



biome outfits unavailable

Mono path[0] = 'E:/Program Files (x86)/Steam1/steamapps/common/7 Days To Die/7DaysToDie_Data/Managed'
Mono config path = 'E:/Program Files (x86)/Steam1/steamapps/common/7 Days To Die/MonoBleedingEdge/etc'
Fallback handler could not load library E:/Program Files (x86)/Steam1/steamapps/common/7 Days To Die/7DaysToDie_Data/MonoBleedingEdge/data-0000028C88A01090.dll
Fallback handler could not load library E:/Program Files (x86)/Steam1/steamapps/common/7 Days To Die/7DaysToDie_Data/MonoBleedingEdge/data-0000028C8E737040.dll
[PhysX] Initialized MultithreadedTaskDispatcher with 16 workers.
Loading player data from E:/Program Files (x86)/Steam1/steamapps/common/7 Days To Die/7DaysToDie_Data/data.unity3d
Initialize engine version: 2022.3.54f1 (129125d4e700)
[Subsystems] Discovering subsystems at path E:/Program Files (x86)/Steam1/steamapps/common/7 Days To Die/7DaysToDie_Data/UnitySubsystems
Forcing GfxDevice: Direct3D 11
GfxDevice: creating device client; threaded=1; jobified=1
Direct3D:
 Version: Direct3D 11.0 [level 11.1]
 Renderer: NVIDIA GeForce RTX 3060 (ID=0x2504)
 Vendor: NVIDIA
 VRAM: 12115 MB
 Driver: 32.0.15.7652
Begin MonoManager ReloadAssembly
- Loaded All Assemblies, in 0.120 seconds
- Finished resetting the current domain, in 0.001 seconds
<RI> Initializing input.
<RI> Input initialized.
<RI> Initialized touch support.
[PhysX] Initialized MultithreadedTaskDispatcher with 16 workers.
UnloadTime: 0.627400 ms
[Message: BepInEx] BepInEx 5.4.18.0 - 7DaysToDie (6/27/2025 1:11:10 PM)
[Info : BepInEx] Running under Unity v2022.3.54.1216805
[Info : BepInEx] CLR runtime version: 4.0.30319.42000

[Info : BepInEx] Supports SRE: True
[Info : BepInEx] System platform: Bits64, Windows
[Message: BepInEx] Preloader started
[Info : BepInEx] Loaded 1 patcher method from [BepInEx.Preloader 5.4.18.0]
[Info : BepInEx] Loaded 1 patcher method from [BepInEx.MultiFolderLoader 1.0.0.0]
[Info : BepInEx] 2 patcher plugins loaded
[Info :MultiFolderLoader] Loading preloader patchers from mod
[Info :MultiFolderLoader] Loading 0 preloader patchers from mods...
[Info : BepInEx] Patching [UnityEngine.CoreModule] with [BepInEx.Chainloader]
[Message: BepInEx] Preloader finished
[Message: BepInEx] Chainloader ready
[Message: BepInEx] Chainloader started
[Info :MultiFolderLoader] Finding plugins from mods...
[Info : BepInEx] 0 plugins to load
[Message: BepInEx] Chainloader startup complete
2025-09-17T12:05:16 0.008 INF Backtrace Initialized
2025-09-17T12:05:16 0.034 INF Version: V 2.3 (b9) Compatibility Version: V 2.3, Build:
WindowsPlayer 64 Bit
2025-09-17T12:05:16 0.035 INF System information:
2025-09-17T12:05:16 0.035 INF OS: Windows 11 (10.0.26100) 64bit
2025-09-17T12:05:16 0.036 INF CPU: Intel(R) Core(TM) i7-10700K CPU @ 3.80GHz
(cores: 16)
2025-09-17T12:05:16 0.036 INF RAM: 65434 MB
2025-09-17T12:05:16 0.036 INF GPU: NVIDIA GeForce RTX 3060 (12115 MB)
2025-09-17T12:05:16 0.037 INF Graphics API: Direct3D 11.0 [level 11.1] (shader level 5.0)
2025-09-17T12:05:16 0.039 INF Local UTC offset: -5 hours
2025-09-17T12:05:16 0.048 INF Command line arguments: "E:\Program Files
(x86)\Steam1\steamapps\common\7 Days To Die\7DaysToDie.exe" -force-d3d11 -
disablenativeinput -nogs -noeac -logfile
C:\Users\Taryn\AppData\Roaming\7DaysToDie\logs\output_log_client__2025-09-17__12-05-
03.txt
2025-09-17T12:05:16 0.049 INF UserDataFolder:
C:\Users\Taryn\AppData\Roaming\7DaysToDie
2025-09-17T12:05:16 0.051 INF [Platform] Init
2025-09-17T12:05:16 0.096 INF [Platform] Using native platform: Steam
2025-09-17T12:05:16 0.097 INF [Platform] Using cross platform: EOS
2025-09-17T12:05:16 0.098 INF [Platform] Using server platform: Steam
2025-09-17T12:05:16 0.098 INF [Platform] Using server platform: XBL
2025-09-17T12:05:16 0.098 INF [Platform] Using server platform: PSN

2025-09-17T12:05:16 0.099 INF [Platform] Using server platform: LAN
2025-09-17T12:05:16 0.110 INF Starting PlayerInputManager...
2025-09-17T12:05:16 0.112 INF InControl (version 1.8.9 build 9376, native module = False, XInput = True)
2025-09-17T12:05:16 0.114 INF InControl (version 1.8.9 build 9376)
2025-09-17T12:05:16 0.174 INF [InControl] XInputDeviceManager enabled.
2025-09-17T12:05:16 0.293 INF UnityInputDeviceManager enabled.
2025-09-17T12:05:16 0.309 INF [Platform] Initializing Steam
2025-09-17T12:05:16 0.478 INF [Steamworks.NET] SteamAPI_Init() ok
2025-09-17T12:05:16 0.479 INF [Steamworks.NET] Registering auth callbacks
2025-09-17T12:05:16 0.481 INF Not running in Big Picture Mode, no on-screen keyboard available
2025-09-17T12:05:16 0.482 INF [Platform] Initializing EOS
2025-09-17T12:05:17 0.658 INF [EOS] Initialize: Success
2025-09-17T12:05:17 0.679 INF [EOS-Voice] Successfully initialized.
2025-09-17T12:05:17 0.680 INF [EOS-ACC] Not started with EAC, anticheat disabled
2025-09-17T12:05:17 0.680 INF [EAC] AntiCheatServerP2P initialized with null interface
2025-09-17T12:05:17 0.681 INF [Platform] Initializing XBL
2025-09-17T12:05:17 0.682 INF [Platform] Initializing PSN
2025-09-17T12:05:17 0.683 INF [Platform] Initializing LAN
2025-09-17T12:05:17 0.685 INF [SaveDataUtils] InitStatic Begin
2025-09-17T12:05:17 0.686 INF [SaveDataUtils] SdPlayerPrefs -> Unity
2025-09-17T12:05:17 0.686 INF [SaveDataUtils] InitStatic Complete
2025-09-17T12:05:17 0.710 INF Last played version: V 2.3
2025-09-17T12:05:17 0.945 INF Localization language from platform: english
Unloading 6 Unused Serialized files (Serialized files now loaded: 0)
[PhysX] Initialized MultithreadedTaskDispatcher with 16 workers.
UnloadTime: 1.077200 ms
2025-09-17T12:05:17 0.962 INF Texture quality is set to 0
Unloading 8 unused Assets to reduce memory usage. Loaded Objects now: 6093.
Total: 9.679500 ms (FindLiveObjects: 0.219900 ms CreateObjectMapping: 0.208100 ms
MarkObjects: 9.203300 ms DeleteObjects: 0.048000 ms)
Unloading 5 Unused Serialized files (Serialized files now loaded: 0)
[PhysX] Initialized MultithreadedTaskDispatcher with 16 workers.
UnloadTime: 1.657100 ms
2025-09-17T12:05:31 14.854 INF Awake IsFocused: True
2025-09-17T12:05:31 14.855 INF Awake
2025-09-17T12:05:31 15.177 INF Occlusion: Awake
Unloading 5 unused Assets to reduce memory usage. Loaded Objects now: 6296.

Total: 10.579200 ms (FindLiveObjects: 0.229900 ms CreateObjectMapping: 0.210500 ms
MarkObjects: 10.114700 ms DeleteObjects: 0.023800 ms)
2025-09-17T12:05:31 15.231 INF ApplyAllOptions streaming budget 10903.5 MB
2025-09-17T12:05:31 15.233 INF ApplyAllOptions current screen 1920 x 1080, 60hz, window
1920 x 1080, mode FullScreenWindow
2025-09-17T12:05:31 15.234 INF Texture quality is set to 0
2025-09-17T12:05:31 15.235 INF ApplyTextureFilter 2, AF Enable
2025-09-17T12:05:31 15.236 INF ApplyTerrainOptions 3
2025-09-17T12:05:31 15.394 INF [MODS] Start loading from: 'E:/Program Files
(x86)/Steam1/steamapps/common/7 Days To Die/7DaysToDie_Data/./Mods'
2025-09-17T12:05:31 15.396 INF [MODS] Initializing mod code
2025-09-17T12:05:31 15.396 INF [MODS] Loading done
2025-09-17T12:05:31 15.403 INF Loading permissions file at
'C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves/serveradmin.xml'
2025-09-17T12:05:31 15.427 INF Loading permissions file done.
2025-09-17T12:05:31 15.451 INF Creating TransformDebug GameObject
2025-09-17T12:05:31 15.473 INF GameSense server not found (no props file), disabling
2025-09-17T12:05:32 15.527 INF [Discord] Loaded settings with DiscordDisabled=False
2025-09-17T12:05:32 15.675 INF [Discord] Initializing, version 1.4.9649, #
763870b3777c80fd978f7ba35bb7bc0178c55098
2025-09-17T12:05:32 15.694 INF [Discord] Registering game for Discord invites: Success
2025-09-17T12:05:32 15.706 INF [Discord] Initialized
2025-09-17T12:05:32 15.714 INF [PartyQuests] Initialized
2025-09-17T12:05:32 15.763 INF Awake done in 908 ms
2025-09-17T12:05:32 15.888 INF [XUi] Instantiating XUi from default prefab.
2025-09-17T12:05:32 15.895 INF [XUi] XUi instantiation completed in 5 ms
2025-09-17T12:05:32 15.967 WRN [Discord][RTC][Log] Will not log any
'WebRTC.Audio.Apm.AppliedInputVolume.*' histogram stats.
(input_volume_stats_reporter.cc:98)
2025-09-17T12:05:32 15.967 WRN [Discord][RTC][Log] Will not log any
'WebRTC.Audio.Apm.RecommendedInputVolume.*' histogram stats.
(input_volume_stats_reporter.cc:98)
2025-09-17T12:05:32 15.978 INF [XUi] Loading XUi asynchronously
2025-09-17T12:05:32 15.992 INF Updated culture for display texts
2025-09-17T12:05:32 16.085 WRN [Discord][RTC][Log]
AudioDeviceWindowsCore::~AudioDeviceWindowsCore() the Avrt DLL module is now
unloaded (audio_device_core_win.cc:603)
2025-09-17T12:05:32 16.153 INF Reloading serveradmin.xml
2025-09-17T12:05:32 16.153 INF Loading permissions file at

'C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\serveradmin.xml'

2025-09-17T12:05:32 16.154 INF Permissions file unchanged, skipping reloading

2025-09-17T12:05:32 16.222 INF [EOS] Read cached (NewsFeatured.xml) completed: 3195 bytes

2025-09-17T12:05:32 16.242 INF [EOS] Read cached (News.xml) completed: 6212 bytes

2025-09-17T12:05:32 16.354 WRN [Discord][RTC][Log]

AudioDeviceWindowsCore::~~AudioDeviceWindowsCore() the Avrt DLL module is now unloaded (audio_device_core_win.cc:603)

2025-09-17T12:05:32 16.355 WRN [Discord][RTC][Log] Will not log any `WebRTC.Audio.Apm.AppliedInputVolume.\*` histogram stats. (input_volume_stats_reporter.cc:98)

2025-09-17T12:05:32 16.355 WRN [Discord][RTC][Log] Will not log any `WebRTC.Audio.Apm.RecommendedInputVolume.\*` histogram stats. (input_volume_stats_reporter.cc:98)

2025-09-17T12:05:33 16.533 INF [Discord] Current output device: default // default (Speakers (Realtek(R) Audio)) // True

2025-09-17T12:05:33 16.533 INF [Discord] Current input device: default // default (Microphone (Realtek(R) Audio)) // True

2025-09-17T12:05:33 16.534 INF [Discord] Current output device: default // default (Speakers (Realtek(R) Audio)) // True

2025-09-17T12:05:33 16.534 INF [Discord] Current input device: default // default (Microphone (Realtek(R) Audio)) // True

2025-09-17T12:05:33 16.984 INF [XUi] Parsing all window groups completed in 919 ms total. Couldn't create a Convex Mesh from source mesh "hull_forklift_tire" within the maximum polygons limit (256). The partial hull will be used. Consider simplifying your mesh.

2025-09-17T12:05:35 18.657 INF [EOS] Read cached (news_featured_bm_trailer_gameplay.jpg) completed: 549035 bytes

2025-09-17T12:05:35 18.702 INF [EOS] Read cached (news_featured_bm3.jpg) completed: 371831 bytes

2025-09-17T12:05:35 18.741 INF [EOS] Read cached (news_features_ytftp.jpg) completed: 102985 bytes

2025-09-17T12:05:35 18.774 INF [EOS] Read cached (news_featured_tfpmerch.jpg) completed: 78916 bytes

2025-09-17T12:05:35 18.801 INF [EOS] Read cached (news_featured_soundtrack.jpg) completed: 235045 bytes

2025-09-17T12:05:35 18.844 INF [EOS] Read cached (news_game_2.3_stable.jpg) completed: 72704 bytes

2025-09-17T12:05:35 18.870 INF [EOS] Read cached (news_game_2.3_b9_exp.jpg) completed: 100378 bytes

2025-09-17T12:05:35 18.891 INF [EOS] Read cached (news_game_2.2_stable.jpg)
completed: 96101 bytes

2025-09-17T12:05:35 18.912 INF [EOS] Read cached (news_game_2.1_stable.jpg)
completed: 95868 bytes

2025-09-17T12:05:35 18.933 INF [EOS] Read cached (news_game_06_2.0_stable.jpg)
completed: 96807 bytes

2025-09-17T12:05:35 18.952 INF [EOS] Read cached (game_news_06_EXP.jpg) completed:
110240 bytes

2025-09-17T12:05:35 18.973 INF [EOS] Read cached (news_game_2.0_info.jpg) completed:
103730 bytes

2025-09-17T12:05:37 21.249 INF Loaded default EULA

2025-09-17T12:05:37 21.330 INF [XUI] Initialized all window groups completed in 4208 ms
total.

Couldn't create a Convex Mesh from source mesh "Head" within the maximum polygons limit
(256). The partial hull will be used. Consider simplifying your mesh.

2025-09-17T12:05:39 23.321 INF LoadTextureArraysForQuality quality -1 to 0, reload False

2025-09-17T12:05:47 30.920 INF LoadTextureArraysForQuality took 7.598001

2025-09-17T12:05:47 31.020 INF Loaded (local): events in 0.03

2025-09-17T12:05:47 31.136 INF Loaded (local): rwgmixer in 0.05

2025-09-17T12:05:47 31.236 INF Loaded (local): archetypes in 0.03

2025-09-17T12:05:47 31.336 INF Loaded (local): loadingscreen in 0.03

2025-09-17T12:05:47 31.425 INF Added 1336 subtitle data entries and 3 speaker colors

2025-09-17T12:05:47 31.436 INF Loaded (local): subtitles in 0.03

2025-09-17T12:05:48 31.536 INF Loaded (local): videos in 0.03

2025-09-17T12:05:48 31.537 INF WorldStaticData.Init() needed 15.000s

2025-09-17T12:05:48 31.556 INF [Steamworks.NET] Login ok.

2025-09-17T12:05:48 31.557 INF [EOS] Login

2025-09-17T12:05:48 31.820 INF AchievementManager: Received stats and achievements
from Steam

2025-09-17T12:05:48 32.504 INF [EOS] Login succeeded, PUID:
0002b29d2cd5417188cf6aaf4ab5b99a

2025-09-17T12:05:48 32.505 INF [EOS] Getting native user for
0002b29d2cd5417188cf6aaf4ab5b99a

2025-09-17T12:05:48 32.507 INF [EOS] CopyIdToken result: Success

2025-09-17T12:05:49 33.060 INF [EOS] Created RFS Request: NewsFeatured.xml

2025-09-17T12:05:49 33.061 INF [EOS] Created RFS Request: News.xml

2025-09-17T12:05:49 33.066 INF [EOS] Created RFS Request: DLCConfiguration

2025-09-17T12:05:49 33.067 INF [EOS] Created RFS Request: eula_english

2025-09-17T12:05:49 33.068 INF [PermissionsManager] ResolvePermissions(_perms: [All],

_canPrompt: False)

2025-09-17T12:05:49 33.071 INF [PermissionsManager] ResolvePermissions(_perms: [All], _canPrompt: False) Fetching Title Storage Overrides...

2025-09-17T12:05:49 33.073 INF [EOS] Created RFS Request: PlatformOverrides

2025-09-17T12:05:49 33.087 INF [EOS] ResolvePermissions(_perms: [All], _canPrompt: False)

2025-09-17T12:05:50 33.824 INF [EOS] Read (BlockedPlayerList) completed: Success, received 8 bytes

2025-09-17T12:05:50 34.144 INF [EOS] Player may have active sanctions

2025-09-17T12:05:50 34.144 INF [EOS] SanctionsQuery finished with: 0 sanctions

2025-09-17T12:05:50 34.145 INF [EOS] CheckSanctionsEnumerator: hasSanctions False

2025-09-17T12:05:50 34.356 INF [EOS] Read (NewsFeatured.xml) completed: Success, received 3195 bytes

2025-09-17T12:05:50 34.357 INF [EOS] Created RFS Request:
news_featured_bm_trailer_gameplay.jpg

2025-09-17T12:05:50 34.357 INF [EOS] Created RFS Request: news_featured_bm3.jpg

2025-09-17T12:05:50 34.358 INF [EOS] Created RFS Request: news_features_ytftp.jpg

2025-09-17T12:05:51 34.570 INF [EOS] Read (News.xml) completed: Success, received 6212 bytes

2025-09-17T12:05:51 34.571 INF [EOS] Created RFS Request: news_game_2.3_stable.jpg

2025-09-17T12:05:51 34.571 INF [EOS] Created RFS Request: news_game_2.3_b9_exp.jpg

2025-09-17T12:05:51 34.572 INF [EOS] Created RFS Request: news_game_2.2_stable.jpg

2025-09-17T12:05:51 34.687 INF [EOS] Read (DLCConfiguration) completed: Success, received 1261 bytes

2025-09-17T12:05:51 34.688 INF [DLCTitleStorageManager] Successfully retrieved DLC configuration.

2025-09-17T12:05:51 34.920 INF [EOS] Read (eula_english) completed: Success, received 34433 bytes

2025-09-17T12:05:51 34.921 INF [EOS] Created RFS Request: backtraceconfig.xml

2025-09-17T12:05:51 35.220 INF [EOS] Read (PlatformOverrides) completed: Success, received 532 bytes

2025-09-17T12:05:51 35.222 INF [TitleStorageOverridesManager] Successfully retrieved overrides.

2025-09-17T12:05:51 35.223 INF [PermissionsManager] ResolvePermissions(_perms: [All], _canPrompt: False) Fetched Title Storage Overrides!

2025-09-17T12:05:53 36.636 INF [EOS] Read (news_features_ytftp.jpg) completed: Success, received 102985 bytes

2025-09-17T12:05:53 36.637 INF [EOS] Created RFS Request: news_featured_tfpmerch.jpg

2025-09-17T12:05:53 36.753 INF [EOS] Read (news_game_2.3_stable.jpg) completed:

Success, received 72704 bytes

2025-09-17T12:05:53 36.754 INF [EOS] Created RFS Request: news_game_2.1_stable.jpg

2025-09-17T12:05:53 36.853 INF [EOS] Read (news_game_2.3_b9_exp.jpg) completed:

Success, received 100378 bytes

2025-09-17T12:05:53 36.854 INF [EOS] Created RFS Request:

news_game_06_2.0_stable.jpg

2025-09-17T12:05:53 37.053 INF [EOS] Read (news_game_2.2_stable.jpg) completed:

Success, received 96101 bytes

2025-09-17T12:05:53 37.054 INF [EOS] Created RFS Request: game_news_06_EXP.jpg

2025-09-17T12:05:53 37.070 INF [EOS] Read (backtraceconfig.xml) completed: Success,
received 2424 bytes

2025-09-17T12:05:53 37.073 INF [BACKTRACE] Bug reporting Enabled with save uploading:
Disabled

2025-09-17T12:05:53 37.073 INF [BACKTRACE] Save Attaching Feature: Disabled

2025-09-17T12:05:53 37.073 INF [BACKTRACE] Entire World Attaching Feature: Disabled

2025-09-17T12:05:53 37.074 INF [BACKTRACE] Bug reporting Disabled with save uploading:
Disabled

2025-09-17T12:05:53 37.074 INF Backtrace Configuration refreshed from XML: Enabled
False

2025-09-17T12:05:53 37.074 INF [BACKTRACE] Bug reporting: Disabled

2025-09-17T12:05:53 37.074 INF [BACKTRACE] Bug reporting attach save feature: Disabled

2025-09-17T12:05:53 37.074 INF [BACKTRACE] Bug reporting attach entire world feature:
Disabled

2025-09-17T12:05:53 37.370 INF [EOS] Read (news_featured_bm3.jpg) completed: Success,
received 371831 bytes

2025-09-17T12:05:53 37.370 INF [EOS] Created RFS Request:

news_featured_soundtrack.jpg

2025-09-17T12:05:54 38.158 INF [EOS] Read (news_featured_bm_trailer_gameplay.jpg)
completed: Success, received 549035 bytes

2025-09-17T12:05:54 38.375 INF [EOS] Read (news_featured_tfpmerch.jpg) completed:
Success, received 78916 bytes

2025-09-17T12:05:55 38.587 INF [EOS] Read (news_game_2.1_stable.jpg) completed:
Success, received 95868 bytes

2025-09-17T12:05:55 38.588 INF [EOS] Created RFS Request: news_game_2.0_info.jpg

2025-09-17T12:05:55 38.705 INF [EOS] Read (news_game_06_2.0_stable.jpg) completed:
Success, received 96807 bytes

2025-09-17T12:05:55 38.722 INF [Discord] Logging in with provisional account

2025-09-17T12:05:55 38.723 INF [EOS] CopyIdToken result: Success

2025-09-17T12:05:55 38.803 INF [EOS] Read (game_news_06_EXP.jpg) completed:

Success, received 110240 bytes
2025-09-17T12:05:55 39.336 INF [EOS] Read (news_featured_soundtrack.jpg) completed:
Success, received 235045 bytes
2025-09-17T12:05:55 39.436 INF [EOS] Read (news_game_2.0_info.jpg) completed:
Success, received 103730 bytes
2025-09-17T12:05:58 41.657 INF [Discord] Saving settings with DiscordDisabled=False
2025-09-17T12:05:58 41.669 INF [Discord] Logged in
2025-09-17T12:05:58 41.677 INF [TitleStorageOverridesManager] Using cached last success.
2025-09-17T12:05:58 41.679 WRN [Discord][Log] RPC manager reset: RPC manager
connecting with new client ID Status:0 (rpc_manager.cpp:130)
2025-09-17T12:05:58 41.680 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:05:58 41.680 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:06:00 43.652 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:06:00 43.653 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:06:03 47.021 INF [PermissionsManager] ResolvePermissions(_perms:
[Crossplay, HostMultiplayer], _canPrompt: True)
2025-09-17T12:06:03 47.037 INF [PermissionsManager] ResolvePermissions(_perms:
[Crossplay, HostMultiplayer], _canPrompt: True) Fetching Title Storage Overrides...
2025-09-17T12:06:03 47.038 INF [TitleStorageOverridesManager] Using cached last success.
2025-09-17T12:06:03 47.038 INF [PermissionsManager] ResolvePermissions(_perms:
[Crossplay, HostMultiplayer], _canPrompt: True) Fetched Title Storage Overrides!
2025-09-17T12:06:03 47.054 INF [EOS] ResolvePermissions(_perms: [Crossplay,
HostMultiplayer], _canPrompt: True)
2025-09-17T12:06:04 47.636 INF [EOS] Player may have active sanctions
2025-09-17T12:06:04 47.636 INF [EOS] SanctionsQuery finished with: 0 sanctions
2025-09-17T12:06:04 47.637 INF [EOS] CheckSanctionsEnumerator: hasSanctions False
2025-09-17T12:06:04 47.647 INF NET: Starting server protocols
2025-09-17T12:06:04 47.678 INF NET: LiteNetLib server started
2025-09-17T12:06:04 47.679 INF [Steamworks.NET] NET: Server started
2025-09-17T12:06:04 47.679 INF Started thread SteamNetworkingServer
2025-09-17T12:06:04 47.679 INF [EOS-P2PS] Server started
2025-09-17T12:06:04 47.681 INF [PlatformApplication] restart required = False
2025-09-17T12:06:04 47.681 INF StartGame
2025-09-17T12:06:04 47.682 INF NetPackageManager Init
2025-09-17T12:06:04 47.702 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T12:06:04 47.702 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:06:04 47.756 INF [XUi] Instantiating XUi from default prefab.

2025-09-17T12:06:04 47.771 INF [XUi] XUi instantiation completed in 14 ms

2025-09-17T12:06:04 47.779 INF Persistent GamePrefs saved

GamePref.AdminFileName = serveradmin.xml

GamePref.AirDropFrequency = 72

GamePref.AirDropMarker = True

GamePref.AllowSpawnNearBackpack = True

GamePref.AllowSpawnNearFriend = 2

GamePref.AutopilotMode = 0

GamePref.BedrollDeadZoneSize = 15

GamePref.BedrollExpiryTime = 45

GamePref.BiomeProgression = True

GamePref.BlockDamageAI = 100

GamePref.BlockDamageAIBM = 100

GamePref.BlockDamagePlayer = 125

GamePref.BloodMoonEnemyCount = 8

GamePref.BloodMoonFrequency = 3

GamePref.BloodMoonRange = 0

GamePref.BloodMoonWarning = 8

GamePref.BuildCreate = False

GamePref.ConnectToServerIP = 127.0.0.1

GamePref.ConnectToServerPort = 26900

GamePref.CreateLevelDim = 4096

GamePref.CreateLevelName = My Level

GamePref.CreativeMenuEnabled = False

GamePref.DayCount = 3

GamePref.DayLightLength = 18

GamePref.DayNightLength = 120

GamePref.DeathPenalty = 1

GamePref.DebugMenuEnabled = False

GamePref.DebugMenuShowTasks = False

GamePref.DebugPanelsEnabled = ,Ply,Ge,Sp,Fo,Pr,

GamePref.DebugStopEnemiesMoving = False

GamePref.DropOnDeath = 3

GamePref.DropOnQuit = 0

GamePref.DynamicMeshDistance = 1500

GamePref.DynamicMeshEnabled = True
GamePref.DynamicMeshLandClaimBuffer = 3
GamePref.DynamicMeshLandClaimOnly = False
GamePref.DynamicMeshMaxItemCache = 2
GamePref.DynamicMeshMaxRegionCache = 2
GamePref.DynamicMeshUseImposters = False
GamePref.DynamicSpawner =
GamePref.EACEnabled = False
GamePref.EnableMapRendering = False
GamePref.EnemyDifficulty = 0
GamePref.EnemySpawnMode = True
GamePref.EulaLatestVersion = 2
GamePref.EulaVersionAccepted = 2
GamePref.FavoriteServersList =
GamePref.FragLimit = 20
GamePref.GameDifficulty = 2
GamePref.GameGuidClient =
GamePref.GameMode = GameModeSurvival
GamePref.GameName = MyGame
GamePref.GameNameClient = My Game
GamePref.GameVersion = V 2.3
GamePref.GameWorld = Sixukedi Territory
GamePref.HideCommandExecutionLog = 0
GamePref.IgnoreEOSSanctions = False
GamePref.JoiningOptions = True
GamePref.LandClaimCount = 3
GamePref.LandClaimDeadZone = 30
GamePref.LandClaimDecayMode = 0
GamePref.LandClaimExpiryTime = 7
GamePref.LandClaimOfflineDelay = 0
GamePref.LandClaimOfflineDurabilityModifier = 4
GamePref.LandClaimOnlineDurabilityModifier = 4
GamePref.LandClaimSize = 41
GamePref.Language =
GamePref.LanguageBrowser =
GamePref.LastGameResetRevision = 13
GamePref.LastLoadedPrefab =
GamePref.LastLoadingTipRead = 4
GamePref.LootAbundance = 100

GamePref.LootRespawnDays = 5
GamePref.LootTimer =
GamePref.MatchLength = 10
GamePref.MaxChunkAge = -1
GamePref.MaxQueuedMeshLayers = 40
GamePref.MaxSpawnedAnimals = 50
GamePref.MaxSpawnedZombies = 64
GamePref.MaxUncoveredMapChunksPerPlayer = 524288
GamePref.NoGraphicsMode = False
GamePref.OptionsAllowController = True
GamePref.OptionsAmbientVolumeLevel = 1
GamePref.OptionsAudioOcclusion = False
GamePref.OptionsAutoPartyWithFriends = True
GamePref.OptionsBackgroundGlobalOpacity = 0.75
GamePref.OptionsChatCommunication = True
GamePref.OptionsControllerAimAssists = True
GamePref.OptionsControllerCursorHoverSensitivity = 0.5
GamePref.OptionsControllerCursorSnap = True
GamePref.OptionsControllerIconStyle = 0
GamePref.OptionsControllerJoystickLayout = 0
GamePref.OptionsControllerLookAcceleration = 4
GamePref.OptionsControllerLookAxisDeadzone = 0.1
GamePref.OptionsControllerLookInvert = False
GamePref.OptionsControllerMoveAxisDeadzone = 0.1
GamePref.OptionsControllerSensitivityX = 0.3
GamePref.OptionsControllerSensitivityY = 0.3
GamePref.OptionsControllerTriggerEffects = False
GamePref.OptionsControllerVehicleSensitivity = 1
GamePref.OptionsControllerVibration = True
GamePref.OptionsControllerVibrationStrength = 2
GamePref.OptionsControllerWeaponAiming = False
GamePref.OptionsControllerZoomSensitivity = 0.5
GamePref.OptionsControlsResetRevision = 7
GamePref.OptionsControlsSprintLock = 0
GamePref.OptionsCrossplay = True
GamePref.OptionsDisableChunkLODs = False
GamePref.OptionsDisableXmlEvents = False
GamePref.OptionsDynamicMusicDailyTime = 0.45
GamePref.OptionsDynamicMusicEnabled = True

GamePref.OptionsFilterProfanity = False
GamePref.OptionsForegroundGlobalOpacity = 1
GamePref.OptionsGfxAA = 4
GamePref.OptionsGfxAASharpness = 0.05
GamePref.OptionsGfxBloom = True
GamePref.OptionsGfxBrightness = 0.45
GamePref.OptionsGfxDOF = False
GamePref.OptionsGfxDynamicMinFPS = 30
GamePref.OptionsGfxDynamicMode = 0
GamePref.OptionsGfxDynamicScale = 1
GamePref.OptionsGfxFOV = 65
GamePref.OptionsGfxFSRPreset = 2
GamePref.OptionsGfxGrassDistance = 2
GamePref.OptionsGfxLODDistance = 0.75
GamePref.OptionsGfxMotionBlur = 1
GamePref.OptionsGfxMotionBlurEnabled = True
GamePref.OptionsGfxObjQuality = 3
GamePref.OptionsGfxOcclusion = True
GamePref.OptionsGfxQualityPreset = 5
GamePref.OptionsGfxReflectQuality = 2
GamePref.OptionsGfxReflectShadows = True
GamePref.OptionsGfxResetRevision = 4
GamePref.OptionsGfxResolution = 0
GamePref.OptionsGfxShadowDistance = 0
GamePref.OptionsGfxShadowQuality = 2
GamePref.OptionsGfxSSAO = True
GamePref.OptionsGfxSSReflections = 2
GamePref.OptionsGfxStreamMipmaps = True
GamePref.OptionsGfxSunShafts = True
GamePref.OptionsGfxTerrainQuality = 3
GamePref.OptionsGfxTexFilter = 2
GamePref.OptionsGfxTexQuality = 0
GamePref.OptionsGfxTreeDistance = 4
GamePref.OptionsGfxUpscalerMode = 2
GamePref.OptionsGfxViewDistance = 7
GamePref.OptionsGfxVsync = 1
GamePref.OptionsGfxWaterPtlLimiter = 0.65
GamePref.OptionsGfxWaterQuality = 0
GamePref.OptionsHudOpacity = 1

GamePref.OptionsHudSize = 1
GamePref.OptionsInterfaceSensitivity = 1
GamePref.OptionsIntroMovieEnabled = True
GamePref.OptionsInvertMouse = False
GamePref.OptionsJournalPopup = True
GamePref.OptionsLiteNetLibMtuOverride = False
GamePref.OptionsLookSensitivity = 0.5
GamePref.OptionsMenuMusicVolumeLevel = 0.7
GamePref.OptionsMicVolumeLevel = 0.75
GamePref.OptionsMumblePositionalAudioSupport = False
GamePref.OptionsMusicVolumeLevel = 0.2675026
GamePref.OptionsOverallAudioVolumeLevel = 1
GamePref.OptionsPlayChanceFrequency = 3
GamePref.OptionsPlayChanceProbability = 0.983
GamePref.OptionsPlayerModel = playerFemale
GamePref.OptionsPlayerModelTexture = Player/Male/Player_male
GamePref.OptionsPOICulling = 1
GamePref.OptionsQuestsAutoAccept = True
GamePref.OptionsQuestsAutoShare = True
GamePref.OptionsScreenBoundsValue = 1
GamePref.OptionsSelectionBoxAlphaMultiplier = 0.4
GamePref.OptionsShowCompass = True
GamePref.OptionsShowConsoleButton = False
GamePref.OptionsShowCrosshair = True
GamePref.OptionsStabSpawnBlocksOnGround = True
GamePref.OptionsSubtitlesEnabled = False
GamePref.OptionsTempCelsius = False
GamePref.OptionsUiCompassUseEnglishCardinalDirections = False
GamePref.OptionsUiFpsScaling = 1
GamePref.OptionsVehicleLookSensitivity = 0.5
GamePref.OptionsVoiceChatEnabled = True
GamePref.OptionsVoiceInputDevice = {e3e4872e-6810-40b8-9561-692e1672fcfc}
GamePref.OptionsVoiceOutputDevice = {0.0.0.00000000}. {2f24d687-0a3e-4e20-97d4-4b22003e8846}
GamePref.OptionsVoiceVolumeLevel = 0.75
GamePref.OptionsWeaponAiming = False
GamePref.OptionsZoomAccel = 0.5
GamePref.OptionsZoomSensitivity = 0.3
GamePref.PartySharedKillRange = 100

GamePref.PersistentPlayerProfiles = False
GamePref.PlayerAutologin = False
GamePref.PlayerKillingMode = 2
GamePref.PlayerName = Pris Nexus 6
GamePref.PlayerSafeZoneHours = 7
GamePref.PlayerSafeZoneLevel = 5
GamePref.PlayerToken =
GamePref.PlaytestBiome = 3
GamePref.QuestProgressionDailyLimit = 8
GamePref.RebuildMap = False
GamePref.Region = NorthAmericaEast
GamePref.SaveDataLimit = -1
GamePref.SaveDataLimitType = Unlimited
GamePref.SelectionContextMode = 0
GamePref.SelectionOperationMode = 0
GamePref.ServerAdminSlots = 0
GamePref.ServerAdminSlotsPermission = 0
GamePref.ServerAllowCrossplay = True
GamePref.ServerDescription =
GamePref.ServerDisabledNetworkProtocols =
GamePref.ServerEACPeerToPeer = False
GamePref.ServerEnabled = True
GamePref.ServerIP =
GamePref.ServerIsPublic = True
GamePref.ServerLoginConfirmationText =
GamePref.ServerMatchmakingGroup =
GamePref.ServerMaxAllowedViewDistance = 12
GamePref.ServerMaxPlayerCount = 6
GamePref.ServerMaxWorldTransferSpeedKiBs = 512
GamePref.ServerName = Default Server
GamePref.ServerPort = 26900
GamePref.ServerReservedSlots = 0
GamePref.ServerReservedSlotsPermission = 100
GamePref.ServerVisibility = 0
GamePref.ServerWebsiteURL =
GamePref.ShowFriendPlayerOnMap = True
GamePref.SkipSpawnButton = False
GamePref.StormFreq = 100
GamePref.TelnetEnabled = False

GamePref.TelnetFailedLoginLimit = 10
GamePref.TelnetFailedLoginsBlocktime = 10
GamePref.TelnetPort = 25003
GamePref.TerminalWindowEnabled = True
GamePref.TwitchBloodMoonAllowed = True
GamePref.TwitchServerPermission = 90
GamePref.UNUSED_ControlPanelEnabled = False
GamePref.UNUSED_ControlPanelPort = 8080
GamePref.UNUSED_LastLoadedPrefabSize =
GamePref.UNUSED_NewGameSetDefaults =
GamePref.UNUSED_OptionsBloom =
GamePref.UNUSED_OptionsDOF =
GamePref.UNUSED_OptionsFieldOfViewNew =
GamePref.UNUSED_OptionsGamma =
GamePref.UNUSED_OptionsGfxGameplayResolutionHeight =
GamePref.UNUSED_OptionsGfxGameplayResolutionWidth =
GamePref.UNUSED_OptionsGfxUMATexQuality =
GamePref.UNUSED_OptionsMotionBlur =
GamePref.UNUSED_OptionsObjectBlur =
GamePref.UNUSED_OptionsReflectionBounces =
GamePref.UNUSED_OptionsReflectionCullList =
GamePref.UNUSED_OptionsReflectionFarClip =
GamePref.UNUSED_OptionsReflectionRefreshMode =
GamePref.UNUSED_OptionsReflectionShadowDistance =
GamePref.UNUSED_OptionsReflectionTimeSlicingMode =
GamePref.UNUSED_OptionsSSAO =
GamePref.UNUSED_OptionsStreamingMipmapsBudget =
GamePref.UNUSED_OptionsSunShafts =
GamePref.UNUSED_PlayerId =
GamePref.UNUSED_SaveGameFolder =
GamePref.UNUSED_UserDataFolder =
GamePref.WebDashboardEnabled = False
GamePref.WebDashboardPort = 8080
GamePref.WebDashboardUrl =
GamePref.WorldGenSeed =
GamePref.WorldGenSize = 8192
GamePref.XPMultiplier = 125
GamePref.ZombieBMMove = 3
GamePref.ZombieFeralMove = 3

GamePref.ZombieFeralSense = 0
GamePref.ZombieMove = 1
GamePref.ZombieMoveNight = 2
GamePref.ZombiePlayers = True
GameStat.AirDropFrequency = 0
GameStat.AirDropMarker = True
GameStat.AllowedViewDistance = 12
GameStat.AnimalCount = 0
GameStat.AutoParty = False
GameStat.BedrollExpiryTime = 45
GameStat.BiomeProgression = True
GameStat.BlockDamagePlayer = 100
GameStat.BloodMoonDay = 0
GameStat.BloodMoonEnemyCount = 8
GameStat.BloodMoonWarning = 8
GameStat.ChunkStabilityEnabled = True
GameStat.CurrentRoundIx = 0
GameStat.DayLightLength = 18
GameStat.DayLimitActive = False
GameStat.DayLimitThisRound = 0
GameStat.DeathPenalty = XPOnly
GameStat.DropOnDeath = 1
GameStat.DropOnQuit = 0
GameStat.EnemyCount = 0
GameStat.EnemyDifficulty = Normal
GameStat.EnemySpawnMode = True
GameStat.FragLimitActive = False
GameStat.FragLimitThisRound = 0
GameStat.GameDifficulty = 2
GameStat.GameDifficultyBonus = 1
GameStat.GameModelId = 0
GameStat.GameState = 0
GameStat.GlobalMessageToShow =
GameStat.IsCreativeMenuEnabled = False
GameStat.IsFlyingEnabled = False
GameStat.IsPlayerCollisionEnabled = True
GameStat.IsPlayerDamageEnabled = True
GameStat.IsResetMapOnRestart = False
GameStat.IsSaveSupplyCrates = True

GameStat.IsSpawnEnemies = True
GameStat.IsSpawnNearOtherPlayer = False
GameStat.IsTeleportEnabled = False
GameStat.IsVersionCheckDone = False
GameStat.LandClaimCount = 5
GameStat.LandClaimDeadZone = 30
GameStat.LandClaimDecayMode = 0
GameStat.LandClaimExpiryTime = 3
GameStat.LandClaimOfflineDelay = 0
GameStat.LandClaimOfflineDurabilityModifier = 32
GameStat.LandClaimOnlineDurabilityModifier = 32
GameStat.LandClaimSize = 41
GameStat.LoadScene =
GameStat.LootTimer =
GameStat.OptionsPOICulling = 0
GameStat.PartySharedKillRange = 100
GameStat.PlayerKillingMode = KillStrangersOnly
GameStat.QuestProgressionDailyLimit = 4
GameStat.ScoreDiedMultiplier = -5
GameStat.ScorePlayerKillMultiplier = 1
GameStat.ScoreZombieKillMultiplier = 1
GameStat.ShowAllPlayersOnMap = False
GameStat.ShowFriendPlayerOnMap = True
GameStat.ShowSpawnWindow = False
GameStat.ShowWindow =
GameStat.StormFreq = 0
GameStat.TimeLimitActive = False
GameStat.TimeLimitThisRound = 0
GameStat.TimeOfDayIncPerSec = 20
GameStat.TwitchBloodMoonAllowed = True
GameStat.UNUSED_ShowZombieCounter =
GameStat.XPMultiplier = 100
GameStat.ZombieHordeMeter = False
2025-09-17T12:06:04 47.873 INF StartAsServer
2025-09-17T12:06:04 47.885 INF Setting for 'DayNightLength' does not match the default
(server will go to the modded category): current = 120, default = 60
2025-09-17T12:06:04 47.886 INF Setting for 'DropOnDeath' does not match the default
(server will go to the modded category): current = 3, default = 1
2025-09-17T12:06:04 47.886 INF Setting for 'BlockDamagePlayer' does not match the default

(server will go to the modded category): current = 125, default = 100
2025-09-17T12:06:04 47.886 INF Setting for 'LootRespawnDays' does not match the default
(server will go to the modded category): current = 5, default = 7
2025-09-17T12:06:04 47.886 INF Setting for 'XPMultiplier' does not match the default (server
will go to the modded category): current = 125, default = 100
2025-09-17T12:06:04 48.437 INF Loaded (local): events in 0.03
2025-09-17T12:06:06 50.425 INF Set Microsplat diffuse: MicroSplatConfig_diff_tarray
(UnityEngine.Texture2DArray)
2025-09-17T12:06:06 50.426 INF Set Microsplat normals: MicroSplatConfig_normal_tarray
(UnityEngine.Texture2DArray)
2025-09-17T12:06:06 50.426 INF Set Microsplat smooth:
MicroSplatConfig_smoothAO_tarray (UnityEngine.Texture2DArray)
2025-09-17T12:06:06 50.487 INF Loaded (local): materials in 1.98
2025-09-17T12:06:07 50.655 INF Loaded (local): physicsbodies in 0.03
2025-09-17T12:06:07 50.753 INF Loaded (local): painting in 0.03
2025-09-17T12:06:07 50.920 INF Loaded (local): shapes in 0.03
2025-09-17T12:06:12 55.665 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:06:12 55.666 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
Unloading 3 Unused Serialized files (Serialized files now loaded: 59)
2025-09-17T12:06:26 69.710 INF Block IDs with mapping
2025-09-17T12:06:26 69.721 INF Block IDs total 24295, terr 29, last 24516
2025-09-17T12:06:26 69.739 INF Loaded (local): blocks in 18.46
Unloading 7666 unused Assets to reduce memory usage. Loaded Objects now: 294374.
Total: 278.637300 ms (FindLiveObjects: 14.643300 ms CreateObjectMapping: 20.787600 ms
MarkObjects: 237.023100 ms DeleteObjects: 6.183000 ms)
2025-09-17T12:06:26 70.183 INF Loaded (local): progression in 0.08
2025-09-17T12:06:26 70.524 INF Loaded (local): buffs in 0.25
2025-09-17T12:06:27 70.620 INF Loaded (local): misc in 0.03
2025-09-17T12:06:27 71.307 INF Loaded (local): items in 0.54
2025-09-17T12:06:28 71.811 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:06:28 71.812 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:06:28 71.822 INF Item IDs with mapping
2025-09-17T12:06:28 71.822 INF ItemIDs from Mapping
2025-09-17T12:06:28 71.826 INF ItemClass assignLeftOverItems 66947 of 81920
2025-09-17T12:06:28 71.884 INF Loaded (local): item_modifiers in 0.06

