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UserName@evra:/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire$ strace -s
64 ./start.sh
execve("./start.sh", ["/start.sh"], [/ 82 vars *]) = 0
brk(NULL) = 0x1f15000
access("/etc/ld.so.nohwcap", F_OK) = -1 ENOENT (No such file or directory)
access("/etc/ld.so.preload", R_OK) = -1 ENOENT (No such file or directory)
open("/etc/ld.so.cache", O_RDONLY|O_CLOEXEC) = 3
fstat(3, {st_mode=S_IFREG|0644, st_size=142949, ...}) = 0
mmap(NULL, 142949, PROT_READ, MAP_PRIVATE, 3, 0) = 0x7efe6ea96000
close(3) = 0
access("/etc/ld.so.nohwcap", F_OK) = -1 ENOENT (No such file or directory)
open("/lib/x86_64-linux-gnu/libtinfo.so.5", O_RDONLY|O_CLOEXEC) = 3
read(3,
"\177ELF\2\1\1\0\0\0\0\0\0\0\0\0\0\3\0>\0\1\0\0\0p\31\0\0\0\0\0\0\0\0@
\0\0\0\0\0\0\0\0\1\0\206\2\0\0\0
\0\0\0\0\0\0@0008\0\7\0@0\35\0\34\0"..., 832) = 832
fstat(3, {st_mode=S_IFREG|0644, st_size=167240, ...}) = 0
mmap(NULL, 4096, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS, -1,
0) = 0x7efe6ea95000
mmap(NULL, 2264256, PROT_READ|PROT_EXEC, MAP_PRIVATE|MAP_DENYWRITE, 3,
0) = 0x7efe6e66b000
mprotect(0x7efe6e690000, 2093056, PROT_NONE) = 0
mmap(0x7efe6e88f000, 20480, PROT_READ|PROT_WRITE,
MAP_PRIVATE|MAP_FIXED|MAP_DENYWRITE, 3, 0x24000) = 0x7efe6e88f000
close(3) = 0
access("/etc/ld.so.nohwcap", F_OK) = -1 ENOENT (No such file or directory)
open("/lib/x86_64-linux-gnu/libdl.so.2", O_RDONLY|O_CLOEXEC) = 3
read(3,
"\177ELF\2\1\1\0\0\0\0\0\0\0\0\0\0\3\0>\0\1\0\0\0\240r\0\0\0\0\0\0\0@
\0\0\0\0\0\0\0\0\220\1\0\0\0\0\0
\0\0\0\0\0\0@0008\0\7\0@0\36\0\35\0"..., 832) = 832
fstat(3, {st_mode=S_IFREG|0644, st_size=14608, ...}) = 0
mmap(NULL, 2109680, PROT_READ|PROT_EXEC, MAP_PRIVATE|MAP_DENYWRITE, 3,
0) = 0x7efe6e467000
mprotect(0x7efe6e46a000, 2093056, PROT_NONE) = 0
mmap(0x7efe6e669000, 8192, PROT_READ|PROT_WRITE,
MAP_PRIVATE|MAP_FIXED|MAP_DENYWRITE, 3, 0x2000) = 0x7efe6e669000
close(3) = 0

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access("/etc/ld.so.nohwcap", F_OK) = -1 ENOENT (No such file or directory)
open("/lib/x86_64-linux-gnu/libc.so.6", O_RDONLY|O_CLOEXEC) = 3
read(3,
"\177ELF\2\1\1\3\0\0\0\0\0\0\0\3\0>\0\1\0\0\0P\t\2\0\0\0\0\0@\0\0\0\0\0\0\0\270r\34\0\0\0\0\0\0\0\0\0\0\0@ \0008\0\n\0@\0H\0G\0"... , 832) = 832
fstat(3, {st_mode=S_IFREG|0755, st_size=1868984, ...}) = 0
mmap(NULL, 3971488, PROT_READ|PROT_EXEC, MAP_PRIVATE|MAP_DENYWRITE, 3, 0) = 0x7efe6e09d000
mprotect(0x7efe6e25d000, 2097152, PROT_NONE) = 0
mmap(0x7efe6e45d000, 24576, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_FIXED|MAP_DENYWRITE, 3, 0x1c0000) = 0x7efe6e45d000
mmap(0x7efe6e463000, 14752, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_FIXED|MAP_ANONYMOUS, -1, 0) = 0x7efe6e463000
close(3) = 0
mmap(NULL, 4096, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS, -1, 0) = 0x7efe6ea94000
mmap(NULL, 4096, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS, -1, 0) = 0x7efe6ea93000
