



```
[t=00:00:00.033002] DetectCores: cpu mask 3
[t=00:00:00.033002] [Cpuld] found 2 cores and 2 logical cpus (mask: 0x3) of type general
[t=00:00:00.033002] [Cpuld] setting logical cpu affinity mask to 0x3
[t=00:00:00.033002] [DataDirLocator::FindWriteableDataDir] using writeable data-directory
"C:\Program Files (x86)\Zero K\"
[t=00:00:00.033002] Using writeable configuration source: "C:\Program Files (x86)\Zero
K\springsettings.cfg"
[t=00:00:00.033002] Using additional read-only configuration source: "C:\Program Files
(x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\springsettings.cfg"
[t=00:00:00.033002] LogOutput initialized. Logging to C:\Program Files (x86)\Zero K\infolog.txt
[t=00:00:00.033002] ===== <Log Sections ([A]vailable, [E]nabled)>
=====
[t=00:00:00.033002]
  [A] ArchiveScanner
  [A] AutohostInterface
  [A] BumpWater
  [A] CSMFGroundTextures
  [A] CregSerializer
  [A] DecalsDrawerGL4
  [A] DynWater
  [A] Font
  [A] GameServer
  [A] GroundMoveType
  [A] KeyBindings
  [A] LuaSocket
  [A] Model
  [A] Net
  [A] Path
  [A] Piece
  [A] RoamMeshDrawer
  [A] Shader
  [A] SkyBox
  [A] Sound
  [A] Texture
  [A] VFS
  [E] Sound (Notice)
```

[E] VFS (Info)

[t=00:00:00.033002]

[t=00:00:00.033002] Enable or disable log sections using the LogSections configuration key
[t=00:00:00.033002] or the SPRING_LOG_SECTIONS environment variable (both comma
separated).

[t=00:00:00.033002] Use "none" to disable the default log sections.

[t=00:00:00.033002] ===== </Log Sections> =====

[t=00:00:00.033002] ===== <User Config> =====

[t=00:00:00.034002] AllowDeferredMapRendering = 1

[t=00:00:00.034002] AllowDeferredModelRendering = 1

[t=00:00:00.034002] BumpWaterBlurReflection = 1

[t=00:00:00.034002] BumpWaterTexSizeReflection = 128

[t=00:00:00.034002] CamFreeScrollSpeed = 50

[t=00:00:00.034002] CamMode = 1

[t=00:00:00.034002] CamTimeExponent = 4.0

[t=00:00:00.034002] CamTimeFactor = 1.0

[t=00:00:00.034002] DualScreenMiniMapOnLeft = 1

[t=00:00:00.034002] EdgeMoveDynamic = 0

[t=00:00:00.034002] EdgeMoveWidth = 0.003

[t=00:00:00.034002] FPSFOV = 90

[t=00:00:00.034002] FPSScrollSpeed = 50

[t=00:00:00.034002] FontSize = 18

[t=00:00:00.034002] Fullscreen = 0

[t=00:00:00.034002] GrassDetail = 0

[t=00:00:00.034002] GroundDecals = 2

[t=00:00:00.034002] GroundDetail = 90

[t=00:00:00.034002] GroundScarAlphaFade = 1

[t=00:00:00.034002] HangTimeout = 30

[t=00:00:00.034002] HardwareCursor = 1

[t=00:00:00.034002] InitialNetworkTimeout = 0

[t=00:00:00.034002] InputTextGeo = 0.37561902 0.18518864 0.02 0.2547619

[t=00:00:00.034002] LODScale = 1.000

[t=00:00:00.034002] LODScaleReflection = 1.000

[t=00:00:00.034002] LODScaleRefraction = 1.000

[t=00:00:00.034002] LODScaleShadow = 1.000

[t=00:00:00.034002] LinkIncomingMaxPacketRate = 512

[t=00:00:00.034002] LinkIncomingPeakBandwidth = 65536

[t=00:00:00.034002] LinkIncomingSustainedBandwidth = 65536

[t=00:00:00.034002] LinkOutgoingBandwidth = 131072

[t=00:00:00.034002] LuaGarbageCollectionMemLoadMult = 2.5
[t=00:00:00.034002] LuaGarbageCollectionRunTimeMult = 1.5
[t=00:00:00.034002] MSAALevel = 4
[t=00:00:00.034002] MaxParticles = 15000
[t=00:00:00.034002] MaxSounds = 32
[t=00:00:00.034002] MaximumTransmissionUnit = 0
[t=00:00:00.034002] MiddleClickScrollSpeed = -0.0015
[t=00:00:00.034002] MiniMapCanFlip = 1
[t=00:00:00.034002] MiniMapMarker = 0
[t=00:00:00.034002] MouseDragCircleCommandThreshold = 25
[t=00:00:00.034002] MouseDragScrollThreshold = 0
[t=00:00:00.034002] NetworkLossFactor = 1
[t=00:00:00.034002] OverheadMaxHeightFactor = 1.39999998
[t=00:00:00.034002] OverheadScrollSpeed = 50
[t=00:00:00.034002] ReconnectTimeout = 0
[t=00:00:00.034002] RotOverheadScrollSpeed = 50
[t=00:00:00.034002] RotateLogFiles = 1
[t=00:00:00.034002] Shadows = 1
[t=00:00:00.034002] ShowClock = 0
[t=00:00:00.035002] ShowPlayerInfo = 0
[t=00:00:00.035002] SplashScreenDir = ./MenuLoadscreens
[t=00:00:00.035002] TeamHighlight = 0
[t=00:00:00.035002] UnitIconDist = 151
[t=00:00:00.035002] UseDistToGroundForIcons = 1.10000002
[t=00:00:00.035002] UseLuaMemPools = 0
[t=00:00:00.035002] UseNetMessageSmoothingBuffer = 0
[t=00:00:00.035002] UsePBO = 0
[t=00:00:00.035002] VFSCacheArchiveFiles = 0
[t=00:00:00.035002] VSync = 0
[t=00:00:00.035002] Water = 4
[t=00:00:00.035002] WindowBorderless = 1
[t=00:00:00.035002] XResolutionWindowed = 1680
[t=00:00:00.035002] YResolutionWindowed = 1018
[t=00:00:00.035002] ===== </User Config> =====
[t=00:00:00.035002] ===== <User System> =====
[t=00:00:00.035002] Spring Engine Version: 105.1.1-1774-g5e966db BAR105
[t=00:00:00.035002] Build Environment: gcc libstdc++ version 20210728
[t=00:00:00.035002] Compiler Version: gcc-11.2.0
[t=00:00:00.035002] Operating System: Windows 7 Business Edition, 64-bit (build 7601,

[t=00:00:00.035002] Hardware Config: AMD A4-5300B APU with Radeon(tm) HD Graphics ; 7374MB RAM, 17801MB pagefile

[t=00:00:00.035002] Binary Word Size: 64-bit (native)

[t=00:00:00.035002] Process Clock: std::chrono::high_resolution_clock

[t=00:00:00.035002] Physical CPU Cores: 2

[t=00:00:00.035002] Logical CPU Cores: 2

[t=00:00:00.035002] ===== </User System> =====

[t=00:00:00.036002] [good_fpu_init][STREFLOP_SSE]

[t=00:00:00.036002] SSE 1.0 : 1, SSE 2.0 : 1

[t=00:00:00.036002] SSE 3.0 : 1, SSSE 3.0 : 1

[t=00:00:00.036002] SSE 4.1 : 1, SSE 4.2 : 1

[t=00:00:00.036002] SSE 4.0A: 1, SSE 5.0A: 1

[t=00:00:00.039002] [WatchDog::Install] installed (hang-timeout: 30s)

[t=00:00:00.039002] [WatchDog::RegisterThread] registering controls for thread [main]

[t=00:00:00.059004] [GL::CheckAvailableVideoModes] desktop={1680x1050x24bpp@60Hz}
current={1680x1050x24bpp@60Hz}

[t=00:00:00.084005] Display (Dell E228WFP)=1 modes=66 bounds={x=0, y=0, w=1680, h=1050}

[t=00:00:00.085005] [1] 1680x1050x24bpp@60Hz

[t=00:00:00.085005] [3] 1600x1024x24bpp@60Hz

[t=00:00:00.085005] [5] 1600x900x24bpp@60Hz

[t=00:00:00.085005] [7] 1440x900x24bpp@75Hz

[t=00:00:00.085005] [11] 1400x1050x24bpp@60Hz

[t=00:00:00.085005] [13] 1280x1024x24bpp@75Hz

[t=00:00:00.085005] [17] 1280x960x24bpp@75Hz

[t=00:00:00.085005] [21] 1280x800x24bpp@75Hz

[t=00:00:00.085005] [25] 1280x768x24bpp@75Hz

[t=00:00:00.085005] [29] 1280x720x24bpp@75Hz

[t=00:00:00.085005] [35] 1152x864x24bpp@75Hz

[t=00:00:00.085005] [39] 1024x768x24bpp@75Hz

[t=00:00:00.085005] [43] 1024x600x24bpp@75Hz

[t=00:00:00.085005] [47] 800x600x24bpp@75Hz

[t=00:00:00.085005] [51] 800x480x24bpp@75Hz

[t=00:00:00.085005] [55] 720x576x24bpp@75Hz

[t=00:00:00.085005] [59] 720x480x24bpp@75Hz

[t=00:00:00.085005] [63] 640x480x24bpp@75Hz

[t=00:00:00.829048] [GR::CreateSDLWindow] using 4x anti-aliasing and 24-bit depth-buffer (PF="SDL_PIXELFORMAT_RGB888") for main window

[t=00:00:00.831048] [GR::SetWindowAttributes][1] cfgFullScreen=0 numDisplays=1 winPos=

<0,32> newRes=<1680,1018>

[t=00:00:00.831048] [GR::SetWindowAttributes][2] cfgFullScreen=0 numDisplays=1 winPos=

<0,32> newRes=<1680,1018>

[t=00:00:01.261072] [GR::LogVersionInfo]

[t=00:00:01.261072] SDL version : 2.0.18 (linked) / 2.0.18 (compiled)

[t=00:00:01.261072] GL version : 3.0.12422 Compatibility Profile/Debug Context 13.152.0.0

[t=00:00:01.261072] GL vendor : ATI Technologies Inc.

[t=00:00:01.261072] GL renderer : AMD Radeon HD 7480D

[t=00:00:01.261072] GLSL version: 4.30

[t=00:00:01.261072] GLEW version: 2.1.0

[t=00:00:01.261072] GPU memory : unknown

[t=00:00:01.261072] SDL swap-int: 0

[t=00:00:01.261072] SDL driver : windows

[t=00:00:01.261072]

[t=00:00:01.261072] Initialized OpenGL Context: 3.0 (Compat)

[t=00:00:01.261072] GLSL shader support : 1

[t=00:00:01.261072] GL4 support : 1

[t=00:00:01.261072] FBO extension support : 1

[t=00:00:01.261072] NVX GPU mem-info support : 0

[t=00:00:01.261072] ATI GPU mem-info support : 0

[t=00:00:01.261072] NPOT-texture support : 1 (1)

[t=00:00:01.261072] S3TC/DXT1 texture support : 1/0

[t=00:00:01.261072] texture query-LOD support : 1 (1)

[t=00:00:01.262072] MSAA frame-buffer support : 1 (1)

[t=00:00:01.262072] Z-buffer depth : 24 (-)

[t=00:00:01.262072] primitive-restart support : 1 (1)

[t=00:00:01.262072] clip-space control support: 0 (0)

[t=00:00:01.262072] seamless cube-map support : 1 (1)

[t=00:00:01.262072] frag-depth layout support : 1 (1)

[t=00:00:01.262072] persistent maps support : 0 (0)

[t=00:00:01.262072] explicit attribs location : 1 (1)

[t=00:00:01.262072] multi draw indirect : 1 (-)

[t=00:00:01.262072] array textures : 1 (-)

[t=00:00:01.262072] buffer copy support : 1 (-)

[t=00:00:01.262072] indirect draw : 1 (-)

[t=00:00:01.262072] base instance : 1 (-)

[t=00:00:01.262072]

[t=00:00:01.262072] max. FBO samples : 8

[t=00:00:01.262072] max. FS/program texture slots : 16/32

[t=00:00:01.262072] max. texture size : 16384
[t=00:00:01.262072] max. texture anisotropy level : 16.000000
[t=00:00:01.262072] max. vec4 varyings/attributes : 32/29
[t=00:00:01.262072] max. draw-buffers : 8
[t=00:00:01.262072] max. rec. indices/vertices : 16777215/2147483647
[t=00:00:01.262072] max. uniform buffer-bindings : 75
[t=00:00:01.262072] max. uniform block-size : 64KB
[t=00:00:01.262072] max. storage buffer-bindings : 8
[t=00:00:01.262072] max. storage block-size : 16MB
[t=00:00:01.262072]
[t=00:00:01.262072] enable AMD-hacks : 1
[t=00:00:01.262072] compress MIP-maps: 0
[t=00:00:01.262072] [GR::ToggleGLDebugOutput] OpenGL debug-message callback disabled
[t=00:00:01.264073] [GR::UpdateGLConfigs]
[t=00:00:01.264073] [VSync::SetInterval] interval=0 (disabled)
[t=00:00:01.264073] [GR::UpdateGLGeometry][1] winSize=<1,1>
[t=00:00:01.264073] [GR::UpdateScreenMatrices] vpx=0.000000, vpy=0.000000,
vsx=1680.000000, vsy=1018.000000, ssx=1680.000000, ssy=1050.000000, screenPosX=0,
screenPosY=0
[t=00:00:01.264073] [GR::UpdateGLGeometry][2] winSize=<1680,1018>
[t=00:00:01.264073] [GR::InitGLState]
[t=00:00:01.271073] [GR::LogDisplayMode] display-mode set to 1680x1018x24bpp@60Hz
(windowed::borderless)
[t=00:00:01.615093] [TexMemPool::Resize] poolSize=536870912u allocSize=0u texCount=0u
[t=00:00:01.625093] [~ScopedOnceTimer][FtLibraryHandler::FontConfigInit (version 2.13.1)]
9ms
[t=00:00:01.641094] [Font] [CheckGenFontConfigFull] Using Fontconfig cache dir "C:/Program
Files (x86)/Zero K/fontcache"
[t=00:00:01.641094] [Font] [CheckGenFontConfigFull] fontconfig for directory
"C:\Windows\fonts" up to date
[t=00:00:01.643094] [WatchDog::RegisterThread] registering controls for thread [vfsi]
[t=00:00:01.649095] [DataDirLocator::FindWriteableDataDir] using writeable data-directory
"C:\Program Files (x86)\Zero K\
[t=00:00:01.649095] [DataDirLocator::Check] Isolation Mode!
[t=00:00:01.650095] [DataDirLocator::FilterUsableDataDirs] using read-write data directory:
C:\Program Files (x86)\Zero K\
[t=00:00:01.650095] [DataDirLocator::FilterUsableDataDirs] using read-only data directory:
C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\
[t=00:00:01.671096] Scanning: C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-

g5e966db\base

[t=00:00:01.672096] Scanning: C:\Program Files (x86)\Zero K\maps
[t=00:00:01.673096] Scanning: C:\Program Files (x86)\Zero K\games
[t=00:00:01.673096] Scanning: C:\Program Files (x86)\Zero K\packages
[t=00:00:01.679096] [~ScopedOnceTimer][CArchiveScanner::ScanAllDirs] 8ms
[t=00:00:01.679096] [VFS] [SpringVFS::ReserveArchives<this=0000000005b70680>]
[t=00:00:01.679096] [VFS] [SpringVFS::AddArchive<this=0000000005b70680>
(arName="Spring content v1", overwrite=false)] section=2 cached=0
[t=00:00:01.687097] [VFS] [VFSHandler::SetGlobalInstanceRaw] handler=0000000005b70680
(SpringVFS) global=0000000000000000 (null)
[t=00:00:01.687097] [WatchDog::DeregisterThread] deregistering controls for thread [vfsi]
[t=00:00:01.944111] [ThreadPool::SetThreadCount][1] wanted=2 current=1 maximum=2
(init=1)
[t=00:00:01.948112] [ThreadPool::SetThreadCount][2] workers=1
[t=00:00:01.948112] [Threading] Worker 1 thread CPU affinity mask set: 0x1
[t=00:00:01.948112] [Threading] Main thread CPU affinity mask set: 0x3
[t=00:00:01.949112][f=-000001] [~ScopedOnceTimer][ISound::Init::New] 0ms
[t=00:00:01.950112][f=-000001] [Sound] [ISound::Initialize] spawning sound-thread (1.0ms)
[t=00:00:01.950112][f=-000001] [Sound] [Sound::UpdateThread][1] cfgMaxSounds=32
[t=00:00:01.950112][f=-000001] [WatchDog::RegisterThread] registering controls for thread
[audio]
[t=00:00:01.950112][f=-000001] [Sound] [Sound::InitThread][1]
[t=00:00:01.950112][f=-000001] [Sound] [Sound::OpenLoopbackDevice] UseSDLAudio is set,
rendering openal-soft audio to SDL buffer and let SDL audio handle the hardware
[t=00:00:01.983114][f=-000001] [Sound] [Sound::OpenLoopbackDevice] SDL audio device(s):
[t=00:00:01.983114][f=-000001] [Sound] [Sound::OpenLoopbackDevice] * "0" "Speakers (2-
Realtek High Definition Audio)"
[t=00:00:01.983114][f=-000001] [Sound] [Sound::OpenLoopbackDevice] opening default
device
[t=00:00:02.057118][f=-000001] [Sound] [ISound::Initialize] spawning sound-thread (108.0ms)
[t=00:00:02.150123][f=-000001] [Sound] [Sound::OpenLoopbackDevice] opening loopback
device
[t=00:00:02.159124][f=-000001] [Sound] [Sound::OpenLoopbackDevice]
device=0000000017a77b90(default) context=0000000017a85d50 numChannels=2
frameSize=8
[t=00:00:02.159124][f=-000001] [Sound] [Sound::InitThread][4][OpenAL API Info]
[t=00:00:02.159124][f=-000001] [Sound] Vendor: OpenAL Community
[t=00:00:02.159124][f=-000001] [Sound] Version: 1.1 ALSOFT 1.21.0
[t=00:00:02.159124][f=-000001] [Sound] Renderer: OpenAL Soft

[t=00:00:02.160124][f=-000001] [Sound] AL 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_bformat_ex
AL_SOFTX_bformat_hoa AL_SOFT_block_alignment AL_SOFTX_callback_buffer
AL_SOFTX_convolution_reverb AL_SOFT_deferred_updates AL_SOFT_direct_channels
AL_SOFT_direct_channels_remix AL_SOFT_effect_target AL_SOFT_events
AL_SOFTX_filter_gain_ex AL_SOFT_gain_clamp_ex AL_SOFT_loop_points
AL_SOFTX_map_buffer AL_SOFT_MSADPCM AL_SOFT_source_latency
AL_SOFT_source_length AL_SOFT_source_resampler AL_SOFT_source_spatialize

[t=00:00:02.160124][f=-000001] [Sound] ALC Extensions: ALC_ENUMERATE_ALL_EXT
ALC_ENUMERATION_EXT ALC_EXT_CAPTURE ALC_EXT_DEDICATED
ALC_EXT_disconnect ALC_EXT_EFX ALC_EXT_thread_local_context
ALC_SOFT_device_clock ALC_SOFT_HRTF ALC_SOFT_loopback
ALC_SOFT_loopback_bformat ALC_SOFT_output_limiter ALC_SOFT_pause_device

[t=00:00:02.160124][f=-000001] [Sound] Devices:

[t=00:00:02.164124][f=-000001] [Sound] [OpenAL Soft on Speakers (2- Realtek High Definition Audio)]

[t=00:00:02.164124][f=-000001] [Sound] [Sound::GetMaxMonoSources] #attribs=29

[t=00:00:02.164124][f=-000001] [Sound] [Sound::GetMaxMonoSources] {cfg,alc}MaxSounds={32,255}

[t=00:00:02.167124][f=-000001] [Sound] EFX Enabled: yes

[t=00:00:02.167124][f=-000001] [Sound] [Sound::UpdateThread][2]

[t=00:00:02.171124][f=-000001] [~ScopedOnceTimer][ISound::Init::Dev] 222ms

[t=00:00:02.177125][f=-000001] [LuaMenuController::Reset] using menu archive "Chobby v1.11.6.1"

[t=00:00:02.178125][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Chobby v1.11.6.1", overwrite=false)] section=3 cached=0

[t=00:00:02.248129][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Spring content v1", overwrite=false)] section=2 cached=0

[t=00:00:02.248129][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Spring Bitmaps", overwrite=false)] section=2 cached=0

[t=00:00:02.254129][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Spring Cursors", overwrite=false)] section=2 cached=0

[t=00:00:02.691154][f=-000001] LuaMenu Entry Point: "LuaMenu/main.lua"

[t=00:00:02.746157][f=-000001] Remember to update handler.lua once the following is in basecontent:

<https://github.com/spring/spring/commit/ef6df34ae5dd4eba9b192f695f9b2724da0f83c2>
[t=00:00:02.749157][f=-000001] Remember to update handler.lua once the following is in
basecontent:

<https://github.com/spring/spring/commit/ef6df34ae5dd4eba9b192f695f9b2724da0f83c2>
[t=00:00:02.754158][f=-000001] Remember to update handler.lua once the following is in
basecontent:

<https://github.com/spring/spring/commit/ef6df34ae5dd4eba9b192f695f9b2724da0f83c2>
[t=00:00:02.754158][f=-000001] [LuaMenu] Searching for new Widgets
[t=00:00:02.754158][f=-000001] [LuaMenu] Scanning: LuaMenu/Addons/
[t=00:00:02.754158][f=-000001] [LuaMenu] Scanning: LuaMenu/Widgets/
[t=00:00:02.755158][f=-000001] [LuaMenu] Scanning: LuaMenu/SystemAddons/
[t=00:00:02.755158][f=-000001] [LuaMenu] Scanning: LuaMenu/SystemWidgets/
[t=00:00:02.755158][f=-000001] [LuaMenu] Scanning: LuaMenu/chili/
[t=00:00:02.755158][f=-000001] [LuaMenu] Scanning: libs/chilifx/LuaMenu/widgets
[t=00:00:02.756158][f=-000001] [LuaMenu] Scanning: libs/chilivn/LuaMenu/widgets
[t=00:00:02.756158][f=-000001] [LuaMenu] Scanning: libs/chotify/LuaMenu/widgets
[t=00:00:02.756158][f=-000001] [LuaMenu] Scanning: libs/i18n/LuaMenu/widgets
[t=00:00:02.756158][f=-000001] [LuaMenu] Scanning: libs/liblobby/LuaMenu/widgets
[t=00:00:02.757158][f=-000001] [LuaMenu] Warning: Missing GetInfo() in: base64.lua
[t=00:00:02.758158][f=-000001] [LuaMenu] Warning: Missing GetInfo() in: engineversion.lua
[t=00:00:02.759158][f=-000001] Spring.GetWindowGeometry, 1680, 1018, 0, 0, 0, 0, 0, 0
[t=00:00:02.759158][f=-000001] Spring.GetViewGeometry, 1680, 1018, 0, 0
[t=00:00:02.759158][f=-000001] gl.GetViewSizes, 1680, 1018
[t=00:00:02.759158][f=-000001] [LuaMenu] Warning: Missing GetInfo() in:
function_override.lua
[t=00:00:02.762158][f=-000001] [LuaMenu] Warning: Missing GetInfo() in: json.lua
[t=00:00:02.765158][f=-000001] [LuaMenu] Warning: Missing GetInfo() in: tablefunctions.lua
[t=00:00:02.769159][f=-000001] [LuaMenu] Warning: Missing GetInfo() in: timefunctions.lua
[t=00:00:02.809161][f=-000001] [LuaMenu] Loading widgets <=>=vfs **=raw ()=unknown
[t=00:00:02.812161][f=-000001] [LuaMenu] Loading API widget: Delay API
<api_delay.lua>
[t=00:00:02.818161][f=-000001] [LuaMenu] Loading API widget: spring-launcher
<api_spring_launcher_loader.lua>
[t=00:00:02.820162][f=-000001] [spring-launcher] Disabling spring-launcher due to missing
connection details.
[t=00:00:02.824162][f=-000001] [LuaMenu] Loading API widget: Limit FPS
<api_limit_fps.lua>
[t=00:00:02.827162][f=-000001] [LuaMenu] Loading API widget: Away Tracker
<gui_away_tracker.lua>

[t=00:00:02.836162][f=-000001] [LuaMenu] Loading API widget: Chili Framework
<api_chili.lua>

[t=00:00:03.864221][f=-000001] [LuaMenu] Loading API widget: LibLobby API
<api_lobby.lua>

[t=00:00:03.867221][f=-000001] [liblobby] liblobby configuration:
[t=00:00:03.867221][f=-000001] [liblobby] serverName, Zero-K
[t=00:00:03.867221][f=-000001] [liblobby] port, 8200
[t=00:00:03.867221][f=-000001] [liblobby] protocol, zks
[t=00:00:03.867221][f=-000001] [liblobby] address, zero-k.info

[t=00:00:03.886222][f=-000001] [LuaMenu] Loading API widget: i18n
<api_i18n.lua>

[t=00:00:03.896223][f=-000001] [LuaMenu] Loading API widget: ChiliFX
<api_chilifx.lua>

[t=00:00:03.898223][f=-000001] [ChiliFX] Enabled: true

[t=00:00:03.902223][f=-000001] [LuaMenu] Loading API widget: Chotify
<api_chotify.lua>

[t=00:00:03.904224][f=-000001] [Chotify] Enabled: true

[t=00:00:03.912224][f=-000001] [LuaMenu] Loading API widget: Download Handler
<api_download_handler.lua>

[t=00:00:03.927225][f=-000001] [LuaMenu] Loading API widget: Ingame Interface
<api_ingame_interface.lua>

[t=00:00:03.930225][f=-000001] [LuaMenu] Loading widget: Test <dbg_test.lua>

[t=00:00:03.940226][f=-000001] [LuaMenu] Loading widget: Command Buffering
<api_command_buffering.lua>

[t=00:00:03.946226][f=-000001] [LuaMenu] Loading widget: Battle List Window
<gui_battle_list_window.lua>

[t=00:00:03.951226][f=-000001] [LuaMenu] Loading widget: Campaign Options Window
<gui_campaign_options.lua>

[t=00:00:03.964227][f=-000001] [LuaMenu] Loading widget: Community Window
<gui_community_window.lua>

[t=00:00:03.974228][f=-000001] [LuaMenu] Loading widget: Download Window
<gui_download_window.lua>

[t=00:00:03.981228][f=-000001] [LuaMenu] Loading widget: Featured Maps API
<api_featured_maps.lua>

[t=00:00:03.989228][f=-000001] [LuaMenu] Loading widget: Friend Window
<gui_friend_window.lua>

[t=00:00:03.998229][f=-000001] [LuaMenu] Loading widget: Missions Handles
<gui_mission_handler.lua>

[t=00:00:04.004229][f=-000001] [LuaMenu] Loading widget: Notification Handler

<api_notification_handler.lua>

[t=00:00:04.033231][f=-000001] [LuaMenu] Loading widget: Planetwars List Window

<gui_planetwars_list_window.lua>

[t=00:00:04.051232][f=-000001] [LuaMenu] Loading widget: Queue List Window

<gui_queue_list_window.lua>

[t=00:00:04.060232][f=-000001] [LuaMenu] Loading widget: Replays window

<gui_replay_handler.lua>

[t=00:00:04.104235][f=-000001] [LuaMenu] Loading widget: Settings Window

<gui_settings_window.lua>

[t=00:00:04.113235][f=-000001] [LuaMenu] Loading widget: SpringBoard Window

<gui_springboard_window.lua>

[t=00:00:04.128236][f=-000001] [LuaMenu] Loading widget: Users Handler

<api_user_handler.lua>

[t=00:00:04.142237][f=-000001] [LuaMenu] Loading widget: ZK wrapper loopback interface

<zk_loopback.lua>

[t=00:00:04.146237][f=-000001] [Chobby] Using wrapper port: , 57065

[t=00:00:04.153238][f=-000001] [LuaMenu] Loading widget: Cache Handler API

<api_cache_handler.lua>

[t=00:00:04.157238][f=-000001] [LuaMenu] Loading widget: Internet Browser API

<api_internet_browser.lua>

[t=00:00:04.158238][f=-000001] [LuaMenu] Loading widget: Map Handler API

<api_map_handler.lua>

[t=00:00:04.159238][f=-000001] [LuaMenu] Loading widget: Spring-Launcher log-upload

<sl_upload_log.lua>

[t=00:00:04.163238][f=-000001] [Chobby] spring-launcher doesn't exist.

[t=00:00:04.164238][f=-000001] [LuaMenu] Loading widget: Spring-Launcher wrapper
loopback interface <sl_loopback.lua>

[t=00:00:04.166239][f=-000001] [Chobby] spring-launcher doesn't exist.