2025-09-17T12:06:28 72.051 INF Loaded (local): entityclasses in 0.10
2025-09-17T12:06:28 72.137 INF Loaded (local): qualityinfo in 0.03
2025-09-17T12:06:28 72.320 INF Loaded (local): sounds in 0.07
2025-09-17T12:06:28 72.437 INF Loaded (local): recipes in 0.05
2025-09-17T12:06:29 72.537 INF Loaded (local): blockplaceholders in 0.03
2025-09-17T12:06:29 72.654 INF Loaded (local): loot in 0.05
2025-09-17T12:06:29 72.762 INF Loaded (local): entitygroups in 0.04
2025-09-17T12:06:29 72.853 INF Loaded (local): utilityai in 0.03
2025-09-17T12:06:29 72.953 INF Loaded (local): vehicles in 0.03
2025-09-17T12:06:29 73.054 INF Loaded (local): rwgmixer in 0.03
2025-09-17T12:06:29 73.154 INF Loaded (local): weathersurvival in 0.03
2025-09-17T12:06:29 73.254 INF Loaded (local): archetypes in 0.03
2025-09-17T12:06:29 73.354 INF Loaded (local): challenges in 0.03
2025-09-17T12:06:29 73.489 INF Loaded (local): quests in 0.07
2025-09-17T12:06:30 73.587 INF Loaded (local): traders in 0.03
2025-09-17T12:06:30 73.687 INF Loaded (local): npc in 0.03
2025-09-17T12:06:30 73.787 INF Loaded (local): dialogs in 0.03
2025-09-17T12:06:30 73.887 INF Loaded (local): ui_display in 0.03
2025-09-17T12:06:30 73.987 INF Loaded (local): nav_objects in 0.03
2025-09-17T12:06:30 74.087 INF Loaded (local): gamestages in 0.03
2025-09-17T12:06:30 74.386 INF Loaded (local): gameevents in 0.23
2025-09-17T12:06:30 74.502 INF Loaded (local): twitch in 0.05
2025-09-17T12:06:31 74.604 INF Loaded (local): twitch_events in 0.03
2025-09-17T12:06:31 74.715 INF Loaded (local): dmscontent in 0.04
2025-09-17T12:06:31 74.804 INF Loaded (local): XUi_Common/styles in 0.03
2025-09-17T12:06:31 74.904 INF Loaded (local): XUi_Common/controls in 0.03
2025-09-17T12:06:31 75.004 INF Loaded (local): XUi/styles in 0.03
2025-09-17T12:06:31 75.104 INF Loaded (local): XUi/controls in 0.03
2025-09-17T12:06:31 75.220 INF Loaded (local): XUi/windows in 0.03
2025-09-17T12:06:31 75.320 INF [XUi] Loading XUi asynchronously
2025-09-17T12:06:31 75.348 INF Loaded (local): XUi/xui in 0.06
2025-09-17T12:06:32 75.806 INF Loaded (local): biomes in 0.12
2025-09-17T12:06:32 76.246 INF Loaded (local): worldglobal in 0.06
2025-09-17T12:06:32 76.487 INF Loaded (local): spawning in 0.06
2025-09-17T12:06:32 76.489 INF [XUi] Parsing all window groups completed in 1031 ms total.
2025-09-17T12:06:33 76.687 INF Loaded (local): loadingscreen in 0.05
2025-09-17T12:06:33 77.038 INF Added 1336 subtitle data entries and 3 speaker colors
2025-09-17T12:06:33 77.098 INF Loaded (local): subtitles in 0.09
2025-09-17T12:06:33 77.379 INF ShapeControllers: 96

2025-09-17T12:06:33 77.382 INF Loaded (local): videos in 0.06
2025-09-17T12:06:33 77.511 INF Loading players.xml
2025-09-17T12:06:34 77.540 INF createWorld: Sixukedi Territory, MyGame, GameModeSurvival
2025-09-17T12:06:34 77.541 INF Occlusion: Enabled
2025-09-17T12:06:34 77.606 INF Started thread ChunkRegeneration
2025-09-17T12:06:34 77.606 INF Started thread ChunkCalc
2025-09-17T12:06:34 77.606 INF Started thread ChunkMeshBake
2025-09-17T12:06:34 77.678 INF World.Load: Sixukedi Territory
2025-09-17T12:06:34 77.688 INF BloodMoon SetDay: day 13, last day 10, freq 3, range 0
2025-09-17T12:06:34 77.749 INF Started thread WaterSimulationApplyChanges
2025-09-17T12:06:34 78.004 INF [XUi] Initialized all window groups completed in 1095 ms total.
2025-09-17T12:07:00 103.652 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T12:07:00 103.653 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:07:01 105.312 INF Started thread GenerateChunks
Unloading 2 Unused Serialized files (Serialized files now loaded: 59)
Unloading 23942 unused Assets to reduce memory usage. Loaded Objects now: 417975.
Total: 743.374400 ms (FindLiveObjects: 26.062100 ms CreateObjectMapping: 23.994300 ms MarkObjects: 683.387900 ms DeleteObjects: 9.929800 ms)
2025-09-17T12:07:03 106.971 INF Calculating world hashes took 324 ms (world size 105 MiB)
2025-09-17T12:07:03 106.973 INF Initial ENABLE_FILE_BACKED_ARRAYS == False
2025-09-17T12:07:03 107.008 INF Loading dtm raw file took 1686ms
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417975.
Total: 719.298400 ms (FindLiveObjects: 23.565400 ms CreateObjectMapping: 19.015200 ms MarkObjects: 676.305400 ms DeleteObjects: 0.412100 ms)
2025-09-17T12:07:04 108.305 INF Biomes image size w= 640, h = 640
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417975.
Total: 712.394400 ms (FindLiveObjects: 24.029000 ms CreateObjectMapping: 18.301200 ms MarkObjects: 669.657200 ms DeleteObjects: 0.406300 ms)
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417975.
Total: 720.006600 ms (FindLiveObjects: 23.762400 ms CreateObjectMapping: 18.123300 ms MarkObjects: 677.706200 ms DeleteObjects: 0.414400 ms)

2025-09-17T12:07:07 111.320 INF Loading and creating biomes took 4311ms
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417975.
Total: 712.040800 ms (FindLiveObjects: 23.964500 ms CreateObjectMapping: 18.730800 ms
MarkObjects: 668.934300 ms DeleteObjects: 0.410800 ms)
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417976.
Total: 711.267400 ms (FindLiveObjects: 23.793800 ms CreateObjectMapping: 18.295300 ms
MarkObjects: 668.754500 ms DeleteObjects: 0.423600 ms)
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417977.
Total: 711.972900 ms (FindLiveObjects: 23.291600 ms CreateObjectMapping: 18.676900 ms
MarkObjects: 669.594000 ms DeleteObjects: 0.410100 ms)
2025-09-17T12:07:12 115.621 INF Loading and creating shader control textures took 4300ms
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417979.
Total: 711.899500 ms (FindLiveObjects: 23.626300 ms CreateObjectMapping: 18.763600 ms
MarkObjects: 669.099300 ms DeleteObjects: 0.409800 ms)
2025-09-17T12:07:13 117.343 INF Loading and parsing of generator took 1721ms
2025-09-17T12:07:13 117.368 INF Computed 999 chunk groups containing a total of 22744
chunks. Largest group contains 344 chunks.
2025-09-17T12:07:14 117.617 INF Started thread SaveChunks
C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi Territory\MyGame\Region
Unloading 0 Unused Serialized files (Serialized files now loaded: 59)
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 417979.
Total: 714.649900 ms (FindLiveObjects: 23.549900 ms CreateObjectMapping: 18.286300 ms
MarkObjects: 672.404100 ms DeleteObjects: 0.408800 ms)
2025-09-17T12:07:16 119.757 INF [DECO] read 47509
2025-09-17T12:07:16 119.796 INF Dynamic Music Initialized on Server
2025-09-17T12:07:16 119.806 INF Dynamic Music Initialized on Client
2025-09-17T12:07:16 119.807 INF Begin DMS Conductor Preload Routine
2025-09-17T12:07:16 119.808 INF Preloading LayeredSection Exploration : Type:
DynamicMusic.Adventure
2025-09-17T12:07:16 119.809 INF Loading new config for Exploration...
2025-09-17T12:07:16 119.838 INF Loading new ClipSets for Exploration...
2025-09-17T12:07:16 119.971 INF Exploration loaded new config and clipsets
2025-09-17T12:07:16 120.007 INF Preloading LayeredSection Suspense : Type:
DynamicMusic.Adventure
2025-09-17T12:07:16 120.008 INF Loading new config for Suspense...

2025-09-17T12:07:16 120.009 INF Loading new ClipSets for Suspense...

2025-09-17T12:07:16 120.171 INF Suspense loaded new config and clipsets

2025-09-17T12:07:16 120.210 INF Preloading LayeredSection Combat : Type: DynamicMusic.Combat

2025-09-17T12:07:16 120.211 INF Loading new config for Combat...

2025-09-17T12:07:16 120.213 INF Loading new ClipSets for Combat...

2025-09-17T12:07:16 120.438 INF Combat loaded new config and clipsets

2025-09-17T12:07:16 120.479 INF Preloading LayeredSection Bloodmoon : Type: DynamicMusic.Bloodmoon

2025-09-17T12:07:16 120.480 INF Loading new config for Bloodmoon...

2025-09-17T12:07:17 120.840 INF fetching Twitch entitlements for s76561198012513514

2025-09-17T12:07:17 120.972 INF AstarManager Init

2025-09-17T12:07:17 121.135 WRN Failed to fetch Twitch entitlements: HTTP/1.1 404 Not Found

2025-09-17T12:07:17 121.340 INF createWorld() done

2025-09-17T12:07:21 125.260 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:07:22 125.789 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:07:22 125.818 INF Created player with id=171

2025-09-17T12:07:22 125.830 INF [PartyQuests] Player registered: [type=EntityPlayerLocal, name=Pris Nexus 6, id=171]

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:07:23 127.039 INF Respawning: LoadedGame

2025-09-17T12:07:23 127.043 INF Loaded player

2025-09-17T12:07:23 127.232 INF 3370 VehicleManager read #0, id 6699, vehicleMotorcycle,

(577.2, 38.8, 254.0), chunk 36, 15
2025-09-17T12:07:23 127.233 INF VehicleManager
C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi
Territory/MyGame/vehicles.dat, loaded 1
2025-09-17T12:07:23 127.238 INF DroneManager
C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi Territory/MyGame/drones.dat,
loaded 0
2025-09-17T12:07:23 127.239 INF TurretTracker
C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi Territory/MyGame/turrets.dat,
loaded 0
2025-09-17T12:07:23 127.297 INF [EOS] Registering server
2025-09-17T12:07:23 127.304 INF [LANMasterServerAnnouncer] listening on 11000 and
multicast group 239.192.0.1
2025-09-17T12:07:23 127.305 INF [PlayerInteractions] JoinedMultiplayerServer
Unloading 3 Unused Serialized files (Serialized files now loaded: 71)
Unloading 2517 unused Assets to reduce memory usage. Loaded Objects now: 428165.
Total: 444.277200 ms (FindLiveObjects: 25.347600 ms CreateObjectMapping: 19.034300 ms
MarkObjects: 397.850600 ms DeleteObjects: 2.044400 ms)
2025-09-17T12:07:24 128.428 INF 60sec delta: 0,current: 1253687,desired: 1336151
2025-09-17T12:07:24 128.429 INF [Backtrace] Updated Statistics
2025-09-17T12:07:24 128.430 INF [Steamworks.NET] GameServer.Init successful
2025-09-17T12:07:24 128.523 INF OpenSpawnWindow
2025-09-17T12:07:25 128.533 INF Loading dymesh settings
2025-09-17T12:07:25 128.534 INF Dynamic Mesh Settings
2025-09-17T12:07:25 128.534 INF Use Imposter Values: False
2025-09-17T12:07:25 128.534 INF Only Player Areas: False
2025-09-17T12:07:25 128.534 INF Player Area Buffer: 3
2025-09-17T12:07:25 128.535 INF Max View Distance: 1500
2025-09-17T12:07:25 128.535 INF Regen all on new world: False
2025-09-17T12:07:25 128.538 INF Dymesh: Prepping dynamic mesh. Resend Default: True
2025-09-17T12:07:25 128.538 INF Dymesh: Mesh location:
C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi
Territory/MyGame/DynamicMeshes/
2025-09-17T12:07:25 128.538 INF StartGame done
2025-09-17T12:07:25 129.032 INF [DECO] written 47509, in 9ms
2025-09-17T12:07:25 129.034 INF [DECO] write thread 1ms
2025-09-17T12:07:25 129.191 INF [EOS] Server registered, session:
44397ea1705543d098ce22a63a04fd76, 54 attributes
2025-09-17T12:07:25 129.197 INF [EOS] Session address: 5*.7*.16*.13*

2025-09-17T12:07:25 129.493 INF [Steamworks.NET] GameServer.LogOn successful, SteamID=90274336699229204, public IP=5*.7*.16*.13*

2025-09-17T12:07:25 129.503 INF [Steamworks.NET] Trying to create Lobby (visibility: k_ELobbyTypePrivate)

2025-09-17T12:07:25 129.504 INF [Discord] Global lobby: 50.72.166.132_7C09D8287E7C4346A45982889602B55B

2025-09-17T12:07:25 129.504 INF [Discord] CreateOrJoinLobby: 50.72.166.132_7C09D8287E7C4346A45982889602B55B, session=44397ea1705543d098ce22a63a04fd76, platform=EOS

2025-09-17T12:07:26 129.992 INF 3393 Vehicle PostInit [type=EntityMotorcycle, name=vehicleMotorcycle, id=6699], (577.24, 38.75, 254.01) (chunk 36, 15), rbPos (0.00, 0.00, 0.00)

2025-09-17T12:07:26 129.995 INF Refresh Vehicle Position Waypoint 6699 False

2025-09-17T12:07:26 129.996 INF 3393 VehicleManager loaded #0, id 6699, [type=EntityMotorcycle, name=vehicleMotorcycle, id=6699], (577.2, 38.8, 254.0), chunk 36, 15 (36, 15), owner EOS_0002b29d2cd5417188cf6aaf4ab5b99a

2025-09-17T12:07:26 129.996 INF 3393 VehicleManager Update loaded 1

2025-09-17T12:07:26 130.035 INF [Steamworks.NET] Lobby creation succeeded, LobbyID=109775244168736559, server SteamID=90274336699229204, server public IP=5*.7*.16*.13*, server port=26900

2025-09-17T12:07:26 130.038 INF [Steamworks.NET] Lobby entered: 109775244168736559

2025-09-17T12:07:26 130.089 INF Dymesh: Warming dynamic mesh

2025-09-17T12:07:26 130.090 INF Dymesh: Creating dynamic mesh manager

2025-09-17T12:07:26 130.093 INF Dymesh: Awake

2025-09-17T12:07:26 130.093 INF Dymesh: Mesh location: C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi Territory\MyGame\DynamicMeshes/

2025-09-17T12:07:26 130.095 INF Dymesh: Loading Items: C:\Users\Taryn\AppData\Roaming\7DaysToDie\Saves\Sixukedi Territory\MyGame\DynamicMeshes/

2025-09-17T12:07:27 130.941 INF Dymesh: Loaded Items: 167

2025-09-17T12:07:27 130.942 INF Dymesh: Loading all items took: 0.847808 seconds.

2025-09-17T12:07:27 131.101 WRN ChunkManager generation thread blocked for 1.0s - VML max queued exceeded by 1, (Instance: 43, Pooled: 2, MaxQueued: 40)

2025-09-17T12:07:27 131.515 INF Meshlist count is now 1

2025-09-17T12:07:27 131.515 INF Meshlist count is now 2

2025-09-17T12:07:27 131.516 INF Force load took 0 seconds

2025-09-17T12:07:27 131.517 INF Clearing queues.

2025-09-17T12:07:27 131.518 INF Cleared queues.

2025-09-17T12:07:27 131.519 INF Dynamic thread starting

2025-09-17T12:07:27 131.521 INF Dymesh door replacement: imposterBlock

2025-09-17T12:07:28 131.616 INF ChunkManager generation thread resumed after 1.5s blocked

2025-09-17T12:07:28 132.060 INF Meshlist count is now 3

2025-09-17T12:07:28 132.060 INF Meshlist count is now 4

2025-09-17T12:07:28 132.291 INF Missing paint ID XML entry: 255 for block 'concreteShapes:cubeHalf5mRound03'

2025-09-17T12:07:28 132.520 INF Respawn almost done

2025-09-17T12:07:28 132.525 INF PlayerSpawnedInWorld (reason: LoadedGame, position: 570, 38, 265): localplayer

2025-09-17T12:07:29 132.527 INF 3435+0 Origin Reposition (0.0, 0.0, 0.0) to (560.0, 32.0, 256.0)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:07:29 132.577 INF Refresh Vehicle Position Waypoint 6699 False

2025-09-17T12:07:29 132.674 INF Pris Nexus 6 onNewBiomeEntered +buffForest_Hazard

2025-09-17T12:07:29 133.207 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 510, 38, 304

2025-09-17T12:07:31 134.649 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 349

2025-09-17T12:07:32 135.884 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 355

2025-09-17T12:07:33 137.227 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 594, 42, 373

2025-09-17T12:07:34 137.782 INF Pris Nexus 6 WeatherStatusTick to default

2025-09-17T12:07:34 137.782 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T12:07:55 159.393 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:07:55 159.397 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:07:56 159.698 INF Time: 2.13m FPS: 59.80 Heap: 2105.3MB Max: 2105.3MB
Chunks: 333 CGO: 247 Ply: 1 Zom: 1 Ent: 3 (3) Items: 0 CO: 1 RSS: 4600.7MB

2025-09-17T12:08:00 163.655 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:08:00 163.655 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)

2025-09-17T12:08:01 164.823 INF SectionType change from None to TraderRekt

2025-09-17T12:08:01 164.825 INF Played TraderRekt

2025-09-17T12:08:01 164.826 INF Fading in TraderRekt

2025-09-17T12:08:01 164.827 INF Notified SectionSelector that music played

2025-09-17T12:08:01 165.122 INF SectionType change from TraderRekt to HomeDay

2025-09-17T12:08:01 165.123 INF Fading out TraderRekt

2025-09-17T12:08:01 165.124 INF Played HomeDay

2025-09-17T12:08:01 165.124 INF Fading in HomeDay

2025-09-17T12:08:03 167.123 INF SectionType change from HomeDay to Exploration

2025-09-17T12:08:03 167.123 INF Fading out HomeDay

2025-09-17T12:08:03 167.124 INF Played Exploration

2025-09-17T12:08:03 167.124 INF Fading in Exploration

2025-09-17T12:08:04 168.162 INF Paused TraderRekt

2025-09-17T12:08:06 170.086 INF Missing paint ID XML entry: 203 for block
'concreteShapes:cubeTrimQuarterEdgeDiagonalFiller2Right'

2025-09-17T12:08:06 170.141 INF Paused HomeDay

2025-09-17T12:08:06 170.142 INF fadeInCo complete on Exploration

2025-09-17T12:08:08 172.306 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 660, 38, 64

2025-09-17T12:08:08 172.389 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 708, 38, 66

2025-09-17T12:08:18 181.844 INF 6212+0 Origin Reposition (560.0, 32.0, 256.0) to (784.0,
32.0, 128.0)

2025-09-17T12:08:21 185.225 INF 161.2811 SleeperVolume 822, 37, 99: Restoring 849, 38,
111 (53, 6) 'zombieSteve', count 2

2025-09-17T12:08:21 185.323 INF 161.3811 SleeperVolume 822, 37, 99: Restoring 847, 38,
100 (52, 6) 'animalZombieDog', count 3

2025-09-17T12:08:21 185.424 INF 161.4811 SleeperVolume 822, 37, 99: Restoring 826, 37,
121 (51, 7) 'zombieArlene', count 3

2025-09-17T12:08:21 185.523 INF 161.5811 SleeperVolume 822, 37, 99: Restoring 858, 38, 110 (53, 6) 'zombieDarlene', count 3

2025-09-17T12:08:22 185.627 INF 161.6811 SleeperVolume 822, 37, 99: Restoring 827, 37, 119 (51, 7) 'zombieMoe', count 3

2025-09-17T12:08:26 189.660 INF Time: 2.63m FPS: 59.60 Heap: 2196.6MB Max: 2196.6MB Chunks: 333 CGO: 236 Ply: 1 Zom: 6 Ent: 8 (12) Items: 1 CO: 1 RSS: 4912.8MB

2025-09-17T12:08:26 189.674 INF 60sec delta: 2724424,current: 2724424,desired: 2035533

2025-09-17T12:08:26 189.675 INF [Backtrace] Updated Statistics

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:08:31 194.764 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:08:31 194.767 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:08:43 207.373 INF 7713+1 Origin Reposition (784.0, 32.0, 128.0) to (992.0, 32.0, -32.0)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:08:56 219.657 INF Time: 3.13m FPS: 59.20 Heap: 2162.9MB Max: 2196.6MB Chunks: 339 CGO: 250 Ply: 1 Zom: 2 Ent: 4 (20) Items: 0 CO: 1 RSS: 5105.3MB

2025-09-17T12:08:57 220.976 INF 197.0318 SleeperVolume 1076, 46, -129: Spawning 1079, 46, -123 (67, -8), group 'zombieSoldierGroupGS50', class zombieSoldier, count 3

2025-09-17T12:08:57 220.992 INF 197.0318 SleeperVolume 1076, 46, -119: Spawning 1076, 46, -112 (67, -7), group 'zombieUtilityWorkerGroupGS50', class zombieUtilityWorker, count 3

2025-09-17T12:08:57 221.257 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1197, 44, -82

2025-09-17T12:09:00 223.656 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:09:00 223.656 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:09:02 225.876 INF Entity zombieUtilityWorker 7498 killed by Pris Nexus 6 171

2025-09-17T12:09:04 228.192 INF Stopped TraderRekt

2025-09-17T12:09:04 228.193 INF fadeOutCo complete on TraderRekt

2025-09-17T12:09:06 230.159 INF Stopped HomeDay

2025-09-17T12:09:06 230.159 INF fadeOutCo complete on HomeDay

2025-09-17T12:09:21 245.511 INF Entity zombieSoldier 7497 killed by Pris Nexus 6 171

2025-09-17T12:09:23 247.274 INF 223.3324 SleeperVolume 1091, 45, -128: Spawning 1098, 45, -124 (68, -8), group 'zombieSoldierGroupGS50', class zombieArlene, count 2

2025-09-17T12:09:23 247.375 INF 223.4324 SleeperVolume 1091, 45, -128: Spawning 1098, 45, -127 (68, -8), group 'zombieSoldierGroupGS50', class zombieSoldier, count 3

2025-09-17T12:09:26 249.658 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:09:26 249.658 INF 10220 VehicleManager write #0, id 6699, vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7

2025-09-17T12:09:26 249.659 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:09:26 249.659 INF VehicleManager saved 496 bytes

2025-09-17T12:09:26 249.660 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:09:26 249.660 INF DroneManager saved 9 bytes

2025-09-17T12:09:26 249.661 INF Time: 3.63m FPS: 60.00 Heap: 2200.1MB Max: 2200.1MB Chunks: 339 CGO: 253 Ply: 1 Zom: 4 Ent: 8 (26) Items: 0 CO: 1 RSS: 5118.0MB

2025-09-17T12:09:26 249.661 INF TurretTracker saved 9 bytes

2025-09-17T12:09:26 249.675 INF 60sec delta: 570942,current: 3295367,desired: 2060946

2025-09-17T12:09:26 249.675 INF [Backtrace] Updated Statistics

2025-09-17T12:09:56 279.658 INF Time: 4.13m FPS: 60.00 Heap: 2234.5MB Max: 2234.5MB Chunks: 339 CGO: 253 Ply: 1 Zom: 5 Ent: 8 (28) Items: 1 CO: 1 RSS: 5110.8MB

2025-09-17T12:10:00 283.657 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:10:00 283.657 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:10:13 297.376 INF 273.4335 SleeperVolume 1076, 46, -129: Spawning 1078, 46, -126 (67, -8), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 3

2025-09-17T12:10:13 297.391 INF 273.4335 SleeperVolume 1076, 46, -119: Spawning 1076, 46, -112 (67, -7), group 'zombieUtilityWorkerGroupGS100', class zombieJanitor, count 3

2025-09-17T12:10:13 297.476 INF 273.5334 SleeperVolume 1076, 46, -129: Spawning 1079, 51, -127 (67, -8), group 'zombieSoldierGroupGS100', class zombieSoldier, count 3

2025-09-17T12:10:13 297.478 INF 273.5334 SleeperVolume 1076, 46, -119: Spawning 1078, 51, -105 (67, -7), group 'VultureGroup', class animalZombieVulture, count 3

2025-09-17T12:10:14 297.676 INF 273.7335 SleeperVolume 1091, 45, -128: Spawning 1102,

46, -114 (68, -8), group 'zombieSoldierGroupGS100', class zombieMaleHazmatFeral, count 3
2025-09-17T12:10:14 297.776 INF 273.8334 SleeperVolume 1091, 45, -128: Spawning 1098,
45, -124 (68, -8), group 'zombieSoldierGroupGS100', class zombieSoldierFeral, count 3
2025-09-17T12:10:14 297.876 INF 273.9362 SleeperVolume 1091, 45, -128: Spawning 1098,
45, -127 (68, -8), group 'zombieSoldierGroupGS100', class zombieSoldier, count 3
2025-09-17T12:10:17 300.826 INF SectionType change from Exploration to Suspense
2025-09-17T12:10:17 300.826 INF Fading out Exploration
2025-09-17T12:10:17 300.826 INF Played Suspense
2025-09-17T12:10:17 300.826 INF Fading in Suspense
2025-09-17T12:10:20 303.859 INF Paused Exploration
2025-09-17T12:10:20 303.860 INF fadeInCo complete on Suspense
2025-09-17T12:10:20 304.080 INF Entity zombieMaleHazmat 7505 killed by Pris Nexus 6 171
2025-09-17T12:10:23 307.080 INF Entity zombieJanitor 7506 killed by Pris Nexus 6 171
2025-09-17T12:10:26 309.659 INF Time: 4.63m FPS: 60.00 Heap: 2284.8MB Max: 2284.8MB
Chunks: 339 CGO: 255 Ply: 1 Zom: 7 Ent: 12 (36) Items: 1 CO: 1 RSS: 5072.6MB
2025-09-17T12:10:26 309.674 INF 60sec delta: 128442,current: 3423809,desired: 2068717
2025-09-17T12:10:26 309.674 INF [Backtrace] Updated Statistics
2025-09-17T12:10:37 320.896 INF Entity zombieSoldier 7507 killed by Pris Nexus 6 171
2025-09-17T12:10:48 331.646 INF Entity animalZombieVulture 7508 killed by Pris Nexus 6
171
2025-09-17T12:10:50 334.126 INF SectionType change from Suspense to Exploration
2025-09-17T12:10:50 334.126 INF Fading out Suspense
2025-09-17T12:10:50 334.127 INF Unpaused Exploration
2025-09-17T12:10:50 334.127 INF Fading in Exploration
2025-09-17T12:10:53 337.144 INF Paused Suspense
2025-09-17T12:10:53 337.145 INF fadeInCo complete on Exploration
2025-09-17T12:10:56 339.659 INF Time: 5.13m FPS: 60.00 Heap: 2330.4MB Max: 2330.4MB
Chunks: 339 CGO: 249 Ply: 1 Zom: 6 Ent: 10 (37) Items: 1 CO: 1 RSS: 5105.4MB
2025-09-17T12:11:00 343.658 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:11:00 343.659 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:11:13 357.246 INF Entity zombieBoe 7502 killed by Pris Nexus 6 171
2025-09-17T12:11:16 359.627 INF SectionType change from Exploration to Suspense
2025-09-17T12:11:16 359.627 INF Fading out Exploration
2025-09-17T12:11:16 359.627 INF Unpaused Suspense
2025-09-17T12:11:16 359.628 INF Fading in Suspense
2025-09-17T12:11:19 362.661 INF Paused Exploration
2025-09-17T12:11:19 362.662 INF fadeInCo complete on Suspense

2025-09-17T12:11:26 369.660 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:11:26 369.660 INF 17351 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:11:26 369.660 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:11:26 369.661 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:11:26 369.661 INF Time: 5.63m FPS: 60.01 Heap: 2196.0MB Max: 2330.4MB
Chunks: 339 CGO: 249 Ply: 1 Zom: 5 Ent: 9 (34) Items: 0 CO: 1 RSS: 5154.0MB
2025-09-17T12:11:26 369.661 INF VehicleManager saved 518 bytes
2025-09-17T12:11:26 369.662 INF DroneManager saved 9 bytes
2025-09-17T12:11:26 369.662 INF TurretTracker saved 9 bytes
2025-09-17T12:11:26 369.678 INF 60sec delta: 47144,current: 3470953,desired: 2062041
2025-09-17T12:11:26 369.679 INF [Backtrace] Updated Statistics
2025-09-17T12:11:29 372.689 INF Entity zombieSoldier 7511 killed by Pris Nexus 6 171
2025-09-17T12:11:31 374.863 INF Entity zombieMaleHazmatFeral 7509 killed by Pris Nexus
6 171
2025-09-17T12:11:33 377.477 INF 353.5352 SleeperVolume 1106, 46, -128: Spawning 1120,
46, -126 (70, -8), group 'ZombieDogGroup', class animalZombieDog, count 3
2025-09-17T12:11:34 377.578 INF 353.6352 SleeperVolume 1106, 46, -128: Spawning 1121,
46, -105 (70, -7), group 'ZombieDogGroup', class animalZombieDog, count 3
2025-09-17T12:11:34 377.678 INF 353.7352 SleeperVolume 1106, 46, -128: Spawning 1120,
46, -108 (70, -7), group 'ZombieDogGroup', class animalZombieDog, count 3
2025-09-17T12:11:35 378.547 INF Entity zombieSoldierFeral 7510 killed by Pris Nexus 6 171
2025-09-17T12:11:43 386.978 INF 363.0354 SleeperVolume 1113, 45, -125: Spawning 1117,
46, -122 (69, -8), group 'zombieLabWorkerGroupGS100', class zombieMaleHazmat, count 4
2025-09-17T12:11:43 386.980 INF 363.0354 SleeperVolume 1122, 46, -114: Spawning 1132,
46, -108 (70, -7), group 'zombieSoldierGroupGS100', class zombieSoldierFeral, count 4
2025-09-17T12:11:43 387.078 INF 363.1354 SleeperVolume 1113, 45, -125: Spawning 1124,
46, -122 (70, -8), group 'zombieLabWorkerGroupGS100', class zombieMaleHazmat, count 4
2025-09-17T12:11:43 387.080 INF 363.1354 SleeperVolume 1122, 46, -114: Spawning 1122,
46, -105 (70, -7), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 4
2025-09-17T12:11:43 387.178 INF 363.2354 SleeperVolume 1113, 45, -125: Spawning 1123,
46, -119 (70, -8), group 'zombieLabWorkerGroupGS100', class zombieLab, count 4
2025-09-17T12:11:43 387.192 INF 363.2354 SleeperVolume 1122, 46, -114: Spawning 1129,
46, -114 (70, -8), group 'zombieSoldierGroupGS100', class zombieSoldier, count 4
2025-09-17T12:11:50 393.581 INF Entity animalZombieDog 7513 killed by Pris Nexus 6 171
2025-09-17T12:11:52 396.033 INF Entity animalZombieDog 7515 killed by Pris Nexus 6 171
2025-09-17T12:11:54 398.363 INF Entity animalZombieDog 7514 killed by Pris Nexus 6 171
2025-09-17T12:11:56 399.661 INF Time: 6.13m FPS: 60.00 Heap: 2222.4MB Max: 2330.4MB
Chunks: 339 CGO: 245 Ply: 1 Zom: 7 Ent: 16 (43) Items: 0 CO: 1 RSS: 5120.8MB

2025-09-17T12:11:59 403.484 INF Entity zombieMaleHazmat 7516 killed by Pris Nexus 6 171
2025-09-17T12:12:00 403.578 INF SectionType change from Suspense to Combat
2025-09-17T12:12:00 403.578 INF Fading out Suspense
2025-09-17T12:12:00 403.579 INF Played Combat
2025-09-17T12:12:00 403.579 INF Fading in Combat
2025-09-17T12:12:00 403.643 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:12:00 403.643 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:12:02 405.647 INF Entity zombieMaleHazmat 7518 killed by Pris Nexus 6 171
2025-09-17T12:12:03 406.596 INF Paused Suspense
2025-09-17T12:12:03 406.613 INF fadeInCo complete on Combat
2025-09-17T12:12:04 408.330 INF Entity zombieLab 7520 killed by Pris Nexus 6 171
2025-09-17T12:12:13 416.788 INF Entity zombieMaleHazmat 7519 killed by Pris Nexus 6 171
2025-09-17T12:12:17 420.947 INF Entity zombieSoldier 7521 killed by Pris Nexus 6 171
2025-09-17T12:12:19 422.680 INF Stopped Exploration
2025-09-17T12:12:19 422.680 INF fadeOutCo complete on Exploration
2025-09-17T12:12:19 422.681 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T12:12:19 422.682 INF unloaded ClipSets on Exploration
2025-09-17T12:12:20 423.549 INF Entity zombieSoldierFeral 7517 killed by Pris Nexus 6 171
2025-09-17T12:12:20 423.578 INF SectionType change from Combat to Exploration
2025-09-17T12:12:20 423.579 INF Fading out Combat
2025-09-17T12:12:20 423.579 INF Loading new config for Exploration...
2025-09-17T12:12:20 423.579 INF Played Exploration
2025-09-17T12:12:20 423.580 INF Fading in Exploration
2025-09-17T12:12:20 423.596 INF Loading new ClipSets for Exploration...
2025-09-17T12:12:20 424.037 INF Exploration loaded new config and clipsets
2025-09-17T12:12:23 426.597 INF Paused Combat
2025-09-17T12:12:23 426.598 INF fadeInCo complete on Exploration
2025-09-17T12:12:26 429.661 INF Time: 6.63m FPS: 56.80 Heap: 2255.1MB Max: 2330.4MB
Chunks: 339 CGO: 245 Ply: 1 Zom: 1 Ent: 14 (45) Items: 2 CO: 1 RSS: 5141.1MB
2025-09-17T12:12:26 429.676 INF 60sec delta: 203729,current: 3674682,desired: 2095763
2025-09-17T12:12:26 429.676 INF [Backtrace] Updated Statistics
2025-09-17T12:12:29 432.579 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T12:12:29 432.629 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:12:29 433.479 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T12:12:30 433.929 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:12:30 434.379 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T12:12:37 441.129 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:12:56 459.662 INF Time: 7.13m FPS: 59.40 Heap: 2295.3MB Max: 2330.4MB
Chunks: 339 CGO: 243 Ply: 1 Zom: 1 Ent: 8 (45) Items: 2 CO: 1 RSS: 5138.4MB
2025-09-17T12:13:00 463.644 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:13:00 463.644 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:13:03 466.597 INF Stopped Suspense
2025-09-17T12:13:03 466.597 INF fadeOutCo complete on Suspense
2025-09-17T12:13:03 466.597 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T12:13:03 466.598 INF unloaded ClipSets on Suspense
2025-09-17T12:13:23 486.614 INF Stopped Combat
2025-09-17T12:13:23 486.615 INF fadeOutCo complete on Combat
2025-09-17T12:13:23 486.615 INF unloaded ClipSets on Combat
2025-09-17T12:13:24 487.779 INF 463.8375 SleeperVolume 1106, 47, -104: Spawning 1112,
47, -95 (69, -6), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 1
2025-09-17T12:13:24 487.879 INF 463.9376 SleeperVolume 1106, 47, -104: Spawning 1114,
47, -95 (69, -6), group 'zombieSoldierGroupGS100', class zombieSoldierFeral, count 1
2025-09-17T12:13:24 487.979 INF 464.0375 SleeperVolume 1106, 47, -104: Spawning 1110,
47, -98 (69, -7), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 1
2025-09-17T12:13:24 488.079 INF 464.1376 SleeperVolume 1106, 47, -104: Spawning 1107,
47, -98 (69, -7), group 'zombieSoldierGroupGS100', class zombieSoldier, count 1
2025-09-17T12:13:24 488.179 INF 464.2376 SleeperVolume 1106, 47, -104: Spawning 1113,
47, -98 (69, -7), group 'zombieSoldierGroupGS100', class zombieSoldierFeral, count 1
2025-09-17T12:13:24 488.279 INF 464.3377 SleeperVolume 1106, 47, -104: Spawning 1113,
47, -95 (69, -6), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 1
2025-09-17T12:13:24 488.379 INF 464.4376 SleeperVolume 1106, 47, -104: Spawning 1107,
47, -97 (69, -7), group 'zombieSoldierGroupGS100', class zombieMaleHazmatFeral, count 7
2025-09-17T12:13:24 488.479 INF 464.5376 SleeperVolume 1106, 47, -104: Spawning 1114,
47, -96 (69, -6), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 7
2025-09-17T12:13:25 488.579 INF 464.6376 SleeperVolume 1106, 47, -104: Spawning 1106,
47, -95 (69, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 7
2025-09-17T12:13:25 489.030 INF SectionType change from Exploration to Suspense
2025-09-17T12:13:25 489.030 INF Fading out Exploration

2025-09-17T12:13:25 489.031 INF Loading new config for Suspense...

2025-09-17T12:13:25 489.031 INF Played Suspense

2025-09-17T12:13:25 489.031 INF Fading in Suspense

2025-09-17T12:13:25 489.049 INF Loading new ClipSets for Suspense...

2025-09-17T12:13:25 489.121 INF Suspense loaded new config and clipsets

2025-09-17T12:13:25 489.153 INF SectionType change from Suspense to Combat

2025-09-17T12:13:25 489.154 INF Fading out Suspense

2025-09-17T12:13:25 489.154 INF Loading new config for Combat...

2025-09-17T12:13:25 489.154 INF Played Combat

2025-09-17T12:13:25 489.154 INF Fading in Combat

2025-09-17T12:13:25 489.170 INF Loading new ClipSets for Combat...

2025-09-17T12:13:25 489.467 INF Combat loaded new config and clipsets

2025-09-17T12:13:26 489.663 INF Time: 7.63m FPS: 59.00 Heap: 2348.3MB Max: 2348.3MB
Chunks: 339 CGO: 243 Ply: 1 Zom: 10 Ent: 19 (58) Items: 4 CO: 1 RSS: 5144.2MB

2025-09-17T12:13:26 489.678 INF 60sec delta: 124757,current: 3799440,desired: 1998876

2025-09-17T12:13:26 489.678 INF [Backtrace] Updated Statistics

2025-09-17T12:13:26 489.687 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:13:26 489.688 INF 24501 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7

2025-09-17T12:13:26 489.688 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:13:26 489.688 INF TurretTracker saving 1 (1 + 0)

2025-09-17T12:13:26 489.689 INF VehicleManager saved 518 bytes

2025-09-17T12:13:26 489.689 INF DroneManager saved 9 bytes

2025-09-17T12:13:26 489.689 INF TurretTracker saved 13 bytes

2025-09-17T12:13:26 489.730 INF 465.7876 SleeperVolume 1102, 47, -104: Spawning 1102,
47, -103 (68, -7), group 'zombieSpiderGroupGS100', class zombieSpider, count 10

2025-09-17T12:13:26 489.830 INF 465.8875 SleeperVolume 1102, 47, -104: Spawning 1104,
47, -103 (69, -7), group 'zombieSpiderGroupGS100', class zombieSpider, count 10

2025-09-17T12:13:28 491.817 INF Entity zombieMaleHazmat 7529 killed by Pris Nexus 6 171

2025-09-17T12:13:28 492.033 INF Paused Exploration

2025-09-17T12:13:28 492.181 INF Paused Suspense

2025-09-17T12:13:28 492.198 INF fadeInCo complete on Combat

2025-09-17T12:13:30 493.600 INF Entity zombieMaleHazmat 7532 killed by Pris Nexus 6 171

2025-09-17T12:13:31 494.800 INF Entity zombieSoldierFeral 7531 killed by Pris Nexus 6 171

2025-09-17T12:13:33 496.866 INF Entity zombieSoldier 7530 killed by Pris Nexus 6 171

2025-09-17T12:13:33 497.399 INF Entity zombieMaleHazmatFeral 7533 killed by Pris Nexus
6 171

2025-09-17T12:13:35 498.700 INF Entity zombieMaleHazmat 7527 killed by Pris Nexus 6 171

2025-09-17T12:13:36 499.635 INF Entity zombieMaleHazmat 7534 killed by Pris Nexus 6 171

2025-09-17T12:13:36 499.979 INF 476.0378 SleeperVolume 1110, 50, -100: None spawned, canSpawn True, respawnCnt 0

2025-09-17T12:13:38 502.017 INF Entity zombieSoldier 7536 killed by Pris Nexus 6 171

2025-09-17T12:13:38 502.379 INF 478.4378 SleeperVolume 1092, 47, -104: Spawning 1092, 47, -100 (68, -7), group 'zombieHospitalGroupGS100', class zombieMarlene, count 4

2025-09-17T12:13:38 502.480 INF 478.5378 SleeperVolume 1092, 47, -104: Spawning 1094, 47, -104 (68, -7), group 'zombieHospitalGroupGS100', class zombieSkateboarder, count 4

2025-09-17T12:13:39 502.579 INF 478.6378 SleeperVolume 1092, 47, -104: Spawning 1097, 47, -102 (68, -7), group 'zombieHospitalGroupGS100', class zombieMarleneFeral, count 4

2025-09-17T12:13:39 502.680 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T12:13:39 503.132 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T12:13:43 506.980 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T12:13:44 508.483 INF Entity zombieSoldierFeral 7528 killed by Pris Nexus 6 171

2025-09-17T12:13:45 508.530 INF SectionType change from Combat to Suspense

2025-09-17T12:13:45 508.530 INF Fading out Combat

2025-09-17T12:13:45 508.531 INF Unpaused Suspense

2025-09-17T12:13:45 508.531 INF Fading in Suspense

2025-09-17T12:13:45 509.080 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T12:13:46 509.980 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T12:13:46 510.330 INF 486.388 SleeperVolume 1102, 47, -90: Spawning 1102, 47, -83 (68, -6), group 'zombieSpiderGroupGS100', class zombieSpiderFeral, count 6

2025-09-17T12:13:46 510.430 INF 486.488 SleeperVolume 1102, 47, -90: Spawning 1104, 47, -84 (69, -6), group 'zombieSpiderGroupGS100', class zombieSpider, count 6

2025-09-17T12:13:47 510.531 INF 486.588 SleeperVolume 1102, 47, -90: Spawning 1103, 47, -84 (68, -6), group 'zombieSpiderGroupGS100', class zombieSpiderFeral, count 6

2025-09-17T12:13:48 511.565 INF Paused Combat

2025-09-17T12:13:48 511.566 INF fadeInCo complete on Suspense

2025-09-17T12:13:50 514.079 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:13:50 514.080 INF TurretTracker saved 9 bytes

2025-09-17T12:13:56 519.664 INF Time: 8.13m FPS: 60.00 Heap: 2213.5MB Max: 2348.3MB Chunks: 339 CGO: 249 Ply: 1 Zom: 9 Ent: 26 (63) Items: 3 CO: 1 RSS: 5185.3MB

2025-09-17T12:14:00 523.645 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:14:00 523.646 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:14:02 526.180 INF 502.2384 SleeperVolume 1102, 41, -99: Spawning 1108, 41, -95 (69, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 9

2025-09-17T12:14:02 526.280 INF 502.3384 SleeperVolume 1102, 41, -99: Spawning 1108, 41, -94 (69, -6), group 'zombieSoldierGroupGS100', class zombieSoldierFeral, count 9

2025-09-17T12:14:03 526.631 INF 502.6884 SleeperVolume 1097, 41, -92: Spawning 1100, 41, -87 (68, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 11

2025-09-17T12:14:04 528.331 INF 504.3884 SleeperVolume 1093, 36, -97: Spawning 1100, 36, -95 (68, -6), group 'zombieUtilityWorkerGroupGS100', class zombieJanitorFeral, count 12

2025-09-17T12:14:04 528.431 INF 504.4884 SleeperVolume 1093, 36, -97: Spawning 1096, 36, -86 (68, -6), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorkerFeral, count 12

2025-09-17T12:14:05 528.880 INF 504.9385 SleeperVolume 1095, 36, -94: Spawning 1095, 38, -92 (68, -6), group 'zombieSpiderGroupGS100', class zombieSpiderFeral, count 12

2025-09-17T12:14:07 530.531 INF 506.5884 SleeperVolume 1107, 33, -111: Spawning 1110, 35, -103 (69, -7), group 'zombieUtilityWorkerGroupGS100', class zombieJanitor, count 15

2025-09-17T12:14:07 530.631 INF 506.6884 SleeperVolume 1107, 33, -111: Spawning 1111, 35, -106 (69, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorker, count 15

2025-09-17T12:14:07 530.731 INF 506.7885 SleeperVolume 1107, 33, -111: Spawning 1110, 35, -105 (69, -7), group 'zombieUtilityWorkerGroupGS100', class zombieJanitor, count 15

2025-09-17T12:14:12 536.169 INF Entity zombieJanitor 7551 killed

2025-09-17T12:14:12 536.189 INF 512.2219 SleeperVolume 1093, 33, -115: Spawning 1102, 33, -103 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorker, count 18

2025-09-17T12:14:12 536.281 INF 512.3386 SleeperVolume 1093, 33, -115: Spawning 1098, 33, -102 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorkerFeral, count 18

2025-09-17T12:14:12 536.380 INF 512.4385 SleeperVolume 1093, 33, -115: Spawning 1097, 33, -103 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorker, count 19

2025-09-17T12:14:23 547.353 INF Entity zombieUtilityWorker 7552 killed by Pris Nexus 6 171

2025-09-17T12:14:26 549.665 INF Time: 8.63m FPS: 60.00 Heap: 2237.2MB Max: 2348.3MB Chunks: 339 CGO: 249 Ply: 1 Zom: 19 Ent: 27 (75) Items: 3 CO: 1 RSS: 5232.6MB

2025-09-17T12:14:26 549.679 INF 60sec delta: 145381,current: 3944821,desired: 2117229

2025-09-17T12:14:26 549.679 INF [Backtrace] Updated Statistics

2025-09-17T12:14:27 550.784 INF Entity zombieJanitor 7553 killed by Pris Nexus 6 171

2025-09-17T12:14:28 552.050 INF Stopped Exploration

2025-09-17T12:14:28 552.050 INF fadeOutCo complete on Exploration

2025-09-17T12:14:28 552.051 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-09-17T12:14:28 552.051 INF unloaded ClipSets on Exploration

2025-09-17T12:14:35 558.731 INF 534.7891 SleeperVolume 1105, 33, -127: Spawning 1107, 33, -123 (69, -8), group 'zombieSpiderGroupGS100', class zombieSpider, count 18

2025-09-17T12:14:35 558.734 INF 534.7891 SleeperVolume 1109, 33, -115: Spawning 1117, 33, -115 (69, -8), group 'zombieSpiderGroupGS100', class zombieSpider, count 18

2025-09-17T12:14:48 571.550 INF Stopped Combat

2025-09-17T12:14:48 571.550 INF fadeOutCo complete on Combat

2025-09-17T12:14:48 571.551 INF unloaded ClipSets on Combat

2025-09-17T12:14:51 575.036 INF Entity zombieSpider 7558 killed by Pris Nexus 6 171

2025-09-17T12:14:53 577.052 INF Entity zombieSpider 7557 killed by Pris Nexus 6 171

2025-09-17T12:14:56 579.666 INF Time: 9.13m FPS: 60.00 Heap: 2265.4MB Max: 2348.3MB
Chunks: 339 CGO: 249 Ply: 1 Zom: 15 Ent: 24 (77) Items: 3 CO: 1 RSS: 5222.8MB

2025-09-17T12:15:00 583.647 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:15:00 583.647 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)

2025-09-17T12:15:26 609.666 INF Time: 9.63m FPS: 59.14 Heap: 2300.3MB Max: 2348.3MB
Chunks: 339 CGO: 250 Ply: 1 Zom: 9 Ent: 15 (77) Items: 3 CO: 1 RSS: 5218.8MB

2025-09-17T12:15:26 609.681 INF 60sec delta: 55168,current: 3999989,desired: 2043757

2025-09-17T12:15:26 609.682 INF [Backtrace] Updated Statistics

2025-09-17T12:15:26 609.691 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:15:26 609.691 INF 31681 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7

2025-09-17T12:15:26 609.691 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:15:26 609.692 INF VehicleManager saved 518 bytes

2025-09-17T12:15:26 609.693 INF DroneManager saved 9 bytes

2025-09-17T12:15:50 634.082 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:15:50 634.083 INF TurretTracker saved 9 bytes

2025-09-17T12:15:56 639.684 INF Time: 10.13m FPS: 59.20 Heap: 2339.6MB Max:
2348.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 6 Ent: 11 (77) Items: 3 CO: 1 RSS: 5209.8MB

2025-09-17T12:16:00 643.648 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:16:00 643.649 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)

2025-09-17T12:16:12 656.299 INF TurretTracker saving 1 (1 + 0)

2025-09-17T12:16:12 656.300 INF TurretTracker saved 13 bytes

2025-09-17T12:16:26 669.684 INF Time: 10.63m FPS: 60.00 Heap: 2381.5MB Max:
2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 6 Ent: 12 (79) Items: 3 CO: 1 RSS: 5240.4MB

2025-09-17T12:16:26 669.699 INF 60sec delta: 54400,current: 4054389,desired: 2048913

2025-09-17T12:16:26 669.699 INF [Backtrace] Updated Statistics

2025-09-17T12:16:26 670.134 INF 646.1915 SleeperVolume 1094, 34, -110: Spawning 1096, 36, -100 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorkerFeral, count 6

2025-09-17T12:16:26 670.184 INF SectionType change from Suspense to Combat

2025-09-17T12:16:26 670.184 INF Fading out Suspense

2025-09-17T12:16:26 670.184 INF Loading new config for Combat...