mmap(NULL, 4096, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS, -1, 0) = 0x7efe6ea92000
arch_prctl(ARCH_SET_FS, 0x7efe6ea93700) = 0
mprotect(0x7efe6e45d000, 16384, PROT_READ) = 0
mprotect(0x7efe6e669000, 4096, PROT_READ) = 0
mprotect(0x7efe6e88f000, 16384, PROT_READ) = 0
mprotect(0x6f3000, 4096, PROT_READ) = 0
mprotect(0x7efe6eab9000, 4096, PROT_READ) = 0
munmap(0x7efe6ea96000, 142949) = 0
open("/dev/tty", O_RDWR|O_NONBLOCK) = 3
close(3) = 0
brk(NULL) = 0x1f15000
brk(0x1f16000) = 0x1f16000
open("/usr/lib/locale/locale-archive", O_RDONLY|O_CLOEXEC) = 3
fstat(3, {st_mode=S_IFREG|0644, st_size=4228608, ...}) = 0
mmap(NULL, 4228608, PROT_READ, MAP_PRIVATE, 3, 0) = 0x7efe6dc94000
close(3) = 0
brk(0x1f17000) = 0x1f17000
brk(0x1f18000) = 0x1f18000
brk(0x1f19000) = 0x1f19000
getuid() = 1000
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getgid() = 1000
geteuid() = 1000
getegid() = 1000
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
brk(0x1f1a000) = 0x1f1a000
sysinfo({uptime=45145, loads=[34272, 35520, 106400], totalram=16775602176,
freeram=1110413312, sharedram=178835456, bufferram=3496747008,
totalswap=1047523328, freeswap=1047379968, procs=1267, totalhigh=0, freehigh=0,
mem_unit=1}) = 0
brk(0x1f1b000) = 0x1f1b000
rt_sigaction(SIGCHLD, {SIG_DFL, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{SIG_DFL, [], 0}, 8) = 0
rt_sigaction(SIGCHLD, {SIG_DFL, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{SIG_DFL, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0}, 8) = 0
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [], 0}, 8) =
0
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigaction(SIGQUIT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [], 0}, 8)
= 0
rt_sigaction(SIGQUIT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
rt_sigaction(SIGQUIT, {SIG_IGN, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
uname({sysname="Linux", nodename="eva", ...}) = 0
brk(0x1f1c000) = 0x1f1c000
brk(0x1f1d000) = 0x1f1d000
brk(0x1f1e000) = 0x1f1e000
brk(0x1f1f000) = 0x1f1f000
brk(0x1f20000) = 0x1f20000
brk(0x1f21000) = 0x1f21000
brk(0x1f22000) = 0x1f22000
stat("/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire",
{st_mode=S_IFDIR|0700, st_size=4096, ...}) = 0
stat(".", {st_mode=S_IFDIR|0700, st_size=4096, ...}) = 0
getpid() = 20623
open("/usr/lib/x86_64-linux-gnu/gconv/gconv-modules.cache", O_RDONLY) = 3
fstat(3, {st_mode=S_IFREG|0644, st_size=26258, ...}) = 0
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mmap(NULL, 26258, PROT_READ, MAP_SHARED, 3, 0) = 0x7efe6eab2000
close(3) = 0
getppid() = 20621
brk(0x1f23000) = 0x1f23000
brk(0x1f24000) = 0x1f24000
brk(0x1f25000) = 0x1f25000
getpgrp() = 20621
rt_sigaction(SIGCHLD, {0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{SIG_DFL, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0}, 8) = 0
getrlimit(RLIMIT_NPROC, {rlim_cur=63833, rlim_max=63833}) = 0
brk(0x1f26000) = 0x1f26000
brk(0x1f27000) = 0x1f27000
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