[t=00:00:04.177239][f=-000001] [LuaMenu] Loading widget: Campaign Data Handler

<api_campaign_data.lua>

[t=00:00:04.184240][f=-000001] [LuaMenu] Loading widget: API Script Handler

<api_script_generator.lua>

[t=00:00:04.188240][f=-000001] [LuaMenu] Loading widget: Analytics Handler

<api_analytics.lua>

[t=00:00:04.196240][f=-000001] [LuaMenu] Loading widget: Animation control

<api_animation_control.lua>

[t=00:00:04.201241][f=-000001] [LuaMenu] Loading widget: Battle Login Rejoin

<gui_battle_login_rejoin.lua>

[t=00:00:04.209241][f=-000001] [LuaMenu] Loading widget: Battle Proposal Handler

<api_battle_proposal_handler.lua>	
[t=00:00:04.236243][f=-000001] [LuaMenu] Loading widget:	Battle Room Window
<gui_battle_room_window.lua>	
[t=00:00:04.262244][f=-000001] [LuaMenu] Loading widget:	Battle status panel
<gui_battle_status_panel.lua>	
[t=00:00:04.269244][f=-000001] [LuaMenu] Loading widget:	Benchmark Handler
<gui_benchmark_handler.lua>	
[t=00:00:04.282245][f=-000001] [LuaMenu] Loading widget:	Campaign Commander
Loadout <gui_campaign_commander_loadout.lua>	
[t=00:00:04.309247][f=-000001] [LuaMenu] Loading widget:	Campaign Handler
<gui_campaign_handler.lua>	
[t=00:00:04.317247][f=-000001] [LuaMenu] Loading widget:	Campaign Handler ZK
<z_k_campaign_handler.lua>	
[t=00:00:04.358249][f=-000001] [LuaMenu] Loading widget:	Campaign Save/Load
<gui_campaign_saveload.lua>	
[t=00:00:04.366250][f=-000001] [LuaMenu] Loading widget:	Campaign Technology Panel
<gui_campaign_technology_panel.lua>	
[t=00:00:04.388251][f=-000001] [LuaMenu] Loading widget:	Codex Handler
<gui_campaign_codex_handler.lua>	
[t=00:00:04.394252][f=-000001] [LuaMenu] Loading widget:	Color change window
<gui_color_change_window.lua>	
[t=00:00:04.406252][f=-000001] [LuaMenu] Loading widget:	Cursor tooltip
<gui_tooltip.lua>	
[t=00:00:04.419253][f=-000001] [LuaMenu] Loading widget:	Discord Handler
<api_discord_handler.lua>	
[t=00:00:04.426253][f=-000001] [LuaMenu] Loading widget:	Load Game Menu
<gui_loadgame.lua>	
[t=00:00:04.439254][f=-000001] [LuaMenu] Loading widget:	Login Window
<gui_login_window.lua>	
[t=00:00:04.447255][f=-000001] [LuaMenu] Loading widget:	Maplist Panel
<gui_maplist_panel.lua>	
[t=00:00:04.458255][f=-000001] [LuaMenu] Loading widget:	Mission Progress Handler
<api_mission_progress_handler.lua>	
[t=00:00:04.468256][f=-000001] [LuaMenu] Loading widget:	Modoptions Panel
<gui_modoptions_panel.lua>	
[t=00:00:04.479256][f=-000001] [LuaMenu] Loading widget:	Party status panel
<gui_party_status_panel.lua>	
[t=00:00:04.488257][f=-000001] [LuaMenu] Loading widget:	Planet Battle Handler
<api_planet_battle_handler.lua>	

[t=00:00:04.491257][f=-000001] [LuaMenu] Loading widget: Popup Preloader
<gui_popup_preloader.lua>

[t=00:00:04.503258][f=-000001] [LuaMenu] Loading widget: Queue status panel
<gui_queue_status_panel.lua>

[t=00:00:04.509258][f=-000001] [LuaMenu] Loading widget: Rank update window
<gui_rank_update_window.lua>

[t=00:00:04.516259][f=-000001] [LuaMenu] Loading widget: Report Panel
<gui_report_panel.lua>

[t=00:00:04.527259][f=-000001] [LuaMenu] Loading widget: Steam Coop Handler
<gui_steam_coop_handler.lua>

[t=00:00:04.534260][f=-000001] [LuaMenu] Loading widget: Steam Handler
<api_steam_handler.lua>

[t=00:00:04.538260][f=-000001] [LuaMenu] Loading widget: User status panel
<gui_user_status_panel.lua>

[t=00:00:04.543260][f=-000001] [LuaMenu] Loading widget: ZK replay downloader
<zk_replay_launcher.lua>

[t=00:00:04.556261][f=-000001] [LuaMenu] Loading widget: ChiliProfiler
<dbg_chili_profiler.lua>

[t=00:00:04.559261][f=-000001] [LuaMenu] Loading widget: Image Preloader
<dbg_img_preload.lua>

[t=00:00:04.561261][f=-000001] [LuaMenu] Warning: Headers files aren't supported anymore
use "require" instead!

[t=00:00:04.563261][f=-000001] [LuaMenu] Warning: Headers files aren't supported anymore
use "require" instead!

[t=00:00:04.566261][f=-000001] [LuaMenu] Loading widget: Chili lobby
<gui_chili_lobby.lua>

[t=00:00:05.033288][f=-000001] [Chobby] Detected game config, generic

[t=00:00:05.033288][f=-000001] [Chobby] Detected game config, zk

[t=00:00:05.034288][f=-000001] [Chobby] Detected game config, zkdev

[t=00:00:05.112293][f=-000001] Vendor and GL, AMD, 3

[t=00:00:05.113293][f=-000001] Low settings preset, 3.0.12422

[t=00:00:05.114293][f=-000001] SetSettings Int, VSync, 0

[t=00:00:05.114293][f=-000001] SetSettings Int, Water, 1

[t=00:00:05.115293][f=-000001] SetSettings Value, UsePBO, 0

[t=00:00:05.115293][f=-000001] SetSettings Value, AdvSky, 0

[t=00:00:05.115293][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only

[t=00:00:05.115293][f=-000001] Set ATI/intel/other non-nvidia compatibility state: Enabled
(Automatic)

[t=00:00:05.115293][f=-000001] SetSettings Value, FeatureDrawDistance, 6000

[t=00:00:05.115293][f=-000001] SetSettings Value, FeatureFadeDistance, 4500

[t=00:00:05.116293][f=-000001] SetSettings Int, LinkIncomingSustainedBandwidth, 65536

[t=00:00:05.116293][f=-000001] SetSettings Int, LinkIncomingMaxPacketRate, 512

[t=00:00:05.116293][f=-000001] SetSettings Int, LinkOutgoingBandwidth, 131072

[t=00:00:05.117293][f=-000001] SetSettings Int, NetworkLossFactor, 1

[t=00:00:05.117293][f=-000001] SetSettings Int, LinkIncomingPeakBandwidth, 65536

[t=00:00:05.117293][f=-000001] SetSettings Value, ScrollWheelSpeed, -25

[t=00:00:05.117293][f=-000001] SetSettings Int, ShadowMapSize, 2048

[t=00:00:05.117293][f=-000001] SetSettings Value, UseNetMessageSmoothingBuffer, 0

[t=00:00:05.117293][f=-000001] SetSettings Value, FullscreenEdgeMove, 1

[t=00:00:05.117293][f=-000001] SetSettings Value, WindowedEdgeMove, 1

[t=00:00:05.118293][f=-000001] SetSettings Value, ScrollWheelSpeed, -25

[t=00:00:05.118293][f=-000001] SetSettings Int, GrassDetail, 0

[t=00:00:05.119293][f=-000001] [Settings] Warning: No such key: TreeRadius, but setting it as string anyway.

[t=00:00:05.119293][f=-000001] [Settings] Warning: No such key: SmoothPoints, but setting it as string anyway.

[t=00:00:05.119293][f=-000001] [Settings] Warning: No such key: SmoothLines, but setting it as string anyway.

[t=00:00:05.119293][f=-000001] SetSettings Int, MSAALevel, 4

[t=00:00:05.119293][f=-000001] SetSettings Value, FSAA, 1

[t=00:00:05.119293][f=-000001] Error: [SetConfigString] key "FSAA" is read-only

[t=00:00:05.119293][f=-000001] SetSettings Int, GroundScarAlphaFade, 0

[t=00:00:05.120293][f=-000001] SetSettings Int, GroundDetail, 70

[t=00:00:05.121293][f=-000001] SetSettings Int, GroundDecals, 1

[t=00:00:05.123293][f=-000001] SetSettings Int, SoftParticles, 2

[t=00:00:05.126293][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.

[t=00:00:05.128294][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.

[t=00:00:05.129294][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it as string anyway.

[t=00:00:05.129294][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015

[t=00:00:05.131294][f=-000001] [Settings] Warning: No such key: interfaceScale, but setting it as string anyway.

[t=00:00:05.131294][f=-000001] SetSettings Value, BumpWaterAnisotropy, 0

[t=00:00:05.131294][f=-000001] SetSettings Value, BumpWaterShoreWaves, 0

[t=00:00:05.132294][f=-000001] SetSettings Value, BumpWaterBlurReflection, 0

[t=00:00:05.133294][f=-000001] SetSettings Int, BumpWaterRefraction, 0

[t=00:00:05.135294][f=-000001] SetSettings Int, BumpWaterTexSizeReflection, 64
[t=00:00:05.136294][f=-000001] SetSettings Int, BumpWaterDepthBits, 16
[t=00:00:05.138294][f=-000001] SetSettings Int, BumpWaterReflection, 0
[t=00:00:05.139294][f=-000001] [Settings] Warning: No such key: DynamicSky, but setting it as string anyway.
[t=00:00:05.139294][f=-000001] SetSettings Value, AdvSky, 0
[t=00:00:05.139294][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only
[t=00:00:05.139294][f=-000001] SetSettings Value, AllowDeferredMapRendering, 0
[t=00:00:05.141294][f=-000001] SetSettings Value, AllowDeferredModelRendering, 0
[t=00:00:05.144294][f=-000001] SetSettings Int, MaxParticles, 12000
[t=00:00:05.146295][f=-000001] SetSettings Int, MaxDynamicMapLights, 1
[t=00:00:05.146295][f=-000001] SetSettings Value, UsePBO, 0
[t=00:00:05.146295][f=-000001] SetSettings Value, LuaShaders, 1
[t=00:00:05.146295][f=-000001] SetSettings Value, ForceDisableShaders, 0
[t=00:00:05.146295][f=-000001] Error: [SetConfigString] key "ForceDisableShaders" is read-only
[t=00:00:05.146295][f=-000001] SetSettings Value, AdvUnitShading, 1
[t=00:00:05.146295][f=-000001] SetSettings Value, AdvMapShading, 1
[t=00:00:05.146295][f=-000001] SetSettings Int, ROAM, 1
[t=00:00:05.146295][f=-000001] SetSettings Int, MaxDynamicModelLights, 1
[t=00:00:05.146295][f=-000001] SetSettings Int, LoadingMT, 0
[t=00:00:05.146295][f=-000001] [Settings] Warning: No such key: 3DTrees, but setting it as string anyway.
[t=00:00:05.146295][f=-000001] SetSettings Int, Shadows, 2
[t=00:00:05.148295][f=-000001] SetSettings Value, CamFreeScrollSpeed, 50
[t=00:00:05.148295][f=-000001] SetSettings Int, RotOverheadScrollSpeed, 50
[t=00:00:05.148295][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015
[t=00:00:05.148295][f=-000001] SetSettings Int, OverheadScrollSpeed, 50
[t=00:00:05.148295][f=-000001] SetSettings Int, FPSScrollSpeed, 50
[t=00:00:05.149295][f=-000001] SetSettings Int, Water, 1
[t=00:00:05.150295][f=-000001] [Settings] Warning: No such key: ZKUseNewChiliRTT, but setting it as string anyway.
[t=00:00:05.150295][f=-000001] SetSettings Value, HardwareCursor, 1
[t=00:00:05.151295][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.
[t=00:00:05.152295][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.
[t=00:00:05.154295][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it as string anyway.

[t=00:00:05.154295][f=-000001] SetSettings Int, CubeTexSizeReflection, 64
[t=00:00:05.155295][f=-000001] SetSettings Int, CubeTexSizeSpecular, 64
[t=00:00:05.366307][f=-000001] SetSettings Int, VSync, 0
[t=00:00:05.366307][f=-000001] SetSettings Int, Water, 4
[t=00:00:05.368307][f=-000001] SetSettings Value, UsePBO, 1
[t=00:00:05.369307][f=-000001] SetSettings Value, AdvSky, 0
[t=00:00:05.369307][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only
[t=00:00:05.369307][f=-000001] SetSettings Int, Water, 1
[t=00:00:05.370307][f=-000001] SetSettings Value, UsePBO, 0
[t=00:00:05.371307][f=-000001] SetSettings Value, AdvSky, 0
[t=00:00:05.372307][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only
[t=00:00:05.372307][f=-000001] Set ATI/intel/other non-nvidia compatibility state: Enabled (Automatic)
[t=00:00:05.372307][f=-000001] SetSettings Value, FeatureDrawDistance, 6000
[t=00:00:05.372307][f=-000001] SetSettings Value, FeatureFadeDistance, 4500
[t=00:00:05.373308][f=-000001] SetSettings Value, HardwareCursor, 1
[t=00:00:05.373308][f=-000001] SetSettings Value, ScrollWheelSpeed, -25
[t=00:00:05.373308][f=-000001] SetSettings Int, ShadowMapSize, 2048
[t=00:00:05.373308][f=-000001] SetSettings Value, UseNetMessageSmoothingBuffer, 0
[t=00:00:05.373308][f=-000001] SetSettings Value, FullscreenEdgeMove, 1
[t=00:00:05.374308][f=-000001] SetSettings Value, WindowedEdgeMove, 1
[t=00:00:05.375308][f=-000001] SetSettings Value, ScrollWheelSpeed, -25
[t=00:00:05.375308][f=-000001] SetSettings Int, MaxParticles, 12000
[t=00:00:05.375308][f=-000001] [Settings] Warning: No such key: SmoothPoints, but setting it as string anyway.
[t=00:00:05.376308][f=-000001] [Settings] Warning: No such key: SmoothLines, but setting it as string anyway.
[t=00:00:05.376308][f=-000001] SetSettings Int, MSAALevel, 4
[t=00:00:05.376308][f=-000001] SetSettings Value, FSAA, 1
[t=00:00:05.376308][f=-000001] Error: [SetConfigString] key "FSAA" is read-only
[t=00:00:05.376308][f=-000001] SetSettings Int, GroundScarAlphaFade, 0
[t=00:00:05.376308][f=-000001] SetSettings Int, GroundDetail, 70
[t=00:00:05.376308][f=-000001] SetSettings Int, GroundDecals, 1
[t=00:00:05.379308][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.
[t=00:00:05.379308][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.
[t=00:00:05.379308][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it as string anyway.

[t=00:00:05.379308][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015

[t=00:00:05.381308][f=-000001] [Settings] Warning: No such key: interfaceScale, but setting it as string anyway.

[t=00:00:05.382308][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.

[t=00:00:05.382308][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.

[t=00:00:05.382308][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it as string anyway.

[t=00:00:05.382308][f=-000001] [Settings] Warning: No such key: DynamicSky, but setting it as string anyway.

[t=00:00:05.382308][f=-000001] SetSettings Value, AdvSky, 0

[t=00:00:05.382308][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only

[t=00:00:05.382308][f=-000001] SetSettings Value, AllowDeferredMapRendering, 0

[t=00:00:05.382308][f=-000001] SetSettings Value, AllowDeferredModelRendering, 0

[t=00:00:05.382308][f=-000001] SetSettings Int, LinkIncomingSustainedBandwidth, 65536

[t=00:00:05.382308][f=-000001] SetSettings Int, LinkIncomingMaxPacketRate, 512

[t=00:00:05.382308][f=-000001] SetSettings Int, LinkOutgoingBandwidth, 131072

[t=00:00:05.382308][f=-000001] SetSettings Int, NetworkLossFactor, 1

[t=00:00:05.383308][f=-000001] SetSettings Int, LinkIncomingPeakBandwidth, 65536

[t=00:00:05.383308][f=-000001] SetSettings Value, BumpWaterAnisotropy, 0

[t=00:00:05.383308][f=-000001] SetSettings Value, BumpWaterShoreWaves, 0

[t=00:00:05.383308][f=-000001] SetSettings Value, BumpWaterBlurReflection, 0

[t=00:00:05.383308][f=-000001] SetSettings Int, BumpWaterRefraction, 0

[t=00:00:05.383308][f=-000001] SetSettings Int, BumpWaterTexSizeReflection, 64

[t=00:00:05.383308][f=-000001] SetSettings Int, BumpWaterDepthBits, 16

[t=00:00:05.383308][f=-000001] SetSettings Int, BumpWaterReflection, 0

[t=00:00:05.383308][f=-000001] SetSettings Int, MaxDynamicMapLights, 1

[t=00:00:05.383308][f=-000001] SetSettings Value, UsePBO, 0

[t=00:00:05.383308][f=-000001] SetSettings Value, LuaShaders, 1

[t=00:00:05.383308][f=-000001] SetSettings Value, ForceDisableShaders, 0

[t=00:00:05.383308][f=-000001] Error: [SetConfigString] key "ForceDisableShaders" is read-only

[t=00:00:05.383308][f=-000001] SetSettings Value, AdvUnitShading, 1

[t=00:00:05.383308][f=-000001] SetSettings Value, AdvMapShading, 1

[t=00:00:05.383308][f=-000001] SetSettings Int, ROAM, 1

[t=00:00:05.383308][f=-000001] SetSettings Int, MaxDynamicModelLights, 1

[t=00:00:05.383308][f=-000001] SetSettings Int, LoadingMT, 0

[t=00:00:05.383308][f=-000001] [Settings] Warning: No such key: 3DTrees, but setting it as

string anyway.

[t=00:00:05.383308][f=-000001] SetSettings Int, GrassDetail, 0

[t=00:00:05.383308][f=-000001] [Settings] Warning: No such key: TreeRadius, but setting it as string anyway.

[t=00:00:05.383308][f=-000001] SetSettings Value, CamFreeScrollSpeed, 50

[t=00:00:05.384308][f=-000001] SetSettings Int, RotOverheadScrollSpeed, 50

[t=00:00:05.384308][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015

[t=00:00:05.384308][f=-000001] SetSettings Int, OverheadScrollSpeed, 50

[t=00:00:05.384308][f=-000001] SetSettings Int, FPSScrollSpeed, 50

[t=00:00:05.385308][f=-000001] [Settings] Warning: No such key: ZKUseNewChiliRTT, but setting it as string anyway.

[t=00:00:05.385308][f=-000001] SetSettings Int, Water, 1

[t=00:00:05.385308][f=-000001] SetSettings Int, SoftParticles, 2

[t=00:00:05.385308][f=-000001] SetSettings Int, Shadows, 2

[t=00:00:05.386308][f=-000001] SetSettings Int, CubeTexSizeReflection, 64

[t=00:00:05.386308][f=-000001] SetSettings Int, CubeTexSizeSpecular, 64

[t=00:00:05.387308][f=-000001] [LuaMenu] Loading widget: Standalone lobby tools
<gui_standalone_lobby.lua>

[t=00:00:05.388308][f=-000001] [LuaMenu] Loading widget: Block Input
<gui_block_input.lua>

[t=00:00:05.391309][f=-000001] [LuaMenu] Loading widget: Music Player Lite
<snd_music_lite.lua>

[t=00:00:05.395309][f=-000001] Remember to update handler.lua once the following is in basecontent:

<https://github.com/spring/spring/commit/ef6df34ae5dd4eba9b192f695f9b2724da0f83c2>

[t=00:00:05.413310][f=-000001] [LuaMenu] LuaMenu v1.0 (Lua 5.1)

[t=00:00:05.486314][f=-000001] [LuaMenuController::Activate(msg="")]

luaMenu=00000000179c1f20

[t=00:00:05.486314][f=-000001] SetLobbyButtonEnabled, true

[t=00:00:05.486314][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it as string anyway.

[t=00:00:05.486314][f=-000001] SetSettings Int, MaxDynamicMapLights, 1

[t=00:00:05.486314][f=-000001] [Settings] Warning: No such key: DynamicSky, but setting it as string anyway.

[t=00:00:05.486314][f=-000001] SetSettings Value, CamTimeFactor, 1

[t=00:00:05.486314][f=-000001] [Settings] Warning: No such key: ZKUseNewChiliRTT, but setting it as string anyway.

[t=00:00:05.486314][f=-000001] SetSettings Value, LODScale, 1

[t=00:00:05.486314][f=-000001] SetSettings Int, BumpWaterDepthBits, 16

[t=00:00:05.486314][f=-000001] SetSettings Value, FullscreenEdgeMove, 1

[t=00:00:05.486314][f=-000001] [Settings] Warning: No such key: VerboseLevel, but setting it as string anyway.

[t=00:00:05.486314][f=-000001] [Settings] Warning: No such key: BuildWarnings, but setting it as string anyway.

[t=00:00:05.486314][f=-000001] SetSettings Int, GroundDetail, 70

[t=00:00:05.486314][f=-000001] SetSettings Value, CamTimeExponent, 4

[t=00:00:05.486314][f=-000001] SetSettings Int, ShadowMapSize, 2048

[t=00:00:05.486314][f=-000001] SetSettings Int, InitialNetworkTimeout, 0

[t=00:00:05.487314][f=-000001] SetSettings Int, RotOverheadScrollSpeed, 50

[t=00:00:05.488314][f=-000001] [Settings] Warning: No such key: SmoothPoints, but setting it as string anyway.

[t=00:00:05.488314][f=-000001] [Settings] Warning: No such key: LuaAutoModWidgets, but setting it as string anyway.

[t=00:00:05.488314][f=-000001] SetSettings Int, GrassDetail, 0

[t=00:00:05.488314][f=-000001] SetSettings Int, BumpWaterReflection, 0

[t=00:00:05.488314][f=-000001] SetSettings Value, LODScaleRefraction, 1

[t=00:00:05.488314][f=-000001] SetSettings Int, MaximumTransmissionUnit, 0

[t=00:00:05.489314][f=-000001] SetSettings Int, FPSScrollSpeed, 50

[t=00:00:05.489314][f=-000001] SetSettings Value, AdvSky, 0

[t=00:00:05.489314][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only

[t=00:00:05.489314][f=-000001] SetSettings Int, CamMode, 1

[t=00:00:05.489314][f=-000001] SetSettings Int, MaxDynamicModelLights, 1

[t=00:00:05.489314][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015

[t=00:00:05.490314][f=-000001] SetSettings Int, HangTimeout, 30

[t=00:00:05.490314][f=-000001] SetSettings Int, Water, 1

[t=00:00:05.490314][f=-000001] SetSettings Value, MouseDragScrollThreshold, 0

[t=00:00:05.490314][f=-000001] [Settings] Warning: No such key: LogFlush, but setting it as string anyway.

[t=00:00:05.490314][f=-000001] SetSettings Value, LuaGarbageCollectionMemLoadMult, 2.5

[t=00:00:05.490314][f=-000001] SetSettings Value, FeatureDrawDistance, 6000

[t=00:00:05.490314][f=-000001] SetSettings Value, UsePBO, 0

[t=00:00:05.490314][f=-000001] SetSettings Value, LuaShaders, 1

[t=00:00:05.490314][f=-000001] SetSettings Int, BumpWaterTexSizeReflection, 64

[t=00:00:05.490314][f=-000001] SetSettings Value, ForceDisableShaders, 0

[t=00:00:05.490314][f=-000001] Error: [SetConfigString] key "ForceDisableShaders" is read-only

[t=00:00:05.490314][f=-000001] SetSettings Int, GroundScarAlphaFade, 0

[t=00:00:05.490314][f=-000001] [Settings] Warning: No such key: Version, but setting it as

string anyway.

[t=00:00:05.490314][f=-000001] SetSettings Int, OverheadScrollSpeed, 50

[t=00:00:05.490314][f=-000001] SetSettings Int, NetworkLossFactor, 1

[t=00:00:05.490314][f=-000001] SetSettings Value, EdgeMoveWidth, 0.003

[t=00:00:05.490314][f=-000001] SetSettings Int, LinkIncomingPeakBandwidth, 65536

[t=00:00:05.490314][f=-000001] SetSettings Int, FontSize, 18

[t=00:00:05.490314][f=-000001] [Settings] Warning: No such key: snd_general, but setting it as string anyway.

[t=00:00:05.490314][f=-000001] SetSettings Value, BumpWaterBlurReflection, 0

[t=00:00:05.490314][f=-000001] SetSettings Value, LODScaleShadow, 1

[t=00:00:05.490314][f=-000001] SetSettings Int, UnitLodDist, 999999

[t=00:00:05.490314][f=-000001] Error: [SetConfigInt] key "UnitLodDist" is read-only

[t=00:00:05.491314][f=-000001] SetSettings Value, FeatureFadeDistance, 4500

[t=00:00:05.491314][f=-000001] SetSettings Value, UseNetMessageSmoothingBuffer, 0

[t=00:00:05.491314][f=-000001] [Settings] Warning: No such key: WorkerThreadSpinTime, but setting it as string anyway.

[t=00:00:05.491314][f=-000001] SetSettings Value, WindowedEdgeMove, 1

[t=00:00:05.491314][f=-000001] SetSettings Int, VSync, 0

[t=00:00:05.491314][f=-000001] SetSettings Value, AdvMapShading, 1

[t=00:00:05.491314][f=-000001] SetSettings Value, EdgeMoveDynamic, 0

[t=00:00:05.491314][f=-000001] [Settings] Warning: No such key: interfaceScale, but setting it as string anyway.

[t=00:00:05.491314][f=-000001] [Settings] Warning: No such key: MoveWarnings, but setting it as string anyway.

[t=00:00:05.491314][f=-000001] SetSettings Value, UseLuaMemPools, 0

[t=00:00:05.491314][f=-000001] SetSettings Int, CubeTexSizeReflection, 64

[t=00:00:05.491314][f=-000001] SetSettings Value, UseDistToGroundForIcons, 1.10000002

[t=00:00:05.492314][f=-000001] [Settings] Warning: No such key: TreeRadius, but setting it as string anyway.

[t=00:00:05.492314][f=-000001] SetSettings Int, LinkIncomingMaxPacketRate, 512

[t=00:00:05.493314][f=-000001] SetSettings Value, MiniMapMarker, 0

[t=00:00:05.493314][f=-000001] SetSettings Value, AllowDeferredMapRendering, 0

[t=00:00:05.493314][f=-000001] SetSettings Int, ROAM, 1

[t=00:00:05.493314][f=-000001] [Settings] Warning: No such key: SmoothLines, but setting it as string anyway.

[t=00:00:05.493314][f=-000001] SetSettings Value, ShowClock, 0

[t=00:00:05.493314][f=-000001] SetSettings Value, AdvUnitShading, 1

[t=00:00:05.493314][f=-000001] SetSettings Int, MSAALevel, 4

[t=00:00:05.493314][f=-000001] [Settings] Warning: No such key: 3DTrees, but setting it as

string anyway.

[t=00:00:05.493314][f=-000001] SetSettings Int, ReconnectTimeout, 0

[t=00:00:05.493314][f=-000001] SetSettings Int, MaxTextureAtlasSizeY, 4096

[t=00:00:05.493314][f=-000001] SetSettings Int, LoadingMT, 0

[t=00:00:05.493314][f=-000001] SetSettings Int, MaxTextureAtlasSizeX, 4096

[t=00:00:05.493314][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.

[t=00:00:05.493314][f=-000001] SetSettings Value, CamFreeScrollSpeed, 50

[t=00:00:05.493314][f=-000001] [Settings] Warning: No such key: ReflectiveWater, but setting it as string anyway.

[t=00:00:05.493314][f=-000001] SetSettings Value, ScrollWheelSpeed, -25

[t=00:00:05.493314][f=-000001] SetSettings Int, SoftParticles, 2

[t=00:00:05.493314][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.

[t=00:00:05.493314][f=-000001] SetSettings Value, DualScreenMiniMapOnLeft, 1

[t=00:00:05.494314][f=-000001] [Settings] Warning: No such key: LinkBandwidth, but setting it as string anyway.

[t=00:00:05.494314][f=-000001] [Settings] Warning: No such key: DisplayDebugPrefixConsole, but setting it as string anyway.

[t=00:00:05.494314][f=-000001] SetSettings Int, GroundDecals, 1

[t=00:00:05.494314][f=-000001] [Settings] Warning: No such key: MinimapOnLeft, but setting it as string anyway.

[t=00:00:05.494314][f=-000001] SetSettings Int, BumpWaterRefraction, 0

[t=00:00:05.494314][f=-000001] SetSettings Int, MaxParticles, 12000

[t=00:00:05.494314][f=-000001] [Settings] Warning: Unexpected key type: std::string, but setting it as string anyway.

[t=00:00:05.494314][f=-000001] SetSettings Value, RotateLogFiles, 1

[t=00:00:05.494314][f=-000001] SetSettings Int, LinkOutgoingBandwidth, 131072

[t=00:00:05.494314][f=-000001] SetSettings Int, Shadows, 2

[t=00:00:05.494314][f=-000001] SetSettings Value, BumpWaterShoreWaves, 0

[t=00:00:05.494314][f=-000001] SetSettings Value, LuaGarbageCollectionRunTimeMult, 1.5

[t=00:00:05.494314][f=-000001] SetSettings Int, MaxSounds, 32

[t=00:00:05.494314][f=-000001] SetSettings Int, LinkIncomingSustainedBandwidth, 65536

[t=00:00:05.494314][f=-000001] [Settings] Warning: No such key: NormalMapping, but setting it as string anyway.