2025-09-17T12:16:26 670.184 INF Played Combat

2025-09-17T12:16:26 670.185 INF Fading in Combat

2025-09-17T12:16:26 670.204 INF Loading new ClipSets for Combat...

2025-09-17T12:16:26 670.372 INF 646.4082 SleeperVolume 1094, 34, -110: Spawning 1094, 34, -104 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieJanitorFeral, count 7

2025-09-17T12:16:27 670.543 INF Combat loaded new config and clipsets

2025-09-17T12:16:27 670.595 INF 646.6082 SleeperVolume 1094, 34, -110: Spawning 1094, 34, -103 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorkerRadiated, count 7

2025-09-17T12:16:27 670.684 INF 646.7415 SleeperVolume 1094, 34, -110: Spawning 1094, 34, -106 (68, -7), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorkerFeral, count 7

2025-09-17T12:16:29 672.805 INF Entity zombieUtilityWorkerFeral 7555 killed by Pris Nexus 6 171

2025-09-17T12:16:29 672.938 INF Entity zombieUtilityWorker 7554 killed by Pris Nexus 6 171

2025-09-17T12:16:29 673.152 INF Mixer IsFinished: True

AudioSource is not playing: False

IsPaused: False

IsPlaying: True

2025-09-17T12:16:29 673.153 INF Stopped Suspense

2025-09-17T12:16:29 673.153 INF unloaded ClipSets on Suspense

2025-09-17T12:16:29 673.199 INF Paused Suspense

2025-09-17T12:16:29 673.200 INF fadeInCo complete on Combat

2025-09-17T12:16:30 673.750 INF TurretTracker saving 1 (1 + 0)

2025-09-17T12:16:30 673.751 INF TurretTracker saved 13 bytes

2025-09-17T12:16:31 675.139 INF Entity zombieUtilityWorker 7556 killed by Pris Nexus 6 171

2025-09-17T12:16:33 676.639 INF Entity zombieUtilityWorkerFeral 7566 killed by Pris Nexus 6 171

2025-09-17T12:16:34 677.687 INF Entity zombieJanitorFeral 7564 killed by Pris Nexus 6 171

2025-09-17T12:16:37 681.038 INF Entity zombieUtilityWorkerFeral 7563 killed by Pris Nexus 6 171

2025-09-17T12:16:40 683.970 INF Entity zombieUtilityWorkerRadiated 7565 killed by Pris Nexus 6 171

2025-09-17T12:16:40 683.984 INF SectionType change from Combat to Suspense
2025-09-17T12:16:40 683.984 INF Fading out Combat
2025-09-17T12:16:40 683.985 INF Unpaused Suspense
2025-09-17T12:16:40 683.985 INF Fading in Suspense
2025-09-17T12:16:43 687.001 INF Paused Combat
2025-09-17T12:16:43 687.002 INF fadeInCo complete on Suspense
2025-09-17T12:16:54 698.100 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:16:54 698.101 INF TurretTracker saved 9 bytes
2025-09-17T12:16:56 699.684 INF Time: 11.13m FPS: 60.00 Heap: 2249.3MB Max:
2381.5MB Chunks: 339 CGO: 255 Ply: 1 Zom: 3 Ent: 12 (83) Items: 4 CO: 1 RSS: 5326.5MB
2025-09-17T12:17:00 703.649 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:17:00 703.650 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:17:07 710.685 INF 686.7425 SleeperVolume 1093, 36, -97: Restoring 1096,
36, -86 (68, -6) 'zombieUtilityWorkerFeral', count 3
2025-09-17T12:17:07 710.785 INF 686.8425 SleeperVolume 1093, 36, -97: Restoring 1100,
36, -95 (68, -6) 'zombieJanitorFeral', count 3
2025-09-17T12:17:07 710.885 INF 686.9424 SleeperVolume 1093, 36, -97: Spawning 1103,
36, -87 (68, -6), group 'zombieUtilityWorkerGroupGS100', class zombieUtilityWorker, count 3
2025-09-17T12:17:07 711.185 INF 687.2424 SleeperVolume 1095, 36, -94: Restoring 1095,
38, -92 (68, -6) 'zombieSpiderFeral', count 3
2025-09-17T12:17:14 718.276 INF Entity zombieJanitorFeral 7569 killed by Pris Nexus 6 171
2025-09-17T12:17:19 723.419 INF Entity zombieUtilityWorker 7570 killed
2025-09-17T12:17:24 728.043 INF Entity zombieUtilityWorkerFeral 7568 killed by Pris Nexus
6 171
2025-09-17T12:17:26 729.685 INF Time: 11.63m FPS: 58.15 Heap: 2303.2MB Max:
2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 4 Ent: 9 (87) Items: 4 CO: 1 RSS: 5321.8MB
2025-09-17T12:17:26 729.699 INF 60sec delta: 24384,current: 4078773,desired: 2071203
2025-09-17T12:17:26 729.700 INF [Backtrace] Updated Statistics
2025-09-17T12:17:26 729.708 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:17:26 729.708 INF 38793 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:17:26 729.708 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:17:26 729.709 INF VehicleManager saved 518 bytes
2025-09-17T12:17:26 729.710 INF DroneManager saved 9 bytes
2025-09-17T12:17:34 738.139 INF Entity zombieSpiderFeral 7571 killed by Pris Nexus 6 171
2025-09-17T12:17:43 746.987 INF Stopped Combat
2025-09-17T12:17:43 746.987 INF fadeOutCo complete on Combat

2025-09-17T12:17:43 746.988 INF unloaded ClipSets on Combat

2025-09-17T12:17:47 751.235 INF 727.2933 SleeperVolume 1093, 41, -109: Spawning 1093, 41, -94 (68, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 3

2025-09-17T12:17:47 751.237 INF 727.2933 SleeperVolume 1097, 41, -92: Restoring 1100, 41, -87 (68, -6) 'zombieSoldier', count 3

2025-09-17T12:17:47 751.285 INF 727.3433 SleeperVolume 1090, 41, -98: Spawning 1090, 47, -97 (68, -7), group 'zombieLabWorkerGroupGS100', class zombieMaleHazmat, count 3

2025-09-17T12:17:47 751.335 INF 727.3933 SleeperVolume 1093, 41, -109: Spawning 1095, 41, -95 (68, -6), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 6

2025-09-17T12:17:47 751.338 INF 727.3933 SleeperVolume 1097, 41, -92: Spawning 1103, 41, -91 (68, -6), group 'zombieSoldierGroupGS100', class zombieJoe, count 6

2025-09-17T12:17:47 751.435 INF 727.4933 SleeperVolume 1093, 41, -109: Spawning 1095, 41, -97 (68, -7), group 'zombieSoldierGroupGS100', class zombieSoldierFeral, count 6

2025-09-17T12:17:48 751.536 INF 727.5933 SleeperVolume 1093, 41, -109: Spawning 1094, 41, -94 (68, -6), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 6

2025-09-17T12:17:48 752.436 INF 728.4933 SleeperVolume 1102, 41, -99: Restoring 1108, 41, -94 (69, -6) 'zombieSoldierFeral', count 10

2025-09-17T12:17:49 752.535 INF 728.5933 SleeperVolume 1102, 41, -99: Restoring 1108, 41, -95 (69, -6) 'zombieSoldier', count 10

2025-09-17T12:17:49 752.636 INF 728.6933 SleeperVolume 1102, 41, -99: Spawning 1109, 41, -95 (69, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 10

2025-09-17T12:17:56 759.703 INF Time: 12.13m FPS: 59.20 Heap: 2368.5MB Max: 2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 13 Ent: 17 (98) Items: 5 CO: 1 RSS: 5298.1MB

2025-09-17T12:18:00 763.651 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:18:00 763.651 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:18:09 773.122 INF Entity zombieJoe 7577 killed by Pris Nexus 6 171

2025-09-17T12:18:10 774.522 INF Entity zombieSoldier 7574 killed by Pris Nexus 6 171

2025-09-17T12:18:26 789.703 INF Time: 12.63m FPS: 59.20 Heap: 2257.4MB Max: 2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 11 Ent: 16 (97) Items: 4 CO: 1 RSS: 5290.2MB

2025-09-17T12:18:26 789.717 INF 60sec delta: 50986,current: 4129759,desired: 2125276

2025-09-17T12:18:26 789.718 INF [Backtrace] Updated Statistics

2025-09-17T12:18:36 800.137 INF 776.1943 SleeperVolume 1100, 41, -109: Spawning 1109, 41, -108 (69, -7), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 11

2025-09-17T12:18:36 800.236 INF 776.2943 SleeperVolume 1100, 41, -109: Spawning 1106, 41, -105 (69, -7), group 'zombieSoldierGroupGS100', class zombieSoldier, count 11

2025-09-17T12:18:40 803.539 INF Entity zombieSoldier 7581 killed by Pris Nexus 6 171

2025-09-17T12:18:43 806.586 INF SectionType change from Suspense to Combat

2025-09-17T12:18:43 806.587 INF Fading out Suspense
2025-09-17T12:18:43 806.587 INF Loading new config for Combat...
2025-09-17T12:18:43 806.587 INF Played Combat
2025-09-17T12:18:43 806.588 INF Fading in Combat
2025-09-17T12:18:43 806.605 INF Loading new ClipSets for Combat...
2025-09-17T12:18:43 806.855 INF Combat loaded new config and clipsets
2025-09-17T12:18:43 806.921 INF TurretTracker saving 1 (1 + 0)
2025-09-17T12:18:43 806.922 INF TurretTracker saved 13 bytes
2025-09-17T12:18:46 809.605 INF Paused Suspense
2025-09-17T12:18:46 809.605 INF fadeInCo complete on Combat
2025-09-17T12:18:46 809.655 INF Entity zombieSoldierFeral 7580 killed by Pris Nexus 6 171
2025-09-17T12:18:47 811.506 INF Entity zombieSoldier 7582 killed by Pris Nexus 6 171
2025-09-17T12:18:51 814.856 INF Entity zombieMaleHazmat 7584 killed by Pris Nexus 6 171
2025-09-17T12:18:52 816.459 INF Entity zombieSoldier 7585 killed by Pris Nexus 6 171
2025-09-17T12:18:52 816.474 INF SectionType change from Combat to Suspense
2025-09-17T12:18:52 816.475 INF Fading out Combat
2025-09-17T12:18:52 816.475 INF Unpaused Suspense
2025-09-17T12:18:52 816.475 INF Fading in Suspense
2025-09-17T12:18:55 819.489 INF Paused Combat
2025-09-17T12:18:55 819.489 INF fadeInCo complete on Suspense
2025-09-17T12:18:56 819.704 INF Time: 13.13m FPS: 60.00 Heap: 2278.1MB Max:
2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 8 Ent: 15 (100) Items: 4 CO: 1 RSS: 5317.8MB
2025-09-17T12:19:00 823.652 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:19:00 823.652 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:19:03 827.370 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:19:03 827.371 INF TurretTracker saved 9 bytes
2025-09-17T12:19:26 849.704 INF Time: 13.63m FPS: 60.00 Heap: 2301.2MB Max:
2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 7 Ent: 9 (100) Items: 4 CO: 1 RSS: 5303.3MB
2025-09-17T12:19:26 849.718 INF 60sec delta: 80592,current: 4210351,desired: 2125090
2025-09-17T12:19:26 849.719 INF [Backtrace] Updated Statistics
2025-09-17T12:19:26 849.727 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:19:26 849.728 INF 45941 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:19:26 849.728 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:19:26 849.729 INF VehicleManager saved 518 bytes
2025-09-17T12:19:26 849.729 INF DroneManager saved 9 bytes
2025-09-17T12:19:34 857.920 INF 833.9789 SleeperVolume 1090, 41, -98: Restoring 1090,

47, -97 (68, -7) 'zombieMaleHazmat', count 7
2025-09-17T12:19:41 865.271 INF 841.3291 SleeperVolume 1085, 41, -108: Spawning 1087, 41, -107 (67, -7), group 'zombieSoldierFeral', class zombieSoldierFeral, count 8
2025-09-17T12:19:41 865.372 INF 841.4291 SleeperVolume 1085, 41, -108: Spawning 1087, 41, -105 (67, -7), group 'zombieSoldierFeral', class zombieSoldierFeral, count 9
2025-09-17T12:19:42 866.338 INF SectionType change from Suspense to Combat
2025-09-17T12:19:42 866.338 INF Fading out Suspense
2025-09-17T12:19:42 866.339 INF Unpaused Combat
2025-09-17T12:19:42 866.339 INF Fading in Combat
2025-09-17T12:19:45 869.357 INF Paused Suspense
2025-09-17T12:19:45 869.357 INF fadeInCo complete on Combat
2025-09-17T12:19:51 875.290 INF Entity zombieSoldierFeral 7589 killed by Pris Nexus 6 171
2025-09-17T12:19:52 876.288 INF TurretTracker saving 1 (1 + 0)
2025-09-17T12:19:52 876.289 INF TurretTracker saved 13 bytes
2025-09-17T12:19:56 879.705 INF Time: 14.13m FPS: 60.00 Heap: 2331.4MB Max: 2381.5MB Chunks: 339 CGO: 254 Ply: 1 Zom: 9 Ent: 14 (105) Items: 5 CO: 1 RSS: 5359.4MB
2025-09-17T12:19:59 883.208 INF Entity zombieMaleHazmat 7576 killed by Pris Nexus 6 171
2025-09-17T12:19:59 883.423 INF Entity zombieSoldierFeral 7588 killed by Pris Nexus 6 171
2025-09-17T12:19:59 883.491 INF Entity zombieMaleHazmat 7579 killed by Pris Nexus 6 171
2025-09-17T12:20:00 883.653 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:20:00 883.654 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:20:00 884.323 INF Entity zombieSoldier 7573 killed by Pris Nexus 6 171
2025-09-17T12:20:04 887.957 INF Entity zombieSoldierFeral 7578 killed by Pris Nexus 6 171
2025-09-17T12:20:07 890.942 INF Entity zombieMaleHazmat 7587 killed by Pris Nexus 6 171
2025-09-17T12:20:07 890.972 INF SectionType change from Combat to Suspense
2025-09-17T12:20:07 890.973 INF Fading out Combat
2025-09-17T12:20:07 890.973 INF Unpaused Suspense
2025-09-17T12:20:07 890.973 INF Fading in Suspense
2025-09-17T12:20:10 893.990 INF Paused Combat
2025-09-17T12:20:10 893.991 INF fadeInCo complete on Suspense
2025-09-17T12:20:19 902.805 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:20:19 902.806 INF TurretTracker saved 9 bytes
2025-09-17T12:20:26 909.705 INF Time: 14.63m FPS: 59.20 Heap: 2372.0MB Max: 2381.5MB Chunks: 339 CGO: 255 Ply: 1 Zom: 3 Ent: 12 (105) Items: 5 CO: 2 RSS: 5337.3MB
2025-09-17T12:20:26 909.719 INF 60sec delta: 14336,current: 4224687,desired: 2077656
2025-09-17T12:20:26 909.720 INF [Backtrace] Updated Statistics
2025-09-17T12:20:56 939.706 INF Time: 15.13m FPS: 60.00 Heap: 2424.5MB Max:

2424.5MB Chunks: 339 CGO: 255 Ply: 1 Zom: 1 Ent: 4 (106) Items: 6 CO: 1 RSS: 5318.1MB
2025-09-17T12:21:00 943.655 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:21:00 943.655 WRN [Discord][Log] RPC manager reset: RPC failed to receive
READY payload (rpc_manager.cpp:130)
2025-09-17T12:21:06 949.923 INF 925.981 SleeperVolume 1092, 47, -104: Restoring 1097,
47, -102 (68, -7) 'zombieMarleneFeral', count 1
2025-09-17T12:21:06 950.023 INF 926.0809 SleeperVolume 1092, 47, -104: Restoring 1094,
47, -104 (68, -7) 'zombieSkateboarder', count 1
2025-09-17T12:21:06 950.123 INF 926.181 SleeperVolume 1092, 47, -104: Restoring 1092,
47, -100 (68, -7) 'zombieMarlene', count 1
2025-09-17T12:21:10 954.008 INF Stopped Combat
2025-09-17T12:21:10 954.008 INF fadeOutCo complete on Combat
2025-09-17T12:21:10 954.008 INF unloaded ClipSets on Combat
2025-09-17T12:21:15 958.973 INF 935.0311 SleeperVolume 1102, 47, -104: Restoring 1104,
47, -103 (69, -7) 'zombieSpider', count 4
2025-09-17T12:21:15 958.975 INF 935.0311 SleeperVolume 1102, 47, -90: Restoring 1103,
47, -84 (68, -6) 'zombieSpiderFeral', count 4
2025-09-17T12:21:15 959.073 INF 935.1311 SleeperVolume 1102, 47, -104: Restoring 1102,
47, -103 (68, -7) 'zombieSpider', count 4
2025-09-17T12:21:15 959.075 INF 935.1311 SleeperVolume 1102, 47, -90: Restoring 1104,
47, -84 (69, -6) 'zombieSpider', count 4
2025-09-17T12:21:15 959.173 INF 935.2311 SleeperVolume 1102, 47, -90: Restoring 1102,
47, -83 (68, -6) 'zombieSpiderFeral', count 4
2025-09-17T12:21:17 961.392 INF Entity zombieSkateboarder 7593 killed by Pris Nexus 6
171
2025-09-17T12:21:21 964.783 INF Entity zombieMarlene 7594 killed by Pris Nexus 6 171
2025-09-17T12:21:23 967.106 INF TurretTracker saving 1 (1 + 0)
2025-09-17T12:21:23 967.107 INF TurretTracker saved 13 bytes
2025-09-17T12:21:25 968.712 INF Entity zombieMarleneFeral 7592 killed by Pris Nexus 6
171
2025-09-17T12:21:26 969.708 INF 60sec delta: 86850,current: 4311538,desired: 2187194
2025-09-17T12:21:26 969.709 INF [Backtrace] Updated Statistics
2025-09-17T12:21:26 969.724 INF Time: 15.63m FPS: 60.00 Heap: 2290.0MB Max:
2424.5MB Chunks: 339 CGO: 255 Ply: 1 Zom: 6 Ent: 13 (114) Items: 5 CO: 1 RSS: 5380.2MB
2025-09-17T12:21:26 969.746 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:21:26 969.746 INF 53126 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:21:26 969.747 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:21:26 969.748 INF VehicleManager saved 518 bytes
2025-09-17T12:21:26 969.748 INF DroneManager saved 9 bytes
2025-09-17T12:21:42 985.623 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:21:42 985.624 INF TurretTracker saved 9 bytes
2025-09-17T12:21:50 993.710 INF Entity zombieSpider 7598 killed by Pris Nexus 6 171
2025-09-17T12:21:53 996.560 INF Entity zombieSpider 7596 killed by Pris Nexus 6 171
2025-09-17T12:21:56 999.724 INF Time: 16.13m FPS: 60.00 Heap: 2311.6MB Max:
2424.5MB Chunks: 339 CGO: 255 Ply: 1 Zom: 4 Ent: 9 (115) Items: 6 CO: 1 RSS: 5360.5MB
2025-09-17T12:22:00 1003.656 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:22:00 1003.656 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:22:23 1026.975 INF SectionType change from Suspense to Combat
2025-09-17T12:22:23 1026.975 INF Fading out Suspense
2025-09-17T12:22:23 1026.975 INF Loading new config for Combat...
2025-09-17T12:22:23 1026.976 INF Played Combat
2025-09-17T12:22:23 1026.976 INF Fading in Combat
2025-09-17T12:22:23 1026.992 INF Loading new ClipSets for Combat...
2025-09-17T12:22:23 1027.268 INF Combat loaded new config and clipsets
2025-09-17T12:22:26 1029.709 INF 60sec delta: 512,current: 4312050,desired: 2111998
2025-09-17T12:22:26 1029.710 INF [Backtrace] Updated Statistics
2025-09-17T12:22:26 1029.725 INF Time: 16.63m FPS: 57.40 Heap: 2339.0MB Max:
2424.5MB Chunks: 339 CGO: 250 Ply: 1 Zom: 4 Ent: 7 (115) Items: 6 CO: 1 RSS: 5346.3MB
2025-09-17T12:22:26 1030.009 INF Paused Suspense
2025-09-17T12:22:26 1030.010 INF fadeInCo complete on Combat
2025-09-17T12:22:27 1031.061 INF Entity zombieSpider 7599 killed by Pris Nexus 6 171
2025-09-17T12:22:32 1035.928 INF Entity zombieSpiderFeral 7600 killed by Pris Nexus 6 171
2025-09-17T12:22:35 1038.828 INF Entity zombieSpiderFeral 7597 killed by Pris Nexus 6 171
2025-09-17T12:22:50 1053.875 INF SectionType change from Combat to Suspense
2025-09-17T12:22:50 1053.875 INF Fading out Combat
2025-09-17T12:22:50 1053.876 INF Unpaused Suspense
2025-09-17T12:22:50 1053.876 INF Fading in Suspense
2025-09-17T12:22:53 1056.893 INF Paused Combat
2025-09-17T12:22:53 1056.893 INF fadeInCo complete on Suspense
2025-09-17T12:22:54 1057.825 INF 1033.883 SleeperVolume 1091, 52, -100: Spawning
1091, 53, -97 (68, -7), group 'zombieSoldierGroupGS100', class zombieDarlene, count 1
2025-09-17T12:22:54 1057.926 INF 1033.983 SleeperVolume 1091, 52, -100: Spawning
1098, 53, -99 (68, -7), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 1
2025-09-17T12:22:54 1058.025 INF 1034.083 SleeperVolume 1091, 52, -100: Spawning

1099, 53, -96 (68, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 1
2025-09-17T12:22:54 1058.126 INF 1034.183 SleeperVolume 1091, 52, -100: Spawning
1098, 53, -96 (68, -6), group 'zombieSoldierGroupGS100', class zombieSoldier, count 1
2025-09-17T12:22:54 1058.226 INF 1034.283 SleeperVolume 1091, 52, -100: Spawning
1091, 53, -95 (68, -6), group 'zombieSoldierGroupGS100', class zombieMaleHazmat, count 1
2025-09-17T12:22:56 1059.726 INF Time: 17.13m FPS: 60.00 Heap: 2395.5MB Max:
2424.5MB Chunks: 339 CGO: 250 Ply: 1 Zom: 6 Ent: 11 (120) Items: 6 CO: 1 RSS: 5341.7MB
2025-09-17T12:23:00 1063.576 INF SectionType change from Suspense to Combat
2025-09-17T12:23:00 1063.576 INF Fading out Suspense
2025-09-17T12:23:00 1063.576 INF Unpaused Combat
2025-09-17T12:23:00 1063.576 INF Fading in Combat
2025-09-17T12:23:00 1063.657 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:23:00 1063.658 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:23:03 1066.611 INF Paused Suspense
2025-09-17T12:23:03 1066.611 INF fadeInCo complete on Combat
2025-09-17T12:23:06 1069.961 INF Entity zombieSoldier 7605 killed by Pris Nexus 6 171
2025-09-17T12:23:11 1074.792 INF TurretTracker saving 1 (1 + 0)
2025-09-17T12:23:11 1074.793 INF TurretTracker saved 13 bytes
2025-09-17T12:23:12 1075.979 INF Entity zombieDarlene 7602 killed by Pris Nexus 6 171
2025-09-17T12:23:13 1077.045 INF Entity zombieSoldier 7604 killed by Pris Nexus 6 171
2025-09-17T12:23:13 1077.394 INF Entity zombieMaleHazmat 7606 killed by Pris Nexus 6
171
2025-09-17T12:23:26 1089.711 INF 60sec delta: 47696,current: 4359746,desired: 2216714
2025-09-17T12:23:26 1089.711 INF [Backtrace] Updated Statistics
2025-09-17T12:23:26 1089.726 INF Time: 17.63m FPS: 60.00 Heap: 2436.3MB Max:
2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 2 Ent: 9 (122) Items: 6 CO: 1 RSS: 5367.0MB
2025-09-17T12:23:26 1089.751 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:23:26 1089.751 INF 60286 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:23:26 1089.751 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:23:26 1089.752 INF VehicleManager saved 518 bytes
2025-09-17T12:23:26 1089.752 INF DroneManager saved 9 bytes
2025-09-17T12:23:26 1090.245 INF Entity zombieMaleHazmat 7603 killed by Pris Nexus 6
171
2025-09-17T12:23:27 1090.676 INF TurretTracker saving 1 (1 + 0)
2025-09-17T12:23:27 1090.677 INF TurretTracker saved 13 bytes
2025-09-17T12:23:41 1105.276 INF SectionType change from Combat to Suspense

2025-09-17T12:23:41 1105.277 INF Fading out Combat
2025-09-17T12:23:41 1105.277 INF Unpaused Suspense
2025-09-17T12:23:41 1105.277 INF Fading in Suspense
2025-09-17T12:23:44 1108.279 INF Paused Combat
2025-09-17T12:23:44 1108.279 INF fadeInCo complete on Suspense
2025-09-17T12:23:56 1119.727 INF Time: 18.13m FPS: 60.00 Heap: 2312.4MB Max:
2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 5 (121) Items: 5 CO: 1 RSS: 5366.8MB
2025-09-17T12:23:58 1122.426 INF 1098.485 SleeperVolume 1093, 53, -91: Spawning 1093,
55, -90 (68, -6), group 'zombieSpiderGroupGS100', class zombieSpiderFeral, count 1
2025-09-17T12:23:58 1122.429 INF 1098.485 SleeperVolume 1106, 54, -96: Spawning 1108,
54, -94 (69, -6), group 'zombieSpiderGroupGS100', class zombieSpider, count 1
2025-09-17T12:23:58 1122.477 INF 1098.535 SleeperVolume 1110, 53, -90: Spawning 1111,
53, -89 (69, -6), group 'zombieWightFeral', class zombieWightFeral, count 1
2025-09-17T12:23:59 1122.528 INF 1098.585 SleeperVolume 1106, 54, -96: Spawning 1106,
54, -95 (69, -6), group 'zombieSpiderGroupGS100', class zombieSpider, count 1
2025-09-17T12:23:59 1122.577 INF 1098.635 SleeperVolume 1110, 53, -90: Spawning 1111,
53, -89 (69, -6), group 'zombieWightFeral', class zombieWightFeral, count 1
2025-09-17T12:23:59 1122.627 INF 1098.685 SleeperVolume 1106, 54, -96: Spawning 1106,
54, -94 (69, -6), group 'zombieSpiderGroupGS100', class zombieSpider, count 1
2025-09-17T12:23:59 1122.727 INF 1098.785 SleeperVolume 1106, 54, -96: Spawning 1106,
54, -96 (69, -6), group 'zombieSpiderGroupGS100', class zombieSpider, count 1
2025-09-17T12:23:59 1122.827 INF 1098.885 SleeperVolume 1106, 54, -96: Spawning 1110,
54, -96 (69, -6), group 'zombieSpiderGroupGS100', class zombieSpiderFeral, count 1
2025-09-17T12:24:00 1123.527 INF SectionType change from Suspense to Combat
2025-09-17T12:24:00 1123.527 INF Fading out Suspense
2025-09-17T12:24:00 1123.527 INF Unpaused Combat
2025-09-17T12:24:00 1123.528 INF Fading in Combat
2025-09-17T12:24:00 1123.658 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:24:00 1123.659 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:24:03 1126.529 INF Paused Suspense
2025-09-17T12:24:03 1126.530 INF fadeInCo complete on Combat
2025-09-17T12:24:04 1127.882 INF Entity zombieSpider 7610 killed by Pris Nexus 6 171
2025-09-17T12:24:08 1132.062 INF Entity zombieSpider 7614 killed by Pris Nexus 6 171
2025-09-17T12:24:08 1132.348 INF Entity zombieSpider 7615 killed by Pris Nexus 6 171
2025-09-17T12:24:10 1133.918 INF Entity zombieSpiderFeral 7616 killed by Pris Nexus 6 171
2025-09-17T12:24:14 1138.046 INF Entity zombieSpider 7612 killed by Pris Nexus 6 171
2025-09-17T12:24:16 1139.830 INF Entity zombieWightFeral 7613 killed by Pris Nexus 6 171

2025-09-17T12:24:17 1141.432 INF Entity zombieWightFeral 7611 killed by Pris Nexus 6 171
2025-09-17T12:24:22 1145.730 INF Entity zombieSpiderFeral 7609 killed by Pris Nexus 6 171
2025-09-17T12:24:26 1149.712 INF 60sec delta: 46293,current: 4406039,desired: 2205417
2025-09-17T12:24:26 1149.713 INF [Backtrace] Updated Statistics
2025-09-17T12:24:26 1149.728 INF Time: 18.63m FPS: 59.60 Heap: 2397.1MB Max:
2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 13 (130) Items: 6 CO: 1 RSS: 5434.6MB
2025-09-17T12:24:36 1160.044 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:24:36 1160.045 INF TurretTracker saved 9 bytes
2025-09-17T12:24:37 1160.777 INF SectionType change from Combat to Suspense
2025-09-17T12:24:37 1160.778 INF Fading out Combat
2025-09-17T12:24:37 1160.778 INF Unpaused Suspense
2025-09-17T12:24:37 1160.778 INF Fading in Suspense
2025-09-17T12:24:40 1163.796 INF Paused Combat
2025-09-17T12:24:40 1163.796 INF fadeInCo complete on Suspense
2025-09-17T12:24:56 1179.728 INF Time: 19.13m FPS: 60.00 Heap: 2429.1MB Max:
2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 4 (131) Items: 7 CO: 1 RSS: 5424.1MB
2025-09-17T12:25:00 1183.660 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:25:00 1183.660 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:25:03 1187.378 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:25:04 1188.228 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T12:25:26 1209.714 INF 60sec delta: 43008,current: 4449047,desired: 2162491
2025-09-17T12:25:26 1209.714 INF [Backtrace] Updated Statistics
2025-09-17T12:25:26 1209.729 INF Time: 19.63m FPS: 59.40 Heap: 2343.7MB Max:
2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 6 (133) Items: 9 CO: 1 RSS: 5404.7MB
2025-09-17T12:25:26 1209.752 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:25:26 1209.752 INF 67459 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:25:26 1209.753 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:25:26 1209.753 INF VehicleManager saved 518 bytes
2025-09-17T12:25:26 1209.754 INF DroneManager saved 9 bytes
2025-09-17T12:25:40 1223.797 INF Stopped Combat
2025-09-17T12:25:40 1223.797 INF fadeOutCo complete on Combat
2025-09-17T12:25:40 1223.798 INF unloaded ClipSets on Combat
2025-09-17T12:25:56 1239.730 INF Time: 20.13m FPS: 59.80 Heap: 2364.7MB Max:
2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 5 (133) Items: 9 CO: 1 RSS: 5397.6MB
2025-09-17T12:26:00 1243.661 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:26:00 1243.661 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:26:26 1269.715 INF 60sec delta: 0,current: 4449047,desired: 2134427

2025-09-17T12:26:26 1269.715 INF [Backtrace] Updated Statistics

2025-09-17T12:26:26 1269.730 INF Time: 20.63m FPS: 59.40 Heap: 2388.8MB Max: 2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 3 (133) Items: 9 CO: 1 RSS: 5415.9MB

2025-09-17T12:26:36 1280.046 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:26:36 1280.047 INF TurretTracker saved 9 bytes

2025-09-17T12:26:56 1299.730 INF Time: 21.13m FPS: 60.00 Heap: 2415.1MB Max: 2436.3MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 3 (133) Items: 9 CO: 1 RSS: 5397.4MB

2025-09-17T12:27:00 1303.662 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:27:00 1303.663 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:27:26 1329.716 INF 60sec delta: 0,current: 4449047,desired: 2139803

2025-09-17T12:27:26 1329.717 INF [Backtrace] Updated Statistics

2025-09-17T12:27:26 1329.731 INF Time: 21.63m FPS: 60.01 Heap: 2446.6MB Max: 2446.6MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 7 (137) Items: 13 CO: 1 RSS: 5406.2MB

2025-09-17T12:27:26 1329.766 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:27:26 1329.767 INF 74621 VehicleManager write #0, id 6699, vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7

2025-09-17T12:27:26 1329.767 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:27:26 1329.768 INF VehicleManager saved 518 bytes

2025-09-17T12:27:26 1329.768 INF DroneManager saved 9 bytes

2025-09-17T12:27:49 1352.635 INF UnloadUnusedAssets after 20.38385 m, took 0 ms Unloading 3 Unused Serialized files (Serialized files now loaded: 136)

Unloading 35239 unused Assets to reduce memory usage. Loaded Objects now: 638058. Total: 570.877900 ms (FindLiveObjects: 47.324700 ms CreateObjectMapping: 29.400200 ms MarkObjects: 482.364600 ms DeleteObjects: 11.788000 ms)

2025-09-17T12:27:53 1356.647 INF [Discord] Saving settings with DiscordDisabled=False

2025-09-17T12:27:56 1359.998 INF Time: 22.13m FPS: 59.00 Heap: 2478.7MB Max: 2478.7MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 7 (137) Items: 13 CO: 1 RSS: 5410.5MB

2025-09-17T12:28:00 1363.647 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:28:00 1363.647 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:28:26 1389.984 INF 60sec delta: -21,current: 4449026,desired: 2109334

2025-09-17T12:28:26 1389.984 INF [Backtrace] Updated Statistics

2025-09-17T12:28:26 1389.999 INF Time: 22.63m FPS: 60.00 Heap: 2509.1MB Max:

2509.1MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 5 (139) Items: 15 CO: 1 RSS: 5440.3MB
2025-09-17T12:28:36 1400.332 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:28:36 1400.333 INF TurretTracker saved 9 bytes
2025-09-17T12:28:56 1419.999 INF Time: 23.13m FPS: 59.00 Heap: 2368.4MB Max:
2509.1MB Chunks: 339 CGO: 250 Ply: 1 Zom: 1 Ent: 5 (134) Items: 10 CO: 1 RSS: 5452.1MB
2025-09-17T12:29:00 1423.648 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:29:00 1423.649 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:29:14 1437.533 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:29:26 1449.985 INF 60sec delta: 0,current: 4449026,desired: 2023754
2025-09-17T12:29:26 1449.986 INF [Backtrace] Updated Statistics
2025-09-17T12:29:26 1450.000 INF Time: 23.63m FPS: 59.80 Heap: 2388.7MB Max:
2509.1MB Chunks: 339 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (134) Items: 10 CO: 1 RSS: 5461.0MB
2025-09-17T12:29:26 1450.034 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:29:26 1450.034 INF 81771 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1068.5, 45.6, -108.1), chunk 66, -7
2025-09-17T12:29:26 1450.034 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:29:26 1450.035 INF VehicleManager saved 518 bytes
2025-09-17T12:29:26 1450.035 INF DroneManager saved 9 bytes
2025-09-17T12:29:44 1467.734 INF SectionType change from Suspense to Exploration
2025-09-17T12:29:44 1467.734 INF Fading out Suspense
2025-09-17T12:29:44 1467.735 INF Loading new config for Exploration...
2025-09-17T12:29:44 1467.735 INF Played Exploration
2025-09-17T12:29:44 1467.735 INF Fading in Exploration
2025-09-17T12:29:44 1467.753 INF Loading new ClipSets for Exploration...
2025-09-17T12:29:44 1468.136 INF Exploration loaded new config and clipsets
2025-09-17T12:29:47 1470.769 INF Paused Suspense
2025-09-17T12:29:47 1470.769 INF fadeInCo complete on Exploration
2025-09-17T12:29:56 1480.001 INF Time: 24.13m FPS: 60.00 Heap: 2414.1MB Max:
2509.1MB Chunks: 339 CGO: 250 Ply: 1 Zom: 3 Ent: 5 (136) Items: 10 CO: 1 RSS: 5458.6MB
2025-09-17T12:30:00 1483.649 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:30:00 1483.650 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:30:08 1491.908 WRN
SDCSUtils:::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T12:30:08 1491.912 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:30:18 1502.518 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1265, 42, -8

2025-09-17T12:30:19 1502.536 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1270, 41, 14

2025-09-17T12:30:19 1502.935 INF Pris Nexus 6 onNewBiomeEntered -buffForest_Hazard
2025-09-17T12:30:19 1502.935 INF Pris Nexus 6 onNewBiomeEntered
+buffWasteland_Hazard

2025-09-17T12:30:19 1502.936 INF Pris Nexus 6 WeatherStatusTick default to default
2025-09-17T12:30:19 1502.936 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:30:19 1502.985 INF SectionType change from Exploration to Suspense
2025-09-17T12:30:19 1502.985 INF Fading out Exploration
2025-09-17T12:30:19 1502.986 INF Unpaused Suspense
2025-09-17T12:30:19 1502.986 INF Fading in Suspense

2025-09-17T12:30:22 1505.835 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1275, 41, 48

2025-09-17T12:30:22 1506.004 INF Paused Exploration
2025-09-17T12:30:22 1506.004 INF fadeInCo complete on Suspense
2025-09-17T12:30:22 1506.035 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1303, 42, 65

2025-09-17T12:30:26 1509.769 INF 85336+0 Origin Reposition (992.0, 32.0, -32.0) to (1248.0, 32.0, -16.0)

2025-09-17T12:30:26 1509.986 INF 60sec delta: 112968,current: 4561994,desired: 1521839
2025-09-17T12:30:26 1509.987 INF [Backtrace] Updated Statistics
2025-09-17T12:30:26 1510.001 INF Time: 24.63m FPS: 59.20 Heap: 2454.0MB Max: 2509.1MB Chunks: 339 CGO: 244 Ply: 1 Zom: 1 Ent: 3 (138) Items: 10 CO: 1 RSS: 5477.4MB

2025-09-17T12:30:36 1520.335 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:30:36 1520.336 INF TurretTracker saved 9 bytes

2025-09-17T12:30:41 1524.886 INF SectionType change from Suspense to TraderJoel
2025-09-17T12:30:41 1524.886 INF Fading out Suspense
2025-09-17T12:30:41 1524.887 INF Played TraderJoel
2025-09-17T12:30:41 1524.887 INF Fading in TraderJoel
2025-09-17T12:30:42 1525.885 INF SectionType change from TraderJoel to Suspense
2025-09-17T12:30:42 1525.886 INF Fading out TraderJoel

2025-09-17T12:30:42 1525.886 INF Loading new config for Suspense...

2025-09-17T12:30:42 1525.886 INF Played Suspense

2025-09-17T12:30:42 1525.887 INF Fading in Suspense

2025-09-17T12:30:42 1525.904 INF Loading new ClipSets for Suspense...

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:30:42 1526.113 INF Suspense loaded new config and clipsets

2025-09-17T12:30:43 1527.086 INF SectionType change from Suspense to TraderJoel

2025-09-17T12:30:43 1527.086 INF Fading out Suspense

2025-09-17T12:30:43 1527.086 INF Unpaused TraderJoel

2025-09-17T12:30:43 1527.087 INF Fading in TraderJoel

2025-09-17T12:30:46 1530.104 INF Paused Suspense

2025-09-17T12:30:46 1530.104 INF fadeInCo complete on TraderJoel

2025-09-17T12:30:54 1538.493 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T12:30:56 1540.003 INF Time: 25.13m FPS: 60.00 Heap: 2505.8MB Max: 2509.1MB Chunks: 339 CGO: 219 Ply: 1 Zom: 10 Ent: 12 (150) Items: 10 CO: 1 RSS: 5491.4MB

2025-09-17T12:30:59 1543.035 INF Pris Nexus 6 made level 53 (was 52), exp for next level 116333

2025-09-17T12:31:00 1543.651 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:31:00 1543.651 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:31:01 1544.736 INF MinEventLogMessage: XP gained during the last level:

2025-09-17T12:31:01 1544.736 INF CVarLogValue: \$xpFromLootThisLevel == 16286

2025-09-17T12:31:01 1544.737 INF CVarLogValue: \$xpFromHarvestingThisLevel == 2205

2025-09-17T12:31:01 1544.737 INF CVarLogValue: \$xpFromKillThisLevel == 74792

2025-09-17T12:31:22 1566.021 INF Stopped Exploration

2025-09-17T12:31:22 1566.022 INF fadeOutCo complete on Exploration

2025-09-17T12:31:22 1566.022 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-09-17T12:31:22 1566.022 INF unloaded ClipSets on Exploration

2025-09-17T12:31:26 1569.988 INF 60sec delta: 506997,current: 5068991,desired: 2503730

2025-09-17T12:31:26 1569.988 INF [Backtrace] Updated Statistics

2025-09-17T12:31:26 1570.003 INF Time: 25.63m FPS: 60.00 Heap: 2547.4MB Max: 2547.4MB Chunks: 339 CGO: 219 Ply: 1 Zom: 9 Ent: 11 (150) Items: 10 CO: 1 RSS: 5479.4MB

2025-09-17T12:31:26 1570.070 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:31:26 1570.070 INF 88924 VehicleManager write #0, id 6699, vehicleMotorcycle, (1421.7, 43.1, 63.0), chunk 88, 3

2025-09-17T12:31:26 1570.071 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:31:26 1570.072 INF VehicleManager saved 618 bytes

2025-09-17T12:31:26 1570.072 INF DroneManager saved 9 bytes

2025-09-17T12:31:36 1580.347 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:31:46 1590.122 INF Stopped Suspense

2025-09-17T12:31:46 1590.122 INF fadeOutCo complete on Suspense

2025-09-17T12:31:46 1590.122 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False

2025-09-17T12:31:46 1590.123 INF unloaded ClipSets on Suspense

2025-09-17T12:31:56 1600.003 INF Time: 26.13m FPS: 59.95 Heap: 2261.9MB Max: 2547.4MB Chunks: 339 CGO: 219 Ply: 1 Zom: 9 Ent: 11 (56) Items: 0 CO: 1 RSS: 5481.4MB

2025-09-17T12:32:00 1603.652 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:32:00 1603.652 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:32:26 1629.988 INF 60sec delta: 0,current: 5068991,desired: 2503730

2025-09-17T12:32:26 1629.989 INF [Backtrace] Updated Statistics

2025-09-17T12:32:26 1630.021 INF Time: 26.63m FPS: 60.00 Heap: 2282.9MB Max: 2547.4MB Chunks: 339 CGO: 219 Ply: 1 Zom: 8 Ent: 10 (58) Items: 0 CO: 1 RSS: 5477.9MB

2025-09-17T12:32:34 1638.046 INF [PartyQuests] Auto-sharing new quest:
id=tier4_fetch_clear, code=-1435974877, name=Tier 4 Fetch / Clear, POI Aranea Caverns

2025-09-17T12:32:36 1640.354 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:32:36 1640.355 INF TurretTracker saved 9 bytes

2025-09-17T12:32:43 1646.822 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T12:32:56 1660.022 INF Time: 27.13m FPS: 60.00 Heap: 2305.9MB Max: 2547.4MB Chunks: 339 CGO: 232 Ply: 1 Zom: 8 Ent: 10 (58) Items: 0 CO: 1 RSS: 5489.9MB

2025-09-17T12:32:56 1660.121 INF SectionType change from TraderJoel to Suspense

2025-09-17T12:32:56 1660.122 INF Fading out TraderJoel

2025-09-17T12:32:56 1660.122 INF Loading new config for Suspense...

