationOrder@math@@@XZ
- ?GetRotationOrder@?\$AnimationCurveTpl@VVector3f@@@@QBE?AW4RotationOrder@math@@@XZ
- ?GetRow@Matrix4x4f@@@QBE?AVVector4f@@@H@Z
- ?GetRuntimeMemorySize@Material@@@UBEMXZ
- ?GetRuntimeMemorySize@Mesh@@@UBEMXZ
- ?GetRuntimeMemorySize@Object@@@UBEMXZ
- ?GetRuntimeMemorySize@RenderTexture@@@UBEMXZ
- ?GetRuntimeMemorySize@Texture2D@@@UBEMXZ
- ?GetSRGBReadWrite@RenderTexture@@@QBE_NXZ
- ?GetSampleOnlyDepth@RenderTexture@@@QBE_NXZ
- ?GetSavedProperties@Material@@@QAEAAVUnityPropertySheet@@@XZ
- ?GetSavedProperties@Material@@@QBEABVUnityPropertySheet@@@XZ
- ?GetScene@RuntimeSceneManager@@@UAEPVUnityScene@@@H@Z
- ?GetScene@Transform@@@QAEPAVUnityScene@@@XZ
- ?GetSceneAt@RuntimeSceneManager@@@QAEAAVUnityScene@@@H@Z
- ?GetSceneCount@RuntimeSceneManager@@@QBEMXZ
- ?GetSceneHandle@Renderer@@@QAEHXZ
- ?GetSceneIntegratingOnMainThread@RuntimeSceneManager@@@QAEPAVUnityScene@@@XZ
- ?GetSceneRootNode@Transform@@@QAEAAVSceneRootNode@@@XZ
- ?GetSceneRootNode@Transform@@@QBEABVSceneRootNode@@@XZ
- ?GetScenes@RuntimeSceneManager@@@QAEABU?\$dynamic_array@H\$03@@@AAU?\$dynamic_array@PAVUnityScene@@@03@@@Z
- ?GetScreenReadAllowed@Texture2D@@@SA_NXZ
- ?GetScreenViewportRect@Camera@@@QBE?AV?\$RectT@M@@@XZ
- ?GetScreenViewportRectInt@Camera@@@QBE?AV?\$RectT@H@@@XZ
- ?GetScriptingManager@@@YAAAVScriptingManager@@@XZ
- ?GetScriptingRand@@@YAAVRand@@@XZ
- ?GetSecondaryTextureID@RenderTexture@@@QAEABUTextureID@@@XZ
- ?GetSecurityPolicyAllowAccess@Texture2D@@@QBE_NXZ
- ?GetSeed@Rand@@@QBEXZ
- ?GetSettings@Texture@@@QAEAAVTextureSettings@@@XZ
- ?GetSettings@Texture@@@QBEABUTextureSettings@@@XZ
- ?GetShader@Material@@@QAEPAVShader@@@XZ
- ?GetShader@Material@@@QBEPBVShader@@@XZ
- ?GetShaderKeywordNames@Material@@@QBEXAAV?\$vector@V?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@V?\$allocator@V?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@2@@@std@@@Z
- ?GetShaderKeywordSet@Material@@@QBE?AVShaderKeywordSet@@@XZ
- ?GetShaderKeywords@Material@@@QBEABVUnityStr@@@XZ
- ?GetShaderPptr@Material@@@QBE?AV?\$Pptr@VShader@@@@XZ
- ?GetShadowCasterHash@Material@@@QAEIXZ
- ?GetShadowCastingMode@BaseRenderer@@@QBE?AW4ShadowCastingMode@@@XZ
- ?GetShadowSamplingMode@RenderTexture@@@UBE?AW4ShadowSamplingMode@@@XZ
- ?GetShadowSamplingMode@Texture@@@UBE?AW4ShadowSamplingMode@@@XZ
- ?GetSharedMaterialData@Material@@@QBEABUSharedMaterialData@@@XZ
- ?GetSharedMesh@MeshFilter@@@QAE?AV?\$Pptr@VMesh@@@@XZ
- ?GetSharedNxConvexMesh@CollisionMeshData@@@QAEPAAXVMesh@@@Z
- ?GetSharedNxMesh@CollisionMeshData@@@QAEPAAXVMesh@@@Z
- ?GetSharedPxConvexMesh@Mesh@@@QAEPAAXZ
- ?GetSharedPxMesh@Mesh@@@QAEPAAXZ
- ?GetSharedRendererData@BaseRenderer@@@QBEABUSharedRendererData@@@XZ
- ?GetShouldUseOpaqueDepthSorting@Camera@@@QBE_NXZ
- ?GetSignedFloat@Rand@@@QAEHXZ
- ?GetSinglePassStereo@Camera@@@QBE?AW4SinglePassStereo@@@XZ
- ?GetSize@?\$RectT@M@@@QBE?AVVector2f@@@XZ
- ?GetSize@UserList@@@QBEXZ
- ?GetSkin@Mesh@@@QAEAAU?\$dynamic_array@UBoneInfluence@@@0BA@@@XZ
- ?GetSkin@Mesh@@@QBEABU?\$dynamic_array@UBoneInfluence@@@0BA@@@XZ
- ?GetSkinInfluence@Mesh@@@QAEPBXH@Z
- ?GetSkinnedMeshLocalAABB@SkinnedMeshRenderer@@@QAEAAVAABB@@@Z
- ?GetSkinnedMeshMotionVectors@SkinnedMeshRenderer@@@QBE_NXZ



- ?GetTypeString@?\$RectT@H@@SAPBDXZ
- ?GetTypeString@?\$RectT@M@@SAPBDXZ
- ?GetTypeString@Behaviour@@SAPBDXZ
- ?GetTypeString@Camera@@SAPBDXZ
- ?GetTypeString@Component@Unity@@SAPBDXZ
- ?GetTypeString@GameObject@@SAPBDXZ
- ?GetTypeString@GlobalGameManager@@SAPBDXZ
- ?GetTypeString@LevelGameManager@@SAPBDXZ
- ?GetTypeString@Material@@SAPBDXZ
- ?GetTypeString@Matrix3x3f@@SAPBDXZ
- ?GetTypeString@Matrix4x4f@@SAPBDXZ
- ?GetTypeString@Mesh@@SAPBDXZ
- ?GetTypeString@MeshFilter@@SAPBDXZ
- ?GetTypeString@MonoManager@@SAPBDXZ
- ?GetTypeString@NamedObject@@SAPBDXZ
- ?GetTypeString@RenderSettings@@SAPBDXZ
- ?GetTypeString@RenderTexture@@SAPBDXZ
- ?GetTypeString@Renderer@@SAPBDXZ
- ?GetTypeString@ScriptMapper@@SAPBDXZ
- ?GetTypeString@SkinnedMeshRenderer@@SAPBDXZ
- ?GetTypeString@SparseTexture@@SAPBDXZ
- ?GetTypeString@Texture2D@@SAPBDXZ
- ?GetTypeString@Texture@@SAPBDXZ
- ?GetTypeString@Transform@@SAPBDXZ
- ?GetUnscaledTextureID@Texture2D@@@UBE?AUTextureID@@@XZ
- ?GetUnscaledTextureID@Texture@@@UBE?AUTextureID@@@XZ
- ?GetUpdateManager@@YAAAVBaseBehaviourManager@@XZ
- ?GetUpdateWhenOffscreen@SkinnedMeshRenderer@@@QBE_NXZ
- ?GetUploadTileSize@SparseTexture@@@ABEXHAAH0@Z
- ?GetUsageMode@Texture@@@QBE?AW4TextureUsageMode@@@XZ
- ?GetUseFog@RenderSettings@@@QBE_NXZ
- ?GetUseOcclusionCulling@Camera@@@QBE_NXZ
- ?GetUserData@TransferBase@@@QAEPAXXZ
- ?GetUsesScreenForCompositing@Camera@@@QBE_N_N@Z
- ?GetUsingHDR@Camera@@@QBE_NXZ
- ?GetUvBegin@Mesh@@@QBE?AV?\$Strideltorator@VVector2f@@@H@Z
- ?GetUvEnd@Mesh@@@QBE?AV?\$Strideltorator@VVector2f@@@H@Z
- ?GetVRUsage@RenderTexture@@@QBE?AW4VRUsage@@@XZ
- ?GetValidBlendShapeWeightCount@SkinnedMeshRenderer@@@IBEIXZ
- ?GetValuesForARGV@@@YA?AV?\$vector@V?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@D\$0BA@@@@std@@@V?\$allocator@V?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@D\$0BA@@@@std@@@@ABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@D\$0BA@@@@2@@@Z
- ?GetVelocity@Camera@@@QBEABVVector3f@@@XZ
- ?GetVertexBegin@Mesh@@@QBE?AV?\$Strideltorator@VVector3f@@@XZ
- ?GetVertexBufferData@Mesh@@@QAEAAUVertexBufferData@@@Z
- ?GetVertexColorsSwizzled@Mesh@@@QBE_NXZ
- ?GetVertexCount@Mesh@@@QBEHXZ
- ?GetVertexData@Mesh@@@QAEAAUVertexData@@@XZ
- ?GetVertexData@Mesh@@@QAEPAIIIH@Z
- ?GetVertexData@Mesh@@@QBEABVVertexData@@@XZ
- ?GetVertexDataPointer@Mesh@@@QBEPAXXZ
- ?GetVertexDataSize@Mesh@@@QBEIXZ
- ?GetVertexEnd@Mesh@@@QBE?AV?\$Strideltorator@VVector3f@@@XZ
- ?GetVertexSize@Mesh@@@QBEIXZ
- ?GetVisible@Renderer@@@QBE_NXZ
- ?GetVolumeDepth@RenderTexture@@@QBEHXZ
- ?GetWidth@RenderTexture@@@QBEHXZ
- ?GetWorldAABB@BaseRenderer@@@QAEAAVAABB@@@Z
- ?GetWorldScale@Transform@@@QBE?AVMatrix3x3f@@@XZ
- ?GetWorldScaleLossy@Transform@@@QBE?AVVector3f@@@XZ
- ?GetWorldToCameraMatrix@Camera@@@QBEABVMatrix4x4f@@@XZ
- ?GetWorldToClipMatrix@Camera@@@QBEABVMatrix4x4f@@@XZ
- ?GetWorldToLocalMatrix@Renderer@@@QBE?AVMatrix4x4f@@@XZ
- ?GetWorldToLocalMatrix@Transform@@@QBE?AVMatrix4x4f@@@XZ
- ?GetWorldToLocalMatrixNoScale@Transform@@@QBE?AVMatrix4x4f@@@XZ
- ?GetWrapMode@Texture@@@QBEHXZ
- ?GetWritableImageData@Texture2D@@@QAEPAEH@Z
- ?GetWritableProperties@Material@@@QAEAAVShaderPropertySheet@@@XZ
- ?GetWritableSharedMaterialData@Material@@@QAEAAUSharedMaterialData@@@XZ
- ?GetWritableSharedProperties@IntermediateRenderer@@@IAEPVShaderPropertySheet@@@XZ
- ?GetWriteBlendShapeDataInternal@Mesh@@@QAEAAUBlendShapeData@@@XZ
- ?GetWriteImageReference@Texture2D@@@QAE_NPAVImageReference@@@HH@Z
- ?GetXMax@?\$RectT@H@@@QBEHXZ
- ?GetXMax@?\$RectT@M@@@QBEHXZ
- ?GetYMax@?\$RectT@H@@@QBEHXZ
- ?GetYMax@?\$RectT@M@@@QBEHXZ
- ?GrabPixels@RenderTexture@@@QAEHHHHH@Z
- ?GrabPixels@RenderTexture@@@SAXU?\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@@0HHHHH@Z
- ?HasARGV@@@YA_NABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@D\$0BA@@@@std@@@Z
- ?HasChannel@Mesh@@@QBE_NW4ShaderChannel@@@Z
- ?HasCompileErrors@MonoManager@@@QAE_NXZ
- ?HasConflictingComponents@GameObject@@@QBE_NH@Z
- ?HasEvent@Object@@@QBE_NP6AXPAX0H@ZPBX@Z
- ?HasJobGroupCompleted@JobQueue@@@QAE_NUJobGroupID@@@Z
- ?HasMipMap@Texture@@@UBE_NXZ
- ?HasObjectUser@Mesh@@@QAE_NPBVObject@@@Z
- ?HasOffsetPtrWithDebugPtr@BlobWrite@@@ABE_NXZ
- ?HasProperty@Material@@@QAE_NUFastPropertyName@ShaderLab@@@Z
- ?HasSubsetIndices@Renderer@@@IBE_NXZ
- ?HasTopology@Mesh@@@QBE_NW4GfxPrimitiveType@@@Z
- ?HasVertexData@Mesh@@@QBE_NXZ
- ?HealSubsetIndices@Renderer@@@IAEXXZ
- ?Height@?\$RectT@H@@@QBEHXZ
- ?Height@?\$RectT@M@@@QBEHXZ
- ?IDToPointer@Object@@@SAPAV1@H@Z
- ?IDToPointerNoThreadCheck@Object@@@SAPAV1@H@Z
- ?IDToPointerThreadSafe@Object@@@SAPAV1@H@Z