[t=00:00:05.494314][f=-000001] SetSettings Value, LODScaleReflection, 1

[t=00:00:05.494314][f=-000001] SetSettings Value, FPSFOV, 90

[t=00:00:05.494314][f=-000001] SetSettings Value, BumpWaterAnisotropy, 0

[t=00:00:05.494314][f=-000001] SetSettings Value, HardwareCursor, 1

[t=00:00:05.494314][f=-000001] SetSettings Value, OverheadMaxHeightFactor, 1.39999998
[t=00:00:05.496315][f=-000001] SetSettings Value, FSAA, 1
[t=00:00:05.496315][f=-000001] Error: [SetConfigString] key "FSAA" is read-only
[t=00:00:05.496315][f=-000001] SetSettings Int, CubeTexSizeSpecular, 64
[t=00:00:05.496315][f=-000001] SetSettings Value, VFSCacheArchiveFiles, 0
[t=00:00:05.496315][f=-000001] SetSettings Value, AllowDeferredModelRendering, 0
[t=00:00:05.555318][f=-000001] Starting Track, sounds/lobbyMusic/The Secret of Ayers
Rock.ogg, 0.5
[t=00:00:06.081348][f=-000001]
[t=00:00:06.081348][f=-000001] [SpringApp::MainEventHandler]
[SDL_WINDOWEVENT_SHOWN][1] fullScreen=0
[t=00:00:06.081348][f=-000001] [~ScopedOnceTimer][Sound::Iconified] 0ms
[t=00:00:06.081348][f=-000001] [SpringApp::MainEventHandler]
[SDL_WINDOWEVENT_SHOWN][2]
[t=00:00:06.081348][f=-000001] [SpringApp::MainEventHandler]
[SDL_WINDOWEVENT_SIZE_CHANGED][1] fullScreen=0
[t=00:00:06.081348][f=-000001] [GR::UpdateGLConfigs]
[t=00:00:06.081348][f=-000001] [GR::UpdateGLGeometry][1] winSize=<1680,1018>
[t=00:00:06.081348][f=-000001] [GR::UpdateScreenMatrices] vpx=0.000000, vpy=0.000000,
vsx=1680.000000, vsy=1018.000000, ssx=1680.000000, ssy=1050.000000, screenPosX=0,
screenPosY=0
[t=00:00:06.081348][f=-000001] [GR::UpdateGLGeometry][2] winSize=<1680,1018>
[t=00:00:06.081348][f=-000001] [GR::InitGLState]
[t=00:00:06.081348][f=-000001] [GR::LogDisplayMode] display-mode set to
1680x1018x24bpp@60Hz (windowed::borderless)
[t=00:00:06.081348][f=-000001] [~ScopedOnceTimer][GlobalRendering::UpdateGL] 0ms
[t=00:00:06.082348][f=-000001] [~ScopedOnceTimer][ActiveController::ResizeEvent] 1ms
[t=00:00:06.082348][f=-000001] [SpringApp::MainEventHandler]
[SDL_WINDOWEVENT_SIZE_CHANGED][2]
[t=00:00:06.819390][f=-000001] Campaign Data, Loading campaign data
[t=00:00:06.820390][f=-000001] Campaign Data, No configured save data
[t=00:00:08.366479][f=-000001] SteamOnline, Received
[t=00:00:10.520602][f=-000001] steamMode, true, true
[t=00:00:29.373680][f=-000001] Show, singleplayer
[t=00:00:32.762874][f=-000001] [i18n] Warning: "spectator" is not translated in en
[t=00:00:32.762874][f=-000001] [i18n] Error: No translation found for "spectator"
[t=00:00:32.763874][f=-000001] [i18n] Warning: "player" is not translated in en
[t=00:00:32.763874][f=-000001] [i18n] Error: No translation found for "player"
[t=00:00:44.357537][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it

as string anyway.

[t=00:00:44.357537][f=-000001] SetSettings Int, MaxDynamicMapLights, 1

[t=00:00:44.357537][f=-000001] [Settings] Warning: No such key: DynamicSky, but setting it as string anyway.

[t=00:00:44.357537][f=-000001] SetSettings Value, CamTimeFactor, 1

[t=00:00:44.357537][f=-000001] [Settings] Warning: No such key: ZKUseNewChiliRTT, but setting it as string anyway.

[t=00:00:44.357537][f=-000001] SetSettings Value, LODScale, 1

[t=00:00:44.358537][f=-000001] SetSettings Int, BumpWaterDepthBits, 16

[t=00:00:44.358537][f=-000001] SetSettings Value, FullscreenEdgeMove, 1

[t=00:00:44.358537][f=-000001] [Settings] Warning: No such key: VerboseLevel, but setting it as string anyway.

[t=00:00:44.358537][f=-000001] [Settings] Warning: No such key: BuildWarnings, but setting it as string anyway.

[t=00:00:44.358537][f=-000001] SetSettings Int, GroundDetail, 70

[t=00:00:44.358537][f=-000001] SetSettings Value, CamTimeExponent, 4

[t=00:00:44.358537][f=-000001] SetSettings Int, ShadowMapSize, 2048

[t=00:00:44.358537][f=-000001] SetSettings Int, InitialNetworkTimeout, 0

[t=00:00:44.359537][f=-000001] SetSettings Int, RotOverheadScrollSpeed, 50

[t=00:00:44.359537][f=-000001] [Settings] Warning: No such key: SmoothPoints, but setting it as string anyway.

[t=00:00:44.359537][f=-000001] [Settings] Warning: No such key: LuaAutoModWidgets, but setting it as string anyway.

[t=00:00:44.359537][f=-000001] SetSettings Int, GrassDetail, 0

[t=00:00:44.359537][f=-000001] SetSettings Int, BumpWaterReflection, 0

[t=00:00:44.359537][f=-000001] SetSettings Value, LODScaleRefraction, 1

[t=00:00:44.360537][f=-000001] SetSettings Int, MaximumTransmissionUnit, 0

[t=00:00:44.361538][f=-000001] SetSettings Int, FPSScrollSpeed, 50

[t=00:00:44.361538][f=-000001] SetSettings Value, AdvSky, 0

[t=00:00:44.361538][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only

[t=00:00:44.361538][f=-000001] SetSettings Int, CamMode, 1

[t=00:00:44.361538][f=-000001] SetSettings Int, MaxDynamicModelLights, 1

[t=00:00:44.361538][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015

[t=00:00:44.361538][f=-000001] SetSettings Int, HangTimeout, 30

[t=00:00:44.361538][f=-000001] SetSettings Int, Water, 1

[t=00:00:44.361538][f=-000001] SetSettings Value, MouseDragScrollThreshold, 0

[t=00:00:44.361538][f=-000001] [Settings] Warning: No such key: LogFlush, but setting it as string anyway.

[t=00:00:44.361538][f=-000001] SetSettings Value, LuaGarbageCollectionMemLoadMult, 2.5

[t=00:00:44.361538][f=-000001] SetSettings Value, FeatureDrawDistance, 6000
[t=00:00:44.361538][f=-000001] SetSettings Value, UsePBO, 0
[t=00:00:44.361538][f=-000001] SetSettings Value, LuaShaders, 1
[t=00:00:44.361538][f=-000001] SetSettings Int, BumpWaterTexSizeReflection, 64
[t=00:00:44.361538][f=-000001] SetSettings Value, ForceDisableShaders, 0
[t=00:00:44.361538][f=-000001] Error: [SetConfigString] key "ForceDisableShaders" is read-only
[t=00:00:44.361538][f=-000001] SetSettings Int, GroundScarAlphaFade, 0
[t=00:00:44.362538][f=-000001] [Settings] Warning: No such key: Version, but setting it as string anyway.
[t=00:00:44.362538][f=-000001] SetSettings Int, OverheadScrollSpeed, 50
[t=00:00:44.362538][f=-000001] SetSettings Int, NetworkLossFactor, 1
[t=00:00:44.362538][f=-000001] SetSettings Value, EdgeMoveWidth, 0.003
[t=00:00:44.362538][f=-000001] SetSettings Int, LinkIncomingPeakBandwidth, 65536
[t=00:00:44.362538][f=-000001] SetSettings Int, FontSize, 18
[t=00:00:44.362538][f=-000001] [Settings] Warning: No such key: snd_general, but setting it as string anyway.
[t=00:00:44.362538][f=-000001] SetSettings Value, BumpWaterBlurReflection, 0
[t=00:00:44.362538][f=-000001] SetSettings Value, LODScaleShadow, 1
[t=00:00:44.362538][f=-000001] SetSettings Int, UnitLodDist, 999999
[t=00:00:44.362538][f=-000001] Error: [SetConfigInt] key "UnitLodDist" is read-only
[t=00:00:44.362538][f=-000001] SetSettings Value, FeatureFadeDistance, 4500
[t=00:00:44.362538][f=-000001] SetSettings Value, UseNetMessageSmoothingBuffer, 0
[t=00:00:44.362538][f=-000001] [Settings] Warning: No such key: WorkerThreadSpinTime, but setting it as string anyway.
[t=00:00:44.362538][f=-000001] SetSettings Value, WindowedEdgeMove, 1
[t=00:00:44.362538][f=-000001] SetSettings Int, VSync, 0
[t=00:00:44.362538][f=-000001] SetSettings Value, AdvMapShading, 1
[t=00:00:44.362538][f=-000001] SetSettings Value, EdgeMoveDynamic, 0
[t=00:00:44.362538][f=-000001] [Settings] Warning: No such key: interfaceScale, but setting it as string anyway.
[t=00:00:44.362538][f=-000001] [Settings] Warning: No such key: MoveWarnings, but setting it as string anyway.
[t=00:00:44.362538][f=-000001] SetSettings Value, UseLuaMemPools, 0
[t=00:00:44.362538][f=-000001] SetSettings Int, CubeTexSizeReflection, 64
[t=00:00:44.362538][f=-000001] SetSettings Value, UseDistToGroundForIcons, 1.10000002
[t=00:00:44.364538][f=-000001] [Settings] Warning: No such key: TreeRadius, but setting it as string anyway.
[t=00:00:44.364538][f=-000001] SetSettings Int, LinkIncomingMaxPacketRate, 512

[t=00:00:44.364538][f=-000001] SetSettings Value, MiniMapMarker, 0
[t=00:00:44.364538][f=-000001] SetSettings Value, AllowDeferredMapRendering, 0
[t=00:00:44.364538][f=-000001] SetSettings Int, ROAM, 1
[t=00:00:44.364538][f=-000001] [Settings] Warning: No such key: SmoothLines, but setting it as string anyway.
[t=00:00:44.364538][f=-000001] SetSettings Value, ShowClock, 0
[t=00:00:44.364538][f=-000001] SetSettings Value, AdvUnitShading, 1
[t=00:00:44.364538][f=-000001] SetSettings Int, MSAALevel, 4
[t=00:00:44.364538][f=-000001] [Settings] Warning: No such key: 3DTrees, but setting it as string anyway.
[t=00:00:44.364538][f=-000001] SetSettings Int, ReconnectTimeout, 0
[t=00:00:44.364538][f=-000001] SetSettings Int, MaxTextureAtlasSizeY, 4096
[t=00:00:44.364538][f=-000001] SetSettings Int, LoadingMT, 0
[t=00:00:44.364538][f=-000001] SetSettings Int, MaxTextureAtlasSizeX, 4096
[t=00:00:44.364538][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] SetSettings Value, CamFreeScrollSpeed, 50
[t=00:00:44.365538][f=-000001] [Settings] Warning: No such key: ReflectiveWater, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] SetSettings Value, ScrollWheelSpeed, -25
[t=00:00:44.365538][f=-000001] SetSettings Int, SoftParticles, 2
[t=00:00:44.365538][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] SetSettings Value, DualScreenMiniMapOnLeft, 1
[t=00:00:44.365538][f=-000001] [Settings] Warning: No such key: LinkBandwidth, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] [Settings] Warning: No such key: DisplayDebugPrefixConsole, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] SetSettings Int, GroundDecals, 1
[t=00:00:44.365538][f=-000001] [Settings] Warning: No such key: MinimapOnLeft, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] SetSettings Int, BumpWaterRefraction, 0
[t=00:00:44.365538][f=-000001] SetSettings Int, MaxParticles, 12000
[t=00:00:44.365538][f=-000001] [Settings] Warning: Unexpected key type: std::string, but setting it as string anyway.
[t=00:00:44.365538][f=-000001] SetSettings Value, RotateLogFiles, 1
[t=00:00:44.365538][f=-000001] SetSettings Int, LinkOutgoingBandwidth, 131072
[t=00:00:44.365538][f=-000001] SetSettings Int, Shadows, 2
[t=00:00:44.365538][f=-000001] SetSettings Value, BumpWaterShoreWaves, 0

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[t=00:00:44.366538][f=-000001] SetSettings Value, LuaGarbageCollectionRunTimeMult, 1.5
[t=00:00:44.366538][f=-000001] SetSettings Int, MaxSounds, 32
[t=00:00:44.366538][f=-000001] SetSettings Int, LinkIncomingSustainedBandwidth, 65536
[t=00:00:44.366538][f=-000001] [Settings] Warning: No such key: NormalMapping, but setting
it as string anyway.
[t=00:00:44.366538][f=-000001] SetSettings Value, LODScaleReflection, 1
[t=00:00:44.366538][f=-000001] SetSettings Value, FPSFOV, 90
[t=00:00:44.366538][f=-000001] SetSettings Value, BumpWaterAnisotropy, 0
[t=00:00:44.366538][f=-000001] SetSettings Value, HardwareCursor, 1
[t=00:00:44.366538][f=-000001] SetSettings Value, OverheadMaxHeightFactor, 1.39999998
[t=00:00:44.367538][f=-000001] SetSettings Value, FSAA, 1
[t=00:00:44.367538][f=-000001] Error: [SetConfigString] key "FSAA" is read-only
[t=00:00:44.367538][f=-000001] SetSettings Int, CubeTexSizeSpecular, 64
[t=00:00:44.368538][f=-000001] SetSettings Value, VFSCacheArchiveFiles, 0
[t=00:00:44.368538][f=-000001] SetSettings Value, AllowDeferredModelRendering, 0
[t=00:00:44.368538][f=-000001] compatProfile, false
[t=00:00:44.762560][f=-000001] [Game]
{
  [allyTeam0]
  {
    numallies = 0;
  }
  [team1]
  {
    RgbColor = 0.99609375 0.546875 0;
    AllyTeam = 1;
    TeamLeader = 0;
  }
  [team0]
  {
    RgbColor = 0.99609375 0.546875 0;
    AllyTeam = 0;
    TeamLeader = 0;
  }
  [modoptions]
  {
  }
  [allyTeam1]
  {
```

```

    numallies = 0;
}
[ai0]
{
    Host = 0;
    IsFromDemo = 0;
    Name = AI: Beginner (1);
    ShortName = 1051344CircuitAIBeginner64;
    Team = 1;
    Version = stable;
}
[player0]
{
    IsFromDemo = 0;
    Name = Tiktaalik9834;
    Team = 0;
    rank = 0;
}
hostip = 127.0.0.1;
hostport = 0;
numplayers = 1;
startpostype = 2;
mapname = TitanDuel 2.2;
ishost = 1;
numusers = 2;
gametype = Zero-K v1.11.6.1;
GameStartDelay = 0;
myplayername = Tiktaalik9834;
nohelperais = 0;
}
[t=00:00:45.328593][f=-000001] [ReloadOrRestart] Spring "C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe" should be reloading
[t=00:00:45.517604][f=-000001] [SpringApp::Reload][1]
[t=00:00:45.517604][f=-000001] [ThreadPool::SetThreadCount][1] wanted=0 current=2
maximum=2 (init=0)
[t=00:00:45.525604][f=-000001] [async=0] threads=2 tasks=39 {sum,avg}{exec,wait}time=
{{209.013, 5.359}, {43.002, 1.103}}ms
[t=00:00:45.525604][f=-000001] thread=1 tasks=39 {sum,min,max,avg}{exec,wait}time=
{{209.013, 0.000, 13.001, 5.359}, {43.002, 0.000, 14.001, 1.103}}ms

```

[t=00:00:45.525604][f=-000001] [async=1] threads=2 tasks=1 {sum,avg}{exec,wait}time={{0.000, 0.000}, {0.000, 0.000}}ms

[t=00:00:45.525604][f=-000001] thread=1 tasks=1 {sum,min,max,avg}{exec,wait}time={{0.000, 0.000, 0.000, 0.000}, {0.000, 0.000, 0.000, 0.000}}ms

[t=00:00:45.525604][f=-000001] [ThreadPool::SetThreadCount][2] workers=0

[t=00:00:45.525604][f=-000001] [ThreadPool::SetThreadCount][1] wanted=2 current=1 maximum=2 (init=1)

[t=00:00:45.527604][f=-000001] [ThreadPool::SetThreadCount][2] workers=1

[t=00:00:45.528604][f=-000001] [Threading] Worker 1 thread CPU affinity mask set: 0x1

[t=00:00:45.528604][f=-000001] [Threading] Main thread CPU affinity mask set: 0x3

[t=00:00:45.528604][f=-000001] [SpringApp::Reload][2]

[t=00:00:45.528604][f=-000001] [SpringApp::Reload][3]

[t=00:00:45.528604][f=-000001] [Sound] [Sound::Kill] soundThread.joinable()=1

[t=00:00:45.534605][f=-000001] [WatchDog::DeregisterThread] deregistering controls for thread [audio]

[t=00:00:45.534605][f=-000001] [Sound] [Sound::UpdateThread][3] #sources=32 #items=1

[t=00:00:45.534605][f=-000001] [Sound] [Sound::UpdateThread][4] ctx=0000000017a85d50 dev=0000000017a77b90

[t=00:00:45.534605][f=-000001] [Sound] [Sound::UpdateThread][5] ctx=0000000017a85d50 dev=0000000017a77b90

[t=00:00:45.534605][f=-000001] [Sound] [Sound::Cleanup]

[alcDestroyContext(0000000017a85d50)]

[t=00:00:45.535605][f=-000001] [Sound] [Sound::Cleanup]

[alcCloseDevice(0000000017a77b90)]

[t=00:00:45.535605][f=-000001] [Sound] [Sound::Cleanup][SDL_CloseAudioDevice(2)]

[t=00:00:45.574607][f=-000001] [Sound] [Sound::UpdateThread][6]

[t=00:00:45.574607][f=-000001] [SpringApp::Reload][4]

[t=00:00:45.574607][f=-000001] [SpringApp::Reload][5]

[t=00:00:45.574607][f=-000001] [SpringApp::Reload][6]

[t=00:00:45.574607][f=-000001] [VFS]

[SpringVFS::UnMapArchives<this=0000000005b70680>(reload=1)] (#mod=0 #map=0 #menu=2883)

[t=00:00:45.579607][f=-000001] Scanning: C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\base

[t=00:00:45.580607][f=-000001] Scanning: C:\Program Files (x86)\Zero K\maps

[t=00:00:45.580607][f=-000001] Scanning: C:\Program Files (x86)\Zero K\games

[t=00:00:45.580607][f=-000001] Scanning: C:\Program Files (x86)\Zero K\packages

[t=00:00:45.586608][f=-000001] [~ScopedOnceTimer][CArchiveScanner::ScanAllDirs] 7ms

[t=00:00:45.586608][f=-000001] [SpringApp::Reload][7]

[t=00:00:45.586608][f=-000001] [SpringApp::Reload][8]
[t=00:00:45.587608][f=-000001] [Sound] [ISound::Initialize] spawning sound-thread (1.0ms)
[t=00:00:45.587608][f=-000001] [Sound] [Sound::UpdateThread][1] cfgMaxSounds=32
[t=00:00:45.587608][f=-000001] [WatchDog::RegisterThread] registering controls for thread
[audio]
[t=00:00:45.587608][f=-000001] [Sound] [Sound::InitThread][1]
[t=00:00:45.587608][f=-000001] [Sound] [Sound::OpenLoopbackDevice] UseSDLAudio is set,
rendering openal-soft audio to SDL buffer and let SDL audio handle the hardware
[t=00:00:45.602609][f=-000001] [Sound] [Sound::OpenLoopbackDevice] SDL audio device(s):
[t=00:00:45.602609][f=-000001] [Sound] [Sound::OpenLoopbackDevice] * "0" "Speakers (2-
Realtek High Definition Audio)"
[t=00:00:45.602609][f=-000001] [Sound] [Sound::OpenLoopbackDevice] opening default
device
[t=00:00:45.657612][f=-000001] [Sound] [Sound::OpenLoopbackDevice] opening loopback
device
[t=00:00:45.659612][f=-000001] [Sound] [Sound::OpenLoopbackDevice]
device=0000000023b06bc0(default) context=000000001dd45b20 numChannels=2
frameSize=8
[t=00:00:45.659612][f=-000001] [Sound] [Sound::InitThread][4][OpenAL API Info]
[t=00:00:45.659612][f=-000001] [Sound] Vendor: OpenAL Community
[t=00:00:45.659612][f=-000001] [Sound] Version: 1.1 ALSOFT 1.21.0
[t=00:00:45.659612][f=-000001] [Sound] Renderer: OpenAL Soft
[t=00:00:45.659612][f=-000001] [Sound] AL 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_bformat_ex
AL_SOFTX_bformat_hoa AL_SOFT_block_alignment AL_SOFTX_callback_buffer
AL_SOFTX_convolution_reverb AL_SOFT_deferred_updates AL_SOFT_direct_channels
AL_SOFT_direct_channels_remix AL_SOFT_effect_target AL_SOFT_events
AL_SOFTX_filter_gain_ex AL_SOFT_gain_clamp_ex AL_SOFT_loop_points
AL_SOFTX_map_buffer AL_SOFT_MSADPCM AL_SOFT_source_latency
AL_SOFT_source_length AL_SOFT_source_resampler AL_SOFT_source_spatialize
[t=00:00:45.659612][f=-000001] [Sound] ALC Extensions: ALC_ENUMERATE_ALL_EXT
ALC_ENUMERATION_EXT ALC_EXT_CAPTURE ALC_EXT_DEDICATED
ALC_EXT_disconnect ALC_EXT_EFX ALC_EXT_thread_local_context
ALC_SOFT_device_clock ALC_SOFT_HRTF ALC_SOFT_loopback
ALC_SOFT_loopback_bformat ALC_SOFT_output_limiter ALC_SOFT_pause_device

[t=00:00:45.660612][f=-000001] [Sound] Devices:
[t=00:00:45.661612][f=-000001] [Sound] [OpenAL Soft on Speakers (2- Realtek High Definition Audio)]
[t=00:00:45.661612][f=-000001] [Sound] [Sound::GetMaxMonoSources] #attribs=29
[t=00:00:45.662612][f=-000001] [Sound] [Sound::GetMaxMonoSources] {cfg,alc}MaxSounds={32,255}
[t=00:00:45.663612][f=-000001] [Sound] EFX Enabled: yes
[t=00:00:45.663612][f=-000001] [Sound] [Sound::UpdateThread][2]
[t=00:00:45.693614][f=-000001] [~ScopedOnceTimer][[Sound::Init::Dev] 107ms
[t=00:00:45.693614][f=-000001] [SpringApp::Reload][10]
[t=00:00:45.693614][f=-000001] [SpringApp::Reload][11]
[t=00:00:45.693614][f=-000001] [LuaMenuController::Reset] using menu archive "Chobby v1.11.6.1"
[t=00:00:45.693614][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Chobby v1.11.6.1", overwrite=false)] section=3 cached=1
[t=00:00:45.696614][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Spring content v1", overwrite=false)] section=2 cached=0
[t=00:00:45.696614][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Spring Bitmaps", overwrite=false)] section=2 cached=0
[t=00:00:45.697614][f=-000001] [VFS] [LuaMenuVFS::AddArchive<this=0000000005b70680> (arName="Spring Cursors", overwrite=false)] section=2 cached=0
[t=00:00:45.937628][f=-000001] [SpringApp::Reload][12] #script=733
[t=00:00:45.939628][f=-000001] [CPreGame] using server IP 127.0.0.1 and port 0
[t=00:00:45.939628][f=-000001] [NetProto::InitLocalClient] connecting to local server
[t=00:00:46.033633][f=-000001] [PreGame::AddMapArchivesToVFS]
[server=0000000000000000] using map "TitanDuel 2.2" (loaded=0 cached=0)
[t=00:00:46.033633][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="TitanDuel 2.2", overwrite=false)] section=1 cached=0
[t=00:00:46.034633][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="Map Helper v1", overwrite=false)] section=2 cached=0
[t=00:00:46.035633][f=-000001] [PreGame::StartServer]
mod-
checksum=59ece557dc15d43eb8ce55cf0668236463fdad4969eb17f7ea8a8647602d9088b419f2aaa714f1183e052fc9dd2c3f7c31147d42abe08b572a25fd9d9c97ac93
map-
checksum=2bf631644636b4dd74bc635dad7031f8e462e7fb2ad9d3ad2e70eb952352ad7753174a15d1dde62f6e2e7e2e98416fa7429ad1bde98ca8c369080fd3875d6d09
[t=00:00:46.038633][f=-000001] Warning: [UDPListener::TryBindSocket] opening socket on loopback address, other users will not be able to connect!

[t=00:00:46.038633][f=-000001] [UDPLListener::TryBindSocket] binding UDP socket to IPv4-address 127.0.0.1 (127.0.0.1) on port 0

[t=00:00:46.039634][f=-000001] [UDPLListener] successfully bound socket on port 54293

[t=00:00:46.041634][f=-000001] [~ScopedOnceTimer][PreGame::StartServer] 102ms

[t=00:00:46.041634][f=-000001] [SpringApp::Reload][13] reloadCount=1

[t=00:00:46.137639][f=-000001] [PreGame::AddMapArchivesToVFS]

[server=000000001c3e3820] using map "TitanDuel 2.2" (loaded=1 cached=0)

[t=00:00:46.137639][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="TitanDuel 2.2", overwrite=false)] section=1 cached=0

[t=00:00:46.137639][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="Map Helper v1", overwrite=false)] section=2 cached=0

[t=00:00:46.137639][f=-000001] [PreGame::AddModArchivesToVFS]

[server=000000001c3e3820] using game "Zero-K v1.11.6.1" (loaded=0 cached=0)

[t=00:00:46.137639][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="Zero-K v1.11.6.1", overwrite=false)] section=0 cached=0

[t=00:00:46.296648][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="Spring content v1", overwrite=false)] section=2 cached=0

[t=00:00:46.297648][f=-000001] [VFS] [SpringVFS::AddArchive<this=0000000005b70680> (arName="Spring Bitmaps", overwrite=false)] section=2 cached=0

[t=00:00:46.299648][f=-000001] [PreGame::GameDataReceived] recording demo to "C:\Program Files (x86)\Zero K\demos\20230606_141143_TitanDuel 2_105.1.1-1774-g5e966db BAR105.sdfz"

[t=00:00:46.299648][f=-000001] [~ScopedOnceTimer][PreGame::GameDataReceived] 258ms

[t=00:00:46.300648][f=-000001] [PreGame::UpdateClientNet] received local player number 0 (team 0, allyteam 0), creating LoadScreen

[t=00:00:46.989688][f=-000001] forceSingleThreaded, false

[t=00:00:47.039691][f=-000001] [LuaIntro] Searching for new Widgets

[t=00:00:47.039691][f=-000001] [LuaIntro] Scanning: LuaIntro/Addons/

[t=00:00:47.039691][f=-000001] [LuaIntro] Scanning: LuaIntro/Widgets/

[t=00:00:47.040691][f=-000001] [LuaIntro] Scanning: LuaIntro/SystemAddons/

[t=00:00:47.040691][f=-000001] [LuaIntro] Scanning: LuaIntro/SystemWidgets/

[t=00:00:47.040691][f=-000001] [LuaIntro] Scanning: LuaIntro/chili/

[t=00:00:47.042691][f=-000001] [LuaIntro] Found new widget "SpringLogo"

[t=00:00:47.043691][f=-000001] [LuaIntro] Found new widget "LoadTexture"

[t=00:00:47.044691][f=-000001] [LuaIntro] Found new widget "LoadProgress"

[t=00:00:47.085693][f=-000001] [LuaIntro] Found new widget "Main"

[t=00:00:47.086693][f=-000001] [LuaIntro] Found new widget "Music"

[t=00:00:47.088694][f=-000001] [LuaIntro] Found new widget "WM Stuff"

[t=00:00:47.089694][f=-000001] [LuaIntro] Loading widgets <>=vfs **=raw ()=unknown
[t=00:00:47.092694][f=-000001] [LuaIntro] Loading widget: WM Stuff <wm.lua>
[t=00:00:47.165698][f=-000001] [LuaIntro] Loading widget: LoadProgress
<loadprogress.lua>
[t=00:00:47.179699][f=-000001] [LuaIntro] Loading widget: Main <main.lua>
[t=00:00:47.182699][f=-000001] [LuaIntro] Loading widget: LoadTexture
<bg_texture.lua>
[t=00:00:47.183699][f=-000001] [LuaIntro] LuaIntro v1.0 (Lua 5.1)
[t=00:00:47.184699][f=-000001] [LoadScreen::Init] single-threaded
[t=00:00:47.184699][f=-000001] [WatchDog::RegisterThread] registering controls for thread
[load]
[t=00:00:47.185699][f=-000001] [Game::Load][1] globalQuit=0 threaded=0
[t=00:00:47.185699][f=-000001] [LoadScreen::SetLoadMessage] text="Parsing Map
Information"
[t=00:00:48.317764][f=-000001] [LoadScreen::SetLoadMessage] text="Loading SMF"
[t=00:00:48.462772][f=-000001] [Settings] Warning: No such key: CmdIconAlpha, but setting it
as string anyway.
[t=00:00:48.462772][f=-000001] SetSettings Int, MaxDynamicMapLights, 1
[t=00:00:48.462772][f=-000001] [Settings] Warning: No such key: DynamicSky, but setting it as
string anyway.
[t=00:00:48.462772][f=-000001] SetSettings Value, CamTimeFactor, 1
[t=00:00:48.462772][f=-000001] [Settings] Warning: No such key: ZKUseNewChiliRTT, but
setting it as string anyway.
[t=00:00:48.462772][f=-000001] SetSettings Value, LODScale, 1
[t=00:00:48.462772][f=-000001] SetSettings Int, BumpWaterDepthBits, 16
[t=00:00:48.462772][f=-000001] SetSettings Value, FullscreenEdgeMove, 1
[t=00:00:48.462772][f=-000001] [Settings] Warning: No such key: VerboseLevel, but setting it
as string anyway.
[t=00:00:48.462772][f=-000001] [Settings] Warning: No such key: BuildWarnings, but setting it
as string anyway.
[t=00:00:48.462772][f=-000001] SetSettings Int, GroundDetail, 70
[t=00:00:48.462772][f=-000001] SetSettings Value, CamTimeExponent, 4
[t=00:00:48.462772][f=-000001] SetSettings Int, ShadowMapSize, 2048
[t=00:00:48.462772][f=-000001] SetSettings Int, InitialNetworkTimeout, 0
[t=00:00:48.464772][f=-000001] SetSettings Int, RotOverheadScrollSpeed, 50
[t=00:00:48.464772][f=-000001] [Settings] Warning: No such key: SmoothPoints, but setting it
as string anyway.
[t=00:00:48.464772][f=-000001] [Settings] Warning: No such key: LuaAutoModWidgets, but
setting it as string anyway.

[t=00:00:48.464772][f=-000001] SetSettings Int, GrassDetail, 0
[t=00:00:48.464772][f=-000001] SetSettings Int, BumpWaterReflection, 0
[t=00:00:48.464772][f=-000001] SetSettings Value, LODScaleRefraction, 1
[t=00:00:48.464772][f=-000001] SetSettings Int, MaximumTransmissionUnit, 0
[t=00:00:48.466772][f=-000001] SetSettings Int, FPSScrollSpeed, 50
[t=00:00:48.466772][f=-000001] SetSettings Value, AdvSky, 0
[t=00:00:48.466772][f=-000001] Error: [SetConfigString] key "AdvSky" is read-only
[t=00:00:48.466772][f=-000001] SetSettings Int, CamMode, 1
[t=00:00:48.466772][f=-000001] SetSettings Int, MaxDynamicModelLights, 1
[t=00:00:48.466772][f=-000001] SetSettings Value, MiddleClickScrollSpeed, -0.0015
[t=00:00:48.466772][f=-000001] SetSettings Int, HangTimeout, 30
[t=00:00:48.466772][f=-000001] SetSettings Int, Water, 1
[t=00:00:48.466772][f=-000001] SetSettings Value, MouseDragScrollThreshold, 0
[t=00:00:48.466772][f=-000001] [Settings] Warning: No such key: LogFlush, but setting it as string anyway.
[t=00:00:48.466772][f=-000001] SetSettings Value, LuaGarbageCollectionMemLoadMult, 2.5
[t=00:00:48.466772][f=-000001] SetSettings Value, FeatureDrawDistance, 6000
[t=00:00:48.466772][f=-000001] SetSettings Value, UsePBO, 0
[t=00:00:48.466772][f=-000001] SetSettings Value, LuaShaders, 1
[t=00:00:48.466772][f=-000001] SetSettings Int, BumpWaterTexSizeReflection, 64
[t=00:00:48.466772][f=-000001] SetSettings Value, ForceDisableShaders, 0
[t=00:00:48.466772][f=-000001] Error: [SetConfigString] key "ForceDisableShaders" is read-only
[t=00:00:48.466772][f=-000001] SetSettings Int, GroundScarAlphaFade, 0
[t=00:00:48.466772][f=-000001] [Settings] Warning: No such key: Version, but setting it as string anyway.
[t=00:00:48.466772][f=-000001] SetSettings Int, OverheadScrollSpeed, 50
[t=00:00:48.466772][f=-000001] SetSettings Int, NetworkLossFactor, 1
[t=00:00:48.466772][f=-000001] SetSettings Value, EdgeMoveWidth, 0.003
[t=00:00:48.467772][f=-000001] SetSettings Int, LinkIncomingPeakBandwidth, 65536
[t=00:00:48.467772][f=-000001] SetSettings Int, FontSize, 18
[t=00:00:48.467772][f=-000001] [Settings] Warning: No such key: snd_general, but setting it as string anyway.
[t=00:00:48.467772][f=-000001] SetSettings Value, BumpWaterBlurReflection, 0
[t=00:00:48.467772][f=-000001] SetSettings Value, LODScaleShadow, 1
[t=00:00:48.467772][f=-000001] SetSettings Int, UnitLodDist, 999999
[t=00:00:48.467772][f=-000001] Error: [SetConfigInt] key "UnitLodDist" is read-only
[t=00:00:48.467772][f=-000001] SetSettings Value, FeatureFadeDistance, 4500
[t=00:00:48.467772][f=-000001] SetSettings Value, UseNetMessageSmoothingBuffer, 0

[t=00:00:48.467772][f=-000001] [Settings] Warning: No such key: WorkerThreadSpinTime, but setting it as string anyway.

[t=00:00:48.467772][f=-000001] SetSettings Value, WindowedEdgeMove, 1

[t=00:00:48.467772][f=-000001] SetSettings Int, VSync, 0

[t=00:00:48.467772][f=-000001] SetSettings Value, AdvMapShading, 1

[t=00:00:48.467772][f=-000001] SetSettings Value, EdgeMoveDynamic, 0

[t=00:00:48.467772][f=-000001] [Settings] Warning: No such key: interfaceScale, but setting it as string anyway.

[t=00:00:48.467772][f=-000001] [Settings] Warning: No such key: MoveWarnings, but setting it as string anyway.

[t=00:00:48.467772][f=-000001] SetSettings Value, UseLuaMemPools, 0

[t=00:00:48.467772][f=-000001] SetSettings Int, CubeTexSizeReflection, 64

[t=00:00:48.467772][f=-000001] SetSettings Value, UseDistToGroundForIcons, 1.10000002

[t=00:00:48.468772][f=-000001] [Settings] Warning: No such key: TreeRadius, but setting it as string anyway.

[t=00:00:48.469773][f=-000001] SetSettings Int, LinkIncomingMaxPacketRate, 512

[t=00:00:48.469773][f=-000001] SetSettings Value, MiniMapMarker, 0

[t=00:00:48.469773][f=-000001] SetSettings Value, AllowDeferredMapRendering, 0

[t=00:00:48.469773][f=-000001] SetSettings Int, ROAM, 1

[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: SmoothLines, but setting it as string anyway.

[t=00:00:48.469773][f=-000001] SetSettings Value, ShowClock, 0

[t=00:00:48.469773][f=-000001] SetSettings Value, AdvUnitShading, 1

[t=00:00:48.469773][f=-000001] SetSettings Int, MSAALevel, 4

[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: 3DTrees, but setting it as string anyway.

[t=00:00:48.469773][f=-000001] SetSettings Int, ReconnectTimeout, 0

[t=00:00:48.469773][f=-000001] SetSettings Int, MaxTextureAtlasSizeY, 4096

[t=00:00:48.469773][f=-000001] SetSettings Int, LoadingMT, 0

[t=00:00:48.469773][f=-000001] SetSettings Int, MaxTextureAtlasSizeX, 4096

[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: CmdAlphaDark, but setting it as string anyway.

[t=00:00:48.469773][f=-000001] SetSettings Value, CamFreeScrollSpeed, 50

[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: ReflectiveWater, but setting it as string anyway.

[t=00:00:48.469773][f=-000001] SetSettings Value, ScrollWheelSpeed, -25

[t=00:00:48.469773][f=-000001] SetSettings Int, SoftParticles, 2

[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: CmdAlpha, but setting it as string anyway.

[t=00:00:48.469773][f=-000001] SetSettings Value, DualScreenMiniMapOnLeft, 1
[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: LinkBandwidth, but setting it as string anyway.
[t=00:00:48.469773][f=-000001] [Settings] Warning: No such key: DisplayDebugPrefixConsole, but setting it as string anyway.
[t=00:00:48.470773][f=-000001] SetSettings Int, GroundDecals, 1
[t=00:00:48.470773][f=-000001] [Settings] Warning: No such key: MinimapOnLeft, but setting it as string anyway.
[t=00:00:48.470773][f=-000001] SetSettings Int, BumpWaterRefraction, 0
[t=00:00:48.470773][f=-000001] SetSettings Int, MaxParticles, 12000
[t=00:00:48.470773][f=-000001] [Settings] Warning: Unexpected key type: std::string, but setting it as string anyway.
[t=00:00:48.470773][f=-000001] SetSettings Value, RotateLogFiles, 1
[t=00:00:48.470773][f=-000001] SetSettings Int, LinkOutgoingBandwidth, 131072
[t=00:00:48.470773][f=-000001] SetSettings Int, Shadows, 2
[t=00:00:48.470773][f=-000001] SetSettings Value, BumpWaterShoreWaves, 0
[t=00:00:48.470773][f=-000001] SetSettings Value, LuaGarbageCollectionRunTimeMult, 1.5
[t=00:00:48.470773][f=-000001] SetSettings Int, MaxSounds, 32
[t=00:00:48.470773][f=-000001] SetSettings Int, LinkIncomingSustainedBandwidth, 65536
[t=00:00:48.470773][f=-000001] [Settings] Warning: No such key: NormalMapping, but setting it as string anyway.
[t=00:00:48.470773][f=-000001] SetSettings Value, LODScaleReflection, 1
[t=00:00:48.470773][f=-000001] SetSettings Value, FPSFOV, 90
[t=00:00:48.470773][f=-000001] SetSettings Value, BumpWaterAnisotropy, 0
[t=00:00:48.470773][f=-000001] SetSettings Value, HardwareCursor, 1
[t=00:00:48.470773][f=-000001] SetSettings Value, OverheadMaxHeightFactor, 1.39999998
[t=00:00:48.472773][f=-000001] SetSettings Value, FSAA, 1
[t=00:00:48.472773][f=-000001] Error: [SetConfigString] key "FSAA" is read-only
[t=00:00:48.472773][f=-000001] SetSettings Int, CubeTexSizeSpecular, 64
[t=00:00:48.472773][f=-000001] SetSettings Value, VFSCacheArchiveFiles, 0
[t=00:00:48.472773][f=-000001] SetSettings Value, AllowDeferredModelRendering, 0
[t=00:00:48.472773][f=-000001] compatProfile, false
[t=00:00:48.473773][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Map (40 MB)"
[t=00:00:48.633782][f=-000001] Warning: [CSMFReadMap::CreateSplatDetailTextures] Invalid SMF splatDetailTex maps/splattex.tga. Creating fallback texture
[t=00:00:49.985859][f=-000001] [~ScopedOnceTimer][Game::LoadMap] 2800ms
[t=00:00:49.985859][f=-000001] [LoadScreen::SetLoadMessage] text="Loading GameData Definitions"