open("./start.sh", O_RDONLY) = 3
ioctl(3, TCGETS, 0x7ffc17dee090) = -1 ENOTTY (Inappropriate ioctl for device)
lseek(3, 0, SEEK_CUR) = 0
read(3, "#!/bin/bash\n# GOG.com (www.gog.com)\n\n# Initialization\nCURRENT_DI"..., 80) =
80
lseek(3, 0, SEEK_SET) = 0
getrlimit(RLIMIT_NOFILE, {rlim_cur=1024, rlim_max=1024*1024}) = 0
fcntl(255, F_GETFD) = -1 EBADF (Bad file descriptor)
dup2(3, 255) = 255
close(3) = 0
fcntl(255, F_SETFD, FD_CLOEXEC) = 0
fcntl(255, F_GETFL) = 0x8000 (flags O_RDONLY|O_LARGEFILE)
fstat(255, {st_mode=S_IFREG|0755, st_size=546, ...}) = 0
lseek(255, 0, SEEK_CUR) = 0
brk(0x1f28000) = 0x1f28000
read(255, "#!/bin/bash\n# GOG.com (www.gog.com)\n\n# Initialization\nCURRENT_DI"...,
546) = 546
brk(0x1f29000) = 0x1f29000
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
brk(0x1f2a000) = 0x1f2a000
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
pipe([3, 4]) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [INT CHLD], [], 8) = 0
lseek(255, -428, SEEK_CUR) = 118
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clone(child_stack=0, flags=CLONE_CHILD_CLEARTID|CLONE_CHILD_SETTID|SIGCHLD,
child_tidptr=0x7efe6ea939d0) = 20624
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigaction(SIGCHLD, {0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0}, 8) = 0
close(4) = 0
read(3, "/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire\n", 128) = 55
read(3, "", 128) = 0
--- SIGCHLD {si_signo=SIGCHLD, si_code=CLD_EXITED, si_pid=20624, si_uid=1000,
si_status=0, si_utime=0, si_stime=0} ---
wait4(-1, [{WIFEXITED(s) && WEXITSTATUS(s) == 0}], WNOHANG, NULL) = 20624
wait4(-1, 0x7ffc17ded310, WNOHANG, NULL) = -1 ECHILD (No child processes)
rt_sigreturn({mask=[]}) = 0
close(3) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigaction(SIGINT, {0x4449b0, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {0x4449b0, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
read(255, "cd \"${CURRENT_DIR}\"\\nsource support/gog_com.shlib\\n\\n# Game info\\nGA"...,
546) = 428
stat("/media", {st_mode=S_IFDIR|0755, st_size=4096, ...}) = 0
stat("/media/UserName", {st_mode=S_IFDIR|0750, st_size=4096, ...}) = 0
stat("/media/UserName/games", {st_mode=S_IFDIR|0775, st_size=4096, ...}) = 0
stat("/media/UserName/games/GOG", {st_mode=S_IFDIR|0775, st_size=4096, ...}) = 0
stat("/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire",
{st_mode=S_IFDIR|0700, st_size=4096, ...}) = 0
chdir("/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire") = 0
stat("support/gog_com.shlib", {st_mode=S_IFREG|0644, st_size=4427, ...}) = 0
stat("support/gog_com.shlib", {st_mode=S_IFREG|0644, st_size=4427, ...}) = 0
geteuid() = 1000
getegid() = 1000
getuid() = 1000
getgid() = 1000
access("support/gog_com.shlib", X_OK) = -1 EACCES (Permission denied)
stat("support/gog_com.shlib", {st_mode=S_IFREG|0644, st_size=4427, ...}) = 0
geteuid() = 1000
getegid() = 1000
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getuid() = 1000