- 🔗 ?InMonoFormat@ScriptingArguments@@QAEAPAPAXZ
- 🔗 ?Init@?StreamedBinaryWrite@\$00@@QAEAAVCachedWriter@@ABV2@W4TransferInstructionFlags@@UBuildTargetSelection@@ABUBuildUsageTag@@ABUGlobalBuildData@@@Z
- 🔗 ?Init@?StreamedBinaryWrite@\$00@@QAEAAVCachedWriter@@W4TransferInstructionFlags@@UBuildTargetSelection@@@Z
- 🔗 ?Init@?StreamedBinaryWrite@\$0A@@@QAEAAVCachedWriter@@ABV2@W4TransferInstructionFlags@@UBuildTargetSelection@@ABUBuildUsageTag@@ABUGlobalBuildData@@@Z
- 🔗 ?Init@?StreamedBinaryWrite@\$0A@@@QAEAAVCachedWriter@@W4TransferInstructionFlags@@UBuildTargetSelection@@@Z
- 🔗 ?Init@FastPropertyName@ShaderLab@@AAEXPBD@Z
- 🔗 ?Init@SafeBinaryRead@@QAEAAVCachedReader@@AAV1@@Z
- 🔗 ?Init@SafeBinaryRead@@QAEAAVCachedReader@@ABVTypeTreeIterator@@@HHW4TransferInstructionFlags@@@W4MemLabelIdentifier@@@Z
- 🔗 ?InitChannelsToDefaultValues@Mesh@@AAEXIII@Z
- 🔗 ?InitTexture@SparseTexture@@QAE_NHHW4TextureFormat@@H_N@Z
- 🔗 ?InitTexture@Texture2D@@UAE_NHHW4TextureFormat@@@W4EInitFlags@1@HHH@Z
- 🔗 ?InitTextureInternal@Texture2D@@QAEXHHW4TextureFormat@@@HW4EInitFlags@1@HH@Z
- 🔗 ?Initialize@CanvasBatchIntermediateRenderer@@QAEPAVCANVAS@UI@@PAVSharedGfxBuffer@@PAVVertexDeclaration@@@1B1VMatrix4x4f@@@GABVAABB@@@V7\$PPtr@VMaterial@@@@HW4ShadowCastingMode@@_N@Z
- 🔗 ?Initialize@IntermediateRenderer@@QAEXABVMatrix4x4f@@@ABVAABB@@@V7\$PPtr@VMaterial@@@@HW4ShadowCastingMode@@_N@Z
- 🔗 ?Initialize@MeshIntermediateRenderer@@QAEABVMatrix4x4f@@@PAVMesh@@@ABVAABB@@@V7\$PPtr@VMaterial@@@@HW4ShadowCastingMode@@_NH@Z
- 🔗 ?InitializeAllClasses@Object@@SAXXZ
- 🔗 ?InitializeClass@Behaviour@@SAXXZ
- 🔗 ?InitializeClass@Camera@@SAXXZ
- 🔗 ?InitializeClass@GameObject@@SAXXZ
- 🔗 ?InitializeClass@Material@@SAXXZ
- 🔗 ?InitializeClass@MeshFilter@@SAXXZ
- 🔗 ?InitializeClass@RenderSettings@@SAXXZ
- 🔗 ?InitializeClass@Renderer@@SAXXZ
- 🔗 ?InitializeClass@SkinnedMeshRenderer@@SAXXZ
- 🔗 ?InitializeClass@Texture2D@@SAXXZ
- 🔗 ?InitializeClass@Texture@@SAXXZ
- 🔗 ?InitializeMessageHandlers@GameObject@@SAXXZ
- 🔗 ?InitializeMessageIdentifiers@GameObject@@SAXXZ
- 🔗 ?InitializeTransformHierarchyRecursive@Transform@@AAEXAAUTransformHierarchy@@AAHH@Z
- 🔗 ?InsertInList@ListElement@@QAEPAV1@@@Z
- 🔗 ?InsertObjectInMap@Object@@CAXPAV1@@@Z
- 🔗 ?InstanceIDToLocalSerializedObjectIdentifier@@YAXHAAULocalSerializedObjectIdentifier@@@Z
- 🔗 ?InstanceIDToObjectPartiallyLoadedThreadSafe@@YAPAVObject@@H_N@Z
- 🔗 ?InstantiateTransformSubhierarchyInternal@Transform@@SAXAAUTransformHierarchy@@@PAPAV1@PAHI@Z
- 🔗 ?IntegrateLists@BaseBehaviourManager@@IAEXXZ
- 🔗 ?IntersectAABBAAABBInclusive@@YA_NABVAABB@@@0@Z
- 🔗 ?IntersectAny@IRaycast@@SA_NABUBatchedRaycast@@@PAVAABB@@@I@Z
- 🔗 ?Intersects@?RectT@H@@@QBE_NABV1@@@Z
- 🔗 ?InvalidateCache@?AnimationCurveTpl@M@@@QAEXXZ
- 🔗 ?InvalidateCache@?AnimationCurveTpl@VQuaternionf@@@@QAEXXZ
- 🔗 ?InvalidateCache@?AnimationCurveTpl@VVector3f@@@@QAEXXZ
- 🔗 ?InvalidateGpuSkinSourceBuffers@Mesh@@QAEXXZ
- 🔗 ?InvalidateHashes@Material@@QAEXXZ
- 🔗 ?InvalidateSupportedMessages@GameObject@@QAEXXZ
- 🔗 ?InverseMultiplyPoint3Affine@Matrix4x4f@@@QBE7AVVector3f@@@ABV2@@@Z
- 🔗 ?InverseMultiplyVector3Affine@Matrix4x4f@@@QBE7AVVector3f@@@ABV2@@@Z
- 🔗 ?InverseTransformDirection@Transform@@@QBE7AVVector3f@@@ABV2@@@Z
- 🔗 ?InverseTransformPoint@Transform@@@QBE7AVVector3f@@@ABV2@@@Z
- 🔗 ?InverseTransformVector@Transform@@@QBE7AVVector3f@@@ABV2@@@Z
- 🔗 ?Invert@Matrix3x3f@@@QAE_NXZ
- 🔗 ?InvertTranspose@Matrix3x3f@@@QAEXXZ
- 🔗 ?Invert_Full@Matrix4x4f@@@QAEAAV1@XZ
- 🔗 ?Invert_Full@Matrix4x4f@@@SA_NABV1@AAV1@@@Z
- 🔗 ?Invert_General3D@Matrix4x4f@@@SA_NABV1@AAV1@@@Z
- 🔗 ?Invoke@?CallbackArray1@\$CBH@@@QAEXH@Z
- 🔗 ?Invoke@?CallbackArray1@AAUClassRegistrationContext@@@@QAEAAUClassRegistrationContext@@@Z
- 🔗 ?Invoke@?CallbackArray1@AAUGarbageCollectorThreadState@@@@QAEAAUGarbageCollectorThreadState@@@Z
- 🔗 ?Invoke@?CallbackArray1@AAVModuleManager@@@@QAEAAVModuleManager@@@Z
- 🔗 ?Invoke@?CallbackArray1@ABVCamera@@@@QAEXABVCamera@@@Z
- 🔗 ?Invoke@?CallbackArray1@PAVCamera@@@@QAEPAVCamera@@@Z
- 🔗 ?Invoke@?CallbackArray1@_N@@@QAE_N@Z
- 🔗 ?Invoke@?CallbackArray2@PAVUnityScene@@@PAV1@@@@QAEPAVUnityScene@@@0@Z
- 🔗 ?Invoke@?CallbackArray2@PBUIndexList@@@PBURendererCullData@@@@QAEXPBUIndexList@@@PBURendererCullData@@@Z
- 🔗 ?Invoke@?CallbackArray3@\$CBHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@W4LoadingMode@RuntimeSceneManager@@@Z
- 🔗 ?Invoke@?CallbackArray3@I_K_K@@@QAEI_K0@Z
- 🔗 ?Invoke@?CallbackArray4@ABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@std@@@ABV12@H_N@@@QAEABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@std@@@OH_N@Z
- 🔗 ?Invoke@?CallbackArray4@PAPAVBaseRenderer@@@IPBVCamera@@@ABVMatrix4x4f@@@@QAEPAVBaseRenderer@@@IPBVCamera@@@ABVMatrix4x4f@@@@Z
- 🔗 ?Invoke@?PluginCallbackArray1@W4UnityGfxDeviceEventType@@@@QAEWX4UnityGfxDeviceEventType@@@Z
- 🔗 ?Invoke@CallbackArray@@QAEXXZ
- 🔗 ?Invoke@CallbackArrayReturnsAnyTrue@@QAE_NXZ
- 🔗 ?InvokeCleanupAllModules@ModuleManager@@QAEXXZ
- 🔗 ?InvokeDestroyedCallback@GameObject@@SAXPAV1@@@Z
- 🔗 ?InvokeEvent@Object@@@QAEXH@Z
- 🔗 ?InvokeRegisterClasses@ModuleManager@@@QAEAAUClassRegistrationContext@@@Z
- 🔗 ?InvokeRegisterCalls@ModuleManager@@QAEXXZ
- 🔗 ?InvokeRenderEventCB@Camera@@@QAEWX4RenderCameraEventType@@@AAUShaderPassContext@@@AAVRenderNodeQueue@@@Z
- 🔗 ?InvokeSetup@ModuleManager@@QAEXXZ
- 🔗 ?IsAbstract@Behaviour@@SA_NXZ
- 🔗 ?IsAbstract@Camera@@SA_NXZ
- 🔗 ?IsAbstract@Component@Unity@@SA_NXZ
- 🔗 ?IsAbstract@EditorExtension@@SA_NXZ
- 🔗 ?IsAbstract@GameManager@@SA_NXZ
- 🔗 ?IsAbstract@GameObject@@SA_NXZ
- 🔗 ?IsAbstract@GlobalGameManager@@SA_NXZ
- 🔗 ?IsAbstract@LevelGameManager@@SA_NXZ
- 🔗 ?IsAbstract@Material@@SA_NXZ
- 🔗 ?IsAbstract@Mesh@@SA_NXZ
- 🔗 ?IsAbstract@MeshFilter@@SA_NXZ
- 🔗 ?IsAbstract@MonoManager@@SA_NXZ
- 🔗 ?IsAbstract@NamedObject@@SA_NXZ
- 🔗 ?IsAbstract@Object@@SA_NXZ
- 🔗 ?IsAbstract@RenderSettings@@SA_NXZ
- 🔗 ?IsAbstract@RenderTexture@@SA_NXZ
- 🔗 ?IsAbstract@Renderer@@SA_NXZ
- 🔗 ?IsAbstract@ScriptMapper@@SA_NXZ



- ?IsAbstract@SkinnedMeshRenderer@@SA_NXZ
- ?IsAbstract@SparseTexture@@SA_NXZ
- ?IsAbstract@Texture2D@@SA_NXZ
- ?IsAbstract@Texture@@SA_NXZ
- ?IsAbstract@Transform@@SA_NXZ
- ?IsActivating@GameObject@@QBE_NXZ
- ?IsActive@Component@Unity@@QBE_NXZ
- ?IsActive@GameObject@@QBE_NXZ
- ?IsActiveIgnoreImplicitPrefab@GameObject@@QAE_NXZ
- ?IsAddedToManager@Behaviour@@QBE_NXZ
- ?IsAmbientFromSkybox@RenderSettings@@QBE_NXZ
- ?IsAntiAliased@RenderTexture@@QBE_NXZ
- ?IsBlobWrite@BlobWrite@@QBE_NXZ
- ?IsBlobWrite@TransferBase@@QBE_NXZ
- ?IsBuildingResourceImage@TransferBase@@QAE_NXZ
- ?IsBuildingTargetPlatform@BlobWrite@@QAE_NW4BuildTargetPlatform@@@Z
- ?IsBuildingTargetPlatform@TransferBase@@QAE_NW4BuildTargetPlatform@@@Z
- ?IsClassIDDeprecated@Object@@SA_NH@Z
- ?IsClassIDSealed@Object@@SA_NH@Z
- ?IsCreated@RenderTexture@@QBE_NXZ
- ?IsCurrentVersion@SafeBinaryRead@@QAE_NXZ
- ?IsCurrentVersion@TransferBase@@QAE_NXZ
- ?IsCurrentlyRendering@Camera@@QBE_NXZ
- ?IsDerivedFrom@Object@@QBE_NH@Z
- ?IsDerivedFromClassID@Object@@SA_NHH@Z
- ?IsDestroying@GameObject@@QBE_NXZ
- ?IsEmpty@?RectT@M@@@QBE_NXZ
- ?IsGraphicsAPIEnabled@MobileBuildSubTarget@@@QBE_NH@Z
- ?IsIdentity@Matrix3x3f@@@QAE_NM@Z
- ?IsIdentity@Matrix4x4f@@@QBE_NM@Z
- ?IsImplicitProjectionMatrix@Camera@@QBE_NXZ
- ?IsImplicitStereoProjectionMatrix@Camera@@@QBE_NXZ
- ?IsImplicitStereoViewMatrix@Camera@@@QBE_NXZ
- ?IsImplicitWorldToCameraMatrix@Camera@@@QBE_NXZ
- ?IsInList@ListElement@@@QBE_NXZ
- ?IsInScene@Renderer@@@QBE_NXZ
- ?IsInitialized@SparseTexture@@QBE_NXZ
- ?IsInstancedCreated@Object@@QBE_NXZ
- ?IsIntermediateRenderer@BaseRenderer@@@QBE_NXZ
- ?IsKeywordEnabled@Material@@QBE_NPBD@Z
- ?IsLevelManagerOwnedByScene@RuntimeSceneManager@@@QAE_NPAVGGameManager@@@Z
- ?IsManagerContextAvailable@YA_NH@Z
- ?IsMeshPrepared@Mesh@@@QAE_NXZ
- ?IsMipChainEnabled@Texture2D@@@QBE_NXZ
- ?IsNPOTAllowed@Texture2D@@@UBE_NXZ
- ?IsNPOTAllowed@Texture@@@UBE_NXZ
- ?IsNonPowerOfTwo@Texture2D@@@QBE_NXZ
- ?IsOldVersion@ProxyTransfer@@@QAE_NH@Z
- ?IsOldVersion@SafeBinaryRead@@@QAE_NH@Z
- ?IsOldVersion@TransferBase@@@QAE_NH@Z
- ?IsOptimized@SkinnedMeshRenderer@@@QBE_NXZ
- ?IsPartOfStaticBatch@Renderer@@@QBE_NXZ
- ?IsPersistent@Object@@@QBE_NXZ
- ?IsPerspective@Matrix4x4f@@@QBE_NXZ
- ?IsPrefabParent@EditorExtension@@@QBE_NXZ
- ?IsQuitSignaled@Thread@@@QBE_NXZ
- ?IsReading@SafeBinaryRead@@@QAE_NXZ
- ?IsReading@TransferBase@@@QAE_NXZ
- ?IsReadingBackwardsCompatible@SafeBinaryRead@@@QAE_NXZ
- ?IsReadingBackwardsCompatible@TransferBase@@@QAE_NXZ
- ?IsReadingPPtr@RemapPPtrTransfer@@@QAE_NXZ
- ?IsReadingPPtr@SafeBinaryRead@@@QAE_NXZ
- ?IsReadingPPtr@TransferBase@@@QAE_NXZ
- ?IsRegistered@?CallbackArrayBase@P6AXABV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@0H_N@Z@?P6AXPBX00H1@Z@@@IBE_NAATFunctionPointers@1@@@Z
- ?IsRegistered@?CallbackArrayBase@P6AXABV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@0H_N@Z@?P6AXPBX00H1@Z@@@QBE_NP6AXABV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@0H_N@Z@Z
- ?IsRegistered@?CallbackArrayBase@P6AXI_K0@Z@?P6AXPBX100@Z@@@IBE_NAATFunctionPointers@1@@@Z
- ?IsRegistered@?CallbackArrayBase@P6AXI_K0@Z@?P6AXPBX100@Z@@@QBE_NP6AXI_K0@Z@Z
- ?IsRegistered@?CallbackArraySubBase@P6AXABV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@0H_N@Z@?P6AXPBX100@Z@@@QBE_NP6AXABV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@0H_N@Z@Z
- ?IsRegistered@?CallbackArraySubBase@P6AXI_K0@Z@@@QBE_NP6AXI_K0@Z@Z
- ?IsRemapPPtrTransfer@RemapPPtrTransfer@@@QAE_NXZ
- ?IsRemapPPtrTransfer@TransferBase@@@QAE_NXZ
- ?IsRenderer@BaseRenderer@@@QBE_NXZ
- ?IsRunning@Thread@@@QBE_NXZ
- ?IsSceneRoot@Transform@@@QBE_NXZ
- ?IsSealedClass@Camera@@SA_NXZ
- ?IsSealedClass@Object@@SA_NXZ
- ?IsSelfActive@GameObject@@@QBE_NXZ
- ?IsSerializingDebugProperties@TransferBase@@@QBE_NXZ
- ?IsSerializingForGameRelease@BlobWrite@@@QAE_NXZ
- ?IsSerializingForGameRelease@TransferBase@@@QAE_NXZ
- ?IsSerializingForInspector@TransferBase@@@QBE_NXZ
- ?IsSharedPhysicsMeshDirty@CollisionMeshData@@@QAE_NXZ
- ?IsSharedPhysicsMeshDirty@Mesh@@@QAE_NXZ
- ?IsStaticBatchable@GameObject@@@QBE_NXZ
- ?IsSuitableSizeForDynamicBatching@Mesh@@@QBE_NXZ
- ?IsTempLabel@YA_NW4MemLabelIdentifier@@@Z
- ?IsThisFileAnAssemblyThatCouldChange@MonoManager@@AAE_NAAV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@Z
- ?IsTrustedToken@ScriptingManager@@@UAE_NABV?basic_string@DU?char_traits@D@std@@@V?stl_allocator@D\$0EC@0\$BA@@@@std@@@Z
- ?IsUnscaledTextureUploaded@Texture2D@@@UBE_NXZ
- ?IsUnscaledTextureUploaded@Texture@@@UBE_NXZ
- ?IsUsingExplicitLightProbeIndex@BaseRenderer@@@QBE_NXZ
- ?IsValid@?AnimationCurveTpl@M@@@QBE_NXZ
- ?IsValid@?AnimationCurveTpl@VQuaternionf@@@@QBE_NXZ
- ?IsValid@?AnimationCurveTpl@VVector3f@@@@QBE_NXZ



