



```
Mono path[0] = 'D:/SteamLibrary/steamapps/common/7 Days To
Die/7DaysToDie_Data/Managed'
Mono config path = 'D:/SteamLibrary/steamapps/common/7 Days To
Die/MonoBleedingEdge/etc'
Input System module state changed to: Initialized.
[PhysX] Initialized MultithreadedTaskDispatcher with 32 workers.
Loading player data from D:/SteamLibrary/steamapps/common/7 Days To
Die/7DaysToDie_Data/data.unity3d
Initialize engine version: 2022.3.62f2 (7670c08855a9)
[Subsystems] Discovering subsystems at path D:/SteamLibrary/steamapps/common/7 Days
To Die/7DaysToDie_Data/UnitySubsystems
GfxDevice: creating device client; threaded=1; jobified=1
Direct3D:
  Version: Direct3D 11.0 [level 11.1]
  Renderer: AMD Radeon RX 7900 XTX (ID=0x744c)
  Vendor: ATI
  VRAM: 24560 MB
  Driver: 32.0.22029.9039
Begin MonoManager ReloadAssembly
- Loaded All Assemblies, in 0.088 seconds
- Finished resetting the current domain, in 0.001 seconds
D3D11 device created for Microsoft Media Foundation video decoding.
<RI> Initializing input.
<RI> Input initialized.
<RI> Initialized touch support.
[PhysX] Initialized MultithreadedTaskDispatcher with 32 workers.
UnloadTime: 0.602700 ms
2025-12-28T15:29:33 0.021 INF Backtrace Initialized
2025-12-28T15:29:33 0.042 INF Version: V 2.5 (b23) Compatibility Version: V 2.5, Build:
WindowsPlayer 64 Bit
2025-12-28T15:29:33 0.043 INF System information:
2025-12-28T15:29:33 0.045 INF OS: Windows 11 (10.0.26200) 64bit
2025-12-28T15:29:33 0.046 INF CPU: Intel(R) Core(TM) i9-14900K (cores: 32)
2025-12-28T15:29:33 0.048 INF RAM: 65230 MB
2025-12-28T15:29:33 0.049 INF GPU: AMD Radeon RX 7900 XTX (24560 MB)
2025-12-28T15:29:33 0.054 INF Graphics API: Direct3D 11.0 [level 11.1] (shader level 5.0)
```

2025-12-28T15:29:33 0.057 INF Local UTC offset: -7 hours
2025-12-28T15:29:33 0.071 INF Command line arguments:
"D:\SteamLibrary\steamapps\common\7 Days To Die\7DaysToDie.exe"
2025-12-28T15:29:33 0.074 INF UserDataFolder:
C:\Users\robbh\AppData\Roaming\7DaysToDie
2025-12-28T15:29:33 0.077 INF [Platform] Init
2025-12-28T15:29:33 0.107 INF [Platform] Using native platform: Steam
2025-12-28T15:29:33 0.111 INF [Platform] Using cross platform: EOS
2025-12-28T15:29:33 0.112 INF [Platform] Using server platform: Steam
2025-12-28T15:29:33 0.114 INF [Platform] Using server platform: XBL
2025-12-28T15:29:33 0.116 INF [Platform] Using server platform: PSN
2025-12-28T15:29:33 0.118 INF [Platform] Using server platform: LAN
2025-12-28T15:29:33 0.127 INF Starting PlayerInputManager...
2025-12-28T15:29:33 0.153 INF InControl (version 1.8.9 build 9376, native module = True,
XInput = True)
2025-12-28T15:29:33 0.157 INF InControl (version 1.8.9 build 9376)
2025-12-28T15:29:33 0.164 INF InControl Native (version 1.0.6)
2025-12-28T15:29:33 0.246 INF [InControl] NativeInputDeviceManager enabled.
2025-12-28T15:29:33 0.260 INF [Platform] Initializing Steam
2025-12-28T15:29:33 0.513 INF [Steamworks.NET] SteamAPI_Init() ok
2025-12-28T15:29:33 0.515 INF [Steamworks.NET] Registering auth callbacks
2025-12-28T15:29:33 0.518 INF Not running in Big Picture Mode, no on-screen keyboard
available
2025-12-28T15:29:33 0.520 INF [Platform] Initializing EOS
2025-12-28T15:29:33 0.559 INF [EOS] Initialize: Success
2025-12-28T15:29:34 0.607 INF [EOS-Voice] Successfully initialized.
2025-12-28T15:29:34 0.681 INF [EOS-ACC] Not started with EAC, anticheat disabled
2025-12-28T15:29:34 0.683 INF [EAC] AntiCheatServerP2P initialized with null interface
2025-12-28T15:29:34 0.686 INF [Platform] Initializing XBL
2025-12-28T15:29:34 0.688 INF [Platform] Initializing PSN
2025-12-28T15:29:34 0.690 INF [Platform] Initializing LAN
2025-12-28T15:29:34 0.693 INF [SaveDataUtils] InitStatic Begin
2025-12-28T15:29:34 0.697 INF [SaveDataUtils] SdPlayerPrefs -> Unity
2025-12-28T15:29:34 0.699 INF [SaveDataUtils] InitStatic Complete
2025-12-28T15:29:34 0.728 INF Last played version: V 2.5
2025-12-28T15:29:34 0.895 INF Localization language from platform: english
Unloading 6 Unused Serialized files (Serialized files now loaded: 0)
[PhysX] Initialized MultithreadedTaskDispatcher with 32 workers.
UnloadTime: 1.294400 ms