```
[t=00:00:49.993860][f=-000001] [Game]
{
  [allyTeam0]
  {
    numallies = 0;
  }
  [team1]
  {
    RgbColor = 0.99609375 0.546875 0;
    AllyTeam = 1;
    TeamLeader = 0;
  }
  [team0]
  {
    RgbColor = 0.99609375 0.546875 0;
    AllyTeam = 0;
    TeamLeader = 0;
  }
  [modoptions]
  {
  }
  [allyTeam1]
  {
    numallies = 0;
  }
  [ai0]
  {
    Host = 0;
    IsFromDemo = 0;
    Name = AI: Beginner (1);
    ShortName = 1051344CircuitAIBeginner64;
    Team = 1;
    Version = stable;
  }
  [player0]
  {
    IsFromDemo = 0;
    Name = Tiktaalik9834;
    Team = 0;
  }
}
```

```

    rank = 0;
}
hostip = 127.0.0.1;
hostport = 0;
numplayers = 1;
startpostype = 2;
mapname = TitanDuel 2.2;
ishost = 1;
numusers = 2;
gametype = Zero-K v1.11.6.1;
GameStartDelay = 0;
myplayername = Tiktaalik9834;
nohelperais = 0;
}
[t=00:00:50.212872][f=-000001] Loading UnitDefs_posts
[t=00:00:50.370881][f=-000001] Loading FeatureDefs_posts
[t=00:00:50.414884][f=-000001] Loading WeaponDefs_posts
[t=00:00:50.448886][f=-000001] Loading ArmorDefs_posts
[t=00:00:50.473887][f=-000001] [~ScopedOnceTimer][[defs.lua] loading all *Defs tables:]
476ms
[t=00:00:50.557892][f=-000001] [~ScopedOnceTimer][Game::LoadDefs (GameData)] 572ms
[t=00:00:50.557892][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Radar Icons"
[t=00:00:50.557892][f=-000001] [ReloadOrRestart] Spring "C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe" should be reloading
[t=00:00:50.882911][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Sound
Definitions"
[t=00:00:50.897911][f=-000001] [Sound] Warning: [LoadSoundDefsImpl] sound incomingchat
is missing file tag (ignoring)
[t=00:00:50.902912][f=-000001] [Sound] [LoadSoundDefsImpl] parsed 367 sounds from
gamedata/sounds.lua
[t=00:00:50.903912][f=-000001] [~ScopedOnceTimer][Game::LoadDefs (Sound)] 21ms
[t=00:00:50.903912][f=-000001] [Game::Load][2] globalQuit=0 forcedQuit=0
[t=00:00:50.903912][f=-000001] [LoadScreen::SetLoadMessage] text="Creating Smooth
Height Mesh"
[t=00:00:50.905912][f=-000001] [LoadScreen::SetLoadMessage] text="Creating QuadField &
CEGs"
[t=00:00:50.907912][f=-000001] [Init] number of ArmorDefs: 5
[t=00:00:50.907912][f=-000001] Warning: [Init] UnitDef "chicken" in ArmorDef "else" already
belongs to ArmorDef category 1!

```

[t=00:00:51.259932][f=-000001] [RegisterModelFormats] supported (Assimp) model formats:
.3ds;.blend;*.dae;*.lwo;*.obj;

[t=00:00:51.298934][f=-000001] [LoadScreen::SetLoadMessage] text="Creating Unit Textures"

[t=00:00:51.506946][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/glass100.bmp" (loaded=0)

[t=00:00:51.507946][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/glass200.bmp" (loaded=0)

[t=00:00:51.507946][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/glass300.bmp" (loaded=0)

[t=00:00:51.507946][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/graynoise100.bmp" (loaded=0)

[t=00:00:51.508946][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/graynoise200.bmp" (loaded=0)

[t=00:00:51.508946][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/graynoise500.bmp" (loaded=0)

[t=00:00:51.511947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/metal1a00.bmp" (loaded=0)

[t=00:00:51.512947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/metal2a00.bmp" (loaded=0)

[t=00:00:51.512947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/metal3a00.bmp" (loaded=0)

[t=00:00:51.513947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/metal3b00.bmp" (loaded=0)

[t=00:00:51.513947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/metal3d00.bmp" (loaded=0)

[t=00:00:51.518947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/noise6b00.bmp" (loaded=0)

[t=00:00:51.518947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/noise6c00.bmp" (loaded=0)

[t=00:00:51.518947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/noise6d00.bmp" (loaded=0)

[t=00:00:51.523947][f=-000001] Error: [BMP::Load] invalid bitmap
"unittextures/tatex/vaff4c00.bmp" (loaded=0)

[t=00:00:51.603952][f=-000001] [LoadScreen::SetLoadMessage] text="Creating Sky"

[t=00:00:52.279990][f=-000001] [Game::Load][3] globalQuit=0 forcedQuit=0

[t=00:00:52.279990][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Weapon Definitions"

[t=00:00:53.144040][f=-000001] [~ScopedOnceTimer][Game::PostLoadSim (WeaponDefs)]
864ms

[t=00:00:53.144040][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Unit Definitions"

[t=00:00:53.299049][f=-000001] [~ScopedOnceTimer][Game::PostLoadSim (UnitDefs)] 155ms

[t=00:00:53.299049][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Feature Definitions"

[t=00:00:53.344051][f=-000001] [~ScopedOnceTimer][Game::PostLoadSim (FeatureDefs)] 45ms

[t=00:00:53.382053][f=-000001] [Path] TK CPathManager::InitStatic: 2 threads available (MT requests=1, MT updates=1)

[t=00:00:53.390054][f=-000001] [IPathManager::GetInstance] using HAPFS

[t=00:00:53.390054][f=-000001] [LoadScreen::SetLoadMessage] text="Initializing Map Features"

[t=00:00:53.393054][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Models"

[t=00:00:53.397054][f=-000001] [LoadScreen::SetLoadMessage] text="Creating ShadowHandler"

[t=00:00:53.589065][f=-000001] [LoadScreen::SetLoadMessage] text="Creating InfoTextureHandler"

[t=00:00:53.623067][f=-000001] InfoTexture: shaders

[t=00:00:53.623067][f=-000001] [LoadScreen::SetLoadMessage] text="Creating GroundDrawer"

[t=00:00:53.625067][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Map Tiles"

[t=00:00:54.478116][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Square Textures"

[t=00:00:54.520119][f=-000001] [~ScopedOnceTimer]

[CSMFGroundTextures::ConvolveHeightMap] 1ms

[t=00:00:54.520119][f=-000001] Switching to ROAM Mesh Rendering

[t=00:00:54.520119][f=-000001] [TriNodePool::Resize] to 2097152

[t=00:00:54.593123][f=-000001] [TriNodePool::InitPools] newPoolSize=2097152
PoolSize=2097152 (shadowPass=0)

[t=00:00:54.593123][f=-000001] [TriNodePool::Resize] to 2097152

[t=00:00:54.666127][f=-000001] [TriNodePool::InitPools] newPoolSize=2097152
PoolSize=2097152 (shadowPass=1)

[t=00:00:54.790134][f=-000001] [LoadScreen::SetLoadMessage] text="Creating GrassDrawer"

[t=00:00:55.142154][f=-000001] Loaded DecalsDrawer: Legacy

[t=00:00:55.142154][f=-000001] [LoadScreen::SetLoadMessage] text="Creating ProjectileDrawer & UnitDrawer"

[t=00:00:55.154155][f=-000001] [LoadScreen::SetLoadMessage] text="Creating Projectile Textures"

[t=00:00:57.950315][f=-000001] [LoadScreen::SetLoadMessage] text="Creating Water"

[t=00:00:57.989317][f=-000001] [LoadScreen::SetLoadMessage] text="Finalizing Models"
[t=00:01:16.521377][f=-000001] [Game::Load][4] globalQuit=0 forcedQuit=0
[t=00:01:17.071408][f=-000001] [~ScopedOnceTimer][Game::LoadInterface (Console)] 2ms
[t=00:01:17.076409][f=-000001] [Game::Load][5] globalQuit=0 forcedQuit=0
[t=00:01:17.076409][f=-000001] [LoadScreen::SetLoadMessage] text="[LoadFinalize] finalizing PFS"
[t=00:01:17.141412][f=-000001] [Path] [PathEstimator::CalcHash][Init] BLOCK_SIZE=16
[t=00:01:17.141412][f=-000001] [Path] [PathEstimator::CalcHash][Init]
PATHESTIMATOR_VERSION=108
[t=00:01:17.142413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
heightMapChecksum=a457e059
[t=00:01:17.142413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
typeMapChecksum=4c558fe3
[t=00:01:17.142413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
moveDefChecksum=f4d69f9a
[t=00:01:17.142413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
blockMapChecksum=29a
[t=00:01:17.142413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
estimatorHashCode=e58412ec
[t=00:01:17.150413][f=-000001] [Path] [PathEstimator::CalcHash][Init] BLOCK_SIZE=32
[t=00:01:17.151413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
PATHESTIMATOR_VERSION=108
[t=00:01:17.151413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
heightMapChecksum=a457e059
[t=00:01:17.151413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
typeMapChecksum=4c558fe3
[t=00:01:17.151413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
moveDefChecksum=f4d69f9a
[t=00:01:17.151413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
blockMapChecksum=29a
[t=00:01:17.151413][f=-000001] [Path] [PathEstimator::CalcHash][Init]
estimatorHashCode=e58412fc
[t=00:01:17.151413][f=-000001] [Path] TK CPathManager::Finalize PathFinder
0x0000000067df08a0 has BLOCKSIZE 1
[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init] BLOCK_SIZE=16
[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
PATHESTIMATOR_VERSION=108
[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
heightMapChecksum=a457e059

[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
typeMapChecksum=4c558fe3
[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
moveDefChecksum=f4d69f9a
[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
blockMapChecksum=29a
[t=00:01:17.165414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
estimatorHashCode=e58412ec
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init] BLOCK_SIZE=32
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
PATHESTIMATOR_VERSION=108
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
heightMapChecksum=a457e059
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
typeMapChecksum=4c558fe3
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
moveDefChecksum=f4d69f9a
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
blockMapChecksum=29a
[t=00:01:17.173414][f=-000001] [Path] [PathEstimator::CalcHash][Init]
estimatorHashCode=e58412fc
[t=00:01:17.173414][f=-000001] [Path] TK CPathManager::Finalize PathFinder
0x0000000067f70a90 has BLOCKSIZE 1
[t=00:01:17.190415][f=-000001] [Path] [PathingState::CalcHash][Init] BLOCK_SIZE=16
[t=00:01:17.190415][f=-000001] [Path] [PathingState::CalcHash][Init]
PATHESTIMATOR_VERSION=108
[t=00:01:17.190415][f=-000001] [Path] [PathingState::CalcHash][Init]
heightMapChecksum=a457e059
[t=00:01:17.190415][f=-000001] [Path] [PathingState::CalcHash][Init]
typeMapChecksum=4c558fe3
[t=00:01:17.190415][f=-000001] [Path] [PathingState::CalcHash][Init]
moveDefChecksum=f4d69f9a
[t=00:01:17.190415][f=-000001] [Path] [PathingState::CalcHash][Init]
estimatorHashCode=e5841052
[t=00:01:17.192415][f=-000001] [Path] [PathEstimator::ReadFile] hash=e5841052
file="cache\105dev-BAR105/paths/TitanDuel 2.2.pe-e5841052.zip" (exists=1)
[t=00:01:17.224417][f=-000001] [LoadScreen::SetLoadMessage] text="Reading Estimate
PathCosts [16]"
[t=00:01:17.290421][f=-000001] Path cache (40, 40) initialized.

[t=00:01:17.290421][f=-000001] Path cache (40, 40) initialized.

[t=00:01:17.298421][f=-000001] [Path] [PathingState::CalcHash][Init] BLOCK_SIZE=32

[t=00:01:17.298421][f=-000001] [Path] [PathingState::CalcHash][Init]

PATHESTIMATOR_VERSION=108

[t=00:01:17.298421][f=-000001] [Path] [PathingState::CalcHash][Init]

heightMapChecksum=a457e059

[t=00:01:17.298421][f=-000001] [Path] [PathingState::CalcHash][Init]

typeMapChecksum=4c558fe3

[t=00:01:17.298421][f=-000001] [Path] [PathingState::CalcHash][Init]

moveDefChecksum=f4d69f9a

[t=00:01:17.298421][f=-000001] [Path] [PathingState::CalcHash][Init]

estimatorHashCode=e5841062

[t=00:01:17.414428][f=-000001] [Path] [PathEstimator::ReadFile] hash=e5841062

file="cache\105dev-BAR105/paths/TitanDuel 2.2.pe2-e5841062.zip" (exists=1)

[t=00:01:17.447430][f=-000001] [LoadScreen::SetLoadMessage] text="Reading Estimate PathCosts [32]"

[t=00:01:17.457431][f=-000001] Path cache (20, 20) initialized.

[t=00:01:17.457431][f=-000001] Path cache (20, 20) initialized.

[t=00:01:17.457431][f=-000001] [LoadScreen::SetLoadMessage] text="[LoadFinalize] finalized PFS (331ms, checksum fa4645f9)"

[t=00:01:17.459431][f=-000001] [Game::Load][6] globalQuit=0 forcedQuit=0

[t=00:01:17.459431][f=-000001] [Game::LoadLua] Lua developer mode disabled

[t=00:01:17.459431][f=-000001] [LoadScreen::SetLoadMessage] text="Loading LuaRules"

[t=00:01:17.614440][f=-000001] [~ScopedOnceTimer]

[creg::AutoRegisterCFunctions(LuaRules)] 104ms

[t=00:01:17.614440][f=-000001] Synced LuaRules: starting loading

[t=00:01:21.294650][f=-000001] [Modular Comm Info] Warning: Modular Comms API warning: Comm data entry in modoption is empty or in invalid format

[t=00:01:21.294650][f=-000001] [Modular Comm Info] Warning: Modular Comms API warning: Comm data entry for player Tiktaalik9834 is empty or in invalid format

[t=00:01:21.547664][f=-000001] Synced LuaRules: finished loading

[t=00:01:21.571666][f=-000001] Unsynced LuaRules: starting loading

[t=00:01:22.530721][f=-000001] gfx_commander_skins fwd log,

[t=00:01:22.635727][f=-000001] gfx_commander_skins dfr log,

[t=00:01:22.662728][f=-000001] [Modular Comm Info] Warning: Modular Comms API warning: Comm data entry in modoption is empty or in invalid format

[t=00:01:22.662728][f=-000001] [Modular Comm Info] Warning: Modular Comms API warning: Comm data entry for player Tiktaalik9834 is empty or in invalid format

[t=00:01:22.733732][f=-000001] Removing CUS due to 105+

[t=00:01:23.066751][f=-000001] Unsynced LuaRules: finished loading

[t=00:01:23.164757][f=-000001] [LoadScreen::SetLoadMessage] text="Loading LuaGaia"

[t=00:01:23.176758][f=-000001] [LoadScreen::SetLoadMessage] text="Loading LuaUI"

[t=00:01:23.178758][f=-000001] LuaUI Entry Point: "luaui.lua"

[t=00:01:23.178758][f=-000001] LuaSocket Support: enabled

[t=00:01:23.253762][f=-000001] Reloading GUI config from file: LuaUI/ctrlpanel.txt

[t=00:01:23.558780][f=-000001] localWidgets, nil, true, true

[t=00:01:23.579781][f=-000001] LuaUI: bound F11 to the widget selector

[t=00:01:23.579781][f=-000001] LuaUI: bound CTRL+F11 to tweak mode

[t=00:01:23.589781][f=-000001] USE_OLD_CHILI

[t=00:01:24.275821][f=-000001] Loading last game win data

[t=00:01:24.275821][f=-000001] Resetting win data

[t=00:01:24.275821][f=-000001] Last game player count: 1, This game player count: 1

[t=00:01:24.275821][f=-000001] Last game allyTeam count: 3, This game allyTeam count: 3

[t=00:01:24.275821][f=-000001] Player and team counts match, continuing

[t=00:01:24.276821][f=-000001] Testing last game's team 0 mapped to this game's team 0

[t=00:01:24.276821][f=-000001] All players and teams match from last game, using last game's scores as base

[t=00:01:31.404228][f=-000001] forceSingleThreaded, false

[t=00:01:31.910257][f=-000001] Loaded API widget: Cluster Detection
<api_cluster_detection.lua>

[t=00:01:31.910257][f=-000001] Loaded API widget: Hacky version fix
<hacky_version_fix.lua>

[t=00:01:31.911257][f=-000001] Loaded API widget: Shared Functions
<api_shared_functions.lua>

[t=00:01:31.911257][f=-000001] Loaded API widget: i18n <api_i18n.lua>

[t=00:01:31.911257][f=-000001] Loaded API widget: Lag (AFK) monitor
<api_lag_monitor.lua>

[t=00:01:31.912257][f=-000001] Loaded API widget: Win Counter <api_win_counter.lua>

[t=00:01:31.913257][f=-000001] Loaded API widget: Draw Mouse Build
<api_draw_mouse_build.lua>

[t=00:01:31.913257][f=-000001] Loaded API widget: Lobby Battle Status
<api_lobby_battle_status.lua>

[t=00:01:31.914257][f=-000001] [Modular Comm Info] Warning: Modular Comms API warning: Comm data entry in modoption is empty or in invalid format

[t=00:01:31.914257][f=-000001] [Modular Comm Info] Warning: Modular Comms API warning: Comm data entry for player Tiktaalik9834 is empty or in invalid format

[t=00:01:31.929258][f=-000001] Loaded API widget: Modular Comm Info
<api_modularcomms.lua>

[t=00:01:31.929258][f=-000001] Loaded API widget: CommandInsert
<cmd_commandinsert.lua>

[t=00:01:32.558294][f=-000001] Loaded API widget: Chili Framework <api_chili.lua>

[t=00:01:32.837310][f=-000001] Loaded API widget: Lups <lups_wrapper.lua>

[t=00:01:32.838310][f=-000001] Loaded API widget: Pre-Selection Handler
<api_preselection.lua>

[t=00:01:32.839310][f=-000001] Loaded widget: Chili Highlight <gui_chili_highlight.lua>

[t=00:01:32.840310][f=-000001] Loaded widget: Selection Hierarchy
<gui_selection_hierarchy.lua>

[t=00:01:32.840310][f=-000001] Loaded widget: Draw After Chili
<gui_api_draw_after_chili.lua>

[t=00:01:32.841310][f=-000001] Loaded widget: API Unit Tracker GL4
<api_unit_tracker_gl4.lua>

[t=00:01:32.844311][f=-000001] Hardware mouse-cursor is enabled!

[t=00:01:32.845311][f=-000001] Set "shadows" config-parameter to 2

[t=00:01:32.845311][f=-000001] Ground-decal rendering is enabled!

[t=00:01:32.845311][f=-000001] Set maximum particles to: 12000

[t=00:01:32.846311][f=-000001] Set UnitIconDist to 151

[t=00:01:32.846311][f=-000001] model shaders is enabled!

[t=00:01:32.853311][f=-000001] SetLobbyButtonEnabled, false

[t=00:01:33.047322][f=-000001] Loaded widget: EPIC Menu <gui_epicmenu.lua>

[t=00:01:33.088325][f=-000001] Loaded widget: Chili Minimap <gui_chili_minimap.lua>

[t=00:01:33.091325][f=-000001] Loaded widget: Chili Widget Selector
<api_chili_widgetselector.lua>

[t=00:01:33.092325][f=-000001] Loaded widget: Depth of Field Shader <gfx_dof.lua>

[t=00:01:33.093325][f=-000001] Loaded widget: Hide Interface and Mouse Cursor
<gui_hide_interface_action.lua>

[t=00:01:33.093325][f=-000001] Deferred Rendering (gfx_deferred_rendering.lua) requires
AllowDeferredMapRendering and AllowDeferredModelRendering to be enabled in
springsettings.cfg!

[t=00:01:33.094325][f=-000001] Loaded widget: Deferred rendering
<gfx_deferred_rendering.lua>

[t=00:01:33.095325][f=-000001] Mexspot Fetcher fetching

[t=00:01:33.095325][f=-000001] Loaded widget: Mexspot Fetcher
<api_mexspot_fetcher.lua>

[t=00:01:33.096325][f=-000001] Team highlighting: Disabled

[t=00:01:33.096325][f=-000001] Loaded widget: Teamhighlight option
<gui_teamhighlight.lua>

[t=00:01:33.097325][f=-000001] Loaded widget: Local Team Colors <gui_local_colors.lua>

[t=00:01:33.098325][f=-000001] Loaded widget: Display Keys 2
<gui_chili_display_keys.lua>

[t=00:01:33.099325][f=-000001] Loaded widget: Save Game Menu <gui_savegame.lua>

[t=00:01:33.099325][f=-000001] Loaded widget: Specific Unit Reclaimer
<unit_unit_reclaimer.lua>

[t=00:01:33.100325][f=-000001] Loaded widget: Area-reclaim trees <unit_tree_reclaim.lua>

[t=00:01:33.100325][f=-000001] Loaded widget: One click weapon handler
<unit_oneclick_weapon.lua>

[t=00:01:33.126327][f=-000001] Loaded widget: HighlightUnit GL4
<gfx_highlight_api_gl4.lua>

[t=00:01:33.127327][f=-000001] Loaded widget: Unit Target Command Helper
<gui_unit_target_command_helper.lua>

[t=00:01:33.128327][f=-000001] DrawPrimitiveAtUnits GL4 widget exiting with reason: Adv shading not enabled

[t=00:01:33.128327][f=-000001] Using fallback unit outlines

[t=00:01:33.128327][f=-000001] Loaded widget: Outline Shader GL4
<gfx_outline_shader_gl4.lua>

[t=00:01:33.129327][f=-000001] Loaded widget: Selection Modkeys
<gui_selection_modkeys.lua>

[t=00:01:33.140328][f=-000001] Loaded widget: Chili Global Commands
<gui_chili_global_commands.lua>

[t=00:01:33.141328][f=-000001] Loaded widget: Chili Commander Upgrade
<gui_chili_commander_upgrade.lua>

[t=00:01:33.141328][f=-000001] Loaded widget: Guard Remove
<cmd_guard_remove.lua>

[t=00:01:33.225332][f=-000001] Loaded widget: HealthBars <unit_healthbars.lua>

[t=00:01:33.227333][f=-000001] Loaded widget: Noises <snd_noises.lua>

[t=00:01:33.227333][f=-000001] Loaded widget: Terraform Icon Draw
<unit_terraform_draw.lua>

[t=00:01:33.228333][f=-000001] Loaded widget: Unit Icons <unit_icons.lua>

[t=00:01:33.233333][f=-000001] Loaded widget: Chili Vote Display <gui_chili_vote.lua>

[t=00:01:33.234333][f=-000001] Loaded widget: Auto Patrol Nanos
<unit_auto_patrol_nanos.lua>

[t=00:01:33.235333][f=-000001] Loaded widget: BuildETA <gui_build_eta.lua>

[t=00:01:33.236333][f=-000001] Loaded widget: Cloak Fire State 2 <unit_cloakfirestate2.lua>

[t=00:01:33.236333][f=-000001] Loaded widget: Double-Click attack-move
<cmd_doubleclick_attackmove.lua>

[t=00:01:33.237333][f=-000001] Loaded widget: EndGame APM stats <api_apm_stats.lua>

[t=00:01:33.238333][f=-000001] Loaded widget: EndGame Stats <gui_chili_endgraph.lua>

[t=00:01:33.239333][f=-000001] Loaded widget: Factory Plate Placer
<cmd_factory_plate_placer.lua>

[t=00:01:33.246334][f=-000001] Loaded widget: Initial Queue ZK <unit_initial_queue.lua>

[t=00:01:33.247334][f=-000001] Loaded widget: Objectives <mission_objectives.lua>

[t=00:01:33.250334][f=-000001] Loaded widget: Unit Marker Zero-K <unit_marker.lua>

[t=00:01:33.251334][f=-000001] Loaded widget: Chili Draw GL4 API <api_chili_draw_gl4.lua>

[t=00:01:33.252334][f=-000001] Loaded widget: Antinuke Coverage
<gui_antinuke_coverage.lua>

[t=00:01:33.252334][f=-000001] Loaded widget: Area Attack Tweak
<cmd_area_attack_tweak.lua>

[t=00:01:33.253334][f=-000001] Loaded widget: Attack Warning <unit_attack_warning.lua>

[t=00:01:33.253334][f=-000001] Loaded widget: Auto First Build Facing
<init_autofirstbuildfacing.lua>

[t=00:01:33.255334][f=-000001] Loaded widget: Auto Group <unit_auto_group.lua>

[t=00:01:33.256334][f=-000001] Loaded widget: Autoquit <autoquit.lua>

[t=00:01:33.256334][f=-000001] Loaded widget: Blast Radius <gui_blastradius.lua>

[t=00:01:33.258334][f=-000001] Loaded widget: Camera Save Position
<camera_save_position.lua>

[t=00:01:33.259334][f=-000001] Loaded widget: CameraShake <camera_shake.lua>

[t=00:01:33.260334][f=-000001] Loaded widget: Cheat Sheet <gui_chili_cheats.lua>

[t=00:01:33.289336][f=-000001] Loaded widget: Chili Economy Panel Default
<gui_chili_economy_panel2.lua>

[t=00:01:33.290336][f=-000001] EndGame Graph disabled

[t=00:01:33.330338][f=-000001] Loaded widget: Chili EndGame Window
<gui_chili_endgamewindow.lua>

[t=00:01:33.330338][f=-000001] Loaded widget: Chili Inactivity Win
<gui_chili_inactivity_win.lua>

[t=00:01:33.331338][f=-000001] Loaded widget: Chili Nuke Warning
<gui_chili_nuke_warning.lua>

[t=00:01:33.334339][f=-000001] Loaded widget: Chili Rejoining Progress Bar
<gui_chili_rejoin_progress.lua>

[t=00:01:33.390342][f=-000001] Loaded widget: Chili Selections & CursorTip v2
<gui_chili_selections_and_cursortip.lua>

[t=00:01:33.391342][f=-000001] Loaded widget: Chili Spectator Panels
<gui_chili_spectator_panels.lua>

[t=00:01:33.392342][f=-000001] Loaded widget: Command Alpha
<gui_command_alpha.lua>

[t=00:01:33.406343][f=-000001] Loaded widget: Context Menu <gui_contextmenu.lua>

[t=00:01:33.407343][f=-000001] Loaded widget: Darkening <gui_darkening.lua>

[t=00:01:33.407343][f=-000001] Loaded widget: Comm-n-Elo Startpos. Info
<init_startpointelocom_info.lua>