- ?IsValidClassID@Object@@SA_NH@Z
- ?IsValidToRender@Camera@@QBE_NXZ
- ?IsVersionSmallerOrEqual@ProxyTransfer@@QAE_NH@Z
- ?IsVersionSmallerOrEqual@SafeBinaryRead@@QAE_NH@Z
- ?IsVersionSmallerOrEqual@TransferBase@@QAE_NH@Z
- ?IsVisibleInScene@Renderer@@QBE_NXZ
- ?IsWorldPlaying@@YA_NXZ
- ?IsWriting@?\$StreamedBinaryWrite@\$0A@@@QAE_NXZ
- ?IsWriting@BlobWrite@@QAE_NXZ
- ?IsWriting@ReportScriptingObjectsTransfer@@QAE_NXZ
- ?IsWriting@TransferBase@@QAE_NXZ
- ?IsWritingGameReleaseData@BlobWrite@@QAE_NXZ
- ?IsWritingGameReleaseData@TransferBase@@QAE_NXZ
- ?IsWritingPPtr@BlobWrite@@QAE_NXZ
- ?IsWritingPPtr@RemapPPtrTransfer@@QAE_NXZ
- ?IsWritingPPtr@ReportScriptingObjectsTransfer@@QAE_NXZ
- ?IsWritingPPtr@TransferBase@@QAE_NXZ
- ?Join@PlatformThread@@@IAEXPBVThread@@@Z
- ?LateUpdate@Behaviour@@UAEXXZ
- ?LayerChanged@Renderer@@QAEXXZ
- ?LayerMaskChanged@Renderer@@IAEXXZ
- ?LinkBatchedJob@JobQueue@CAXPAVJobGroup@@0@Z
- ?Load@ModuleManager@@AAEXXZ
- ?LoadAssemblies@MonoManager@@AAE_NVdynamic_bitset@@@Z
- ?LoadRawTextureData@Texture2D@@QAE_NPBXI@Z
- ?LoadScene@RuntimeSceneManager@@@QAEPAVUnityScene@@@ABVUnityStr@@@0ABUUnityGUID@@@HW4LoadingMode@1@@@Z
- ?LoadSceneAsync@RuntimeSceneManager@@@QAEPAVAsyncOperation@@@ABVUnityStr@@@0ABUUnityGUID@@@HW4LoadingMode@1@_NAAPAVUnityScene@@@Z
- ?LoadSceneAsyncInto@RuntimeSceneManager@@@QAEPAVAsyncOperation@@@AAVUnityScene@@@ABVUnityStr@@@W4LoadingMode@1@_N@Z
- ?LocalSerializedObjectIdentifierToInstanceID@@YAXABULocalSerializedObjectIdentifier@@AAH@Z
- ?MainEnqueueAll@JobQueue@@AAEXPAVJobGroup@@0@Z
- ?MainThreadCleanup@Camera@@UAEXXZ
- ?MainThreadCleanup@GameManager@@UAEXXZ
- ?MainThreadCleanup@Material@@UAEXXZ
- ?MainThreadCleanup@Mesh@@UAEXXZ
- ?MainThreadCleanup@MonoManager@@UAEXXZ
- ?MainThreadCleanup@Object@@UAEXXZ
- ?MainThreadCleanup@RenderTexture@@UAEXXZ
- ?MainThreadCleanup@Renderer@@UAEXXZ
- ?MainThreadCleanup@SkinnedMeshRenderer@@MAEXXZ
- ?MainThreadCleanup@SparseTexture@@UAEXXZ
- ?MainThreadCleanup@Texture2D@@UAEXXZ
- ?MainThreadCleanup@Texture@@UAEXXZ
- ?MainThreadCleanup@Transform@@UAEXXZ
- ?MakeEditorValuesLookNice@Transform@@@QAEXXZ
- ?MarkActiveRecursively@GameObject@@AAEX_N@Z
- ?MarkDependencies@EditorExtension@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkDependencies@Material@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkDependencies@MeshFilter@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkDependencies@Renderer@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkDependencies@Transform@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkDeprecated@Object@@KAXH@Z
- ?MarkDynamic@Mesh@@@QAEXXZ
- ?MarkGameObjectAndComponentDependencies@Component@Unity@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkGameObjectAndComponentDependencies@GameObject@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkGameObjectAndComponentDependencies@NamedObject@@@QBEXAAUGarbageCollectorThreadState@@@Z
- ?MarkRestoreExpected@RenderTexture@@QAEXXZ
- ?MatrixToQuaternion@@@YAXABVMatrix3x3f@@AAVQuaternionf@@@Z
- ?MatrixToQuaternion@@@YAXABVMMatrix4x4f@@AAVQuaternionf@@@Z
- ?MergeScenes@RuntimeSceneManager@@@UAEXAAVUnityScene@@@0@Z
- ?MightContainPPtr@?\$AnimationCurveTpl@M@@@SA_NXZ
- ?MightContainPPtr@?\$AnimationCurveTpl@VQuaternionf@@@@SA_NXZ
- ?MightContainPPtr@?\$AnimationCurveTpl@VVector3f@@@@SA_NXZ
- ?MightContainPPtr@?\$RectT@M@@@SA_NXZ
- ?MightContainPPtr@Behaviour@@@SA_NXZ
- ?MightContainPPtr@Camera@@@SA_NXZ
- ?MightContainPPtr@Component@Unity@@@SA_NXZ
- ?MightContainPPtr@GameObject@@@SA_NXZ
- ?MightContainPPtr@GlobalGameManager@@@SA_NXZ
- ?MightContainPPtr@LevelGameManager@@@SA_NXZ
- ?MightContainPPtr@Material@@@SA_NXZ
- ?MightContainPPtr@Matrix3x3f@@@SA_NXZ
- ?MightContainPPtr@Matrix4x4f@@@SA_NXZ
- ?MightContainPPtr@Mesh@@@SA_NXZ
- ?MightContainPPtr@MeshFilter@@@SA_NXZ
- ?MightContainPPtr@MonoManager@@@SA_NXZ
- ?MightContainPPtr@NamedObject@@@SA_NXZ
- ?MightContainPPtr@RenderSettings@@@SA_NXZ
- ?MightContainPPtr@RenderTexture@@@SA_NXZ
- ?MightContainPPtr@Renderer@@@SA_NXZ
- ?MightContainPPtr@ScriptMapper@@@SA_NXZ
- ?MightContainPPtr@SkinnedMeshRenderer@@@SA_NXZ
- ?MightContainPPtr@SparseTexture@@@SA_NXZ
- ?MightContainPPtr@Texture2D@@@SA_NXZ
- ?MightContainPPtr@Texture@@@SA_NXZ
- ?MightContainPPtr@Transform@@@SA_NXZ
- ?Move@?\$RectT@M@@@QAEXMM@Z
- ?MoveAfter@Transform@@@QAEXPBV1@@@Z
- ?MoveAfterInternal@Transform@@@QAEXPBV1@_N@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXAAUGarbageCollectorThreadState@@@@ZP6AXPBX0@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@ZP6AXPBX00H1@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXH@ZP6AXPBXH@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@@ZP6AXPBX01@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXI_K0@ZP6AXPBXI00@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@@ZP6AXPBX011@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXPAVCamera@@@@ZP6AXPBX0@Z@@@IAEXI@Z
- ?MoveForward@?\$CallbackArrayBase@P6AXPAVUnityScene@@@0@ZP6AXPBX00@Z@@@IAEXI@Z

?MoveForward@?CallbackArrayBase@P6AXPBUIndexList@@@PBURendererCullData@@@@@ZP6AXPBX01@Z@@@IAEXI@Z
 ?MoveForward@?CallbackArrayBase@P6AXXZP6AXPBX@Z@@@IAEXI@Z
 ?MoveForward@?CallbackArrayBase@P6AX_N@ZP6AXPBX0@Z@@@IAEXI@Z
 ?MoveForward@?CallbackArrayBase@P6GXW4UnityGfxDeviceEventType@@@@@ZP6GXPBX0@Z@@@IAEXI@Z
 ?MultiplyPoint3@Matrix3x3f@@@QBE?AVVector3f@@@ABV2@@@Z
 ?MultiplyPoint3@Matrix4x4f@@@QBE?AVVector3f@@@ABV2@@@Z
 ?MultiplyPoint3@Matrix4x4f@@@QBE?AVVector3f@@@AAV2@@@Z
 ?MultiplyPoint3Transpose@Matrix3x3f@@@QBE?AVVector3f@@@ABV2@@@Z
 ?MultiplyVector3@Matrix3x3f@@@QBE?AVVector3f@@@ABV2@@@Z
 ?MultiplyVector3@Matrix3x3f@@@QBE?AVVector3f@@@AAV2@@@Z
 ?MultiplyVector3@Matrix4x4f@@@QBE?AVVector3f@@@ABV2@@@Z
 ?MultiplyVector3@Matrix4x4f@@@QBE?AVVector3f@@@AAV2@@@Z
 ?MultiplyVector3Transpose@Matrix3x3f@@@QBE?AVVector3f@@@ABV2@@@Z
 ?MultiplyVector4@Matrix4x4f@@@QBE?AVVector4f@@@ABV2@@@Z
 ?MultiplyVector4@Matrix4x4f@@@QBE?AVVector4f@@@AAV2@@@Z
 ?NeedNonCriticalMetaFlags@ProxyTransfer@@@QAE_NXZ
 ?NeedsInstanceIDRemapping@BlobWrite@@@QAE_NXZ
 ?NeedsInstanceIDRemapping@SafeBinaryRead@@@QAE_NXZ
 ?NeedsInstanceIDRemapping@TransferBase@@@QAE_NXZ
 ?NeedsToUpdateTransformInfo@BaseRenderer@@@QBE_NXZ
 ?NetworkOnApplicationQuit@GameManager@@@UAEXXZ
 ?NetworkUpdate@GameManager@@@UAEXXZ
 ?NoTarget@BuildTargetSelection@@@SA?AU1@XZ
 ?NotifyObjectUsers@Mesh@@@AAEXABVMessageIdentifier@@@@@Z
 ?NotifySceneHandleChange@Renderer@@@QAEHX@Z
 ?NotifyScriptCacheRelease@ScriptingManager@@@QAEHX@Z
 ?OnAssetBoundsChange@IntermediateRenderer@@@UAEXXZ
 ?OnAssetDeleted@CanvasBatchIntermediateRenderer@@@UAEXXZ
 ?OnAssetDeleted@MeshIntermediateRenderer@@@UAEXXZ
 ?OnDidAddMesh@MeshFilter@@@QAEHXZ
 ?OnRenderSurfaceDestroyed@Camera@@@QAEXU?ObjectHandle@URenderSurface_Tag@@@@PAURenderSurfaceBase@@@@@PAVRenderTexture@@@@@Z
 ?OnRenderTextureDestroyed@Camera@@@QAEXPVAVRenderTexture@@@@@Z
 ?OnUpdateExtents@RenderTexture@@@@AAEX_N@Z
 ?OrthoNormalize@@@YAXAAVMatrix3x3f@@@@@Z
 ?OrthoNormalize@@@YAXPAVVector3f@@@@00@Z
 ?OrthoNormalize@@@YAXPAVVector3f@@@@0@Z
 ?OverrideRootTypeName@SafeBinaryRead@@@AAEXPBD@Z
 ?PRODUCE@Behaviour@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Camera@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Component@Unity@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@EditorExtension@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@GameManager@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@GameObject@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@GlobalGameManager@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@LevelGameManager@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Material@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Mesh@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@MeshFilter@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@MonoManager@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@NamedObject@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Object@@@KAPAV1@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@RenderSettings@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@RenderTexture@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Renderer@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@ScriptMapper@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@SkinnedMeshRenderer@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@SparseTexture@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Texture2D@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Texture@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PRODUCE@Transform@@@SAPAVObject@@@W4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?PackTextureAtlasSimple@@@YA_NPAVTexture2D@@@HHPAPAV1@PAV?\$RectT@M@@@@H_N3@Z
 ?PerspectiveMultiplyPoint3@Matrix4x4f@@@QBE_NABVVector3f@@@AAV2@@@Z
 ?PerspectiveMultiplyVector3@Matrix4x4f@@@QBE_NABVVector3f@@@AAV2@@@Z
 ?PlayerMainWndProc@@@YGJPAUHWND_@@@I@Z
 ?PlayerWinMain@@@YHAPAUHINSTANCE_@@@OPADH@Z
 ?Pop@JobQueue@@@AAEPAUJobInfo@@@UjobGroupID@@@@@Z
 ?PopMetaFlag@RemapPPtrTransfer@@@QAEHXZ
 ?PostInitializeClass@RenderSettings@@@SAXXZ
 ?PostInitializeClass@Renderer@@@SAXXZ
 ?PreallocateMemory@MemoryPool@@@QAEHX@Z
 ?PrepareCullingParameters@Camera@@@CAXABUCameraCullingParameters@@@@W4RenderingPath@@@@AAUCullResults@@@@@Z
 ?PrepareCullingParameters@RendererArrays@Camera@@@CAXABUCameraCullingParameters@@@@AAUCullResults@@@@@Z
 ?PrepareLODCullingData@Camera@@@CAXAAUCullResults@@@@PBV1@@@@@Z
 ?PrepareNewBootstrapScene@RuntimeSceneManager@@@QAEHXZ
 ?PrepareRenderEventCB@Camera@@@QAEXW4RenderCameraEventType@@@@AAUShaderPassContext@@@@AAVRenderNodeQueue@@@@@Z
 ?PrepareSceneCullingParameters@Camera@@@SAXABUCameraCullingParameters@@@@W4RenderingPath@@@@AAUCullResults@@@@@Z
 ?PrepareSkin@SkinnedMeshRenderer@@@QAEPAUSkinMeshInfo@@@@HPAVJobBatchDispatcher@@@@@Z
 ?PrepareSkinCommon@SkinnedMeshRenderer@@@QAEPAUSkinMeshInfo@@@@HPAVJobBatchDispatcher@@@@@Z
 ?PrepareSkinCustom@SkinnedMeshRenderer@@@QAEPAUSkinMeshInfo@@@@ABVMatrix4x4f@@@@@Z
 ?PrepareSkinGPU@SkinnedMeshRenderer@@@QAEPAUSkinMeshInfo@@@@HPAVJobBatchDispatcher@@@@@Z
 ?ProcessJobs@JobQueue@@@AAEXPAX@Z
 ?Produce@Object@@@SAPAV1@HHW4MemLabelIdentifier@@@W4ObjectCreationMode@@@@@Z
 ?Push@BlobWrite@@@AAEXIPBXI@Z
 ?PushMetaFlag@RemapPPtrTransfer@@@QAEXW4TransferMetaFlags@@@@@Z
 ?QuaternionToEuler@@@YA?AVVector3f@@@@ABVQuaternionf@@@@W4RotationOrder@math@@@@@Z
 ?QuaternionToMatrix@@@YAXABVQuaternionf@@@@AAVMatrix3x3f@@@@@Z
 ?QueryComponentExactTypeImplementation@GameObject@@@QBEPAVComponent@Unity@@@@H@Z
 ?QueryComponentImplementation@GameObject@@@QBEPAVComponent@Unity@@@@H@Z
 ?QueryComponentTransform@GameObject@@@QBEPAVTransform@@@@XZ
 ?QueryGpuSkinSourceBuffer@Mesh@@@QAEPAVGfxBuffer@@@@H@Z
 ?RaiseArgumentException@Scripting@@@YAXPBDZZ
 ?RaiseArgumentNullException@Scripting@@@YAXPBD@Z
 ?RaiseNullException@Scripting@@@YAXPBDZZ
 ?RaiseNullExceptionObject@Scripting@@@YAXPAUMonoObject@@@@@Z
 ?ReadDirect@@?StreamedBinaryRead@\$00@@@@QAEXPAXH@Z
 ?ReadDirect@@?StreamedBinaryRead@\$0A@@@@QAEXPAXH@Z

?Release@RenderTexture@@@QAEEXZ
 ?Release@Texture@@@QAEEXZ
 ?ReleaseAll@RenderTexture@@@SAXXZ
 ?ReleaseAllMaterialsPropertySheets@Material@@@SAXXZ
 ?ReloadAll@Texture@@@SAX_N00@Z
 ?ReloadAssembly@MonoManager@@@QAE?AW4AssemblyLoadFailure@1@XZ
 ?ReloadFromStorageIfNeeded@Texture@@@IAE_NPAX_N@Z
 ?ReloadToGfxDevice@Mesh@@@QAEEXZ
 ?ReloadToGfxDevice@SkinnedMeshRenderer@@@QAEEXZ
 ?RemoveAllCommandBuffers@Camera@@@QAEEXZ
 ?RemoveBehaviour@BaseBehaviourManager@@@QAEXAAV?ListNode@VBehaviour@@@@@Z
 ?RemoveBehavioursFromManager@MonoManager@@@CAXABU?dynamic_array@H\$03@@@@Z
 ?RemoveChannel@Mesh@@@QAEXW4ShaderChannel@@@@Z
 ?RemoveCommandBuffer@Camera@@@QAEXW4RenderCameraEventType@@@PAVRenderingCommandBuffer@@@@@Z
 ?RemoveCommandBuffers@Camera@@@QAEXW4RenderCameraEventType@@@@Z
 ?RemoveComponentAtIndex@GameObject@@@@QAEXH@Z
 ?RemoveComponentFromGameObjectInternal@GameObject@@@@SAXAAVComponent@Unity@@@@Z
 ?RemoveEvent@Object@@@@QAEXP6APAX0H@Z0@Z
 ?RemoveFromList@ListElement@@@@QAE_NXZ
 ?RemoveFromManager@Camera@@@@EAEXXZ
 ?RemoveFromParent@Transform@@@@QAEXW4RemoveParentFlags@1@@@@Z
 ?RemoveFromScene@Renderer@@@@MAEXXZ
 ?RemoveImageFilter@Camera@@@@QAEXABUImageFilter@@@@@Z
 ?RemoveIndex@UserList@@@@AAEXH@Z
 ?RemoveKeys@?AnimationCurveTpl@M@@@@QAEXPAU?KeyframeTpl@M@@@@0@Z
 ?RemoveKeys@?AnimationCurveTpl@VQuaternionf@@@@@QAEXPAU?KeyframeTpl@VQuaternionf@@@@@0@Z
 ?RemoveKeys@?AnimationCurveTpl@VVector3f@@@@@QAEXPAU?KeyframeTpl@VVector3f@@@@@0@Z
 ?RemoveScene@RuntimeSceneManager@@@@QAE_NPAUnityScene@@@@@Z
 ?Render@Camera@@@@QAEXAAUCullResults@@@@AAUShaderPassContext@@@@PBUCameraRenderingParams@@@@W4RenderFlag@1@@@@Z
 ?Render@Camera@@@@QAEXAAUCullResults@@@@AAUShaderPassContext@@@@W4RenderFlag@1@@@@Z
 ?RenderDepthNormalsTexture@Camera@@@@AAEXABUCullResults@@@@ABUSharedRendererScene@@@@AAUShaderPassContext@@@@_N@Z
 ?RenderDepthTexture@Camera@@@@AAEXABUCullResults@@@@ABUSharedRendererScene@@@@AAUShaderPassContext@@@@_N@Z
 ?RenderHaloAndLensFlare@Camera@@@@AAEXPBUcullResults@@@@AAUShaderPassContext@@@@ABVMatrix4x4f@@@@@Z
 ?RenderSkybox@Camera@@@@QAEEXZ
 ?RenderStereo@Camera@@@@QAEXW4RenderFlag@1@@@@Z
 ?RenderSubMesh@MeshIntermediateRenderer@@@@IAEXHABVChannelAssigns@@@@@Z
 ?RendererBecameInvisible@BaseRenderer@@@@UAEXXZ
 ?RendererBecameInvisible@Renderer@@@@UAEXXZ
 ?RendererBecameVisible@BaseRenderer@@@@UAEXXZ
 ?RendererBecameVisible@Renderer@@@@UAEXXZ
 ?RendererCullingCallback@BaseRenderer@@@@UAEXXZ
 ?ReportScriptingObject@ReportScriptingObjectsTransfer@@@@QAEXPAVGeneralMonoObject@@@@@Z
 ?Reserve@UserList@@@@QAEXI@Z
 ?Reset@?RectT@H@@@@QAEEXZ
 ?Reset@?RectT@M@@@@QAEEXZ
 ?Reset@Camera@@@@UAEXXZ
 ?Reset@GameObject@@@@UAEXXZ
 ?Reset@Material@@@@UAEXXZ
 ?Reset@MemoryPool@@@@AAEXXZ
 ?Reset@Object@@@@UAEXXZ
 ?Reset@RenderSettings@@@@UAEXXZ
 ?Reset@SkinnedMeshRenderer@@@@UAEXXZ
 ?Reset@Texture2D@@@@UAEXXZ
 ?Reset@Texture@@@@UAEXXZ
 ?Reset@Transform@@@@UAEXXZ
 ?ResetAllMaterialsCachedPasses@Material@@@@SAXXZ
 ?ResetAspect@Camera@@@@QAEEXZ
 ?ResetCullingMatrix@Camera@@@@QAEEXZ
 ?ResetFieldOfView@Camera@@@@QAEEXZ
 ?ResetProjectionMatrix@Camera@@@@QAEEXZ
 ?ResetReplacementShader@Camera@@@@QAEEXZ
 ?ResetStereoProjectionMatrices@Camera@@@@QAEEXZ
 ?ResetStereoViewMatrices@Camera@@@@QAEEXZ
 ?ResetWithShader@Material@@@@QAEXPAVShader@@@@@Z
 ?ResetWorldToCameraMatrix@Camera@@@@QAEEXZ
 ?Resize@Texture2D@@@@QAE_NHH@Z
 ?ResizeUninitialized@?AnimationCurveTpl@M@@@@QAEXH@Z
 ?ResizeUninitialized@?AnimationCurveTpl@VQuaternionf@@@@@QAEXH@Z
 ?ResizeUninitialized@?AnimationCurveTpl@VVector3f@@@@@QAEXH@Z
 ?ResizeVertices@Mesh@@@@QAEXI@Z
 ?ResizeVertices@Mesh@@@@QAEXIIIABUVertexChannelsLayout@@@@@Z
 ?ResizeVertices@Mesh@@@@QAEXIIIABUVertexChannelsLayout@@@@ABUVertexStreamsLayout@@@@@Z
 ?ResizeWithFormat@Texture2D@@@@QAE_NHHW4TextureFormat@@@@@W4EInitFlags@1@@@@@Z
 ?ResolveAntiAliasedSurface@RenderTexture@@@@QAEEXZ
 ?ResolveDependency@JobQueue@@@@AAEXPVJobGroup@@@@@Z
 ?RestoreMatrixState@Camera@@@@QAEXABUMatrixState@1@@@@Z
 ?Retain@Texture@@@@QAEEXZ
 ?RevertWeakHandle@Object@@@@QAE_NXZ
 ?RotateAround@Transform@@@@QAEXABVVector3f@@@@M@Z
 ?RotateAroundLocal@Transform@@@@QAEXABVVector3f@@@@M@Z
 ?Run@Thread@@@@QAEXP6APAXPAX@Z0H@Z
 ?RunThreadWrapper@Thread@@@@CGKPAX@Z
 ?SaveMatrixState@Camera@@@@QBEXAAUMatrixState@1@@@@Z
 ?Scale@?RectT@M@@@@QAEXMM@Z
 ?Scale@Matrix3x3f@@@@QAEAAV1@ABVVector3f@@@@@Z
 ?Scale@Matrix4x4f@@@@QAEAAV1@ABVVector3f@@@@@Z
 ?ScheduleDependencies@JobQueue@@@@AAEXPVJobGroup@@@@PAUJobInfo@@@@@1@Z
 ?ScheduleGroup@JobQueue@@@@QAE?AUJobGroupID@@@@PAVJobGroup@@@@@W4JobQueuePriority@1@@@@@Z
 ?ScheduleGroups@JobQueue@@@@QAE?PAVJobGroup@@@@@0@Z
 ?ScheduleJob@JobQueue@@@@QAE?AUJobGroupID@@@@P6AXPAX@Z0U2@W4JobQueuePriority@1@@@@@Z
 ?ScheduleJobsForEach@JobQueue@@@@QAE?AUJobGroupID@@@@P6AXPAX@Z0I6AX0@Z0U2@W4JobQueuePriority@1@@@@@Z
 ?ScreenPointToRay@Camera@@@@QB?AVRay@@@@ABVVector2f@@@@@Z
 ?ScreenToWorldPoint@Camera@@@@QB?AVVector3f@@@@ABV2@@@@@Z
 ?ScreenToWorldPoint@Camera@@@@QB?AVVector3f@@@@ABV2@@@@@Z
 ?ScriptingClassForClassID@ScriptingManager@@@@QAEPAUMonoClass@@@@H@Z
 ?ScriptingWrapperFor@Scripting@@@@YAPAU MonoObject@@@@PAVObject@@@@@Z



