QUANDARY PEAK RESEARCH

Report on Analysis of Pinscreen Demonstration at SIGGRAPH RTL 2017

Date: November 21, 2019
Author: George Edwards, Ph.D.
Prepared for: USC Office of Research

1. Task

I was asked by Dr. Kristen Grace, M.D., Ph.D., Research Integrity Officer at USC's Office of Research (the "Research Integrity Officer") to analyze software that was demonstrated by Dr. Hao Li and Dr. Iman Sadeghi at the ACM SIGGRAPH 2017 Real Time Live! ("SIGGRAPH RTL 2017") conference which took place on August 1, 2017. The demo was titled "Pinscreen: Creating Performance-Driven Avatars in Seconds."

I understand from reviewing materials provided to me by the Research Integrity Officer that Dr. Li is alleged to have, *inter alia*:

1. Falsified data in an abstract to SIGGRAPH RTL 2017 by representing that he had developed a "fully automatic framework for creating a complete 3D avatar…to build a high-quality head model within seconds," when in fact the technology took approximately a minute and a half to generate; and
2. Falsified data in the live SIGGRAPH RTL 2017 demonstration by claiming that the creation of an avatar using his technology was in real time and accomplished in a matter of seconds, when in fact the avatar creation was pre-loaded ("cached") on the computer. In addition, it is alleged that Dr. Li instructed his team to manually modify the outputs actually being generated to improve the avatars' quality such that the output demonstrated was not an accurate representation of the output his technology generated.

I analyzed the actual capabilities of the Pinscreen software that was presented at SIGGRAPH RTL 2017 (the "Pinscreen Demo Software"). This report states the results of that analysis.

2. Information Analyzed

I received and reviewed the following information:

- USC's list of allegations
- Information provided to USC by Dr. Sadeghi
- USC ICT ITS report of forensic analysis of hard drives
- The Amended Complaint brought against Pinscreen by Dr. Sadeghi
- The USC Inquiry Report and attachments

- The manuscripts and abstract referenced in USC's list of allegations
- The Pinscreen Demo Software downloaded from https://gitlab.com/pinscreen/rtl-app
- "SIGGRAPH 2017 Real Time Live" video at:
  https://www.youtube.com/watch?v=hpuEdXn_M0Q

3. Summary of Findings

My analysis determined that:

1. The Pinscreen Demo Software does not include functionality for creating a 3D avatar from an image, either fully automatically or otherwise.
2. The Pinscreen Demo Software includes at least eleven pre-built, pre-stored avatars. Four of these avatars – "Iman", "Hao", "JohnRoot", and "Christobal" – were displayed by Dr. Sadeghi during the Pinscreen Demo.
3. The Pinscreen Demo Software allows the user to take a picture using an attached webcam. No matter what picture is taken with the webcam, the rtl-app will then display the pre-built the "Iman" avatar.
4. The Pinscreen Demo Software also allows the user to select a previously captured picture file. If the name of the picture file corresponds to one of the pre-built avatars (e.g., "JohnRoot.jpeg"), then the app displays the corresponding pre-built avatar. If the name of the picture file does not correspond to one of the pre-built avatars (e.g., "GeorgeEdwards.jpg"), no avatar is displayed.
5. The Pinscreen Demo Software is designed to mislead the viewer. For example, the Pinscreen Demo Software includes a "progress bar" that appears to show the progress of an underlying computation to generate an avatar, when in fact the progress bar simply fills up according to a timer.

4. Detailed Description of Findings

The Pinscreen Demo Software was provided to me in the form of a Git repository at gitlab.com/pinscreen/rtl-app. The Pinscreen Demo Software is implemented using an off-the-shelf game engine named Unity. Unity applications include components (such as 3D models and scenes) that are created within the Unity Editor as well as C# code files, called scripts, that define behaviors for those components.

The video of the live Pinscreen demonstration shows that the presentation included two main parts. In the first part (shown at 31:06 to 35:43 of the video), Dr. Sadeghi demonstrates the purported avatar generation capabilities of the software. He takes a picture of himself and then shows an avatar that was purportedly generated in real-time from that picture. He then selects image files of three other people and shows an avatar of each person purportedly generated from the image file. This first portion of the demo was the focus of my analysis since it included the functionality that was allegedly falsified.

