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./warzone2100 --debug=all
wz |07:48:39: [initialize_ConfigDir:550] Write dir: /home/phil/.warzone2100-3.1/3.1.5/
wz |07:48:39: [initialize_ConfigDir:551] Base dir: /home/phil/software/warzone2100-3.1.5/src/
info |07:48:39: [realmain:1167] Using /home/phil/.warzone2100-3.1/3.1.5/logs/WZlog-
0818_194839.txt debug file
wz |07:48:39: [check_Physfs:580] Compiled against PhysFS version: 2.0.3
wz |07:48:39: [check_Physfs:582] Linked against PhysFS version: 2.0.3
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [ZIP], which is [PkZip/WinZip/Info-
Zip compatible].
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [7Z], which is [LZMA (7zip)
format].
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [GRP], which is [Build engine
Groupfile format].
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [PAK], which is [Quake I/II format].
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [HOG], which is [Descent I/II HOG
file format].
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [MVL], which is [Descent II
Movielib format].
wz |07:48:39: [check_Physfs:596] [**] Supported archive(s): [WAD], which is [DOOM engine
format].
wz |07:48:39: [realmain:1172] Warzone 2100 - Version: 3.1.5, Built:Aug 18 2018
wz |07:48:39: [realmain:1173] Using language:
wz |07:48:39: [realmain:1174] Backend: SDL
memory |07:48:39: [realmain:1176] sizeof: SIMPLE_OBJECT=48, BASE_OBJECT=168,
DROID=864, STRUCTURE=424, FEATURE=176, PROJECTILE=168
main |07:48:39: [realmain:1185] initializing
wz |07:48:39: [loadConfig:66] Reading configuration from /home/phil/.warzone2100-
3.1/3.1.5/config
video |07:48:39: [war_setScanlineMode:206] 0
texture |07:48:39: [setTextureSize:66] texture size set to 512
wz |07:48:39: [saveConfig:191] Writing prefs to registry "/home/phil/.warzone2100-
3.1/3.1.5/config"
video |07:48:39: [war_getScanlineMode:212] 0
wz |07:48:39: [registerSearchPath:208] registerSearchPath: Registering
/home/phil/.warzone2100-3.1/3.1.5/ at priority 2
wz |07:48:39: [rebuildSearchPath:373] *** Switching to multiplayer mods ***
```

wz |07:48:39: [registerSearchPath:208] registerSearchPath: Registering
/home/phil/software/warzone2100-3.1.5/data/ at priority 3
wz |07:48:39: [rebuildSearchPath:281] Cleaning up
wz |07:48:39: [rebuildSearchPath:373] *** Switching to multiplay mods ***
wz |07:48:39: [printSearchPath:250] Search paths:
wz |07:48:39: [printSearchPath:254] [/home/phil/.warzone2100-3.1/3.1.5/]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/mp]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/mp.wz]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/base]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/base.wz]
wz |07:48:39: [scanDataDirs:721] gamedesc.lev found at /home/phil/software/warzone2100-
3.1.5/data/base
main |07:48:39: [realmain:1285] Final initialization
3d |07:48:39: [screenInitialise:86] OpenGL Vendor: NVIDIA Corporation
3d |07:48:39: [screenInitialise:89] OpenGL Renderer: GeForce GTX 970/PCIe/SSE2
3d |07:48:39: [screenInitialise:92] OpenGL Version: 4.6.0 NVIDIA 396.45
3d |07:48:39: [screenInitialise:95] GLEW Version: 2.0.0
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_AMD_multi_draw_indirect,
GL_AMD_seamless_cubemap_per_texture, GL_AMD_vertex_shader_viewport_index,
GL_AMD_vertex_shader_layer, GL_ARB_arrays_of_arrays,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_base_instance,
GL_ARB_bindless_texture, GL_ARB_blend_func_extended, GL_ARB_buffer_storage,
GL_ARB_clear_buffer_object, GL_ARB_clear_texture,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_clip_control,