- 7SendMessageA@Component@Unity@@@QAEABVMessageIdentifier@@@Z
- 7SendMessageA@UserList@@@QAEABVMessageIdentifier@@@Z
- 7SendMessageA@UserList@@@QAEABVMessageIdentifier@@@AAUMessageData@@@Z
- 7SendMessageAny@Component@Unity@@@QAEABVMessageIdentifier@@@AAUMessageData@@@Z
- 7SendMessageAny@GameObject@@@QAEABVMessageIdentifier@@@AAUMessageData@@@Z
- 7SendTransformChanged@Transform@@@QAEHX@Z
- 7SendTransformChangedToModifiedTransforms@Transform@@@QAEXXZ
- 7SendTransformParentingMessages@Transform@@@QAEHX@Z
- 7Set@?RectT@H@@@QAEHHHH@Z
- 7Set@?RectT@M@@@QAEHMMM@Z
- 7SetActive@RenderTexture@@@SAXPAV1@HW4CubemapFace@@@HI@Z
- 7SetActive@RenderTexture@@@SA_NABUGfxRenderTargetSetup@@@PAPAV1@I@Z
- 7SetActive@RenderTexture@@@SA_NHPAU?ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@U2@PAPAV1@HW4CubemapFace@@@HI@Z
- 7SetActiveBitInternal@GameObject@@@QAEX_N@Z
- 7SetActiveRecursivelyDeprecated@GameObject@@@QAEX_N@Z
- 7SetActiveScene@RuntimeSceneManager@@@QAE_NAAVUnityScene@@@Z
- 7SetAllocateMemoryAutomatically@MemoryPool@@@QAEX_N@Z
- 7SetAllowNameConversions@SafeBinaryRead@@@QAEXPBVAAllowNameConversions@@@Z
- 7SetAllowVerticalFlip@RenderTexture@@@QAEX_N@Z
- 7SetAmbientEquatorColor@RenderSettings@@@QAEABVColorRGBAf@@@Z
- 7SetAmbientGroundColor@RenderSettings@@@QAEABVColorRGBAf@@@Z
- 7SetAmbientIntensity@RenderSettings@@@QAEXM@Z
- 7SetAmbientLightOld@RenderSettings@@@QAEABVColorRGBAf@@@Z
- 7SetAmbientMode@RenderSettings@@@QAEXW4AmbientMode@1@@@Z
- 7SetAmbientProbe@RenderSettings@@@QAEABUSphericalHarmonicsL2@@@Z
- 7SetAmbientSkyColor@RenderSettings@@@QAEABVColorRGBAf@@@Z
- 7SetAnisoLevel@Texture@@@QAEHX@Z
- 7SetAnisoLimit@Texture@@@SAXW4AnisotropicFiltering@1@@@Z
- 7SetAntiAliasing@RenderTexture@@@QAEHX@Z
- 7SetAsFirstSibling@Transform@@@QAEXXZ
- 7SetAsLastSibling@Transform@@@QAEXXZ
- 7SetAspect@Camera@@@QAEXM@Z
- 7SetAwakeCalledInternal@Object@@@QAEXXZ
- 7SetAwakeDidLoadThreadedCalledInternal@Object@@@QAEXXZ
- 7SetAxis@Matrix4x4f@@@QAEHXABVVector3f@@@Z
- 7SetAxisAngle@Matrix3x3f@@@QAEAAV1@ABVVector3f@@@M@Z
- 7SetAxisX@Matrix4x4f@@@QAEABVVector3f@@@Z
- 7SetAxisY@Matrix4x4f@@@QAEABVVector3f@@@Z
- 7SetAxisZ@Matrix4x4f@@@QAEABVVector3f@@@Z
- 7SetBackbufferActive@RenderTexture@@@SAXXZ
- 7SetBackgroundColor@Camera@@@QAEABVColorRGBAf@@@Z
- 7SetBasis@Matrix3x3f@@@QAEAAV1@ABVVector3f@@@00@Z
- 7SetBasis@Matrix4x4f@@@QAEAAV1@ABVVector3f@@@00@Z
- 7SetBasisTransposed@Matrix3x3f@@@QAEAAV1@ABVVector3f@@@00@Z
- 7SetBasisTransposed@Matrix4x4f@@@QAEAAV1@ABVVector3f@@@00@Z
- 7SetBindposes@Mesh@@@QAEXPBVMatrix4x4f@@@H@Z
- 7SetBlendShapeWeight@SkinnedMeshRenderer@@@QAEXIM@Z
- 7SetBoneWeights@Mesh@@@QAE_NPBUBoneInfluence@@@H@Z
- 7SetBones@SkinnedMeshRenderer@@@QAEABU?dynamic_array@V?\$PPtr@VTransform@@@@@03@@@Z
- 7SetBottom@?RectT@H@@@QAEHX@Z
- 7SetBottom@?RectT@M@@@QAEXM@Z
- 7SetBounds@Mesh@@@QAEABVAABB@@@Z
- 7SetBounds@Mesh@@@QAEIABVAABB@@@Z
- 7SetCachedPtrOnScriptingWrapper@Scripting@@@YAXPAUMonoObject@@@PAVObject@@@Z
- 7SetCachedScriptingObject@Object@@@UAEPAUMonoObject@@@Z
- 7SetCameraShaderProps@Camera@@@AAEXAAUShaderPassContext@@@ABUCameraRenderingParams@@@Z
- 7SetCameraType@Camera@@@QAEXW4CameraType@@@Z
- 7SetChannelsDirty@Mesh@@@QAEX_N@Z
- 7SetClearFlags@Camera@@@QAEHX@Z
- 7SetClearStencilAfterLightingPass@Camera@@@QAEX_N@Z
- 7SetCloth@SkinnedMeshRenderer@@@QAEPAVCloth@Unity@@@Z
- 7SetColor@Material@@@QAEXUFastPropertyName@ShaderLab@@@ABVColorRGBAf@@@Z
- 7SetColorArray@Material@@@QAEXUFastPropertyName@ShaderLab@@@PBVColorRGBAf@@@I@Z
- 7SetColorFormat@RenderTexture@@@QAEXW4RenderTextureFormat@@@Z
- 7SetColorIndexed@Material@@@QAEXUFastPropertyName@ShaderLab@@@HM@Z
- 7SetColors@Mesh@@@QAEXPBVColorRGB32@@@I@Z
- 7SetColors@Mesh@@@QAEXPBVColorRGBAf@@@I@Z
- 7SetColumn@Matrix4x4f@@@QAEHXABVVector4f@@@Z
- 7SetComponentAtIndexInternal@GameObject@@@QAEXV?PPtr@VComponent@Unity@@@H@Z
- 7SetComputeBuffer@Material@@@QAEXUFastPropertyName@ShaderLab@@@UComputeBufferID@@@Z
- 7SetCreatedFromScript@RenderTexture@@@QAEX_N@Z
- 7SetCullingMask@Camera@@@QAEXI@Z
- 7SetCullingMatrix@Camera@@@QAEABVMatrix4x4f@@@Z
- 7SetCurrentMemoryOwner@@@YA?AW4MemLabelIdentifier@@@W41@@@Z
- 7SetCurrentTargetTexture@Camera@@@QAEPAVRenderTexture@@@Z
- 7SetCurrentThreadProcessor@Thread@@@SAXH@Z
- 7SetCustomReflection@RenderSettings@@@QAEPAVCubemap@@@Z
- 7SetCustomRenderQueue@Material@@@QAEHX@Z
- 7SetDefaultReflectionMode@RenderSettings@@@QAEXW4DefaultReflectionMode@1@@@Z
- 7SetDefaultReflectionResolution@RenderSettings@@@QAEHX@Z
- 7SetDepth@Camera@@@QAEXM@Z
- 7SetDepthFormat@RenderTexture@@@QAEXW4DepthBufferFormat@@@Z
- 7SetDepthTextureMode@Camera@@@QAEXI@Z
- 7SetDimension@RenderTexture@@@QAEXW4TextureDimension@@@Z
- 7SetDirty@Object@@@QAEXXZ
- 7SetDirtyAndSendTransformChanged@Transform@@@QAEHX@Z
- 7SetDisableImmediateDestruction@@@YAX_N@Z
- 7SetEnableRandomWrite@RenderTexture@@@QAEX_N@Z
- 7SetEnabled@Behaviour@@@QAEX_N@Z
- 7SetEnabled@Renderer@@@QAEX_N@Z
- 7SetEventMask@Camera@@@QAEXI@Z
- 7SetFar@Camera@@@QAEXM@Z
- 7SetFilterMode@Texture@@@QAEHX@Z
- 7SetFlareFadeSpeed@RenderSettings@@@QAEXM@Z
- 7SetFlareStrength@RenderSettings@@@QAEXM@Z
- 7SetFloat@Material@@@QAEXUFastPropertyName@ShaderLab@@@M@Z



- ?SetFloatArray@Material@@QAEXUFastPropertyName@ShaderLab@@@PBMI@Z
- ?SetFogColor@RenderSettings@@QAEXABVColorRGBAF@@@Z
- ?SetFogDensity@RenderSettings@@QAEXM@Z
- ?SetFogMode@RenderSettings@@QAEXW4FogMode@@@Z
- ?SetFov@Camera@@QAEXM@Z
- ?SetFromToRotation@Matrix3x3f@@QAEAAV1@ABVVector3f@@@0@Z
- ?SetFromToRotation@Matrix4x4f@@QAEAAV1@ABVVector3f@@@0@Z
- ?SetFrustum@Matrix4x4f@@QAEAAV1@MMMMMM@Z
- ?SetGameObjectInternal@Component@Unity@@QAEXPVGameobject@@@Z
- ?SetGenerateIDFunc@RemapPPtrTransfer@@QAEXPVGenerateIDFunc@@@Z
- ?SetGenerateMips@RenderTexture@@QAEX_N@Z
- ?SetGeneratedSkyboxReflection@RenderSettings@@QAEXPVCubemap@@@Z
- ?SetGlobalAnisoLimits@Texture@@SAXHH@Z
- ?SetGlobalIlluminationFlags@Material@@QAEXW4MaterialGlobalIlluminationFlags@@@Z
- ?SetGlobalLayeringData@BaseRenderer@@QAEXUGlobalLayeringData@@@Z
- ?SetGlobalProperty@RenderTexture@@QAEXABUFastPropertyName@ShaderLab@@AAUShaderPassContext@@@Z
- ?SetHDR@Camera@@QAEX_N@Z
- ?SetHaloStrength@RenderSettings@@QAEXM@Z
- ?SetHasChangedDeprecated@Transform@@QAEX_N@Z
- ?SetHeight@RenderTexture@@QAEXH@Z
- ?SetHideFlags@GameObject@@UAEXH@Z
- ?SetHideFlags@Object@@UAEXH@Z
- ?SetHideFlagsObjectOnly@Object@@QAEXH@Z
- ?SetHideFromRuntimeStats@Mesh@@QAEX_N@Z
- ?SetHierarchyCapacity@Transform@@QAEXI@Z
- ?SetAnimation@@YAXPAVIAAnimation@@@Z
- ?SetAnimationStateNetworkProvider@@YAXPAVIAAnimationStateNetworkProvider@@@Z
- ?SetApplication@@YAXPAVIAApplication@@@Z
- ?SetAudio@@YAXPAVIAudio@@@Z
- ?SetClusterRenderer@@YAXPAVIClusterRenderer@@@Z
- ?SetEnlighten@@YAXPAVIEnlighten@@@Z
- ?SetIMGUI@@YAXPAVIIMGUI@@@Z
- ?SetNetwork@@YAXPAVINetwork@@@Z
- ?SetPhysics@@YAXPAVIPhysics@@@Z
- ?SetTerrainManager@@YAXPAVITerrainManager@@@Z
- ?SetTerrainPhysics@@YAXPAVITerrainPhysics@@@Z
- ?SetUmbral@@YAXPAVIUmbral@@@Z
- ?SetVRDevice@@YAXPAVIVRDevice@@@Z
- ?SetIdentity@Matrix3x3f@@QAEAAV1@XZ
- ?SetIdentity@Matrix4x4f@@QAEAAV1@XZ
- ?SetIndexData@Mesh@@AAEXHHPBW4GfxPrimitiveType@@@H@Z
- ?SetIndices@Mesh@@QAE_NPBGIW4GfxPrimitiveType@@@_N@Z
- ?SetIndices@Mesh@@QAE_NPBGIW4GfxPrimitiveType@@@_N@Z
- ?SetIndicesComplex@Mesh@@QAE_NPBXIIW4GfxPrimitiveType@@@H@Z
- ?SetInstanceID@Object@@AAEXH@Z
- ?SetInstantiatedMesh@MeshFilter@@QAEXPVMesh@@@Z
- ?SetIsPersistent@Object@@AAEX_N@Z
- ?SetIsReadable@Mesh@@QAEX_N@Z
- ?SetIsReadable@Texture2D@@QAEX_N@Z
- ?SetIsStaticDeprecated@GameObject@@QAEX_N@Z
- ?SetIsUnreloadable@Texture2D@@QAEX_N@Z
- ?SetKeepIndices@Mesh@@QAEX_N@Z
- ?SetKeepVertices@Mesh@@QAEX_N@Z
- ?SetLODGroup@Renderer@@QAEXPVLODGroup@@@Z
- ?SetLayer@GameObject@@QAEXH@Z
- ?SetLayerCullDistances@Camera@@QAEXPAM@Z
- ?SetLayerCullSpherical@Camera@@QAEX_N@Z
- ?SetLeft@?RectT@M@@QAEXM@Z
- ?SetLightProbeProxyVolumeOverride@BaseRenderer@@QAEXABV?PPtr@VGameobject@@@@@@Z
- ?SetLightProbeUsage@BaseRenderer@@QAEXW4LightProbeUsage@@@Z
- ?SetLightProbeUsage@Renderer@@QAEXW4LightProbeUsage@@@Z
- ?SetLightmapIndexInt@Renderer@@QAEXHW4LightmapType@@@Z
- ?SetLightmapIndexIntNoDirty@BaseRenderer@@QAEXHW4LightmapType@@@Z
- ?SetLightmapIndices@BaseRenderer@@QAEXULightmapIndices@@@Z
- ?SetLightmapST@Renderer@@QAEXABVVector4f@@W4lightmapType@@@Z
- ?SetLightmapSTNoDirty@BaseRenderer@@QAEXABVVector4f@@W4LightmapType@@@Z
- ?SetLinearFogEnd@RenderSettings@@QAEXM@Z
- ?SetLinearFogStart@RenderSettings@@QAEXM@Z
- ?SetList@ListElement@@AAEXPAX@Z
- ?SetLocalAABB@Mesh@@QAEXABVAABB@@@Z
- ?SetLocalAABB@SkinnedMeshRenderer@@QAEXABVAABB@@@Z
- ?SetLocalEulerAngles@Transform@@QAEXABVVector3f@@W4RotationOrder@math@@@Z
- ?SetLocalPosition@Transform@@QAEXABVVector3f@@@Z
- ?SetLocalPositionWithoutNotification@Transform@@QAEXABU_float3@math@@@Z
- ?SetLocalRotation@Transform@@QAEXABVQuaternionf@@@Z
- ?SetLocalRotationWithoutNotification@Transform@@QAEXABU_float4@math@@@Z
- ?SetLocalScale@Transform@@QAEXABVVector3f@@@Z
- ?SetLocalScaleWithoutNotification@Transform@@QAEXABU_float3@math@@@Z
- ?SetLocalTRS@Transform@@QAEXABVVector3f@@ABVQuaternionf@@@0@Z
- ?SetMasterTextureLimit@Texture@@SAX_H_N@Z
- ?SetMaterial@Renderer@@QAEXV?PPtr@VMaterial@@@@@@H@Z
- ?SetMaterialArray@Renderer@@QAEXABU?dynamic_array@V?PPtr@VMaterial@@@@@@03@@@ABU?dynamic_array@I03@@@Z
- ?SetMaterialCount@Renderer@@QAEXH@Z
- ?SetMatrix@Material@@QAEXUFastPropertyName@ShaderLab@@ABVMatrix4x4f@@@Z
- ?SetMatrixArray@Material@@QAEXUFastPropertyName@ShaderLab@@PBVMatrix4x4f@@@I@Z
- ?SetMemoryLabel@TransferBase@@QAEXW4MemLabelIdentifier@@@Z
- ?SetMesh@SkinnedMeshRenderer@@QAEXPVMesh@@@Z
- ?SetMeshCompression@Mesh@@QAEXE@Z
- ?SetMipMap@RenderTexture@@QAEX_N@Z
- ?SetMipMapBias@Texture@@QAEXM@Z
- ?SetMipMapBiasNoDirty@Texture@@QAEXM@Z
- ?SetMotionVectors@Renderer@@QAEX_N@Z
- ?SetName@Component@Unity@@UAEXPBD@Z
- ?SetName@GameObject@@UAEXPBD@Z
- ?SetName@NamedObject@@UAEXPBD@Z
- ?SetName@Object@@UAEXPBD@Z