In the second portion of the demo (shown at 35:43 to 40:16), other capabilities are demonstrated, such as the ability to animate avatars. I did not analyze this portion of the demo.
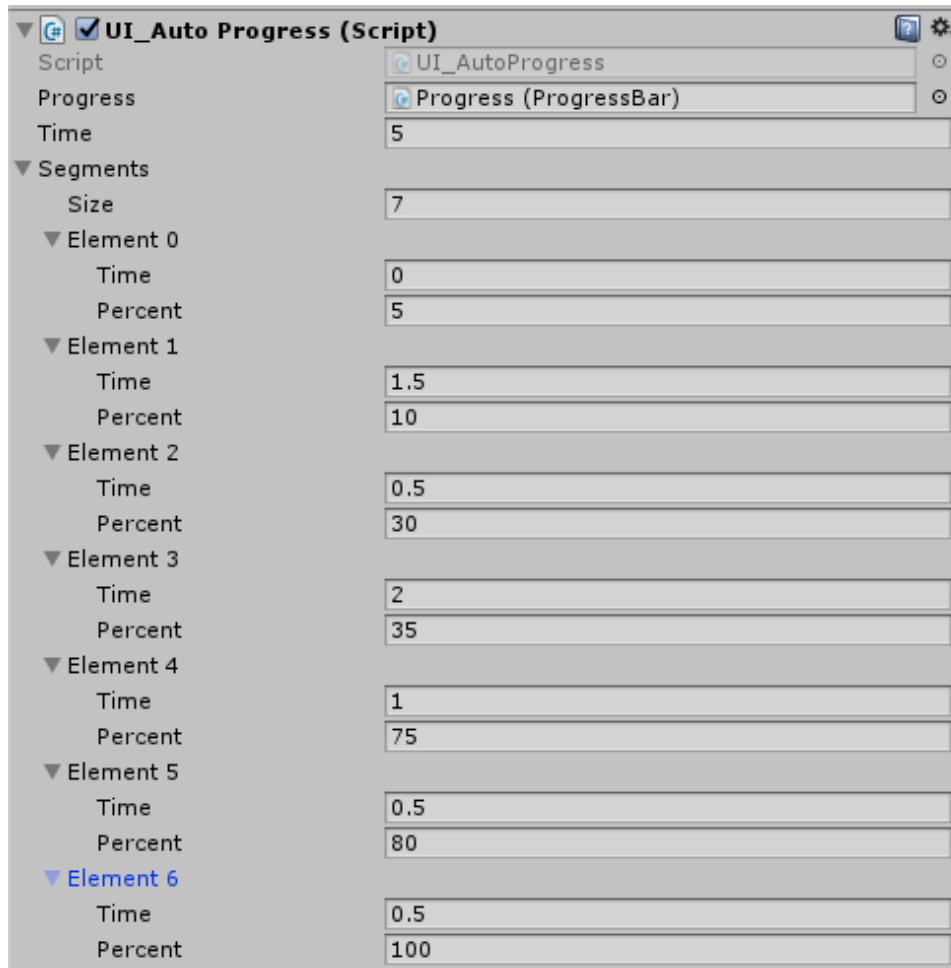
My analysis of the Pinscreen Demo Software included an inspection of the application's C# source code; Unity objects, assets, and settings; and Git repository logs. I also built and ran the application and experimented with different inputs. Instructions for inspecting, building, and running the Pinscreen Demo Software are provided in **Exhibit A**.

4.1. "Iman" Avatar Generated from Webcam Picture

The C# source code of the Pinscreen Demo Software shows that the first feature presented in the demo – the ability to generate an avatar in a few seconds from a webcam picture – did not actually exist in the software. The file rtl-app\Assets\RTLUI\RTLUIHack.cs shows the functions that are called after the user has taken a picture with the webcam. First, the function **GenerateAvatar** is called (line 94). At line 96, the function **SetAvatar** is called with the hardcoded parameters **avatarData["Iman"].texture, "Iman"**.

```
94    public void GenerateAvatar()
95    {
96        SetAvatar(avatarData["Iman"].texture, "Iman");
97    }
98
```

At line 125, the **SetAvatar** function displays a progress bar on the screen. The progress bar is implemented in the file rtl-app\Assets\RTLUI\ProgressBar.cs. The progress bar's **Update** function at line 70 shows that the progress bar is filled based on a timer, not based on the actual progress of any underlying computation. Moreover, the Git repository logs indicate that specific efforts were made to make the progress bar more believable: code was added to the file rtl-app\Assets\RTLUI\UI_AutoProgress.cs on July 22, 2017, with the commit comment "Replace Trump animation, make progress more " natural\". This revision caused the progress bar to increase at a variable speed, rather than increasing at a uniform speed. The progress is defined in the Segments array in Unity.