getgid() = 1000
access("support/gog_com.shlib", R_OK) = 0
open("support/gog_com.shlib", O_RDONLY) = 3
fstat(3, {st_mode=S_IFREG|0644, st_size=4427, ...}) = 0
brk(0x1f2c000) = 0x1f2c000
read(3, "#!/bin/bash\n#
Global\nGOG_BASH_LIBRARY_VERSION=\"1.1\"\nHELP_TEXTS=\"\"..., 4427) = 4427
close(3) = 0
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
brk(0x1f2d000) = 0x1f2d000
brk(0x1f2e000) = 0x1f2e000
brk(0x1f2f000) = 0x1f2f000
brk(0x1f30000) = 0x1f30000
brk(0x1f31000) = 0x1f31000
brk(0x1f32000) = 0x1f32000
brk(0x1f33000) = 0x1f33000
brk(0x1f34000) = 0x1f34000
brk(0x1f35000) = 0x1f35000
brk(0x1f36000) = 0x1f36000
brk(0x1f37000) = 0x1f37000
brk(0x1f38000) = 0x1f38000
brk(0x1f39000) = 0x1f39000
brk(0x1f3a000) = 0x1f3a000
brk(0x1f3b000) = 0x1f3b000
brk(0x1f3c000) = 0x1f3c000
brk(0x1f3d000) = 0x1f3d000
brk(0x1f3e000) = 0x1f3e000
brk(0x1f3f000) = 0x1f3f000
brk(0x1f40000) = 0x1f40000
brk(0x1f41000) = 0x1f41000
brk(0x1f42000) = 0x1f42000
brk(0x1f43000) = 0x1f43000
brk(0x1f44000) = 0x1f44000
brk(0x1f45000) = 0x1f45000
brk(0x1f46000) = 0x1f46000
brk(0x1f47000) = 0x1f47000
brk(0x1f48000) = 0x1f48000
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
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rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
brk(0x1f49000) = 0x1f49000
pipe([3, 4]) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [INT CHLD], [], 8) = 0
lseek(255, -336, SEEK_CUR) = 210
clone(child_stack=0, flags=CLONE_CHILD_CLEARPID|CLONE_CHILD_SETTID|SIGCHLD,
child_tidptr=0x7efe6ea939d0) = 20627
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigaction(SIGCHLD, {0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0}, 8) = 0
close(4) = 0
read(3, "Pillars of Eternity II: Deadfire\n", 128) = 33
read(3, "", 128) = 0
--- SIGCHLD {si_signo=SIGCHLD, si_code=CLD_EXITED, si_pid=20627, si_uid=1000,
si_status=0, si_utime=0, si_stime=0} ---
wait4(-1, [{WIFEXITED(s) && WEXITSTATUS(s) == 0}], WNOHANG, NULL) = 20627
wait4(-1, 0x7ffc17ded310, WNOHANG, NULL) = -1 ECHILD (No child processes)
rt_sigreturn({mask=[]}) = 0
close(3) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigaction(SIGINT, {0x4449b0, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {0x4449b0, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
read(255, "VERSION=\"$ (get_gameinfo 2) \"\nVERSION_DEV=\"$ (get_gameinfo 3) \"\n\n#
A"... , 546) = 336
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
pipe([3, 4]) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [INT CHLD], [], 8) = 0
lseek(255, -308, SEEK_CUR) = 238
clone(child_stack=0, flags=CLONE_CHILD_CLEARPID|CLONE_CHILD_SETTID|SIGCHLD,
child_tidptr=0x7efe6ea939d0) = 20631
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
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rt_sigaction(SIGCHLD, {0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0}, 8) = 0
close(4) = 0
read(3, "gog-1\n", 128) = 6
read(3, "", 128) = 0
--- SIGCHLD {si_signo=SIGCHLD, si_code=CLD_EXITED, si_pid=20631, si_uid=1000,