?SetName@Thread@@QAEXPBD@Z
 ?SetNameCpp@Object@@QAEABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@Z
 ?SetNear@Camera@@QAXM@Z
 ?SetNonJitteredProjectionMatrix@Camera@@QAEABVMMatrix4x4f@@@@Z
 ?SetNormalizedViewportRect@Camera@@QAEABV?\$RectT@M@@@@Z
 ?SetNormals@Mesh@@QAEXPBVector3f@@@@Z
 ?SetOpaqueSortMode@Camera@@QAEW4OpaqueSortMode@1@@Z
 ?SetOrtho@Matrix4x4f@@QAEAAV1@MMMMMM@Z
 ?SetOrthographic@Camera@@QAE_N@Z
 ?SetOrthographicSize@Camera@@QAXM@Z
 ?SetOverrideTag@Material@@QAEABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@Z
 ?SetOverrideTag@Material@@QAEHH@Z
 ?SetParent@Transform@@QAE_NPAV1@W4SetParentOption@1@@Z
 ?SetPassFast@Material@@QAEPBVChannelAssigns@@@PAVPass@ShaderLab@@AAUShaderPassContext@@PAVShader@@@H_N@Z
 ?SetPassSlow@Material@@QAEPBVChannelAssigns@@@HAAUShaderPassContext@@@H_N@Z
 ?SetPerspective@Matrix4x4f@@QAEAAV1@MMMMMM@Z
 ?SetPerspective@Matrix4x4f@@QAEAAV1@MMMMMM@Z
 ?SetPerspectiveCotan@Matrix4x4f@@QAEAAV1@MMM@Z
 ?SetPixel@Texture2D@@QAEHHHABVColorRGBAf@@@@Z
 ?SetPixels32@Texture2D@@QAEHHHHHPBVColorRGB32@@@@Z
 ?SetPixels32@Texture2D@@QAEHHPBVColorRGB32@@@H@Z
 ?SetPixels@Texture2D@@QAEHHHHHPBVColorRGBAf@@HH@Z
 ?SetPosition@Matrix4x4f@@QAEABVVector3f@@@@Z
 ?SetPosition@Transform@@QAEABVVector3f@@@@Z
 ?SetPositionAndOrthoNormalBasis@Matrix4x4f@@QAEAAV1@ABVVector3f@@000@Z
 ?SetPositionAndRotation@Transform@@QAEABVVector3f@@@ABVQuaternion@@@@Z
 ?SetPositionAndRotationWithoutNotification@Transform@@QAEABVVector3f@@@ABVQuaternion@@@@Z
 ?SetPositionWithLocalOffset@Transform@@QAEABVVector3f@@@0@Z
 ?SetPositionWithoutNotification@Transform@@QAEABVVector3f@@@@Z
 ?SetPostInfinity@?\$AnimationCurveTpl@M@@QAEHX@Z
 ?SetPostInfinity@?\$AnimationCurveTpl@VQuaternion@@@@@QAEHX@Z
 ?SetPostInfinity@?\$AnimationCurveTpl@VVector3f@@@@@QAEHX@Z
 ?SetPostInfinityInternal@?\$AnimationCurveTpl@VQuaternion@@@@@QAEHX@Z
 ?SetPreInfinity@?\$AnimationCurveTpl@M@@QAEHX@Z
 ?SetPreInfinity@?\$AnimationCurveTpl@VQuaternion@@@@@QAEHX@Z
 ?SetPreInfinity@?\$AnimationCurveTpl@VVector3f@@@@@QAEHX@Z
 ?SetPreInfinityInternal@?\$AnimationCurveTpl@VQuaternion@@@@@QAEHX@Z
 ?SetPriority@Thread@@QAEW4ThreadPriority@@@@Z
 ?SetProbeAnchor@BaseRenderer@@QAEABV?\$PPtr@VTransform@@@@@Z
 ?SetProbeAnchor@Renderer@@QAEABV?\$PPtr@VTransform@@@@@Z
 ?SetProjectionMatrix@Camera@@QAEABVMMatrix4x4f@@@@Z
 ?SetQuality@SkinnedMeshRenderer@@QAEHX@Z
 ?SetRaycastInterface@@YAXPAVIRaycast@@@@Z
 ?SetReceiveShadows@Renderer@@QAE_N@Z
 ?SetReduceCopy@BlobWrite@@QAE_N@Z
 ?SetReflectionBounces@RenderSettings@@QAEHX@Z
 ?SetReflectionIntensity@RenderSettings@@QAXM@Z
 ?SetReflectionProbeUsage@BaseRenderer@@QAEW4ReflectionProbeUsage@@@@Z
 ?SetReflectionProbeUsage@Renderer@@QAEW4ReflectionProbeUsage@@@@Z
 ?SetRenderingPath@Camera@@QAEHX@Z
 ?SetReplacementShader@Camera@@QAEPAVShader@@ABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@Z
 ?SetResetCalledInternal@Object@@QAEXXZ
 ?SetRight@?\$RectT@H@@QAEHX@Z
 ?SetRight@?\$RectT@M@@QAXM@Z
 ?SetRootBone@SkinnedMeshRenderer@@QAEPAVTransform@@@@Z
 ?SetRootBonePathHash@Mesh@@QAEXI@Z
 ?SetRotation@Transform@@QAEABVQuaternion@@@@Z
 ?SetRotationOrder@?\$AnimationCurveTpl@M@@QAEW4RotationOrder@math@@@@Z
 ?SetRotationOrder@?\$AnimationCurveTpl@VQuaternion@@@@@QAEW4RotationOrder@math@@@@Z
 ?SetRotationOrder@?\$AnimationCurveTpl@VVector3f@@@@@QAEW4RotationOrder@math@@@@Z
 ?SetRotationWithoutNotification@Transform@@QAEABVQuaternion@@@@Z
 ?SetRow@Matrix4x4f@@QAEHABVVector4f@@@@Z
 ?SetSRGBReadWrite@RenderTexture@@QAE_N@Z
 ?SetSampleOnlyDepth@RenderTexture@@QAE_N@Z
 ?SetScale@Matrix3x3f@@QAEAAV1@ABVVector3f@@@@Z
 ?SetScale@Matrix4x4f@@QAEAAV1@ABVVector3f@@@@Z
 ?SetScreenViewportRect@Camera@@QAEABV?\$RectT@M@@@@Z
 ?SetScriptingObject@ProxyTransfer@@QAEPAHX@Z
 ?SetSecurityPolicyAllowAccess@Texture2D@@QAE_N@Z
 ?SetSeed@Rand@@QAEXI@Z
 ?SetSelfActive@GameObject@@QAE_N@Z
 ?SetShader@Material@@QAEPAVShader@@@@Z
 ?SetShaderKeywordNames@Material@@QAEABV?\$vector@V?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@V?\$allocator@V?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@2@@@@@Z
 ?SetShaderKeywords@Material@@QAEABUShaderKeywordSet@@@@Z
 ?SetShaderKeywords@Material@@QAEABVUnityStr@@@@Z
 ?SetShadowCastingMode@Renderer@@QAEW4ShadowCastingMode@@@@Z
 ?SetShadowSamplingMode@RenderTexture@@QAEW4ShadowSamplingMode@@@@Z
 ?SetSharedMesh@MeshFilter@@QAEV?\$PPtr@VMesh@@@@@Z
 ?SetSiblingIndex@Transform@@QAEHX@Z
 ?SetSiblingIndexInternal@Transform@@QAEH_N@Z
 ?SetSkinnedMeshMotionVectors@SkinnedMeshRenderer@@QAE_N@Z
 ?SetSkyboxMaterial@RenderSettings@@QAEPAVMaterial@@@@Z
 ?SetSortingLayerID@Renderer@@QAEHX@Z
 ?SetSortingLayerName@Renderer@@QAEABV?\$basic_string@DU?\$char_traits@D@std@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@Z
 ?SetSortingOrder@Renderer@@QAEFX@Z
 ?SetState@Rand@@QAEURandState@@@@Z
 ?SetStaticBatchRoot@Renderer@@QAEV?\$PPtr@VTransform@@@@@Z
 ?SetStereoConvergence@Camera@@QAXM@Z
 ?SetStereoMirrorMode@Camera@@QAE_N@Z
 ?SetStereoProjectionMatrix@Camera@@QAEW4StereoscopicEye@@ABVMMatrix4x4f@@@@Z
 ?SetStereoSeparation@Camera@@QAXM@Z
 ?SetStereoTargetEye@Camera@@QAEW4TargetEyeMask@@@@Z
 ?SetStereoViewMatrix@Camera@@QAEW4StereoscopicEye@@ABVMMatrix4x4f@@@@Z
 ?SetStoredColorSpace@Texture@@QAEW4TextureColorSpace@@@@Z
 ?SetStoredColorSpaceNoDirtyNoApply@Texture@@QAEW4TextureColorSpace@@@@Z



- 7SetSubMeshCount@Mesh@@@QAEXI_N@Z
- 7SetSubsetIndex@Renderer@@@UAEXHH@Z
- 7SetSupportedMessagesDirty@GameObject@@@QAEXXZ
- 7SetTR@Matrix4x4f@@@QAEXABVVector3f@@@ABVQuaternionf@@@Z
- 7SetTRInverse@Matrix4x4f@@@QAEXABVVector3f@@@ABVQuaternionf@@@Z
- 7SetTRS@Matrix4x4f@@@QAEXABVVector3f@@@ABVQuaternionf@@@Q@Z
- 7SetTag@GameObject@@@QAEXI@Z
- 7SetTangents@Mesh@@@QAEXPBVVector4f@@@I@Z
- 7SetTargetBuffers@Camera@@@QAEXHPAU7\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@U2@PAPAVRenderTexture@@@Z
- 7SetTargetBuffersScript@Camera@@@QAEXHPBUCScriptingRenderBuffer@@@PAU2@@@Z
- 7SetTargetDisplay@Camera@@@QAEXH@Z
- 7SetTargetTexture@Camera@@@QAEXPAVRenderTexture@@@Z
- 7SetTargetTextureBuffers@Camera@@@QAEXPAVRenderTexture@@@HPAU7\$ObjectHandle@URenderSurface_Tag@@@PAURenderSurfaceBase@@@U3@PAPAV2@@@Z
- 7SetTempAllocatorSize@Thread@@@QAEXI@Z
- 7SetTemporaryFlags@Object@@@QAEXH@Z
- 7SetTemporarySettings@Camera@@@QAEXABUCameraTemporarySettings@@@Z
- 7SetTexelSize@Texture@@@QAEXMM@Z
- 7SetTexture@Material@@@QAEXUFastPropertyName@ShaderLab@@@PAVTexture@@@Z
- 7SetTextureScaleAndOffset@Material@@@QAEXUFastPropertyName@ShaderLab@@@ABVVector2f@@@1@Z
- 7SetTextureScaleAndOffsetIndexed@Material@@@QAEXUFastPropertyName@ShaderLab@@@HM@Z
- 7SetThreadPriority@JobQueue@@@QAEXH@Z
- 7SetTop@7\$RectT@M@@@QAEXM@Z
- 7SetTranslate@Matrix4x4f@@@QAEAAV1@ABVVector3f@@@Z
- 7SetTransparencySortMode@Camera@@@QAEXW4TransparencySortMode@1@Z
- 7SetUpdateWhenOffscreen@SkinnedMeshRenderer@@@QAEX_N@Z
- 7SetUsageMode@Texture@@@QAEXW4TextureUsageMode@@@Z
- 7SetUsageModeNoDirtyNoApply@Texture@@@QAEXW4TextureUsageMode@@@Z
- 7SetUseFog@RenderSettings@@@QAEX_N@Z
- 7SetUseFogNoDirty@RenderSettings@@@QAEX_N@Z
- 7SetUseOcclusionCulling@Camera@@@QAEX_N@Z
- 7SetUserData@TransferBase@@@QAEXPAX@Z
- 7SetUv@Mesh@@@QAEXHPBMII@Z
- 7SetUv@Mesh@@@QAEXHPBVVector2f@@@I@Z
- 7SetVRUsage@RenderTexture@@@QAEXW4VRUsage@@@Z
- 7SetVertexArray@Material@@@QAEXUFastPropertyName@ShaderLab@@@PBVVector4f@@@I@Z
- 7SetVersion@ProxyTransfer@@@QAEXH@Z
- 7SetVersion@SafeBinaryRead@@@QAEXH@Z
- 7SetVersion@TransferBase@@@QAEXH@Z
- 7SetVertexColorsSwizzled@Mesh@@@QAEX_N@Z
- 7SetVertexData@Mesh@@@QAEXPBIIIH@Z
- 7SetVertices@Mesh@@@QAEXPBVVector3f@@@I@Z
- 7SetVisible@Renderer@@@QAEX_N@Z
- 7SetVolumeDepth@RenderTexture@@@QAEXH@Z
- 7SetWidth@RenderTexture@@@QAEXH@Z
- 7SetWorldToCameraMatrix@Camera@@@QAEXABVMatrix4x4f@@@Z
- 7SetWrapMode@Texture@@@QAEXH@Z
- 7SetZero@Matrix3x3f@@@QAEAAV1@XZ
- 7Setup@SkinnedMeshRenderer@@@QAEXPVMesh@@@ABU7\$dynamic_array@V7\$PPtr@VTransform@@@U03@@@Z
- 7SetupAmbient@RenderSettings@@@QBEXXZ
- 7SetupRender@Camera@@@QAEXAAUShaderPassContext@@@ABUCameraRenderingParams@@@W4RenderFlag@1@Z
- 7SetupRender@Camera@@@QAEXAAUShaderPassContext@@@W4RenderFlag@1@Z
- 7SetupSortingOverride@Renderer@@@QAEXXZ
- 7SetupWeakHandle@Object@@@QAEXXZ
- 7ShaderHasErrors@Material@@@QBE_NXZ
- 7ShouldBelInScene@Renderer@@@IBE_NXZ
- 7ShouldIgnoreInGarbageDependencyTracking@Mesh@@@UAE_NXZ
- 7ShouldIgnoreInGarbageDependencyTracking@Object@@@UAE_NXZ
- 7ShouldIgnoreInGarbageDependencyTracking@Texture@@@UAE_NXZ
- 7ShouldRecalculateBoundingVolumeEveryFrame@SkinnedMeshRenderer@@@IAE_NXZ
- 7ShouldWriteForBuild@GameManager@@@UBE_NXZ
- 7Shutdown@JobQueue@@@QAEXW4ShutdownMode@1@Z
- 7SignalOnFinish@JobQueue@@@QAEXUJobGroupID@@@PAVSemaphore@@@_N@Z
- 7SignalQuit@Thread@@@QAEXXZ
- 7SkinMesh@SkinnedMeshRenderer@@@QAEXPAUSkinMeshInfo@@@_NAAVGfxDevice@@@PAUGeometryJobInstruction@@@AAH@Z
- 7SkinMeshImmediate@SkinnedMeshRenderer@@@QAE_NXZ
- 7Sleep@Thread@@@SAXN@Z
- 7Sleep@YA?AVQuaternion@@@ABV1@0M@Z
- 7SmartReset@Object@@@UAEXXZ
- 7SmartReset@Renderer@@@UAEXXZ
- 7SmartResetObject@@@YAXAAVObject@@@Z
- 7Sort@7\$AnimationCurveTpl@M@@@QAEXXZ
- 7StandAloneCull@Camera@@@QAEXPAVShader@@@ABV7\$basic_string@DU?7\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@50BA@@@std@@@AAUCullResults@@@Z
- 7StandAloneRender@Camera@@@QAEXW4RenderFlag@1@PAVShader@@@ABV7\$basic_string@DU?7\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@50BA@@@std@@@Z
- 7StandAloneRenderToCubemap@Camera@@@QAE_NPAVTexture@@@HP6AXPBUSceneNode@@@PBVAABB@@@AAUIndexList@@@PAX@Z4@Z
- 7StandAloneSetup@Camera@@@QAEXAAUShaderPassContext@@@Z
- 7StaticDestroy@CanvasBatchIntermediateRenderer@@@SAXPAX@Z
- 7StaticDestroy@MemoryPool@@@SAXPAX@Z
- 7StaticDestroy@MeshIntermediateRenderer@@@SAXPAX@Z
- 7StaticDestroy@Object@@@SAXXZ
- 7StaticInitialize@CanvasBatchIntermediateRenderer@@@SAXPAX@Z
- 7StaticInitialize@MemoryPool@@@SAXPAX@Z
- 7StaticInitialize@MeshIntermediateRenderer@@@SAXPAX@Z
- 7StaticInitialize@Object@@@SAXXZ
- 7Steal@JobQueue@@@AAEHPAVJobGroup@@@PAUJobInfo@@@HH_N@Z
- 7StringToClassID@Object@@@SA7AW4ClassIDType@@@ABV7\$basic_string@DU?7\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@50BA@@@std@@@Z
- 7StringToClassID@Object@@@SA7AW4ClassIDType@@@PBD@Z
- 7StringToClassIDCaseInsensitive@Object@@@SA7AW4ClassIDType@@@ABV7\$basic_string@DU?7\$char_traits@D@std@@@V7\$stl_allocator@D\$0EC@50BA@@@std@@@Z
- 7StripInvalidKeys@7\$AnimationCurveTpl@M@@@QAEXXZ
- 7StripInvalidKeys@7\$AnimationCurveTpl@VQuaternionf@@@QAEXXZ
- 7StripInvalidKeys@7\$AnimationCurveTpl@VVector3f@@@QAEXXZ
- 7Stripify@YA_NPBHAAV7\$vector@IV7\$stl_allocator@I\$00\$0BA@@@std@@@Z
- 7SupportedMessagesDidChange@Component@Unity@@@UAEXH@Z
- 7SupportedMessagesDidChange@Renderer@@@MAEXH@Z
- 7SupportedMessagesDidChange@Transform@@@UAEXH@Z
- 7SwapBlendShapeData@Mesh@@@QAEXAAUBlendShapeData@@@Z
- 7SwapComponents@GameObject@@@QAEXHH@Z

