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~/wineHOTS/drive_c/Program Files (x86) % pwd
/home/jg/.wineHOTS/drive_c/Program Files (x86)
~/wineHOTS/drive_c/Program Files (x86) % echo $WINEPREFIX
/home/jg/.wineHOTS
~/wineHOTS/drive_c/Program Files (x86) % wine Heroes\ of the\
Storm\Support64\HeroesSwitcher_x64.exe -dx11
002c:fixme:msvcrt:_configure_wide_argv (1) stub
002c:fixme:msvcrt:_initialize_wide_environment stub
002c:fixme:shell:SetCurrentProcessExplicitAppUserModelID
L"BlizzardEntertainment.HeroesOfTheStorm.HeroesOfTheStorm": stub
0031:fixme:ntdll:EtwEventRegister ({5eec90ab-c022-44b2-a5dd-fd716a222a15}, 0x97107c,
0x9a1030, 0x9a1050) stub.
0031:fixme:ntdll:EtwEventSetInformation (deadbeef, 2, 0x99cdf0, 43) stub
0031:fixme:ntdll:EtwEventRegister ({5eec90ab-c022-44b2-a5dd-fd716a222a15}, 0x39107c,
0x844030, 0x844050) stub.
0031:fixme:ntdll:EtwEventSetInformation (deadbeef, 2, 0x77b578, 43) stub
0031:fixme:msvcrt:_configure_wide_argv (1) stub
0031:fixme:msvcrt:_initialize_wide_environment stub
0031:fixme:ntdll:server_ioctl_file Unsupported ioctl 900c0 (device=9 access=0 func=30
method=0)
0031:fixme:process:SetProcessDEPPolicy (1): stub
0031:fixme:module:LdrRegisterDllNotification (0000, 0x1401ec2b0, (nil), 0x192ded8) stub
0031:fixme:hnetcfg:fw_profile_get_FirewallEnabled 0x85540, 0x215e748
0031:err:winediag:SECUR32_initNTLMSP ntlm_auth was not found or is outdated. Make sure
that ntlm_auth >= 3.0.25 is in your path. Usually, you can find it in the winbind package of your
distribution.
0031:fixme:kerberos:kerberos_SplInstanceInit 65536,0x7f8dcbe670d0,(nil): stub
0031:fixme:ole:CoInitializeSecurity ((nil),-1,(nil),(nil),0,3,(nil),0,(nil)) - stub!
0031:fixme:wbemprox:client_security_SetBlanket 0x7f8dcbe670d0, 0x87330, 10, 0, (null), 3,
3, (nil), 0x00000000
0031:fixme:wbemprox:client_security_Release 0x7f8dcbe670d0
0031:fixme:ntdll:NtQuerySystemInformation info_class
SYSTEM_PERFORMANCE_INFORMATION
0038:fixme:mpr:WNetGetUniversalNameW (L"C:\\Program Files (x86)\\Heroes of the
Storm\\HeroesData\\data", 0x00000001, 0x2c4de70, 0x2c4de30): stub
0039:fixme:winhttp:get_system_proxy_autoconfig_url no support on this platform
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0039:fixme:winhttp:WinHttpDetectAutoProxyConfigUrl discovery via DHCP not supported

0031:fixme:progress:ProgressWindowProc state 0003 not yet handled

0031:fixme:wevtapi:EvtSubscribe ((nil) (nil) L"System" L"*[System[(EventID=4101)]]" (nil) (nil) 0x140bb2440 1) stub

0031:fixme:win:EnumDisplayDevicesW ((null),0,0x215eaa0,0x00000000), stub!

0028:fixme:appbar:handle_appbarmessage SHAppBarMessage(ABM_GETTASKBARPOS, hwnd=0x3): stub

0031:fixme:shell:SHGetPropertyStoreForWindow (0x30060 0x1422f8b98 0x215ee68) stub!