2025-09-17T12:32:56 1660.122 INF Played Suspense

2025-09-17T12:32:56 1660.122 INF Fading in Suspense

2025-09-17T12:32:56 1660.140 INF Loading new ClipSets for Suspense...

2025-09-17T12:32:56 1660.257 INF Suspense loaded new config and clipsets

2025-09-17T12:32:56 1660.345 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:32:56 1660.348 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:32:57 1660.556 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1303, 42, 65

2025-09-17T12:32:59 1663.157 INF Paused TraderJoel

2025-09-17T12:32:59 1663.157 INF fadeInCo complete on Suspense

2025-09-17T12:33:00 1663.653 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:33:00 1663.654 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:33:00 1663.705 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1265, 42, -8

2025-09-17T12:33:00 1663.722 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1270, 41, 14

2025-09-17T12:33:00 1663.739 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1275, 41, 48

2025-09-17T12:33:09 1672.956 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1197, 44, -82

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:33:25 1688.545 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T12:33:25 1688.548 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T12:33:26 1689.995 INF 60sec delta: 15360,current: 5084351,desired: 1541574
2025-09-17T12:33:26 1689.996 INF [Backtrace] Updated Statistics
2025-09-17T12:33:26 1690.024 INF Time: 27.63m FPS: 60.00 Heap: 2352.6MB Max: 2547.4MB Chunks: 339 CGO: 241 Ply: 1 Zom: 0 Ent: 3 (61) Items: 0 CO: 1 RSS: 5523.8MB
2025-09-17T12:33:26 1690.089 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:33:26 1690.089 INF 96104 VehicleManager write #0, id 6699, vehicleMotorcycle, (1212.0, 42.8, -41.6), chunk 75, -3
2025-09-17T12:33:26 1690.090 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:33:26 1690.090 INF VehicleManager saved 618 bytes
2025-09-17T12:33:26 1690.091 INF DroneManager saved 9 bytes
2025-09-17T12:33:33 1696.772 INF Pris Nexus 6 onNewBiomeEntered - buffWasteland_Hazard
2025-09-17T12:33:33 1696.773 INF Pris Nexus 6 onNewBiomeEntered +buffForest_Hazard
2025-09-17T12:33:33 1696.773 INF Pris Nexus 6 WeatherStatusTick default to default
2025-09-17T12:33:33 1696.773 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T12:33:56 1720.023 INF Time: 28.13m FPS: 60.00 Heap: 2276.9MB Max: 2547.4MB Chunks: 339 CGO: 254 Ply: 1 Zom: 4 Ent: 7 (66) Items: 0 CO: 1 RSS: 5527.7MB
2025-09-17T12:33:59 1723.141 INF Stopped TraderJoel
2025-09-17T12:33:59 1723.142 INF fadeOutCo complete on TraderJoel
2025-09-17T12:34:00 1723.655 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T12:34:00 1723.655 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:34:03 1726.773 INF SectionType change from Suspense to Exploration
2025-09-17T12:34:03 1726.773 INF Fading out Suspense
2025-09-17T12:34:03 1726.773 INF Loading new config for Exploration...
2025-09-17T12:34:03 1726.774 INF Played Exploration
2025-09-17T12:34:03 1726.774 INF Fading in Exploration

2025-09-17T12:34:03 1726.791 INF Loading new ClipSets for Exploration...

2025-09-17T12:34:03 1726.912 INF Exploration loaded new config and clipsets

2025-09-17T12:34:06 1729.775 INF Paused Suspense

2025-09-17T12:34:06 1729.775 INF fadeInCo complete on Exploration

2025-09-17T12:34:07 1731.123 INF 1706.914 SleeperVolume 992, 46, 40: Spawning 995, 46, 46 (62, 2), group 'sleeperHordeStageGS70', class zombieBusinessMan, count 4

2025-09-17T12:34:07 1731.223 INF 1707.014 SleeperVolume 992, 46, 40: Spawning 993, 46, 48 (62, 3), group 'sleeperHordeStageGS70', class zombiePartyGirl, count 4

2025-09-17T12:34:08 1732.122 INF 98612+1 Origin Reposition (1248.0, 32.0, -16.0) to (992.0, 32.0, 32.0)

2025-09-17T12:34:26 1749.991 INF 60sec delta: 89034,current: 5173386,desired: 2054515

2025-09-17T12:34:26 1749.992 INF [Backtrace] Updated Statistics

2025-09-17T12:34:26 1750.024 INF Time: 28.63m FPS: 60.00 Heap: 2323.6MB Max: 2547.4MB Chunks: 339 CGO: 253 Ply: 1 Zom: 6 Ent: 9 (68) Items: 0 CO: 1 RSS: 5539.0MB

2025-09-17T12:34:36 1760.357 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:34:36 1760.358 INF TurretTracker saved 9 bytes

2025-09-17T12:34:46 1769.824 INF SectionType change from Exploration to Suspense

2025-09-17T12:34:46 1769.824 INF Fading out Exploration

2025-09-17T12:34:46 1769.824 INF Unpaused Suspense

2025-09-17T12:34:46 1769.825 INF Fading in Suspense

2025-09-17T12:34:46 1770.174 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T12:34:49 1772.842 INF Paused Exploration

2025-09-17T12:34:49 1772.842 INF fadeInCo complete on Suspense

2025-09-17T12:34:49 1773.474 INF 1749.265 SleeperVolume 984, 32, 38: Spawning 985, 34, 38 (61, 2), group 'zombieLabWorkerGroupGS50', class zombieMaleHazmat, count 6

2025-09-17T12:34:50 1773.574 INF 1749.365 SleeperVolume 984, 32, 38: Spawning 985, 34, 38 (61, 2), group 'zombieLabWorkerGroupGS50', class zombieLab, count 6

2025-09-17T12:34:50 1773.674 INF 1749.465 SleeperVolume 984, 32, 38: Spawning 985, 34, 38 (61, 2), group 'zombieLabWorkerGroupGS50', class zombieMaleHazmat, count 6

2025-09-17T12:34:50 1773.774 INF 1749.565 SleeperVolume 984, 32, 38: Spawning 985, 34, 38 (61, 2), group 'zombieLabWorkerGroupGS50', class zombieMaleHazmatFeral, count 6

2025-09-17T12:34:50 1773.874 INF 1749.665 SleeperVolume 984, 32, 38: Spawning 985, 34, 38 (61, 2), group 'zombieLabWorkerGroupGS50', class zombieLabFeral, count 6

2025-09-17T12:34:53 1776.624 INF 1752.415 SleeperVolume 997, 22, 24: Spawning 997, 25, 28 (62, 1), group 'zombieLabWorkerGroupGS50', class zombieMaleHazmatFeral, count 11

2025-09-17T12:34:53 1776.627 INF 1752.415 SleeperVolume 999, 21, 30: None spawned, canSpawn True, respawnCnt 0

2025-09-17T12:34:53 1776.724 INF 1752.515 SleeperVolume 997, 22, 24: Spawning 997, 25, 26 (62, 1), group 'zombieLabWorkerGroupGS50', class zombieMaleHazmat, count 11

2025-09-17T12:34:56 1780.025 INF Time: 29.13m FPS: 60.00 Heap: 2384.1MB Max:
2547.4MB Chunks: 339 CGO: 253 Ply: 1 Zom: 13 Ent: 16 (75) Items: 0 CO: 1 RSS: 5557.3MB
2025-09-17T12:35:00 1783.656 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:35:00 1783.656 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:35:01 1784.824 INF 1760.615 SleeperVolume 984, 17, 44: None spawned,
canSpawn True, respawnCnt 0
2025-09-17T12:35:26 1809.994 INF 60sec delta: 26624,current: 5200010,desired: 1986575
2025-09-17T12:35:26 1809.994 INF [Backtrace] Updated Statistics
2025-09-17T12:35:26 1810.025 INF Time: 29.63m FPS: 58.00 Heap: 2417.3MB Max:
2547.4MB Chunks: 339 CGO: 253 Ply: 1 Zom: 10 Ent: 14 (76) Items: 1 CO: 1 RSS: 5527.8MB
2025-09-17T12:35:26 1810.107 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:35:26 1810.107 INF 103256 VehicleManager write #0, id 6699,
vehicleMotorcycle, (990.8, 43.1, 15.0), chunk 61, 0
2025-09-17T12:35:26 1810.107 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:35:26 1810.108 INF VehicleManager saved 798 bytes
2025-09-17T12:35:26 1810.109 INF DroneManager saved 9 bytes
2025-09-17T12:35:49 1832.860 INF Stopped Exploration
2025-09-17T12:35:49 1832.860 INF fadeOutCo complete on Exploration
2025-09-17T12:35:49 1832.861 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T12:35:49 1832.861 INF unloaded ClipSets on Exploration
2025-09-17T12:35:56 1840.025 INF Time: 30.13m FPS: 60.00 Heap: 2303.8MB Max:
2547.4MB Chunks: 339 CGO: 253 Ply: 1 Zom: 9 Ent: 13 (76) Items: 1 CO: 1 RSS: 5530.0MB
2025-09-17T12:36:00 1843.657 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:36:00 1843.658 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:36:15 1858.725 INF 1834.517 SleeperVolume 992, 46, 40: Restoring 993, 46,
48 (62, 3) 'zombiePartyGirl', count 9
2025-09-17T12:36:15 1858.825 INF 1834.617 SleeperVolume 992, 46, 40: Restoring 995, 46,
46 (62, 2) 'zombieBusinessMan', count 9
2025-09-17T12:36:15 1858.876 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:36:24 1867.945 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False

IsPlaying: True

2025-09-17T12:36:24 1867.947 INF Stopped Suspense

2025-09-17T12:36:24 1867.948 INF unloaded ClipSets on Suspense

2025-09-17T12:36:24 1867.976 INF Notified SectionSelector that music stopped

2025-09-17T12:36:24 1867.976 INF SectionType change from Suspense to None

2025-09-17T12:36:26 1869.995 INF 60sec delta: 11602,current: 5211612,desired: 1991945

2025-09-17T12:36:26 1869.996 INF [Backtrace] Updated Statistics

2025-09-17T12:36:26 1870.026 INF Time: 30.63m FPS: 59.00 Heap: 2328.7MB Max: 2547.4MB Chunks: 344 CGO: 246 Ply: 1 Zom: 10 Ent: 13 (79) Items: 1 CO: 1 RSS: 5540.3MB

2025-09-17T12:36:30 1873.584 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:36:30 1873.587 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:36:36 1880.360 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:36:36 1880.361 INF TurretTracker saved 9 bytes

2025-09-17T12:36:45 1889.026 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 708, 38, 66

2025-09-17T12:36:48 1892.360 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 660, 38, 64

2025-09-17T12:36:52 1895.948 INF 108384+0 Origin Reposition (992.0, 32.0, 32.0) to (736.0, 32.0, 64.0)

2025-09-17T12:36:56 1900.028 INF Time: 31.13m FPS: 59.39 Heap: 2408.3MB Max: 2547.4MB Chunks: 344 CGO: 252 Ply: 1 Zom: 0 Ent: 2 (81) Items: 1 CO: 1 RSS: 5623.3MB

2025-09-17T12:37:00 1903.658 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T12:37:00 1903.659 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:37:00 1903.876 INF 1879.668 SleeperVolume 650, 37, 91: Spawning 656, 38, 100 (41, 6), group 'sleeperHordeStageGS70', class zombieSoldier, count 0

2025-09-17T12:37:00 1903.977 INF 1879.768 SleeperVolume 650, 37, 91: Spawning 662, 38, 96 (41, 6), group 'sleeperHordeStageGS70', class zombieBusinessMan, count 0

2025-09-17T12:37:00 1904.077 INF 1879.868 SleeperVolume 650, 37, 91: Spawning 660, 38, 101 (41, 6), group 'sleeperHordeStageGS70', class zombieFatCop, count 0

2025-09-17T12:37:00 1904.177 INF 1879.968 SleeperVolume 650, 37, 91: Spawning 652, 38, 102 (40, 6), group 'sleeperHordeStageGS70', class zombiePartyGirl, count 0

2025-09-17T12:37:00 1904.278 INF 1880.068 SleeperVolume 650, 37, 91: Spawning 659, 38, 99 (41, 6), group 'sleeperHordeStageGS70', class zombieYo, count 0

2025-09-17T12:37:00 1904.377 INF 1880.168 SleeperVolume 650, 37, 91: Spawning 655, 38, 96 (40, 6), group 'sleeperHordeStageGS70', class zombiePartyGirl, count 5

2025-09-17T12:37:01 1905.177 INF 1880.968 SleeperVolume 617, 38, 101: Restoring 618, 38, 105 (38, 6) 'zombieBusinessMan', count 5

2025-09-17T12:37:01 1905.277 INF 1881.068 SleeperVolume 617, 38, 101: Restoring 628, 38, 108 (39, 6) 'zombieMarlene', count 5

2025-09-17T12:37:09 1912.544 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 510, 38, 304

2025-09-17T12:37:11 1915.127 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 349

2025-09-17T12:37:12 1916.394 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 355

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:37:17 1921.027 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 594, 42, 373

2025-09-17T12:37:26 1929.995 INF 60sec delta: 128466,current: 5340079,desired: 1922385

2025-09-17T12:37:26 1929.996 INF [Backtrace] Updated Statistics

2025-09-17T12:37:26 1930.027 INF Time: 31.63m FPS: 59.00 Heap: 2321.3MB Max: 2547.4MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (90) Items: 1 CO: 1 RSS: 5618.9MB

2025-09-17T12:37:26 1930.126 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:37:26 1930.127 INF 110417 VehicleManager write #0, id 6699, vehicleMotorcycle, (567.5, 38.2, 255.0), chunk 35, 15

2025-09-17T12:37:26 1930.127 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:37:26 1930.128 INF VehicleManager saved 798 bytes

2025-09-17T12:37:26 1930.128 INF DroneManager saved 9 bytes

2025-09-17T12:37:33 1937.027 INF SectionType change from None to TraderRekt

2025-09-17T12:37:33 1937.027 INF Played TraderRekt

2025-09-17T12:37:33 1937.028 INF Fading in TraderRekt

2025-09-17T12:37:33 1937.028 INF Notified SectionSelector that music played
2025-09-17T12:37:36 1940.079 INF fadeInCo complete on TraderRekt
2025-09-17T12:37:37 1941.227 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T12:37:56 1960.028 INF Time: 32.13m FPS: 60.00 Heap: 2341.6MB Max:
2547.4MB Chunks: 344 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (90) Items: 1 CO: 1 RSS: 5623.7MB
2025-09-17T12:38:00 1963.660 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:38:00 1963.660 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:38:06 1969.629 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T12:38:09 1973.078 INF SectionType change from TraderRekt to HomeDay
2025-09-17T12:38:09 1973.078 INF Fading out TraderRekt
2025-09-17T12:38:09 1973.079 INF Played HomeDay
2025-09-17T12:38:09 1973.079 INF Fading in HomeDay
2025-09-17T12:38:12 1976.096 INF Paused TraderRekt
2025-09-17T12:38:12 1976.097 INF fadeInCo complete on HomeDay
2025-09-17T12:38:26 1989.997 INF 60sec delta: 163648,current: 5503727,desired: 1950611
2025-09-17T12:38:26 1989.997 INF [Backtrace] Updated Statistics
2025-09-17T12:38:26 1990.028 INF Time: 32.63m FPS: 60.00 Heap: 2364.2MB Max:
2547.4MB Chunks: 344 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (90) Items: 1 CO: 1 RSS: 5617.5MB
2025-09-17T12:38:36 2000.362 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:38:36 2000.363 INF TurretTracker saved 9 bytes
2025-09-17T12:38:41 2004.912 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 594, 42, 373
2025-09-17T12:38:44 2007.778 INF 115067+1 Origin Reposition (736.0, 32.0, 64.0) to (560.0,
32.0, 256.0)
2025-09-17T12:38:56 2020.029 INF Time: 33.13m FPS: 59.60 Heap: 2390.5MB Max:
2547.4MB Chunks: 344 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (90) Items: 1 CO: 1 RSS: 5620.1MB
2025-09-17T12:39:00 2023.661 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:39:00 2023.661 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:39:12 2036.115 INF Stopped TraderRekt
2025-09-17T12:39:12 2036.115 INF fadeOutCo complete on TraderRekt
2025-09-17T12:39:18 2042.079 INF SectionType change from HomeDay to None
2025-09-17T12:39:18 2042.080 INF Fading out HomeDay
2025-09-17T12:39:21 2045.082 INF Paused HomeDay
2025-09-17T12:39:21 2045.129 INF Notified SectionSelector that music stopped

2025-09-17T12:39:26 2049.998 INF 60sec delta: 0,current: 5503727,desired: 1932201
2025-09-17T12:39:26 2049.999 INF [Backtrace] Updated Statistics
2025-09-17T12:39:26 2050.030 INF Time: 33.63m FPS: 58.80 Heap: 2417.9MB Max:
2547.4MB Chunks: 344 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (90) Items: 1 CO: 1 RSS: 5564.3MB
2025-09-17T12:39:26 2050.129 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:39:26 2050.130 INF 117586 VehicleManager write #0, id 6699,
vehicleMotorcycle, (567.5, 38.1, 255.1), chunk 35, 15
2025-09-17T12:39:26 2050.130 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:39:26 2050.131 INF VehicleManager saved 516 bytes
2025-09-17T12:39:26 2050.131 INF DroneManager saved 9 bytes
2025-09-17T12:39:56 2080.037 INF Time: 34.13m FPS: 59.60 Heap: 2466.2MB Max:
2547.4MB Chunks: 344 CGO: 253 Ply: 1 Zom: 2 Ent: 4 (91) Items: 1 CO: 1 RSS: 5608.2MB
2025-09-17T12:40:00 2083.662 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:40:00 2083.663 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:40:03 2086.833 INF AIDirector: Spawning Scouts2 at (567.0, 41.0, 341.0), to
(569.0, 39.0, 262.0)
2025-09-17T12:40:03 2086.835 INF Spawning this wave: 2
2025-09-17T12:40:03 2086.851 INF Spawned [type=EntityZombie, name=zombieScreamer,
id=7664] at (566.5, 41.0, 340.5) Day=12 TotalInWave=1 CurrentWave=1
2025-09-17T12:40:03 2086.852 INF AIDirector: scout horde spawned '[type=EntityZombie,
name=zombieScreamer, id=7664]'. Moving to point of interest
2025-09-17T12:40:07 2090.833 INF Spawned [type=EntityZombie, name=zombieScreamer,
id=7665] at (563.5, 40.9, 337.5) Day=12 TotalInWave=2 CurrentWave=1
2025-09-17T12:40:07 2090.833 INF AIDirector: scout horde spawned '[type=EntityZombie,
name=zombieScreamer, id=7665]'. Moving to point of interest
2025-09-17T12:40:21 2105.116 INF Stopped HomeDay
2025-09-17T12:40:21 2105.116 INF fadeOutCo complete on HomeDay
2025-09-17T12:40:26 2109.999 INF 60sec delta: 1301,current: 5505028,desired: 1870399
2025-09-17T12:40:26 2110.000 INF [Backtrace] Updated Statistics
2025-09-17T12:40:26 2110.032 INF AIDirector: Scout spawned a zombie horde
2025-09-17T12:40:26 2110.034 INF Party of 1, GS 74 (74), scaling 1, enemy max 30, bonus
every 12
2025-09-17T12:40:26 2110.034 INF Party members:
2025-09-17T12:40:26 2110.034 INF Player id 171, gameStage 74
2025-09-17T12:40:26 2110.037 INF Screamer spawned zombieMarlene from
scoutHordeStageGS70
2025-09-17T12:40:26 2110.038 INF Time: 34.63m FPS: 58.00 Heap: 2344.7MB Max:

2547.4MB Chunks: 344 CGO: 260 Ply: 1 Zom: 4 Ent: 7 (94) Items: 1 CO: 3 RSS: 5610.6MB

2025-09-17T12:40:26 2110.084 INF Screamer spawned zombieBusinessMan from scoutHordeStageGS70

2025-09-17T12:40:26 2110.136 INF Screamer spawned zombiePartyGirl from scoutHordeStageGS70

2025-09-17T12:40:26 2110.183 INF Screamer spawned zombieMarlene from scoutHordeStageGS70

2025-09-17T12:40:26 2110.233 INF Screamer spawned zombieMoe from scoutHordeStageGS70

2025-09-17T12:40:30 2114.050 INF Entity zombieScreamer 7665 killed by Pris Nexus 6 171

2025-09-17T12:40:30 2114.081 INF Start a new wave 'Scouts2'. timeout=1s. worldtime=0

2025-09-17T12:40:30 2114.082 INF AIDirector: scout horde '[type=EntityZombie, name=zombieScreamer, id=7665]' removed from control

2025-09-17T12:40:30 2114.082 INF AIDirector: Scout triggered horde finished (all mobs spawned)

2025-09-17T12:40:36 2120.381 INF TurretTracker saving 0 (0 + 0)

2025-09-17T12:40:36 2120.382 INF TurretTracker saved 9 bytes

2025-09-17T12:40:48 2131.982 INF AIDirector: Scout spawned a zombie horde

2025-09-17T12:40:48 2131.982 INF Party of 1, GS 74 (74), scaling 1, enemy max 30, bonus every 12

2025-09-17T12:40:48 2131.983 INF Party members:

2025-09-17T12:40:48 2131.983 INF Player id 171, gameStage 74

2025-09-17T12:40:48 2131.985 INF Screamer spawned zombieUtilityWorker from scoutHordeStageGS70

2025-09-17T12:40:48 2132.034 INF Screamer spawned zombieBusinessMan from scoutHordeStageGS70

2025-09-17T12:40:48 2132.083 INF Screamer spawned zombieUtilityWorker from scoutHordeStageGS70

2025-09-17T12:40:48 2132.134 INF Screamer spawned zombieMarlene from scoutHordeStageGS70

2025-09-17T12:40:48 2132.189 INF Screamer spawned zombieMoeFeral from scoutHordeStageGS70

2025-09-17T12:40:48 2132.351 INF Entity zombieScreamer 7664 killed by Pris Nexus 6 171

2025-09-17T12:40:48 2132.383 INF AIDirector: scout horde '[type=EntityZombie, name=zombieScreamer, id=7664]' removed from control

2025-09-17T12:40:48 2132.383 INF AIDirector: Scout triggered horde finished (all mobs spawned)

2025-09-17T12:40:48 2132.432 INF AIDirector: Scout horde spawn finished (all mobs spawned)

2025-09-17T12:40:51 2134.832 INF SectionType change from None to Combat
2025-09-17T12:40:51 2134.832 INF Loading new config for Combat...
2025-09-17T12:40:51 2134.833 INF Played Combat
2025-09-17T12:40:51 2134.833 INF Fading in Combat
2025-09-17T12:40:51 2134.833 INF Notified SectionSelector that music played
2025-09-17T12:40:51 2134.849 INF Loading new ClipSets for Combat...
2025-09-17T12:40:51 2135.084 INF Combat loaded new config and clipsets
2025-09-17T12:40:53 2136.618 INF Entity zombieBusinessMan 7667 killed by Pris Nexus 6 171
2025-09-17T12:40:54 2137.849 INF fadeInCo complete on Combat
2025-09-17T12:40:55 2139.519 INF Entity zombieMarlene 7666 killed by Pris Nexus 6 171
2025-09-17T12:40:56 2140.032 INF Time: 35.13m FPS: 59.40 Heap: 2367.5MB Max: 2547.4MB Chunks: 344 CGO: 253 Ply: 1 Zom: 11 Ent: 17 (104) Items: 2 CO: 1 RSS: 5634.7MB
2025-09-17T12:40:58 2142.495 INF Entity zombieMoe 7670 killed by Pris Nexus 6 171
2025-09-17T12:41:00 2143.664 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T12:41:00 2143.664 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:41:00 2143.785 INF Entity zombiePartyGirl 7668 killed by Pris Nexus 6 171
2025-09-17T12:41:02 2145.902 INF Entity zombieMarlene 7669 killed by Pris Nexus 6 171
2025-09-17T12:41:06 2149.726 INF Entity zombieBusinessMan 7672 killed by Pris Nexus 6 171
2025-09-17T12:41:10 2154.435 INF Entity zombieUtilityWorker 7671 killed by Pris Nexus 6 171
2025-09-17T12:41:13 2156.935 INF Entity zombieMoeFeral 7675 killed by Pris Nexus 6 171
2025-09-17T12:41:14 2158.235 INF Entity zombieUtilityWorker 7673 killed by Pris Nexus 6 171
2025-09-17T12:41:19 2163.437 INF Entity zombieMarlene 7674 killed by Pris Nexus 6 171
2025-09-17T12:41:19 2163.483 INF SectionType change from Combat to HomeNight
2025-09-17T12:41:19 2163.483 INF Fading out Combat
2025-09-17T12:41:19 2163.483 INF Played HomeNight
2025-09-17T12:41:19 2163.483 INF Fading in HomeNight
2025-09-17T12:41:22 2166.517 INF Paused Combat
2025-09-17T12:41:22 2166.518 INF fadeInCo complete on HomeNight
2025-09-17T12:41:26 2170.001 INF 60sec delta: 115338,current: 5620367,desired: 1975865
2025-09-17T12:41:26 2170.001 INF [Backtrace] Updated Statistics
2025-09-17T12:41:26 2170.033 INF Time: 35.63m FPS: 58.80 Heap: 2392.8MB Max: 2547.4MB Chunks: 344 CGO: 254 Ply: 1 Zom: 3 Ent: 14 (105) Items: 2 CO: 1 RSS: 5642.7MB

2025-09-17T12:41:26 2170.149 INF VehicleManager saving 1 (1 + 0)
2025-09-17T12:41:26 2170.149 INF 124720 VehicleManager write #0, id 6699,
vehicleMotorcycle, (567.5, 38.1, 255.1), chunk 35, 15
2025-09-17T12:41:26 2170.149 INF DroneManager saving 0 (0 + 0)
2025-09-17T12:41:26 2170.150 INF VehicleManager saved 516 bytes
2025-09-17T12:41:26 2170.150 INF DroneManager saved 9 bytes
2025-09-17T12:41:56 2200.033 INF Time: 36.13m FPS: 59.06 Heap: 2420.8MB Max:
2547.4MB Chunks: 344 CGO: 255 Ply: 1 Zom: 3 Ent: 5 (105) Items: 2 CO: 1 RSS: 5631.4MB
2025-09-17T12:42:00 2203.665 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:42:00 2203.665 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:42:23 2226.536 INF Stopped Combat
2025-09-17T12:42:23 2226.536 INF fadeOutCo complete on Combat
2025-09-17T12:42:23 2226.536 INF unloaded ClipSets on Combat
2025-09-17T12:42:26 2230.002 INF 60sec delta: 0,current: 5620367,desired: 1898409
2025-09-17T12:42:26 2230.002 INF [Backtrace] Updated Statistics
2025-09-17T12:42:26 2230.034 INF Time: 36.63m FPS: 58.60 Heap: 2462.0MB Max:
2547.4MB Chunks: 344 CGO: 255 Ply: 1 Zom: 3 Ent: 5 (105) Items: 2 CO: 1 RSS: 5636.6MB
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing
polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
2025-09-17T12:42:36 2240.384 INF TurretTracker saving 0 (0 + 0)
2025-09-17T12:42:36 2240.385 INF TurretTracker saved 9 bytes
2025-09-17T12:42:37 2240.608 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing
polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing

polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T12:42:40 2244.496 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T12:42:56 2260.035 INF Time: 37.13m FPS: 59.20 Heap: 2506.5MB Max:

2547.4MB Chunks: 344 CGO: 255 Ply: 1 Zom: 3 Ent: 5 (105) Items: 2 CO: 1 RSS: 5653.3MB

2025-09-17T12:43:00 2263.666 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T12:43:00 2263.667 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:43:26 2290.003 INF 60sec delta: 0,current: 5620367,desired: 1883561

2025-09-17T12:43:26 2290.003 INF [Backtrace] Updated Statistics

2025-09-17T12:43:26 2290.035 INF Time: 37.63m FPS: 60.00 Heap: 2364.6MB Max:

2547.4MB Chunks: 344 CGO: 255 Ply: 1 Zom: 2 Ent: 4 (104) Items: 1 CO: 1 RSS: 5607.0MB

2025-09-17T12:43:26 2290.167 INF VehicleManager saving 1 (1 + 0)

2025-09-17T12:43:26 2290.168 INF 131820 VehicleManager write #0, id 6699, vehicleMotorcycle, (567.5, 38.1, 255.1), chunk 35, 15

2025-09-17T12:43:26 2290.168 INF DroneManager saving 0 (0 + 0)

2025-09-17T12:43:26 2290.169 INF VehicleManager saved 516 bytes

2025-09-17T12:43:26 2290.169 INF DroneManager saved 9 bytes

2025-09-17T12:43:56 2320.036 INF Time: 38.13m FPS: 59.61 Heap: 2388.3MB Max:

2547.4MB Chunks: 344 CGO: 253 Ply: 1 Zom: 2 Ent: 4 (104) Items: 1 CO: 1 RSS: 5648.1MB

2025-09-17T12:43:59 2322.846 INF Entity zombieLumberjackFeral 7663 killed by Pris Nexus 6 171

2025-09-17T12:44:00 2323.668 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T12:44:00 2323.668 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:44:18 2341.692 INF Saving 88 of chunks took 678ms

2025-09-17T12:44:18 2341.693 INF Paused HomeNight

2025-09-17T12:45:00 2383.669 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T12:45:00 2383.670 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:46:00 2443.670 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T12:46:00 2443.671 WRN [Discord][Log] RPC manager reset: RPC failed to

receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:47:00 2503.655 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:47:00 2503.655 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:48:00 2563.656 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:48:00 2563.657 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:49:00 2623.658 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:49:00 2623.658 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:50:00 2683.659 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:50:00 2683.659 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:51:00 2743.661 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:51:00 2743.661 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:52:00 2803.661 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:52:00 2803.662 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:53:00 2863.663 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:53:00 2863.663 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:54:00 2923.664 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:54:00 2923.665 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:55:00 2983.665 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T12:55:00 2983.666 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T12:55:54 3037.900 INF [Discord] Refreshing provisional account token
2025-09-17T12:55:54 3037.901 INF [EOS] CopyIdToken result: Success

2025-09-17T12:56:00 3043.667 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:56:00 3043.667 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:57:00 3103.668 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:57:00 3103.668 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:58:00 3163.669 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:58:00 3163.670 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T12:59:00 3223.671 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T12:59:00 3223.671 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:00:00 3283.672 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:00:00 3283.672 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:01:00 3343.674 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:01:00 3343.674 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:02:00 3403.674 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:02:00 3403.675 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:03:00 3463.676 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:03:00 3463.676 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:04:00 3523.677 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:04:00 3523.678 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:04:47 3571.329 INF [EOS] Refreshing Login

2025-09-17T13:04:48 3571.996 INF [EOS] Login refreshed

2025-09-17T13:05:00 3583.678 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:05:00 3583.679 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:06:00 3643.663 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:06:00 3643.663 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:07:00 3703.664 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:07:00 3703.665 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:08:00 3763.666 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:08:00 3763.666 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:09:00 3823.667 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:09:00 3823.668 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:10:00 3883.668 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:10:00 3883.669 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:11:00 3943.670 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:11:00 3943.670 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:12:00 4003.671 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:12:00 4003.671 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:13:00 4063.672 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:13:00 4063.673 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:14:00 4123.673 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:14:00 4123.674 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:15:00 4183.675 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:15:00 4183.675 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:16:00 4243.676 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:16:00 4243.676 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:17:00 4303.678 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:17:00 4303.678 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:18:00 4363.679 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:18:00 4363.679 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:19:00 4423.680 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:19:00 4423.680 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:20:00 4483.681 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:20:00 4483.682 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:21:00 4543.666 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:21:00 4543.666 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:22:00 4603.667 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:22:00 4603.668 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:23:00 4663.669 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:23:00 4663.669 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:24:00 4723.670 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:24:00 4723.670 WRN [Discord][Log] RPC manager reset: RPC failed to

receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:25:00 4783.671 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:25:00 4783.671 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:26:00 4843.672 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:26:00 4843.673 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:27:00 4903.674 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:27:00 4903.674 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:28:00 4963.675 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:28:00 4963.675 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:29:00 5023.677 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:29:00 5023.677 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:30:00 5083.678 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:30:00 5083.678 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:31:00 5143.679 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:31:00 5143.680 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:32:00 5203.680 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:32:00 5203.681 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:33:00 5263.682 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:33:00 5263.682 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:34:00 5323.683 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:34:00 5323.683 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:35:00 5383.684 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:35:00 5383.685 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:36:00 5443.685 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:36:00 5443.686 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:37:00 5503.687 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:37:00 5503.687 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:37:47 5550.823 INF Unpaused HomeNight

2025-09-17T13:37:56 5559.840 INF 60sec delta: 19158,current: 5639525,desired: 1874036

2025-09-17T13:37:56 5559.841 INF [Backtrace] Updated Statistics

2025-09-17T13:37:56 5559.873 INF Time: 38.63m FPS: 58.80 Heap: 2436.2MB Max: 2547.4MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (104) Items: 1 CO: 1 RSS: 5700.5MB

2025-09-17T13:38:00 5563.688 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:38:00 5563.688 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:38:06 5570.222 INF TurretTracker saving 0 (0 + 0)

2025-09-17T13:38:06 5570.224 INF TurretTracker saved 9 bytes

2025-09-17T13:38:26 5589.873 INF Time: 39.13m FPS: 59.80 Heap: 2463.3MB Max: 2547.4MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5671.5MB

2025-09-17T13:38:56 5619.843 INF 60sec delta: 0,current: 5639525,desired: 1870206

2025-09-17T13:38:56 5619.843 INF [Backtrace] Updated Statistics

2025-09-17T13:38:56 5619.874 INF Time: 39.63m FPS: 59.75 Heap: 2506.2MB Max: 2547.4MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5671.9MB

2025-09-17T13:38:56 5620.007 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:38:56 5620.007 INF 331479 VehicleManager write #0, id 6699, vehicleMotorcycle, (567.5, 38.1, 255.1), chunk 35, 15

2025-09-17T13:38:56 5620.007 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:38:56 5620.008 INF VehicleManager saved 516 bytes

2025-09-17T13:38:56 5620.009 INF DroneManager saved 9 bytes

2025-09-17T13:39:00 5623.689 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:39:00 5623.690 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:39:26 5649.874 INF Time: 40.13m FPS: 60.00 Heap: 2551.8MB Max: 2551.8MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5710.4MB

2025-09-17T13:39:28 5651.643 INF Stopped HomeNight

2025-09-17T13:39:28 5651.659 INF Notified SectionSelector that music stopped

2025-09-17T13:39:28 5651.659 INF SectionType change from HomeNight to None

2025-09-17T13:39:55 5678.925 WRN [MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 404, 40, 228

2025-09-17T13:39:56 5679.843 INF 60sec delta: 0,current: 5639525,desired: 1675856

2025-09-17T13:39:56 5679.843 INF [Backtrace] Updated Statistics

2025-09-17T13:39:56 5679.875 INF Time: 40.63m FPS: 60.00 Heap: 2416.3MB Max: 2551.8MB Chunks: 344 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5686.8MB

2025-09-17T13:40:00 5683.680 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:40:00 5683.681 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:40:06 5690.242 INF TurretTracker saving 0 (0 + 0)

2025-09-17T13:40:06 5690.243 INF TurretTracker saved 9 bytes

2025-09-17T13:40:26 5709.876 INF Time: 41.13m FPS: 60.00 Heap: 2440.6MB Max: 2551.8MB Chunks: 344 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5692.3MB

2025-09-17T13:40:56 5739.844 INF 60sec delta: 6101,current: 5645627,desired: 1749876

2025-09-17T13:40:56 5739.845 INF [Backtrace] Updated Statistics

2025-09-17T13:40:56 5739.877 INF Time: 41.63m FPS: 60.00 Heap: 2466.9MB Max: 2551.8MB Chunks: 344 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5688.5MB

2025-09-17T13:40:56 5740.009 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:40:56 5740.010 INF 338618 VehicleManager write #0, id 6699, vehicleMotorcycle, (567.5, 38.1, 255.1), chunk 35, 15

2025-09-17T13:40:56 5740.010 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:40:56 5740.011 INF VehicleManager saved 516 bytes

2025-09-17T13:40:56 5740.011 INF DroneManager saved 9 bytes

2025-09-17T13:41:00 5743.692 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:41:00 5743.692 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:41:26 5769.877 INF Time: 42.13m FPS: 59.95 Heap: 2510.1MB Max: 2551.8MB Chunks: 344 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5690.0MB

2025-09-17T13:41:56 5799.845 INF 60sec delta: 0,current: 5645627,desired: 1642252

2025-09-17T13:41:56 5799.846 INF [Backtrace] Updated Statistics
2025-09-17T13:41:56 5799.878 INF Time: 42.63m FPS: 60.00 Heap: 2565.6MB Max:
2565.6MB Chunks: 344 CGO: 256 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5687.7MB
2025-09-17T13:42:00 5803.693 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:42:00 5803.694 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:42:01 5805.428 INF UnloadUnusedAssets after 20.71316 m, took 0
msUnloading 2 Unused Serialized files (Serialized files now loaded: 147)
Unloading 3563 unused Assets to reduce memory usage. Loaded Objects now: 713158.
Total: 537.001400 ms (FindLiveObjects: 52.941900 ms CreateObjectMapping: 27.554500 ms
MarkObjects: 448.964100 ms DeleteObjects: 7.540700 ms)
2025-09-17T13:42:06 5810.495 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:42:06 5810.496 INF TurretTracker saved 9 bytes
2025-09-17T13:42:26 5830.128 INF Time: 43.13m FPS: 59.60 Heap: 2433.0MB Max:
2565.6MB Chunks: 344 CGO: 256 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5690.9MB
2025-09-17T13:42:40 5843.662 INF SectionType change from None to Suspense
2025-09-17T13:42:40 5843.662 INF Loading new config for Suspense...
2025-09-17T13:42:40 5843.663 INF Played Suspense
2025-09-17T13:42:40 5843.663 INF Fading in Suspense
2025-09-17T13:42:40 5843.663 INF Notified SectionSelector that music played
2025-09-17T13:42:40 5843.681 INF Loading new ClipSets for Suspense...
2025-09-17T13:42:40 5843.747 INF Suspense loaded new config and clipsets
2025-09-17T13:42:42 5846.246 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 563, 41, 349
2025-09-17T13:42:43 5846.697 INF fadeInCo complete on Suspense
2025-09-17T13:42:45 5849.246 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 563, 41, 355
2025-09-17T13:42:56 5860.097 INF 60sec delta: 10026,current: 5655654,desired: 1909942
2025-09-17T13:42:56 5860.097 INF [Backtrace] Updated Statistics
2025-09-17T13:42:56 5860.129 INF Time: 43.63m FPS: 59.08 Heap: 2457.9MB Max:
2565.6MB Chunks: 344 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5722.5MB
2025-09-17T13:42:56 5860.262 INF VehicleManager saving 1 (1 + 0)
2025-09-17T13:42:56 5860.262 INF 345777 VehicleManager write #0, id 6699,
vehicleMotorcycle, (567.5, 38.1, 255.1), chunk 35, 15
2025-09-17T13:42:56 5860.263 INF DroneManager saving 0 (0 + 0)
2025-09-17T13:42:56 5860.264 INF VehicleManager saved 516 bytes

2025-09-17T13:42:56 5860.264 INF DroneManager saved 9 bytes
2025-09-17T13:43:00 5863.695 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:43:00 5863.695 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:43:04 5867.779 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 594, 42, 373
2025-09-17T13:43:21 5885.113 INF SectionType change from Suspense to HomeNight
2025-09-17T13:43:21 5885.113 INF Fading out Suspense
2025-09-17T13:43:21 5885.114 INF Played HomeNight
2025-09-17T13:43:21 5885.114 INF Fading in HomeNight
2025-09-17T13:43:24 5888.132 INF Paused Suspense
2025-09-17T13:43:24 5888.132 INF fadeInCo complete on HomeNight
2025-09-17T13:43:26 5890.129 INF Time: 44.13m FPS: 59.93 Heap: 2484.7MB Max:
2565.6MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5731.2MB
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing
polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 16446 obstructing
polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
2025-09-17T13:43:56 5920.098 INF 60sec delta: 144212,current: 5799866,desired: 1986419
2025-09-17T13:43:56 5920.098 INF [Backtrace] Updated Statistics
2025-09-17T13:43:56 5920.130 INF Time: 44.63m FPS: 58.40 Heap: 2517.4MB Max:
2565.6MB Chunks: 344 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (104) Items: 1 CO: 1 RSS: 5743.3MB
2025-09-17T13:44:00 5923.589 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T13:44:00 5923.600 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair

color 10 red!

2025-09-17T13:44:00 5923.679 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T13:44:00 5923.679 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:44:05 5929.214 INF SectionType change from HomeNight to Suspense

2025-09-17T13:44:05 5929.215 INF Fading out HomeNight

2025-09-17T13:44:05 5929.215 INF Unpaused Suspense

2025-09-17T13:44:05 5929.215 INF Fading in Suspense

2025-09-17T13:44:06 5930.516 INF TurretTracker saving 0 (0 + 0)

2025-09-17T13:44:06 5930.517 INF TurretTracker saved 9 bytes

2025-09-17T13:44:08 5932.234 INF Paused HomeNight

2025-09-17T13:44:08 5932.234 INF fadeInCo complete on Suspense

2025-09-17T13:44:08 5932.347 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 595, 41, 467

2025-09-17T13:44:10 5933.547 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 588, 41, 485

2025-09-17T13:44:20 5943.676 INF 350726+0 Origin Reposition (560.0, 32.0, 256.0) to
(560.0, 32.0, 512.0)

2025-09-17T13:44:26 5950.133 INF Time: 45.13m FPS: 58.60 Heap: 2568.6MB Max:
2568.6MB Chunks: 344 CGO: 246 Ply: 1 Zom: 1 Ent: 5 (109) Items: 1 CO: 1 RSS: 5733.8MB
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 16446 obstructing
polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)

2025-09-17T13:44:56 5980.101 INF 60sec delta: 8576,current: 5808443,desired: 1993252

2025-09-17T13:44:56 5980.102 INF [Backtrace] Updated Statistics

2025-09-17T13:44:56 5980.133 INF Time: 45.63m FPS: 60.03 Heap: 2612.9MB Max:
2612.9MB Chunks: 344 CGO: 255 Ply: 1 Zom: 5 Ent: 15 (122) Items: 2 CO: 1 RSS: 5738.7MB

2025-09-17T13:44:56 5980.282 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:44:56 5980.283 INF 352914 VehicleManager write #0, id 6699,
vehicleMotorcycle, (483.6, 37.2, 624.4), chunk 30, 39

2025-09-17T13:44:56 5980.283 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:44:56 5980.284 INF VehicleManager saved 516 bytes

2025-09-17T13:44:56 5980.284 INF DroneManager saved 9 bytes

2025-09-17T13:44:57 5980.774 INF [DECO] written 47509, in 8ms

2025-09-17T13:44:57 5980.776 INF [DECO] write thread 1ms

2025-09-17T13:45:00 5983.681 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:45:00 5983.681 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:45:08 5992.250 INF Stopped HomeNight
2025-09-17T13:45:08 5992.250 INF fadeOutCo complete on HomeNight
2025-09-17T13:45:26 6010.133 INF Time: 46.13m FPS: 60.00 Heap: 2469.5MB Max:
2612.9MB Chunks: 344 CGO: 256 Ply: 1 Zom: 5 Ent: 14 (121) Items: 2 CO: 1 RSS: 5759.4MB
2025-09-17T13:45:53 6037.332 INF [Discord] Refreshing provisional account token
2025-09-17T13:45:53 6037.332 INF [EOS] CopyIdToken result: Success
2025-09-17T13:45:56 6040.102 INF 60sec delta: 0,current: 5808443,desired: 1776366
2025-09-17T13:45:56 6040.102 INF [Backtrace] Updated Statistics
2025-09-17T13:45:56 6040.134 INF Time: 46.63m FPS: 60.00 Heap: 2492.6MB Max:
2612.9MB Chunks: 344 CGO: 256 Ply: 1 Zom: 5 Ent: 13 (121) Items: 2 CO: 1 RSS: 5789.4MB
2025-09-17T13:45:57 6040.776 INF [DECO] written 47509, in 8ms
2025-09-17T13:45:57 6040.778 INF [DECO] write thread 1ms
2025-09-17T13:46:00 6043.682 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:46:00 6043.682 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:46:07 6050.534 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:46:07 6050.535 INF TurretTracker saved 9 bytes
2025-09-17T13:46:08 6052.485 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True
2025-09-17T13:46:08 6052.493 INF Stopped Suspense
2025-09-17T13:46:08 6052.493 INF unloaded ClipSets on Suspense
2025-09-17T13:46:08 6052.517 INF Notified SectionSelector that music stopped
2025-09-17T13:46:08 6052.517 INF SectionType change from Suspense to None
2025-09-17T13:46:26 6070.134 INF Time: 47.13m FPS: 59.80 Heap: 2512.2MB Max:
2612.9MB Chunks: 344 CGO: 256 Ply: 1 Zom: 3 Ent: 9 (121) Items: 2 CO: 1 RSS: 5741.0MB
2025-09-17T13:46:56 6100.103 INF 60sec delta: 0,current: 5808443,desired: 1860398
2025-09-17T13:46:56 6100.103 INF [Backtrace] Updated Statistics
2025-09-17T13:46:56 6100.135 INF Time: 47.63m FPS: 59.60 Heap: 2535.5MB Max:
2612.9MB Chunks: 351 CGO: 258 Ply: 1 Zom: 3 Ent: 9 (121) Items: 2 CO: 1 RSS: 5728.8MB
2025-09-17T13:46:56 6100.301 INF VehicleManager saving 1 (1 + 0)
2025-09-17T13:46:56 6100.301 INF 360100 VehicleManager write #0, id 6699,
vehicleMotorcycle, (483.6, 37.2, 624.4), chunk 30, 39

2025-09-17T13:46:56 6100.302 INF DroneManager saving 0 (0 + 0)
2025-09-17T13:46:56 6100.302 INF VehicleManager saved 516 bytes
2025-09-17T13:46:56 6100.303 INF DroneManager saved 9 bytes
2025-09-17T13:47:00 6103.683 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:47:00 6103.684 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:47:06 6109.868 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:47:08 6111.668 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:47:08 6112.519 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:47:14 6118.018 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:47:14 6118.419 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:47:17 6121.419 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:47:18 6121.818 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:47:18 6121.919 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:47:18 6122.419 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:47:18 6122.519 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:47:19 6122.919 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:47:26 6130.136 INF Time: 48.13m FPS: 60.06 Heap: 2577.7MB Max:
2612.9MB Chunks: 368 CGO: 256 Ply: 1 Zom: 3 Ent: 9 (121) Items: 2 CO: 1 RSS: 5764.0MB
2025-09-17T13:47:56 6160.104 INF 60sec delta: 0,current: 5808443,desired: 1775846
2025-09-17T13:47:56 6160.105 INF [Backtrace] Updated Statistics
2025-09-17T13:47:56 6160.136 INF Time: 48.63m FPS: 60.00 Heap: 2611.3MB Max:
2612.9MB Chunks: 368 CGO: 256 Ply: 1 Zom: 3 Ent: 9 (122) Items: 2 CO: 1 RSS: 5744.8MB
2025-09-17T13:48:00 6163.684 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:48:00 6163.684 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:48:07 6170.552 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:48:07 6170.553 INF TurretTracker saved 9 bytes
2025-09-17T13:48:26 6190.137 INF Time: 49.13m FPS: 60.00 Heap: 2475.5MB Max:
2612.9MB Chunks: 368 CGO: 256 Ply: 1 Zom: 3 Ent: 9 (120) Items: 2 CO: 1 RSS: 5749.5MB
2025-09-17T13:48:44 6207.621 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:48:49 6213.112 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T13:48:49 6213.118 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!