si_status=0, si_utime=0, si_stime=0} ---
wait4(-1, [{WIFEXITED(s) && WEXITSTATUS(s) == 0}], WNOHANG, NULL) = 20631
wait4(-1, 0x7ffc17ded310, WNOHANG, NULL) = -1 ECHILD (No child processes)
rt_sigreturn({mask=[]}) = 0
close(3) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigaction(SIGINT, {0x4449b0, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {0x4449b0, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
read(255, "VERSION_DEV=\"$ (get_gameinfo 3)\" \n\n# Actions\nrun_game() {\n echo \"R\"...",
546) = 308
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
rt_sigprocmask(SIG_BLOCK, NULL, [], 8) = 0
pipe([3, 4]) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [INT CHLD], [], 8) = 0
lseek(255, -276, SEEK_CUR) = 270
clone(child_stack=0, flags=CLONE_CHILD_CLEARPID|CLONE_CHILD_SETTID|SIGCHLD,
child_tidptr=0x7efe6ea939d0) = 20635
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigaction(SIGCHLD, {0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0},
{0x447ad0, [], SA_RESTORER|SA_RESTART, 0x7efe6e0d24b0}, 8) = 0
close(4) = 0
read(3, "20581\n", 128) = 6
read(3, "", 128) = 0
--- SIGCHLD {si_signo=SIGCHLD, si_code=CLD_EXITED, si_pid=20635, si_uid=1000,
si_status=0, si_utime=0, si_stime=0} ---
wait4(-1, [{WIFEXITED(s) && WEXITSTATUS(s) == 0}], WNOHANG, NULL) = 20635
wait4(-1, 0x7ffc17ded310, WNOHANG, NULL) = -1 ECHILD (No child processes)
rt_sigreturn({mask=[]}) = 0
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close(3) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigaction(SIGINT, {0x4449b0, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {0x4449b0, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
read(255, "\n# Actions\nrun_game() {\n echo \"Running ${GAME_NAME}\"\n export LC_\"...,
546) = 276
brk(0x1f4a000) = 0x1f4a000
brk(0x1f4b000) = 0x1f4b000
write(1, "Running Pillars of Eternity II: Deadfire\n", 41Running Pillars of Eternity II: Deadfire
) = 41
stat("/media", {st_mode=S_IFDIR|0755, st_size=4096, ...}) = 0
stat("/media/UserName", {st_mode=S_IFDIR|0750, st_size=4096, ...}) = 0
stat("/media/UserName/games", {st_mode=S_IFDIR|0775, st_size=4096, ...}) = 0
stat("/media/UserName/games/GOG", {st_mode=S_IFDIR|0775, st_size=4096, ...}) = 0
stat("/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire",
{st_mode=S_IFDIR|0700, st_size=4096, ...}) = 0
stat("/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire/game",
{st_mode=S_IFDIR|0700, st_size=4096, ...}) = 0
chdir("/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire/game") = 0
stat(".", {st_mode=S_IFDIR|0700, st_size=4096, ...}) = 0
stat("/home/UserName/bin/chmod", 0x7ffc17dece50) = -1 ENOENT (No such file or directory)
stat("/usr/local/sbin/chmod", 0x7ffc17dece50) = -1 ENOENT (No such file or directory)
stat("/usr/local/bin/chmod", 0x7ffc17dece50) = -1 ENOENT (No such file or directory)
stat("/usr/sbin/chmod", 0x7ffc17dece50) = -1 ENOENT (No such file or directory)