GL_ARB_color_buffer_float, GL_ARB_compatibility,
GL_ARB_compressed_texture_pixel_storage, GL_ARB_conservative_depth,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_compute_shader,
GL_ARB_compute_variable_group_size, GL_ARB_conditional_render_inverted,
GL_ARB_copy_buffer, GL_ARB_copy_image, GL_ARB_cull_distance,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_debug_output,
GL_ARB_depth_buffer_float, GL_ARB_depth_clamp, GL_ARB_depth_texture,
GL_ARB_derivative_control, GL_ARB_direct_state_access,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_draw_buffers,
GL_ARB_draw_buffers_blend, GL_ARB_draw_indirect,
GL_ARB_draw_elements_base_vertex, GL_ARB_draw_instanced,
GL_ARB_enhanced_layouts,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_ES2_compatibility,
GL_ARB_ES3_compatibility, GL_ARB_ES3_1_compatibility, GL_ARB_ES3_2_compatibility,

GL_ARB_explicit_attrib_location,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_explicit_uniform_location,
GL_ARB_fragment_coord_conventions, GL_ARB_fragment_layer_viewport,
GL_ARB_fragment_program, GL_ARB_fragment_program_shadow,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_fragment_shader,
GL_ARB_fragment_shader_interlock, GL_ARB_framebuffer_no_attachments,
GL_ARB_framebuffer_object, GL_ARB_framebuffer_sRGB,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_geometry_shader4,
GL_ARB_get_program_binary, GL_ARB_get_texture_sub_image, GL_ARB_gl_spirv,
GL_ARB_gpu_shader5, GL_ARB_gpu_shader_fp64,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_gpu_shader_int64,
GL_ARB_half_float_pixel, GL_ARB_half_float_vertex, GL_ARB_imaging,
GL_ARB_indirect_parameters, GL_ARB_instanced_arrays,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_internalformat_query,
GL_ARB_internalformat_query2, GL_ARB_invalidate_subdata,
GL_ARB_map_buffer_alignment, GL_ARB_map_buffer_range, GL_ARB_multi_bind,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_multi_draw_indirect,
GL_ARB_multisample, GL_ARB_multitexture, GL_ARB_occlusion_query,
GL_ARB_occlusion_query2, GL_ARB_parallel_shader_compile,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_pipeline_statistics_query,
GL_ARB_pixel_buffer_object, GL_ARB_point_parameters, GL_ARB_point_sprite,
GL_ARB_polygon_offset_clamp,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_post_depth_coverage,
GL_ARB_program_interface_query, GL_ARB_provoking_vertex,
GL_ARB_query_buffer_object, GL_ARB_robust_buffer_access_behavior,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_robustness,
GL_ARB_sample_locations, GL_ARB_sample_shading, GL_ARB_sampler_objects,
GL_ARB_seamless_cube_map, GL_ARB_seamless_cubemap_per_texture,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_separate_shader_objects,
GL_ARB_shader_atomic_counter_ops, GL_ARB_shader_atomic_counters,
GL_ARB_shader_ballot, GL_ARB_shader_bit_encoding,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_shader_clock,
GL_ARB_shader_draw_parameters, GL_ARB_shader_group_vote,
GL_ARB_shader_image_load_store, GL_ARB_shader_image_size,
GL_ARB_shader_objects,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_shader_precision,
GL_ARB_shader_storage_buffer_object, GL_ARB_shader_subroutine,
GL_ARB_shader_texture_image_samples, GL_ARB_shader_texture_lod,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_shading_language_100,

GL_ARB_shader_viewport_layer_array, GL_ARB_shading_language_420pack,
GL_ARB_shading_language_include,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions:
GL_ARB_shading_language_packing, GL_ARB_shadow, GL_ARB_sparse_buffer,