2025-09-17T13:48:52 6216.271 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 588, 41, 485

2025-09-17T13:48:56 6220.106 INF 60sec delta: 15872,current: 5824315,desired: 1770336

2025-09-17T13:48:56 6220.106 INF [Backtrace] Updated Statistics

2025-09-17T13:48:56 6220.137 INF Time: 49.63m FPS: 59.80 Heap: 2497.0MB Max: 2612.9MB Chunks: 368 CGO: 253 Ply: 1 Zom: 3 Ent: 9 (120) Items: 2 CO: 1 RSS: 5743.6MB

2025-09-17T13:48:56 6220.320 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:48:56 6220.321 INF 367290 VehicleManager write #0, id 6699, vehicleMotorcycle, (469.6, 39.1, 546.5), chunk 29, 34

2025-09-17T13:48:56 6220.321 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:48:56 6220.322 INF VehicleManager saved 516 bytes

2025-09-17T13:48:56 6220.322 INF DroneManager saved 9 bytes

2025-09-17T13:49:00 6223.685 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:49:00 6223.686 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:49:02 6225.804 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 355

2025-09-17T13:49:03 6226.838 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 349

2025-09-17T13:49:05 6228.770 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 510, 38, 304

2025-09-17T13:49:10 6234.071 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 594, 42, 373

2025-09-17T13:49:10 6234.171 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 595, 41, 467

2025-09-17T13:49:10 6234.420 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 404, 40, 228

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 16446 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T13:49:21 6244.571 INF SectionType change from None to Suspense
2025-09-17T13:49:21 6244.571 INF Loading new config for Suspense...
2025-09-17T13:49:21 6244.572 INF Played Suspense
2025-09-17T13:49:21 6244.572 INF Fading in Suspense
2025-09-17T13:49:21 6244.572 INF Notified SectionSelector that music played
2025-09-17T13:49:21 6244.588 INF Loading new ClipSets for Suspense...
2025-09-17T13:49:21 6244.655 INF Suspense loaded new config and clipsets
2025-09-17T13:49:24 6247.588 INF fadeInCo complete on Suspense
2025-09-17T13:49:26 6250.137 INF Time: 50.13m FPS: 59.60 Heap: 2522.1MB Max:
2612.9MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (123) Items: 3 CO: 1 RSS: 5828.8MB
2025-09-17T13:49:46 6269.971 INF SectionType change from Suspense to HomeNight
2025-09-17T13:49:46 6269.971 INF Fading out Suspense
2025-09-17T13:49:46 6269.972 INF Played HomeNight
2025-09-17T13:49:46 6269.972 INF Fading in HomeNight
2025-09-17T13:49:49 6272.989 INF Paused Suspense
2025-09-17T13:49:49 6272.989 INF fadeInCo complete on HomeNight
2025-09-17T13:49:56 6280.106 INF 60sec delta: 13578,current: 5837893,desired: 1972374
2025-09-17T13:49:56 6280.107 INF [Backtrace] Updated Statistics
2025-09-17T13:49:56 6280.138 INF Time: 50.63m FPS: 59.60 Heap: 2546.6MB Max:
2612.9MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (123) Items: 3 CO: 1 RSS: 5808.2MB
2025-09-17T13:50:00 6283.687 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:50:00 6283.687 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:50:07 6290.571 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:50:07 6290.573 INF TurretTracker saved 9 bytes
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 16446 obstructing
polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 16446 obstructing
polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing
polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing

polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T13:50:26 6310.139 INF Time: 51.13m FPS: 59.00 Heap: 2591.0MB Max:

2612.9MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 5 (124) Items: 4 CO: 1 RSS: 5811.2MB

2025-09-17T13:50:49 6332.991 INF Stopped Suspense

2025-09-17T13:50:49 6332.991 INF fadeOutCo complete on Suspense

2025-09-17T13:50:49 6332.991 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-09-17T13:50:49 6332.992 INF unloaded ClipSets on Suspense

2025-09-17T13:50:56 6340.108 INF 60sec delta: 0,current: 5837893,desired: 1967198

2025-09-17T13:50:56 6340.109 INF [Backtrace] Updated Statistics

2025-09-17T13:50:56 6340.139 INF Time: 51.63m FPS: 60.00 Heap: 2634.4MB Max:

2634.4MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 5 (124) Items: 4 CO: 1 RSS: 5806.0MB

2025-09-17T13:50:56 6340.323 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:50:56 6340.323 INF 374396 VehicleManager write #0, id 6699, vehicleMotorcycle, (570.9, 38.3, 255.9), chunk 35, 15

2025-09-17T13:50:56 6340.323 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:50:56 6340.324 INF VehicleManager saved 516 bytes

2025-09-17T13:50:56 6340.325 INF DroneManager saved 9 bytes

2025-09-17T13:51:00 6343.688 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T13:51:00 6343.689 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:51:06 6349.896 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T13:51:06 6349.903 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T13:51:07 6351.342 INF 375050+0 Origin Reposition (560.0, 32.0, 512.0) to (576.0, 32.0, 240.0)

2025-09-17T13:51:10 6354.307 INF SectionType change from HomeNight to Suspense

2025-09-17T13:51:10 6354.308 INF Fading out HomeNight

2025-09-17T13:51:10 6354.308 INF Loading new config for Suspense...

2025-09-17T13:51:10 6354.308 INF Played Suspense

2025-09-17T13:51:10 6354.308 INF Fading in Suspense

2025-09-17T13:51:10 6354.324 INF Loading new ClipSets for Suspense...

2025-09-17T13:51:10 6354.442 INF Suspense loaded new config and clipsets

2025-09-17T13:51:13 6357.325 INF Paused HomeNight

2025-09-17T13:51:13 6357.325 INF fadeInCo complete on Suspense

2025-09-17T13:51:15 6358.574 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 660, 38, 64

2025-09-17T13:51:15 6358.658 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 708, 38, 66

2025-09-17T13:51:23 6366.607 INF 3132.316 SleeperVolume 729, 38, 110: Spawning 731, 44, 111 (45, 6), group 'ZombieBikerBarGroupGS50', class zombieBoe, count 2

2025-09-17T13:51:26 6370.142 INF Time: 52.13m FPS: 59.80 Heap: 2506.3MB Max: 2634.4MB Chunks: 368 CGO: 247 Ply: 1 Zom: 4 Ent: 7 (128) Items: 3 CO: 1 RSS: 5816.7MB

2025-09-17T13:51:29 6372.914 INF 376338+0 Origin Reposition (576.0, 32.0, 240.0) to (784.0, 32.0, 80.0)

2025-09-17T13:51:49 6392.843 INF 377525+0 Origin Reposition (784.0, 32.0, 80.0) to (1008.0, 32.0, -48.0)

2025-09-17T13:51:54 6398.042 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1197, 44, -82

2025-09-17T13:51:56 6400.112 INF 60sec delta: 19197,current: 5857090,desired: 1903990

2025-09-17T13:51:56 6400.113 INF [Backtrace] Updated Statistics

2025-09-17T13:51:56 6400.142 INF Time: 52.63m FPS: 59.60 Heap: 2580.5MB Max: 2634.4MB Chunks: 368 CGO: 235 Ply: 1 Zom: 2 Ent: 6 (143) Items: 3 CO: 1 RSS: 5909.4MB

2025-09-17T13:52:00 6403.689 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:52:00 6403.690 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:52:02 6406.491 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1265, 42, -8

2025-09-17T13:52:02 6406.508 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1270, 41, 14

2025-09-17T13:52:07 6410.574 INF TurretTracker saving 0 (0 + 0)

2025-09-17T13:52:07 6410.575 INF TurretTracker saved 9 bytes

2025-09-17T13:52:09 6412.959 INF Pris Nexus 6 onNewBiomeEntered -buffForest_Hazard

2025-09-17T13:52:09 6412.959 INF Pris Nexus 6 onNewBiomeEntered

+buffWasteland_Hazard

2025-09-17T13:52:09 6412.959 INF Pris Nexus 6 WeatherStatusTick default to rainlight

2025-09-17T13:52:09 6412.960 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:52:11 6415.390 INF 378874+1 Origin Reposition (1008.0, 32.0, -48.0) to (1248.0, 48.0, -144.0)

2025-09-17T13:52:13 6417.327 INF Stopped HomeNight

2025-09-17T13:52:13 6417.327 INF fadeOutCo complete on HomeNight

2025-09-17T13:52:25 6428.676 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1514, 41, -130

2025-09-17T13:52:26 6430.143 INF Time: 53.13m FPS: 60.00 Heap: 2633.8MB Max: 2634.4MB Chunks: 368 CGO: 232 Ply: 1 Zom: 10 Ent: 14 (166) Items: 3 CO: 1 RSS: 5876.5MB

2025-09-17T13:52:28 6432.276 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1567, 47, -273

2025-09-17T13:52:30 6434.127 INF 379994+0 Origin Reposition (1248.0, 48.0, -144.0) to (1456.0, 48.0, -288.0)

2025-09-17T13:52:31 6434.976 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1422, 50, -395

2025-09-17T13:52:35 6438.609 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1647, 50, -388

2025-09-17T13:52:44 6447.876 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1736, 43, -379

2025-09-17T13:52:46 6450.276 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1790, 42, -398

2025-09-17T13:52:48 6452.158 INF 381070+1 Origin Reposition (1456.0, 48.0, -288.0) to (1680.0, 48.0, -416.0)

2025-09-17T13:52:55 6458.960 INF 3224.668 SleeperVolume 1722, 50, -528: Restoring 1760, 50, -503 (110, -32) 'animalBoar', count 10

2025-09-17T13:52:55 6459.060 INF 3224.768 SleeperVolume 1722, 50, -528: Restoring 1764, 50, -483 (110, -31) 'animalBoar', count 10

2025-09-17T13:52:55 6459.159 INF 3224.868 SleeperVolume 1722, 50, -528: Restoring 1754, 50, -509 (109, -32) 'animalBoar', count 10

2025-09-17T13:52:55 6459.509 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1840, 42, -408

2025-09-17T13:52:56 6460.112 INF 60sec delta: 116444,current: 5973534,desired: 1753690

2025-09-17T13:52:56 6460.112 INF [Backtrace] Updated Statistics

2025-09-17T13:52:56 6460.143 INF Time: 53.63m FPS: 59.80 Heap: 2572.6MB Max: 2634.4MB Chunks: 368 CGO: 213 Ply: 1 Zom: 10 Ent: 15 (181) Items: 3 CO: 1 RSS: 5871.1MB

2025-09-17T13:52:56 6460.326 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:52:56 6460.326 INF 381558 VehicleManager write #0, id 6699, vehicleMotorcycle, (1778.3, 50.0, -469.4), chunk 111, -30

2025-09-17T13:52:56 6460.327 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:52:56 6460.328 INF DroneManager saved 9 bytes

2025-09-17T13:52:56 6460.328 INF VehicleManager saved 516 bytes

2025-09-17T13:52:57 6460.869 INF [DECO] written 47520, in 8ms

2025-09-17T13:52:57 6460.870 INF [DECO] write thread 1ms

2025-09-17T13:53:00 6463.691 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:53:00 6463.691 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T13:53:06 6469.727 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1931, 43, -516

2025-09-17T13:53:06 6469.761 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1928, 43, -492

2025-09-17T13:53:07 6471.360 INF 3237.069 SleeperVolume 1855, 48, -562: Spawning 1863, 48, -555 (116, -35), group 'SnakeGroup', class animalSnake, count 13

2025-09-17T13:53:11 6474.594 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1942, 43, -505

2025-09-17T13:53:17 6481.010 INF 3246.652 SleeperVolume 1871, 47, -589: Spawning 1880, 48, -578 (117, -37), group 'sleeperHordeStageGS198', class zombieFemaleFat, count

2025-09-17T13:53:17 6481.110 INF 3246.752 SleeperVolume 1871, 47, -589: Spawning 1885, 47, -581 (117, -37), group 'sleeperHordeStageGS198', class zombieBusinessManFeral, count 14

2025-09-17T13:53:17 6481.210 INF 3246.852 SleeperVolume 1871, 47, -589: Spawning 1880, 48, -580 (117, -37), group 'sleeperHordeStageGS198', class zombieBikerRadiated, count 16

2025-09-17T13:53:18 6481.810 INF 3247.452 SleeperVolume 1872, 48, -577: Spawning 1873, 49, -572 (117, -36), group 'sleeperHordeStageGS198', class zombieFatHawaiianFeral, count 16

2025-09-17T13:53:18 6481.910 INF 3247.552 SleeperVolume 1872, 48, -577: Spawning 1873, 49, -569 (117, -36), group 'sleeperHordeStageGS198', class zombieLumberjack, count 16

2025-09-17T13:53:20 6484.094 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1956, 44, -536

2025-09-17T13:53:22 6486.160 INF SectionType change from Suspense to Combat

2025-09-17T13:53:22 6486.160 INF Fading out Suspense

2025-09-17T13:53:22 6486.161 INF Loading new config for Combat...

2025-09-17T13:53:22 6486.161 INF Played Combat

2025-09-17T13:53:22 6486.161 INF Fading in Combat

2025-09-17T13:53:22 6486.180 INF Loading new ClipSets for Combat...

2025-09-17T13:53:22 6486.453 INF Combat loaded new config and clipsets

2025-09-17T13:53:25 6489.162 INF Paused Suspense

2025-09-17T13:53:25 6489.162 INF fadeInCo complete on Combat

2025-09-17T13:53:26 6490.211 INF Time: 54.13m FPS: 60.00 Heap: 2600.6MB Max: 2634.4MB Chunks: 368 CGO: 207 Ply: 1 Zom: 19 Ent: 24 (203) Items: 3 CO: 1 RSS: 5910.8MB

2025-09-17T13:53:30 6493.542 INF 383514+1 Origin Reposition (1680.0, 48.0, -416.0) to (1872.0, 32.0, -592.0)

2025-09-17T13:53:35 6499.179 INF Entity zombieBusinessManFeral 7776 killed by Pris Nexus 6 171

2025-09-17T13:53:36 6500.053 INF Entity zombieFemaleFat 7775 killed by Pris Nexus 6 171

2025-09-17T13:53:38 6501.813 INF Entity zombieBikerRadiated 7777 killed by Pris Nexus 6 171

2025-09-17T13:53:39 6503.414 INF Entity zombieArleneFeral 7772 killed by Pris Nexus 6 171

2025-09-17T13:53:39 6503.461 INF SectionType change from Combat to Suspense

2025-09-17T13:53:39 6503.461 INF Fading out Combat

2025-09-17T13:53:39 6503.461 INF Unpaused Suspense

2025-09-17T13:53:39 6503.461 INF Fading in Suspense

2025-09-17T13:53:42 6506.478 INF Paused Combat
2025-09-17T13:53:42 6506.479 INF fadeInCo complete on Suspense
2025-09-17T13:53:45 6509.011 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:53:47 6510.661 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:53:48 6512.211 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:53:49 6513.461 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:53:50 6513.861 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:53:53 6516.874 INF Entity zombieFatHawaiianFeral 7778 killed by Pris Nexus 6 171
2025-09-17T13:53:56 6520.178 INF 60sec delta: 179804,current: 6153338,desired: 1934345
2025-09-17T13:53:56 6520.179 INF [Backtrace] Updated Statistics
2025-09-17T13:53:56 6520.211 INF Time: 54.63m FPS: 60.06 Heap: 2629.4MB Max: 2634.4MB Chunks: 368 CGO: 208 Ply: 1 Zom: 18 Ent: 26 (207) Items: 3 CO: 1 RSS: 5926.8MB
2025-09-17T13:53:57 6520.969 INF [DECO] written 47541, in 8ms
2025-09-17T13:53:57 6520.971 INF [DECO] write thread 1ms
2025-09-17T13:53:58 6521.616 INF Entity zombieLumberjack 7779 killed by Pris Nexus 6 171
2025-09-17T13:54:00 6523.692 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T13:54:00 6523.692 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:54:07 6530.644 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:54:07 6530.645 INF TurretTracker saved 9 bytes
2025-09-17T13:54:12 6536.413 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True
2025-09-17T13:54:12 6536.419 INF Stopped Suspense
2025-09-17T13:54:12 6536.419 INF unloaded ClipSets on Suspense
2025-09-17T13:54:12 6536.461 INF Notified SectionSelector that music stopped
2025-09-17T13:54:12 6536.461 INF SectionType change from Suspense to None
2025-09-17T13:54:18 6542.362 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:54:18 6542.462 INF 3308.104 SleeperVolume 1855, 48, -562: Spawning 1859, 48, -557 (116, -35), group 'SnakeGroup', class animalSnake, count 17
2025-09-17T13:54:26 6550.212 INF Time: 55.13m FPS: 58.80 Heap: 2662.7MB Max: 2662.7MB Chunks: 368 CGO: 208 Ply: 1 Zom: 19 Ent: 25 (211) Items: 5 CO: 1 RSS: 5910.0MB
2025-09-17T13:54:37 6561.515 INF Entity animalSnake 7785 killed by Pris Nexus 6 171
2025-09-17T13:54:42 6566.496 INF Stopped Combat

2025-09-17T13:54:42 6566.497 INF fadeOutCo complete on Combat
2025-09-17T13:54:42 6566.497 INF unloaded ClipSets on Combat
2025-09-17T13:54:44 6567.712 INF 3333.354 SleeperVolume 1863, 53, -541: Spawning
1865, 53, -540 (116, -34), group 'zombieSpiderGroupGS200', class zombieSpiderFeral, count
18
2025-09-17T13:54:44 6567.714 INF 3333.354 SleeperVolume 1869, 53, -544: Spawning
1871, 53, -543 (116, -34), group 'zombieSpiderGroupGS200', class zombieSpider, count 18
2025-09-17T13:54:44 6567.812 INF 3333.454 SleeperVolume 1863, 53, -541: Spawning
1864, 53, -539 (116, -34), group 'zombieSpiderGroupGS200', class zombieSpider, count 18
2025-09-17T13:54:44 6567.814 INF 3333.454 SleeperVolume 1869, 53, -544: Spawning
1870, 53, -544 (116, -34), group 'zombieSpiderGroupGS200', class zombieSpider, count 18
2025-09-17T13:54:45 6569.313 INF 3334.954 SleeperVolume 1877, 56, -539: Spawning
1879, 58, -532 (117, -34), group 'VultureGroup', class animalZombieVulture, count 22
2025-09-17T13:54:45 6569.413 INF 3335.054 SleeperVolume 1877, 56, -539: Spawning
1887, 62, -525 (117, -33), group 'VultureGroup', class animalZombieVulture, count 22
2025-09-17T13:54:47 6571.012 INF SectionType change from None to Combat
2025-09-17T13:54:47 6571.012 INF Loading new config for Combat...
2025-09-17T13:54:47 6571.013 INF Played Combat
2025-09-17T13:54:47 6571.013 INF Fading in Combat
2025-09-17T13:54:47 6571.013 INF Notified SectionSelector that music played
2025-09-17T13:54:47 6571.031 INF Loading new ClipSets for Combat...
2025-09-17T13:54:47 6571.322 INF Combat loaded new config and clipsets
2025-09-17T13:54:50 6574.031 INF fadeInCo complete on Combat
2025-09-17T13:54:52 6575.866 INF Entity animalZombieVulture 7793 killed by Pris Nexus 6
171
2025-09-17T13:54:54 6578.516 INF Entity animalZombieVulture 7794 killed by Pris Nexus 6
171
2025-09-17T13:54:55 6578.562 INF SectionType change from Combat to Suspense
2025-09-17T13:54:55 6578.563 INF Fading out Combat
2025-09-17T13:54:55 6578.563 INF Loading new config for Suspense...
2025-09-17T13:54:55 6578.563 INF Played Suspense
2025-09-17T13:54:55 6578.563 INF Fading in Suspense
2025-09-17T13:54:55 6578.581 INF Loading new ClipSets for Suspense...
2025-09-17T13:54:55 6578.647 INF Suspense loaded new config and clipsets
2025-09-17T13:54:56 6580.181 INF 60sec delta: 18720,current: 6172058,desired: 1705421
2025-09-17T13:54:56 6580.181 INF [Backtrace] Updated Statistics
2025-09-17T13:54:56 6580.213 INF Time: 55.63m FPS: 58.39 Heap: 2706.8MB Max:
2706.8MB Chunks: 368 CGO: 212 Ply: 1 Zom: 20 Ent: 28 (219) Items: 5 CO: 1 RSS:
5937.1MB

2025-09-17T13:54:56 6580.396 INF VehicleManager saving 1 (1 + 0)
2025-09-17T13:54:56 6580.396 INF 388682 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1837.3, 48.1, -551.7), chunk 114, -35
2025-09-17T13:54:56 6580.396 INF DroneManager saving 0 (0 + 0)
2025-09-17T13:54:56 6580.397 INF VehicleManager saved 516 bytes
2025-09-17T13:54:56 6580.397 INF DroneManager saved 9 bytes
2025-09-17T13:54:58 6581.581 INF Paused Combat
2025-09-17T13:54:58 6581.581 INF fadeInCo complete on Suspense
2025-09-17T13:54:59 6582.747 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 1840, 42, -408
2025-09-17T13:54:59 6583.363 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:00 6583.693 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:55:00 6583.694 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:55:01 6585.012 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:03 6586.763 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:03 6587.113 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:08 6592.363 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:26 6610.230 INF Time: 56.13m FPS: 60.04 Heap: 2379.2MB Max:
2706.8MB Chunks: 368 CGO: 209 Ply: 1 Zom: 19 Ent: 26 (97) Items: 2 CO: 1 RSS: 5968.1MB
2025-09-17T13:55:28 6612.063 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:28 6612.463 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:29 6612.814 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:29 6613.513 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:31 6615.164 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:31 6615.249 INF Entity zombieFatHawaiianFeral 7761 killed by Pris Nexus
6 171
2025-09-17T13:55:33 6617.113 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:33 6617.413 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:34 6617.814 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:34 6618.264 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:35 6618.664 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:37 6620.764 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:37 6621.163 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:39 6623.163 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:40 6624.363 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:41 6624.613 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:55:42 6625.964 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:42 6626.044 INF [Discord] Saving settings with DiscordDisabled=False
2025-09-17T13:55:42 6626.164 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:43 6627.064 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:55:43 6627.164 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:55:56 6640.197 INF 60sec delta: 0,current: 6172058,desired: 1654187
2025-09-17T13:55:56 6640.198 INF [Backtrace] Updated Statistics
2025-09-17T13:55:56 6640.230 INF Time: 56.63m FPS: 60.00 Heap: 2412.1MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 19 Ent: 27 (98) Items: 2 CO: 1 RSS: 5956.8MB
2025-09-17T13:55:58 6641.582 INF Stopped Combat
2025-09-17T13:55:58 6641.582 INF fadeOutCo complete on Combat
2025-09-17T13:55:58 6641.583 INF unloaded ClipSets on Combat
2025-09-17T13:56:00 6643.695 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:56:00 6643.695 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:56:07 6650.647 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:56:07 6650.648 INF TurretTracker saved 9 bytes
2025-09-17T13:56:18 6661.864 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:20 6664.064 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:20 6664.464 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:21 6665.164 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:22 6665.564 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:22 6665.864 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:22 6666.264 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:23 6667.214 INF SectionType change from Suspense to Combat
2025-09-17T13:56:23 6667.214 INF Fading out Suspense
2025-09-17T13:56:23 6667.214 INF Loading new config for Combat...
2025-09-17T13:56:23 6667.214 INF Played Combat
2025-09-17T13:56:23 6667.215 INF Fading in Combat
2025-09-17T13:56:23 6667.232 INF Loading new ClipSets for Combat...
2025-09-17T13:56:23 6667.466 INF Combat loaded new config and clipsets
2025-09-17T13:56:26 6670.231 INF Time: 57.13m FPS: 60.00 Heap: 2484.5MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 17 Ent: 23 (99) Items: 2 CO: 1 RSS: 5963.9MB
2025-09-17T13:56:26 6670.245 INF Paused Suspense
2025-09-17T13:56:26 6670.246 INF fadeInCo complete on Combat
2025-09-17T13:56:26 6670.514 INF SectionType change from Combat to Suspense
2025-09-17T13:56:26 6670.514 INF Fading out Combat
2025-09-17T13:56:26 6670.514 INF Unpaused Suspense

2025-09-17T13:56:26 6670.515 INF Fading in Suspense
2025-09-17T13:56:30 6673.549 INF Paused Combat
2025-09-17T13:56:30 6673.549 INF fadeInCo complete on Suspense
2025-09-17T13:56:31 6674.914 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:31 6675.315 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:32 6675.815 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:32 6676.264 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:33 6677.314 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:34 6677.715 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:34 6677.814 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:56:34 6678.264 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:56:39 6682.864 INF SectionType change from Suspense to Combat
2025-09-17T13:56:39 6682.865 INF Fading out Suspense
2025-09-17T13:56:39 6682.865 INF Unpaused Combat
2025-09-17T13:56:39 6682.865 INF Fading in Combat
2025-09-17T13:56:42 6685.883 INF Paused Suspense
2025-09-17T13:56:42 6685.884 INF fadeInCo complete on Combat
2025-09-17T13:56:48 6691.934 INF Entity zombieSpider 7791 killed by Pris Nexus 6 171
2025-09-17T13:56:49 6692.867 INF Entity zombieSpiderFeral 7789 killed by Pris Nexus 6 171
2025-09-17T13:56:49 6693.484 INF Entity zombieSpider 7790 killed by Pris Nexus 6 171
2025-09-17T13:56:55 6699.051 INF Entity zombieSpider 7792 killed by Pris Nexus 6 171
2025-09-17T13:56:56 6700.200 INF 60sec delta: 0,current: 6172058,desired: 1743300
2025-09-17T13:56:56 6700.201 INF [Backtrace] Updated Statistics
2025-09-17T13:56:56 6700.232 INF Time: 57.63m FPS: 60.00 Heap: 2384.0MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 15 Ent: 25 (103) Items: 2 CO: 1 RSS:
5981.9MB
2025-09-17T13:56:56 6700.413 INF VehicleManager saving 1 (1 + 0)
2025-09-17T13:56:56 6700.414 INF 395870 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1837.3, 48.1, -551.7), chunk 114, -35
2025-09-17T13:56:56 6700.414 INF DroneManager saving 0 (0 + 0)
2025-09-17T13:56:56 6700.415 INF VehicleManager saved 516 bytes
2025-09-17T13:56:56 6700.415 INF DroneManager saved 9 bytes
2025-09-17T13:56:59 6703.515 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:57:00 6703.696 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:57:00 6703.696 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:57:00 6703.914 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:57:00 6704.466 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:57:02 6705.615 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:57:02 6705.715 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:57:06 6710.415 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:57:10 6714.065 INF SectionType change from Combat to Suspense
2025-09-17T13:57:10 6714.065 INF Fading out Combat
2025-09-17T13:57:10 6714.066 INF Unpaused Suspense
2025-09-17T13:57:10 6714.066 INF Fading in Suspense
2025-09-17T13:57:13 6717.100 INF Paused Combat
2025-09-17T13:57:13 6717.100 INF fadeInCo complete on Suspense
2025-09-17T13:57:18 6721.767 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:57:18 6722.166 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:57:19 6722.915 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T13:57:19 6723.365 INF 3489.007 SleeperVolume 1863, 47, -533: Spawning
1868, 48, -529 (116, -34), group 'zombieSpiderGroupGS200', class zombieSpider, count 15
2025-09-17T13:57:19 6723.465 INF 3489.107 SleeperVolume 1863, 47, -533: Spawning
1864, 48, -522 (116, -33), group 'zombieSpiderGroupGS200', class zombieSpider, count 15
2025-09-17T13:57:20 6723.565 INF 3489.207 SleeperVolume 1863, 47, -533: Spawning
1867, 48, -528 (116, -33), group 'zombieSpiderGroupGS200', class zombieSpiderRadiated,
count 15
2025-09-17T13:57:20 6723.715 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T13:57:26 6730.233 INF Time: 58.13m FPS: 60.00 Heap: 2406.7MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 18 Ent: 23 (106) Items: 2 CO: 1 RSS:
5958.0MB
2025-09-17T13:57:56 6760.201 INF 60sec delta: 0,current: 6172058,desired: 1646956
2025-09-17T13:57:56 6760.201 INF [Backtrace] Updated Statistics
2025-09-17T13:57:56 6760.233 INF Time: 58.63m FPS: 60.00 Heap: 2429.9MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 18 Ent: 23 (106) Items: 2 CO: 1 RSS:
5961.5MB
2025-09-17T13:58:00 6763.697 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T13:58:00 6763.698 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T13:58:05 6769.315 INF SectionType change from Suspense to Combat
2025-09-17T13:58:05 6769.316 INF Fading out Suspense
2025-09-17T13:58:05 6769.316 INF Unpaused Combat
2025-09-17T13:58:05 6769.316 INF Fading in Combat
2025-09-17T13:58:07 6770.649 INF TurretTracker saving 0 (0 + 0)
2025-09-17T13:58:07 6770.650 INF TurretTracker saved 9 bytes
2025-09-17T13:58:08 6772.352 INF Paused Suspense

2025-09-17T13:58:08 6772.352 INF fadeInCo complete on Combat

2025-09-17T13:58:09 6772.818 INF Entity zombieSpiderRadiated 7805 killed by Pris Nexus 6 171

2025-09-17T13:58:12 6776.403 INF Entity zombieSpider 7803 killed by Pris Nexus 6 171

2025-09-17T13:58:15 6779.169 INF Entity zombieSpider 7804 killed by Pris Nexus 6 171

2025-09-17T13:58:21 6784.767 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:58:22 6785.616 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T13:58:22 6785.767 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:58:26 6789.716 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T13:58:26 6790.234 INF Time: 59.13m FPS: 60.00 Heap: 2460.5MB Max: 2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 11 Ent: 19 (106) Items: 2 CO: 1 RSS: 5938.3MB

2025-09-17T13:58:30 6794.216 INF SectionType change from Combat to Suspense

2025-09-17T13:58:30 6794.216 INF Fading out Combat

2025-09-17T13:58:30 6794.216 INF Unpaused Suspense

2025-09-17T13:58:30 6794.216 INF Fading in Suspense

2025-09-17T13:58:33 6796.652 INF Mixer IsFinished: True

AudioSource is not playing: False

IsPaused: False

IsPlaying: True

2025-09-17T13:58:33 6796.681 INF Stopped Suspense

2025-09-17T13:58:33 6796.681 INF unloaded ClipSets on Suspense

2025-09-17T13:58:33 6797.252 INF Paused Combat

2025-09-17T13:58:33 6797.253 INF fadeInCo complete on Suspense

2025-09-17T13:58:33 6797.268 INF Notified SectionSelector that music stopped

2025-09-17T13:58:33 6797.268 INF SectionType change from Suspense to None

2025-09-17T13:58:56 6820.202 INF 60sec delta: 3104,current: 6175162,desired: 1683892

2025-09-17T13:58:56 6820.202 INF [Backtrace] Updated Statistics

2025-09-17T13:58:56 6820.234 INF Time: 59.63m FPS: 60.00 Heap: 2501.8MB Max: 2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 15 Ent: 20 (111) Items: 2 CO: 1 RSS: 5958.0MB

2025-09-17T13:58:56 6820.416 INF VehicleManager saving 1 (1 + 0)

2025-09-17T13:58:56 6820.417 INF 403056 VehicleManager write #0, id 6699, vehicleMotorcycle, (1837.3, 48.1, -551.6), chunk 114, -35

2025-09-17T13:58:56 6820.417 INF DroneManager saving 0 (0 + 0)

2025-09-17T13:58:56 6820.418 INF VehicleManager saved 516 bytes

2025-09-17T13:58:56 6820.418 INF DroneManager saved 9 bytes

2025-09-17T13:58:57 6821.467 INF 3587.109 SleeperVolume 1845, 38, -542: None spawned, canSpawn True, respawnCnt 0

2025-09-17T13:58:57 6821.467 INF 3587.109 SleeperVolume 1860, 42, -544: Spawning 1874, 44, -544 (117, -34), group 'sleeperHordeStageGS198', class zombiePartyGirlRadiated, count 15

2025-09-17T13:58:57 6821.472 INF 3587.109 SleeperVolume 1860, 41, -532: None spawned, canSpawn True, respawnCnt 0

2025-09-17T13:58:58 6821.567 INF 3587.209 SleeperVolume 1860, 42, -544: Spawning 1862, 42, -544 (116, -34), group 'sleeperHordeStageGS198', class zombiePartyGirlCharged, count 15

2025-09-17T13:58:58 6821.668 INF 3587.309 SleeperVolume 1860, 42, -544: Spawning 1866, 43, -541 (116, -34), group 'sleeperHordeStageGS198', class zombieBusinessManFeral, count 15

2025-09-17T13:58:58 6821.716 INF 3587.359 SleeperVolume 1845, 38, -541: None spawned, canSpawn True, respawnCnt 0

2025-09-17T13:58:58 6821.717 INF 3587.359 SleeperVolume 1860, 41, -540: None spawned, canSpawn True, respawnCnt 0

2025-09-17T13:58:58 6821.717 INF 3587.359 SleeperVolume 1864, 41, -526: Spawning 1866, 41, -523 (116, -33), group 'sleeperHordeStageGS198', class zombieBoeInfernal, count 15

2025-09-17T13:58:58 6821.721 INF 3587.359 SleeperVolume 1875, 41, -528: Spawning 1884, 42, -523 (117, -33), group 'zombieUtilityWorkerGroupGS200', class zombieJanitorRadiated, count 15

2025-09-17T13:58:58 6821.767 INF 3587.409 SleeperVolume 1860, 42, -544: Spawning 1874, 44, -543 (117, -34), group 'sleeperHordeStageGS198', class zombiePartyGirl, count 15

2025-09-17T13:58:58 6821.816 INF 3587.459 SleeperVolume 1864, 41, -526: Spawning 1872, 41, -520 (117, -33), group 'sleeperHordeStageGS198', class zombieMaleHazmatRadiated, count 15

2025-09-17T13:58:58 6821.867 INF 3587.509 SleeperVolume 1860, 42, -544: Spawning 1860, 42, -543 (116, -34), group 'sleeperHordeStageGS198', class zombieBoeRadiated, count 15

2025-09-17T13:59:00 6823.698 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T13:59:00 6823.699 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T13:59:26 6849.768 INF SectionType change from None to Combat

2025-09-17T13:59:26 6849.768 INF Unpaused Combat

2025-09-17T13:59:26 6849.768 INF Fading in Combat

2025-09-17T13:59:26 6849.769 INF Notified SectionSelector that music played

2025-09-17T13:59:26 6850.234 INF Time: 60.13m FPS: 58.80 Heap: 2392.9MB Max: 2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 23 Ent: 28 (117) Items: 2 CO: 1 RSS:

5952.7MB

2025-09-17T13:59:28 6851.619 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:59:28 6852.019 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T13:59:29 6852.787 INF fadeInCo complete on Combat

2025-09-17T13:59:29 6853.287 INF Entity zombiePartyGirl 7816 killed by Pris Nexus 6 171

2025-09-17T13:59:34 6858.520 INF Entity zombieBusinessManFeral 7813 killed by Pris Nexus 6 171

2025-09-17T13:59:35 6858.622 INF Entity zombiePartyGirlRadiated 7811 killed by Pris Nexus 6 171

2025-09-17T13:59:39 6863.121 INF Entity zombieBoeRadiated 7818 killed by Pris Nexus 6 171

2025-09-17T13:59:40 6864.236 INF Entity zombiePartyGirlCharged 7812 killed by Pris Nexus 6 171

2025-09-17T13:59:40 6864.237 INF Pris Nexus 6 made level 54 (was 53), exp for next level 144522

2025-09-17T13:59:41 6864.618 INF MinEventLogMessage: XP gained during the last level:

2025-09-17T13:59:41 6864.619 INF CVarLogValue: \$xpFromLootThisLevel == 4000

2025-09-17T13:59:41 6864.619 INF CVarLogValue: \$xpFromHarvestingThisLevel == 60246

2025-09-17T13:59:41 6864.619 INF CVarLogValue: \$xpFromKillThisLevel == 35008

2025-09-17T13:59:44 6867.969 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:59:44 6868.369 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T13:59:46 6870.318 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:59:47 6871.269 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T13:59:48 6872.419 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T13:59:49 6872.819 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T13:59:55 6879.268 INF SectionType change from Combat to Suspense

2025-09-17T13:59:55 6879.269 INF Fading out Combat

2025-09-17T13:59:55 6879.269 INF Loading new config for Suspense...

2025-09-17T13:59:55 6879.269 INF Played Suspense

2025-09-17T13:59:55 6879.269 INF Fading in Suspense

2025-09-17T13:59:55 6879.287 INF Loading new ClipSets for Suspense...

2025-09-17T13:59:55 6879.403 INF Suspense loaded new config and clipsets

2025-09-17T13:59:56 6880.203 INF 60sec delta: 5504,current: 6180666,desired: 1678944

2025-09-17T13:59:56 6880.204 INF [Backtrace] Updated Statistics

2025-09-17T13:59:56 6880.234 INF Time: 60.63m FPS: 58.80 Heap: 2418.3MB Max:

2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 16 Ent: 23 (117) Items: 2 CO: 1 RSS:

5948.6MB

2025-09-17T13:59:58 6881.618 INF SectionType change from Suspense to Combat

2025-09-17T13:59:58 6881.619 INF Fading out Suspense

2025-09-17T13:59:58 6881.619 INF Unpaused Combat
2025-09-17T13:59:58 6881.619 INF Fading in Combat
2025-09-17T14:00:00 6883.683 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:00:00 6883.683 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:00:00 6883.969 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:00 6884.369 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:01 6884.619 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:01 6884.636 INF Paused Suspense
2025-09-17T14:00:01 6884.637 INF fadeInCo complete on Combat
2025-09-17T14:00:01 6885.119 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:02 6885.569 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:02 6885.969 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:03 6886.569 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:03 6887.219 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:05 6888.619 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:07 6890.652 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:00:07 6890.653 INF TurretTracker saved 9 bytes
2025-09-17T14:00:07 6890.919 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:08 6892.522 INF Entity zombieJanitorRadiated 7815 killed by Pris Nexus 6
171
2025-09-17T14:00:11 6895.272 INF Entity zombieMaleHazmatRadiated 7817 killed by Pris
Nexus 6 171
2025-09-17T14:00:12 6896.154 INF Entity zombieBoeInfernal 7814 killed by Pris Nexus 6 171
2025-09-17T14:00:19 6902.620 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:20 6903.670 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:22 6906.020 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:22 6906.420 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:25 6909.019 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:00:26 6910.235 INF Time: 61.13m FPS: 60.00 Heap: 2446.9MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 16 Ent: 21 (123) Items: 2 CO: 1 RSS:
5943.6MB
2025-09-17T14:00:27 6910.569 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:00:27 6911.169 INF SectionType change from Combat to Suspense
2025-09-17T14:00:27 6911.170 INF Fading out Combat
2025-09-17T14:00:27 6911.170 INF Unpaused Suspense
2025-09-17T14:00:27 6911.170 INF Fading in Suspense
2025-09-17T14:00:30 6914.204 INF Paused Combat

2025-09-17T14:00:30 6914.205 INF fadeInCo complete on Suspense

2025-09-17T14:00:56 6940.205 INF 60sec delta: 0,current: 6180666,desired: 1638740

2025-09-17T14:00:56 6940.205 INF [Backtrace] Updated Statistics

2025-09-17T14:00:56 6940.235 INF Time: 61.63m FPS: 60.00 Heap: 2478.2MB Max: 2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 16 Ent: 18 (123) Items: 2 CO: 1 RSS: 5942.6MB

2025-09-17T14:00:56 6940.419 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:00:56 6940.420 INF 410199 VehicleManager write #0, id 6699, vehicleMotorcycle, (1837.3, 48.1, -551.6), chunk 114, -35

2025-09-17T14:00:56 6940.420 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:00:56 6940.421 INF VehicleManager saved 516 bytes

2025-09-17T14:00:56 6940.421 INF DroneManager saved 9 bytes

2025-09-17T14:00:58 6941.870 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:00:59 6942.720 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:00:59 6943.122 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:00 6943.570 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:00 6943.684 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:01:00 6943.685 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:01:01 6944.820 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:01 6945.270 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:02 6945.620 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:02 6946.020 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:02 6946.420 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:03 6947.270 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:15 6958.671 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:15 6959.121 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:15 6959.321 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:16 6959.721 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:16 6959.971 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:16 6960.120 INF SectionType change from Suspense to Combat

2025-09-17T14:01:16 6960.121 INF Fading out Suspense

2025-09-17T14:01:16 6960.121 INF Unpaused Combat

2025-09-17T14:01:16 6960.121 INF Fading in Combat

2025-09-17T14:01:16 6960.371 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:01:19 6963.155 INF Paused Suspense

2025-09-17T14:01:19 6963.156 INF fadeInCo complete on Combat

2025-09-17T14:01:21 6965.071 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:01:26 6969.720 INF TurretTracker saving 1 (1 + 0)
2025-09-17T14:01:26 6969.721 INF TurretTracker saved 13 bytes
2025-09-17T14:01:26 6970.237 INF Time: 62.13m FPS: 60.00 Heap: 2523.9MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 19 Ent: 22 (129) Items: 2 CO: 1 RSS:
5938.0MB
2025-09-17T14:01:35 6979.171 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:01:36 6979.771 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:01:36 6980.521 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:01:37 6981.071 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:01:38 6981.871 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:01:38 6982.421 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:01:40 6983.821 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:01:42 6985.621 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:01:42 6986.270 INF SectionType change from Combat to Suspense
2025-09-17T14:01:42 6986.271 INF Fading out Combat
2025-09-17T14:01:42 6986.271 INF Unpaused Suspense
2025-09-17T14:01:42 6986.271 INF Fading in Suspense
2025-09-17T14:01:44 6988.421 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:01:45 6989.306 INF Paused Combat
2025-09-17T14:01:45 6989.306 INF fadeInCo complete on Suspense
2025-09-17T14:01:56 6999.771 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:01:56 7000.206 INF 60sec delta: 0,current: 6180666,desired: 1632308
2025-09-17T14:01:56 7000.206 INF [Backtrace] Updated Statistics
2025-09-17T14:01:56 7000.237 INF Time: 62.63m FPS: 60.00 Heap: 2406.1MB Max:
2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 15 Ent: 17 (128) Items: 2 CO: 1 RSS:
5947.1MB
2025-09-17T14:01:57 7000.871 INF 3766.513 SleeperVolume 1845, 38, -540: Spawning
1845, 38, -532 (115, -34), group 'zombieSoldierGroupGS200', class zombieSoldierFeral, count
15
2025-09-17T14:01:57 7000.971 INF 3766.613 SleeperVolume 1845, 38, -540: Spawning
1847, 38, -539 (115, -34), group 'zombieSoldierGroupGS200', class zombieMaleHazmat,
count 15
2025-09-17T14:01:57 7001.072 INF 3766.713 SleeperVolume 1845, 38, -540: Spawning
1853, 38, -538 (115, -34), group 'zombieSoldierGroupGS200', class zombieSoldierFeral, count
15
2025-09-17T14:01:57 7001.122 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:00 7003.686 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:02:00 7003.686 WRN [Discord][Log] RPC manager reset: RPC failed to

receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:02:00 7003.722 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:02:01 7004.672 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:02:01 7005.071 INF SectionType change from Suspense to Combat

2025-09-17T14:02:01 7005.071 INF Fading out Suspense

2025-09-17T14:02:01 7005.072 INF Unpaused Combat

2025-09-17T14:02:01 7005.072 INF Fading in Combat

2025-09-17T14:02:03 7007.438 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:02:03 7007.439 INF TurretTracker saved 9 bytes

2025-09-17T14:02:04 7007.572 INF SectionType change from Combat to Suspense

2025-09-17T14:02:04 7007.572 INF Fading out Combat

2025-09-17T14:02:04 7007.572 INF Unpaused Suspense

2025-09-17T14:02:04 7007.572 INF Fading in Suspense

2025-09-17T14:02:04 7007.871 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:02:05 7008.672 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:02:05 7008.872 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:02:05 7009.522 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:02:07 7010.607 INF Paused Combat

2025-09-17T14:02:07 7010.607 INF fadeInCo complete on Suspense

2025-09-17T14:02:09 7012.872 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:02:09 7013.022 INF SectionType change from Suspense to Combat