UI_Auto Progress (Script)	
Script	UI_AutoProgress
Progress	Progress (ProgressBar)
Time	5
▼ Segments	
Size	7
▼ Element 0	
Time	0
Percent	5
▼ Element 1	
Time	1.5
Percent	10
▼ Element 2	
Time	0.5
Percent	30
▼ Element 3	
Time	2
Percent	35
▼ Element 4	
Time	1
Percent	75
▼ Element 5	
Time	0.5
Percent	80
▼ Element 6	
Time	0.5
Percent	100

Returning to the **SetAvatar** function (line 125 of RTLUIHack.cs), when the progress bar completes, the **SelectAvatar** function is called at line 153. The **SelectAvatar** function begins at line 187. At line 202, a lookup is performed to retrieve an avatar **Transform** object from a collection of pre-built avatars. In this case, the value of the name parameter is "Iman" so the avatar named "Iman" is retrieved. The collection of pre-built avatars can be viewed in the "Hierarchy" window of Unity Editor (top left) under the Avatars item.

Next, the `SelectAvatar` function sets `visibleAvatar` to the avatar object that was just retrieved from the pre-built collection and displays that avatar on the screen.

I confirmed that the description above correctly characterizes the operation of the Pinscreen Demo Software by running the application with Script Debugging turned on. The generated output_log.txt file is attached as **Exhibit B**.

I also ran the Pinscreen Demo Software and took a picture of myself using my computer's webcam. As expected, once the progress bar completed, the "Iman" avatar was displayed.

Picture of George Edwards taken with webcam

"Iman" avatar displayed
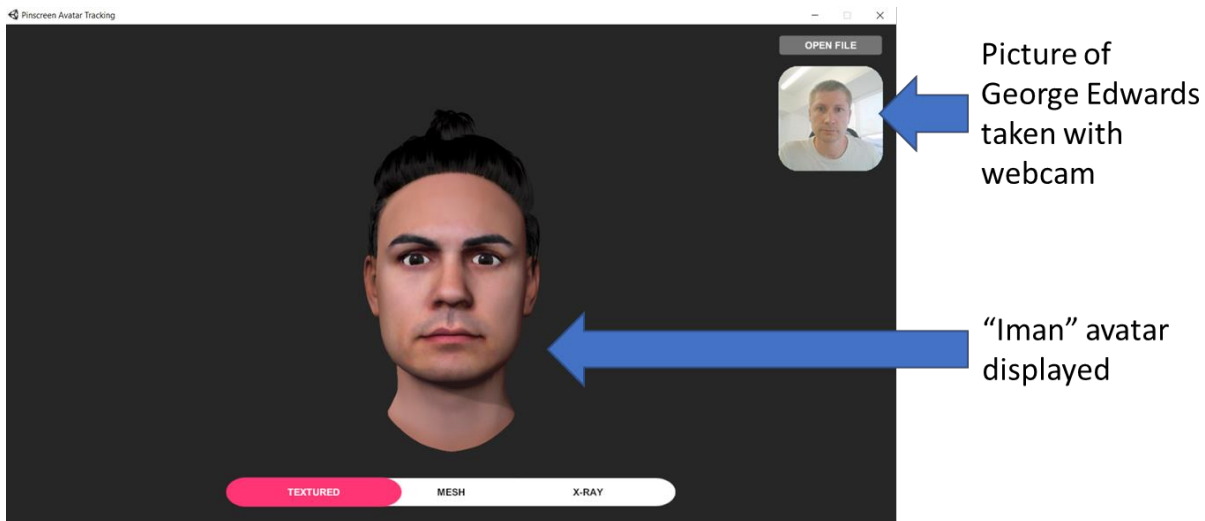
4.2. "Hao", "JohnRoot", and "Christobal" Avatars Generated from Image Files

The C# source code of the Pinscreen Demo Software also shows that the next feature presented in the demo – the ability to generate an avatar in a few seconds from a stored image file – also did not actually exist in the software. When the user clicks the OPEN FILE button in the demo, the **OpenFileWindow** function is called (rtl-app\rtl-app\Assets\RTLUI\OpenAvatarImage.cs, line 19). After a file is selected, the **SetAvatar** function is called at line 25.