[t=00:01:33.408343][f=-000001] Loaded widget: Decloak Range
<unit_decloak_range.lua>

[t=00:01:33.409343][f=-000001] Loaded widget: Decoration Handler
<unit_decoration_handler.lua>

[t=00:01:33.419343][f=-000001] Loaded widget: Defense Range Zero-K
<gui_defenserrange.lua>

[t=00:01:33.419343][f=-000001] Loaded widget: Easy Facing <gui_easyfacing.lua>

[t=00:01:33.420344][f=-000001] Loaded widget: Economic Victory Announcer
<gui_economic_victory_announcer.lua>

[t=00:01:33.421344][f=-000001] Loaded widget: Ferry Points <cmd_ferry_points.lua>

[t=00:01:33.421344][f=-000001] Loaded widget: Galaxy Battle Handler
<mission_galaxy_battle_handler.lua>

[t=00:01:33.422344][f=-000001] Loaded widget: Game Analytics Handler
<api_game_analytics.lua>

[t=00:01:33.429344][f=-000001] Loaded widget: Ghost Site <unit_ghostsite.lua>

[t=00:01:33.430344][f=-000001] Input grabbing is enabled!

[t=00:01:33.430344][f=-000001] Loaded widget: Grab Input <api_grabinput.lua>

[t=00:01:33.431344][f=-000001] Loaded widget: Haven Handler <gui_havens.lua>

[t=00:01:33.437345][f=-000001] Loaded widget: Highlight Geos <gui_highlight_geos.lua>

[t=00:01:33.438345][f=-000001] Loaded widget: Hold Ctrl during placement to morph
<cmd_hold_ctrl_to_place_and_morph.lua>

[t=00:01:33.439345][f=-000001] Loaded widget: In-game Guide <gui_ingame_guide.lua>

[t=00:01:33.439345][f=-000001] Loaded widget: In-game Ignore <ignore.lua>

[t=00:01:33.440345][f=-000001] Loaded widget: Keep Target <cmd_keep_target.lua>

[t=00:01:33.441345][f=-000001] Loaded widget: Local Widgets Config <localwidgets.lua>

[t=00:01:33.442345][f=-000001] Loaded widget: MetalFeatures GL4
<gui_metal_features_gl4.lua>

[t=00:01:33.443345][f=-000001] Loaded widget: MinimapEvents <minimap_events.lua>

[t=00:01:33.444345][f=-000001] Loaded widget: Misc default command replacements
<unit_default_commands.lua>

[t=00:01:33.445345][f=-000001] Loaded widget: Missile Silo Commands
<cmd_missile_silo.lua>

[t=00:01:33.446345][f=-000001] Loaded widget: Missile Silo Range <missilesilo_range.lua>

[t=00:01:33.446345][f=-000001] Loaded widget: Mission Results Handler
<mission_results.lua>

[t=00:01:33.447345][f=-000001] Loaded widget: Morph Finished notification
<unit_morph_finished.lua>

[t=00:01:33.447345][f=-000001] Loaded widget: Music Player v2 <snd_music2.lua>
[t=00:01:33.449345][f=-000001] Loaded widget: NoDuplicateOrders
<cmd_no_duplicate_orders.lua>
[t=00:01:33.449345][f=-000001] Loaded widget: Orbit Command <cmd_orbit.lua>
[t=00:01:33.450345][f=-000001] Loaded widget: Point Tracker <gui_point_tracker.lua>
[t=00:01:33.450345][f=-000001] Projectile Lights (gfx_projectile_lights.lua) - Deferred
rendering widget not found.
[t=00:01:33.452345][f=-000001] Loaded widget: Projectile Lights <gfx_projectile_lights.lua>
[t=00:01:33.453345][f=-000001] Loaded widget: Raw Move Issue
<cmd_raw_move_issue.lua>
[t=00:01:33.453345][f=-000001] Loaded widget: ReclaimInfo <gui_reclaiminfo.lua>
[t=00:01:33.454345][f=-000001] Loaded widget: Select Com at start
<init_start_point_remover.lua>
[t=00:01:33.454345][f=-000001] Loaded widget: Set Springsettings and Config
<api_set_springsettings.lua>
[t=00:01:33.455346][f=-000001] Loaded widget: Show All Commands v2
<unit_showallcommands_2.lua>
[t=00:01:33.456346][f=-000001] Loaded widget: Show selected unit range
<unit_show_selected_range.lua>
[t=00:01:33.457346][f=-000001] Loaded widget: Showeco and Grid Drawer
<gui_showeco_action.lua>
[t=00:01:33.458346][f=-000001] Loaded widget: Simple Settings <gui_simple_settings.lua>
[t=00:01:33.459346][f=-000001] Loaded widget: Smart Bombers
<unit_smart_bombers.lua>
[t=00:01:33.460346][f=-000001] Loaded widget: SmoothCam
<camera_smoothcam.lua>
[t=00:01:33.460346][f=-000001] Loaded widget: Spectate Selected Team
<gui_spectate_selected_team.lua>
[t=00:01:33.479347][f=-000001] Loaded widget: Startup Info and Selector
<init_startup_info_selector.lua>
[t=00:01:33.480347][f=-000001] Loaded widget: State Reverse and Latency
<cmd_state_reverse_toggle.lua>
[t=00:01:33.489348][f=-000001] Loaded widget: Stereo3D <gfx_stereo3d.lua>
[t=00:01:33.490348][f=-000001] Loaded widget: Stop Self-D <cmd_stop_selfd.lua>
[t=00:01:33.491348][f=-000001] Loaded widget: Transport AI <unit_transport_ai.lua>
[t=00:01:33.491348][f=-000001] Loaded widget: Transport Load Double Tap
<cmd_select_load.lua>
[t=00:01:33.493348][f=-000001] Loaded widget: Chili AI Set Start
<gui_chili_ai_start_pos.lua>

[t=00:01:33.820366][f=-000001] Loaded widget: Attack AoE <gui_attack_aoe.lua>
[t=00:01:33.821366][f=-000001] Loaded widget: Icon Sets <gui_icon_sets.lua>
[t=00:01:33.822367][f=-000001] Loaded widget: Persistent Build Spacing
<gui_persistent_build_spacing.lua>
[t=00:01:33.823367][f=-000001] Loaded widget: Smooth Scroll
<camera_smooth_move.lua>
[t=00:01:33.868369][f=-000001] Loaded widget: Unit Start State <unit_start_state.lua>
[t=00:01:33.869369][f=-000001] Loaded widget: UnitNoStuckInFactory
<unit_nostuck_infactory.lua>
[t=00:01:33.872369][f=-000001] Loaded widget: Chili Custom Modoptions Info
<gui_custommodoptions_info.lua>
[t=00:01:33.874370][f=-000001] Loaded widget: PlanetWars Info <gui_planetwars_info.lua>
[t=00:01:33.875370][f=-000001] <Replay control buttons> Live mode. Widget removed.
[t=00:01:33.876370][f=-000001] Loaded widget: Replay control buttons
<gui_replay_controls.lua>
[t=00:01:33.878370][f=-000001] Loaded widget: Commands FX <gfx_commands_fx.lua>
[t=00:01:33.878370][f=-000001] Loaded widget: MessageBoxes ZK
<mission_messagebox_zk.lua>
[t=00:01:33.879370][f=-000001] Loaded widget: Stockpiler <unit_stockpile.lua>
[t=00:01:33.912372][f=-000001] Loaded widget: UnitShapes <unit_shapes.lua>
[t=00:01:33.913372][f=-000001] IsIsland, <function>, false
[t=00:01:33.947374][f=-000001] Loaded widget: Map Edge Extension
<map_edge_extension.lua>
[t=00:01:33.948374][f=-000001] Loaded widget: AllyCursors <gui_ally_cursors.lua>
[t=00:01:33.949374][f=-000001] Loaded widget: Building Starter <unit_building_starter.lua>
[t=00:01:33.950374][f=-000001] Loaded widget: Cloaker Guard <unit_cloaker_guard.lua>
[t=00:01:33.950374][f=-000001] Loaded widget: Disable Bad Widgets
<api_widget_disabler.lua>
[t=00:01:33.951374][f=-000001] Loaded widget: Gadget Icons <api_gadget_icons.lua>
[t=00:01:33.952374][f=-000001] Loaded widget: Rank Icons 2 <unit_rank_icons.lua>
[t=00:01:33.953374][f=-000001] Loaded widget: Selection Send <api_selectionsend.lua>
[t=00:01:33.954374][f=-000001] Loaded widget: Shield Guard <unit_shield_guard.lua>
[t=00:01:33.955374][f=-000001] Loaded widget: State Icons <unit_state_icons.lua>
[t=00:01:33.957374][f=-000001] Loaded widget: Lua Metal Decals
<gfx_dynamic_metal.lua>
[t=00:01:33.958374][f=-000001] Loaded widget: LupsManager <gfx_lups_manager.lua>
[t=00:01:33.959374][f=-000001] Loaded widget: Smoke Signals
<gfx_lups_smokesignal.lua>
[t=00:01:33.960374][f=-000001] Loaded widget: Units on Fire

<gfx_lups_units_on_fire.lua>
[t=00:01:33.961374][f=-000001] Loaded widget: Newton Firezone
<cmd_newton_firezone.lua>
[t=00:01:33.962375][f=-000001] Loaded widget: Receive Units Indicator
<gui_recv_indicator.lua>
[t=00:01:33.964375][f=-000001] Loaded widget: Vertical Line on Radar Dots v2
<gui_vertlineaid.lua>
[t=00:01:33.964375][f=-000001] Loaded widget: Auto-toggle false color vision
<gui_auto_engine_falsecolor.lua>
[t=00:01:33.972375][f=-000001] Loaded widget: Chili Crude Player List
<gui_chili_crudeplayerlist.lua>
[t=00:01:33.973375][f=-000001] Loaded widget: Chili Docking <api_chili_docking.lua>
[t=00:01:33.984376][f=-000001] Loaded widget: Chili Pro Console
<gui_chili_proconsole_test.lua>
[t=00:01:33.985376][f=-000001] Loaded widget: HUD Presets <gui_hud_presets.lua>
[t=00:01:33.987376][f=-000001] Loaded widget: Persistent Build Height
<gui_persistent_build_height.lua>
[t=00:01:33.990376][f=-000001] Loaded widget: Lasso Terraform GUI
<gui_lasso_terraform.lua>
[t=00:01:33.991376][f=-000001] Loaded widget: Image Preloader <dbg_img_preload.lua>
[t=00:01:33.998377][f=-000001] Loaded widget: Chili Core Selector
<gui_chili_core_selector.lua>
[t=00:01:33.999377][f=-000001] Loaded widget: Custom Markers
<gui_custom_markers.lua>
[t=00:01:34.000377][f=-000001] Mex Placement Initialised with 32 spots.
[t=00:01:34.002377][f=-000001] Loaded widget: Mex Placement Handler
<cmd_mex_placement.lua>
[t=00:01:34.003377][f=-000001] Loaded widget: Default Group Recall Fix
<gui_group_recall_fix.lua>
[t=00:01:34.005377][f=-000001] Loaded widget: Select Keys <gui_selectkeys.lua>
[t=00:01:34.007377][f=-000001] Loaded widget: Start Boxes
<minimap_startbox_new.lua>
[t=00:01:34.019378][f=-000001] Loaded widget: Chili Share menu v1.24
<gui_chili_share.lua>
[t=00:01:34.028378][f=-000001] Loaded widget: Contrast Adaptive Sharpen <gfx_cas.lua>
[t=00:01:34.049380][f=-000001] Loaded widget: Pause Screen <gui_pausescreen.lua>
[t=00:01:34.050380][f=-000001] Loaded widget: Restricted Zones <gui_restrictedzones.lua>
[t=00:01:34.050380][f=-000001] Loaded widget: Jumpjet GUI <gui_jumpjets.lua>
[t=00:01:34.051380][f=-000001] [BloomShader::Initialize] removing widget,

AllowDeferredModelRendering is required

[t=00:01:34.053380][f=-000001] [BloomShader::Initialize] removing widget,

AllowDeferredMapRendering is required

[t=00:01:34.067381][f=-000001] Loaded widget: Bloom Shader Deferred

<gfx_bloom_shader_deferred.lua>

[t=00:01:34.069381][f=-000001] Loaded widget: CustomFormations2

<cmd_customformations2.lua>

[t=00:01:34.069381][f=-000001] SetSunLighting

[t=00:01:34.071381][f=-000001] Loaded widget: Sun and Atmosphere Handler

<gfx_sun_and_atmosphere.lua>

[t=00:01:34.087382][f=-000001] Loaded widget: Chili Integral Menu

<gui_chili_integral_menu.lua>

[t=00:01:34.089382][f=-000001] Loaded widget: Color Blindness Correction

<gfx_color_blindness_correction.lua>

[t=00:01:34.090382][f=-000001] Loaded widget: Font Cache <api_font_cache.lua>

[t=00:01:34.090382][f=-000001] Lua garbage collection rate: 30/s

[t=00:01:34.090382][f=-000001] Loaded widget: GC Control <api_gc_control.lua>

[t=00:01:34.097382][f=-000001] Loaded widget: Layout Handler <cmd_layout_handler.lua>

[t=00:01:34.098382][f=-000001] Loaded widget: Text To Speech Control

<snd_text_to_speech.lua>

[t=00:01:34.099382][f=-000001] Loaded widget: UnitResurrected callin <api_callin_rez.lua>

[t=00:01:34.104383][f=-000001] Writing last game win data

[t=00:01:34.110383][f=-000001] LuaUI v0.3

[t=00:01:34.512406][f=-000001] [Game::Load][7] globalQuit=0 forcedQuit=0

[t=00:01:35.049437][f=-000001] [Game::Load][8] globalQuit=0 forcedQuit=0

[t=00:01:35.049437][f=-000001] [LoadScreen::SetLoadMessage] text="Loading Skirmish AIs"

[t=00:01:35.063438][f=-000001] [EOH::CreateSkirmishAI(id=0)]

[t=00:01:35.063438][f=-000001] [AIWrapper::PreInit][AI=0 team=1] creating callbacks

[t=00:01:35.097439][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: 1.2.7

[t=00:01:35.172444][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: AngelScript Rules!

[t=00:01:35.173444][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Loading the Terrain-Map ...

[t=00:01:35.173444][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Water Damage: 0.000000

[t=00:01:35.173444][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Sector-Map Block Size: 64

[t=00:01:35.173444][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Sector-Map Size: 6400 (x80, z80)

[t=00:01:35.178444][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Determining Usable Terrain for all units ...

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Map Land Percent: 98.15%

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Minimum Elevation: -105.00

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Maximum Elevation: 359.70

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Immobile-Type: Min/Max Elevation=(-0.000000 / any) Is buildable across 95.718750% of the map. (used by 33 unit-defs)

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Immobile-Type: Min/Max Elevation=(-20.000000 / any) Is buildable across 96.125000% of the map. (used by 1 unit-defs)

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Immobile-Type: Min/Max Elevation=(any / any) Is buildable across 100.000000% of the map. (used by 33 unit-defs)

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Immobile-Type: Min/Max Elevation=(any / any) Is buildable across 100.000000% of the map. (used by 39 unit-defs)

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Immobile-Type: Min/Max Elevation=(any / -15.000000) Is buildable across 0.265625% of the map. (used by 2 unit-defs)

[t=00:01:35.193445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Immobile-Type: Min/Max Elevation=(any / -10.000000) Is buildable across 0.281250% of the map. (used by 1 unit-defs)

[t=00:01:35.198445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type: Min/Max Elevation=(-5000.00 / any) Max Slope=(0.41)) Move-Data used:'akbot4' Has 1 Map-Area(s) occupying 85.08% of the map. (used by 352 unit-defs)

[t=00:01:35.198445][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type: Min/Max Elevation=(any / -15.00) Max Slope=(1.00)) Move-Data used:'boat5' Has 0 Map-Area(s) occupying 0.00% of the map. (used by 6 unit-defs)

[t=00:01:35.203446][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type: Min/Max Elevation=(-22.00 / any) Max Slope=(0.41)) Move-Data used:'kbot4' Has 1 Map-Area(s) occupying 85.08% of the map. (used by 32 unit-defs)

[t=00:01:35.208446][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type: Min/Max Elevation=(any / any) Max Slope=(0.41)) Move-Data used:'bhover5' Has 1 Map-Area(s) occupying 85.08% of the map. (used by 4 unit-defs)

[t=00:01:35.213446][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:

Min/Max Elevation=(-5000.00 / any) Max Slope=(1.00)) Move-Data used:'atkbot3'
Has 1 Map-Area(s) occupying 100.00% of the map. (used by 4 unit-defs)
[t=00:01:35.219446][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:
Min/Max Elevation=(-22.00 / any) Max Slope=(1.00)) Move-Data used:'tkbot4' Has 1
Map-Area(s) occupying 96.12% of the map. (used by 10 unit-defs)
[t=00:01:35.225447][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:
Min/Max Elevation=(-16.00 / any) Max Slope=(1.00)) Move-Data used:'tkbot2' Has 1
Map-Area(s) occupying 96.00% of the map. (used by 4 unit-defs)
[t=00:01:35.229447][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:
Min/Max Elevation=(any / any) Max Slope=(0.11)) Move-Data used:'hover3' Has 3
Map-Area(s) occupying 72.92% of the map. (used by 13 unit-defs)
[t=00:01:35.233447][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:
Min/Max Elevation=(-16.00 / any) Max Slope=(0.41)) Move-Data used:'skbot2' Has 1
Map-Area(s) occupying 85.08% of the map. (used by 3 unit-defs)
[t=00:01:35.234447][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:
Min/Max Elevation=(any / -5.00) Max Slope=(1.00)) Move-Data used:'boat4' Has 0
Map-Area(s) occupying 0.00% of the map. (used by 8 unit-defs)
[t=00:01:35.238448][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Mobile-Type:
Min/Max Elevation=(-22.00 / any) Max Slope=(0.11)) Move-Data used:'tank4' Has 3
Map-Area(s) occupying 72.92% of the map. (used by 20 unit-defs)
[t=00:01:35.329453][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: No config file!
(LuaRules/Configs/1051344CircuitAIBeginner64/stable/TitanDuel_2.2.json.json)
[t=00:01:35.347454][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\behaviour.json
[t=00:01:35.367455][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\block_map.json
[t=00:01:35.376455][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\build_chain.json
[t=00:01:35.389456][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\commander.json
[t=00:01:35.410457][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\economy.json
[t=00:01:35.425458][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero

K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\factory.json
[t=00:01:35.465461][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Load config:
C:\Program Files (x86)\Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\config\response.json
[t=00:01:35.536465][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: CONFIG
config: has unknown UnitDef 'chicken_digger_b'
[t=00:01:35.536465][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: CONFIG
config: has unknown UnitDef 'chicken_listener_b'
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: C:/Program
Files (x86)/Zero K\AI\Skirmish\1051344CircuitAIBeginner64\stable\script\commander.as (0, 0)
: ERR : Failed to open script file 'C:/Program Files (x86)/Zero
K\AI\Skirmish\1051344CircuitAIBeginner64\stable\script\commander.as'
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Script: Unable
to add section!
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Script:
'IUnitTask@ MakeTask(CCircuitUnit@)' not found!
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Script: 'bool
IsAirValid()' not found!
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Script:
'IUnitTask@ MakeTask(CCircuitUnit@)' not found!
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Script:
'IUnitTask@ MakeTask(CCircuitUnit@)' not found!
[t=00:01:35.557466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>: Script: 'void
OpenStrategy(const CCircuitDef@, const AIFloat3& in)' not found!
[t=00:01:35.558466][f=-000001] Skirmish AI <DevCircuitAIBeginner64-stable>:
DevCircuitAIBeginner64 1.2.7 (0) Initialized!
[t=00:01:35.559466][f=-000001] [AIWrapper::SendUnitEvents][AI=0 team=1] numUnits=0
[t=00:01:35.559466][f=-000001] [~ScopedOnceTimer][Game::LoadSkirmishAIs] 510ms
[t=00:01:35.591468][f=-000001] [LuaMemPool::LogStats][handle=LuaIntro (unsynced)]
index=2 numAllocs{int+, int-, ext, int_p}={0, 0, 10101, 0.0} allocatedSize{int+, int-, ext}={0, 0,
1798635}, avgAllocTime{int+, int-, ext}={0.0000, 0.0000, 0.7920}
[t=00:01:37.152557][f=-000001] SetLobbyButtonEnabled, false
[t=00:01:37.160557][f=-000001] UpdateInterfacePreset, minimapRight
[t=00:01:37.249563][f=-000001] TotalHideLobbyInterface, true
[t=00:02:05.859199][f=-000001] Warning: [Watchdog] Hang detection triggered for Spring
105.1.1-1774-g5e966db BAR105.
[t=00:02:05.859199][f=-000001] Warning: (in threads: {main,load,audio,vfsi}={1,0,0,0})
[t=00:02:05.999207][f=-000001] Warning: DLL information:
[t=00:02:05.999207][f=-000001] Error: 0x000000013fe00000 spring

[t=00:02:05.999207][f=-000001] Error: 0x0000000076ea0000 ntdll
[t=00:02:05.999207][f=-000001] Error: 0x000007fee3e80000 aswhook
[t=00:02:05.999207][f=-000001] Error: 0x0000000076c80000 kernel32
[t=00:02:05.999207][f=-000001] Error: 0x000007fefca70000 KERNELBASE
[t=00:02:05.999207][f=-000001] Error: 0x000007fefe760000 ADVAPI32
[t=00:02:05.999207][f=-000001] Error: 0x000007fefe970000 msvcrt
[t=00:02:05.999207][f=-000001] Error: 0x000007fefd690000 sechost
[t=00:02:05.999207][f=-000001] Error: 0x000007fefe840000 RPCRT4
[t=00:02:05.999207][f=-000001] Error: 0x000007fed4d60000 GLU32
[t=00:02:05.999207][f=-000001] Error: 0x000007fecf930000 OPENG32
[t=00:02:05.999207][f=-000001] Error: 0x000007fefef40000 GDI32
[t=00:02:05.999207][f=-000001] Error: 0x0000000076da0000 USER32
[t=00:02:06.000207][f=-000001] Error: 0x000007fefcec0000 LPK
[t=00:02:06.000207][f=-000001] Error: 0x000007feff0c0000 USP10
[t=00:02:06.000207][f=-000001] Error: 0x000007fed1030000 DDRAW
[t=00:02:06.000207][f=-000001] Error: 0x000007fef09a0000 DCIMAN32
[t=00:02:06.000207][f=-000001] Error: 0x000007fefa70000 SETUPAPI
[t=00:02:06.000207][f=-000001] Error: 0x000007fefcd60000 CFGMGR32
[t=00:02:06.000207][f=-000001] Error: 0x000007fed10000 OLEAUT32
[t=00:02:06.000207][f=-000001] Error: 0x000007fed6b0000 ole32
[t=00:02:06.000207][f=-000001] Error: 0x000007fefcae0000 DEVOBJ
[t=00:02:06.000207][f=-000001] Error: 0x000007fefa610000 dwmapi
[t=00:02:06.000207][f=-000001] Error: 0x000007fefec50000 imagehlp
[t=00:02:06.000207][f=-000001] Error: 0x000007fef9b90000 IPHLPAPI
[t=00:02:06.000207][f=-000001] Error: 0x000007fefcdb0000 NSI
[t=00:02:06.000207][f=-000001] Error: 0x000007fef9b80000 WINNSI
[t=00:02:06.000207][f=-000001] Error: 0x000007fed9d0000 SHELL32
[t=00:02:06.000207][f=-000001] Error: 0x000007fefcdf0000 SHLWAPI
[t=00:02:06.000207][f=-000001] Error: 0x000007fefce70000 WS2_32
[t=00:02:06.001207][f=-000001] Error: 0x000007fec3130000 libcurl
[t=00:02:06.001207][f=-000001] Error: 0x000007fec030000 bcrypt
[t=00:02:06.001207][f=-000001] Error: 0x000007fefcb0000 CRYPT32
[t=00:02:06.001207][f=-000001] Error: 0x000007fefca0000 MSASN1
[t=00:02:06.001207][f=-000001] Error: 0x0000000077040000 Normaliz
[t=00:02:06.001207][f=-000001] Error: 0x000007fefa10000 WLDAP32
[t=00:02:06.001207][f=-000001] Error: 0x000000006b600000 OpenAL32
[t=00:02:06.001207][f=-000001] Error: 0x000007fef97c0000 WINMM
[t=00:02:06.001207][f=-000001] Error: 0x000000006b3c0000 libvorbisfile-3
[t=00:02:06.001207][f=-000001] Error: 0x000000006d540000 libvorbis-0

[t=00:02:06.001207][f=-000001] Error: 0x0000000070680000	libogg-0
[t=00:02:06.001207][f=-000001] Error: 0x000007fed4e20000	zlib1
[t=00:02:06.002207][f=-000001] Error: 0x000000006a1c0000	liblL
[t=00:02:06.002207][f=-000001] Error: 0x000007fed0710000	libfreetype-6
[t=00:02:06.002207][f=-000001] Error: 0x000007fee810000	libbz2
[t=00:02:06.002207][f=-000001] Error: 0x000007fec3780000	libharfbuzz-0
[t=00:02:06.002207][f=-000001] Error: 0x000007fef0940000	libgcc_s_seh-1
[t=00:02:06.002207][f=-000001] Error: 0x000007fed4d40000	libwinpthread-1
[t=00:02:06.002207][f=-000001] Error: 0x000007fecacb0000	libglib-2.0-0
[t=00:02:06.002207][f=-000001] Error: 0x000007fee300000	libintl-8
[t=00:02:06.002207][f=-000001] Error: 0x000007feccc60000	libiconv-2
[t=00:02:06.002207][f=-000001] Error: 0x000007fed3ee0000	libpcre-1
[t=00:02:06.002207][f=-000001] Error: 0x000007fed41c0000	libpng16-16
[t=00:02:06.002207][f=-000001] Error: 0x000007fed2890000	libfontconfig-1
[t=00:02:06.002207][f=-000001] Error: 0x000007fed3ea0000	libexpat-1
[t=00:02:06.002207][f=-000001] Error: 0x000000006ed80000	glew32
[t=00:02:06.002207][f=-000001] Error: 0x000007fec79c0000	SDL2
[t=00:02:06.002207][f=-000001] Error: 0x000007fefcdc0000	IMM32
[t=00:02:06.002207][f=-000001] Error: 0x000007fefefb0000	MSCTF
[t=00:02:06.003207][f=-000001] Error: 0x000007fefb5a0000	VERSION
[t=00:02:06.003207][f=-000001] Error: 0x000007fece370000	gameoverlayrenderer64
[t=00:02:06.003207][f=-000001] Error: 0x0000000077050000	PSAPI
[t=00:02:06.003207][f=-000001] Error: 0x000007fef9cb0000	api-ms-win-core-synch-l1-2-0