GL_ARB_sparse_texture, GL_ARB_sparse_texture2, GL_ARB_sparse_texture_clamp,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_spirv_extensions,
GL_ARB_stencil_texturing, GL_ARB_sync, GL_ARB_tessellation_shader,
GL_ARB_texture_barrier, GL_ARB_texture_border_clamp,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_texture_buffer_object,
GL_ARB_texture_buffer_object_rgb32, GL_ARB_texture_buffer_range,
GL_ARB_texture_compression, GL_ARB_texture_compression_bptc,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_texture_compression_rgtc,
GL_ARB_texture_cube_map, GL_ARB_texture_cube_map_array, GL_ARB_texture_env_add,
GL_ARB_texture_env_combine,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_texture_env_crossbar,
GL_ARB_texture_env_dot3, GL_ARB_texture_filter_anisotropic,
GL_ARB_texture_filter_minmax, GL_ARB_texture_float,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_texture_gather,
GL_ARB_texture_mirror_clamp_to_edge, GL_ARB_texture_mirrored_repeat,
GL_ARB_texture_multisample, GL_ARB_texture_non_power_of_two,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_texture_query_levels,
GL_ARB_texture_query_lod, GL_ARB_texture_rectangle, GL_ARB_texture_rg,
GL_ARB_texture_rgb10_a2ui, GL_ARB_texture_stencil8,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_texture_storage,
GL_ARB_texture_storage_multisample, GL_ARB_texture_swizzle, GL_ARB_texture_view,
GL_ARB_timer_query, GL_ARB_transform_feedback2,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_transform_feedback3,
GL_ARB_transform_feedback_instanced, GL_ARB_transform_feedback_overflow_query,
GL_ARB_transpose_matrix,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_uniform_buffer_object,
GL_ARB_vertex_array_bgra, GL_ARB_vertex_array_object, GL_ARB_vertex_attrib_64bit,
GL_ARB_vertex_attrib_binding,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_vertex_buffer_object,
GL_ARB_vertex_program, GL_ARB_vertex_shader, GL_ARB_vertex_type_10f_11f_11f_rev,
GL_ARB_vertex_type_2_10_10_10_rev,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_ARB_viewport_array,
GL_ARB_window_pos, GL_ATI_draw_buffers, GL_ATI_texture_float,
GL_ATI_texture_mirror_once, GL_S3_s3tc, GL_EXT_texture_env_add,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_abgr, GL_EXT_bgra,

GL_EXT_bindable_uniform, GL_EXT_blend_color, GL_EXT_blend_equation_separate,
GL_EXT_blend_func_separate, GL_EXT_blend_minmax,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_blend_subtract,
GL_EXT_compiled_vertex_array, GL_EXT_Cg_shader, GL_EXT_depth_bounds_test,
GL_EXT_direct_state_access, GL_EXT_draw_buffers2,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_draw_instanced,
GL_EXT_draw_range_elements, GL_EXT_fog_coord, GL_EXT_framebuffer_blit,
GL_EXT_framebuffer_multisample,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions:
GL_EXTX_framebuffer_mixed_formats, GL_EXT_framebuffer_multisample_blit_scaled,
GL_EXT_framebuffer_object, GL_EXT_framebuffer_sRGB, GL_EXT_geometry_shader4,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_gpu_program_parameters,
GL_EXT_gpu_shader4, GL_EXT_multi_draw_arrays, GL_EXT_packed_depth_stencil,
GL_EXT_packed_float, GL_EXT_packed_pixels,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_pixel_buffer_object,
GL_EXT_point_parameters, GL_EXT_polygon_offset_clamp, GL_EXT_post_depth_coverage,
GL_EXT_provoking_vertex,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_raster_multisample,
GL_EXT_rescale_normal, GL_EXT_secondary_color, GL_EXT_separate_shader_objects,