The **SetAvatar** function called here is different than the one described above (the SetAvatar function is overloaded). This **SetAvatar** function begins at line 159 of RTLUIHack.cs. The function strips the file extension off the file name provided as a parameter and saves the name in the **name** variable.

```
159    public void SetAvatar(string file)
160    {
161        // set avatar image
162        string name = Path.GetFileNameWithoutExtension(file);
163
164        Texture2D texture = AvatarAnimationController.LoadPNG(file);
165        texture.Apply();
166
167        SetAvatar(texture, name);
168    }
```

Next, at line 167 **SetAvatar(texture, name)** is called, is the **SetAvatar** function described above in Section 4.1. At this point, the program proceeds in the same manner as previously described: a lookup is performed to retrieve the appropriate avatar from the collection of pre-built avatars, based on the value of the name parameter. For example, if the user selected the image file JohnRoot.jpeg, the JohnRoot avatar is displayed. It does not matter what the contents of the JohnRoot.jpeg file actually are – it could be a picture of anything and the same avatar will be displayed. Also, if the user selects an image file with a name that does not correspond to one of the pre-built avatars, no avatar is displayed.

I again confirmed that the description above correctly characterizes the operation of the Pinscreen Demo Software by running the application with Script Debugging turned on. The generated output_log.txt file is attached as **Exhibit B**.

I also ran the Pinscreen Demo Software and selected a picture of myself. As expected, once the progress bar completed, no avatar was displayed.
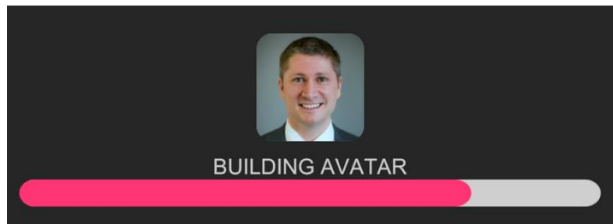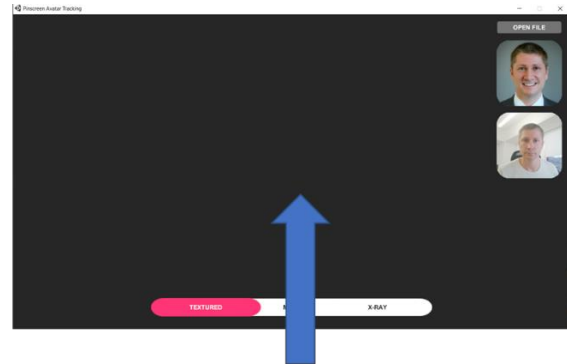
Image file of George Edwards selected;
BUILDING AVATAR progress bar displayed

No avatar built or displayed

5. Conclusions

Based on my analysis of the Pinscreen Demo Software, Dr. Li and Dr. Sadeghi falsely claimed – both in the published abstract and in oral statements – that the software they presented at SIGGRAPH RTL 2017 had the capability to automatically generate complete 3D avatars from a single image. The false statements appear to be significant in that they go well beyond overstatements or exaggerations. Rather, the false statements claim capabilities that are completely absent in the software. Also, there is strong circumstantial evidence (such as the fake progress bar and Git repo logs) that the fabrication was intentional and premeditated.

The false statements relate to the core research contribution claimed by the authors. For example, even if the pre-built avatars were created using some other Pinscreen software program, and the demo was fabricated because the generation process took over a minute (as alluded to in USC's list of allegations) and was deemed too slow for a live demo, this would still represent a substantial fabrication because the authors claimed the speed of their system – the ability to generate an avatar "within seconds" – as a key innovation of their work.

Note that my analysis did not address the question of whether Dr. Li instructed his team to manually modify the avatar models to improve their quality. My analysis did not investigate the process that was actually used to create the pre-built models that were displayed during the demo, so I cannot at this time provide any information on the extent to which that process was fully automatic.

Exhibit A

To inspect, build, and run the Pinscreen Demo Software:

1. Download and install Unity 5.5.0 from https://unity3d.com/get-unity/download/archive.

2. Next, within the Unity Editor, select File→Open Scene and choose the file rtl-app\Assets\RTLMaster.unity.

3. Choose File→Build Settings… and ensure that under Scenes In Build only RTLMaster is checked. If RTLMaster is not listed, click Add Open Scene.

4. Make sure the Target Platform and Architecture drop-down menus are selected correctly for the computer on which you plan to run the application.

5. Choose Build and Run. For the application to work without further adjustments, you must choose to save the generated executable file in the rtl-app folder.