2025-09-17T14:02:09 7013.022 INF Fading out Suspense

2025-09-17T14:02:09 7013.022 INF Unpaused Combat

2025-09-17T14:02:09 7013.022 INF Fading in Combat

2025-09-17T14:02:09 7013.272 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:02:10 7013.972 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:02:11 7014.772 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:02:11 7015.522 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:02:12 7016.041 INF Paused Suspense

2025-09-17T14:02:12 7016.041 INF fadeInCo complete on Combat

2025-09-17T14:02:14 7017.871 INF SectionType change from Combat to Suspense

2025-09-17T14:02:14 7017.871 INF Fading out Combat

2025-09-17T14:02:14 7017.872 INF Unpaused Suspense

2025-09-17T14:02:14 7017.872 INF Fading in Suspense

2025-09-17T14:02:16 7020.072 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:02:17 7020.890 INF Paused Combat

2025-09-17T14:02:17 7020.890 INF fadeInCo complete on Suspense

2025-09-17T14:02:26 7030.239 INF Time: 63.13m FPS: 60.00 Heap: 2429.6MB Max:

2706.8MB Chunks: 368 CGO: 213 Ply: 1 Zom: 19 Ent: 21 (133) Items: 2 CO: 1 RSS:

5945.0MB

2025-09-17T14:02:28 7031.572 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:28 7031.972 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:28 7032.272 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:29 7032.972 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:29 7033.222 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:30 7033.672 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:30 7033.922 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:31 7034.872 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:31 7035.172 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:32 7036.408 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:33 7036.723 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:34 7037.772 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:34 7038.122 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:35 7038.872 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:35 7039.222 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:36 7039.972 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:36 7040.422 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:37 7040.822 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:38 7042.073 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:02:38 7042.472 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:02:44 7048.372 INF SectionType change from Suspense to Combat
2025-09-17T14:02:44 7048.372 INF Fading out Suspense
2025-09-17T14:02:44 7048.373 INF Unpaused Combat
2025-09-17T14:02:44 7048.373 INF Fading in Combat
2025-09-17T14:02:45 7049.154 INF TurretTracker saving 1 (1 + 0)
2025-09-17T14:02:45 7049.155 INF TurretTracker saved 13 bytes
2025-09-17T14:02:45 7049.322 INF SectionType change from Combat to Suspense
2025-09-17T14:02:45 7049.322 INF Fading out Combat
2025-09-17T14:02:45 7049.322 INF Unpaused Suspense
2025-09-17T14:02:45 7049.323 INF Fading in Suspense
2025-09-17T14:02:47 7050.772 INF SectionType change from Suspense to Combat
2025-09-17T14:02:47 7050.773 INF Fading out Suspense
2025-09-17T14:02:47 7050.773 INF Unpaused Combat
2025-09-17T14:02:47 7050.773 INF Fading in Combat
2025-09-17T14:02:48 7052.022 INF SectionType change from Combat to Suspense
2025-09-17T14:02:48 7052.022 INF Fading out Combat
2025-09-17T14:02:48 7052.023 INF Unpaused Suspense
2025-09-17T14:02:48 7052.023 INF Fading in Suspense

2025-09-17T14:02:50 7054.222 INF SectionType change from Suspense to Combat
2025-09-17T14:02:50 7054.223 INF Fading out Suspense
2025-09-17T14:02:50 7054.223 INF Unpaused Combat
2025-09-17T14:02:50 7054.223 INF Fading in Combat
2025-09-17T14:02:50 7054.473 INF 3820.116 SleeperVolume 1841, 45, -535: Spawning
1842, 45, -535 (115, -34), group 'zombieWightFeral', class zombieWightFeral, count 19
2025-09-17T14:02:50 7054.475 INF 3820.116 SleeperVolume 1842, 44, -543: Spawning
1842, 44, -539 (115, -34), group 'zombieSpiderGroupGS200', class zombieSpiderFeral, count
19
2025-09-17T14:02:50 7054.522 INF 3820.167 SleeperVolume 1843, 46, -529: Spawning
1844, 46, -529 (115, -34), group 'zombieSpiderGroupGS200', class zombieSpider, count 19
2025-09-17T14:02:50 7054.525 INF 3820.167 SleeperVolume 1840, 38, -530: Spawning
1841, 38, -527 (115, -33), group 'badassHordeStageGS194', class zombieFemaleFat, count
19
2025-09-17T14:02:51 7054.572 INF 3820.217 SleeperVolume 1857, 42, -520: Spawning
1859, 42, -519 (116, -33), group 'badassHordeStageGS194', class zombieArleneFeral, count
19
2025-09-17T14:02:51 7054.623 INF 3820.266 SleeperVolume 1840, 38, -530: Spawning
1842, 38, -527 (115, -33), group 'badassHordeStageGS194', class zombieFatCop, count 19
2025-09-17T14:02:51 7054.673 INF 3820.316 SleeperVolume 1857, 42, -520: Spawning
1860, 42, -518 (116, -33), group 'badassHordeStageGS194', class zombieMoeFeral, count 19
2025-09-17T14:02:51 7054.773 INF 3820.416 SleeperVolume 1857, 42, -520: Spawning
1858, 42, -519 (116, -33), group 'badassHordeStageGS194', class zombieUtilityWorkerFeral,
count 19
2025-09-17T14:02:51 7054.873 INF 3820.516 SleeperVolume 1857, 42, -520: Spawning
1860, 42, -519 (116, -33), group 'badassHordeStageGS194', class zombieLumberjack, count
19
2025-09-17T14:02:53 7057.257 INF Paused Suspense
2025-09-17T14:02:53 7057.258 INF fadeInCo complete on Combat
2025-09-17T14:02:56 7060.209 INF 60sec delta: 160,current: 6180826,desired: 1761401
2025-09-17T14:02:56 7060.209 INF [Backtrace] Updated Statistics
2025-09-17T14:02:56 7060.240 INF Time: 63.63m FPS: 59.99 Heap: 2461.2MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 28 Ent: 31 (143) Items: 2 CO: 1 RSS:
5957.1MB
2025-09-17T14:02:56 7060.441 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:02:56 7060.441 INF 417369 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1837.3, 48.1, -551.6), chunk 114, -35
2025-09-17T14:02:56 7060.441 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:02:56 7060.442 INF VehicleManager saved 516 bytes

2025-09-17T14:02:56 7060.443 INF DroneManager saved 9 bytes
2025-09-17T14:02:59 7062.975 INF Entity zombieFatCop 7842 killed by Pris Nexus 6 171
2025-09-17T14:03:00 7063.687 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:03:00 7063.687 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:03:03 7067.277 INF Entity zombieSoldierFeral 7833 killed by Pris Nexus 6
171
2025-09-17T14:03:05 7069.127 INF Entity zombieMaleHazmat 7832 killed by Pris Nexus 6
171
2025-09-17T14:03:06 7069.793 INF Entity zombieSpider 7839 killed by Pris Nexus 6 171
2025-09-17T14:03:07 7070.558 INF Entity zombieSoldierFeral 7831 killed by Pris Nexus 6
171
2025-09-17T14:03:08 7071.593 INF Entity zombieWightFeral 7837 killed by Pris Nexus 6 171
2025-09-17T14:03:10 7073.543 INF Entity zombieFemaleFat 7840 killed by Pris Nexus 6 171
2025-09-17T14:03:12 7076.210 INF Entity zombieSpiderFeral 7838 killed by Pris Nexus 6 171
2025-09-17T14:03:20 7084.292 INF Entity zombieUtilityWorkerFeral 7844 killed by Pris Nexus
6 171
2025-09-17T14:03:25 7089.142 INF Entity zombieArleneFeral 7841 killed by Pris Nexus 6 171
2025-09-17T14:03:26 7090.240 INF Time: 64.13m FPS: 60.00 Heap: 2512.0MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 18 Ent: 30 (143) Items: 2 CO: 1 RSS:
5968.2MB
2025-09-17T14:03:32 7095.740 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:03:32 7095.741 INF TurretTracker saved 9 bytes
2025-09-17T14:03:35 7098.993 INF Entity zombieLumberjack 7845 killed by Pris Nexus 6 171
2025-09-17T14:03:38 7101.742 INF Entity zombieMoeFeral 7843 killed by Pris Nexus 6 171
2025-09-17T14:03:39 7103.424 INF UnloadUnusedAssets after 21.63094 m, took 0
msUnloading 2 Unused Serialized files (Serialized files now loaded: 153)
Unloading 5789 unused Assets to reduce memory usage. Loaded Objects now: 555117.
Total: 530.883300 ms (FindLiveObjects: 38.176200 ms CreateObjectMapping: 27.401800 ms
MarkObjects: 459.217900 ms DeleteObjects: 6.087200 ms)
2025-09-17T14:03:47 7110.857 INF [EOS] Refreshing Login
2025-09-17T14:03:47 7111.490 INF [EOS] Login refreshed
2025-09-17T14:03:53 7116.957 INF SectionType change from Combat to Suspense
2025-09-17T14:03:53 7116.957 INF Fading out Combat
2025-09-17T14:03:53 7116.957 INF Unpaused Suspense
2025-09-17T14:03:53 7116.957 INF Fading in Suspense
2025-09-17T14:03:56 7119.975 INF Paused Combat
2025-09-17T14:03:56 7119.975 INF fadeInCo complete on Suspense

2025-09-17T14:03:56 7120.426 INF 60sec delta: 35244,current: 6216070,desired: 1765995
2025-09-17T14:03:56 7120.426 INF [Backtrace] Updated Statistics
2025-09-17T14:03:56 7120.457 INF Time: 64.63m FPS: 60.00 Heap: 2401.4MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 15 Ent: 19 (143) Items: 2 CO: 1 RSS:
5938.7MB
2025-09-17T14:03:58 7122.057 INF SectionType change from Suspense to Combat
2025-09-17T14:03:58 7122.057 INF Fading out Suspense
2025-09-17T14:03:58 7122.058 INF Unpaused Combat
2025-09-17T14:03:58 7122.058 INF Fading in Combat
2025-09-17T14:04:00 7123.688 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:04:00 7123.688 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:04:01 7125.074 INF Paused Suspense
2025-09-17T14:04:01 7125.075 INF fadeInCo complete on Combat
2025-09-17T14:04:10 7134.007 INF SectionType change from Combat to Suspense
2025-09-17T14:04:10 7134.007 INF Fading out Combat
2025-09-17T14:04:10 7134.008 INF Unpaused Suspense
2025-09-17T14:04:10 7134.008 INF Fading in Suspense
2025-09-17T14:04:11 7134.657 INF SectionType change from Suspense to Combat
2025-09-17T14:04:11 7134.658 INF Fading out Suspense
2025-09-17T14:04:11 7134.658 INF Unpaused Combat
2025-09-17T14:04:11 7134.658 INF Fading in Combat
2025-09-17T14:04:14 7137.709 INF Paused Suspense
2025-09-17T14:04:14 7137.710 INF fadeInCo complete on Combat
2025-09-17T14:04:26 7150.458 INF Time: 65.13m FPS: 59.80 Heap: 2438.4MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 15 Ent: 17 (144) Items: 2 CO: 1 RSS:
5924.9MB
2025-09-17T14:04:33 7156.807 INF SectionType change from Combat to Suspense
2025-09-17T14:04:33 7156.808 INF Fading out Combat
2025-09-17T14:04:33 7156.808 INF Unpaused Suspense
2025-09-17T14:04:33 7156.808 INF Fading in Suspense
2025-09-17T14:04:36 7159.860 INF Paused Combat
2025-09-17T14:04:36 7159.860 INF fadeInCo complete on Suspense
2025-09-17T14:04:56 7180.427 INF 60sec delta: 21845,current: 6237916,desired: 1856692
2025-09-17T14:04:56 7180.428 INF [Backtrace] Updated Statistics
2025-09-17T14:04:56 7180.458 INF Time: 65.63m FPS: 58.80 Heap: 2466.3MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 15 Ent: 18 (145) Items: 3 CO: 1 RSS:
5943.1MB

2025-09-17T14:04:57 7180.658 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:04:57 7180.658 INF 424493 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1837.3, 48.1, -551.6), chunk 114, -35
2025-09-17T14:04:57 7180.658 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:04:57 7180.659 INF VehicleManager saved 516 bytes
2025-09-17T14:04:57 7180.659 INF DroneManager saved 9 bytes
2025-09-17T14:05:00 7183.689 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:05:00 7183.690 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:05:00 7184.058 INF Pris Nexus 6 WeatherStatusTick rainlight to default
2025-09-17T14:05:00 7184.059 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:05:02 7186.310 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True
2025-09-17T14:05:02 7186.317 INF Stopped Suspense
2025-09-17T14:05:02 7186.317 INF unloaded ClipSets on Suspense
2025-09-17T14:05:02 7186.363 INF Notified SectionSelector that music stopped
2025-09-17T14:05:02 7186.363 INF SectionType change from Suspense to None
2025-09-17T14:05:26 7210.459 INF Time: 66.13m FPS: 59.20 Heap: 2492.9MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 15 Ent: 18 (145) Items: 3 CO: 1 RSS:
5924.2MB
2025-09-17T14:05:32 7215.958 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:05:32 7215.959 INF TurretTracker saved 9 bytes
2025-09-17T14:05:36 7219.861 INF Stopped Combat
2025-09-17T14:05:36 7219.862 INF fadeOutCo complete on Combat
2025-09-17T14:05:36 7219.862 INF unloaded ClipSets on Combat
2025-09-17T14:05:56 7240.428 INF 60sec delta: 0,current: 6237916,desired: 1743346
2025-09-17T14:05:56 7240.428 INF [Backtrace] Updated Statistics
2025-09-17T14:05:56 7240.459 INF Time: 66.63m FPS: 60.00 Heap: 2527.7MB Max:
2706.8MB Chunks: 368 CGO: 228 Ply: 1 Zom: 15 Ent: 18 (146) Items: 4 CO: 1 RSS:
5929.0MB
2025-09-17T14:06:00 7243.691 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:06:00 7243.691 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:06:13 7257.261 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:06:14 7257.660 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:06:26 7269.528 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1790, 42, -398

2025-09-17T14:06:26 7270.060 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:06:26 7270.460 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:06:26 7270.462 INF Time: 67.13m FPS: 58.80 Heap: 2414.2MB Max: 2706.8MB Chunks: 368 CGO: 222 Ply: 1 Zom: 17 Ent: 22 (150) Items: 5 CO: 1 RSS: 5910.7MB

2025-09-17T14:06:32 7276.361 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:06:47 7290.601 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:06:47 7290.604 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:06:54 7297.561 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1840, 42, -408

2025-09-17T14:06:55 7298.778 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1790, 42, -398

2025-09-17T14:06:56 7300.212 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1736, 43, -379

2025-09-17T14:06:56 7300.429 INF 60sec delta: 39168,current: 6277084,desired: 1582624

2025-09-17T14:06:56 7300.430 INF [Backtrace] Updated Statistics

2025-09-17T14:06:56 7300.461 INF Time: 67.63m FPS: 60.00 Heap: 2435.5MB Max: 2706.8MB Chunks: 368 CGO: 241 Ply: 1 Zom: 17 Ent: 21 (151) Items: 5 CO: 1 RSS: 5919.2MB

2025-09-17T14:06:57 7300.677 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:06:57 7300.678 INF 431625 VehicleManager write #0, id 6699, vehicleMotorcycle, (1798.3, 49.9, -486.7), chunk 112, -31

2025-09-17T14:06:57 7300.678 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:06:57 7300.679 INF VehicleManager saved 516 bytes

2025-09-17T14:06:57 7300.679 INF DroneManager saved 9 bytes

2025-09-17T14:06:58 7301.911 INF 4067.336 SleeperVolume 1722, 50, -528: Restoring 1760, 50, -503 (110, -32) 'animalBoar', count 17

2025-09-17T14:06:58 7302.011 INF 4067.436 SleeperVolume 1722, 50, -528: Restoring 1764, 50, -483 (110, -31) 'animalBoar', count 17

2025-09-17T14:06:58 7302.111 INF 4067.536 SleeperVolume 1722, 50, -528: Restoring 1754, 50, -509 (109, -32) 'animalBoar', count 17

2025-09-17T14:07:00 7303.692 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:07:00 7303.692 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:07:02 7305.861 WRN [MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1647, 50, -388

2025-09-17T14:07:06 7310.229 INF 432198+0 Origin Reposition (1872.0, 32.0, -592.0) to (1696.0, 32.0, -400.0)

2025-09-17T14:07:09 7312.711 WRN [MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1567, 47, -273

2025-09-17T14:07:20 7324.178 WRN [MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1514, 41, -130

2025-09-17T14:07:25 7328.561 INF SectionType change from None to Combat

2025-09-17T14:07:25 7328.562 INF Loading new config for Combat...

2025-09-17T14:07:25 7328.562 INF Played Combat

2025-09-17T14:07:25 7328.562 INF Fading in Combat

2025-09-17T14:07:25 7328.562 INF Notified SectionSelector that music played

2025-09-17T14:07:25 7328.580 INF Loading new ClipSets for Combat...

2025-09-17T14:07:25 7328.796 INF Combat loaded new config and clipsets

2025-09-17T14:07:25 7329.512 INF 433351+0 Origin Reposition (1696.0, 32.0, -400.0) to (1552.0, 32.0, -192.0)

2025-09-17T14:07:26 7330.463 INF Time: 68.13m FPS: 60.00 Heap: 2479.9MB Max: 2706.8MB Chunks: 368 CGO: 225 Ply: 1 Zom: 11 Ent: 14 (181) Items: 5 CO: 1 RSS: 5935.7MB

2025-09-17T14:07:28 7331.580 INF fadeInCo complete on Combat

2025-09-17T14:07:29 7332.812 INF SectionType change from Combat to None

2025-09-17T14:07:29 7332.813 INF Fading out Combat

2025-09-17T14:07:32 7335.848 INF Paused Combat

2025-09-17T14:07:32 7335.864 INF Notified SectionSelector that music stopped

2025-09-17T14:07:32 7335.961 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:07:32 7335.962 INF TurretTracker saved 9 bytes

2025-09-17T14:07:42 7345.646 WRN [MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1303, 42, 65

2025-09-17T14:07:43 7347.311 INF 4112.737 SleeperVolume 1410, 43, 17: Restoring 1412, 44, 24 (88, 1) 'zombieSteveCrawler', count 12

2025-09-17T14:07:43 7347.410 INF 4112.837 SleeperVolume 1410, 43, 17: Restoring 1413, 44, 26 (88, 1) 'zombieSteveCrawler', count 12

2025-09-17T14:07:43 7347.511 INF 4112.937 SleeperVolume 1410, 43, 17: Restoring 1413, 44, 27 (88, 1) 'zombieSteveCrawler', count 12

2025-09-17T14:07:44 7347.611 INF 4113.037 SleeperVolume 1410, 43, 17: Restoring 1413, 44, 28 (88, 1) 'zombieSteveCrawler', count 12

2025-09-17T14:07:44 7347.711 INF 4113.137 SleeperVolume 1410, 43, 17: Restoring 1411, 44, 28 (88, 1) 'zombieSteveCrawler', count 12

2025-09-17T14:07:44 7348.360 INF 434480+1 Origin Reposition (1552.0, 32.0, -192.0) to (1408.0, 32.0, 16.0)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:07:52 7355.646 INF Entity zombieFatHawaiianFeral 7896 killed

2025-09-17T14:07:52 7355.647 INF Entity zombieTomClarkFeral 7898 killed

2025-09-17T14:07:52 7355.679 INF Entity zombieFatHawaiianFeral 7885 killed

2025-09-17T14:07:52 7355.680 INF Entity zombieBurntFeral 7886 killed

2025-09-17T14:07:52 7355.681 INF Entity zombieFatCopFeral 7887 killed

2025-09-17T14:07:52 7355.682 INF Entity zombieWightFeral 7888 killed

2025-09-17T14:07:52 7355.682 INF Entity zombieSoldierFeral 7889 killed

2025-09-17T14:07:56 7360.430 INF 60sec delta: 19541,current: 6296625,desired: 1719722

2025-09-17T14:07:56 7360.431 INF [Backtrace] Updated Statistics

2025-09-17T14:07:56 7360.462 INF Time: 68.63m FPS: 58.80 Heap: 2527.9MB Max: 2706.8MB Chunks: 368 CGO: 247 Ply: 1 Zom: 13 Ent: 23 (210) Items: 6 CO: 1 RSS: 5920.4MB

2025-09-17T14:08:00 7363.693 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:08:00 7363.694 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:08:04 7368.114 INF Entity zombieMutated 7899 killed by Pris Nexus 6 171

2025-09-17T14:08:12 7376.365 INF Entity zombieMutated 7464 killed by Pris Nexus 6 171

2025-09-17T14:08:26 7390.463 INF Time: 69.13m FPS: 60.00 Heap: 2435.7MB Max: 2706.8MB Chunks: 368 CGO: 247 Ply: 1 Zom: 9 Ent: 14 (187) Items: 4 CO: 1 RSS: 5940.2MB

2025-09-17T14:08:27 7390.962 INF SectionType change from None to TraderJoel

2025-09-17T14:08:27 7390.963 INF Played TraderJoel
2025-09-17T14:08:27 7390.963 INF Fading in TraderJoel
2025-09-17T14:08:27 7390.963 INF Notified SectionSelector that music played
2025-09-17T14:08:30 7393.981 INF fadeInCo complete on TraderJoel
2025-09-17T14:08:32 7395.864 INF Stopped Combat
2025-09-17T14:08:32 7395.865 INF fadeOutCo complete on Combat
2025-09-17T14:08:32 7395.865 INF unloaded ClipSets on Combat
2025-09-17T14:08:38 7402.112 INF 4167.539 SleeperVolume 1427, 48, 54: None spawned, canSpawn True, respawnCnt 0
2025-09-17T14:08:44 7407.568 INF Entity animalDireWolf 7903 killed by Pris Nexus 6 171
2025-09-17T14:08:56 7420.431 INF 60sec delta: 52224,current: 6348849,desired: 1843774
2025-09-17T14:08:56 7420.432 INF [Backtrace] Updated Statistics
2025-09-17T14:08:56 7420.464 INF Time: 69.63m FPS: 58.80 Heap: 2458.7MB Max: 2706.8MB Chunks: 368 CGO: 235 Ply: 1 Zom: 7 Ent: 10 (190) Items: 5 CO: 1 RSS: 5952.4MB
2025-09-17T14:08:57 7420.679 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:08:57 7420.680 INF 438785 VehicleManager write #0, id 6699, vehicleMotorcycle, (1421.0, 43.1, 48.3), chunk 88, 3
2025-09-17T14:08:57 7420.680 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:08:57 7420.681 INF VehicleManager saved 616 bytes
2025-09-17T14:08:57 7420.681 INF DroneManager saved 9 bytes
2025-09-17T14:09:00 7423.694 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:09:00 7423.695 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:09:01 7424.664 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:09:26 7450.467 INF Time: 70.13m FPS: 59.00 Heap: 2480.7MB Max: 2706.8MB Chunks: 368 CGO: 225 Ply: 1 Zom: 7 Ent: 10 (190) Items: 5 CO: 1 RSS: 5929.6MB
2025-09-17T14:09:32 7455.963 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:09:32 7455.964 INF TurretTracker saved 9 bytes
2025-09-17T14:09:56 7480.432 INF 60sec delta: 36864,current: 6385713,desired: 2555621
2025-09-17T14:09:56 7480.432 INF [Backtrace] Updated Statistics
2025-09-17T14:09:56 7480.481 INF Time: 70.63m FPS: 60.04 Heap: 2505.1MB Max: 2706.8MB Chunks: 368 CGO: 225 Ply: 1 Zom: 7 Ent: 10 (190) Items: 5 CO: 1 RSS: 5926.8MB
2025-09-17T14:10:00 7483.696 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:10:00 7483.696 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:10:26 7510.481 INF Time: 71.13m FPS: 60.00 Heap: 2530.1MB Max: 2706.8MB Chunks: 368 CGO: 225 Ply: 1 Zom: 7 Ent: 10 (190) Items: 5 CO: 1 RSS: 5924.6MB

2025-09-17T14:10:56 7540.433 INF 60sec delta: 0,current: 6385713,desired: 2179911
2025-09-17T14:10:56 7540.434 INF [Backtrace] Updated Statistics
2025-09-17T14:10:56 7540.482 INF Time: 71.63m FPS: 59.60 Heap: 2557.4MB Max:
2706.8MB Chunks: 368 CGO: 225 Ply: 1 Zom: 7 Ent: 10 (190) Items: 5 CO: 1 RSS: 5930.1MB
2025-09-17T14:10:57 7540.682 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:10:57 7540.682 INF 445958 VehicleManager write #0, id 6699,
vehicleMotorcycle, (1421.0, 43.1, 48.3), chunk 88, 3
2025-09-17T14:10:57 7540.682 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:10:57 7540.683 INF VehicleManager saved 616 bytes
2025-09-17T14:10:57 7540.683 INF DroneManager saved 9 bytes
2025-09-17T14:11:00 7543.697 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:11:00 7543.698 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:11:06 7549.716 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:11:26 7570.166 INF SectionType change from TraderJoel to Suspense
2025-09-17T14:11:26 7570.167 INF Fading out TraderJoel
2025-09-17T14:11:26 7570.167 INF Loading new config for Suspense...
2025-09-17T14:11:26 7570.167 INF Played Suspense
2025-09-17T14:11:26 7570.167 INF Fading in Suspense
2025-09-17T14:11:26 7570.184 INF Loading new ClipSets for Suspense...
2025-09-17T14:11:26 7570.251 INF Suspense loaded new config and clipsets
2025-09-17T14:11:26 7570.484 INF Time: 72.13m FPS: 60.00 Heap: 2587.1MB Max:
2706.8MB Chunks: 368 CGO: 239 Ply: 1 Zom: 7 Ent: 10 (190) Items: 5 CO: 1 RSS: 5930.7MB
2025-09-17T14:11:26 7570.521 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 1303, 42, 65
2025-09-17T14:11:27 7571.302 INF Entity zombieYo 7901 killed by Pris Nexus 6 171
2025-09-17T14:11:29 7573.201 INF Paused TraderJoel
2025-09-17T14:11:29 7573.201 INF fadeInCo complete on Suspense
2025-09-17T14:11:31 7574.624 WRN
SDCSUtils:::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T14:11:31 7574.628 WRN
SDCSUtils:::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T14:11:32 7575.983 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:11:32 7575.984 INF TurretTracker saved 9 bytes
2025-09-17T14:11:35 7578.700 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1265, 42, -8
2025-09-17T14:11:35 7578.717 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1270, 41, 14
2025-09-17T14:11:35 7578.767 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1275, 41, 48
2025-09-17T14:11:50 7594.234 INF 449163+0 Origin Reposition (1408.0, 32.0, 16.0) to (1184.0, 32.0, 144.0)
2025-09-17T14:11:52 7595.720 INF Pris Nexus 6 onNewBiomeEntered - buffWasteland_Hazard
2025-09-17T14:11:52 7595.720 INF Pris Nexus 6 onNewBiomeEntered +buffForest_Hazard
2025-09-17T14:11:52 7595.721 INF Pris Nexus 6 WeatherStatusTick default to default
2025-09-17T14:11:52 7595.721 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:11:56 7600.437 INF 60sec delta: 416,current: 6386129,desired: 1673553
2025-09-17T14:11:56 7600.437 INF [Backtrace] Updated Statistics
2025-09-17T14:11:56 7600.483 INF Time: 72.63m FPS: 60.00 Heap: 2455.5MB Max: 2706.8MB Chunks: 368 CGO: 231 Ply: 1 Zom: 3 Ent: 5 (196) Items: 4 CO: 1 RSS: 5960.3MB
2025-09-17T14:12:00 7603.698 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:12:00 7603.699 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:12:16 7620.086 INF 450710+0 Origin Reposition (1184.0, 32.0, 144.0) to (912.0, 32.0, 160.0)
2025-09-17T14:12:22 7625.717 INF SectionType change from Suspense to Exploration
2025-09-17T14:12:22 7625.718 INF Fading out Suspense
2025-09-17T14:12:22 7625.718 INF Loading new config for Exploration...
2025-09-17T14:12:22 7625.718 INF Played Exploration
2025-09-17T14:12:22 7625.718 INF Fading in Exploration
2025-09-17T14:12:22 7625.737 INF Loading new ClipSets for Exploration...
2025-09-17T14:12:22 7626.137 INF Exploration loaded new config and clipsets
2025-09-17T14:12:25 7628.753 INF Paused Suspense
2025-09-17T14:12:25 7628.753 INF fadeInCo complete on Exploration
2025-09-17T14:12:26 7630.484 INF Time: 73.13m FPS: 59.80 Heap: 2540.2MB Max: 2706.8MB Chunks: 368 CGO: 250 Ply: 1 Zom: 2 Ent: 5 (203) Items: 5 CO: 1 RSS: 5959.3MB
2025-09-17T14:12:29 7633.224 INF Stopped TraderJoel
2025-09-17T14:12:29 7633.224 INF fadeOutCo complete on TraderJoel
2025-09-17T14:12:37 7640.850 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 349
2025-09-17T14:12:37 7640.868 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 355
2025-09-17T14:12:38 7641.703 INF 451993+0 Origin Reposition (912.0, 32.0, 160.0) to (656.0, 32.0, 240.0)
2025-09-17T14:12:38 7642.102 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 594, 42, 373
2025-09-17T14:12:41 7645.068 INF SectionType change from Exploration to HomeDay
2025-09-17T14:12:41 7645.068 INF Fading out Exploration
2025-09-17T14:12:41 7645.068 INF Played HomeDay
2025-09-17T14:12:41 7645.069 INF Fading in HomeDay
2025-09-17T14:12:41 7645.401 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 510, 38, 304
2025-09-17T14:12:44 7648.087 INF Paused Exploration
2025-09-17T14:12:44 7648.087 INF fadeInCo complete on HomeDay
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T14:12:56 7660.436 INF 60sec delta: 20602,current: 6406732,desired: 1979414
2025-09-17T14:12:56 7660.437 INF [Backtrace] Updated Statistics
2025-09-17T14:12:56 7660.484 INF Time: 73.63m FPS: 59.80 Heap: 2464.7MB Max: 2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 5963.7MB
2025-09-17T14:12:57 7660.684 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:12:57 7660.685 INF 453117 VehicleManager write #0, id 6699, vehicleMotorcycle, (576.4, 38.4, 257.7), chunk 36, 16
2025-09-17T14:12:57 7660.685 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:12:57 7660.686 INF VehicleManager saved 616 bytes
2025-09-17T14:12:57 7660.686 INF DroneManager saved 9 bytes
2025-09-17T14:13:00 7663.700 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:13:00 7663.700 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:13:25 7688.753 INF Stopped Suspense
2025-09-17T14:13:25 7688.753 INF fadeOutCo complete on Suspense
2025-09-17T14:13:25 7688.753 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T14:13:25 7688.754 INF unloaded ClipSets on Suspense
2025-09-17T14:13:26 7690.485 INF Time: 74.13m FPS: 59.37 Heap: 2484.5MB Max:
2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 5963.6MB
2025-09-17T14:13:32 7695.985 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:13:32 7695.986 INF TurretTracker saved 9 bytes
2025-09-17T14:13:44 7708.103 INF Stopped Exploration
2025-09-17T14:13:44 7708.104 INF fadeOutCo complete on Exploration
2025-09-17T14:13:44 7708.104 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T14:13:44 7708.104 INF unloaded ClipSets on Exploration
2025-09-17T14:13:56 7720.438 INF 60sec delta: 0,current: 6406732,desired: 1946414
2025-09-17T14:13:56 7720.438 INF [Backtrace] Updated Statistics
2025-09-17T14:13:56 7720.486 INF Time: 74.63m FPS: 60.05 Heap: 2513.2MB Max:
2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 5962.7MB
2025-09-17T14:14:00 7723.701 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:14:00 7723.702 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:14:26 7750.486 INF Time: 75.13m FPS: 59.00 Heap: 2539.3MB Max:
2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 5962.7MB
2025-09-17T14:14:56 7780.439 INF 60sec delta: 0,current: 6406732,desired: 1887122
2025-09-17T14:14:56 7780.439 INF [Backtrace] Updated Statistics
2025-09-17T14:14:56 7780.487 INF Time: 75.63m FPS: 57.80 Heap: 2577.9MB Max:
2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 5961.5MB
2025-09-17T14:14:57 7780.704 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:14:57 7780.704 INF 460212 VehicleManager write #0, id 6699,
vehicleMotorcycle, (576.4, 38.5, 257.7), chunk 36, 16
2025-09-17T14:14:57 7780.704 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:14:57 7780.705 INF VehicleManager saved 616 bytes
2025-09-17T14:14:57 7780.706 INF DroneManager saved 9 bytes
2025-09-17T14:15:00 7783.703 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:15:00 7783.703 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:15:26 7810.488 INF Time: 76.13m FPS: 60.00 Heap: 2614.0MB Max: 2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 5969.3MB
2025-09-17T14:15:32 7816.004 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:15:32 7816.005 INF TurretTracker saved 9 bytes

2025-09-17T14:15:55 7838.529 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:15:55 7838.533 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:15:56 7840.441 INF 60sec delta: 16384,current: 6423116,desired: 1822886

2025-09-17T14:15:56 7840.441 INF [Backtrace] Updated Statistics

2025-09-17T14:15:56 7840.488 INF Time: 76.63m FPS: 59.40 Heap: 2476.9MB Max: 2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (204) Items: 4 CO: 1 RSS: 6006.6MB

2025-09-17T14:15:57 7841.372 INF AIDirector: Wandering StartSpawning Horde

2025-09-17T14:15:57 7841.374 INF AIDirector: Spawn Horde, find targets, wait 12 hours

2025-09-17T14:16:00 7843.704 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:16:00 7843.704 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:16:01 7844.922 INF SectionType change from HomeDay to Exploration

2025-09-17T14:16:01 7844.922 INF Fading out HomeDay

2025-09-17T14:16:01 7844.923 INF Loading new config for Exploration...

2025-09-17T14:16:01 7844.923 INF Played Exploration

2025-09-17T14:16:01 7844.923 INF Fading in Exploration

2025-09-17T14:16:01 7844.940 INF Loading new ClipSets for Exploration...

2025-09-17T14:16:01 7845.291 INF Exploration loaded new config and clipsets

2025-09-17T14:16:04 7847.942 INF Paused HomeDay

2025-09-17T14:16:04 7847.942 INF fadeInCo complete on Exploration

2025-09-17T14:16:04 7848.106 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 595, 41, 467

2025-09-17T14:16:05 7849.339 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 588, 41, 485

2025-09-17T14:16:13 7857.321 INF 464768+1 Origin Reposition (656.0, 32.0, 240.0) to

(560.0, 32.0, 480.0)

2025-09-17T14:16:24 7868.407 INF Pris Nexus 6 onNewBiomeEntered -buffForest_Hazard

2025-09-17T14:16:24 7868.407 INF Pris Nexus 6 onNewBiomeEntered +buffDesert_Hazard

2025-09-17T14:16:24 7868.408 INF Pris Nexus 6 WeatherStatusTick default to default

2025-09-17T14:16:24 7868.408 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:16:25 7868.923 INF Pris Nexus 6 onNewBiomeEntered -buffDesert_Hazard

2025-09-17T14:16:25 7868.923 INF Pris Nexus 6 onNewBiomeEntered +buffForest_Hazard

2025-09-17T14:16:25 7868.923 INF Pris Nexus 6 WeatherStatusTick default to default

2025-09-17T14:16:25 7868.924 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:16:25 7869.062 INF Pris Nexus 6 onNewBiomeEntered -buffForest_Hazard

2025-09-17T14:16:25 7869.063 INF Pris Nexus 6 onNewBiomeEntered +buffDesert_Hazard

2025-09-17T14:16:25 7869.063 INF Pris Nexus 6 WeatherStatusTick default to default

2025-09-17T14:16:25 7869.063 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:16:26 7870.490 INF Time: 77.13m FPS: 60.00 Heap: 2502.2MB Max:

2706.8MB Chunks: 368 CGO: 244 Ply: 1 Zom: 1 Ent: 6 (209) Items: 4 CO: 1 RSS: 5976.4MB

2025-09-17T14:16:29 7872.940 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 415, 41, 809

2025-09-17T14:16:30 7874.423 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 373, 41, 824

2025-09-17T14:16:32 7876.007 INF 465886+0 Origin Reposition (560.0, 32.0, 480.0) to (480.0, 32.0, 720.0)

2025-09-17T14:16:36 7879.991 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 348, 41, 819

2025-09-17T14:16:50 7893.974 INF 466962+0 Origin Reposition (480.0, 32.0, 720.0) to (384.0, 32.0, 960.0)

2025-09-17T14:16:56 7900.442 INF 60sec delta: 72432,current: 6495548,desired: 1519628

2025-09-17T14:16:56 7900.443 INF [Backtrace] Updated Statistics

2025-09-17T14:16:56 7900.491 INF Time: 77.63m FPS: 59.60 Heap: 2533.2MB Max:

2706.8MB Chunks: 368 CGO: 236 Ply: 1 Zom: 6 Ent: 10 (222) Items: 5 CO: 1 RSS: 6009.3MB

2025-09-17T14:16:57 7900.707 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:16:57 7900.707 INF 467363 VehicleManager write #0, id 6699, vehicleMotorcycle, (345.4, 47.6, 1047.5), chunk 21, 65

2025-09-17T14:16:57 7900.708 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:16:57 7900.708 INF VehicleManager saved 616 bytes

2025-09-17T14:16:57 7900.709 INF DroneManager saved 9 bytes

2025-09-17T14:16:57 7901.366 INF [DECO] written 47541, in 9ms

2025-09-17T14:16:57 7901.368 INF [DECO] write thread 1ms

2025-09-17T14:17:00 7903.705 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T14:17:00 7903.706 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:17:04 7907.960 INF Stopped HomeDay

2025-09-17T14:17:04 7907.960 INF fadeOutCo complete on HomeDay

2025-09-17T14:17:07 7911.425 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 198, 42, 1267

2025-09-17T14:17:08 7912.356 INF 468054+1 Origin Reposition (384.0, 32.0, 960.0) to
(272.0, 32.0, 1184.0)

2025-09-17T14:17:24 7927.758 INF 4693.184 SleeperVolume 176, 38, 1392: Spawning 188,
38, 1396 (11, 87), group 'sleeperHordeStageGS117', class zombieSteve, count 9

2025-09-17T14:17:24 7927.859 INF 4693.283 SleeperVolume 176, 38, 1392: Spawning 181,
38, 1396 (11, 87), group 'sleeperHordeStageGS117', class zombieBikerFeral, count 9

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing
polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)

2025-09-17T14:17:26 7930.491 INF Time: 78.13m FPS: 60.00 Heap: 2628.7MB Max:
2706.8MB Chunks: 368 CGO: 243 Ply: 1 Zom: 11 Ent: 13 (241) Items: 5 CO: 1 RSS:
6014.0MB

2025-09-17T14:17:32 7936.007 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:17:32 7936.008 INF TurretTracker saved 9 bytes

2025-09-17T14:17:32 7936.508 INF 4701.934 SleeperVolume 187, 38, 1407: Spawning 198,
38, 1411 (12, 88), group 'zombieSoldier', class zombieSoldier, count 9

2025-09-17T14:17:33 7936.608 INF 4702.034 SleeperVolume 187, 38, 1407: Spawning 201,
38, 1420 (12, 88), group 'ZombieDogGroup', class animalZombieDog, count 9

2025-09-17T14:17:33 7936.626 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.626 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.626 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.627 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.627 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.627 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.627 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.628 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.675 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.676 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.676 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.676 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.676 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:17:33 7936.708 INF 4702.134 SleeperVolume 187, 38, 1407: Spawning 200, 38, 1412 (12, 88), group 'ZombieDogGroup', class animalZombieDog, count 9

2025-09-17T14:17:44 7948.101 INF Entity zombieTomClark 7941 killed by Pris Nexus 6 171

2025-09-17T14:17:47 7951.263 INF 4716.686 SleeperVolume 176, 38, 1392: Spawning 181, 38, 1401 (11, 87), group 'sleeperHordeStageGS189', class zombieFemaleFat, count 7

2025-09-17T14:17:47 7951.359 INF 4716.786 SleeperVolume 176, 38, 1392: Spawning 177, 38, 1396 (11, 87), group 'sleeperHordeStageGS189', class zombieBoeCharged, count 7

2025-09-17T14:17:47 7951.458 INF 4716.886 SleeperVolume 187, 38, 1407: Spawning 201, 38, 1413 (12, 88), group 'ZombieDogGroup', class animalZombieDog, count 7

2025-09-17T14:17:47 7951.460 INF 4716.886 SleeperVolume 176, 38, 1392: Spawning 180, 38, 1400 (11, 87), group 'sleeperHordeStageGS189', class zombieFemaleFat, count 7

2025-09-17T14:17:48 7951.558 INF 4716.986 SleeperVolume 187, 38, 1407: Spawning 200, 38, 1419 (12, 88), group 'ZombieDogGroup', class animalZombieDog, count 7

2025-09-17T14:17:48 7951.560 INF 4716.986 SleeperVolume 176, 38, 1392: Spawning 182, 38, 1402 (11, 87), group 'sleeperHordeStageGS189', class zombieBoe, count 7

2025-09-17T14:17:48 7951.662 INF 4717.085 SleeperVolume 187, 38, 1407: Spawning 200, 38, 1412 (12, 88), group 'ZombieDogGroup', class animalZombieDog, count 7

2025-09-17T14:17:48 7951.759 INF 4717.186 SleeperVolume 187, 38, 1407: Spawning 198, 38, 1411 (12, 88), group 'zombieSoldier', class zombieSoldier, count 7

2025-09-17T14:17:56 7960.444 INF 60sec delta: 35299,current: 6530847,desired: 2064253

2025-09-17T14:17:56 7960.444 INF [Backtrace] Updated Statistics

2025-09-17T14:18:07 7971.228 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:18:07 7971.229 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:18:07 7971.229 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:18:07 7971.229 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:18:07 7971.229 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:18:09 7973.027 INF Paused Exploration

2025-09-17T14:18:09 7973.227 INF Paused Suspense

2025-09-17T14:18:09 7973.228 INF fadeInCo complete on Combat

2025-09-17T14:18:11 7975.309 INF 4740.734 SleeperVolume 179, 38, 1418: Spawning 179, 38, 1418 (11, 88), group 'zombieSoldier', class zombieSoldier, count 14

2025-09-17T14:18:11 7975.311 INF 4740.734 SleeperVolume 176, 38, 1421: Spawning 177, 38, 1421 (11, 88), group 'zombieMaleHazmatFeral', class zombieMaleHazmatFeral, count 14

2025-09-17T14:18:11 7975.359 INF 4740.785 SleeperVolume 176, 38, 1422: Spawning 176, 38, 1422 (11, 88), group 'zombieLabFeral', class zombieLabFeral, count 14

2025-09-17T14:18:11 7975.362 INF 4740.785 SleeperVolume 176, 38, 1423: Spawning 177, 38, 1423 (11, 88), group 'zombieMutated', class zombieMutated, count 14

2025-09-17T14:18:11 7975.411 INF 4740.834 SleeperVolume 179, 38, 1418: Spawning 182, 38, 1424 (11, 89), group 'zombieSoldier', class zombieSoldier, count 14

2025-09-17T14:18:11 7975.413 INF 4740.834 SleeperVolume 177, 38, 1409: None spawned, canSpawn True, respawnCnt 0

2025-09-17T14:18:11 7975.413 INF 4740.834 SleeperVolume 182, 38, 1407: Spawning 182, 38, 1408 (11, 88), group 'zombieLab', class zombieLab, count 14

2025-09-17T14:18:11 7975.459 INF 4740.884 SleeperVolume 183, 38, 1407: Spawning 184, 38, 1407 (11, 87), group 'ZombieSpecialInfectedGroupGS100', class zombieWightFeral, count 14

2025-09-17T14:18:11 7975.510 INF 4740.935 SleeperVolume 179, 38, 1418: Spawning 181, 38, 1424 (11, 89), group 'zombieSoldier', class zombieSoldier, count 14

2025-09-17T14:18:11 7975.512 INF 4740.935 SleeperVolume 182, 38, 1407: Spawning 182, 38, 1407 (11, 87), group 'zombieLab', class zombieLab, count 14

2025-09-17T14:18:12 7975.609 INF 4741.035 SleeperVolume 179, 38, 1418: Spawning 180, 38, 1424 (11, 89), group 'zombieSoldier', class zombieSoldier, count 14

2025-09-17T14:18:12 7976.479 INF Entity zombieFemaleFat 7954 killed by Pris Nexus 6 171

2025-09-17T14:18:13 7976.729 INF Entity zombieBoeCharged 7952 killed by Pris Nexus 6 171

2025-09-17T14:18:14 7977.626 INF TurretTracker saving 1 (1 + 0)

2025-09-17T14:18:14 7977.627 INF TurretTracker saved 13 bytes

2025-09-17T14:18:14 7978.479 INF Entity zombieBoe 7956 killed by Pris Nexus 6 171
2025-09-17T14:18:16 7979.880 INF Entity zombieFemaleFat 7951 killed by Pris Nexus 6 171
2025-09-17T14:18:16 7979.910 INF SectionType change from Combat to Exploration
2025-09-17T14:18:16 7979.910 INF Fading out Combat
2025-09-17T14:18:16 7979.910 INF Unpaused Exploration
2025-09-17T14:18:16 7979.911 INF Fading in Exploration
2025-09-17T14:18:19 7982.962 INF Paused Combat
2025-09-17T14:18:19 7982.962 INF fadeInCo complete on Exploration
2025-09-17T14:18:26 7990.492 INF Time: 79.13m FPS: 58.80 Heap: 2556.1MB Max:
2706.8MB Chunks: 368 CGO: 242 Ply: 1 Zom: 22 Ent: 31 (268) Items: 8 CO: 1 RSS:
6018.0MB
2025-09-17T14:18:33 7997.491 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:18:33 7997.492 INF TurretTracker saved 9 bytes
2025-09-17T14:18:56 8019.862 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True
2025-09-17T14:18:56 8019.864 INF Stopped Exploration
2025-09-17T14:18:56 8019.864 INF unloaded ClipSets on Exploration
2025-09-17T14:18:56 8019.910 INF Notified SectionSelector that music stopped
2025-09-17T14:18:56 8019.911 INF SectionType change from Exploration to None
2025-09-17T14:18:56 8020.445 INF 60sec delta: 7320,current: 6538167,desired: 2008858
2025-09-17T14:18:56 8020.445 INF [Backtrace] Updated Statistics
2025-09-17T14:18:56 8020.492 INF Time: 79.63m FPS: 58.80 Heap: 2588.4MB Max:
2706.8MB Chunks: 368 CGO: 242 Ply: 1 Zom: 20 Ent: 25 (270) Items: 10 CO: 1 RSS:
6014.4MB
2025-09-17T14:18:57 8020.710 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:18:57 8020.710 INF 474463 VehicleManager write #0, id 6699,
vehicleMotorcycle, (210.7, 38.1, 1387.8), chunk 13, 86
2025-09-17T14:18:57 8020.710 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:18:57 8020.711 INF VehicleManager saved 636 bytes
2025-09-17T14:18:57 8020.712 INF DroneManager saved 9 bytes
2025-09-17T14:19:00 8023.691 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:19:00 8023.691 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:19:09 8033.229 INF Stopped Suspense
2025-09-17T14:19:09 8033.229 INF fadeOutCo complete on Suspense
2025-09-17T14:19:09 8033.230 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-09-17T14:19:09 8033.230 INF unloaded ClipSets on Suspense