?SwizzleVertexColorsIfNeeded@Mesh@@@QAEX_N@Z
 ?TestHideFlag@Object@@@QBE_NH@Z
 ?TestHideFlagAny@Object@@@QBE_NH@Z
 ?TextureIDMapErase@Texture@@@KXUTextureID@@@Z
 ?TextureIDMapInsert@Texture@@@KXU?pair@UTextureID@@@PAVTexture@@@@std@@@Z
 ?ThreadedCleanup@Behaviour@@@IAEXXZ
 ?ThreadedCleanup@Camera@@@IAEXXZ
 ?ThreadedCleanup@Component@Unity@@@IAEXXZ
 ?ThreadedCleanup@EditorExtension@@@IAEXXZ
 ?ThreadedCleanup@GameManager@@@IAEXXZ
 ?ThreadedCleanup@GameObject@@@IAEXXZ
 ?ThreadedCleanup@GlobalGameManager@@@IAEXXZ
 ?ThreadedCleanup@LevelGameManager@@@IAEXXZ
 ?ThreadedCleanup@Material@@@IAEXXZ
 ?ThreadedCleanup@Mesh@@@IAEXXZ
 ?ThreadedCleanup@MeshFilter@@@IAEXXZ
 ?ThreadedCleanup@MonoManager@@@IAEXXZ
 ?ThreadedCleanup@NamedObject@@@IAEXXZ
 ?ThreadedCleanup@Object@@@QAEXXZ
 ?ThreadedCleanup@RenderSettings@@@IAEXXZ
 ?ThreadedCleanup@RenderTexture@@@IAEXXZ
 ?ThreadedCleanup@Renderer@@@IAEXXZ
 ?ThreadedCleanup@ScriptMapper@@@IAEXXZ
 ?ThreadedCleanup@SkinnedMeshRenderer@@@IAEXXZ
 ?ThreadedCleanup@SparseTexture@@@IAEXXZ
 ?ThreadedCleanup@Texture2D@@@IAEXXZ
 ?ThreadedCleanup@Texture@@@IAEXXZ
 ?ThreadedCleanup@Transform@@@IAEXXZ
 ?TileUploadErrorCheck@SparseTexture@@@ABE_NHHH@Z
 ?TransferPtrImpl@BlobWrite@@@AAEX_NPAUReduceCopyData@@@@@Z
 ?TransferResourceImage@@?\$StreamedBinaryWrite@\$00@@@QAEXW4ActiveResourceImage@@@PBDAUStreamingInfo@@@@PAXI@Z
 ?TransferResourceImage@@?\$StreamedBinaryWrite@\$0A@@@@@QAEXW4ActiveResourceImage@@@PBDAUStreamingInfo@@@@PAXI@Z
 ?TransferResourceImage@@ProxyTransfer@@@QAEXW4ActiveResourceImage@@@PBDAUStreamingInfo@@@@PAXI@Z
 ?TransferResourceImage@@RemapPPtrTransfer@@@QAEXW4ActiveResourceImage@@@PBDAUStreamingInfo@@@@PAXI@Z
 ?TransferResourceImage@@SafeBinaryRead@@@QAEXW4ActiveResourceImage@@@PBDAUStreamingInfo@@@@PAXI@Z
 ?TransferTypeless@@?\$StreamedBinaryWrite@\$00@@@QAEXPAIPBDW4TransferMetaFlags@@@@@Z
 ?TransferTypeless@@?\$StreamedBinaryWrite@\$0A@@@@@QAEXPAIPBDW4TransferMetaFlags@@@@@Z
 ?TransferTypeless@@ProxyTransfer@@@QAEXPAIPBDW4TransferMetaFlags@@@@@Z
 ?TransferTypeless@@RemapPPtrTransfer@@@QAEXPAIPBDW4TransferMetaFlags@@@@@Z
 ?TransferTypeless@@ReportScriptingObjectsTransfer@@@QAEXPAIPBDW4TransferMetaFlags@@@@@Z
 ?TransferTypeless@@SafeBinaryRead@@@QAEXPAIPBDW4TransferMetaFlags@@@@@Z
 ?TransferTypelessData@@?\$StreamedBinaryWrite@\$00@@@QAEXIPAXH@Z
 ?TransferTypelessData@@?\$StreamedBinaryWrite@\$0A@@@@@QAEXIPAXH@Z
 ?TransferTypelessData@@ProxyTransfer@@@QAEXIPAXH@Z
 ?TransferTypelessData@@RemapPPtrTransfer@@@QAEXIPAXW4TransferMetaFlags@@@@@Z
 ?TransferTypelessData@@ReportScriptingObjectsTransfer@@@QAEXIPAXW4TransferMetaFlags@@@@@Z
 ?TransferTypelessData@@SafeBinaryRead@@@QAEXIPAXH@Z
 ?TransformAABB@@@YAXABVAABB@@@ABVMMatrix4x4f@@@@AAV1@@@@@Z
 ?TransformChanged@Camera@@@QAEXXZ
 ?TransformChanged@Renderer@@@QAEXH@Z
 ?TransformDirection@Transform@@@QBE?AVVector3f@@@@ABV2@@@@@Z
 ?TransformParentHasChanged@GameObject@@@QAEXXZ
 ?TransformPoint@Transform@@@QBE?AVVector3f@@@@ABV2@@@@@Z
 ?TransformPointWithLocalOffset@Transform@@@QBE?AVVector3f@@@@ABV2@@@@@Z
 ?TransformPoints3x3@@@YAXABVMMatrix4x4f@@@@PBVVector3f@@@@IPAV2@IH@Z
 ?TransformPoints3x3@@@YAXABVMMatrix4x4f@@@@PBVVector3f@@@@PAV2@H@Z
 ?TransformPoints3x4@@@YAXABVMMatrix4x4f@@@@PBVVector3f@@@@IPAV2@IH@Z
 ?TransformPoints3x4@@@YAXABVMMatrix4x4f@@@@PBVVector3f@@@@PAV2@H@Z
 ?TransformVector@Transform@@@QBE?AVVector3f@@@@ABV2@@@@@Z
 ?Translate@Matrix4x4f@@@@QAEAAV1@ABVVector3f@@@@@Z
 ?Transpose@Matrix3x3f@@@@QAEAAV1@XZ
 ?Transpose@Matrix4x4f@@@@QAEAAV1@XZ
 ?UnloadAllScenesWithoutDestroyingGameObjects@RuntimeSceneManager@@@QAEXXZ
 ?UnloadAndRemoveScene@RuntimeSceneManager@@@QAE_NPAVUnityScene@@@@@Z
 ?UnloadFromGfxDevice@Mesh@@@QAEXXZ
 ?UnloadFromGfxDevice@RenderTexture@@@@UAEX_N@Z
 ?UnloadFromGfxDevice@SkinnedMeshRenderer@@@QAEXXZ
 ?UnloadFromGfxDevice@SparseTexture@@@@MAEX_N@Z
 ?UnloadFromGfxDevice@Texture2D@@@@MAEX_N@Z
 ?UnloadScene@RuntimeSceneManager@@@QAE_NPAVUnityScene@@@@@Z
 ?UnloadScriptAssemblies@MonoManager@@@@AAEXXZ
 ?UnloadSystemAssemblies@MonoManager@@@@AAEXXZ
 ?Unregister@@?\$CallbackArrayBase@P6AXAAUGarbageCollectorThreadState@@@@@ZP6AXPBX0@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXAAUGarbageCollectorThreadState@@@@@ZP6AXPBX0@Z@@@@QAEXP6AXAAUGarbageCollectorThreadState@@@@@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@0H_N@ZP6AXPBX00H1@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@0H_N@ZP6AXPBX00H1@Z@@@@QAEXP6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@0H_N@ZP6AXPBX00H1@Z@@@@QAEXP6AXPBXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@@@std@@@0H_N@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXH@ZP6AXPBXH@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXH@ZP6AXPBXH@Z@@@@QAEXP6AXH@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@@@ZP6AXPBXH01@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?
 \$CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@@@ZP6AXPBXH01@Z@@@@QAEXP6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@@@Z@Z@Z
 ?Unregister@@?
 \$CallbackArrayBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@@@ZP6AXPBXH01@Z@@@@QAEXP6AXPBXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@@@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXI_K0@ZP6AXPBXI00@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXI_K0@ZP6AXPBXI00@Z@@@@QAEXP6AXI_K0@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXI_K0@ZP6AXPBXI00@Z@@@@QAEXP6AXPBXI_K1@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPAPAVBaseRenderer@@@IPBVCamera@@@@ABVMMatrix4x4f@@@@@ZP6AXPBX011@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPAPAVBaseRenderer@@@IPBVCamera@@@@ABVMMatrix4x4f@@@@@ZP6AXPBX011@Z@@@@QAEXP6AXPAPAVBaseRenderer@@@IPBVCamera@@@@ABVMMatrix4x4f@@@@@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPAVCamera@@@@@ZP6AXPBX0@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPAVCamera@@@@@ZP6AXPBX0@Z@@@@QAEXP6AXPAVCamera@@@@@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPAVUnityScene@@@@@ZP6AXPBX00@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPAVUnityScene@@@@@ZP6AXPBX00@Z@@@@QAEXP6AXPAVUnityScene@@@@@Z@Z@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPBUIndexList@@@@@ZP6AXPBX01@Z@@@@IAEXAATFunctionPointers@1@@@@@Z
 ?Unregister@@?\$CallbackArrayBase@P6AXPBUIndexList@@@@@ZP6AXPBX01@Z@@@@QAEXP6AXPBUIndexList@@@@@ZPBURendererCullData@@@@@Z@Z@Z