GL_EXT_separate_specular_color,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions:
GL_EXT_shader_image_load_formatted, GL_EXT_shader_image_load_store,
GL_EXT_shader_integer_mix, GL_EXT_shadow_funcs, GL_EXT_sparse_texture2,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_stencil_two_side,
GL_EXT_stencil_wrap, GL_EXT_texture3D, GL_EXT_texture_array,
GL_EXT_texture_buffer_object, GL_EXT_texture_compression_dxt1,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_texture_compression_latc,
GL_EXT_texture_compression_rgtc, GL_EXT_texture_compression_s3tc,
GL_EXT_texture_cube_map, GL_EXT_texture_edge_clamp,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_texture_env_combine,
GL_EXT_texture_env_dot3, GL_EXT_texture_filter_anisotropic,
GL_EXT_texture_filter_minmax, GL_EXT_texture_integer,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_texture_lod,
GL_EXT_texture_lod_bias, GL_EXT_texture_mirror_clamp, GL_EXT_texture_object,
GL_EXT_texture_shared_exponent, GL_EXT_texture_sRGB,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_texture_sRGB_decode,
GL_EXT_texture_storage, GL_EXT_texture_swizzle, GL_EXT_timer_query,
GL_EXT_transform_feedback2, GL_EXT_vertex_array,
3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_vertex_array_bgra,

GL_EXT_vertex_attrib_64bit, GL_EXT_window_rectangles, GL_EXT_x11_sync_object,
GL_EXT_import_sync_object,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions:

GL_NV_robustness_video_memory_purge, GL_IBM_rasterpos_clip,
GL_IBM_texture_mirrored_repeat, GL_KHR_context_flush_control, GL_KHR_debug,
GL_EXT_memory_object,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_memory_object_fd,

GL_KHR_parallel_shader_compile, GL_KHR_no_error,
GL_KHR_robust_buffer_access_behavior, GL_KHR_robustness, GL_EXT_semaphore,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_EXT_semaphore_fd,

GL_KTX_buffer_region, GL_NV_alpha_to_coverage_dither_control,
GL_NV_bindless_multi_draw_indirect,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions:

GL_NV_bindless_multi_draw_indirect_count, GL_NV_bindless_texture,
GL_NV_blend_equation_advanced, GL_NV_blend_equation_advanced_coherent,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_blend_minmax_factor,

GL_NV_blend_square, GL_NV_command_list, GL_NV_compute_program5,
GL_NV_conditional_render, GL_NV_conservative_raster,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_conservative_raster_dilate,

GL_NV_copy_depth_to_color, GL_NV_copy_image, GL_NV_depth_buffer_float,
GL_NV_depth_clamp, GL_NV_draw_texture,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_draw_vulkan_image,

GL_NV_ES1_1_compatibility, GL_NV_ES3_1_compatibility, GL_NV_explicit_multisample,
GL_NV_feature_query, GL_NV_fence,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_fill_rectangle,

GL_NV_float_buffer, GL_NV_fog_distance, GL_NV_fragment_coverage_to_color,
GL_NV_fragment_program, GL_NV_fragment_program_option,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_fragment_program2,

GL_NV_fragment_shader_interlock, GL_NV_framebuffer_mixed_samples,
GL_NV_framebuffer_multisample_coverage, GL_NV_geometry_shader4,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions:

GL_NV_geometry_shader_passthrough, GL_NV_gpu_program4,

GL_NV_internalformat_sample_query, GL_NV_gpu_program4_1, GL_NV_gpu_program5,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions:

GL_NV_gpu_program5_mem_extended, GL_NV_gpu_program_fp64, GL_NV_gpu_shader5,
GL_NV_half_float, GL_NV_light_max_exponent, GL_NV_multisample_coverage,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_multisample_filter_hint,