0031:fixme:shell:SHGetPropertyStoreForWindow (0x30060 0x1422f8b98 0x215ee70) stub!

0031:fixme:msctf:ThreadMgr_ActivateEx Unimplemented flags 0x4

0031:fixme:msctf:ThreadMgrSource_AdviseSink (0xd2cc0) Unhandled Sink: {ea1ea136-19df-11d7-a6d2-00065b84435c}

0031:fixme:dxgi:DXGID3D10CreateDevice Ignoring flags 0x21.

0031:fixme:dxgi:wined3d_usage_from_dxgi_usage Unhandled DXGI usage 0x40.

0031:fixme:d3d:swapchain_init The application requested more than one back buffer, this is not properly supported.

Please configure the application to use double buffering (1 back buffer) if possible.

0031:fixme:dxgi:dxgi_factory_MakeWindowAssociation iface 0x9e050, window 0x30060, flags 0x2 stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 85, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 87, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 87, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 71, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 74, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 77, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 51, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 55, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 45, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 45, format_support 0x215a9e0 partial-stub!

0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 40,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 54,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 41,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 10,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 2,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 34,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 16,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 24,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 11,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 88,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 65,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 35,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 28,
format_support 0x215a9e0 partial-stub!
0031:fixme:d3d11:d3d11_device_CheckFormatSupport iface 0xe8920, format 61,
format_support 0x215a9e0 partial-stub!
0031:fixme:dxgi:d3d11_swapchain_ResizeBuffers Ignoring flags 0x2.
0031:fixme:dxgi:d3d11_swapchain_GetDesc Ignoring ScanlineOrdering, Scaling and
SwapEffect.

jeangab@jg-tour-arch ~/.wineHOTS/drive_c/Program Files (x86) %

0031:fixme:winsock:WSAIoctl WS_SIO_UDP_CONNRESET stub
0031:fixme:keyboard:X11DRV_LoadKeyboardLayout L"00000409", 0082: semi-stub!
Returning default layout.

0031:fixme:keyboard:X11DRV_MapVirtualKeyEx keyboard layout 0x4090409 is not supported
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0031:fixme:keyboard:X11DRV_MapVirtualKeyEx keyboard layout 0x4090409 is not supported  
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0031:fixme:keyboard:X11DRV_MapVirtualKeyEx keyboard layout 0x4090409 is not supported  
0031:fixme:keyboard:X11DRV_MapVirtualKeyEx keyboard layout 0x4090409 is not supported  
0031:fixme:keyboard:X11DRV_MapVirtualKeyEx keyboard layout 0x4090409 is not supported  
0031:fixme:keyboard:X11DRV_UnloadKeyboardLayout 0xc0c0c0c: stub!  
0057:fixme:avrt:AvSetMmThreadCharacteristicsW (L"Audio",0x927fd98): stub  
005a:fixme:avrt:AvSetMmThreadCharacteristicsW (L"Audio",0x881fd98): stub  
005d:fixme:avrt:AvSetMmThreadCharacteristicsW (L"Audio",0x938fd98): stub  
0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xbb31910, src_data_size  
8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!  
0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xbcc5910, src_data_size  
8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!  
0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xbe4c1d0, src_data_size  
8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!  
0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xc2d5520, src_data_size  
8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!  
0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xc7a88d0, src_data_size  
8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!
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0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xcdf5b30, src_data_size 8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!

0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xd8e8670, src_data_size 8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!

0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xda5de00, src_data_size 8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!

0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xdc02c90, src_data_size 8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!

0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xc165320, src_data_size 8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!

0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0xdd8b3f0, src_data_size 8320, pump (nil), img_info 0x2156ad8, hresult (nil) stub!

0031:fixme:dxgi:dxgi_output_GetGammaControlCapabilities iface 0x7a5ffc0, gamma_caps 0x21558d0 stub!

0031:fixme:dxgi:d3d11_swapchain_ResizeBuffers Ignoring flags 0x2.