?Unregister@?CallbackArrayBase@P6AXXZP6AXPBX@Z@@@IAEXAATFunctionPointers@1@@@Z
 ?Unregister@?CallbackArrayBase@P6AXXZP6AXPBX@Z@@@QAEXP6AXPBX@Z@Z
 ?Unregister@?CallbackArrayBase@P6AXXZP6AXPBX@Z@@@QAEXP6AXXZ@Z
 ?Unregister@?CallbackArrayBase@P6AX_N@ZP6AXPBX0@Z@@@IAEXAATFunctionPointers@1@@@Z
 ?Unregister@?CallbackArrayBase@P6AX_N@ZP6AXPBX0@Z@@@QAEXP6AXPBX_N@Z@Z
 ?Unregister@?CallbackArrayBase@P6GXW4UnityGfxDeviceEventType@@@ZP6GXPBX0@Z@@@IAEXAATFunctionPointers@1@@@Z
 ?Unregister@?CallbackArrayBase@P6GXW4UnityGfxDeviceEventType@@@ZP6GXPBX0@Z@@@QAEXP6GXW4UnityGfxDeviceEventType@@@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXAAUGarbageCollectorThreadState@@@Z@@@QAEXP6AXAAUGarbageCollectorThreadState@@@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@Z@@@QAEXP6AXABV?\$basic_string@DU?\$char_traits@D@std@@@V?\$stl_allocator@D\$0EC@\$0BA@@@std@@@0H_N@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXH@Z@@@QAEXP6AXH@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@Z@@@QAEXP6AXHAAVAwakeFromLoadQueue@@@W4LoadingMode@RuntimeSceneManager@@@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXI_K0@Z@@@QAEXP6AXI_K0@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXPAPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@Z@@@QAEXP6AXPAPAVBaseRenderer@@@IPBVCamera@@@ABVMMatrix4x4f@@@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXPAVCamera@@@Z@@@QAEXP6AXPAVCamera@@@Z@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXPAVUnityScene@@@0@Z@@@QAEXP6AXPAVUnityScene@@@0@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXPBUIndexList@@@PBURendererCullData@@@Z@@@QAEXP6AXPBUIndexList@@@PBURendererCullData@@@Z@Z@Z
 ?Unregister@?CallbackArraySubBase@P6AXXZ@@@QAEXP6AXXZ@Z
 ?UnshareMaterialData@Material@@@QAEXXZ
 ?UnshareMeshData@Mesh@@@QAEXXZ
 ?UnshareMeshRenderingData@Mesh@@@QAEXXZ
 ?UnshareProperties@IntermediateRenderer@@@IAEXXZ
 ?UnshareTextureData@Texture2D@@@QAEXXZ
 ?UnswizzleVertexColors@Mesh@@@QAEX_N@Z
 ?Update@Behaviour@@@UAEXXZ
 ?UpdateAABB@IntermediateRenderer@@@UAEXXZ
 ?UpdateActiveGONode@GameObject@@@QAEXXZ
 ?UpdateAllChildrenOrders@Transform@@@QAEXXZ
 ?UpdateAllRenderersInternal@Renderer@@@SAX_N@Z
 ?UpdateAllSkinnedMeshes@SkinnedMeshRenderer@@@SAXW4UpdateType@1@PAU?\$dynamic_array@PAVSkinnedMeshRenderer@@@\$03@@@Z
 ?UpdateCachedMesh@SkinnedMeshRenderer@@@QAEXXZ
 ?UpdateClothData@SkinnedMeshRenderer@@@QAEXXZ
 ?UpdateDefaultReflection@RenderSettings@@@AAEXXZ
 ?UpdateDepthTextures@Camera@@@AAEXABUCullResults@@@ABUSharedRendererScene@@@_N@Z
 ?UpdateEnabledState@Behaviour@@@AAEX_N@Z
 ?UpdateFileTextureUploadInstruction@Texture2D@@@MAEXPAUFileTextureUploadInstruction@@@Z
 ?UpdateFinalAmbientProbe@RenderSettings@@@AAEXXZ
 ?UpdateGlobalState@RenderSettings@@@QAEXXZ
 ?UpdateHashes@Material@@@AAEXXZ
 ?UpdateHashesIfNeeded@Material@@@QAEXXZ
 ?UpdateHashesOnPropertyChange@Material@@@AAEXUFastPropertyName@ShaderLab@@@Z
 ?UpdateImageData@Texture2D@@@UAEXXZ
 ?UpdateImageDataDontTouchMipmap@Texture2D@@@UAEXXZ
 ?UpdateIndirectSpecularColor@RenderSettings@@@AAEXXZ
 ?UpdateLODGroup@Renderer@@@QAEXXZ
 ?UpdateLocalAABB@Renderer@@@UAEXXZ
 ?UpdateManagerState@Renderer@@@IAEX_N@Z
 ?UpdatePOTStatus@Texture2D@@@AAEXXZ
 ?UpdatePreviousFrameData@BaseRenderer@@@UAEXXZ
 ?UpdatePreviousFrameData@SkinnedMeshRenderer@@@UAEXXZ
 ?UpdatePreviousViewProjectionMatrix@Camera@@@QAEXXZ
 ?UpdatePriority@PlatformThread@@@IBEXPBVThread@@@Z
 ?UpdateRenderer@Renderer@@@MAEXXZ
 ?UpdateRenderer@SkinnedMeshRenderer@@@MAEXXZ
 ?UpdateSceneHandle@Renderer@@@IAEXXZ
 ?UpdateSubMeshVertexRange@Mesh@@@QAEXH@Z
 ?UpdateTransformAccessors@Transform@@@CAXAAUTransformHierarchy@@@I@Z
 ?UpdateTransformInfo@IntermediateRenderer@@@UAEXXZ
 ?UpdateTransformInfo@Renderer@@@UAEXXZ
 ?UpdateTransformInfo@SkinnedMeshRenderer@@@UAEXXZ
 ?UpdateVelocity@Camera@@@QAEXXZ
 ?UpdateVertexFormat@Mesh@@@QAEXXZ
 ?UpdateVisibleSkinnedMeshQueue@SkinnedMeshRenderer@@@IAEX_N@Z
 ?UploadCloths@SkinnedMeshRenderer@@@SAXABU?\$dynamic_array@PAVSkinnedMeshRenderer@@@\$03@@@Z
 ?UploadMeshData@Mesh@@@QAEX_N@Z
 ?UploadTexture@Texture2D@@@MAEX_N@Z
 ?UploadTile@SparseTexture@@@QAEXHHHPBEI@Z
 ?UploadTileColor32@SparseTexture@@@QAEXHHHPBEIColorRGBA32@@@I@Z
 ?UploadToGfxDevice@RenderTexture@@@UAEXXZ
 ?UploadToGfxDevice@SparseTexture@@@MAEXXZ
 ?UploadToGfxDevice@Texture2D@@@MAEXXZ
 ?Use64BitOffsetPtr@BlobWrite@@@ABE_NXZ
 ?ValidateHierarchy@Transform@@@QAEXAAUTransformHierarchy@@@Z
 ?ValidateHierarchyRecursive@Transform@@@AAEXAAUTransformHierarchy@@@AAH1HPAE@Z
 ?ValidateRegisteredClassID@YAXAAUClassRegistrationContext@@@HPBD@Z
 ?ValidateSerializedLayout@BlobWrite@@@AAEXPBXBPBD@Z
 ?ValidateVertexCount@Mesh@@@QAE_NIPBXI@Z
 ?VerifyBoneIndices@Mesh@@@QAE_NI@Z
 ?VertexDataHasChanged@CollisionMeshData@@@QAEXXZ
 ?ViewportPointToRay@Camera@@@QBE?AVRay@@@ABVVector2f@@@Z
 ?ViewportToCameraPoint@Camera@@@QBE?AVVector3f@@@ABV2@@@Z
 ?ViewportToScreenPoint@Camera@@@QBE?AVVector3f@@@ABV2@@@Z
 ?ViewportToWorldPoint@Camera@@@QBE?AVVector3f@@@ABV2@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAV?\$StreamedBinaryRead@\$00@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAVProxyTransfer@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAVRemapPPtrTransfer@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAVSafeBinaryRead@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAV?\$StreamedBinaryRead@\$00@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
 ?VirtualRedirectTransfer@Behaviour@@@UAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
 ?VirtualRedirectTransfer@Camera@@@UAEXAAVProxyTransfer@@@Z
 ?VirtualRedirectTransfer@Camera@@@UAEXAAVRemapPPtrTransfer@@@Z
 ?VirtualRedirectTransfer@Camera@@@UAEXAAVSafeBinaryRead@@@Z
 ?VirtualRedirectTransfer@Component@Unity@@@UAEXAAV?\$StreamedBinaryRead@\$00@@@Z



- 7VirtualRedirectTransfer@Texture2D@@@UAEXAAV?\$StreamedBinaryRead@\$00@@@Z
- 7VirtualRedirectTransfer@Texture2D@@@UAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualRedirectTransfer@Texture2D@@@UAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7VirtualRedirectTransfer@Texture2D@@@UAEXAAVProxyTransfer@@@Z
- 7VirtualRedirectTransfer@Texture2D@@@UAEXAAVRemapPPtrTransfer@@@Z
- 7VirtualRedirectTransfer@Texture2D@@@UAEXAAVSafeBinaryRead@@@Z
- 7VirtualRedirectTransfer@Texture@@@UAEXAAV?\$StreamedBinaryRead@\$00@@@Z
- 7VirtualRedirectTransfer@Texture@@@UAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualRedirectTransfer@Texture@@@UAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7VirtualRedirectTransfer@Texture@@@UAEXAAVProxyTransfer@@@Z
- 7VirtualRedirectTransfer@Texture@@@UAEXAAVRemapPPtrTransfer@@@Z
- 7VirtualRedirectTransfer@Texture@@@UAEXAAVSafeBinaryRead@@@Z
- 7VirtualRedirectTransfer@Transform@@@UAEXAAV?\$StreamedBinaryRead@\$00@@@Z
- 7VirtualRedirectTransfer@Transform@@@UAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualRedirectTransfer@Transform@@@UAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7VirtualRedirectTransfer@Transform@@@UAEXAAVProxyTransfer@@@Z
- 7VirtualRedirectTransfer@Transform@@@UAEXAAVRemapPPtrTransfer@@@Z
- 7VirtualRedirectTransfer@Transform@@@UAEXAAVSafeBinaryRead@@@Z
- 7VirtualTransferState@ClusterInput@@@QAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualTransferState@ClusterInput@@@QAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7VirtualTransferState@ClusterInputManager@@@QAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualTransferState@ClusterInputManager@@@QAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7VirtualTransferState@InputManager@@@QAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualTransferState@InputManager@@@QAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7VirtualTransferState@TimeManager@@@QAEXAAV?\$StreamedBinaryRead@\$0A@@@Z
- 7VirtualTransferState@TimeManager@@@QAEXAAV?\$StreamedBinaryWrite@\$0A@@@Z
- 7WaitForExit@Thread@@@QAEX_N@Z
- 7WaitForJobGroup@JobQueue@@@QAEXUJobGroupID@@_N@Z
- 7Wake@JobQueue@@@QAEXI@Z
- 7Walk@SafeBinaryRead@@@AAEXABVTypeTreetriterator@@@PAH@Z
- 7WeldVertexArray@@YA_NAAU?\$dynamic_array@VVector3f@@\$03@@AAU?\$dynamic_array@G\$01@@@1@Z
- 7WeldVertexArray@@YA_NAAU?\$dynamic_array@VVector3f@@\$03@@AAU?\$dynamic_array@UBoneInfluence@@@\$0BA@@@AAU?\$dynamic_array@G\$01@@@2@Z
- 7Width@?\$RectT@H@@@QBEMHX
- 7Width@?\$RectT@M@@@QBEMXZ
- 7WillDestroyComponent@Component@Unity@@@UAEXXZ
- 7WillDestroyGameObject@GameObject@@@QAEXXZ
- 7WillHandleMessage@GameObject@@@QAEX_NABVMessageIdentifier@@@Z
- 7WindowSizeHasChanged@Camera@@@QAEXXZ
- 7WorkLoop@JobQueue@@@CAPAXPAX@Z
- 7WorldToScreenPoint@Camera@@@QBEXAVVector3f@@@ABV2@PA_N@Z
- 7WorldToViewportPoint@Camera@@@QBEXAVVector3f@@@ABV2@@@Z
- 7WrapTime@?\$AnimationCurveTpl@M@@@ABEMM@Z
- 7WrapTime@?\$AnimationCurveTpl@VQuaternionf@@@@ABEMM@Z
- 7WrapTime@?\$AnimationCurveTpl@VVector3f@@@@ABEMM@Z
- 7WritePtrValueAtLocation@BlobWrite@@@AAEXI_J@Z
- 7begin@?\$AnimationCurveTpl@M@@@QAEPAU?\$KeyframeTpl@M@@@XZ
- 7begin@?\$AnimationCurveTpl@M@@@QBEPBU?\$KeyframeTpl@M@@@XZ
- 7begin@?\$AnimationCurveTpl@VQuaternionf@@@@QAEPAU?\$KeyframeTpl@VQuaternionf@@@@XZ
- 7begin@?\$AnimationCurveTpl@VQuaternionf@@@@QBEPBU?\$KeyframeTpl@VQuaternionf@@@@XZ
- 7begin@?\$AnimationCurveTpl@VVector3f@@@@QAEPAU?\$KeyframeTpl@VVector3f@@@@XZ
- 7begin@?\$AnimationCurveTpl@VVector3f@@@@QBEPBU?\$KeyframeTpl@VVector3f@@@@XZ
- 7begin@Transform@@@QAEPAV?\$ImmediatePtr@VTransform@@@@XZ
- 7calloc_internal@@YAPAXIHW4MemLabelIdentifier@@@HPBDH@Z
- 7end@?\$AnimationCurveTpl@M@@@QAEPAU?\$KeyframeTpl@M@@@XZ
- 7end@?\$AnimationCurveTpl@M@@@QBEPBU?\$KeyframeTpl@M@@@XZ
- 7end@?\$AnimationCurveTpl@VQuaternionf@@@@QAEPAU?\$KeyframeTpl@VQuaternionf@@@@XZ
- 7end@?\$AnimationCurveTpl@VQuaternionf@@@@QBEPBU?\$KeyframeTpl@VQuaternionf@@@@XZ
- 7end@?\$AnimationCurveTpl@VVector3f@@@@QAEPAU?\$KeyframeTpl@VVector3f@@@@XZ
- 7end@?\$AnimationCurveTpl@VVector3f@@@@QBEPBU?\$KeyframeTpl@VVector3f@@@@XZ
- 7end@Transform@@@QAEPAV?\$ImmediatePtr@VTransform@@@@XZ
- 7epsilon@Vector3f@@@2MB
- 7free_alloc_internal@@YAPAXW4MemLabelIdentifier@@@Z
- 7gCalculateAnimatorSkinMatricesFunc@@@3P6AXPAUCalculateSkinMatricesTask@@@ZA
- 7gPlayerLoopCallbacks@@@3UPlayerLoopCallbacks@@@A
- 7g_GroupPool@JobQueue@@@0PAVAtomicStack@@@A
- 7g_JobPool@JobQueue@@@0PAVAtomicStack@@@A
- 7identity@Matrix3x3f@@@2V1@B
- 7identity@Matrix4x4f@@@2V1@B
- 7infinity@Vector3f@@@2MB
- 7infinityVec@Vector3f@@@2V1@B
- 7kAnimatorIK@@@3VMessageIdentifier@@@A
- 7kAnimatorMove@@@3VMessageIdentifier@@@A
- 7kAnimatorMoveBuiltin@@@3VMessageIdentifier@@@A
- 7kBecameInvisible@@@3VMessageIdentifier@@@A
- 7kBecameVisible@@@3VMessageIdentifier@@@A
- 7kBeforeTransformParentChanged@@@3VMessageIdentifier@@@A
- 7kCanvasGroupChanged@@@3VMessageIdentifier@@@A
- 7kCanvasHierarchyChanged@@@3VMessageIdentifier@@@A
- 7kChangeAudioMixerBypassGroupEffects@@@3VMessageIdentifier@@@A
- 7kChangeAudioMixerBypassSingleEffect@@@3VMessageIdentifier@@@A
- 7kChangeAudioMixerFloat@@@3VMessageIdentifier@@@A
- 7kChangeAudioMixerMute@@@3VMessageIdentifier@@@A
- 7kChangeAudioMixerSolo@@@3VMessageIdentifier@@@A
- 7kCollisionEnter2D@@@3VMessageIdentifier@@@A
- 7kCollisionExit2D@@@3VMessageIdentifier@@@A
- 7kCollisionStay2D@@@3VMessageIdentifier@@@A
- 7kConnectedToServer@@@3VMessageIdentifier@@@A
- 7kConnectionAttemptFailed@@@3VMessageIdentifier@@@A
- 7kControllerColliderHit@@@3VMessageIdentifier@@@A
- 7kDestroyedComponentNotification@@@3VMessageIdentifier@@@A
- 7kDidAddComponent@@@3VMessageIdentifier@@@A
- 7kDidDeleteBillboard@@@3VMessageIdentifier@@@A
- 7kDidDeleteMesh@@@3VMessageIdentifier@@@A
- 7kDidDeleteMotion@@@3VMessageIdentifier@@@A
- 7kDidModifyAnimatorController@@@3VMessageIdentifier@@@A
- 7kDidModifyAudioMixer@@@3VMessageIdentifier@@@A