GL_NV_occlusion_query, GL_NV_packed_depth_stencil, GL_NV_parameter_buffer_object,
GL_NV_parameter_buffer_object2,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_path_rendering, GL_NV_path_rendering_shared_edge, GL_NV_pixel_data_range, GL_NV_point_sprite, GL_NV_primitive_restart, GL_NV_query_resource,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_query_resource_tag, GL_NV_register_combiners, GL_NV_register_combiners2, GL_NV_sample_locations, GL_NV_sample_mask_override_coverage,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_shader_atomic_counters, GL_NV_shader_atomic_float, GL_NV_shader_atomic_fp16_vector, GL_NV_shader_atomic_int64, GL_NV_shader_buffer_load,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_shader_storage_buffer_object, GL_NV_texgen_reflection, GL_NV_texture_barrier, GL_NV_texture_compression_vtc, GL_NV_texture_env_combine4,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_texture_multisample, GL_NV_texture_rectangle, GL_NV_texture_rectangle_compressed, GL_NV_texture_shader, GL_NV_texture_shader2, GL_NV_texture_shader3,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_transform_feedback, GL_NV_transform_feedback2, GL_NV_uniform_buffer_unified_memory, GL_NV_vdpau_interop, GL_NV_vertex_array_range,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_vertex_array_range2, GL_NV_vertex_attrib_integer_64bit, GL_NV_vertex_buffer_unified_memory, GL_NV_vertex_program, GL_NV_vertex_program1_1,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NV_vertex_program2, GL_NV_vertex_program2_option, GL_NV_vertex_program3, GL_NV_viewport_array2, GL_NV_viewport_swizzle, GL_NVX_conditional_render,

3d |07:48:39: [screenInitialise:119] OpenGL Extensions: GL_NVX_gpu_memory_info, GL_NVX_nvenc_interop, GL_NV_shader_thread_group, GL_NV_shader_thread_shuffle, GL_KHR_blend_equation_advanced,

3d |07:48:39: [screenInitialise:124] OpenGL Extensions: GL_KHR_blend_equation_advanced_coherent, GL_SGIS_generate_mipmap, GL_SGIS_texture_lod, GL_SGIX_depth_texture, GL_SGIX_shadow, GL_SUN_slice_accum

3d |07:48:39: [screenInitialise:125] Notable OpenGL features:

3d |07:48:39: [screenInitialise:126] * OpenGL 1.2 is supported!

3d |07:48:39: [screenInitialise:127] * OpenGL 1.3 is supported!

3d |07:48:39: [screenInitialise:128] * OpenGL 1.4 is supported!

3d |07:48:39: [screenInitialise:129] * OpenGL 1.5 is supported!

3d |07:48:39: [screenInitialise:130] * OpenGL 2.0 is supported!

3d |07:48:39: [screenInitialise:131] * OpenGL 2.1 is supported!

3d |07:48:39: [screenInitialise:132] * OpenGL 3.0 is supported!

3d |07:48:39: [screenInitialise:133] * Texture compression is supported.

3d |07:48:39: [screenInitialise:134] * Two side stencil is supported.

3d |07:48:39: [screenInitialise:135] * ATI separate stencil is NOT supported.

3d |07:48:39: [screenInitialise:136] * Stencil wrap is supported.

3d |07:48:39: [screenInitialise:137] * Anisotropic filtering is supported.

3d |07:48:39: [screenInitialise:138] * Rectangular texture is supported.

3d |07:48:39: [screenInitialise:139] * FrameBuffer Object (FBO) is supported.

3d |07:48:39: [screenInitialise:140] * ARB Vertex Buffer Object (VBO) is supported.

3d |07:48:39: [screenInitialise:141] * NPOT is supported.

3d |07:48:39: [screenInitialise:142] * texture cube_map is supported.

3d |07:48:39: [screenInitialise:144] * Total number of Texture Units (TUs) supported is 4.

3d |07:48:39: [screenInitialise:157] * OpenGL GLSL Version : 4.60 NVIDIA

3d |07:48:39: [screenInitialise:162] * Total number of Texture Image Units (TIUs) supported is 32.