Exhibit B

```
Mono path[0] = 'C:/code/rtl-app/rtl-app/rtl-app_Data/Managed'
Mono path[1] = 'C:/code/rtl-app/rtl-app/rtl-app_Data/Mono'
Mono config path = 'C:/code/rtl-app/rtl-app/rtl-app_Data/Mono/etc'
PlayerConnection initialized from C:/code/rtl-app/rtl-app/rtl-app_Data (debug
= 0)
PlayerConnection initialized network socket : 0.0.0.0 55015
Multi-casting "[IP] 192.168.163.1 [Port] 55015 [Flags] 3 [Guid] 288996400
[EditorId] 957138342 [Version] 1048832 [Id] WindowsPlayer(DELL-E7470) [Debug]
1" to [225.0.0.222:54997]...
Waiting for connection from host on [0.0.0.0:55015]...
PlayerConnection accepted from [192.168.128.20] handle:0x3c4
Started listening to [0.0.0.0:55015]
Using monoOptions --debugger-
agent=transport=dt_socket,embedding=1,defer=y,address=0.0.0.0:56400
PlayerConnection already initialized - listening to [0.0.0.0:55015]
Initialize engine version: 5.5.0f3 (38b4efef76f0)
GfxDevice: creating device client; threaded=1
Direct3D:
    Version:  Direct3D 11.0 [level 11.0]
    Renderer: Intel(R) HD Graphics 520 (ID=0x1916)
    Vendor:   Intel
    VRAM:     4196 MB
    Driver:   22.20.16.4836
Begin MonoManager ReloadAssembly
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\UnityEngine.dll (this message is harmless)
Loading C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\UnityEngine.dll into
Unity Child Domain
Platform assembly: C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\Assembly-
CSharp-firstpass.dll (this message is harmless)
Loading C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\Assembly-CSharp-
firstpass.dll into Unity Child Domain
Platform assembly: C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\Assembly-
CSharp.dll (this message is harmless)
Loading C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\Assembly-CSharp.dll into
Unity Child Domain
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\UnityEngine.UI.dll (this message is harmless)
Loading C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\UnityEngine.UI.dll into
Unity Child Domain
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\UnityEngine.Networking.dll (this message is harmless)
Loading C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\UnityEngine.Networking.dll into Unity Child Domain
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\UnityEngine.PlaymodeTestsRunner.dll (this message is
harmless)
Loading C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\UnityEngine.PlaymodeTestsRunner.dll into Unity Child Domain
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\System.Windows.Forms.dll (this message is harmless)
Loading C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\System.Windows.Forms.dll
into Unity Child Domain
```

```
- Completed reload, in  0.103 seconds
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\System.Core.dll (this message is harmless)
Platform assembly: C:\code\rtl-app\rtl-app\rtl-app_Data\Managed\System.dll
(this message is harmless)
<RI> Initializing input.

XInput1_3.dll not found. Trying XInput9_1_0.dll instead...
<RI> Input initialized.

desktop: 1920x1080 60Hz; virtual: 4920x1991 at -3000,-482
<RI> Initialized touch support.

Shader 'Hair/OIT DP/Opaque Initialization': fallback shader
'Diffuse/VertexLit' not found
Shader 'Hair/OIT DP/Final Blend': fallback shader 'Diffuse/VertexLit' not
found
The referenced script on this Behaviour (Game Object
'teethTongue_teethUpper_geom') is missing!

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line: 1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

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

(Filename: C:/buildslave/unity/build/Runtime/Mono/MonoBehaviour.cpp Line:
1754)

UnloadTime: 1.738600 ms
Selecting Avatar Iman
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String)  (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SetAvatar(Texture, String)  (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:123)
RTLUIHack:GenerateAvatar()  (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:96)
UnityEngine.Events.InvokableCall:Invoke(Object[])  (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[])  (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[])  (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
```

```
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)

Selecting Avatar Iman
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:191)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)

Textured (UnityEngine.UI.Toggle)
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
```

```
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:218)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 218)

here
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
OpenAvatarImage:OpenFileWindow() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\OpenAvatarImage.cs:21)
UnityEngine.Events.InvokableCall:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
```

```
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)


(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/OpenAvatarImage.cs Line: 21)


Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\System.Drawing.dll (this message is harmless)
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\Accessibility.dll (this message is harmless)
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libc
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\libc
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libc
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\Mono.Posix.dll (this message is harmless)
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libc
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\libc
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libc
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\libX11
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/libX11
Platform assembly: C:\code\rtl-app\rtl-app\rtl-
app_Data\Managed\System.Xml.dll (this message is harmless)
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\/System/Library/Frameworks/Carbon.framework/Versions/Current/
Carbon