[t=00:02:06.003207][f=-000001] Error: 0x000007fefa9f0000	uxtheme
[t=00:02:06.003207][f=-000001] Error: 0x000007fee5280000	mscms
[t=00:02:06.003207][f=-000001] Error: 0x000007fefca50000	USERENV
[t=00:02:06.003207][f=-000001] Error: 0x000007fefc9f0000	profapi
[t=00:02:06.003207][f=-000001] Error: 0x000007fef15c0000	icm32
[t=00:02:06.003207][f=-000001] Error: 0x000007fed4b70000	atig6pxx
[t=00:02:06.003207][f=-000001] Error: 0x0000000065f30000	atio6axx
[t=00:02:06.003207][f=-000001] Error: 0x000007fef9bd0000	atiadlxx
[t=00:02:06.003207][f=-000001] Error: 0x000007fefac00000	PROPSYS
[t=00:02:06.003207][f=-000001] Error: 0x000007fefb2f0000	WTSAPI32
[t=00:02:06.003207][f=-000001] Error: 0x00000000003d0000	WINTRUST
[t=00:02:06.003207][f=-000001] Error: 0x000007fef45f0000	aticfx64
[t=00:02:06.003207][f=-000001] Error: 0x000007fed4b50000	atig6txx
[t=00:02:06.004207][f=-000001] Error: 0x000007fec850000	CRYPTBASE
[t=00:02:06.004207][f=-000001] Error: 0x000007fed8b0000	CLBCatQ
[t=00:02:06.004207][f=-000001] Error: 0x000007fef0aa0000	shfolder

[t=00:02:06.004207][f=-000001] Error: 0x000007fefaa50000 MMDDevApi
[t=00:02:06.004207][f=-000001] Error: 0x000007fef9300000 AUDIOSES
[t=00:02:06.004207][f=-000001] Error: 0x000007fefc790000 secur32
[t=00:02:06.004207][f=-000001] Error: 0x000007fefc7c0000 SSPICLI
[t=00:02:06.004207][f=-000001] Error: 0x000007fef94d0000 dhcpcsvc
[t=00:02:06.004207][f=-000001] Error: 0x000007fefbe30000 mswsock
[t=00:02:06.004207][f=-000001] Error: 0x000007fefb3d0000 wshtcpip
[t=00:02:06.004207][f=-000001] Error: 0x000007fec2a0000 NLAapi
[t=00:02:06.004207][f=-000001] Error: 0x000007feee210000 napinsp
[t=00:02:06.004207][f=-000001] Error: 0x000007feee240000 pnrpnsp
[t=00:02:06.004207][f=-000001] Error: 0x000007fefbcb0000 DNSAPI
[t=00:02:06.004207][f=-000001] Error: 0x000007feee0b0000 winnr
[t=00:02:06.005207][f=-000001] Error: 0x000007feee080000 wshbth
[t=00:02:06.005207][f=-000001] Error: 0x000007fef9520000 fwpucInt
[t=00:02:06.005207][f=-000001] Error: 0x000007fef2ef0000 rasadhlp
[t=00:02:06.005207][f=-000001] Error: 0x000007fefaaa0000 avrt
[t=00:02:06.006207][f=-000001] Error: 0x000007fefbe20000 wship6
[t=00:02:06.006207][f=-000001] Error: 0x000007fed40e0000 AllInterface
[t=00:02:06.006207][f=-000001] Error: 0x000007fec2b50000 SkirmishAI
[t=00:02:06.006207][f=-000001] Error: 0x000007fefb5b0000 dbghelp
[t=00:02:06.006207][f=-000001] Warning: Stacktrace (main) for Spring 105.1.1-1774-g5e966db BAR105:
[t=00:02:06.071211][f=-000001] Warning: [ProgCtr=0000000076f09aea
StackPtr=00000000003ce498 FramePtr=000000000768b550]
[t=00:02:06.071211][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x00000000000069aea]
[t=00:02:06.071211][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000001203]
[t=00:02:06.071211][f=-000001] Warning: (2) C:\Windows\system32\atio6axx.dll
[0x00000000000d26ed8]
[t=00:02:06.071211][f=-000001] Warning: (3) C:\Windows\system32\atio6axx.dll
[0x00000000000ce5580]
[t=00:02:06.071211][f=-000001] Warning: (4) C:\Windows\system32\atio6axx.dll
[0x00000000000cd7289]
[t=00:02:06.071211][f=-000001] Warning: (5) C:\Windows\system32\atio6axx.dll
[0x00000000000ceddce]
[t=00:02:06.071211][f=-000001] Warning: (6) C:\Windows\system32\atio6axx.dll
[0x00000000000d1e9bd]
[t=00:02:06.071211][f=-000001] Warning: (7) C:\Windows\system32\atio6axx.dll

[0x0000000000d1d1d4]

[t=00:02:06.071211][f=-000001] Warning: (8) C:\Windows\system32\atio6axx.dll

[0x00000000008d36c9]

[t=00:02:06.072211][f=-000001] Warning: (9) C:\Windows\system32\atio6axx.dll

[0x00000000008fd625]

[t=00:02:06.072211][f=-000001] Warning: (10) C:\Windows\system32\atio6axx.dll

[0x00000000008fd6ea]

[t=00:02:06.072211][f=-000001] Warning: (11) C:\Windows\system32\atio6axx.dll

[0x00000000009427ca]

[t=00:02:06.072211][f=-000001] Warning: (12) C:\Windows\system32\atio6axx.dll

[0x0000000000942c8d]

[t=00:02:06.072211][f=-000001] Warning: (13) C:\Windows\system32\atio6axx.dll

[0x00000000009437ea]

[t=00:02:06.072211][f=-000001] Warning: (14) C:\Windows\system32\atio6axx.dll

[0x0000000000943a14]

[t=00:02:06.072211][f=-000001] Warning: (15) C:\Windows\system32\atio6axx.dll

[0x00000000008f9113]

[t=00:02:06.072211][f=-000001] Warning: (16) C:\Windows\system32\atio6axx.dll

[0x00000000008deddc]

[t=00:02:06.072211][f=-000001] Warning: (17) C:\Windows\system32\atio6axx.dll

[0x000000000009ecc9]

[t=00:02:06.072211][f=-000001] Warning: (18) C:\Windows\system32\atio6axx.dll

[0x0000000000463f0e]

[t=00:02:06.072211][f=-000001] Warning: (19) C:\Windows\system32\atio6axx.dll

[0x00000000007b5bdd]

[t=00:02:06.072211][f=-000001] Warning: (20) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014024fb2d]

[t=00:02:06.072211][f=-000001] Warning: (21) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140908569]

[t=00:02:06.072211][f=-000001] Warning: (22) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001409390b9]

[t=00:02:06.072211][f=-000001] Warning: (23) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013ff5e4ec]

[t=00:02:06.072211][f=-000001] Warning: (24) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fedd1ff]

[t=00:02:06.072211][f=-000001] Warning: (25) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe335d0]

[t=00:02:06.072211][f=-000001] Warning: (26) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe40b5c]

[t=00:02:06.073211][f=-000001] Warning: (27) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014043d104]

[t=00:02:06.073211][f=-000001] Warning: (28) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001404407d8]

[t=00:02:06.073211][f=-000001] Warning: (29) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140420f3c]

[t=00:02:06.073211][f=-000001] Warning: (30) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe013c1]

[t=00:02:06.073211][f=-000001] Warning: (31) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe014d6]

[t=00:02:06.073211][f=-000001] Warning: (32) C:\Windows\system32\kernel32.dll [0x0000000000001556d]

[t=00:02:06.073211][f=-000001] Warning: (33) C:\Windows\SYSTEM32\ntdll.dll [0x0000000000005372d]

[t=00:02:06.073211][f=-000001] Warning: Stacktrace (audio) for Spring 105.1.1-1774-g5e966db BAR105:

[t=00:02:06.076211][f=-000001] Warning: [ProgCtr=0000000076f097ea StackPtr=000000001aa5f4c8 FramePtr=000000001aa5f5c0]

[t=00:02:06.076211][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll [0x000000000000697ea]

[t=00:02:06.076211][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll [0x00000000000010dc]

[t=00:02:06.076211][f=-000001] Warning: (2) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408cf62a]

[t=00:02:06.076211][f=-000001] Warning: (3) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d130b]

[t=00:02:06.076211][f=-000001] Warning: (4) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d40cc]

[t=00:02:06.076211][f=-000001] Warning: (5) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014054b4ca]

[t=00:02:06.076211][f=-000001] Warning: (6) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140c09531]

[t=00:02:06.076211][f=-000001] Warning: (7) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d2edd]

[t=00:02:06.076211][f=-000001] Warning: (8) C:\Windows\system32\msvcrt.dll [0x0000000000000415f]

[t=00:02:06.076211][f=-000001] Warning: (9) C:\Windows\system32\msvcrt.dll [0x00000000000006ebd]

[t=00:02:06.076211][f=-000001] Warning: (10) C:\Windows\system32\kernel32.dll

[0x0000000000001556d]

[t=00:02:06.077211][f=-000001] Warning: (11) C:\Windows\SYSTEM32\ntdll.dll

[0x0000000000005372d]

[t=00:02:36.498951][f=-000001] Warning: [Watchdog] Hang detection triggered for Spring 105.1.1-1774-g5e966db BAR105.

[t=00:02:36.498951][f=-000001] Warning: (in threads: {main,load,audio,vfsi}={1,0,0,0})

[t=00:02:36.578956][f=-000001] Warning: DLL information:

[t=00:02:36.579956][f=-000001] Error: 0x000000013fe00000 spring

[t=00:02:36.579956][f=-000001] Error: 0x0000000076ea0000 ntdll

[t=00:02:36.579956][f=-000001] Error: 0x000007fee3e80000 aswhook

[t=00:02:36.579956][f=-000001] Error: 0x0000000076c80000 kernel32

[t=00:02:36.579956][f=-000001] Error: 0x000007fefca70000 KERNELBASE

[t=00:02:36.579956][f=-000001] Error: 0x000007fefe760000 ADVAPI32

[t=00:02:36.579956][f=-000001] Error: 0x000007fefe970000 msvcrt

[t=00:02:36.579956][f=-000001] Error: 0x000007fefd690000 sechost

[t=00:02:36.579956][f=-000001] Error: 0x000007fefe840000 RPCRT4

[t=00:02:36.579956][f=-000001] Error: 0x000007fed4d60000 GLU32

[t=00:02:36.579956][f=-000001] Error: 0x000007fecf930000 OPENG32

[t=00:02:36.579956][f=-000001] Error: 0x000007fefef40000 GDI32

[t=00:02:36.579956][f=-000001] Error: 0x0000000076da0000 USER32

[t=00:02:36.579956][f=-000001] Error: 0x000007feccec0000 LPK

[t=00:02:36.579956][f=-000001] Error: 0x000007feff0c0000 USP10

[t=00:02:36.579956][f=-000001] Error: 0x000007fed1030000 DDRAW

[t=00:02:36.580956][f=-000001] Error: 0x000007fef09a0000 DCIMAN32

[t=00:02:36.580956][f=-000001] Error: 0x000007fefa70000 SETUPAPI

[t=00:02:36.580956][f=-000001] Error: 0x000007fecfd60000 CFGMGR32

[t=00:02:36.580956][f=-000001] Error: 0x000007fed10000 OLEAUT32

[t=00:02:36.580956][f=-000001] Error: 0x000007fed6b0000 ole32

[t=00:02:36.580956][f=-000001] Error: 0x000007fecae0000 DEVOBJ

[t=00:02:36.580956][f=-000001] Error: 0x000007fefa610000 dwmapi

[t=00:02:36.580956][f=-000001] Error: 0x000007fec50000 imagehlp

[t=00:02:36.580956][f=-000001] Error: 0x000007fef9b90000 IPHLPAPI

[t=00:02:36.580956][f=-000001] Error: 0x000007fecdb0000 NSI

[t=00:02:36.580956][f=-000001] Error: 0x000007fef9b80000 WINNSI

[t=00:02:36.580956][f=-000001] Error: 0x000007fed9d0000 SHELL32

[t=00:02:36.580956][f=-000001] Error: 0x000007fecdf0000 SHLWAPI

[t=00:02:36.580956][f=-000001] Error: 0x000007fec70000 WS2_32

[t=00:02:36.580956][f=-000001] Error: 0x000007fec3130000 libcurl

[t=00:02:36.580956][f=-000001] Error: 0x000007fec030000 bcrypt

[t=00:02:36.580956][f=-000001] Error: 0x000007fefcb00000	CRYPT32
[t=00:02:36.580956][f=-000001] Error: 0x000007fefca00000	MSASN1
[t=00:02:36.581956][f=-000001] Error: 0x0000000077040000	Normaliz
[t=00:02:36.581956][f=-000001] Error: 0x000007fefe100000	WLDAP32
[t=00:02:36.581956][f=-000001] Error: 0x000000006b600000	OpenAL32
[t=00:02:36.581956][f=-000001] Error: 0x000007fef97c0000	WINMM
[t=00:02:36.581956][f=-000001] Error: 0x000000006b3c0000	libvorbisfile-3
[t=00:02:36.581956][f=-000001] Error: 0x000000006d540000	libvorbis-0
[t=00:02:36.581956][f=-000001] Error: 0x0000000070680000	libogg-0
[t=00:02:36.581956][f=-000001] Error: 0x000007fed4e20000	zlib1
[t=00:02:36.581956][f=-000001] Error: 0x000000006a1c0000	libIL
[t=00:02:36.581956][f=-000001] Error: 0x000007fed0710000	libfreetype-6
[t=00:02:36.581956][f=-000001] Error: 0x000007fee8100000	libbz2
[t=00:02:36.581956][f=-000001] Error: 0x000007fec3780000	libharfbuzz-0
[t=00:02:36.581956][f=-000001] Error: 0x000007fef0940000	libgcc_s_seh-1
[t=00:02:36.581956][f=-000001] Error: 0x000007fed4d40000	libwinpthread-1
[t=00:02:36.581956][f=-000001] Error: 0x000007fecacb0000	libglib-2.0-0
[t=00:02:36.581956][f=-000001] Error: 0x000007fee3000000	libintl-8
[t=00:02:36.581956][f=-000001] Error: 0x000007feccc60000	libiconv-2
[t=00:02:36.581956][f=-000001] Error: 0x000007fed3ee0000	libpcre-1
[t=00:02:36.582956][f=-000001] Error: 0x000007fed41c0000	libpng16-16
[t=00:02:36.582956][f=-000001] Error: 0x000007fed2890000	libfontconfig-1
[t=00:02:36.582956][f=-000001] Error: 0x000007fed3ea0000	libexpat-1
[t=00:02:36.582956][f=-000001] Error: 0x000000006ed80000	glew32
[t=00:02:36.582956][f=-000001] Error: 0x000007fec79c0000	SDL2
[t=00:02:36.582956][f=-000001] Error: 0x000007fefcdc0000	IMM32
[t=00:02:36.582956][f=-000001] Error: 0x000007fefefb0000	MSCTF
[t=00:02:36.582956][f=-000001] Error: 0x000007fefb5a0000	VERSION
[t=00:02:36.582956][f=-000001] Error: 0x000007fece370000	gameoverlayrenderer64
[t=00:02:36.582956][f=-000001] Error: 0x0000000077050000	PSAPI
[t=00:02:36.582956][f=-000001] Error: 0x000007fef9cb0000	api-ms-win-core-synch-l1-2-0
[t=00:02:36.582956][f=-000001] Error: 0x000007fefa9f0000	uxtheme
[t=00:02:36.582956][f=-000001] Error: 0x000007fee5280000	mscms
[t=00:02:36.582956][f=-000001] Error: 0x000007fefca50000	USERENV
[t=00:02:36.582956][f=-000001] Error: 0x000007fec9f00000	profapi
[t=00:02:36.582956][f=-000001] Error: 0x000007fef15c0000	icm32
[t=00:02:36.583956][f=-000001] Error: 0x000007fed4b70000	atig6pxx
[t=00:02:36.583956][f=-000001] Error: 0x0000000065f30000	atio6axx
[t=00:02:36.583956][f=-000001] Error: 0x000007fef9bd0000	atiadlxx

[t=00:02:36.583956][f=-000001] Error: 0x000007fefac00000 PROPSYS
[t=00:02:36.583956][f=-000001] Error: 0x000007febf2f0000 WTSAPI32
[t=00:02:36.583956][f=-000001] Error: 0x000000000003d0000 WINTRUST
[t=00:02:36.583956][f=-000001] Error: 0x000007fef45f0000 aticfx64
[t=00:02:36.583956][f=-000001] Error: 0x000007fed4b50000 atig6txx
[t=00:02:36.583956][f=-000001] Error: 0x000007fec850000 CRYPTBASE
[t=00:02:36.583956][f=-000001] Error: 0x000007fed8b0000 CLBCatQ
[t=00:02:36.583956][f=-000001] Error: 0x000007fef0aa0000 shfolder
[t=00:02:36.583956][f=-000001] Error: 0x000007fefaa50000 MMDevApi
[t=00:02:36.583956][f=-000001] Error: 0x000007fef9300000 AUDIOSES
[t=00:02:36.583956][f=-000001] Error: 0x000007fec790000 secur32
[t=00:02:36.583956][f=-000001] Error: 0x000007fec7c0000 SSPICLI
[t=00:02:36.583956][f=-000001] Error: 0x000007fef94d0000 dhcpcsvc
[t=00:02:36.583956][f=-000001] Error: 0x000007fefbe30000 mswsock
[t=00:02:36.583956][f=-000001] Error: 0x000007febf3d0000 wshtcpip
[t=00:02:36.583956][f=-000001] Error: 0x000007fec2a0000 NLAapi
[t=00:02:36.583956][f=-000001] Error: 0x000007feee210000 napinsp
[t=00:02:36.583956][f=-000001] Error: 0x000007feee240000 pnrpnsp
[t=00:02:36.583956][f=-000001] Error: 0x000007fefbcb0000 DNSAPI
[t=00:02:36.584956][f=-000001] Error: 0x000007feee0b0000 winmr
[t=00:02:36.584956][f=-000001] Error: 0x000007feee080000 wshbth
[t=00:02:36.584956][f=-000001] Error: 0x000007fef9520000 fwpucInt
[t=00:02:36.584956][f=-000001] Error: 0x000007fef2ef0000 rasadhlp
[t=00:02:36.584956][f=-000001] Error: 0x000007fefaaa0000 avrt
[t=00:02:36.584956][f=-000001] Error: 0x000007fefbe20000 wship6
[t=00:02:36.584956][f=-000001] Error: 0x000007fed40e0000 AllInterface
[t=00:02:36.584956][f=-000001] Error: 0x000007fec2b50000 SkirmishAI
[t=00:02:36.584956][f=-000001] Error: 0x000007febf5b0000 dbgHELP
[t=00:02:36.584956][f=-000001] Warning: Stacktrace (main) for Spring 105.1.1-1774-g5e966db BAR105:
[t=00:02:36.594957][f=-000001] Warning: [ProgCtr=0000000076f09aea
StackPtr=00000000003ce498 FramePtr=000000000768b550]
[t=00:02:36.594957][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x00000000000069aea]
[t=00:02:36.594957][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000001203]
[t=00:02:36.594957][f=-000001] Warning: (2) C:\Windows\system32\atio6axx.dll
[0x00000000000d26ed8]
[t=00:02:36.594957][f=-000001] Warning: (3) C:\Windows\system32\atio6axx.dll

[0x0000000000ce5580]
[t=00:02:36.594957][f=-000001] Warning: (4) C:\Windows\system32\atio6axx.dll
[0x0000000000cd7289]
[t=00:02:36.594957][f=-000001] Warning: (5) C:\Windows\system32\atio6axx.dll
[0x0000000000ceddce]
[t=00:02:36.594957][f=-000001] Warning: (6) C:\Windows\system32\atio6axx.dll
[0x0000000000d1e9bd]
[t=00:02:36.594957][f=-000001] Warning: (7) C:\Windows\system32\atio6axx.dll
[0x0000000000d1d1d4]
[t=00:02:36.594957][f=-000001] Warning: (8) C:\Windows\system32\atio6axx.dll
[0x00000000008d36c9]
[t=00:02:36.594957][f=-000001] Warning: (9) C:\Windows\system32\atio6axx.dll
[0x00000000008fd625]
[t=00:02:36.594957][f=-000001] Warning: (10) C:\Windows\system32\atio6axx.dll
[0x00000000008fd6ea]
[t=00:02:36.594957][f=-000001] Warning: (11) C:\Windows\system32\atio6axx.dll
[0x00000000009427ca]
[t=00:02:36.594957][f=-000001] Warning: (12) C:\Windows\system32\atio6axx.dll
[0x0000000000942c8d]
[t=00:02:36.594957][f=-000001] Warning: (13) C:\Windows\system32\atio6axx.dll
[0x00000000009437ea]
[t=00:02:36.595957][f=-000001] Warning: (14) C:\Windows\system32\atio6axx.dll
[0x0000000000943a14]
[t=00:02:36.595957][f=-000001] Warning: (15) C:\Windows\system32\atio6axx.dll
[0x00000000008f9113]
[t=00:02:36.595957][f=-000001] Warning: (16) C:\Windows\system32\atio6axx.dll
[0x00000000008deddc]
[t=00:02:36.595957][f=-000001] Warning: (17) C:\Windows\system32\atio6axx.dll
[0x00000000009ecc9]
[t=00:02:36.595957][f=-000001] Warning: (18) C:\Windows\system32\atio6axx.dll
[0x0000000000463f0e]
[t=00:02:36.595957][f=-000001] Warning: (19) C:\Windows\system32\atio6axx.dll
[0x00000000007b5bdd]
[t=00:02:36.595957][f=-000001] Warning: (20) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014024fb2d]
[t=00:02:36.595957][f=-000001] Warning: (21) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140908569]
[t=00:02:36.595957][f=-000001] Warning: (22) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001409390b9]

[t=00:02:36.595957][f=-000001] Warning: (23) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013ff5e4ec]

[t=00:02:36.595957][f=-000001] Warning: (24) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fedd1ff]

[t=00:02:36.595957][f=-000001] Warning: (25) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe335d0]

[t=00:02:36.595957][f=-000001] Warning: (26) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe40b5c]

[t=00:02:36.595957][f=-000001] Warning: (27) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014043d104]

[t=00:02:36.595957][f=-000001] Warning: (28) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001404407d8]

[t=00:02:36.595957][f=-000001] Warning: (29) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140420f3c]

[t=00:02:36.595957][f=-000001] Warning: (30) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe013c1]

[t=00:02:36.595957][f=-000001] Warning: (31) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe014d6]

[t=00:02:36.595957][f=-000001] Warning: (32) C:\Windows\system32\kernel32.dll [0x0000000000001556d]

[t=00:02:36.595957][f=-000001] Warning: (33) C:\Windows\SYSTEM32\ntdll.dll [0x0000000000005372d]

[t=00:02:36.595957][f=-000001] Warning: Stacktrace (audio) for Spring 105.1.1-1774-g5e966db BAR105:

[t=00:02:36.598957][f=-000001] Warning: [ProgCtr=0000000076f097ea StackPtr=000000001aa5f4c8 FramePtr=000000001aa5f5c0]

[t=00:02:36.598957][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll [0x000000000000697ea]

[t=00:02:36.598957][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll [0x00000000000010dc]

[t=00:02:36.598957][f=-000001] Warning: (2) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408cf62a]

[t=00:02:36.598957][f=-000001] Warning: (3) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d130b]

[t=00:02:36.598957][f=-000001] Warning: (4) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d40cc]

[t=00:02:36.598957][f=-000001] Warning: (5) C:\Program Files (x86)\Zero K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014054b4ca]

[t=00:02:36.598957][f=-000001] Warning: (6) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140c09531]
[t=00:02:36.598957][f=-000001] Warning: (7) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d2edd]
[t=00:02:36.598957][f=-000001] Warning: (8) C:\Windows\system32\msvcrt.dll
[0x0000000000000415f]
[t=00:02:36.598957][f=-000001] Warning: (9) C:\Windows\system32\msvcrt.dll
[0x00000000000006ebd]
[t=00:02:36.598957][f=-000001] Warning: (10) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]
[t=00:02:36.598957][f=-000001] Warning: (11) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]
[t=00:03:07.026698][f=-000001] Warning: [Watchdog] Hang detection triggered for Spring
105.1.1-1774-g5e966db BAR105.
[t=00:03:07.026698][f=-000001] Warning: (in threads: {main,load,audio,vfsi}={1,0,0,0})
[t=00:03:07.108702][f=-000001] Warning: DLL information:
[t=00:03:07.108702][f=-000001] Error: 0x000000013fe00000 spring
[t=00:03:07.108702][f=-000001] Error: 0x0000000076ea0000 ntdll
[t=00:03:07.108702][f=-000001] Error: 0x000007fee3e80000 aswhook
[t=00:03:07.108702][f=-000001] Error: 0x0000000076c80000 kernel32
[t=00:03:07.108702][f=-000001] Error: 0x000007fefca70000 KERNELBASE
[t=00:03:07.108702][f=-000001] Error: 0x000007fefe760000 ADVAPI32
[t=00:03:07.108702][f=-000001] Error: 0x000007fefe970000 msvcrt
[t=00:03:07.108702][f=-000001] Error: 0x000007fef690000 sechost
[t=00:03:07.108702][f=-000001] Error: 0x000007fefe840000 RPCRT4
[t=00:03:07.108702][f=-000001] Error: 0x000007fed4d60000 GLU32
[t=00:03:07.108702][f=-000001] Error: 0x000007fecf930000 OPENG32
[t=00:03:07.108702][f=-000001] Error: 0x000007fefef40000 GDI32
[t=00:03:07.108702][f=-000001] Error: 0x0000000076da0000 USER32
[t=00:03:07.108702][f=-000001] Error: 0x000007fecfec0000 LPK
[t=00:03:07.108702][f=-000001] Error: 0x000007feff0c0000 USP10
[t=00:03:07.108702][f=-000001] Error: 0x000007fed1030000 DDRAW
[t=00:03:07.108702][f=-000001] Error: 0x000007fef09a0000 DCIMAN32
[t=00:03:07.108702][f=-000001] Error: 0x000007fefe7a0000 SETUPAPI
[t=00:03:07.109702][f=-000001] Error: 0x000007fefcd60000 CFGMGR32
[t=00:03:07.109702][f=-000001] Error: 0x000007fef610000 OLEAUT32
[t=00:03:07.109702][f=-000001] Error: 0x000007fef6b0000 ole32
[t=00:03:07.109702][f=-000001] Error: 0x000007fefcae0000 DEVOBJ
[t=00:03:07.109702][f=-000001] Error: 0x000007fefa610000 dwmapi
[t=00:03:07.109702][f=-000001] Error: 0x000007fec50000 imagehlp

[t=00:03:07.109702][f=-000001] Error: 0x000007fef9b90000	IPHLPAPI
[t=00:03:07.109702][f=-000001] Error: 0x000007fefcdb0000	NSI
[t=00:03:07.109702][f=-000001] Error: 0x000007fef9b80000	WINNSI
[t=00:03:07.109702][f=-000001] Error: 0x000007fed9d0000	SHELL32
[t=00:03:07.109702][f=-000001] Error: 0x000007fefcdf0000	SHLWAPI
[t=00:03:07.109702][f=-000001] Error: 0x000007fefce70000	WS2_32
[t=00:03:07.109702][f=-000001] Error: 0x000007fec3130000	libcurl
[t=00:03:07.109702][f=-000001] Error: 0x000007fec030000	bcrypt
[t=00:03:07.109702][f=-000001] Error: 0x000007fecb00000	CRYPT32
[t=00:03:07.109702][f=-000001] Error: 0x000007fefca00000	MSASN1
[t=00:03:07.109702][f=-000001] Error: 0x0000000077040000	Normaliz
[t=00:03:07.109702][f=-000001] Error: 0x000007fefe10000	WLDAP32
[t=00:03:07.109702][f=-000001] Error: 0x000000006b600000	OpenAL32
[t=00:03:07.109702][f=-000001] Error: 0x000007fef97c0000	WINMM
[t=00:03:07.109702][f=-000001] Error: 0x000000006b3c0000	libvorbisfile-3
[t=00:03:07.109702][f=-000001] Error: 0x000000006d540000	libvorbis-0
[t=00:03:07.109702][f=-000001] Error: 0x0000000070680000	libogg-0
[t=00:03:07.109702][f=-000001] Error: 0x000007fed4e20000	zlib1