3d |07:48:39: [screenInitialise:164] * Total number of Texture Coords (TCs) supported is 8.

3d |07:48:39: [screenInitialise:166] * Total number of Texture Image Units ARB(TIUAs) supported is 192.

3d |07:48:39: [screenInitialise:168] * (current) Max Sample buffer is 0.

3d |07:48:39: [screenInitialise:170] * (current) Max Sample level is 0.

3d |07:48:39: [pie_LoadShaders:328] Loading shader: SHADER_COMPONENT

3d |07:48:39: [readShaderBuf:177] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] shaders/tcmask.vert

3d |07:48:39: [readShaderBuf:177] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] shaders/tcmask.frag

3d |07:48:39: [pie_LoadShaders:334] Loading shader: SHADER_BUTTON

3d |07:48:39: [readShaderBuf:177] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] shaders/button.vert

3d |07:48:39: [readShaderBuf:177] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] shaders/button.frag

never |07:48:39: [openLoadFile:159] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] palette.txt

wz |07:48:39: [loadLevFile:149] Loading lev file: "gamedesc.lev", builtin

never |07:48:39: [openLoadFile:159] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] gamedesc.lev

wz |07:48:39: [loadLevFile:149] Loading lev file: "addon.lev", builtin

never |07:48:39: [openLoadFile:159] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/mp] addon.lev

wz |07:48:39: [listMapFiles:482] Map search paths:

wz |07:48:39: [listMapFiles:486] [/home/phil/.warzone2100-3.1/3.1.5/]

wz |07:48:39: [listMapFiles:486] [/home/phil/software/warzone2100-3.1.5/data/mp]

wz |07:48:39: [listMapFiles:486] [/home/phil/software/warzone2100-3.1.5/data/mp.wz]
wz |07:48:39: [listMapFiles:486] [/home/phil/software/warzone2100-3.1.5/data/]
wz |07:48:39: [listMapFiles:486] [/home/phil/software/warzone2100-3.1.5/data/base]
wz |07:48:39: [listMapFiles:486] [/home/phil/software/warzone2100-3.1.5/data/base.wz]
wz |07:48:39: [listMapFiles:536] Search paths restored
wz |07:48:39: [printSearchPath:250] Search paths:
wz |07:48:39: [printSearchPath:254] [/home/phil/.warzone2100-3.1/3.1.5/]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/mp]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/mp.wz]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/base]
wz |07:48:39: [printSearchPath:254] [/home/phil/software/warzone2100-3.1.5/data/base.wz]
texture |07:48:39: [pie_TexInit:321] pie_TexInit successful - initialized 255 texture pages
texture |07:48:39: [pie_Initialise:59] Texture compression: Yes
3d |07:48:39: [pie_Initialise:81] xcentre 320; ycentre 240
sound |07:48:39: [sound_InitLibrary:173] Current audio device: OpenAL Soft
sound |07:48:39: [sound_InitLibrary:197] OpenAL Vendor: OpenAL Community
sound |07:48:39: [sound_InitLibrary:201] OpenAL Version: 1.1 ALSOFT 1.18.2
sound |07:48:39: [sound_InitLibrary:205] OpenAL Renderer: OpenAL Soft
sound |07:48:39: [sound_InitLibrary:209] OpenAL Extensions: AL_EXT_ALAW
AL_EXT_BFORMAT AL_EXT_DOUBLE AL_EXT_EXPONENT_DISTANCE
AL_EXT_FLOAT32 AL_EXT_IMA4 AL_EXT_LINEAR_DISTANCE AL_EXT_MCFORMATS
AL_EXT_MULAW AL_EXT_MULAW_BFORMAT AL_EXT_MULAW_MCFORMATS
AL_EXT_OFFSET AL_EXT_source_distance_model AL_EXT_SOURCE_RADIUS
AL_EXT_STEREO_ANGLES AL_LOKI_quadriphonic AL_SOFT_block_alignment
AL_SOFT_deferred_updates AL_SOFT_direct_channels AL_SOFT_gain_clamp_ex