0031:fixme:dxgi:d3d11_swapchain_GetDesc Ignoring ScanlineOrdering, Scaling and SwapEffect.

0067:fixme:win:RegisterDeviceNotificationA (hwnd=0x10074, filter=0x70ffd80, flags=0x00000000) returns a fake device notification handle!

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #3:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[2]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[3]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[10]" might be used before being initialized

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[15]" might be used before being initialized

0031:fixme:dxgi:dxgi_output_GetGammaControlCapabilities iface 0x1008f170, gamma_caps 0x2159c30 stub!

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #6:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[2]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[3]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[13]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(21) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #3:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(30) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #9:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(30) : warning C7050: "R0.yzw" might be used before being initialized
0031:fixme:d3dx:D3DX11GetImageInfoFromMemory src_data 0x1c491000, src_data_size 11008, pump (nil), img_info 0x2112d48, hresult (nil) stub!
0031:fixme:dxgi:dxgi_output_GetDisplayModeList iface 0x10689560, format DXGI_FORMAT_R8G8B8A8_UNORM, flags 0, mode_count 0x2113710, desc (nil) partial stub!

0031:fixme:dxgi:dxgi_output_GetDisplayModeList iface 0x10689560, format
DXGI_FORMAT_R8G8B8A8_UNORM, flags 0, mode_count 0x2113710, desc 0x27ac7520
partial stub!

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 4.
0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 5.
0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 6.
0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 7.
0031:fixme:d3d11:d3d_blend_state_create Per-rendertarget blend not implemented.

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #12:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be
used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used
before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #15:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(32) : warning C7050: "R1.yzw" might be used before being initialized

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 4.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 5.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 6.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 7.

0031:fixme:d3d11:d3d_blend_state_create Per-rendertarget blend not implemented.

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #17:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #19:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #22:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #25:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #27:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #29:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #32:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(35) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #34:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 4.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 5.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 6.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 7.

0031:fixme:d3d11:d3d_blend_state_create Per-rendertarget blend not implemented.

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #37:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #39:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(31) : warning C7050: "R0.yzw" might be used before being initialized

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 4.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 5.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 6.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 7.

0031:fixme:d3d11:d3d_blend_state_create Per-rendertarget blend not implemented.

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #42:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #45:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #48:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(31) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #50:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #52:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(31) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(32) : warning C7050: "R1.w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #54:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(31) : warning C7050: "R0.zw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #56:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(31) : warning C7050: "R0.zw" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #58:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(31) : warning C7050: "R0.zw" might be used
before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #61:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #64:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #66:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(33) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #69:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #72:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log
004a:fixme:d3d_shader:print_glsl_info_log Fragment info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #74:
004a:fixme:d3d_shader:print_glsl_info_log Vertex info
004a:fixme:d3d_shader:print_glsl_info_log -----
004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized
004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 4.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 5.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 6.

0031:fixme:d3d11:d3d_blend_state_create Color mask 0 not supported for render target 7.

0031:fixme:d3d11:d3d_blend_state_create Per-rendertarget blend not implemented.

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #76:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #78:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(29) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #80:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(35) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #82:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(23) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6].w" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(35) : warning C7050: "R0.yzw" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #85:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log Info log received from GLSL shader #87:

004a:fixme:d3d_shader:print_glsl_info_log Vertex info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[3]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[4]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[5]" might be used

before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[6]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[7]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[8]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[9]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[10]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[11]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[12]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[13]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[14]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log 0(22) : warning C7050: "vs_out[15]" might be used before being initialized

004a:fixme:d3d_shader:print_glsl_info_log

004a:fixme:d3d_shader:print_glsl_info_log Fragment info

004a:fixme:d3d_shader:print_glsl_info_log -----

004a:fixme:d3d_shader:print_glsl_info_log 0(30) : warning C7050: "R0.yzw" might be used before being initialized