[t=00:03:07.109702][f=-000001] Error: 0x000000006a1c0000	libIL
[t=00:03:07.109702][f=-000001] Error: 0x000007fed0710000	libfreetype-6
[t=00:03:07.109702][f=-000001] Error: 0x000007feee810000	libbz2
[t=00:03:07.109702][f=-000001] Error: 0x000007fec3780000	libharfbuzz-0
[t=00:03:07.109702][f=-000001] Error: 0x000007fef0940000	libgcc_s_seh-1
[t=00:03:07.109702][f=-000001] Error: 0x000007fed4d40000	libwinpthread-1
[t=00:03:07.110702][f=-000001] Error: 0x000007fecacb0000	libglib-2.0-0
[t=00:03:07.110702][f=-000001] Error: 0x000007feee300000	libintl-8
[t=00:03:07.110702][f=-000001] Error: 0x000007feccc60000	libiconv-2
[t=00:03:07.110702][f=-000001] Error: 0x000007fed3ee0000	libpcre-1
[t=00:03:07.110702][f=-000001] Error: 0x000007fed41c0000	libpng16-16
[t=00:03:07.110702][f=-000001] Error: 0x000007fed2890000	libfontconfig-1
[t=00:03:07.110702][f=-000001] Error: 0x000007fed3ea0000	libexpat-1
[t=00:03:07.110702][f=-000001] Error: 0x000000006ed80000	glew32
[t=00:03:07.110702][f=-000001] Error: 0x000007fec79c0000	SDL2
[t=00:03:07.110702][f=-000001] Error: 0x000007fecdc0000	IMM32
[t=00:03:07.110702][f=-000001] Error: 0x000007fefefb0000	MSCTF
[t=00:03:07.110702][f=-000001] Error: 0x000007fefb5a0000	VERSION
[t=00:03:07.110702][f=-000001] Error: 0x000007fece370000	gameoverlayrenderer64
[t=00:03:07.110702][f=-000001] Error: 0x0000000077050000	PSAPI
[t=00:03:07.110702][f=-000001] Error: 0x000007fef9cb0000	api-ms-win-core-synch-l1-2-0

[t=00:03:07.110702][f=-000001] Error: 0x000007fefa9f0000 uxtheme
[t=00:03:07.110702][f=-000001] Error: 0x000007fee5280000 mscms
[t=00:03:07.110702][f=-000001] Error: 0x000007fefca50000 USERENV
[t=00:03:07.110702][f=-000001] Error: 0x000007fefc9f0000 profapi
[t=00:03:07.110702][f=-000001] Error: 0x000007fef15c0000 icm32
[t=00:03:07.110702][f=-000001] Error: 0x000007fed4b70000 atig6pxx
[t=00:03:07.110702][f=-000001] Error: 0x0000000065f30000 atio6axx
[t=00:03:07.110702][f=-000001] Error: 0x000007fef9bd0000 atiadlxx
[t=00:03:07.110702][f=-000001] Error: 0x000007fefac0000 PROPSYS
[t=00:03:07.110702][f=-000001] Error: 0x000007fefb2f0000 WTSAPI32
[t=00:03:07.110702][f=-000001] Error: 0x00000000003d0000 WINTRUST
[t=00:03:07.110702][f=-000001] Error: 0x000007fef45f0000 aticfx64
[t=00:03:07.110702][f=-000001] Error: 0x000007fed4b50000 atig6txx
[t=00:03:07.110702][f=-000001] Error: 0x000007fefc850000 CRYPTBASE
[t=00:03:07.110702][f=-000001] Error: 0x000007fefd8b0000 CLBCatQ
[t=00:03:07.111702][f=-000001] Error: 0x000007fef0aa0000 shfolder
[t=00:03:07.111702][f=-000001] Error: 0x000007fefaa50000 MMDevApi
[t=00:03:07.111702][f=-000001] Error: 0x000007fef930000 AUDIOSSES
[t=00:03:07.111702][f=-000001] Error: 0x000007fefc790000 secur32
[t=00:03:07.111702][f=-000001] Error: 0x000007fefc7c0000 SSPICLI
[t=00:03:07.111702][f=-000001] Error: 0x000007fef94d0000 dhcpcsvc
[t=00:03:07.111702][f=-000001] Error: 0x000007fefbe30000 mswsock
[t=00:03:07.111702][f=-000001] Error: 0x000007fefb3d0000 wshtcpip
[t=00:03:07.111702][f=-000001] Error: 0x000007fefc2a0000 NLAapi
[t=00:03:07.111702][f=-000001] Error: 0x000007feee210000 napinsp
[t=00:03:07.111702][f=-000001] Error: 0x000007feee240000 pnrpnsp
[t=00:03:07.111702][f=-000001] Error: 0x000007fefbcb0000 DNSAPI
[t=00:03:07.111702][f=-000001] Error: 0x000007feee0b0000 winnrn
[t=00:03:07.111702][f=-000001] Error: 0x000007feee080000 wshbth
[t=00:03:07.111702][f=-000001] Error: 0x000007fef9520000 fwpucnlnt
[t=00:03:07.111702][f=-000001] Error: 0x000007fef2ef0000 rasadhlp
[t=00:03:07.111702][f=-000001] Error: 0x000007fefaaa0000 avrt
[t=00:03:07.111702][f=-000001] Error: 0x000007fefbe20000 wship6
[t=00:03:07.111702][f=-000001] Error: 0x000007fed40e0000 AllInterface
[t=00:03:07.111702][f=-000001] Error: 0x000007fec2b50000 SkirmishAI
[t=00:03:07.111702][f=-000001] Error: 0x000007fefb5b0000 dbghelp
[t=00:03:07.111702][f=-000001] Warning: Stacktrace (main) for Spring 105.1.1-1774-g5e966db
BAR105:
[t=00:03:07.121703][f=-000001] Warning: [ProgCtr=0000000076f09aea

StackPtr=00000000003ce498 FramePtr=0000000000768b550]

[t=00:03:07.121703][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x00000000000069aea]

[t=00:03:07.121703][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x0000000000001203]

[t=00:03:07.121703][f=-000001] Warning: (2) C:\Windows\system32\atio6axx.dll
[0x0000000000d26ed8]

[t=00:03:07.121703][f=-000001] Warning: (3) C:\Windows\system32\atio6axx.dll
[0x0000000000ce5580]

[t=00:03:07.121703][f=-000001] Warning: (4) C:\Windows\system32\atio6axx.dll
[0x0000000000cd7289]

[t=00:03:07.121703][f=-000001] Warning: (5) C:\Windows\system32\atio6axx.dll
[0x0000000000ceddce]

[t=00:03:07.121703][f=-000001] Warning: (6) C:\Windows\system32\atio6axx.dll
[0x0000000000d1e9bd]

[t=00:03:07.121703][f=-000001] Warning: (7) C:\Windows\system32\atio6axx.dll
[0x0000000000d1d1d4]

[t=00:03:07.121703][f=-000001] Warning: (8) C:\Windows\system32\atio6axx.dll
[0x00000000008d36c9]

[t=00:03:07.122703][f=-000001] Warning: (9) C:\Windows\system32\atio6axx.dll
[0x00000000008fd625]

[t=00:03:07.122703][f=-000001] Warning: (10) C:\Windows\system32\atio6axx.dll
[0x00000000008fd6ea]

[t=00:03:07.122703][f=-000001] Warning: (11) C:\Windows\system32\atio6axx.dll
[0x00000000009427ca]

[t=00:03:07.122703][f=-000001] Warning: (12) C:\Windows\system32\atio6axx.dll
[0x0000000000942c8d]

[t=00:03:07.122703][f=-000001] Warning: (13) C:\Windows\system32\atio6axx.dll
[0x00000000009437ea]

[t=00:03:07.122703][f=-000001] Warning: (14) C:\Windows\system32\atio6axx.dll
[0x0000000000943a14]

[t=00:03:07.122703][f=-000001] Warning: (15) C:\Windows\system32\atio6axx.dll
[0x00000000008f9113]

[t=00:03:07.122703][f=-000001] Warning: (16) C:\Windows\system32\atio6axx.dll
[0x00000000008deddc]

[t=00:03:07.122703][f=-000001] Warning: (17) C:\Windows\system32\atio6axx.dll
[0x00000000009ecc9]

[t=00:03:07.122703][f=-000001] Warning: (18) C:\Windows\system32\atio6axx.dll
[0x0000000000463f0e]

[t=00:03:07.122703][f=-000001] Warning: (19) C:\Windows\system32\atio6axx.dll
[0x000000000007b5bdd]

[t=00:03:07.122703][f=-000001] Warning: (20) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014024fb2d]

[t=00:03:07.122703][f=-000001] Warning: (21) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140908569]

[t=00:03:07.122703][f=-000001] Warning: (22) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001409390b9]

[t=00:03:07.122703][f=-000001] Warning: (23) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013ff5e4ec]

[t=00:03:07.122703][f=-000001] Warning: (24) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fedd1ff]

[t=00:03:07.122703][f=-000001] Warning: (25) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe335d0]

[t=00:03:07.122703][f=-000001] Warning: (26) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe40b5c]

[t=00:03:07.122703][f=-000001] Warning: (27) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014043d104]

[t=00:03:07.122703][f=-000001] Warning: (28) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001404407d8]

[t=00:03:07.122703][f=-000001] Warning: (29) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140420f3c]

[t=00:03:07.122703][f=-000001] Warning: (30) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe013c1]

[t=00:03:07.122703][f=-000001] Warning: (31) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe014d6]

[t=00:03:07.122703][f=-000001] Warning: (32) C:\Windows\system32\kernel32.dll
[0x000000000001556d]

[t=00:03:07.122703][f=-000001] Warning: (33) C:\Windows\SYSTEM32\ntdll.dll
[0x000000000005372d]

[t=00:03:07.122703][f=-000001] Warning: Stacktrace (audio) for Spring 105.1.1-1774-
g5e966db BAR105:

[t=00:03:07.125703][f=-000001] Warning: [ProgCtr=0000000076f097ea
StackPtr=000000001aa5f4c8 FramePtr=000000001aa5f5c0]

[t=00:03:07.125703][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x000000000000697ea]

[t=00:03:07.125703][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000010dc]

[t=00:03:07.125703][f=-000001] Warning: (2) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408cf62a]
[t=00:03:07.125703][f=-000001] Warning: (3) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d130b]
[t=00:03:07.125703][f=-000001] Warning: (4) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d40cc]
[t=00:03:07.125703][f=-000001] Warning: (5) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014054b4ca]
[t=00:03:07.125703][f=-000001] Warning: (6) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140c09531]
[t=00:03:07.125703][f=-000001] Warning: (7) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d2edd]
[t=00:03:07.125703][f=-000001] Warning: (8) C:\Windows\system32\msvcrt.dll
[0x0000000000000415f]
[t=00:03:07.125703][f=-000001] Warning: (9) C:\Windows\system32\msvcrt.dll
[0x00000000000006ebd]
[t=00:03:07.125703][f=-000001] Warning: (10) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]
[t=00:03:07.125703][f=-000001] Warning: (11) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]
[t=00:03:37.556444][f=-000001] Warning: [Watchdog] Hang detection triggered for Spring
105.1.1-1774-g5e966db BAR105.
[t=00:03:37.556444][f=-000001] Warning: (in threads: {main,load,audio,vfsi}={1,0,0,0})
[t=00:03:37.636448][f=-000001] Warning: DLL information:
[t=00:03:37.636448][f=-000001] Error: 0x000000013fe00000 spring
[t=00:03:37.636448][f=-000001] Error: 0x0000000076ea0000 ntdll
[t=00:03:37.636448][f=-000001] Error: 0x000007fee3e80000 aswhook
[t=00:03:37.636448][f=-000001] Error: 0x0000000076c80000 kernel32
[t=00:03:37.636448][f=-000001] Error: 0x000007fefca70000 KERNELBASE
[t=00:03:37.636448][f=-000001] Error: 0x000007fefe760000 ADVAPI32
[t=00:03:37.636448][f=-000001] Error: 0x000007fefe970000 msvcrt
[t=00:03:37.636448][f=-000001] Error: 0x000007fef690000 sechost
[t=00:03:37.636448][f=-000001] Error: 0x000007fefe840000 RPCRT4
[t=00:03:37.636448][f=-000001] Error: 0x000007fed4d60000 GLU32
[t=00:03:37.636448][f=-000001] Error: 0x000007fecf930000 OPENG32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefef40000 GDI32
[t=00:03:37.637448][f=-000001] Error: 0x0000000076da0000 USER32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefcec0000 LPK
[t=00:03:37.637448][f=-000001] Error: 0x000007feff0c0000 USP10
[t=00:03:37.637448][f=-000001] Error: 0x000007fed1030000 DDRAW

[t=00:03:37.637448][f=-000001] Error: 0x000007fef09a0000	DCIMAN32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefa70000	SETUPAPI
[t=00:03:37.637448][f=-000001] Error: 0x000007fefcd60000	CFGMGR32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefd100000	OLEAUT32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefd6b0000	ole32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefcae0000	DEVOBJ
[t=00:03:37.637448][f=-000001] Error: 0x000007fef9b10000	dwmapi
[t=00:03:37.637448][f=-000001] Error: 0x000007fefec50000	imagehlp
[t=00:03:37.637448][f=-000001] Error: 0x000007fef9b90000	IPHLPAPI
[t=00:03:37.637448][f=-000001] Error: 0x000007fefcdb0000	NSI
[t=00:03:37.637448][f=-000001] Error: 0x000007fef9b80000	WINNSI
[t=00:03:37.637448][f=-000001] Error: 0x000007fefd9d0000	SHELL32
[t=00:03:37.637448][f=-000001] Error: 0x000007fefcdf0000	SHLWAPI
[t=00:03:37.638448][f=-000001] Error: 0x000007fefce70000	WS2_32
[t=00:03:37.638448][f=-000001] Error: 0x000007fec3130000	libcurl
[t=00:03:37.638448][f=-000001] Error: 0x000007fec030000	bcrypt
[t=00:03:37.638448][f=-000001] Error: 0x000007fefcb00000	CRYPT32
[t=00:03:37.638448][f=-000001] Error: 0x000007fefca00000	MSASN1
[t=00:03:37.638448][f=-000001] Error: 0x0000000077040000	Normaliz
[t=00:03:37.638448][f=-000001] Error: 0x000007fefa10000	WLDAP32
[t=00:03:37.638448][f=-000001] Error: 0x000000006b600000	OpenAL32
[t=00:03:37.638448][f=-000001] Error: 0x000007fef97c0000	WINMM
[t=00:03:37.638448][f=-000001] Error: 0x000000006b3c0000	libvorbisfile-3
[t=00:03:37.638448][f=-000001] Error: 0x000000006d540000	libvorbis-0
[t=00:03:37.638448][f=-000001] Error: 0x0000000070680000	libogg-0
[t=00:03:37.638448][f=-000001] Error: 0x000007fed4e20000	zlib1
[t=00:03:37.638448][f=-000001] Error: 0x000000006a1c0000	libIL
[t=00:03:37.639448][f=-000001] Error: 0x000007fed0710000	libfreetype-6
[t=00:03:37.639448][f=-000001] Error: 0x000007feee810000	libbz2
[t=00:03:37.639448][f=-000001] Error: 0x000007fec3780000	libharfbuzz-0
[t=00:03:37.639448][f=-000001] Error: 0x000007fef0940000	libgcc_s_seh-1
[t=00:03:37.639448][f=-000001] Error: 0x000007fed4d40000	libwinpthread-1
[t=00:03:37.639448][f=-000001] Error: 0x000007fecacb0000	libglib-2.0-0
[t=00:03:37.639448][f=-000001] Error: 0x000007feee300000	libintl-8
[t=00:03:37.639448][f=-000001] Error: 0x000007feccc60000	libiconv-2
[t=00:03:37.639448][f=-000001] Error: 0x000007fed3ee0000	libpcre-1
[t=00:03:37.639448][f=-000001] Error: 0x000007fed41c0000	libpng16-16
[t=00:03:37.639448][f=-000001] Error: 0x000007fed2890000	libfontconfig-1
[t=00:03:37.639448][f=-000001] Error: 0x000007fed3ea0000	libexpat-1

[t=00:03:37.639448][f=-000001] Error: 0x000000006ed80000 glew32
[t=00:03:37.639448][f=-000001] Error: 0x000007fec79c0000 SDL2
[t=00:03:37.639448][f=-000001] Error: 0x000007fecd0000 IMM32
[t=00:03:37.639448][f=-000001] Error: 0x000007fefefb0000 MSCTF
[t=00:03:37.639448][f=-000001] Error: 0x000007fefa5a0000 VERSION
[t=00:03:37.640449][f=-000001] Error: 0x000007fece370000 gameoverlayrenderer64
[t=00:03:37.640449][f=-000001] Error: 0x0000000077050000 PSAPI
[t=00:03:37.640449][f=-000001] Error: 0x000007fef9cb0000 api-ms-win-core-synch-l1-2-0
[t=00:03:37.640449][f=-000001] Error: 0x000007fefa9f0000 uxtheme
[t=00:03:37.640449][f=-000001] Error: 0x000007fee5280000 mscms
[t=00:03:37.640449][f=-000001] Error: 0x000007fefca50000 USERENV
[t=00:03:37.640449][f=-000001] Error: 0x000007fetc9f0000 profapi
[t=00:03:37.640449][f=-000001] Error: 0x000007fef15c0000 icm32
[t=00:03:37.640449][f=-000001] Error: 0x000007fed4b70000 atig6pxx
[t=00:03:37.640449][f=-000001] Error: 0x0000000065f30000 atio6axx
[t=00:03:37.640449][f=-000001] Error: 0x000007fef9bd0000 atiadlxx
[t=00:03:37.640449][f=-000001] Error: 0x000007fefac0000 PROPSYS
[t=00:03:37.640449][f=-000001] Error: 0x000007fefb2f0000 WTSAPI32
[t=00:03:37.640449][f=-000001] Error: 0x00000000003d0000 WINTRUST
[t=00:03:37.640449][f=-000001] Error: 0x000007fef45f0000 aticfx64
[t=00:03:37.640449][f=-000001] Error: 0x000007fed4b50000 atig6txx
[t=00:03:37.640449][f=-000001] Error: 0x000007fetc850000 CRYPTBASE
[t=00:03:37.641449][f=-000001] Error: 0x000007fed8b0000 CLBCatQ
[t=00:03:37.641449][f=-000001] Error: 0x000007fef0aa0000 shfolder
[t=00:03:37.641449][f=-000001] Error: 0x000007fefaa50000 MMDevApi
[t=00:03:37.641449][f=-000001] Error: 0x000007fef930000 AUDIOSSES
[t=00:03:37.641449][f=-000001] Error: 0x000007fetc790000 secur32
[t=00:03:37.641449][f=-000001] Error: 0x000007fetc7c0000 SSPICLI
[t=00:03:37.641449][f=-000001] Error: 0x000007fef94d0000 dhcpcsvc
[t=00:03:37.641449][f=-000001] Error: 0x000007fefbe30000 mswsock
[t=00:03:37.641449][f=-000001] Error: 0x000007fefb3d0000 wshtcpip
[t=00:03:37.641449][f=-000001] Error: 0x000007fetc2a0000 NLAapi
[t=00:03:37.641449][f=-000001] Error: 0x000007feee210000 napinsp
[t=00:03:37.641449][f=-000001] Error: 0x000007feee240000 pnrpnsp
[t=00:03:37.641449][f=-000001] Error: 0x000007fefbcb0000 DNSAPI
[t=00:03:37.641449][f=-000001] Error: 0x000007feee0b0000 winnrm
[t=00:03:37.641449][f=-000001] Error: 0x000007feee080000 wshbth
[t=00:03:37.641449][f=-000001] Error: 0x000007fef9520000 fwpucnt
[t=00:03:37.641449][f=-000001] Error: 0x000007fef2ef0000 rasadhlp

[t=00:03:37.641449][f=-000001] Error: 0x000007fefaaa0000 avrt
[t=00:03:37.641449][f=-000001] Error: 0x000007fefbe20000 wship6
[t=00:03:37.642449][f=-000001] Error: 0x000007fed40e0000 AllInterface
[t=00:03:37.642449][f=-000001] Error: 0x000007fec2b50000 SkirmishAI
[t=00:03:37.642449][f=-000001] Error: 0x000007fefb5b0000 dbghelp
[t=00:03:37.642449][f=-000001] Warning: Stacktrace (main) for Spring 105.1.1-1774-g5e966db BAR105:
[t=00:03:37.651449][f=-000001] Warning: [ProgCtr=0000000076f09aea
StackPtr=00000000003ce498 FramePtr=000000000768b550]
[t=00:03:37.651449][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x00000000000069aea]
[t=00:03:37.651449][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x0000000000001203]
[t=00:03:37.651449][f=-000001] Warning: (2) C:\Windows\system32\latio6axx.dll
[0x00000000000d26ed8]
[t=00:03:37.651449][f=-000001] Warning: (3) C:\Windows\system32\latio6axx.dll
[0x00000000000ce5580]
[t=00:03:37.651449][f=-000001] Warning: (4) C:\Windows\system32\latio6axx.dll
[0x00000000000cd7289]
[t=00:03:37.651449][f=-000001] Warning: (5) C:\Windows\system32\latio6axx.dll
[0x00000000000ceddce]
[t=00:03:37.651449][f=-000001] Warning: (6) C:\Windows\system32\latio6axx.dll
[0x00000000000d1e9bd]
[t=00:03:37.651449][f=-000001] Warning: (7) C:\Windows\system32\latio6axx.dll
[0x00000000000d1d1d4]
[t=00:03:37.651449][f=-000001] Warning: (8) C:\Windows\system32\latio6axx.dll
[0x000000000008d36c9]
[t=00:03:37.651449][f=-000001] Warning: (9) C:\Windows\system32\latio6axx.dll
[0x000000000008fd625]
[t=00:03:37.651449][f=-000001] Warning: (10) C:\Windows\system32\latio6axx.dll
[0x000000000008fd6ea]
[t=00:03:37.652449][f=-000001] Warning: (11) C:\Windows\system32\latio6axx.dll
[0x000000000009427ca]
[t=00:03:37.652449][f=-000001] Warning: (12) C:\Windows\system32\latio6axx.dll
[0x00000000000942c8d]
[t=00:03:37.652449][f=-000001] Warning: (13) C:\Windows\system32\latio6axx.dll
[0x000000000009437ea]
[t=00:03:37.652449][f=-000001] Warning: (14) C:\Windows\system32\latio6axx.dll
[0x00000000000943a14]

[t=00:03:37.652449][f=-000001] Warning: (15) C:\Windows\system32\atio6axx.dll
[0x000000000008f9113]

[t=00:03:37.652449][f=-000001] Warning: (16) C:\Windows\system32\atio6axx.dll
[0x000000000008deddc]

[t=00:03:37.652449][f=-000001] Warning: (17) C:\Windows\system32\atio6axx.dll
[0x000000000009ecc9]

[t=00:03:37.652449][f=-000001] Warning: (18) C:\Windows\system32\atio6axx.dll
[0x00000000000463f0e]

[t=00:03:37.652449][f=-000001] Warning: (19) C:\Windows\system32\atio6axx.dll
[0x000000000007b5bdd]

[t=00:03:37.652449][f=-000001] Warning: (20) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014024fb2d]

[t=00:03:37.652449][f=-000001] Warning: (21) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140908569]

[t=00:03:37.652449][f=-000001] Warning: (22) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001409390b9]

[t=00:03:37.652449][f=-000001] Warning: (23) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013ff5e4ec]

[t=00:03:37.652449][f=-000001] Warning: (24) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fedd1ff]

[t=00:03:37.652449][f=-000001] Warning: (25) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe335d0]

[t=00:03:37.652449][f=-000001] Warning: (26) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe40b5c]

[t=00:03:37.652449][f=-000001] Warning: (27) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014043d104]

[t=00:03:37.652449][f=-000001] Warning: (28) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001404407d8]

[t=00:03:37.652449][f=-000001] Warning: (29) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140420f3c]

[t=00:03:37.652449][f=-000001] Warning: (30) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe013c1]

[t=00:03:37.652449][f=-000001] Warning: (31) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe014d6]

[t=00:03:37.652449][f=-000001] Warning: (32) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]

[t=00:03:37.652449][f=-000001] Warning: (33) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]

[t=00:03:37.652449][f=-000001] Warning: Stacktrace (audio) for Spring 105.1.1-1774-

g5e966db BAR105:

[t=00:03:37.655449][f=-000001] Warning: [ProgCtr=0000000076f097ea
StackPtr=000000001aa5f4c8 FramePtr=000000001aa5f5c0]

[t=00:03:37.655449][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x000000000000697ea]

[t=00:03:37.655449][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000010dc]

[t=00:03:37.655449][f=-000001] Warning: (2) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408cf62a]

[t=00:03:37.655449][f=-000001] Warning: (3) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d130b]

[t=00:03:37.655449][f=-000001] Warning: (4) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d40cc]

[t=00:03:37.656449][f=-000001] Warning: (5) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014054b4ca]

[t=00:03:37.656449][f=-000001] Warning: (6) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140c09531]

[t=00:03:37.656449][f=-000001] Warning: (7) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d2edd]

[t=00:03:37.656449][f=-000001] Warning: (8) C:\Windows\system32\msvcrt.dll
[0x0000000000000415f]

[t=00:03:37.656449][f=-000001] Warning: (9) C:\Windows\system32\msvcrt.dll
[0x00000000000006ebd]

[t=00:03:37.656449][f=-000001] Warning: (10) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]

[t=00:03:37.656449][f=-000001] Warning: (11) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]

[t=00:04:08.086190][f=-000001] Warning: [Watchdog] Hang detection triggered for Spring
105.1.1-1774-g5e966db BAR105.

[t=00:04:08.086190][f=-000001] Warning: (in threads: {main,load,audio,vfsi}={1,0,0,0})

[t=00:04:08.166195][f=-000001] Warning: DLL information:

[t=00:04:08.166195][f=-000001] Error: 0x000000013fe00000 spring

[t=00:04:08.166195][f=-000001] Error: 0x0000000076ea0000 ntdll

[t=00:04:08.166195][f=-000001] Error: 0x000007fee3e80000 aswhook

[t=00:04:08.166195][f=-000001] Error: 0x0000000076c80000 kernel32

[t=00:04:08.167195][f=-000001] Error: 0x000007fefca70000 KERNELBASE

[t=00:04:08.167195][f=-000001] Error: 0x000007fefe760000 ADVAPI32

[t=00:04:08.167195][f=-000001] Error: 0x000007fefe970000 msvcrt

[t=00:04:08.167195][f=-000001] Error: 0x000007fef690000 sechost

[t=00:04:08.167195][f=-000001] Error: 0x000007fefe840000 RPCRT4
[t=00:04:08.167195][f=-000001] Error: 0x000007fed4d60000 GLU32
[t=00:04:08.167195][f=-000001] Error: 0x000007fecf930000 OPENG32
[t=00:04:08.167195][f=-000001] Error: 0x000007fefef40000 GDI32
[t=00:04:08.167195][f=-000001] Error: 0x0000000076da0000 USER32
[t=00:04:08.167195][f=-000001] Error: 0x000007fefcec0000 LPK
[t=00:04:08.167195][f=-000001] Error: 0x000007feff0c0000 USP10
[t=00:04:08.167195][f=-000001] Error: 0x000007fed1030000 DDRAW
[t=00:04:08.167195][f=-000001] Error: 0x000007fef09a0000 DCIMAN32
[t=00:04:08.167195][f=-000001] Error: 0x000007fefe70000 SETUPAPI
[t=00:04:08.167195][f=-000001] Error: 0x000007fefcd60000 CFGMGR32