AL_SOFT_loop_points AL_SOFT_MSADPCM AL_SOFT_source_latency
wz |07:48:39: [PlayList_Read:73] Reading...[directory: /home/phil/software/warzone2100-
3.1.5/data/] music/music.wpl
sound |07:48:39: [PlayList_Read:126] Added song track1.ogg to playlist
sound |07:48:39: [PlayList_Read:126] Added song track2.ogg to playlist
sound |07:48:39: [PlayList_Read:126] Added song track3.ogg to playlist
sound |07:48:39: [cdAudio_Open:54] called(music)
net |07:48:39: [resetDataHash:129] == Hash is reset ==
never |07:48:39: [iV_initializeGLC:130] Successfully initialized. _glcContext = 1
never |07:48:39: [iV_initializeGLC:169] Successfully selected font family DejaVu Sans as
regular font
never |07:48:39: [iV_initializeGLC:178] Successfully selected the "Book" font face of font
family DejaVu Sans

never |07:48:39: [iV_initializeGLC:187] Successfully selected font family DejaVu Sans for the bold font

never |07:48:39: [iV_initializeGLC:196] Successfully selected the "Bold" font face of font family DejaVu Sans

never |07:48:39: [iV_initializeGLC:199] Finished initializing GLC

wz |07:48:39: [frontendInitialise:817] == Initializing frontend == : wrf/frontend.wrf

wz |07:48:39: [radarInitVars:138] Resetting radar zoom to 16

wz |07:48:39: [radarSize:130] radar=(616,456) tex=(0,0) size=(0,0)

never |07:48:39: [driveInitVars:128] driveInitVars: Driving

main |07:48:39: [frontendInitialise:856] frontEndInitialise: loading resource file

wz |07:48:39: [resLoad:116] resLoad: loading [directory: /home/phil/software/warzone2100-3.1.5/data/base] wrf/frontend.wrf

never |07:48:39: [openLoadFile:159] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] wrf/frontend.wrf

never |07:48:39: [res_parse:89] directory: images

never |07:48:39: [res_parse:107] Current resource directory: images/

never |07:48:39: [res_parse:118] file: IMG intfac.img

never |07:48:39: [openLoadFile:159] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] images/intfac.img

texture |07:48:39: [pie_AddTexPage:83] pie_AddTexPage: images/intfac.img-000 page=1

texture |07:48:39: [pie_AddTexPage:83] pie_AddTexPage: images/intfac.img-001 page=2

texture |07:48:39: [pie_AddTexPage:83] pie_AddTexPage: images/intfac.img-002 page=3

texture |07:48:39: [pie_AddTexPage:83] pie_AddTexPage: images/intfac.img-003 page=4

texture |07:48:39: [pie_AddTexPage:83] pie_AddTexPage: images/intfac.img-004 page=5

never |07:48:39: [res_parse:118] file: IMG frontend.img

never |07:48:39: [openLoadFile:159] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] images/frontend.img

texture |07:48:40: [pie_AddTexPage:83] pie_AddTexPage: images/frontend.img-000 page=6

texture |07:48:40: [pie_AddTexPage:83] pie_AddTexPage: images/frontend.img-001 page=7

never |07:48:40: [res_parse:89] directory: audio/sfx/interfce

never |07:48:40: [res_parse:107] Current resource directory: audio/sfx/interfce/

never |07:48:40: [res_parse:118] file: WAV beep1.ogg

never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep1.ogg

never |07:48:40: [res_parse:118] file: WAV beep2.ogg

never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory: /home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep2.ogg

never |07:48:40: [res_parse:118] file: WAV beep4.ogg

never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:

/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep4.ogg