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/lib/System/Library/Frameworks/Carbon.framework/Versions/Current
/Carbon
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/.\lib/System/Library/Frameworks/Carbon.framework/Versions/Curre
nt/Carbon
Fallback handler could not load library C:/code/rtl-app/rtl-app/rtl-
app_Data/Mono/lib/System/Library/Frameworks/Carbon.framework/Versions/Current
/Carbon
```

```
Selecting Avatar Hao
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SetAvatar(Texture, String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:123)
RTLUIHack:SetAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:167)
OpenAvatarImage:OpenFileWindow() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\OpenAvatarImage.cs:25)
UnityEngine.Events.InvokableCall:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)

Selecting Avatar Hao
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
```

```
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:191)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)

Textured (UnityEngine.UI.Toggle)
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:218)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 218)

here
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
OpenAvatarImage:OpenFileWindow() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\OpenAvatarImage.cs:21)
UnityEngine.Events.InvokableCall:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
```

```
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)


(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/OpenAvatarImage.cs Line: 21)


Selecting Avatar JohnRoot
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SetAvatar(Texture, String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:123)
RTLUIHack:SetAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:167)
OpenAvatarImage:OpenFileWindow() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\OpenAvatarImage.cs:25)
UnityEngine.Events.InvokableCall:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
```

```
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)


(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)


Selecting Avatar JohnRoot
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:191)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)


(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)


Textured (UnityEngine.UI.Toggle)
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:218)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)


(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 218)
```

```
here
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
OpenAvatarImage:OpenFileWindow() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\OpenAvatarImage.cs:21)
UnityEngine.Events.InvokableCall:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/OpenAvatarImage.cs Line: 21)

Selecting Avatar Cristobal
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
```

```
RTLUIHack:SetAvatar(Texture, String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:123)
RTLUIHack:SetAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:167)
OpenAvatarImage:OpenFileWindow() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\OpenAvatarImage.cs:25)
UnityEngine.Events.InvokableCall:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:153)
UnityEngine.Events.InvokableCallList:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:634)
UnityEngine.Events.UnityEventBase:Invoke(Object[]) (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent.cs:769)
UnityEngine.Events.UnityEvent:Invoke() (at
C:\buildslave\unity\build\Runtime\Export\UnityEvent_0.cs:53)
UnityEngine.UI.Button:Press() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:35)
UnityEngine.UI.Button:OnPointerClick(PointerEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\UI\Core\Button.
cs:44)
UnityEngine.EventSystems.ExecuteEvents:Execute(IPointerClickHandler,
BaseEventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:52)
UnityEngine.EventSystems.ExecuteEvents:Execute(GameObject, BaseEventData,
EventFunction`1) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Exe
cuteEvents.cs:269)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMousePress(MouseButtonE
ventData) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:531)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent(Int32) (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:430)
UnityEngine.EventSystems.StandaloneInputModule:ProcessMouseEvent() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:410)
UnityEngine.EventSystems.StandaloneInputModule:Process() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Inp
utModules\StandaloneInputModule.cs:184)
UnityEngine.EventSystems.EventSystem:Update() (at
C:\buildslave\unity\build\Extensions\guisystem\UnityEngine.UI\EventSystem\Eve
ntSystem.cs:287)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)

Selecting Avatar Cristobal
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:LogFormat(LogType, String, Object[])
UnityEngine.Debug:LogFormat(String, Object[])
RTLUIHack:ChangeInputImage(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:181)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:191)
```

```
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 181)

Textured (UnityEngine.UI.Toggle)
UnityEngine.DebugLogHandler:Internal_Log(LogType, String, Object)
UnityEngine.DebugLogHandler:LogFormat(LogType, Object, String, Object[])
UnityEngine.Logger:Log(LogType, Object)
UnityEngine.Debug:Log(Object)
RTLUIHack:SelectAvatar(String) (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:218)
<SetAvatar>c__AnonStorey0:<>m__0() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\RTLUIHack.cs:153)
ProgressBar:UpdateProgress() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:107)
ProgressBar:Update() (at C:\code\rtl-app\rtl-
app\Assets\RTLUI\ProgressBar.cs:83)

(Filename: C:/code/rtl-app/rtl-app/Assets/RTLUI/RTLUIHack.cs Line: 218)

Setting up 1 worker threads for Enlighten.
  Thread -> id: 1b8c8 -> priority: 1
Waiting for finish
```