2025-09-17T14:19:10 8034.110 INF 4799.536 SleeperVolume 164, 38, 1406: Spawning 167, 38, 1411 (10, 88), group 'zombieLab', class zombieLab, count 22

2025-09-17T14:19:11 8035.260 INF 4800.686 SleeperVolume 159, 38, 1395: Spawning 165, 38, 1403 (10, 87), group 'zombieHospitalGroupGS100', class zombieNurse, count 23

2025-09-17T14:19:11 8035.361 INF 4800.786 SleeperVolume 159, 38, 1395: Spawning 165, 38, 1402 (10, 87), group 'zombieHospitalGroupGS100', class zombieLabFeral, count 23

2025-09-17T14:19:12 8035.611 INF 4801.036 SleeperVolume 153, 38, 1406: Spawning 154, 38, 1407 (9, 87), group 'zombieMaleHazmat', class zombieMaleHazmat, count 23

2025-09-17T14:19:12 8035.711 INF 4801.136 SleeperVolume 153, 38, 1406: Spawning 157, 38, 1407 (9, 87), group 'zombieMaleHazmat', class zombieMaleHazmat, count 23

2025-09-17T14:19:12 8035.811 INF 4801.236 SleeperVolume 153, 38, 1406: Spawning 154, 38, 1408 (9, 88), group 'zombieMaleHazmat', class zombieMaleHazmat, count 23

2025-09-17T14:19:19 8042.963 INF Stopped Combat

2025-09-17T14:19:19 8042.963 INF fadeOutCo complete on Combat

2025-09-17T14:19:19 8042.963 INF unloaded ClipSets on Combat

2025-09-17T14:19:23 8047.011 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:19:26 8049.529 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:26 8049.529 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:26 8049.529 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:26 8049.579 INF Entity zombieNurse 7982 killed by Pris Nexus 6 171

2025-09-17T14:19:26 8050.493 INF Time: 80.13m FPS: 60.00 Heap: 2621.4MB Max: 2706.8MB Chunks: 368 CGO: 240 Ply: 1 Zom: 26 Ent: 31 (278) Items: 10 CO: 1 RSS: 6040.5MB

2025-09-17T14:19:27 8050.694 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:27 8050.694 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:27 8050.695 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:27 8050.695 WRN Path node otherHeight bad -0.02000031, (-108500, 8010, 222500), (-108500, 8030, 222500)

2025-09-17T14:19:27 8050.695 WRN Path node otherHeight bad -0.02000031, (-108500,

[illegible]

2025-09-17T14:19:30 8054.046 INF Entity zombieLabFeral 7983 killed by Pris Nexus 6 171

2025-09-17T14:19:30 8054.229 INF fadelnCo complete on Combat

2025-09-17T14:19:31 8054.661 INF AIDirector: Spawning ScoutsRadiated at (103.0, 38.0, 1448.0), to (164.0, 38.0, 1397.0)

2025-09-17T14:19:31 8054.661 INF Spawning this wave: 2

2025-09-17T14:19:31 8054.666 INF Spawned [type=EntityZombie, name=zombieScreamerRadiated, id=7987] at (101.5, 38.3, 1450.5) Day=13 TotalInWave=1 CurrentWave=1

2025-09-17T14:19:31 8054.667 INF AIDirector: scout horde spawned '[type=EntityZombie, name=zombieScreamerRadiated, id=7987]'. Moving to point of interest

2025-09-17T14:19:34 8057.663 INF Spawned [type=EntityZombie, name=zombieScreamerRadiated, id=7988] at (103.5, 38.3, 1446.5) Day=13 TotalInWave=2 CurrentWave=1

2025-09-17T14:19:34 8057.663 INF AIDirector: scout horde spawned '[type=EntityZombie, name=zombieScreamerRadiated, id=7988]'. Moving to point of interest

2025-09-17T14:19:37 8060.580 INF Entity zombieMaleHazmat 7985 killed by Pris Nexus 6 171

2025-09-17T14:19:38 8061.695 INF Entity zombieMaleHazmat 7986 killed by Pris Nexus 6 171

2025-09-17T14:19:40 8064.147 INF Entity zombieMaleHazmat 7984 killed by Pris Nexus 6 171

2025-09-17T14:19:51 8074.762 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:19:52 8075.711 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:19:52 8075.811 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:19:52 8076.311 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:19:52 8076.411 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:19:53 8077.062 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:19:54 8077.861 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:19:55 8079.062 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:19:56 8080.446 INF 60sec delta: 107328,current: 6645495,desired: 2112124

2025-09-17T14:19:56 8080.447 INF [Backtrace] Updated Statistics

2025-09-17T14:19:56 8080.494 INF Time: 80.63m FPS: 58.80 Heap: 2658.7MB Max: 2706.8MB Chunks: 368 CGO: 240 Ply: 1 Zom: 10 Ent: 16 (280) Items: 10 CO: 2 RSS: 6029.3MB

2025-09-17T14:20:00 8083.692 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:20:00 8083.693 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:20:05 8088.961 INF 4854.387 SleeperVolume 171, 38, 1412: Spawning 173,

38, 1412 (10, 88), group 'zombieFatCop', class zombieFatCop, count 10
2025-09-17T14:20:05 8089.061 INF 4854.487 SleeperVolume 171, 38, 1412: Spawning 173,
38, 1413 (10, 88), group 'zombieFatCop', class zombieFatCop, count 10
2025-09-17T14:20:07 8090.613 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:10 8093.565 INF Entity zombieLab 7981 killed by Pris Nexus 6 171
2025-09-17T14:20:14 8098.462 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:20:15 8098.662 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:16 8099.711 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:20:16 8099.762 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:17 8100.711 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:20:23 8106.862 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:24 8107.662 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:20:24 8107.762 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:24 8108.079 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)
2025-09-17T14:20:24 8108.080 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)
2025-09-17T14:20:24 8108.080 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)
2025-09-17T14:20:24 8108.080 WRN Path node otherHeight bad -0.02000031, (-108500,
8010, 222500), (-108500, 8030, 222500)
2025-09-17T14:20:25 8108.611 INF SectionType change from Combat to Suspense
2025-09-17T14:20:25 8108.611 INF Fading out Combat
2025-09-17T14:20:25 8108.612 INF Loading new config for Suspense...
2025-09-17T14:20:25 8108.612 INF Played Suspense
2025-09-17T14:20:25 8108.612 INF Fading in Suspense
2025-09-17T14:20:25 8108.630 INF Loading new ClipSets for Suspense...
2025-09-17T14:20:25 8108.697 INF Suspense loaded new config and clipsets
2025-09-17T14:20:26 8110.246 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 49, 46, 1339
2025-09-17T14:20:26 8110.495 INF Time: 81.13m FPS: 57.60 Heap: 2531.0MB Max:
2706.8MB Chunks: 368 CGO: 235 Ply: 1 Zom: 11 Ent: 15 (277) Items: 8 CO: 2 RSS:
6047.4MB
2025-09-17T14:20:28 8111.630 INF Paused Combat
2025-09-17T14:20:28 8111.630 INF fadeInCo complete on Suspense
2025-09-17T14:20:28 8112.262 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:20:29 8113.211 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:32 8116.362 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:20:33 8117.412 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:33 8117.495 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:20:33 8117.496 INF TurretTracker saved 9 bytes
2025-09-17T14:20:36 8119.662 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:20:36 8120.312 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:20:48 8131.994 INF 481052+1 Origin Reposition (272.0, 32.0, 1184.0) to
(160.0, 32.0, 1408.0)
2025-09-17T14:20:48 8132.089 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.089 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.089 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.090 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.090 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.090 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.090 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.091 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.091 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.091 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.091 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:48 8132.092 WRN Path node otherHeight bad -0.02000031, (3500, 8010,
-1500), (3500, 8030, -1500)
2025-09-17T14:20:51 8135.512 INF 4900.938 SleeperVolume 154, 37, 1419: Spawning 155,
38, 1420 (9, 88), group 'zombieSteveFeral', class zombieSteveFeral, count 11
2025-09-17T14:20:51 8135.514 INF 4900.938 SleeperVolume 154, 38, 1421: Spawning 155,
38, 1422 (9, 88), group 'zombieDarlene', class zombieDarlene, count 11
2025-09-17T14:20:52 8135.662 INF 4901.088 SleeperVolume 154, 37, 1424: Spawning 156,
38, 1425 (9, 89), group 'zombieBiker', class zombieBiker, count 11
2025-09-17T14:20:52 8135.712 INF 4901.138 SleeperVolume 162, 38, 1424: Spawning 166,
38, 1427 (10, 89), group 'zombieMutated', class zombieMutated, count 11

2025-09-17T14:20:52 8135.812 INF 4901.238 SleeperVolume 162, 38, 1424: Spawning 165, 38, 1425 (10, 89), group 'zombieMutated', class zombieMutated, count 11

2025-09-17T14:20:52 8135.815 INF 4901.238 SleeperVolume 162, 38, 1419: Spawning 166, 38, 1420 (10, 88), group 'sleeperHordeStageGS189', class zombieJanitorFeral, count 11

2025-09-17T14:20:52 8135.911 INF 4901.338 SleeperVolume 162, 38, 1419: Spawning 166, 38, 1421 (10, 88), group 'sleeperHordeStageGS189', class zombieFemaleFat, count 11

2025-09-17T14:20:53 8136.563 INF SectionType change from Suspense to Combat

2025-09-17T14:20:53 8136.563 INF Fading out Suspense

2025-09-17T14:20:53 8136.563 INF Unpaused Combat

2025-09-17T14:20:53 8136.563 INF Fading in Combat

2025-09-17T14:20:55 8138.746 INF TurretTracker saving 1 (1 + 0)

2025-09-17T14:20:55 8138.747 INF TurretTracker saved 13 bytes

2025-09-17T14:20:56 8139.614 INF Paused Suspense

2025-09-17T14:20:56 8139.615 INF fadeInCo complete on Combat

2025-09-17T14:20:56 8140.448 INF 60sec delta: 57992,current: 6703487,desired: 2126423

2025-09-17T14:20:56 8140.449 INF [Backtrace] Updated Statistics

2025-09-17T14:20:56 8140.497 INF Time: 81.63m FPS: 59.20 Heap: 2556.7MB Max: 2706.8MB Chunks: 368 CGO: 235 Ply: 1 Zom: 18 Ent: 22 (285) Items: 8 CO: 3 RSS: 6028.6MB

2025-09-17T14:20:57 8140.712 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:20:57 8140.712 INF 481572 VehicleManager write #0, id 6699, vehicleMotorcycle, (210.7, 38.1, 1387.8), chunk 13, 86

2025-09-17T14:20:57 8140.712 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:20:57 8140.713 INF VehicleManager saved 636 bytes

2025-09-17T14:20:57 8140.713 INF DroneManager saved 9 bytes

2025-09-17T14:20:57 8141.372 INF Entity zombieSteveFeral 7994 killed by Pris Nexus 6 171

2025-09-17T14:20:59 8142.854 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:20:59 8142.855 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:20:59 8142.855 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:20:59 8142.855 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:20:59 8142.856 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:20:59 8142.856 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:20:59 8142.856 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

-1500), (3500, 8030, -1500)
2025-09-17T14:20:59 8142.856 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:00 8143.694 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:21:00 8143.694 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:21:00 8144.167 INF Entity zombieMutated 7998 killed by Pris Nexus 6 171
2025-09-17T14:21:00 8144.283 INF Entity zombieJanitorFeral 7999 killed by Pris Nexus 6 171
2025-09-17T14:21:01 8144.832 INF Entity zombieMutated 7997 killed by Pris Nexus 6 171
2025-09-17T14:21:02 8145.914 INF Entity zombieFemaleFat 8000 killed by Pris Nexus 6 171
2025-09-17T14:21:02 8146.202 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.202 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.203 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.203 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.203 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.203 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.204 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:02 8146.204 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.249 INF Entity zombieBiker 7996 killed by Pris Nexus 6 171
2025-09-17T14:21:03 8147.268 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.268 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.268 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.269 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.269 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.269 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

-1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.269 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:03 8147.270 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:04 8147.966 INF Entity zombieDarlene 7995 killed by Pris Nexus 6 171
2025-09-17T14:21:05 8148.534 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.534 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.535 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.535 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.535 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.535 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.535 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.536 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:05 8148.536 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:21:11 8155.066 INF Entity zombieTomClark 7976 killed by Pris Nexus 6 171
2025-09-17T14:21:11 8155.163 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:21:13 8156.863 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:21:14 8158.013 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:21:16 8160.346 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:21:16 8160.347 INF TurretTracker saved 9 bytes
2025-09-17T14:21:17 8161.513 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:21:19 8162.613 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:21:19 8162.664 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:21:19 8163.066 INF Entity zombieScreamerRadiated 7988 killed by Pris Nexus 6 171
2025-09-17T14:21:19 8163.112 INF Start a new wave 'ScoutsRadiated'. timeout=1s.
worldtime=0
2025-09-17T14:21:19 8163.112 INF AIDirector: scout horde '[type=EntityZombie, name=zombieScreamerRadiated, id=7988]' removed from control
2025-09-17T14:21:24 8168.465 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:21:24 8168.465 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:21:24 8168.465 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:21:26 8169.899 INF Entity zombieScreamerRadiated 7987 killed by Pris Nexus 6 171

2025-09-17T14:21:26 8169.912 INF SectionType change from Combat to Exploration

2025-09-17T14:21:26 8169.913 INF Fading out Combat

2025-09-17T14:21:26 8169.913 INF Loading new config for Exploration...

2025-09-17T14:21:26 8169.913 INF Played Exploration

2025-09-17T14:21:26 8169.913 INF Fading in Exploration

2025-09-17T14:21:26 8169.913 INF AIDirector: scout horde '[type=EntityZombie, name=zombieScreamerRadiated, id=7987]' removed from control

2025-09-17T14:21:26 8169.933 INF Loading new ClipSets for Exploration...

2025-09-17T14:21:26 8169.963 INF AIDirector: Scout horde spawn finished (all mobs spawned)

2025-09-17T14:21:26 8170.281 INF Exploration loaded new config and clipsets

2025-09-17T14:21:26 8170.497 INF Time: 82.13m FPS: 60.00 Heap: 2585.0MB Max: 2706.8MB Chunks: 368 CGO: 235 Ply: 1 Zom: 8 Ent: 20 (285) Items: 8 CO: 1 RSS: 6043.1MB

2025-09-17T14:21:29 8172.932 INF Paused Combat

2025-09-17T14:21:29 8172.932 INF fadeInCo complete on Exploration

2025-09-17T14:21:31 8175.263 INF 4940.689 SleeperVolume 173, 38, 1426: Spawning 173, 38, 1433 (10, 89), group 'zombieMutated', class zombieMutated, count 8

2025-09-17T14:21:31 8175.266 INF 4940.689 SleeperVolume 171, 38, 1427: Spawning 172, 38, 1427 (10, 89), group 'zombieMaleHazmat', class zombieMaleHazmat, count 8

2025-09-17T14:21:31 8175.313 INF 4940.739 SleeperVolume 171, 38, 1428: Spawning 172, 42, 1428 (10, 89), group 'ZombiesCrawlers', class zombieSteveCrawler, count 8

2025-09-17T14:21:31 8175.363 INF 4940.789 SleeperVolume 173, 38, 1426: Spawning 173, 38, 1426 (10, 89), group 'zombieMutated', class zombieMutated, count 8

2025-09-17T14:21:31 8175.366 INF 4940.789 SleeperVolume 171, 38, 1427: Spawning 174, 38, 1427 (10, 89), group 'zombieMaleHazmat', class zombieMaleHazmat, count 8

2025-09-17T14:21:31 8175.463 INF 4940.889 SleeperVolume 171, 38, 1427: Spawning 178, 38, 1431 (11, 89), group 'zombieMaleHazmat', class zombieMaleHazmat, count 8

2025-09-17T14:21:40 8183.713 INF SectionType change from Exploration to Suspense

2025-09-17T14:21:40 8183.713 INF Fading out Exploration

2025-09-17T14:21:40 8183.713 INF Unpaused Suspense

2025-09-17T14:21:40 8183.713 INF Fading in Suspense

2025-09-17T14:21:43 8186.732 INF Paused Exploration

2025-09-17T14:21:43 8186.733 INF fadeInCo complete on Suspense

2025-09-17T14:21:46 8189.913 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:21:51 8195.264 INF 4960.689 SleeperVolume 179, 38, 1418: Restoring 180, 38, 1424 (11, 89) 'zombieSoldier', count 14

2025-09-17T14:21:51 8195.266 INF 4960.689 SleeperVolume 176, 38, 1421: Restoring 177, 38, 1421 (11, 88) 'zombieMaleHazmatFeral', count 14

2025-09-17T14:21:51 8195.313 INF 4960.739 SleeperVolume 176, 38, 1422: Restoring 176, 38, 1422 (11, 88) 'zombieLabFeral', count 14

2025-09-17T14:21:51 8195.315 INF 4960.739 SleeperVolume 176, 38, 1423: Restoring 177, 38, 1423 (11, 88) 'zombieMutated', count 14

2025-09-17T14:21:51 8195.365 INF 4960.789 SleeperVolume 182, 38, 1407: Restoring 182, 38, 1407 (11, 87) 'zombieLab', count 14

2025-09-17T14:21:51 8195.367 INF 4960.789 SleeperVolume 183, 38, 1407: Restoring 184, 38, 1407 (11, 87) 'zombieWightFeral', count 14

2025-09-17T14:21:51 8195.413 INF SectionType change from Suspense to Combat

2025-09-17T14:21:51 8195.413 INF Fading out Suspense

2025-09-17T14:21:51 8195.413 INF Unpaused Combat

2025-09-17T14:21:51 8195.414 INF Fading in Combat

2025-09-17T14:21:51 8195.414 INF 4960.839 SleeperVolume 176, 38, 1422: Spawning 177, 38, 1422 (11, 88), group 'zombieLabFeral', class zombieLabFeral, count 14

2025-09-17T14:21:51 8195.464 INF 4960.889 SleeperVolume 179, 38, 1418: Restoring 181, 38, 1424 (11, 89) 'zombieSoldier', count 14

2025-09-17T14:21:51 8195.466 INF 4960.889 SleeperVolume 182, 38, 1407: Restoring 182, 38, 1408 (11, 88) 'zombieLab', count 14

2025-09-17T14:21:52 8195.564 INF 4960.989 SleeperVolume 179, 38, 1418: Restoring 182, 38, 1424 (11, 89) 'zombieSoldier', count 14

2025-09-17T14:21:52 8195.664 INF 4961.089 SleeperVolume 179, 38, 1418: Restoring 179, 38, 1418 (11, 88) 'zombieSoldier', count 14

2025-09-17T14:21:52 8196.202 INF Entity zombieMaleHazmat 8006 killed by Pris Nexus 6 171

2025-09-17T14:21:54 8198.150 INF Entity zombieMutated 8001 killed by Pris Nexus 6 171

2025-09-17T14:21:54 8198.433 INF Paused Suspense

2025-09-17T14:21:54 8198.433 INF fadeInCo complete on Combat

2025-09-17T14:21:56 8200.450 INF 60sec delta: 7445,current: 6710933,desired: 2233577

2025-09-17T14:21:56 8200.450 INF [Backtrace] Updated Statistics

2025-09-17T14:21:56 8200.498 INF Time: 82.63m FPS: 60.00 Heap: 2617.8MB Max: 2706.8MB Chunks: 368 CGO: 243 Ply: 1 Zom: 23 Ent: 29 (304) Items: 9 CO: 1 RSS: 6061.5MB

2025-09-17T14:21:57 8201.167 INF Entity zombieMutated 8004 killed by Pris Nexus 6 171

2025-09-17T14:21:58 8201.868 INF Entity zombieMaleHazmat 8005 killed by Pris Nexus 6

171
2025-09-17T14:21:58 8202.404 INF Entity zombieMaleHazmat 8002 killed by Pris Nexus 6
171
2025-09-17T14:22:00 8203.695 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:22:00 8203.696 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:22:00 8203.916 INF Entity zombieSteveCrawler 8003 killed by Pris Nexus 6
171
2025-09-17T14:22:00 8203.997 INF TurretTracker saving 1 (1 + 0)
2025-09-17T14:22:00 8203.999 INF TurretTracker saved 13 bytes
2025-09-17T14:22:10 8214.365 INF 4979.79 SleeperVolume 183, 38, 1426: Spawning 183,
38, 1437 (11, 89), group 'zombieMaleHazmatFeral', class zombieMaleHazmatFeral, count 19
2025-09-17T14:22:12 8215.713 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:22:12 8215.714 INF TurretTracker saved 9 bytes
2025-09-17T14:22:15 8218.913 INF SectionType change from Combat to Suspense
2025-09-17T14:22:15 8218.914 INF Fading out Combat
2025-09-17T14:22:15 8218.914 INF Unpaused Suspense
2025-09-17T14:22:15 8218.914 INF Fading in Suspense
2025-09-17T14:22:18 8221.933 INF Paused Combat
2025-09-17T14:22:18 8221.933 INF fadeInCo complete on Suspense
2025-09-17T14:22:19 8223.365 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:22:20 8223.567 INF Entity zombieMarlene 7980 killed by Pris Nexus 6 171
2025-09-17T14:22:20 8223.708 INF Entity zombiePlagueSpitter 7960 killed by Pris Nexus 6
171
2025-09-17T14:22:21 8225.014 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:22:21 8225.465 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:22:26 8230.498 INF Time: 83.13m FPS: 60.00 Heap: 2536.2MB Max:
2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 18 Ent: 28 (303) Items: 10 CO: 1 RSS:
6108.4MB
2025-09-17T14:22:38 8241.765 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:22:39 8243.165 INF 5008.59 SleeperVolume 183, 38, 1426: Restoring 183,
38, 1437 (11, 89) 'zombieMaleHazmatFeral', count 17
2025-09-17T14:22:39 8243.265 INF 5008.69 SleeperVolume 183, 38, 1426: Spawning 185,
38, 1437 (11, 89), group 'zombieMaleHazmatFeral', class zombieMaleHazmatFeral, count 17
2025-09-17T14:22:43 8246.750 INF Stopped Exploration
2025-09-17T14:22:43 8246.751 INF fadeOutCo complete on Exploration
2025-09-17T14:22:43 8246.751 INF Mixer IsFinished: False
AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-09-17T14:22:43 8246.751 INF unloaded ClipSets on Exploration

2025-09-17T14:22:45 8249.215 INF 5014.641 SleeperVolume 187, 38, 1423: Spawning 200, 38, 1436 (12, 89), group 'zombieSoldier', class zombieSoldier, count 19

2025-09-17T14:22:45 8249.217 INF 5014.641 SleeperVolume 187, 38, 1407: Restoring 198, 38, 1411 (12, 88) 'zombieSoldier', count 19

2025-09-17T14:22:45 8249.315 INF 5014.74 SleeperVolume 187, 38, 1423: Spawning 190, 38, 1436 (11, 89), group 'zombieSoldier', class zombieSoldier, count 19

2025-09-17T14:22:45 8249.317 INF 5014.74 SleeperVolume 187, 38, 1407: Restoring 200, 38, 1412 (12, 88) 'animalZombieDog', count 19

2025-09-17T14:22:45 8249.415 INF 5014.84 SleeperVolume 187, 38, 1423: Spawning 199, 38, 1424 (12, 89), group 'zombieSoldier', class zombieSoldier, count 19

2025-09-17T14:22:45 8249.418 INF 5014.84 SleeperVolume 187, 38, 1407: Restoring 200, 38, 1419 (12, 88) 'animalZombieDog', count 19

2025-09-17T14:22:45 8249.515 INF 5014.94 SleeperVolume 187, 38, 1423: Spawning 198, 38, 1436 (12, 89), group 'zombieSoldier', class zombieSoldier, count 19

2025-09-17T14:22:45 8249.518 INF 5014.94 SleeperVolume 187, 38, 1407: Restoring 201, 38, 1413 (12, 88) 'animalZombieDog', count 19

2025-09-17T14:22:48 8251.916 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:22:56 8260.451 INF 60sec delta: 84693,current: 6795626,desired: 2196972

2025-09-17T14:22:56 8260.451 INF [Backtrace] Updated Statistics

2025-09-17T14:22:56 8260.499 INF Time: 83.63m FPS: 60.00 Heap: 2555.0MB Max: 2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 27 Ent: 32 (315) Items: 11 CO: 1 RSS: 6089.7MB

2025-09-17T14:22:57 8260.715 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:22:57 8260.716 INF 488714 VehicleManager write #0, id 6699, vehicleMotorcycle, (210.7, 38.1, 1387.8), chunk 13, 86

2025-09-17T14:22:57 8260.716 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:22:57 8260.717 INF VehicleManager saved 636 bytes

2025-09-17T14:22:57 8260.717 INF DroneManager saved 9 bytes

2025-09-17T14:22:57 8261.186 INF Entity zombieMaleHazmatFeral 8022 killed by Pris Nexus 6 171

2025-09-17T14:22:58 8262.215 INF SectionType change from Suspense to Combat

2025-09-17T14:22:58 8262.216 INF Fading out Suspense

2025-09-17T14:22:58 8262.216 INF Unpaused Combat

2025-09-17T14:22:58 8262.216 INF Fading in Combat

2025-09-17T14:23:00 8263.696 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:23:00 8263.697 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:23:01 8265.233 INF Paused Suspense

2025-09-17T14:23:01 8265.234 INF fadeInCo complete on Combat

2025-09-17T14:23:02 8265.969 INF Entity zombieMaleHazmatFeral 8023 killed by Pris Nexus 6 171

2025-09-17T14:23:03 8266.599 INF TurretTracker saving 1 (1 + 0)

2025-09-17T14:23:03 8266.600 INF TurretTracker saved 13 bytes

2025-09-17T14:23:11 8275.403 INF Entity zombieSoldier 8029 killed by Pris Nexus 6 171

2025-09-17T14:23:15 8279.434 INF Entity zombieSoldier 8025 killed by Pris Nexus 6 171

2025-09-17T14:23:20 8283.587 INF Entity zombieSoldier 8027 killed by Pris Nexus 6 171

2025-09-17T14:23:21 8284.870 INF Entity zombieSoldier 8031 killed by Pris Nexus 6 171

2025-09-17T14:23:26 8290.500 INF Time: 84.13m FPS: 59.97 Heap: 2580.1MB Max: 2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 19 Ent: 28 (315) Items: 11 CO: 1 RSS: 6109.1MB

2025-09-17T14:23:33 8296.666 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:23:33 8297.099 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:23:33 8297.100 INF TurretTracker saved 9 bytes

2025-09-17T14:23:33 8297.317 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:23:36 8299.916 INF SectionType change from Combat to Exploration

2025-09-17T14:23:36 8299.916 INF Fading out Combat

2025-09-17T14:23:36 8299.916 INF Loading new config for Exploration...

2025-09-17T14:23:36 8299.916 INF Played Exploration

2025-09-17T14:23:36 8299.917 INF Fading in Exploration

2025-09-17T14:23:36 8299.933 INF Loading new ClipSets for Exploration...

2025-09-17T14:23:36 8300.033 INF Exploration loaded new config and clipsets

2025-09-17T14:23:39 8302.951 INF Paused Combat

2025-09-17T14:23:39 8302.951 INF fadeInCo complete on Exploration

2025-09-17T14:23:42 8306.000 INF UnloadUnusedAssets after 20.04218 m, took 0 ms

Unloading 2 Unused Serialized files (Serialized files now loaded: 155)

Unloading 3507 unused Assets to reduce memory usage. Loaded Objects now: 731019.

Total: 564.632700 ms (FindLiveObjects: 56.508800 ms CreateObjectMapping: 31.013400 ms MarkObjects: 469.611600 ms DeleteObjects: 7.498600 ms)

2025-09-17T14:23:51 8314.569 INF Entity zombieYo 7942 killed by Pris Nexus 6 171

2025-09-17T14:23:57 8320.702 INF 60sec delta: 8698,current: 6804325,desired: 2084514

2025-09-17T14:23:57 8320.702 INF [Backtrace] Updated Statistics

2025-09-17T14:23:57 8320.750 INF Time: 84.63m FPS: 60.00 Heap: 2603.9MB Max: 2706.8MB Chunks: 368 CGO: 254 Ply: 1 Zom: 18 Ent: 22 (317) Items: 13 CO: 1 RSS: 6090.3MB

2025-09-17T14:24:00 8323.698 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:24:00 8323.698 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:24:01 8325.235 INF Stopped Suspense
2025-09-17T14:24:01 8325.236 INF fadeOutCo complete on Suspense
2025-09-17T14:24:01 8325.236 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T14:24:01 8325.236 INF unloaded ClipSets on Suspense
2025-09-17T14:24:09 8333.116 INF 5098.299 SleeperVolume 187, 38, 1407: Restoring 198,
38, 1411 (12, 88) 'zombieSoldier', count 14
2025-09-17T14:24:09 8333.215 INF 5098.399 SleeperVolume 187, 38, 1407: Restoring 200,
38, 1412 (12, 88) 'animalZombieDog', count 15
2025-09-17T14:24:09 8333.315 INF 5098.499 SleeperVolume 187, 38, 1407: Restoring 200,
38, 1419 (12, 88) 'animalZombieDog', count 15
2025-09-17T14:24:09 8333.415 INF 5098.599 SleeperVolume 187, 38, 1407: Restoring 201,
38, 1413 (12, 88) 'animalZombieDog', count 15
2025-09-17T14:24:13 8337.116 INF SectionType change from Exploration to Combat
2025-09-17T14:24:13 8337.117 INF Fading out Exploration
2025-09-17T14:24:13 8337.117 INF Unpaused Combat
2025-09-17T14:24:13 8337.117 INF Fading in Combat
2025-09-17T14:24:15 8339.085 INF Entity animalZombieDog 8040 killed by Pris Nexus 6 171
2025-09-17T14:24:16 8340.122 INF Paused Exploration
2025-09-17T14:24:16 8340.123 INF fadeInCo complete on Combat
2025-09-17T14:24:16 8340.521 INF Entity animalZombieDog 8041 killed by Pris Nexus 6 171
2025-09-17T14:24:17 8340.652 INF Entity animalZombieDog 8039 killed by Pris Nexus 6 171
2025-09-17T14:24:19 8343.052 INF Entity zombieSoldier 8038 killed by Pris Nexus 6 171
2025-09-17T14:24:19 8343.067 INF SectionType change from Combat to Exploration
2025-09-17T14:24:19 8343.068 INF Fading out Combat
2025-09-17T14:24:19 8343.068 INF Unpaused Exploration
2025-09-17T14:24:19 8343.068 INF Fading in Exploration
2025-09-17T14:24:21 8344.567 INF 5109.743 SleeperVolume 207, 38, 1415: None spawned,
canSpawn True, respawnCnt 0
2025-09-17T14:24:21 8344.967 INF 5110.143 SleeperVolume 206, 41, 1408: Spawning 220,
41, 1417 (13, 88), group 'zombieSoldier', class zombieSoldier, count 14
2025-09-17T14:24:21 8344.969 INF 5110.143 SleeperVolume 210, 38, 1408: None spawned,
canSpawn True, respawnCnt 0

2025-09-17T14:24:21 8345.067 INF 5110.243 SleeperVolume 206, 41, 1408: Spawning 216, 42, 1423 (13, 88), group 'zombieSoldier', class zombieSoldier, count 14

2025-09-17T14:24:22 8346.102 INF Paused Combat

2025-09-17T14:24:22 8346.102 INF fadeInCo complete on Exploration

2025-09-17T14:24:27 8350.750 INF Time: 85.13m FPS: 60.00 Heap: 2637.9MB Max: 2706.8MB Chunks: 368 CGO: 256 Ply: 1 Zom: 19 Ent: 28 (328) Items: 14 CO: 1 RSS: 6104.9MB

2025-09-17T14:24:33 8357.319 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:24:35 8359.218 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:24:36 8359.618 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:24:36 8359.669 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:24:36 8359.984 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.984 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.985 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.985 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.985 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.986 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.986 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.986 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.986 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.986 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.987 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:36 8359.987 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:24:43 8367.270 INF Entity zombiePlagueSpitter 8036 killed by Pris Nexus 6 171

2025-09-17T14:24:56 8379.949 INF [Discord] Saving settings with DiscordDisabled=False

2025-09-17T14:24:57 8380.702 INF 60sec delta: 3328,current: 6807653,desired: 2065364

2025-09-17T14:24:57 8380.702 INF [Backtrace] Updated Statistics
2025-09-17T14:24:57 8380.751 INF Time: 85.63m FPS: 58.80 Heap: 2678.3MB Max: 2706.8MB Chunks: 368 CGO: 251 Ply: 1 Zom: 18 Ent: 25 (331) Items: 14 CO: 1 RSS: 6103.2MB
2025-09-17T14:24:57 8380.967 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:24:57 8380.968 INF 495837 VehicleManager write #0, id 6699, vehicleMotorcycle, (210.7, 38.1, 1387.8), chunk 13, 86
2025-09-17T14:24:57 8380.968 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:24:57 8380.969 INF VehicleManager saved 636 bytes
2025-09-17T14:24:57 8380.969 INF DroneManager saved 9 bytes
2025-09-17T14:24:58 8382.368 INF 5147.543 SleeperVolume 177, 43, 1404: Spawning 183, 43, 1421 (11, 88), group 'VultureGroup', class animalZombieVulture, count 18
2025-09-17T14:24:58 8382.468 INF 5147.644 SleeperVolume 177, 43, 1404: Spawning 183, 43, 1422 (11, 88), group 'zombieSoldier', class zombieSoldier, count 18
2025-09-17T14:24:59 8382.568 INF 5147.743 SleeperVolume 177, 43, 1404: Spawning 184, 43, 1422 (11, 88), group 'zombieSoldier', class zombieSoldier, count 18
2025-09-17T14:24:59 8382.668 INF 5147.843 SleeperVolume 177, 43, 1404: Spawning 184, 43, 1421 (11, 88), group 'VultureGroup', class animalZombieVulture, count 18
2025-09-17T14:24:59 8382.718 INF SectionType change from Exploration to Combat
2025-09-17T14:24:59 8382.718 INF Fading out Exploration
2025-09-17T14:24:59 8382.718 INF Unpaused Combat
2025-09-17T14:24:59 8382.719 INF Fading in Combat
2025-09-17T14:24:59 8382.768 INF 5147.943 SleeperVolume 177, 43, 1404: Spawning 182, 43, 1421 (11, 88), group 'zombieSoldier', class zombieSoldier, count 18
2025-09-17T14:24:59 8382.868 INF 5148.043 SleeperVolume 177, 43, 1404: Spawning 178, 43, 1405 (11, 87), group 'zombieSoldier', class zombieSoldier, count 18
2025-09-17T14:25:00 8383.699 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:25:00 8383.699 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:25:01 8385.203 INF Entity animalZombieVulture 8050 killed by Pris Nexus 6 171
2025-09-17T14:25:02 8385.720 INF Paused Exploration
2025-09-17T14:25:02 8385.721 INF fadeInCo complete on Combat
2025-09-17T14:25:03 8386.669 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:25:03 8386.670 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:25:03 8386.670 WRN Path node otherHeight bad -0.02000031, (3500, 8010,

-1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.670 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.671 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.671 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.671 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.671 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.671 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.672 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.672 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.672 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.673 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.673 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.673 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.673 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.673 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.674 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.674 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.674 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.674 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8386.818 INF 5151.993 SleeperVolume 170, 43, 1414: Spawning 177, 44, 1429 (11, 89), group 'zombieMaleHazmat', class zombieMaleHazmat, count 23

2025-09-17T14:25:03 8386.823 INF Entity zombieSoldier 8055 killed by Pris Nexus 6 171

2025-09-17T14:25:03 8386.918 INF 5152.093 SleeperVolume 170, 43, 1414: Spawning 173, 43, 1416 (10, 88), group 'zombieMaleHazmat', class zombieMaleHazmat, count 23

2025-09-17T14:25:03 8387.018 INF 5152.193 SleeperVolume 170, 43, 1414: Spawning 173, 43, 1418 (10, 88), group 'zombieMaleHazmat', class zombieMaleHazmat, count 23

2025-09-17T14:25:03 8387.122 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.122 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.122 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.123 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.123 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.123 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.123 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.124 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.124 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.124 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.124 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.125 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.220 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.220 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.221 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.221 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.221 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.221 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.222 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.222 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:03 8387.222 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:25:04 8388.037 INF Entity animalZombieVulture 8053 killed by Pris Nexus 6 171

2025-09-17T14:25:05 8389.237 INF Entity zombieSoldier 8054 killed by Pris Nexus 6 171

2025-09-17T14:25:10 8394.403 INF Entity zombieSoldier 8051 killed by Pris Nexus 6 171

2025-09-17T14:25:11 8395.387 INF Entity zombieSoldier 8052 killed by Pris Nexus 6 171

2025-09-17T14:25:13 8397.071 INF Entity zombieMaleHazmat 8057 killed by Pris Nexus 6 171

2025-09-17T14:25:14 8397.871 INF Entity zombieMaleHazmat 8058 killed by Pris Nexus 6 171

2025-09-17T14:25:16 8399.602 INF Entity zombieMaleHazmat 8056 killed by Pris Nexus 6 171

2025-09-17T14:25:16 8399.618 INF SectionType change from Combat to Exploration

2025-09-17T14:25:16 8399.619 INF Fading out Combat

2025-09-17T14:25:16 8399.619 INF Unpaused Exploration

2025-09-17T14:25:16 8399.619 INF Fading in Exploration

2025-09-17T14:25:19 8402.637 INF Paused Combat

2025-09-17T14:25:19 8402.638 INF fadeInCo complete on Exploration

2025-09-17T14:25:27 8410.752 INF Time: 86.13m FPS: 58.20 Heap: 2553.1MB Max: 2706.8MB Chunks: 368 CGO: 251 Ply: 1 Zom: 16 Ent: 30 (337) Items: 13 CO: 1 RSS: 6102.4MB

2025-09-17T14:25:33 8417.351 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:25:33 8417.352 INF TurretTracker saved 9 bytes

2025-09-17T14:25:35 8419.418 INF SectionType change from Exploration to Suspense

2025-09-17T14:25:35 8419.419 INF Fading out Exploration

2025-09-17T14:25:35 8419.419 INF Loading new config for Suspense...

2025-09-17T14:25:35 8419.419 INF Played Suspense

2025-09-17T14:25:35 8419.419 INF Fading in Suspense

2025-09-17T14:25:35 8419.420 INF 5184.594 SleeperVolume 171, 38, 1412: Restoring 173, 38, 1413 (10, 88) 'zombieFatCop', count 16

2025-09-17T14:25:35 8419.437 INF Loading new ClipSets for Suspense...