never |07:48:40: [res_parse:118] file: WAV beep5.ogg
never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep5.ogg
never |07:48:40: [res_parse:118] file: WAV beep6.ogg
never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep6.ogg
never |07:48:40: [res_parse:118] file: WAV beep7.ogg
never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep7.ogg
never |07:48:40: [res_parse:118] file: WAV beep8.ogg
never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep8.ogg
never |07:48:40: [res_parse:118] file: WAV beep9.ogg
never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/beep9.ogg
never |07:48:40: [res_parse:118] file: WAV gmeshtdn.ogg
never |07:48:40: [sound_LoadTrackFromFile:546] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/base] audio/sfx/interfce/gmeshtdn.ogg
never |07:48:40: [res_parse:89] directory: audio
never |07:48:40: [res_parse:107] Current resource directory: audio/
never |07:48:40: [res_parse:118] file: AUDIOCFG frontaud.cfg
wz |07:48:40: [dataAudioCfgLoad:877] Reading...[directory: /home/phil/software/warzone2100-
3.1.5/data/base] audio/frontaud.cfg
never |07:48:40: [res_parse:89] directory: messages/strings
never |07:48:40: [res_parse:107] Current resource directory: messages/strings/
never |07:48:40: [res_parse:118] file: STR_RES names.txt
wz |07:48:40: [strresLoad:107] Reading...[directory /home/phil/software/warzone2100-
3.1.5/data/mp] messages/strings/names.txt
wz |07:48:40: [loadKeyMap:596] keymap.map not found
wz |07:48:40: [saveKeyMap:515] We are to write keymap.map for keymap info
wz |07:48:40: [saveKeyMap:569] Keymap written ok to keymap.map.
sound |07:48:40: [cdAudio_PlayTrack:138] called(0)
sound |07:48:40: [cdAudio_OpenTrack:86] called(music/menu.ogg)
sound |07:48:40: [cdAudio_Stop:173] called, cdStream=(nil)
wz |07:48:40: [cdAudio_OpenTrack:93] Reading...[directory:
/home/phil/software/warzone2100-3.1.5/data/] music/menu.ogg
sound |07:48:40: [cdAudio_OpenTrack:108] successful(music/menu.ogg)
main |07:48:40: [realmain:1365] Entering main loop

wz |07:48:42: [saveConfig:191] Writing prefs to registry "/home/phil/.warzone2100-3.1/3.1.5/config"

video |07:48:42: [war_getScanlineMode:212] 0

never |07:48:42: [resReleaseAllData:752] resReleaseAllData: STR_RES resource: names.txt(1a66bb4) not used

main |07:48:42: [multiShutdown:317] shutting down networking

net |07:48:42: [NETshutdown:1150] NETshutdown

main |07:48:42: [multiShutdown:320] free game data (structure limits)

main |07:48:42: [systemShutdown:750] shutting down audio subsystems

main |07:48:42: [systemShutdown:752] shutting down CD audio

sound |07:48:42: [cdAudio_Close:66] called

sound |07:48:42: [cdAudio_Stop:173] called, cdStream=0x3ad68d0

sound |07:48:42: [sound_ShutdownLibrary:243] starting shutdown

sound |07:48:42: [sound_ShutdownLibrary:256] make default context NULL

sound |07:48:42: [sound_ShutdownLibrary:260] destroy previous context

sound |07:48:42: [sound_ShutdownLibrary:264] close device

main |07:48:42: [systemShutdown:761] shutting down graphics subsystem

texture |07:48:42: [pie_TexShutDown:309] pie_TexShutDown successful - did free 8 texture pages

3d |07:48:42: [iV_ShutDown:37] iVi[ShutDown] = successful

main |07:48:42: [systemShutdown:767] shutting down everything else

never |07:48:42: [frameShutDown:138] Screen shutdown!

never |07:48:42: [frameShutDown:142] No more resources!