- 🔗 ?kDidModifyAvatar@@3VMessageIdentifier@@A
- 🔗 ?kDidModifyBillboardBounds@@3VMessageIdentifier@@A
- 🔗 ?kDidModifyBounds@@3VMessageIdentifier@@A
- 🔗 ?kDidModifyMesh@@3VMessageIdentifier@@A
- 🔗 ?kDidModifyMotion@@3VMessageIdentifier@@A
- 🔗 ?kDidModifyValidity@@3VMessageIdentifier@@A
- 🔗 ?kDidRemoveComponent@@3VMessageIdentifier@@A
- 🔗 ?kDidVelocityChange@@3VMessageIdentifier@@A
- 🔗 ?kDisconnectedFromMasterServer@@3VMessageIdentifier@@A
- 🔗 ?kDisconnectedFromServer@@3VMessageIdentifier@@A
- 🔗 ?kEnterContact@@3VMessageIdentifier@@A
- 🔗 ?kEnterTrigger@@3VMessageIdentifier@@A
- 🔗 ?kExitContact@@3VMessageIdentifier@@A
- 🔗 ?kExitTrigger@@3VMessageIdentifier@@A
- 🔗 ?kForceRecreateCollider@@3VMessageIdentifier@@A
- 🔗 ?kJointBreak2D@@3VMessageIdentifier@@A
- 🔗 ?kJointBreak@@3VMessageIdentifier@@A
- 🔗 ?kLayerChanged@@3VMessageIdentifier@@A
- 🔗 ?kLevelWasLoaded@@3VMessageIdentifier@@A
- 🔗 ?kMasterServerConnectionAttemptFailed@@3VMessageIdentifier@@A
- 🔗 ?kMasterServerEvent@@3VMessageIdentifier@@A
- 🔗 ?kMovieEvent@@3VMessageIdentifier@@A
- 🔗 ?kOnRectTransformDimensionsChange@@3VMessageIdentifier@@A
- 🔗 ?kOnRectTransformRemoved@@3VMessageIdentifier@@A
- 🔗 ?kOnWillRenderObject@@3VMessageIdentifier@@A
- 🔗 ?kParticleCollisionEvent@@3VMessageIdentifier@@A
- 🔗 ?kParticleTriggerEvent@@3VMessageIdentifier@@A
- 🔗 ?kPlayerConnected@@3VMessageIdentifier@@A
- 🔗 ?kPlayerDisconnected@@3VMessageIdentifier@@A
- 🔗 ?kPlayerFocus@@3VMessageIdentifier@@A
- 🔗 ?kPlayerPause@@3VMessageIdentifier@@A
- 🔗 ?kPlayerQuit@@3VMessageIdentifier@@A
- 🔗 ?kPostRender@@3VMessageIdentifier@@A
- 🔗 ?kPreCull@@3VMessageIdentifier@@A
- 🔗 ?kPreRender@@3VMessageIdentifier@@A
- 🔗 ?kServerInitialized@@3VMessageIdentifier@@A
- 🔗 ?kSetPolygon2D@@3VMessageIdentifier@@A
- 🔗 ?kStayContact@@3VMessageIdentifier@@A
- 🔗 ?kStayTrigger@@3VMessageIdentifier@@A
- 🔗 ?kTerrainChanged@@3VMessageIdentifier@@A
- 🔗 ?kTransformChanged@@3VMessageIdentifier@@A
- 🔗 ?kTransformChildrenChanged@@3VMessageIdentifier@@A
- 🔗 ?kTransformParentChanged@@3VMessageIdentifier@@A
- 🔗 ?kTriggerEnter2D@@3VMessageIdentifier@@A
- 🔗 ?kTriggerExit2D@@3VMessageIdentifier@@A
- 🔗 ?kTriggerStay2D@@3VMessageIdentifier@@A
- 🔗 ?mainThreadId@Thread@2KA
- 🔗 ?malloc_internal@@YAPAXIHW4MemLabelIdentifier@@HPBDH@Z
- 🔗 ?mono_array_length_safe_wrapper@@YAHPAUMonoArray@@@Z
- 🔗 ?ms_IDToPointer@Object@@0PAUInstanceIDToObjectPtrHashMap@@@A
- 🔗 ?ms_IsDerivedFromImpl@Object@@0VIsDerivedFromImpl@1@A
- 🔗 ?ms_MaxClassID@Object@@0IA
- 🔗 ?one@Vector2f@@2V1@B
- 🔗 ?one@Vector3f@@2V1@B
- 🔗 ?realloc_internal@@YAPAXPAXIHW4MemLabelIdentifier@@HPBDH@Z
- 🔗 ?s_GameObjectDestroyedCallback@GameObject@@0P6AXPAV1@@ZA
- 🔗 ?s_MemoryPools@MemoryPool@@0PAV?vector@PAVMemoryPool@@V?stl_allocator@PAVMemoryPool@@@0E1@0BA@@@std@@A
- 🔗 ?s_MessageHandler@GameObject@@0PAVMessageHandler@@A
- 🔗 ?s_PoolAllocator@CanvasBatchIntermediateRenderer@@2PAVMemoryPool@@A
- 🔗 ?s_PoolAllocator@MeshIntermediateRenderer@@2PAVMemoryPool@@A
- 🔗 ?s_PoolSize@CanvasBatchIntermediateRenderer@@2HA
- 🔗 ?s_PoolSize@MeshIntermediateRenderer@@2HA
- 🔗 ?s_ScreenReadAllowed@Texture2D@@1_NA
- 🔗 ?s_SetGONameCallback@GameObject@@0P6AXPAV1@@ZA
- 🔗 ?s_TextureIDMap@Texture@@1PAV?map@UTextureID@@PAVTexture@@U?lless@UTextureID@@std@@V?allocator@U?pair@@\$SCBUTextureID@@PAVTexture@@std@@@4@@std@@A
- 🔗 ?scripting_cpp_string_for@@YA?AV?\$basic_string@DU?\$char_traits@D@std@@V?stl_allocator@D\$0EC@0BA@@@std@@PAUMonoString@@@Z
- 🔗 ?scripting_cpp_wstring_for@@YA?AV?\$basic_string@WU?\$char_traits@W@std@@V?stl_allocator@W\$0EC@0BA@@@std@@PAUMonoString@@@Z
- 🔗 ?scripting_gchandle_free@@YAXI@Z
- 🔗 ?scripting_gchandle_get_target@@YAPAUMonoObject@@I@Z
- 🔗 ?scripting_gchandle_new@@YAIPAUMonoObject@@@Z
- 🔗 ?scripting_gchandle_weak_new@@YAIPAUMonoObject@@@Z
- 🔗 ?xAxis@Vector2f@@2V1@B
- 🔗 ?xAxis@Vector3f@@2V1@B
- 🔗 ?yAxis@Vector2f@@2V1@B
- 🔗 ?yAxis@Vector3f@@2V1@B
- 🔗 ?zAxis@Vector3f@@2V1@B
- 🔗 ?zero@Matrix3x3f@@2V1@B
- 🔗 ?zero@Vector2f@@2V1@B
- 🔗 ?zero@Vector3f@@2V1@B
- 🔗 AmdPowerXpressRequestHighPerformance
- 🔗 NvOptimusEnablement
- 🔗 RegisterModule_AI
- 🔗 RegisterModule_Animation
- 🔗 RegisterModule_Audio
- 🔗 RegisterModule_CloudWebServices
- 🔗 RegisterModule_ClusterInput
- 🔗 RegisterModule_ClusterRenderer
- 🔗 RegisterModule_IMGUI
- 🔗 RegisterModule_JSONSerialize
- 🔗 RegisterModule_NScreen
- 🔗 RegisterModule_ParticleSystem
- 🔗 RegisterModule_ParticlesLegacy
- 🔗 RegisterModule_Physics
- 🔗 RegisterModule_Physics2D
- 🔗 RegisterModule_Terrain
- 🔗 RegisterModule_TerrainPhysics



- [RegisterModule_TextRendering](#)
- [RegisterModule_UI](#)
- [RegisterModule_UNET](#)
- [RegisterModule_Umbra](#)
- [RegisterModule_UnityAds](#)
- [RegisterModule_UnityAnalytics](#)
- [RegisterModule_UnityConnect](#)
- [RegisterModule_UnityWebRequest](#)
- [RegisterModule_VR](#)
- [g_free](#)
- [mono_add_internal_call](#)
- [mono_array_addr_with_size](#)
- [mono_array_class_get](#)
- [mono_array_element_size](#)
- [mono_array_new](#)
- [mono_array_new_full](#)
- [mono_assembly_close](#)
- [mono_assembly_fill_assembly_name](#)
- [mono_assembly_foreach](#)
- [mono_assembly_get_image](#)
- [mono_assembly_get_object](#)
- [mono_assembly_load_from](#)
- [mono_assembly_load_from_full](#)
- [mono_assembly_loaded](#)
- [mono_assembly_name_parse](#)
- [mono_assembly_open](#)
- [mono_class_array_element_size](#)
- [mono_class_enum_basetype](#)
- [mono_class_from_mono_type](#)
- [mono_class_from_name](#)
- [mono_class_from_name_case](#)
- [mono_class_get](#)
- [mono_class_get_byref_type](#)
- [mono_class_get_element_class](#)
- [mono_class_get_field_from_name](#)
- [mono_class_get_fields](#)
- [mono_class_get_flags](#)
- [mono_class_get_image](#)
- [mono_class_get_interfaces](#)
- [mono_class_get_method_from_name](#)
- [mono_class_get_methods](#)
- [mono_class_get_name](#)
- [mono_class_get_namespace](#)
- [mono_class_get_nested_types](#)
- [mono_class_get_nesting_type](#)
- [mono_class_get_parent](#)
- [mono_class_get_properties](#)
- [mono_class_get_property_from_name](#)
- [mono_class_get_rank](#)
- [mono_class_get_type](#)
- [mono_class_get_type_token](#)
- [mono_class_get_userdata](#)
- [mono_class_get_userdata_offset](#)
- [mono_class_instance_size](#)
- [mono_class_is_enum](#)
- [mono_class_is_generic](#)
- [mono_class_is_inflated](#)
- [mono_class_is_subclass_of](#)
- [mono_class_is_valuetype](#)
- [mono_class_set_userdata](#)
- [mono_class_vtable](#)
- [mono_config_parse](#)
- [mono_custom_attrs_construct](#)
- [mono_custom_attrs_free](#)
- [mono_custom_attrs_from_assembly](#)
- [mono_custom_attrs_from_class](#)
- [mono_custom_attrs_from_field](#)
- [mono_custom_attrs_from_method](#)
- [mono_custom_attrs_get_attr](#)
- [mono_custom_attrs_has_attr](#)
- [mono_debug_free_source_location](#)
- [mono_debug_init](#)
- [mono_debug_lookup_source_location](#)
- [mono_debug_open_image_from_memory](#)
- [mono_dl_fallback_register](#)
- [mono_dl_fallback_unregister](#)
- [mono_domain_assembly_open](#)
- [mono_domain_create_appdomain](#)
- [mono_domain_finalize](#)
- [mono_domain_get](#)
- [mono_domain_get_id](#)
- [mono_domain_set](#)
- [mono_domain_unload](#)
- [mono_exception_from_name_msg](#)
- [mono_field_get_flags](#)
- [mono_field_get_name](#)
- [mono_field_get_offset](#)
- [mono_field_get_parent](#)
- [mono_field_get_type](#)
- [mono_field_get_value](#)
- [mono_field_set_value](#)
- [mono_field_static_get_value](#)
- [mono_gc_collect](#)
- [mono_gc_get_heap_size](#)
- [mono_gc_get_used_size](#)
- [mono_gc_max_generation](#)



- [mono_gc_wbarrier_generic_store](#)
- [mono_gchandle_free](#)
- [mono_gchandle_get_target](#)
- [mono_gchandle_is_in_domain](#)
- [mono_gchandle_new](#)
- [mono_gchandle_new_weakref](#)
- [mono_get_array_class](#)
- [mono_get_boolean_class](#)
- [mono_get_byte_class](#)
- [mono_get_char_class](#)
- [mono_get_corlib](#)
- [mono_get_double_class](#)
- [mono_get_enum_class](#)
- [mono_get_exception_argument_null](#)
- [mono_get_exception_class](#)
- [mono_get_int16_class](#)
- [mono_get_int32_class](#)
- [mono_get_int64_class](#)
- [mono_get_object_class](#)
- [mono_get_root_domain](#)
- [mono_get_single_class](#)
- [mono_get_string_class](#)
- [mono_image_close](#)
- [mono_image_get_assembly](#)
- [mono_image_get_filename](#)
- [mono_image_get_name](#)
- [mono_image_get_table_rows](#)
- [mono_image_open_from_data_full](#)
- [mono_image_open_from_data_with_name](#)
- [mono_is_debugger_attached](#)
- [mono_jit_cleanup](#)
- [mono_jit_exec](#)
- [mono_jit_info_get_code_size](#)
- [mono_jit_info_get_code_start](#)
- [mono_jit_info_table_find](#)
- [mono_jit_init](#)
- [mono_jit_init_version](#)
- [mono_jit_parse_options](#)
- [mono_loader_error_prepare_exception](#)
- [mono_loader_get_last_error](#)
- [mono_metadata_signature_equal](#)
- [mono_method_full_name](#)
- [mono_method_get_class](#)
- [mono_method_get_last_managed](#)
- [mono_method_get_name](#)
- [mono_method_get_object](#)
- [mono_method_signature](#)
- [mono_object_get_class](#)
- [mono_object_get_size](#)
- [mono_object_get_virtual_method](#)
- [mono_object_isinst](#)
- [mono_object_new](#)
- [mono_object_new_alloc_specific](#)
- [mono_object_new_specific](#)
- [mono_object_unbox](#)
- [mono_parse_default_optimizations](#)
- [mono_pmip](#)
- [mono_property_get_get_method](#)
- [mono_raise_exception](#)
- [mono_reflection_get_custom_attrs_by_type](#)
- [mono_runtime_cleanup](#)
- [mono_runtime_delegate_invoke](#)
- [mono_runtime_exec_main](#)
- [mono_runtime_invoke](#)
- [mono_runtime_invoke_array](#)
- [mono_runtime_is_shutting_down](#)
- [mono_runtime_object_init](#)
- [mono_runtime_set_shutting_down](#)
- [mono_runtime_unhandled_exception_policy_set](#)
- [mono_security_enable_core_clr](#)
- [mono_security_set_core_clr_platform_callback](#)
- [mono_security_set_mode](#)
- [mono_set_assemblies_path](#)
- [mono_set_break_policy](#)
- [mono_set_commandline_arguments](#)
- [mono_set_defaults](#)
- [mono_set_dirs](#)
- [mono_set_find_plugin_callback](#)
- [mono_set_ignore_version_and_key_when_finding_assemblies_already_loaded](#)
- [mono_set_signal_chaining](#)
- [mono_signature_get_param_count](#)
- [mono_signature_get_params](#)
- [mono_signature_get_return_type](#)
- [mono_signature_is_instance](#)
- [mono_stack_walk](#)
- [mono_string_from_utf16](#)
- [mono_string_new_len](#)
- [mono_string_new_wrapper](#)
- [mono_string_to_utf16](#)
- [mono_string_to_utf8](#)
- [mono_stringify_assembly_name](#)
- [mono_thread_attach](#)
- [mono_thread_current](#)
- [mono_thread_detach](#)
- [mono_thread_exit](#)
- [mono_thread_pool_cleanup](#)



- mono_thread_pop_appdomain_ref
- mono_thread_push_appdomain_ref
- mono_thread_set_main
- mono_thread_suspend_all_other_threads
- mono_threads_set_shutting_down
- mono_trace_set_level_string
- mono_trace_set_mask_string
- mono_type_get_class
- mono_type_get_name
- mono_type_get_object
- mono_type_get_type
- mono_unity_class_is_abstract
- mono_unity_class_is_interface
- mono_unity_liveness_allocate_struct
- mono_unity_liveness_calculation_begin
- mono_unity_liveness_calculation_end
- mono_unity_liveness_calculation_from_root
- mono_unity_liveness_calculation_from_statics
- mono_unity_liveness_finalize
- mono_unity_liveness_free_struct
- mono_unity_liveness_start_gc_world
- mono_unity_liveness_stop_gc_world
- mono_unity_seh_handler
- mono_unity_set_embeddinghostname
- mono_unity_set_unhandled_exception_handler
- mono_unity_socket_security_enabled_set
- mono_value_box
- mono_verifier_set_mode
- printf_console
- unity_mono_method_is_generic
- unity_mono_method_is_inflated

PE Resources

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17447216, 'sha256': 'u8ccdaefcdcb72b34298acabfaec0068dd2762538d75fc63b9bcaafa638c5bb98', 'type': 'GLS_BINARY_LSB_FIRST', 'size': 1128}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17448344, 'sha256': 'ue126309e7945a2c5c3cef4a7f5ad3b2825320c01aa419d2cc80116f14680edd2', 'type': 'dBase IV DBT of 0.DBF, block length 4608, next free block index 40, 'size': 2440}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17450784, 'sha256': 'ua46884a74fa12f6b3e02d57c7cbeb46c9bfd1aa857ba9f1a5157c0d61571bb1', 'type': 'dBase IV DBT of @.DBF, block length 8192, next free block index 40, 'size': 4264}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17455048, 'sha256': 'udd29901fb1e7553de0f7d92ca7baaf23e8efcbb05a045d33c2b4aa6edc403b69', 'type': 'dBase IV DBT of .DBF, block length 18432, next free block index 40, 'size': 9640}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17464688, 'sha256': 'u5394ce2c7d22efa83bc21f5560833433dac7f6420442515e8d18f6cfb0324ac', 'type': 'dBase IV DBT of \200.DBF, blocks size 0, block length 32768, next free block index 40, 'size': 16936}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17481624, 'sha256': 'uc5cf85896c814883056cc399acdb2f9e42eacd89b06b0ba126202a90e50da39', 'type': 'dBase IV DBT of \300.DBF, block length 8192, next free block index 40, next free block 4284440415, next used block 4284308829, 'size': 38056}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17519680, 'sha256': 'u750585ee0cc77a53b7acc214a790d932058a0a2a3ea03bb0e98dc4016b41117f', 'type': 'dBase III DBT, version number 0, next free block index 40, 'size': 67624}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17587304, 'sha256': 'u58e8ba7792649ac10208e286c177ab200933773c55bc6a873e3938417f1399f0', 'type': 'dBase IV DBT of \200\001.DBF, blocks size 0, block length 32768, next free block index 40, next free block 4284110162, next used block 4284110162, 'size': 152104}

{'lang': 'LANG_ENGLISH', 'name': 'RT_ICON', 'offset': 17739408, 'sha256': 'u9667b63d19949f8e2ec1cf4cefff7aebf5408d536b181ff4196d1f149cb81f370', 'type': 'dBase III DBT, version number 0, next free block index 40, 'size': 270376}

{'lang': 'LANG_ENGLISH', 'name': 'RT_DIALOG', 'offset': 17445824, 'sha256': 'u6a3c71d7f89e83280ff2aa75c76d49c3239060f8ee53cfc2692e05c4fc9c7eab', 'type': 'data', 'size': 292}

{'lang': 'LANG_ENGLISH', 'name': 'RT_DIALOG', 'offset': 17446120, 'sha256': 'u7aa854f2b6bf3241c666d0b851eacae27082934a4b2fa43db752591dfcf9434e', 'type': 'data', 'size': 268}

{'lang': 'LANG_ENGLISH', 'name': 'RT_DIALOG', 'offset': 17446392, 'sha256': 'uaf380b7f1f6bedba49ef3833569a36314f9834b759bfbdc7f5474d65081186c6', 'type': 'data', 'size': 450}

{'lang': 'LANG_ENGLISH', 'name': 'RT_DIALOG', 'offset': 17446848, 'sha256': 'u692985cf029eb28098357336ea128b16211fb8fb8ab3e8f90949a952a2514f65', 'type': 'data', 'size': 220}

{'lang': 'LANG_ENGLISH', 'name': 'RT_DIALOG', 'offset': 17447072, 'sha256': 'u296b7d861a9ee473d4e8a62f9d7adb025d1f8e8e61206870f426e5c870a98936', 'type': 'data', 'size': 142}

{'lang': 'LANG_ENGLISH', 'name': 'RT_GROUP_ICON', 'offset': 18009784, 'sha256': 'u2a87b1f32c5d0435090c72c392b75394f706e5750eff64fd85d25e1c622ee581', 'type': 'MS Windows icon resource - 9 icons, 16x16', 'size': 132}

{'lang': 'LANG_ENGLISH', 'name': 'RT_VERSION', 'offset': 18011336, 'sha256': 'u4e145b535717ec496c026c90a12ba3ee1427c3dc35037b2e4c7de19a88a75fe2', 'type': 'data', 'size': 424}

{'lang': 'LANG_ENGLISH', 'name': 'RT_MANIFEST', 'offset': 18009920, 'sha256': 'ub91c0fd1d3a91447a5b1207d1f625d19a6a0df1921aac32c60ffbd8e0a11ef00', 'type': 'XML 1.0 document, ASCII text, with CRLF line terminators', 'size': 1409}

CERTIFICATE VALIDATION

- Certificate Validation is not Applicable ?

SCREENSHOTS