2025-09-17T14:25:35 8419.518 INF 5184.694 SleeperVolume 171, 38, 1412: Restoring 173,

38, 1412 (10, 88) 'zombieFatCop', count 16
2025-09-17T14:25:36 8419.553 INF Suspense loaded new config and clipsets
2025-09-17T14:25:38 8422.458 INF Paused Exploration
2025-09-17T14:25:38 8422.458 INF fadeInCo complete on Suspense
2025-09-17T14:25:57 8440.703 INF 60sec delta: 20480,current: 6828133,desired: 2125064
2025-09-17T14:25:57 8440.703 INF [Backtrace] Updated Statistics
2025-09-17T14:25:57 8440.753 INF Time: 86.63m FPS: 60.00 Heap: 2573.0MB Max:
2706.8MB Chunks: 368 CGO: 251 Ply: 1 Zom: 18 Ent: 24 (339) Items: 13 CO: 1 RSS:
6092.6MB
2025-09-17T14:26:00 8443.700 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:26:00 8443.701 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:26:08 8451.919 INF 5217.097 SleeperVolume 177, 51, 1411: Spawning 180,
52, 1413 (11, 88), group 'zombieSoldierFeral', class zombieSoldierFeral, count 17
2025-09-17T14:26:12 8456.472 INF Entity zombieSoldierFeral 8063 killed by Pris Nexus 6
171
2025-09-17T14:26:19 8462.638 INF Stopped Combat
2025-09-17T14:26:19 8462.638 INF fadeOutCo complete on Combat
2025-09-17T14:26:19 8462.639 INF unloaded ClipSets on Combat
2025-09-17T14:26:21 8465.137 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 49, 46, 1339
2025-09-17T14:26:27 8470.753 INF Time: 87.13m FPS: 60.00 Heap: 2597.3MB Max:
2706.8MB Chunks: 368 CGO: 252 Ply: 1 Zom: 16 Ent: 23 (340) Items: 13 CO: 1 RSS:
6085.1MB
2025-09-17T14:26:32 8476.069 INF SectionType change from Suspense to Exploration
2025-09-17T14:26:32 8476.070 INF Fading out Suspense
2025-09-17T14:26:32 8476.070 INF Unpaused Exploration
2025-09-17T14:26:32 8476.070 INF Fading in Exploration
2025-09-17T14:26:35 8479.104 INF Paused Suspense
2025-09-17T14:26:35 8479.104 INF fadeInCo complete on Exploration
2025-09-17T14:26:57 8500.704 INF 60sec delta: 24064,current: 6852197,desired: 2173434
2025-09-17T14:26:57 8500.705 INF [Backtrace] Updated Statistics
2025-09-17T14:26:57 8500.754 INF Time: 87.63m FPS: 59.60 Heap: 2623.5MB Max:
2706.8MB Chunks: 368 CGO: 252 Ply: 1 Zom: 16 Ent: 23 (341) Items: 14 CO: 1 RSS:
6076.2MB
2025-09-17T14:26:57 8500.970 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:26:57 8500.970 INF 502983 VehicleManager write #0, id 6699,

vehicleMotorcycle, (210.7, 38.1, 1387.8), chunk 13, 86
2025-09-17T14:26:57 8500.970 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:26:57 8500.971 INF VehicleManager saved 636 bytes
2025-09-17T14:26:57 8500.971 INF DroneManager saved 9 bytes
2025-09-17T14:26:58 8501.821 INF SectionType change from Exploration to Suspense
2025-09-17T14:26:58 8501.821 INF Fading out Exploration
2025-09-17T14:26:58 8501.821 INF Unpaused Suspense
2025-09-17T14:26:58 8501.821 INF Fading in Suspense
2025-09-17T14:27:00 8503.702 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:27:00 8503.702 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:27:00 8504.321 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:27:01 8504.789 INF Entity zombieFatCop 8061 killed by Pris Nexus 6 171
2025-09-17T14:27:01 8504.791 INF Entity zombieFatCop 8062 killed by Pris Nexus 6 171
2025-09-17T14:27:01 8504.838 INF Paused Exploration
2025-09-17T14:27:01 8504.839 INF fadeInCo complete on Suspense
2025-09-17T14:27:09 8512.687 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:27:09 8512.689 INF TurretTracker saved 9 bytes
2025-09-17T14:27:19 8523.370 INF SectionType change from Suspense to Combat
2025-09-17T14:27:19 8523.371 INF Fading out Suspense
2025-09-17T14:27:19 8523.371 INF Loading new config for Combat...
2025-09-17T14:27:19 8523.371 INF Played Combat
2025-09-17T14:27:19 8523.372 INF Fading in Combat
2025-09-17T14:27:19 8523.389 INF Loading new ClipSets for Combat...
2025-09-17T14:27:20 8523.623 INF Combat loaded new config and clipsets
2025-09-17T14:27:21 8525.340 INF Entity zombieLab 8017 killed by Pris Nexus 6 171
2025-09-17T14:27:22 8526.373 INF Paused Suspense
2025-09-17T14:27:22 8526.374 INF fadeInCo complete on Combat
2025-09-17T14:27:25 8528.805 INF Entity zombieLab 8013 killed by Pris Nexus 6 171
2025-09-17T14:27:26 8530.103 INF TurretTracker saving 1 (1 + 0)
2025-09-17T14:27:26 8530.104 INF TurretTracker saved 13 bytes
2025-09-17T14:27:26 8530.106 INF Entity zombieSoldier 8019 killed by Pris Nexus 6 171
2025-09-17T14:27:27 8530.754 INF Time: 88.13m FPS: 59.40 Heap: 2656.3MB Max:
2706.8MB Chunks: 368 CGO: 252 Ply: 1 Zom: 10 Ent: 23 (343) Items: 14 CO: 1 RSS:
6115.1MB
2025-09-17T14:27:27 8531.357 INF Entity zombieWightFeral 8014 killed by Pris Nexus 6 171
2025-09-17T14:27:29 8533.040 INF Entity zombieSoldier 8009 killed by Pris Nexus 6 171
2025-09-17T14:27:29 8533.042 INF Entity zombieSoldier 8016 killed by Pris Nexus 6 171

2025-09-17T14:27:29 8533.441 INF Entity zombieSoldier 8018 killed by Pris Nexus 6 171
2025-09-17T14:27:31 8535.006 INF Entity zombieLabFeral 8015 killed by Pris Nexus 6 171
2025-09-17T14:27:32 8535.807 INF Entity zombieMaleHazmatFeral 8010 killed by Pris Nexus 6 171
2025-09-17T14:27:36 8539.940 INF Entity zombieLabFeral 8011 killed by Pris Nexus 6 171
2025-09-17T14:27:38 8542.175 INF Entity zombieMutated 8012 killed by Pris Nexus 6 171
2025-09-17T14:27:38 8542.218 INF SectionType change from Combat to Exploration
2025-09-17T14:27:38 8542.218 INF Fading out Combat
2025-09-17T14:27:38 8542.219 INF Unpaused Exploration
2025-09-17T14:27:38 8542.219 INF Fading in Exploration
2025-09-17T14:27:41 8545.238 INF Paused Combat
2025-09-17T14:27:41 8545.239 INF fadeInCo complete on Exploration
2025-09-17T14:27:44 8548.021 INF SectionType change from Exploration to Suspense
2025-09-17T14:27:44 8548.021 INF Fading out Exploration
2025-09-17T14:27:44 8548.022 INF Unpaused Suspense
2025-09-17T14:27:44 8548.022 INF Fading in Suspense
2025-09-17T14:27:47 8551.073 INF Paused Exploration
2025-09-17T14:27:47 8551.074 INF fadeInCo complete on Suspense
2025-09-17T14:27:54 8558.054 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:27:54 8558.055 INF TurretTracker saved 9 bytes
2025-09-17T14:27:57 8560.706 INF 60sec delta: 10496,current: 6862693,desired: 2153016
2025-09-17T14:27:57 8560.707 INF [Backtrace] Updated Statistics
2025-09-17T14:27:57 8560.754 INF Time: 88.63m FPS: 60.00 Heap: 2706.2MB Max: 2706.8MB Chunks: 368 CGO: 252 Ply: 1 Zom: 2 Ent: 16 (344) Items: 14 CO: 1 RSS: 6073.6MB
2025-09-17T14:28:00 8563.703 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:28:00 8563.703 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:28:15 8579.522 INF SectionType change from Suspense to Exploration
2025-09-17T14:28:15 8579.522 INF Fading out Suspense
2025-09-17T14:28:15 8579.522 INF Unpaused Exploration
2025-09-17T14:28:15 8579.522 INF Fading in Exploration
2025-09-17T14:28:19 8582.539 INF Paused Suspense
2025-09-17T14:28:19 8582.540 INF fadeInCo complete on Exploration
2025-09-17T14:28:24 8588.371 INF SectionType change from Exploration to Suspense
2025-09-17T14:28:24 8588.372 INF Fading out Exploration
2025-09-17T14:28:24 8588.372 INF Unpaused Suspense
2025-09-17T14:28:24 8588.372 INF Fading in Suspense

2025-09-17T14:28:27 8590.755 INF Time: 89.13m FPS: 58.80 Heap: 2575.3MB Max:
2706.8MB Chunks: 368 CGO: 252 Ply: 1 Zom: 2 Ent: 8 (342) Items: 12 CO: 1 RSS: 6087.0MB
2025-09-17T14:28:27 8591.406 INF Paused Exploration
2025-09-17T14:28:27 8591.407 INF fadeInCo complete on Suspense
2025-09-17T14:28:41 8605.256 INF Stopped Combat
2025-09-17T14:28:41 8605.257 INF fadeOutCo complete on Combat
2025-09-17T14:28:41 8605.257 INF unloaded ClipSets on Combat
2025-09-17T14:28:57 8620.707 INF 60sec delta: 15775,current: 6878469,desired: 2143000
2025-09-17T14:28:57 8620.707 INF [Backtrace] Updated Statistics
2025-09-17T14:28:57 8620.756 INF Time: 89.63m FPS: 60.00 Heap: 2596.9MB Max:
2706.8MB Chunks: 368 CGO: 252 Ply: 1 Zom: 2 Ent: 18 (352) Items: 22 CO: 1 RSS:
6090.3MB
2025-09-17T14:28:57 8620.972 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:28:57 8620.972 INF 510107 VehicleManager write #0, id 6699,
vehicleMotorcycle, (210.7, 38.1, 1387.8), chunk 13, 86
2025-09-17T14:28:57 8620.973 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:28:57 8620.973 INF VehicleManager saved 636 bytes
2025-09-17T14:28:57 8620.974 INF DroneManager saved 9 bytes
2025-09-17T14:29:00 8623.704 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:29:00 8623.704 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:29:10 8634.073 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:29:13 8637.407 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True
2025-09-17T14:29:13 8637.409 INF Stopped Suspense
2025-09-17T14:29:13 8637.409 INF unloaded ClipSets on Suspense
2025-09-17T14:29:13 8637.422 INF Notified SectionSelector that music stopped
2025-09-17T14:29:13 8637.422 INF SectionType change from Suspense to None
2025-09-17T14:29:16 8639.622 INF 5404.799 SleeperVolume 206, 41, 1408: Restoring 216,
42, 1423 (13, 88) 'zombieSoldier', count 2
2025-09-17T14:29:16 8639.722 INF 5404.899 SleeperVolume 206, 41, 1408: Restoring 220,
41, 1417 (13, 88) 'zombieSoldier', count 2
2025-09-17T14:29:21 8645.514 WRN
SDCSUtils:::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T14:29:21 8645.517 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:29:27 8650.757 INF Time: 90.13m FPS: 60.00 Heap: 2622.0MB Max: 2706.8MB Chunks: 368 CGO: 250 Ply: 1 Zom: 6 Ent: 20 (357) Items: 23 CO: 1 RSS: 6087.7MB

2025-09-17T14:29:27 8651.408 INF Stopped Exploration

2025-09-17T14:29:27 8651.408 INF fadeOutCo complete on Exploration

2025-09-17T14:29:27 8651.408 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-09-17T14:29:27 8651.408 INF unloaded ClipSets on Exploration

2025-09-17T14:29:51 8675.491 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.491 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.491 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.492 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.492 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.492 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.492 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.493 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.493 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.493 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:29:51 8675.493 WRN Path node otherHeight bad -0.02000031, (3500, 8010,

-1500), (3500, 8030, -1500)
2025-09-17T14:29:51 8675.494 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)
2025-09-17T14:29:54 8677.707 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:29:54 8678.057 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:29:54 8678.058 INF TurretTracker saved 9 bytes
2025-09-17T14:29:57 8680.709 INF 60sec delta: 3200,current: 6881669,desired: 2133896
2025-09-17T14:29:57 8680.709 INF [Backtrace] Updated Statistics
2025-09-17T14:29:57 8680.758 INF Time: 90.63m FPS: 60.00 Heap: 2649.7MB Max: 2706.8MB Chunks: 368 CGO: 249 Ply: 1 Zom: 7 Ent: 11 (358) Items: 23 CO: 1 RSS: 6092.3MB
2025-09-17T14:30:00 8683.705 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:30:00 8683.706 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:30:27 8710.758 INF Time: 91.13m FPS: 60.00 Heap: 2687.8MB Max: 2706.8MB Chunks: 368 CGO: 249 Ply: 1 Zom: 5 Ent: 7 (358) Items: 23 CO: 1 RSS: 6082.1MB
2025-09-17T14:30:27 8711.475 WRN [MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 49, 46, 1339
2025-09-17T14:30:35 8718.658 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:30:41 8725.158 INF 5490.334 SleeperVolume 206, 41, 1408: Restoring 216, 42, 1423 (13, 88) 'zombieSoldier', count 5
2025-09-17T14:30:41 8725.258 INF 5490.434 SleeperVolume 206, 41, 1408: Restoring 220, 41, 1417 (13, 88) 'zombieSoldier', count 5
2025-09-17T14:30:57 8740.710 INF 60sec delta: 0,current: 6881669,desired: 2030712
2025-09-17T14:30:57 8740.711 INF [Backtrace] Updated Statistics
2025-09-17T14:30:57 8740.760 INF Time: 91.63m FPS: 60.00 Heap: 2727.6MB Max: 2727.6MB Chunks: 368 CGO: 249 Ply: 1 Zom: 7 Ent: 9 (360) Items: 23 CO: 1 RSS: 6044.2MB
2025-09-17T14:30:57 8740.975 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:30:57 8740.975 INF 517230 VehicleManager write #0, id 6699, vehicleMotorcycle, (210.4, 38.1, 1404.9), chunk 13, 87
2025-09-17T14:30:57 8740.975 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:30:57 8740.976 INF VehicleManager saved 958 bytes
2025-09-17T14:30:57 8740.976 INF DroneManager saved 9 bytes
2025-09-17T14:31:00 8743.707 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)
2025-09-17T14:31:00 8743.707 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:31:22 8766.266 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:31:22 8766.269 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:31:27 8770.759 INF Time: 92.13m FPS: 60.00 Heap: 2580.2MB Max:

2727.6MB Chunks: 368 CGO: 250 Ply: 1 Zom: 7 Ent: 9 (352) Items: 13 CO: 1 RSS: 6071.4MB

2025-09-17T14:31:38 8781.615 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.615 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.616 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.616 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.616 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.616 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.617 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.617 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.617 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.617 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.617 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:38 8781.618 WRN Path node otherHeight bad -0.02000031, (3500, 8010, -1500), (3500, 8030, -1500)

2025-09-17T14:31:39 8782.942 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 49, 46, 1339

2025-09-17T14:31:40 8784.027 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 198, 42, 1267

2025-09-17T14:31:49 8793.210 WRN [MultiBlockManager][Alignment]

SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 102, 43, 1246

2025-09-17T14:31:54 8798.060 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:31:54 8798.061 INF TurretTracker saved 9 bytes

2025-09-17T14:31:57 8800.713 INF 60sec delta: 2858,current: 6884528,desired: 1484769

2025-09-17T14:31:57 8800.713 INF [Backtrace] Updated Statistics

2025-09-17T14:31:57 8800.761 INF Time: 92.63m FPS: 60.00 Heap: 2599.7MB Max: 2727.6MB Chunks: 368 CGO: 223 Ply: 1 Zom: 7 Ent: 9 (368) Items: 13 CO: 1 RSS: 6100.9MB

2025-09-17T14:31:58 8801.670 INF [DECO] written 47544, in 9ms

2025-09-17T14:31:58 8801.673 INF [DECO] write thread 2ms

2025-09-17T14:31:58 8801.726 INF 520867+1 Origin Reposition (160.0, 32.0, 1408.0) to (-96.0, 32.0, 1312.0)

2025-09-17T14:32:00 8803.708 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:32:00 8803.708 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:32:16 8819.660 INF Pris Nexus 6 onNewBiomeEntered -buffDesert_Hazard

2025-09-17T14:32:16 8819.661 INF Pris Nexus 6 onNewBiomeEntered +buffSnow_Hazard

2025-09-17T14:32:16 8819.661 INF Pris Nexus 6 WeatherStatusTick default to snowlight

2025-09-17T14:32:16 8819.661 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:32:17 8821.213 INF 522034+0 Origin Reposition (-96.0, 32.0, 1312.0) to (-352.0, 32.0, 1216.0)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:32:25 8829.461 INF SectionType change from None to Exploration

2025-09-17T14:32:25 8829.461 INF Loading new config for Exploration...

2025-09-17T14:32:25 8829.461 INF Played Exploration

2025-09-17T14:32:25 8829.461 INF Fading in Exploration

2025-09-17T14:32:25 8829.462 INF Notified SectionSelector that music played

2025-09-17T14:32:25 8829.478 INF Loading new ClipSets for Exploration...

2025-09-17T14:32:26 8829.828 INF Exploration loaded new config and clipsets

2025-09-17T14:32:27 8830.761 INF Time: 93.13m FPS: 59.80 Heap: 2642.8MB Max: 2727.6MB Chunks: 368 CGO: 245 Ply: 1 Zom: 4 Ent: 7 (391) Items: 13 CO: 1 RSS: 6040.9MB

2025-09-17T14:32:28 8832.463 INF fadeInCo complete on Exploration

2025-09-17T14:32:35 8838.986 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:32:35 8838.989 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:32:46 8849.711 INF Pris Nexus 6 onNewBiomeEntered -buffSnow_Hazard

2025-09-17T14:32:46 8849.712 INF Pris Nexus 6 onNewBiomeEntered +buffForest_Hazard

2025-09-17T14:32:46 8849.712 INF Pris Nexus 6 WeatherStatusTick snowlight to default

2025-09-17T14:32:46 8849.712 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:32:47 8851.427 INF 523840+1 Origin Reposition (-352.0, 32.0, 1216.0) to (-608.0, 32.0, 1152.0)

2025-09-17T14:32:49 8852.611 INF Pris Nexus 6 onNewBiomeEntered -buffForest_Hazard

2025-09-17T14:32:49 8852.611 INF Pris Nexus 6 onNewBiomeEntered +buffSnow_Hazard

2025-09-17T14:32:49 8852.612 INF Pris Nexus 6 WeatherStatusTick default to snowlight

2025-09-17T14:32:49 8852.612 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:32:57 8860.713 INF 60sec delta: 130239,current: 7014767,desired: 1690445

2025-09-17T14:32:57 8860.713 INF [Backtrace] Updated Statistics

2025-09-17T14:32:57 8860.760 INF Time: 93.63m FPS: 58.20 Heap: 2694.6MB Max: 2727.6MB Chunks: 368 CGO: 245 Ply: 1 Zom: 3 Ent: 5 (403) Items: 13 CO: 1 RSS: 6043.2MB

2025-09-17T14:32:57 8860.978 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:32:57 8860.978 INF 524405 VehicleManager write #0, id 6699, vehicleMotorcycle, (-734.7, 61.1, 1135.0), chunk -46, 70

2025-09-17T14:32:57 8860.978 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:32:57 8860.979 INF VehicleManager saved 896 bytes

2025-09-17T14:32:57 8860.979 INF DroneManager saved 9 bytes

2025-09-17T14:33:00 8863.693 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:33:00 8863.693 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:33:02 8865.611 INF SectionType change from Exploration to TraderHugh

2025-09-17T14:33:02 8865.611 INF Fading out Exploration

2025-09-17T14:33:02 8865.611 INF Played TraderHugh

2025-09-17T14:33:02 8865.612 INF Fading in TraderHugh

2025-09-17T14:33:05 8868.612 INF Paused Exploration
2025-09-17T14:33:05 8868.613 INF fadeInCo complete on TraderHugh
2025-09-17T14:33:11 8874.911 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:33:27 8890.761 INF Time: 94.13m FPS: 60.00 Heap: 2737.0MB Max:
2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 2 Ent: 4 (404) Items: 13 CO: 1 RSS: 6035.9MB
2025-09-17T14:33:35 8898.672 INF Pris Nexus 6 made level 55 (was 54), exp for next level
152753
2025-09-17T14:33:35 8898.861 INF MinEventLogMessage: XP gained during the last level:
2025-09-17T14:33:35 8898.861 INF CVarLogValue: \$xpFromLootThisLevel == 22862
2025-09-17T14:33:35 8898.862 INF CVarLogValue: \$xpFromHarvestingThisLevel == 15671
2025-09-17T14:33:35 8898.862 INF CVarLogValue: \$xpFromKillThisLevel == 81900
2025-09-17T14:33:54 8918.061 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:33:54 8918.063 INF TurretTracker saved 9 bytes
2025-09-17T14:33:57 8920.714 INF 60sec delta: 77072,current: 7091839,desired: 1956401
2025-09-17T14:33:57 8920.715 INF [Backtrace] Updated Statistics
2025-09-17T14:33:57 8920.762 INF Time: 94.63m FPS: 60.00 Heap: 2611.4MB Max:
2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 2 Ent: 4 (389) Items: 13 CO: 1 RSS: 6039.5MB
2025-09-17T14:34:00 8923.694 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:34:00 8923.695 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:34:05 8928.616 INF Stopped Exploration
2025-09-17T14:34:05 8928.616 INF fadeOutCo complete on Exploration
2025-09-17T14:34:05 8928.616 INF Mixer IsFinished: False
AudioSource is not playing: True
IsPaused: False
IsPlaying: False
2025-09-17T14:34:05 8928.616 INF unloaded ClipSets on Exploration
2025-09-17T14:34:27 8950.762 INF Time: 95.13m FPS: 60.00 Heap: 2633.3MB Max:
2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 2 Ent: 4 (389) Items: 13 CO: 1 RSS: 6034.5MB
2025-09-17T14:34:44 8967.714 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:34:57 8980.715 INF 60sec delta: 0,current: 7091839,desired: 1896775
2025-09-17T14:34:57 8980.715 INF [Backtrace] Updated Statistics
2025-09-17T14:34:57 8980.763 INF Time: 95.63m FPS: 58.60 Heap: 2655.1MB Max:
2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 1 Ent: 3 (389) Items: 13 CO: 1 RSS: 6043.6MB
2025-09-17T14:34:57 8980.996 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:34:57 8980.997 INF 531569 VehicleManager write #0, id 6699,
vehicleMotorcycle, (-762.0, 63.0, 1152.9), chunk -48, 72
2025-09-17T14:34:57 8980.997 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:34:57 8980.998 INF VehicleManager saved 896 bytes
2025-09-17T14:34:57 8980.998 INF DroneManager saved 9 bytes
2025-09-17T14:35:00 8983.695 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:35:00 8983.696 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:35:01 8985.214 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:35:05 8989.114 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:35:06 8989.563 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:35:27 9010.764 INF Time: 96.13m FPS: 60.00 Heap: 2677.2MB Max: 2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 1 Ent: 3 (389) Items: 13 CO: 1 RSS: 6036.2MB
2025-09-17T14:35:53 9037.063 INF [Discord] Refreshing provisional account token
2025-09-17T14:35:53 9037.063 INF [EOS] CopyIdToken result: Success
2025-09-17T14:35:54 9038.080 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:35:54 9038.082 INF TurretTracker saved 9 bytes
2025-09-17T14:35:57 9040.717 INF 60sec delta: 0,current: 7091839,desired: 2452283
2025-09-17T14:35:57 9040.717 INF [Backtrace] Updated Statistics
2025-09-17T14:35:57 9040.765 INF Time: 96.63m FPS: 60.00 Heap: 2700.1MB Max: 2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 1 Ent: 3 (389) Items: 13 CO: 1 RSS: 6038.9MB
2025-09-17T14:36:00 9043.697 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:36:00 9043.697 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:36:00 9044.465 INF Pris Nexus 6 WeatherStatusTick snowlight to default
2025-09-17T14:36:00 9044.465 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:36:27 9070.766 INF Time: 97.13m FPS: 60.00 Heap: 2728.5MB Max: 2737.0MB Chunks: 368 CGO: 248 Ply: 1 Zom: 1 Ent: 3 (389) Items: 13 CO: 1 RSS: 6042.6MB
2025-09-17T14:36:41 9084.616 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:36:49 9092.639 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T14:36:49 9092.643 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T14:36:49 9092.675 INF SectionType change from TraderHugh to Exploration
2025-09-17T14:36:49 9092.675 INF Fading out TraderHugh
2025-09-17T14:36:49 9092.675 INF Loading new config for Exploration...
2025-09-17T14:36:49 9092.676 INF Played Exploration
2025-09-17T14:36:49 9092.676 INF Fading in Exploration

2025-09-17T14:36:49 9092.688 INF Loading new ClipSets for Exploration...

2025-09-17T14:36:49 9093.034 INF Exploration loaded new config and clipsets

2025-09-17T14:36:52 9095.667 INF Paused TraderHugh

2025-09-17T14:36:52 9095.667 INF fadeInCo complete on Exploration

2025-09-17T14:36:57 9100.717 INF 60sec delta: 53,current: 7091892,desired: 1661830

2025-09-17T14:36:57 9100.718 INF [Backtrace] Updated Statistics

2025-09-17T14:36:57 9100.766 INF Time: 97.63m FPS: 59.60 Heap: 2764.2MB Max: 2764.2MB Chunks: 368 CGO: 244 Ply: 1 Zom: 2 Ent: 4 (390) Items: 13 CO: 1 RSS: 6069.6MB

2025-09-17T14:36:57 9100.998 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:36:57 9100.999 INF 538735 VehicleManager write #0, id 6699, vehicleMotorcycle, (-712.2, 52.6, 1108.2), chunk -45, 69

2025-09-17T14:36:57 9100.999 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:36:57 9101.000 INF VehicleManager saved 896 bytes

2025-09-17T14:36:57 9101.000 INF DroneManager saved 9 bytes

2025-09-17T14:37:00 9103.698 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:37:00 9103.698 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:37:03 9107.517 INF Pris Nexus 6 onNewBiomeEntered -buffSnow_Hazard

2025-09-17T14:37:03 9107.518 INF Pris Nexus 6 onNewBiomeEntered +buffForest_Hazard

2025-09-17T14:37:03 9107.518 INF Pris Nexus 6 WeatherStatusTick default to default

2025-09-17T14:37:03 9107.518 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:37:19 9123.424 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:37:19 9123.428 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:37:27 9130.768 INF Time: 98.13m FPS: 60.00 Heap: 2620.3MB Max: 2764.2MB Chunks: 368 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (400) Items: 13 CO: 1 RSS: 6083.1MB

2025-09-17T14:37:29 9133.466 INF 540672+1 Origin Reposition (-608.0, 32.0, 1152.0) to (-480.0, 32.0, 928.0)

2025-09-17T14:37:48 9151.733 INF 541766+1 Origin Reposition (-480.0, 32.0, 928.0) to

(-256.0, 32.0, 816.0)

2025-09-17T14:37:52 9155.685 INF Stopped TraderHugh

2025-09-17T14:37:52 9155.686 INF fadeOutCo complete on TraderHugh

2025-09-17T14:37:54 9158.100 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:37:54 9158.101 INF TurretTracker saved 9 bytes

2025-09-17T14:37:57 9160.735 INF 60sec delta: 3048,current: 7094940,desired: 2022527

2025-09-17T14:37:57 9160.735 INF [Backtrace] Updated Statistics

2025-09-17T14:37:57 9160.784 INF Time: 98.63m FPS: 59.40 Heap: 2683.5MB Max:
2764.2MB Chunks: 368 CGO: 249 Ply: 1 Zom: 5 Ent: 17 (422) Items: 22 CO: 1 RSS:
6139.2MB

2025-09-17T14:38:00 9163.699 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T14:38:00 9163.699 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons
from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing
polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons
from feet(Clone)

2025-09-17T14:38:13 9177.417 INF SectionType change from Exploration to TraderRekt

2025-09-17T14:38:13 9177.418 INF Fading out Exploration

2025-09-17T14:38:13 9177.418 INF Played TraderRekt

2025-09-17T14:38:13 9177.418 INF Fading in TraderRekt

2025-09-17T14:38:14 9178.318 INF SectionType change from TraderRekt to Exploration

2025-09-17T14:38:14 9178.318 INF Fading out TraderRekt

2025-09-17T14:38:14 9178.318 INF Unpaused Exploration

2025-09-17T14:38:14 9178.318 INF Fading in Exploration

2025-09-17T14:38:17 9181.336 INF Paused TraderRekt

2025-09-17T14:38:17 9181.336 INF fadeInCo complete on Exploration

2025-09-17T14:38:26 9190.318 INF SectionType change from Exploration to TraderRekt

2025-09-17T14:38:26 9190.318 INF Fading out Exploration

2025-09-17T14:38:26 9190.318 INF Unpaused TraderRekt

2025-09-17T14:38:26 9190.319 INF Fading in TraderRekt

2025-09-17T14:38:27 9190.784 INF Time: 99.13m FPS: 60.00 Heap: 2723.1MB Max:

2764.2MB Chunks: 368 CGO: 194 Ply: 1 Zom: 2 Ent: 4 (424) Items: 22 CO: 1 RSS: 6132.4MB

2025-09-17T14:38:27 9191.518 INF SectionType change from TraderRekt to Exploration

2025-09-17T14:38:27 9191.518 INF Fading out TraderRekt

2025-09-17T14:38:27 9191.519 INF Unpaused Exploration

2025-09-17T14:38:27 9191.519 INF Fading in Exploration
2025-09-17T14:38:31 9194.537 INF Paused TraderRekt
2025-09-17T14:38:31 9194.537 INF fadeInCo complete on Exploration
2025-09-17T14:38:35 9198.718 INF SectionType change from Exploration to TraderRekt
2025-09-17T14:38:35 9198.719 INF Fading out Exploration
2025-09-17T14:38:35 9198.719 INF Unpaused TraderRekt
2025-09-17T14:38:35 9198.719 INF Fading in TraderRekt
2025-09-17T14:38:38 9201.720 INF Paused Exploration
2025-09-17T14:38:38 9201.720 INF fadeInCo complete on TraderRekt
2025-09-17T14:38:47 9210.919 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:38:57 9220.737 INF 60sec delta: 14002,current: 7108942,desired: 2412135
2025-09-17T14:38:57 9220.737 INF [Backtrace] Updated Statistics
2025-09-17T14:38:57 9220.785 INF Time: 99.63m FPS: 59.60 Heap: 2758.5MB Max:
2764.2MB Chunks: 368 CGO: 212 Ply: 1 Zom: 4 Ent: 6 (426) Items: 22 CO: 1 RSS: 6129.6MB
2025-09-17T14:38:57 9221.018 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:38:57 9221.018 INF 545898 VehicleManager write #0, id 6699,
vehicleMotorcycle, (-91.9, 38.1, 970.4), chunk -6, 60
2025-09-17T14:38:57 9221.019 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:38:57 9221.019 INF VehicleManager saved 892 bytes
2025-09-17T14:38:57 9221.020 INF DroneManager saved 9 bytes
2025-09-17T14:38:58 9221.728 INF [DECO] written 47546, in 9ms
2025-09-17T14:38:58 9221.731 INF [DECO] write thread 1ms
2025-09-17T14:39:00 9223.701 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:39:00 9223.701 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:39:17 9240.969 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:39:27 9250.786 INF Time: 100.13m FPS: 58.80 Heap: 2792.2MB Max:
2792.2MB Chunks: 368 CGO: 221 Ply: 1 Zom: 4 Ent: 6 (427) Items: 22 CO: 1 RSS: 6133.0MB
2025-09-17T14:39:34 9258.169 INF SectionType change from TraderRekt to Exploration
2025-09-17T14:39:34 9258.169 INF Fading out TraderRekt
2025-09-17T14:39:34 9258.169 INF Unpaused Exploration
2025-09-17T14:39:34 9258.170 INF Fading in Exploration
2025-09-17T14:39:34 9258.360 WRN
SDCSUtils:::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!
2025-09-17T14:39:34 9258.363 WRN
SDCSUtils:::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair
color 10 red!

2025-09-17T14:39:37 9261.171 INF Paused TraderRekt

2025-09-17T14:39:37 9261.171 INF fadeInCo complete on Exploration

2025-09-17T14:39:44 9268.352 INF 548721+1 Origin Reposition (-256.0, 32.0, 816.0) to (-16.0, 32.0, 880.0)

2025-09-17T14:39:49 9272.853 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 145, 38, 824

2025-09-17T14:39:50 9274.323 INF 6039.496 SleeperVolume 55, 38, 833: Spawning 99, 38, 861 (6, 53), group 'ZombieDogGroup', class animalZombieDog, count 2

2025-09-17T14:39:50 9274.420 INF 6039.596 SleeperVolume 55, 38, 833: Spawning 68, 38, 863 (4, 53), group 'SnakeGroup', class animalSnake, count 2

2025-09-17T14:39:54 9278.103 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:39:54 9278.104 INF TurretTracker saved 9 bytes

2025-09-17T14:39:56 9279.987 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 209, 39, 807

2025-09-17T14:39:57 9280.739 INF 60sec delta: 288,current: 7109230,desired: 1800473

2025-09-17T14:39:57 9280.739 INF [Backtrace] Updated Statistics

2025-09-17T14:39:57 9280.788 INF Time: 100.63m FPS: 60.00 Heap: 2684.7MB Max: 2792.2MB Chunks: 368 CGO: 240 Ply: 1 Zom: 4 Ent: 7 (430) Items: 18 CO: 1 RSS: 6139.4MB

2025-09-17T14:39:58 9281.572 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 247, 40, 810

2025-09-17T14:40:00 9283.702 WRN [Discord][Log] RPC Connect error: -4058 (rpc_manager.cpp:39)

2025-09-17T14:40:00 9283.702 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:40:03 9287.453 INF 549866+1 Origin Reposition (-16.0, 32.0, 880.0) to (176.0, 32.0, 704.0)

2025-09-17T14:40:05 9289.187 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 254, 39, 575

2025-09-17T14:40:22 9306.004 INF 550978+0 Origin Reposition (176.0, 32.0, 704.0) to (304.0, 32.0, 480.0)

2025-09-17T14:40:27 9310.788 INF Time: 101.13m FPS: 60.00 Heap: 2779.0MB Max: 2792.2MB Chunks: 368 CGO: 235 Ply: 1 Zom: 2 Ent: 5 (437) Items: 19 CO: 1 RSS: 6149.2MB

2025-09-17T14:40:28 9312.254 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 290, 43, 293

2025-09-17T14:40:30 9314.088 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 510, 38, 304

2025-09-17T14:40:33 9317.141 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True

2025-09-17T14:40:33 9317.145 INF Stopped Exploration
2025-09-17T14:40:33 9317.145 INF unloaded ClipSets on Exploration
2025-09-17T14:40:33 9317.177 INF Notified SectionSelector that music stopped
2025-09-17T14:40:33 9317.178 INF SectionType change from Exploration to None

2025-09-17T14:40:35 9319.256 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 404, 40, 228

2025-09-17T14:40:36 9320.104 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 349

2025-09-17T14:40:36 9320.121 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 355

2025-09-17T14:40:37 9321.174 INF Stopped TraderRekt
2025-09-17T14:40:37 9321.174 INF fadeOutCo complete on TraderRekt

2025-09-17T14:40:39 9323.288 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 594, 42, 373

2025-09-17T14:40:40 9324.203 INF 552063+1 Origin Reposition (304.0, 32.0, 480.0) to (496.0, 32.0, 304.0)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:40:57 9340.740 INF 60sec delta: 1370,current: 7110601,desired: 1973947
2025-09-17T14:40:57 9340.740 INF [Backtrace] Updated Statistics
2025-09-17T14:40:57 9340.788 INF Time: 101.63m FPS: 58.20 Heap: 2741.4MB Max: 2792.2MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6215.3MB
2025-09-17T14:40:57 9341.020 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:40:57 9341.021 INF 553056 VehicleManager write #0, id 6699,

vehicleMotorcycle, (570.8, 38.2, 255.1), chunk 35, 15
2025-09-17T14:40:57 9341.021 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:40:57 9341.022 INF VehicleManager saved 892 bytes
2025-09-17T14:40:57 9341.022 INF DroneManager saved 9 bytes
2025-09-17T14:41:00 9343.703 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:41:00 9343.703 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:41:01 9345.521 INF SectionType change from None to TraderRekt
2025-09-17T14:41:01 9345.521 INF Played TraderRekt
2025-09-17T14:41:01 9345.521 INF Fading in TraderRekt
2025-09-17T14:41:01 9345.522 INF Notified SectionSelector that music played
2025-09-17T14:41:05 9348.573 INF fadeInCo complete on TraderRekt
2025-09-17T14:41:07 9350.621 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:41:27 9370.788 INF Time: 102.13m FPS: 60.06 Heap: 2762.4MB Max:
2792.2MB Chunks: 368 CGO: 256 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6206.0MB
2025-09-17T14:41:54 9398.105 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:41:54 9398.106 INF TurretTracker saved 9 bytes
2025-09-17T14:41:57 9400.741 INF 60sec delta: 0,current: 7110601,desired: 2417891
2025-09-17T14:41:57 9400.741 INF [Backtrace] Updated Statistics
2025-09-17T14:41:57 9400.789 INF Time: 102.63m FPS: 60.00 Heap: 2782.5MB Max:
2792.2MB Chunks: 368 CGO: 256 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6204.5MB
2025-09-17T14:42:00 9403.705 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:42:00 9403.705 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:42:15 9418.723 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:42:19 9423.022 INF SectionType change from TraderRekt to HomeDay
2025-09-17T14:42:19 9423.022 INF Fading out TraderRekt
2025-09-17T14:42:19 9423.023 INF Played HomeDay
2025-09-17T14:42:19 9423.023 INF Fading in HomeDay
2025-09-17T14:42:22 9426.041 INF Paused TraderRekt
2025-09-17T14:42:22 9426.041 INF fadeInCo complete on HomeDay
2025-09-17T14:42:27 9430.789 INF Time: 103.13m FPS: 60.00 Heap: 2806.0MB Max:
2806.0MB Chunks: 368 CGO: 256 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6203.1MB
2025-09-17T14:42:42 9446.407 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 594, 42, 373
2025-09-17T14:42:57 9460.742 INF 60sec delta: 0,current: 7110601,desired: 1968055

2025-09-17T14:42:57 9460.743 INF [Backtrace] Updated Statistics
2025-09-17T14:42:57 9460.790 INF Time: 103.63m FPS: 58.80 Heap: 2833.2MB Max:
2833.2MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6202.0MB
2025-09-17T14:42:57 9461.040 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:42:57 9461.041 INF 560227 VehicleManager write #0, id 6699,
vehicleMotorcycle, (570.8, 38.2, 255.1), chunk 35, 15
2025-09-17T14:42:57 9461.041 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:42:57 9461.042 INF VehicleManager saved 496 bytes
2025-09-17T14:42:57 9461.042 INF DroneManager saved 9 bytes
2025-09-17T14:43:00 9463.705 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:43:00 9463.706 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:43:22 9486.060 INF Stopped TraderRekt
2025-09-17T14:43:22 9486.060 INF fadeOutCo complete on TraderRekt
2025-09-17T14:43:27 9490.791 INF Time: 104.13m FPS: 60.00 Heap: 2870.9MB Max:
2870.9MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6198.9MB
2025-09-17T14:43:49 9513.041 INF UnloadUnusedAssets after 20.11443 m, took 0
msUnloading 2 Unused Serialized files (Serialized files now loaded: 156)
Unloading 3055 unused Assets to reduce memory usage. Loaded Objects now: 699069.
Total: 559.033400 ms (FindLiveObjects: 49.446200 ms CreateObjectMapping: 27.979200 ms
MarkObjects: 474.125500 ms DeleteObjects: 7.482300 ms)
2025-09-17T14:43:54 9518.375 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:43:54 9518.376 INF TurretTracker saved 9 bytes
2025-09-17T14:43:57 9521.010 INF 60sec delta: -853,current: 7109747,desired: 1914630
2025-09-17T14:43:57 9521.010 INF [Backtrace] Updated Statistics
2025-09-17T14:43:57 9521.058 INF Time: 104.63m FPS: 52.19 Heap: 2909.1MB Max:
2909.1MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (438) Items: 17 CO: 1 RSS: 6205.5MB
2025-09-17T14:44:00 9523.707 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:44:00 9523.707 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:44:27 9551.059 INF Time: 105.13m FPS: 58.80 Heap: 2506.9MB Max:
2909.1MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6238.3MB
2025-09-17T14:44:57 9581.029 INF 60sec delta: 0,current: 7109747,desired: 1902342
2025-09-17T14:44:57 9581.030 INF [Backtrace] Updated Statistics
2025-09-17T14:44:57 9581.065 INF Time: 105.63m FPS: 58.60 Heap: 2529.3MB Max:
2909.1MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6241.4MB
2025-09-17T14:44:57 9581.309 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:44:57 9581.310 INF 567310 VehicleManager write #0, id 6699,
vehicleMotorcycle, (570.8, 38.2, 255.1), chunk 35, 15
2025-09-17T14:44:57 9581.310 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:44:57 9581.311 INF VehicleManager saved 496 bytes
2025-09-17T14:44:57 9581.311 INF DroneManager saved 9 bytes
2025-09-17T14:45:00 9583.725 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:45:00 9583.726 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:45:27 9611.060 INF Time: 106.13m FPS: 60.00 Heap: 2551.9MB Max:
2909.1MB Chunks: 368 CGO: 254 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6238.4MB
2025-09-17T14:45:29 9613.010 INF SectionType change from HomeDay to Exploration
2025-09-17T14:45:29 9613.011 INF Fading out HomeDay
2025-09-17T14:45:29 9613.011 INF Loading new config for Exploration...
2025-09-17T14:45:29 9613.011 INF Played Exploration
2025-09-17T14:45:29 9613.012 INF Fading in Exploration
2025-09-17T14:45:29 9613.028 INF Loading new ClipSets for Exploration...
2025-09-17T14:45:29 9613.179 INF Exploration loaded new config and clipsets
2025-09-17T14:45:29 9613.222 INF SectionType change from Exploration to TraderRekt
2025-09-17T14:45:29 9613.222 INF Fading out Exploration
2025-09-17T14:45:29 9613.223 INF Played TraderRekt
2025-09-17T14:45:29 9613.223 INF Fading in TraderRekt
2025-09-17T14:45:29 9613.277 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified
world position: 404, 40, 228
2025-09-17T14:45:30 9613.710 INF SectionType change from TraderRekt to Exploration
2025-09-17T14:45:30 9613.711 INF Fading out TraderRekt
2025-09-17T14:45:30 9613.711 INF Unpaused Exploration
2025-09-17T14:45:30 9613.711 INF Fading in Exploration
2025-09-17T14:45:32 9616.013 INF Entity animalRabbit 7696 killed by Pris Nexus 6 171
2025-09-17T14:45:32 9616.028 INF Paused HomeDay
2025-09-17T14:45:33 9616.728 INF Paused TraderRekt
2025-09-17T14:45:33 9616.729 INF fadeInCo complete on Exploration
2025-09-17T14:45:54 9638.377 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:45:54 9638.378 INF TurretTracker saved 9 bytes
2025-09-17T14:45:57 9641.030 INF 60sec delta: 0,current: 7109747,desired: 1729794
2025-09-17T14:45:57 9641.030 INF [Backtrace] Updated Statistics
2025-09-17T14:45:57 9641.061 INF Time: 106.63m FPS: 59.80 Heap: 2577.8MB Max:
2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6243.1MB

2025-09-17T14:46:00 9643.710 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T14:46:00 9643.710 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:46:27 9671.062 INF Time: 107.13m FPS: 60.00 Heap: 2602.9MB Max: 2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6236.0MB

2025-09-17T14:46:29 9673.512 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:46:30 9673.612 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:46:32 9676.033 INF Stopped HomeDay

2025-09-17T14:46:32 9676.033 INF fadeOutCo complete on HomeDay

2025-09-17T14:46:33 9676.730 INF Stopped TraderRekt

2025-09-17T14:46:33 9676.730 INF fadeOutCo complete on TraderRekt

2025-09-17T14:46:53 9696.763 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:46:57 9701.031 INF 60sec delta: 17568,current: 7127315,desired: 1755746

2025-09-17T14:46:57 9701.032 INF [Backtrace] Updated Statistics

2025-09-17T14:46:57 9701.063 INF Time: 107.63m FPS: 60.00 Heap: 2631.6MB Max: 2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6252.1MB

2025-09-17T14:46:57 9701.312 INF VehicleManager saving 1 (1 + 0)

2025-09-17T14:46:57 9701.313 INF 574461 VehicleManager write #0, id 6699, vehicleMotorcycle, (570.8, 38.2, 255.1), chunk 35, 15

2025-09-17T14:46:57 9701.313 INF DroneManager saving 0 (0 + 0)

2025-09-17T14:46:57 9701.314 INF VehicleManager saved 496 bytes

2025-09-17T14:46:57 9701.314 INF DroneManager saved 9 bytes

2025-09-17T14:47:00 9703.711 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)

2025-09-17T14:47:00 9703.711 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:47:04 9707.863 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:47:04 9708.363 INF Pris Nexus 6 WeatherBuffUpdate , indoors True

2025-09-17T14:47:04 9708.413 INF Pris Nexus 6 WeatherBuffUpdate , indoors False

2025-09-17T14:47:24 9728.505 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:47:24 9728.508 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing

polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:47:27 9731.063 INF Time: 108.13m FPS: 60.00 Heap: 2525.9MB Max:

2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6254.5MB

2025-09-17T14:47:29 9733.021 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:47:29 9733.024 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:47:32 9735.804 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:47:32 9735.807 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)

2025-09-17T14:47:34 9738.186 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

2025-09-17T14:47:34 9738.189 WRN

SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T14:47:43 9746.804 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T14:47:43 9746.807 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T14:47:45 9749.304 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T14:47:45 9749.307 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T14:47:50 9754.470 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
2025-09-17T14:47:50 9754.473 WRN
SDCSUtils::@:Entities/Player/Common/HairColorSwatches/10 red.asset not found for hair color 10 red!
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 6683 obstructing polygons from body(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T14:47:54 9758.397 INF TurretTracker saving 0 (0 + 0)

2025-09-17T14:47:54 9758.398 INF TurretTracker saved 9 bytes
2025-09-17T14:47:57 9761.031 INF 60sec delta: 21845,current: 7149161,desired: 1761343
2025-09-17T14:47:57 9761.032 INF [Backtrace] Updated Statistics
2025-09-17T14:47:57 9761.064 INF Time: 108.63m FPS: 59.00 Heap: 2554.6MB Max:
2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6250.9MB
2025-09-17T14:48:00 9763.712 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:48:00 9763.713 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:48:17 9780.832 INF Mixer IsFinished: True
AudioSource is not playing: False
IsPaused: False
IsPlaying: True
2025-09-17T14:48:17 9780.836 INF Stopped Exploration
2025-09-17T14:48:17 9780.837 INF unloaded ClipSets on Exploration
2025-09-17T14:48:17 9780.864 INF Notified SectionSelector that music stopped
2025-09-17T14:48:17 9780.864 INF SectionType change from Exploration to None
2025-09-17T14:48:27 9791.065 INF Time: 109.13m FPS: 60.00 Heap: 2574.8MB Max:
2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6242.7MB
2025-09-17T14:48:57 9821.033 INF 60sec delta: 0,current: 7149161,desired: 1721728
2025-09-17T14:48:57 9821.033 INF [Backtrace] Updated Statistics
2025-09-17T14:48:57 9821.066 INF Time: 109.63m FPS: 60.00 Heap: 2594.3MB Max:
2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6240.4MB
2025-09-17T14:48:57 9821.331 INF VehicleManager saving 1 (1 + 0)
2025-09-17T14:48:57 9821.331 INF 581620 VehicleManager write #0, id 6699,
vehicleMotorcycle, (570.8, 38.2, 255.1), chunk 35, 15
2025-09-17T14:48:57 9821.332 INF DroneManager saving 0 (0 + 0)
2025-09-17T14:48:57 9821.332 INF VehicleManager saved 496 bytes
2025-09-17T14:48:57 9821.333 INF DroneManager saved 9 bytes
2025-09-17T14:49:00 9823.713 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:49:00 9823.714 WRN [Discord][Log] RPC manager reset: RPC failed to
receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:49:27 9851.066 INF Time: 110.13m FPS: 60.00 Heap: 2614.0MB Max:
2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6240.7MB
2025-09-17T14:49:32 9856.366 INF SectionType change from None to TraderRekt
2025-09-17T14:49:32 9856.366 INF Played TraderRekt
2025-09-17T14:49:32 9856.366 INF Fading in TraderRekt
2025-09-17T14:49:32 9856.367 INF Notified SectionSelector that music played

2025-09-17T14:49:35 9859.400 INF fadeInCo complete on TraderRekt
2025-09-17T14:49:39 9863.366 INF Pris Nexus 6 WeatherBuffUpdate , indoors True
2025-09-17T14:49:40 9863.867 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 349
2025-09-17T14:49:54 9878.416 INF TurretTracker saving 0 (0 + 0)
2025-09-17T14:49:54 9878.417 INF TurretTracker saved 9 bytes
2025-09-17T14:49:57 9881.033 INF 60sec delta: 2432,current: 7151593,desired: 2005941
2025-09-17T14:49:57 9881.034 INF [Backtrace] Updated Statistics
2025-09-17T14:49:57 9881.067 INF Time: 110.63m FPS: 60.00 Heap: 2639.3MB Max: 2909.1MB Chunks: 368 CGO: 255 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6252.0MB
2025-09-17T14:49:59 9882.617 INF Pris Nexus 6 WeatherBuffUpdate , indoors False
2025-09-17T14:50:00 9883.715 WRN [Discord][Log] RPC Connect error: -4058
(rpc_manager.cpp:39)
2025-09-17T14:50:00 9883.715 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)
2025-09-17T14:50:01 9884.716 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 563, 41, 355
2025-09-17T14:50:03 9886.666 INF SectionType change from TraderRekt to HomeDay
2025-09-17T14:50:03 9886.666 INF Fading out TraderRekt
2025-09-17T14:50:03 9886.667 INF Played HomeDay
2025-09-17T14:50:03 9886.667 INF Fading in HomeDay
2025-09-17T14:50:05 9889.000 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 594, 42, 373
2025-09-17T14:50:06 9889.684 INF Paused TraderRekt
2025-09-17T14:50:06 9889.684 INF fadeInCo complete on HomeDay
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 5849 obstructing polygons from bodyClothes(Clone)
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 1876 obstructing polygons from feet(Clone)
2025-09-17T14:50:27 9911.083 INF Time: 111.13m FPS: 59.60 Heap: 2518.1MB Max: 2909.1MB Chunks: 368 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (121) Items: 1 CO: 1 RSS: 6303.9MB
2025-09-17T14:50:35 9918.886 INF Saving 89 of chunks took 660ms
2025-09-17T14:50:35 9918.886 INF Paused HomeDay
2025-09-17T14:51:00 9943.716 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:51:00 9943.716 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:51:06 9949.685 INF Stopped TraderRekt

2025-09-17T14:51:06 9949.685 INF fadeOutCo complete on TraderRekt

2025-09-17T14:52:00 10003.717 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:52:00 10003.718 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:53:00 10063.718 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:53:00 10063.719 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:54:00 10123.703 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:54:00 10123.704 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:55:00 10183.705 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:55:00 10183.705 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:56:00 10243.706 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:56:00 10243.706 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)

2025-09-17T14:57:00 10303.707 WRN [Discord][Log] RPC Connect error: -4058

(rpc_manager.cpp:39)

2025-09-17T14:57:00 10303.708 WRN [Discord][Log] RPC manager reset: RPC failed to receive READY payload (rpc_manager.cpp:130)