[t=00:04:08.167195][f=-000001] Error: 0x000007fed10000 OLEAUT32
[t=00:04:08.167195][f=-000001] Error: 0x000007fed6b0000 ole32
[t=00:04:08.167195][f=-000001] Error: 0x000007fefcae0000 DEVOBJ
[t=00:04:08.168195][f=-000001] Error: 0x000007fefa610000 dwmapi
[t=00:04:08.168195][f=-000001] Error: 0x000007fefec50000 imagehlp
[t=00:04:08.168195][f=-000001] Error: 0x000007fef9b90000 IPHLPAPI
[t=00:04:08.168195][f=-000001] Error: 0x000007fecdb0000 NSI
[t=00:04:08.168195][f=-000001] Error: 0x000007fef9b80000 WINNSI
[t=00:04:08.168195][f=-000001] Error: 0x000007fed9d0000 SHELL32
[t=00:04:08.168195][f=-000001] Error: 0x000007fecdf0000 SHLWAPI
[t=00:04:08.168195][f=-000001] Error: 0x000007fefce70000 WS2_32
[t=00:04:08.168195][f=-000001] Error: 0x000007fec3130000 libcurl
[t=00:04:08.168195][f=-000001] Error: 0x000007fec030000 bcrypt
[t=00:04:08.168195][f=-000001] Error: 0x000007fefcb0000 CRYPT32
[t=00:04:08.168195][f=-000001] Error: 0x000007fefca0000 MSASN1
[t=00:04:08.168195][f=-000001] Error: 0x0000000077040000 Normaliz
[t=00:04:08.168195][f=-000001] Error: 0x000007fefa10000 WLDAP32
[t=00:04:08.169195][f=-000001] Error: 0x000000006b600000 OpenAL32
[t=00:04:08.169195][f=-000001] Error: 0x000007fef97c0000 WINMM
[t=00:04:08.169195][f=-000001] Error: 0x000000006b3c0000 libvorbisfile-3
[t=00:04:08.169195][f=-000001] Error: 0x000000006d540000 libvorbis-0
[t=00:04:08.169195][f=-000001] Error: 0x0000000070680000 libogg-0
[t=00:04:08.169195][f=-000001] Error: 0x000007fed4e20000 zlib1
[t=00:04:08.169195][f=-000001] Error: 0x000000006a1c0000 libIL
[t=00:04:08.169195][f=-000001] Error: 0x000007fed0710000 libfreetype-6
[t=00:04:08.169195][f=-000001] Error: 0x000007fee810000 libbz2
[t=00:04:08.169195][f=-000001] Error: 0x000007fec3780000 libharfbuzz-0
[t=00:04:08.169195][f=-000001] Error: 0x000007fef0940000 libgcc_s_seh-1

[t=00:04:08.169195][f=-000001] Error: 0x000007fed4d40000	libwinpthread-1
[t=00:04:08.169195][f=-000001] Error: 0x000007fecacb0000	libglib-2.0-0
[t=00:04:08.169195][f=-000001] Error: 0x000007feee300000	libintl-8
[t=00:04:08.169195][f=-000001] Error: 0x000007feccc60000	libiconv-2
[t=00:04:08.169195][f=-000001] Error: 0x000007fed3ee0000	libpcre-1
[t=00:04:08.169195][f=-000001] Error: 0x000007fed41c0000	libpng16-16
[t=00:04:08.170195][f=-000001] Error: 0x000007fed2890000	libfontconfig-1
[t=00:04:08.170195][f=-000001] Error: 0x000007fed3ea0000	libexpat-1
[t=00:04:08.170195][f=-000001] Error: 0x000000006ed80000	glew32
[t=00:04:08.170195][f=-000001] Error: 0x000007fec79c0000	SDL2
[t=00:04:08.170195][f=-000001] Error: 0x000007fefcdc0000	IMM32
[t=00:04:08.170195][f=-000001] Error: 0x000007fefefb0000	MSCTF
[t=00:04:08.170195][f=-000001] Error: 0x000007fefb5a0000	VERSION
[t=00:04:08.170195][f=-000001] Error: 0x000007fece370000	gameoverlayrenderer64
[t=00:04:08.170195][f=-000001] Error: 0x0000000077050000	PSAPI
[t=00:04:08.170195][f=-000001] Error: 0x000007fef9cb0000	api-ms-win-core-synch-l1-2-0
[t=00:04:08.170195][f=-000001] Error: 0x000007fefa9f0000	uxtheme
[t=00:04:08.170195][f=-000001] Error: 0x000007fee5280000	mscms
[t=00:04:08.170195][f=-000001] Error: 0x000007fefca50000	USERENV
[t=00:04:08.170195][f=-000001] Error: 0x000007fefc9f0000	profapi
[t=00:04:08.170195][f=-000001] Error: 0x000007fef15c0000	icm32
[t=00:04:08.170195][f=-000001] Error: 0x000007fed4b70000	atig6pxx
[t=00:04:08.170195][f=-000001] Error: 0x0000000065f30000	atio6axx
[t=00:04:08.171195][f=-000001] Error: 0x000007fef9bd0000	atiadlxx
[t=00:04:08.171195][f=-000001] Error: 0x000007fefac00000	PROPSYS
[t=00:04:08.171195][f=-000001] Error: 0x000007fefb2f0000	WTSAPI32
[t=00:04:08.171195][f=-000001] Error: 0x00000000003d0000	WINTRUST
[t=00:04:08.171195][f=-000001] Error: 0x000007fef45f0000	aticfx64
[t=00:04:08.171195][f=-000001] Error: 0x000007fed4b50000	atig6txx
[t=00:04:08.171195][f=-000001] Error: 0x000007fefc850000	CRYPTBASE
[t=00:04:08.171195][f=-000001] Error: 0x000007fed8b0000	CLBCatQ
[t=00:04:08.171195][f=-000001] Error: 0x000007fef0aa0000	shfolder
[t=00:04:08.171195][f=-000001] Error: 0x000007fefaa50000	MMDevApi
[t=00:04:08.171195][f=-000001] Error: 0x000007fef9300000	AUDIOSSES
[t=00:04:08.171195][f=-000001] Error: 0x000007fefc790000	secur32
[t=00:04:08.171195][f=-000001] Error: 0x000007fefc7c0000	SSPICLI
[t=00:04:08.171195][f=-000001] Error: 0x000007fef94d0000	dhcpcsvc
[t=00:04:08.171195][f=-000001] Error: 0x000007fefbe30000	mswsock
[t=00:04:08.171195][f=-000001] Error: 0x000007fefb3d0000	wshtcpip

[t=00:04:08.171195][f=-000001] Error: 0x000007fefc2a0000 NLAapi
[t=00:04:08.171195][f=-000001] Error: 0x000007feee210000 napinsp
[t=00:04:08.172195][f=-000001] Error: 0x000007feee240000 pnrpnsp
[t=00:04:08.172195][f=-000001] Error: 0x000007fefbcb0000 DNSAPI
[t=00:04:08.172195][f=-000001] Error: 0x000007feee0b0000 winnr
[t=00:04:08.172195][f=-000001] Error: 0x000007feee080000 wshbth
[t=00:04:08.172195][f=-000001] Error: 0x000007fef9520000 fwpucInt
[t=00:04:08.172195][f=-000001] Error: 0x000007fef2ef0000 rasadhlp
[t=00:04:08.172195][f=-000001] Error: 0x000007fefaaa0000 avrt
[t=00:04:08.173195][f=-000001] Error: 0x000007fefbe20000 wship6
[t=00:04:08.173195][f=-000001] Error: 0x000007fed40e0000 AllInterface
[t=00:04:08.173195][f=-000001] Error: 0x000007fec2b50000 SkirmishAI
[t=00:04:08.173195][f=-000001] Error: 0x000007fefb5b0000 dbghelp
[t=00:04:08.173195][f=-000001] Warning: Stacktrace (main) for Spring 105.1.1-1774-g5e966db BAR105:
[t=00:04:08.182195][f=-000001] Warning: [ProgCtr=0000000076f09aea
StackPtr=00000000003ce498 FramePtr=0000000000768b550]
[t=00:04:08.182195][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x00000000000069aea]
[t=00:04:08.182195][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000001203]
[t=00:04:08.182195][f=-000001] Warning: (2) C:\Windows\system32\atio6axx.dll
[0x00000000000d26ed8]
[t=00:04:08.183195][f=-000001] Warning: (3) C:\Windows\system32\atio6axx.dll
[0x00000000000ce5580]
[t=00:04:08.183195][f=-000001] Warning: (4) C:\Windows\system32\atio6axx.dll
[0x00000000000cd7289]
[t=00:04:08.183195][f=-000001] Warning: (5) C:\Windows\system32\atio6axx.dll
[0x00000000000ceddce]
[t=00:04:08.183195][f=-000001] Warning: (6) C:\Windows\system32\atio6axx.dll
[0x00000000000d1e9bd]
[t=00:04:08.183195][f=-000001] Warning: (7) C:\Windows\system32\atio6axx.dll
[0x00000000000d1d1d4]
[t=00:04:08.183195][f=-000001] Warning: (8) C:\Windows\system32\atio6axx.dll
[0x000000000008d36c9]
[t=00:04:08.183195][f=-000001] Warning: (9) C:\Windows\system32\atio6axx.dll
[0x000000000008fd625]
[t=00:04:08.183195][f=-000001] Warning: (10) C:\Windows\system32\atio6axx.dll
[0x000000000008fd6ea]

[t=00:04:08.183195][f=-000001] Warning: (11) C:\Windows\system32\atio6axx.dll
[0x00000000009427ca]

[t=00:04:08.183195][f=-000001] Warning: (12) C:\Windows\system32\atio6axx.dll
[0x0000000000942c8d]

[t=00:04:08.183195][f=-000001] Warning: (13) C:\Windows\system32\atio6axx.dll
[0x00000000009437ea]

[t=00:04:08.183195][f=-000001] Warning: (14) C:\Windows\system32\atio6axx.dll
[0x0000000000943a14]

[t=00:04:08.183195][f=-000001] Warning: (15) C:\Windows\system32\atio6axx.dll
[0x00000000008f9113]

[t=00:04:08.183195][f=-000001] Warning: (16) C:\Windows\system32\atio6axx.dll
[0x00000000008deddc]

[t=00:04:08.183195][f=-000001] Warning: (17) C:\Windows\system32\atio6axx.dll
[0x000000000009ecc9]

[t=00:04:08.183195][f=-000001] Warning: (18) C:\Windows\system32\atio6axx.dll
[0x0000000000463f0e]

[t=00:04:08.183195][f=-000001] Warning: (19) C:\Windows\system32\atio6axx.dll
[0x00000000007b5bdd]

[t=00:04:08.183195][f=-000001] Warning: (20) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014024fb2d]

[t=00:04:08.183195][f=-000001] Warning: (21) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140908569]

[t=00:04:08.183195][f=-000001] Warning: (22) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001409390b9]

[t=00:04:08.183195][f=-000001] Warning: (23) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013ff5e4ec]

[t=00:04:08.183195][f=-000001] Warning: (24) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fedd1ff]

[t=00:04:08.183195][f=-000001] Warning: (25) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe335d0]

[t=00:04:08.183195][f=-000001] Warning: (26) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe40b5c]

[t=00:04:08.183195][f=-000001] Warning: (27) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014043d104]

[t=00:04:08.183195][f=-000001] Warning: (28) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001404407d8]

[t=00:04:08.183195][f=-000001] Warning: (29) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140420f3c]

[t=00:04:08.183195][f=-000001] Warning: (30) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe013c1]
[t=00:04:08.183195][f=-000001] Warning: (31) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe014d6]
[t=00:04:08.183195][f=-000001] Warning: (32) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]
[t=00:04:08.183195][f=-000001] Warning: (33) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]
[t=00:04:08.183195][f=-000001] Warning: Stacktrace (audio) for Spring 105.1.1-1774-
g5e966db BAR105:
[t=00:04:08.197196][f=-000001] Warning: [ProgCtr=0000000076f097ea
StackPtr=000000001aa5f4c8 FramePtr=000000001aa5f5c0]
[t=00:04:08.198196][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x000000000000697ea]
[t=00:04:08.198196][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000010dc]
[t=00:04:08.198196][f=-000001] Warning: (2) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408cf62a]
[t=00:04:08.198196][f=-000001] Warning: (3) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d130b]
[t=00:04:08.198196][f=-000001] Warning: (4) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d40cc]
[t=00:04:08.198196][f=-000001] Warning: (5) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014054b4ca]
[t=00:04:08.198196][f=-000001] Warning: (6) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140c09531]
[t=00:04:08.198196][f=-000001] Warning: (7) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d2edd]
[t=00:04:08.198196][f=-000001] Warning: (8) C:\Windows\system32\msvcrt.dll
[0x0000000000000415f]
[t=00:04:08.198196][f=-000001] Warning: (9) C:\Windows\system32\msvcrt.dll
[0x00000000000006ebd]
[t=00:04:08.198196][f=-000001] Warning: (10) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]
[t=00:04:08.198196][f=-000001] Warning: (11) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]
[t=00:04:38.614936][f=-000001] Warning: [Watchdog] Hang detection triggered for Spring
105.1.1-1774-g5e966db BAR105.
[t=00:04:38.614936][f=-000001] Warning: (in threads: {main,load,audio,vfsi}={1,0,0,0})
[t=00:04:38.695941][f=-000001] Warning: DLL information:

[t=00:04:38.695941][f=-000001] Error: 0x000000013fe00000	spring
[t=00:04:38.695941][f=-000001] Error: 0x0000000076ea0000	ntdll
[t=00:04:38.695941][f=-000001] Error: 0x0000007fee3e80000	aswhook
[t=00:04:38.695941][f=-000001] Error: 0x0000000076c80000	kernel32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefca70000	KERNELBASE
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefe760000	ADVAPI32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefe970000	msvcrt
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefd690000	sechost
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefe840000	RPCRT4
[t=00:04:38.695941][f=-000001] Error: 0x0000007fed4d60000	GLU32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fecf930000	OPENG32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefef40000	GDI32
[t=00:04:38.695941][f=-000001] Error: 0x0000000076da0000	USER32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fcec0000	LPK
[t=00:04:38.695941][f=-000001] Error: 0x0000007feff0c0000	USP10
[t=00:04:38.695941][f=-000001] Error: 0x0000007fed1030000	DDRAW
[t=00:04:38.695941][f=-000001] Error: 0x0000007fef09a0000	DCIMAN32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fefa70000	SETUPAPI
[t=00:04:38.695941][f=-000001] Error: 0x0000007fecd60000	CFGMR32
[t=00:04:38.695941][f=-000001] Error: 0x0000007fed100000	OLEAUT32
[t=00:04:38.696941][f=-000001] Error: 0x0000007fed6b0000	ole32
[t=00:04:38.696941][f=-000001] Error: 0x0000007fefcae0000	DEVOBJ
[t=00:04:38.696941][f=-000001] Error: 0x0000007fefa610000	dwmapi
[t=00:04:38.696941][f=-000001] Error: 0x0000007fec50000	imagehlp
[t=00:04:38.696941][f=-000001] Error: 0x0000007fef9b90000	IPHLPAPI
[t=00:04:38.696941][f=-000001] Error: 0x0000007fecdb0000	NSI
[t=00:04:38.696941][f=-000001] Error: 0x0000007fef9b80000	WINNSI
[t=00:04:38.696941][f=-000001] Error: 0x0000007fed9d0000	SHELL32
[t=00:04:38.696941][f=-000001] Error: 0x0000007fecdf0000	SHLWAPI
[t=00:04:38.696941][f=-000001] Error: 0x0000007fec70000	WS2_32
[t=00:04:38.696941][f=-000001] Error: 0x0000007fec3130000	libcurl
[t=00:04:38.696941][f=-000001] Error: 0x0000007fec030000	bcrypt
[t=00:04:38.696941][f=-000001] Error: 0x0000007fecb0000	CRYPT32
[t=00:04:38.696941][f=-000001] Error: 0x0000007fec00000	MSASN1
[t=00:04:38.696941][f=-000001] Error: 0x0000000077040000	Normaliz
[t=00:04:38.696941][f=-000001] Error: 0x0000007fefa10000	WLDAP32
[t=00:04:38.696941][f=-000001] Error: 0x000000006b600000	OpenAL32
[t=00:04:38.696941][f=-000001] Error: 0x0000007fef97c0000	WINMM
[t=00:04:38.696941][f=-000001] Error: 0x000000006b3c0000	libvorbisfile-3

[t=00:04:38.696941][f=-000001] Error: 0x000000006d540000	libvorbis-0
[t=00:04:38.696941][f=-000001] Error: 0x0000000070680000	libogg-0
[t=00:04:38.696941][f=-000001] Error: 0x000007fed4e20000	zlib1
[t=00:04:38.696941][f=-000001] Error: 0x000000006a1c0000	libIL
[t=00:04:38.696941][f=-000001] Error: 0x000007fed0710000	libfreetype-6
[t=00:04:38.696941][f=-000001] Error: 0x000007feee810000	libbz2
[t=00:04:38.696941][f=-000001] Error: 0x000007fec3780000	libharfbuzz-0
[t=00:04:38.696941][f=-000001] Error: 0x000007fef0940000	libgcc_s_seh-1
[t=00:04:38.697941][f=-000001] Error: 0x000007fed4d40000	libwinpthread-1
[t=00:04:38.697941][f=-000001] Error: 0x000007fecacb0000	libglib-2.0-0
[t=00:04:38.697941][f=-000001] Error: 0x000007feee300000	libintl-8
[t=00:04:38.697941][f=-000001] Error: 0x000007feccc60000	libiconv-2
[t=00:04:38.697941][f=-000001] Error: 0x000007fed3ee0000	libpcre-1
[t=00:04:38.697941][f=-000001] Error: 0x000007fed41c0000	libpng16-16
[t=00:04:38.697941][f=-000001] Error: 0x000007fed2890000	libfontconfig-1
[t=00:04:38.697941][f=-000001] Error: 0x000007fed3ea0000	libexpat-1
[t=00:04:38.697941][f=-000001] Error: 0x000000006ed80000	glew32
[t=00:04:38.697941][f=-000001] Error: 0x000007fec79c0000	SDL2
[t=00:04:38.697941][f=-000001] Error: 0x000007fefcdc0000	IMM32
[t=00:04:38.697941][f=-000001] Error: 0x000007fefefb0000	MSCTF
[t=00:04:38.697941][f=-000001] Error: 0x000007fefb5a0000	VERSION
[t=00:04:38.697941][f=-000001] Error: 0x000007fece370000	gameoverlayrenderer64
[t=00:04:38.697941][f=-000001] Error: 0x0000000077050000	PSAPI
[t=00:04:38.697941][f=-000001] Error: 0x000007fef9cb0000	api-ms-win-core-synch-l1-2-0
[t=00:04:38.697941][f=-000001] Error: 0x000007fefa9f0000	uxtheme
[t=00:04:38.697941][f=-000001] Error: 0x000007fee5280000	mscms
[t=00:04:38.697941][f=-000001] Error: 0x000007fefca50000	USERENV
[t=00:04:38.697941][f=-000001] Error: 0x000007fefc9f0000	profapi
[t=00:04:38.697941][f=-000001] Error: 0x000007fef15c0000	icm32
[t=00:04:38.697941][f=-000001] Error: 0x000007fed4b70000	atig6pxx
[t=00:04:38.697941][f=-000001] Error: 0x0000000065f30000	atio6axx
[t=00:04:38.697941][f=-000001] Error: 0x000007fef9bd0000	atiadlxx
[t=00:04:38.697941][f=-000001] Error: 0x000007fefac00000	PROPSYS
[t=00:04:38.697941][f=-000001] Error: 0x000007fefb2f0000	WTSAPI32
[t=00:04:38.697941][f=-000001] Error: 0x00000000003d0000	WINTRUST
[t=00:04:38.698941][f=-000001] Error: 0x000007fef45f0000	aticfx64
[t=00:04:38.698941][f=-000001] Error: 0x000007fed4b50000	atig6txx
[t=00:04:38.698941][f=-000001] Error: 0x000007fefc850000	CRYPTBASE
[t=00:04:38.698941][f=-000001] Error: 0x000007fed8b0000	CLBCatQ

[t=00:04:38.698941][f=-000001] Error: 0x000007fef0aa0000 shfolder
[t=00:04:38.698941][f=-000001] Error: 0x000007fefaa50000 MMDevApi
[t=00:04:38.698941][f=-000001] Error: 0x000007fef9300000 AUDIOSSES
[t=00:04:38.698941][f=-000001] Error: 0x000007fefc790000 secur32
[t=00:04:38.698941][f=-000001] Error: 0x000007fefc7c0000 SSPICLI
[t=00:04:38.698941][f=-000001] Error: 0x000007fef94d0000 dhcpcsvc
[t=00:04:38.698941][f=-000001] Error: 0x000007fefbe30000 mswsock
[t=00:04:38.698941][f=-000001] Error: 0x000007fefb3d0000 wshtcpip
[t=00:04:38.698941][f=-000001] Error: 0x000007fefc2a0000 NLAapi
[t=00:04:38.698941][f=-000001] Error: 0x000007feee210000 napinsp
[t=00:04:38.698941][f=-000001] Error: 0x000007feee240000 pnrpnsp
[t=00:04:38.698941][f=-000001] Error: 0x000007fefbcb0000 DNSAPI
[t=00:04:38.698941][f=-000001] Error: 0x000007feee0b0000 winnr
[t=00:04:38.698941][f=-000001] Error: 0x000007feee080000 wshbth
[t=00:04:38.698941][f=-000001] Error: 0x000007fef9520000 fwpucnt
[t=00:04:38.698941][f=-000001] Error: 0x000007fef2ef0000 rasadhlp
[t=00:04:38.698941][f=-000001] Error: 0x000007fefaaa0000 avrt
[t=00:04:38.698941][f=-000001] Error: 0x000007fefbe20000 wship6
[t=00:04:38.698941][f=-000001] Error: 0x000007fed40e0000 AllInterface
[t=00:04:38.698941][f=-000001] Error: 0x000007fec2b50000 SkirmishAI
[t=00:04:38.698941][f=-000001] Error: 0x000007fefb5b0000 dbghelp
[t=00:04:38.698941][f=-000001] Warning: Stacktrace (main) for Spring 105.1.1-1774-g5e966db BAR105:
[t=00:04:38.708941][f=-000001] Warning: [ProgCtr=0000000076f09aea
StackPtr=00000000003ce498 FramePtr=0000000000768b550]
[t=00:04:38.708941][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x000000000000069aea]
[t=00:04:38.708941][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000001203]
[t=00:04:38.708941][f=-000001] Warning: (2) C:\Windows\system32\atio6axx.dll
[0x000000000000d26ed8]
[t=00:04:38.708941][f=-000001] Warning: (3) C:\Windows\system32\atio6axx.dll
[0x000000000000ce5580]
[t=00:04:38.709942][f=-000001] Warning: (4) C:\Windows\system32\atio6axx.dll
[0x000000000000cd7289]
[t=00:04:38.709942][f=-000001] Warning: (5) C:\Windows\system32\atio6axx.dll
[0x000000000000ceddce]
[t=00:04:38.709942][f=-000001] Warning: (6) C:\Windows\system32\atio6axx.dll
[0x000000000000d1e9bd]

[t=00:04:38.709942][f=-000001] Warning: (7) C:\Windows\system32\atio6axx.dll
[0x0000000000d1d1d4]

[t=00:04:38.709942][f=-000001] Warning: (8) C:\Windows\system32\atio6axx.dll
[0x00000000008d36c9]

[t=00:04:38.709942][f=-000001] Warning: (9) C:\Windows\system32\atio6axx.dll
[0x00000000008fd625]

[t=00:04:38.709942][f=-000001] Warning: (10) C:\Windows\system32\atio6axx.dll
[0x00000000008fd6ea]

[t=00:04:38.709942][f=-000001] Warning: (11) C:\Windows\system32\atio6axx.dll
[0x00000000009427ca]

[t=00:04:38.709942][f=-000001] Warning: (12) C:\Windows\system32\atio6axx.dll
[0x0000000000942c8d]

[t=00:04:38.709942][f=-000001] Warning: (13) C:\Windows\system32\atio6axx.dll
[0x00000000009437ea]

[t=00:04:38.709942][f=-000001] Warning: (14) C:\Windows\system32\atio6axx.dll
[0x0000000000943a14]

[t=00:04:38.709942][f=-000001] Warning: (15) C:\Windows\system32\atio6axx.dll
[0x00000000008f9113]

[t=00:04:38.709942][f=-000001] Warning: (16) C:\Windows\system32\atio6axx.dll
[0x00000000008deddc]

[t=00:04:38.709942][f=-000001] Warning: (17) C:\Windows\system32\atio6axx.dll
[0x00000000009ecc9]

[t=00:04:38.709942][f=-000001] Warning: (18) C:\Windows\system32\atio6axx.dll
[0x0000000000463f0e]

[t=00:04:38.709942][f=-000001] Warning: (19) C:\Windows\system32\atio6axx.dll
[0x00000000007b5bdd]

[t=00:04:38.709942][f=-000001] Warning: (20) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014024fb2d]

[t=00:04:38.710942][f=-000001] Warning: (21) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140908569]

[t=00:04:38.710942][f=-000001] Warning: (22) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001409390b9]

[t=00:04:38.710942][f=-000001] Warning: (23) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013ff5e4ec]

[t=00:04:38.710942][f=-000001] Warning: (24) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fedd1ff]

[t=00:04:38.710942][f=-000001] Warning: (25) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe335d0]

[t=00:04:38.710942][f=-000001] Warning: (26) C:\Program Files (x86)\Zero

K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe40b5c]
[t=00:04:38.710942][f=-000001] Warning: (27) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014043d104]
[t=00:04:38.710942][f=-000001] Warning: (28) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001404407d8]
[t=00:04:38.710942][f=-000001] Warning: (29) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140420f3c]
[t=00:04:38.710942][f=-000001] Warning: (30) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe013c1]
[t=00:04:38.710942][f=-000001] Warning: (31) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000013fe014d6]
[t=00:04:38.710942][f=-000001] Warning: (32) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]
[t=00:04:38.710942][f=-000001] Warning: (33) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]
[t=00:04:38.710942][f=-000001] Warning: Stacktrace (audio) for Spring 105.1.1-1774-
g5e966db BAR105:
[t=00:04:38.713942][f=-000001] Warning: [ProgCtr=0000000076f097ea
StackPtr=000000001aa5f4c8 FramePtr=000000001aa5f5c0]
[t=00:04:38.713942][f=-000001] Warning: (0) C:\Windows\SYSTEM32\ntdll.dll
[0x000000000000697ea]
[t=00:04:38.713942][f=-000001] Warning: (1) C:\Windows\system32\KERNELBASE.dll
[0x00000000000010dc]
[t=00:04:38.713942][f=-000001] Warning: (2) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408cf62a]
[t=00:04:38.713942][f=-000001] Warning: (3) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d130b]
[t=00:04:38.713942][f=-000001] Warning: (4) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d40cc]
[t=00:04:38.713942][f=-000001] Warning: (5) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x000000014054b4ca]
[t=00:04:38.713942][f=-000001] Warning: (6) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x0000000140c09531]
[t=00:04:38.713942][f=-000001] Warning: (7) C:\Program Files (x86)\Zero
K\engine\win64\105.1.1-1774-g5e966db\spring.exe [0x00000001408d2edd]
[t=00:04:38.713942][f=-000001] Warning: (8) C:\Windows\system32\msvcrt.dll
[0x0000000000000415f]
[t=00:04:38.714942][f=-000001] Warning: (9) C:\Windows\system32\msvcrt.dll
[0x00000000000006ebd]

[t=00:04:38.714942][f=-000001] Warning: (10) C:\Windows\system32\kernel32.dll
[0x0000000000001556d]
[t=00:04:38.714942][f=-000001] Warning: (11) C:\Windows\SYSTEM32\ntdll.dll
[0x0000000000005372d]