stat("/usr/bin/chmod", 0x7ffc17dece50) = -1 ENOENT (No such file or directory)
stat("/sbin/chmod", 0x7ffc17dece50) = -1 ENOENT (No such file or directory)
stat("/bin/chmod", {st_mode=S_IFREG|0755, st_size=56112, ...}) = 0
stat("/bin/chmod", {st_mode=S_IFREG|0755, st_size=56112, ...}) = 0
geteuid() = 1000
getegid() = 1000
getuid() = 1000
getgid() = 1000
access("/bin/chmod", X_OK) = 0
stat("/bin/chmod", {st_mode=S_IFREG|0755, st_size=56112, ...}) = 0
geteuid() = 1000
getegid() = 1000
```

```
getuid() = 1000
getgid() = 1000
access("/bin/chmod", R_OK) = 0
stat("/bin/chmod", {st_mode=S_IFREG|0755, st_size=56112, ...}) = 0
stat("/bin/chmod", {st_mode=S_IFREG|0755, st_size=56112, ...}) = 0
geteuid() = 1000
getegid() = 1000
getuid() = 1000
getgid() = 1000
access("/bin/chmod", X_OK) = 0
stat("/bin/chmod", {st_mode=S_IFREG|0755, st_size=56112, ...}) = 0
geteuid() = 1000
getegid() = 1000
getuid() = 1000
getgid() = 1000
access("/bin/chmod", R_OK) = 0
rt_sigprocmask(SIG_BLOCK, [INT CHLD], [], 8) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [INT CHLD], 8) = 0
rt_sigprocmask(SIG_SETMASK, [INT CHLD], NULL, 8) = 0
clone(child_stack=0, flags=CLONE_CHILD_CLEARTID|CLONE_CHILD_SETTID|SIGCHLD,
child_tidptr=0x7efe6ea939d0) = 20639
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigaction(SIGINT, {0x4449b0, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
wait4(-1, [{WIFEXITED(s) && WEXITSTATUS(s) == 0}], 0, NULL) = 20639
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {0x4449b0, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
--- SIGCHLD {si_signo=SIGCHLD, si_code=CLD_EXITED, si_pid=20639, si_uid=1000,
si_status=0, si_utime=0, si_stime=0} ---
wait4(-1, 0x7ffc17dec990, WNOHANG, NULL) = -1 ECHILD (No child processes)
rt_sigreturn({mask=[]}) = 0
rt_sigprocmask(SIG_BLOCK, [INT CHLD], [], 8) = 0
clone(child_stack=0, flags=CLONE_CHILD_CLEARTID|CLONE_CHILD_SETTID|SIGCHLD,
child_tidptr=0x7efe6ea939d0) = 20640
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
```

```
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigaction(SIGINT, {0x4449b0, [], SA_RESTORER, 0x7efe6e0d24b0}, {SIG_DFL, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
wait4(-1, Set current directory to
/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire/game
Found path:
/media/UserName/games/GOG/Pillars_of_Eternity_II_Deadfire/game/PillarsOfEternityII
There is no data folder
[{{WIFEXITED(s) && WEXITSTATUS(s) == 1}}, 0, NULL) = 20640
rt_sigaction(SIGINT, {SIG_DFL, [], SA_RESTORER, 0x7efe6e0d24b0}, {0x4449b0, [],
SA_RESTORER, 0x7efe6e0d24b0}, 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
--- SIGCHLD {si_signo=SIGCHLD, si_code=CLD_EXITED, si_pid=20640, si_uid=1000,
si_status=1, si_utime=2, si_stime=2} ---
wait4(-1, 0x7ffc17deca90, WNOHANG, NULL) = -1 ECHILD (No child processes)
rt_sigreturn({mask=[]}) = 0
read(255, "", 546) = 0
rt_sigprocmask(SIG_BLOCK, [CHLD], [], 8) = 0
rt_sigprocmask(SIG_SETMASK, [], NULL, 8) = 0
exit_group(1) = ?
+++ exited with 1 +++
```