2025-12-28T15:29:34 0.953 INF Texture quality is set to 0
Unloading 8 unused Assets to reduce memory usage. Loaded Objects now: 6253.
Total: 5.634400 ms (FindLiveObjects: 0.176400 ms CreateObjectMapping: 0.076700 ms
MarkObjects: 5.336300 ms DeleteObjects: 0.044600 ms)
Unloading 5 Unused Serialized files (Serialized files now loaded: 0)
[PhysX] Initialized MultithreadedTaskDispatcher with 32 workers.
UnloadTime: 1.862300 ms
2025-12-28T15:29:41 8.491 INF Awake IsFocused: True
2025-12-28T15:29:41 8.493 INF Awake
2025-12-28T15:29:42 8.646 INF Occlusion: Awake
Unloading 5 unused Assets to reduce memory usage. Loaded Objects now: 6577.
Total: 6.041800 ms (FindLiveObjects: 0.182900 ms CreateObjectMapping: 0.068400 ms
MarkObjects: 5.767600 ms DeleteObjects: 0.022500 ms)
2025-12-28T15:29:42 8.686 INF ApplyAllOptions streaming budget 22104 MB
2025-12-28T15:29:42 8.688 INF ApplyAllOptions current screen 3840 x 2160, 60hz, window
2560 x 1440, mode Windowed
2025-12-28T15:29:42 8.691 INF Texture quality is set to 0
2025-12-28T15:29:42 8.693 INF ApplyTextureFilter 2, AF Enable
2025-12-28T15:29:42 8.695 INF ApplyTerrainOptions 3
2025-12-28T15:29:42 8.812 INF [MODS] Start loading from:
'C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods'
2025-12-28T15:29:42 8.835 INF [MODS] Trying to load from folder: '(TMO) Advanced Casing
Collector v3_v2.4Stable'
2025-12-28T15:29:42 8.846 INF [MODS] Loaded assembly
TheMeanOnes_CasingsCollector (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\
(TMO) Advanced Casing Collector v3_v2.4Stable\TheMeanOnes_CasingsCollector.dll)
2025-12-28T15:29:42 8.849 INF [MODS] Loaded Mod: TheMeanOnesAdvCasingsCollector
(3.0)
2025-12-28T15:29:42 8.850 INF [MODS] Trying to load from folder: '(TMO) Ammo Production
Machine v3.2_v2.4Stable'
2025-12-28T15:29:42 8.853 INF [MODS] Loaded Mod: TMO_Ammo_Prod_Machine (3.2)
2025-12-28T15:29:42 8.854 INF [MODS] Trying to load from folder: '(TMO) Better Door
Function v3_v2.4Stable'
2025-12-28T15:29:42 8.858 INF [MODS] Loaded assembly
TheMeanOnesBetterDoorFunctions (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\
(TMO) Better Door Function v3_v2.4Stable\TheMeanOnesBetterDoorFunctions.dll)
2025-12-28T15:29:42 8.859 INF [MODS] Loaded Mod: TheMeanOnesBetterDoorFunction
(3.0)
2025-12-28T15:29:42 8.860 INF [MODS] Trying to load from folder: '(TMO) Botanist Network

v2.1'

2025-12-28T15:29:42 8.862 INF [MODS] Loaded Mod: TheMeanOnesBotanistNetwork
(2.1)

2025-12-28T15:29:42 8.863 INF [MODS] Trying to load from folder: '(TMO) Crosshair PLUS
v2_v2.4Stable'

2025-12-28T15:29:42 8.867 INF [MODS] Loaded assembly TheMeanOne_CrosshairsPLUS
(in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO) Crosshair PLUS
v2_v2.4Stable\TheMeanOne_CrosshairsPLUS.dll)

2025-12-28T15:29:42 8.868 INF [MODS] Loaded Mod: TMO-CrosshairsPLUS (2.0)

2025-12-28T15:29:42 8.870 INF [MODS] Trying to load from folder: '(TMO) Multi Tiered Drum
Magazines'

2025-12-28T15:29:42 8.871 INF [MODS] Loaded Mod:
TheMeanOnes_MultiTieredDrumMags (1.0)

2025-12-28T15:29:42 8.873 INF [MODS] Trying to load from folder: '(TMO) NightVision PRO
v2'

2025-12-28T15:29:42 8.874 INF [MODS] Loaded Mod: TheMeanNightvisionPro (2.0)

2025-12-28T15:29:42 8.876 INF [MODS] Trying to load from folder: '(TMO) Paintings Pack
v2.1'

2025-12-28T15:29:42 8.878 INF [MODS] Loaded Mod: TheMeanOnesPaintingPackV1 (2.1)

2025-12-28T15:29:42 8.879 INF [MODS] Trying to load from folder: '(TMO) Trader Never
Closes N More v4.1'

2025-12-28T15:29:42 8.881 INF [MODS] Loaded Mod:
TheMeanOnesTraderNeverClosesNMore (4.1.0)

2025-12-28T15:29:42 8.882 INF [MODS] Trying to load from folder: '(TMO) Zombies Cant
Dig v4_v2.4_Stable'

2025-12-28T15:29:42 8.886 INF [MODS] Loaded assembly
TheMeanOnes_ZombiesDontDig (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\
TMO) Zombies Cant Dig v4_v2.4_Stable\TheMeanOnes_ZombiesDontDig.dll)

2025-12-28T15:29:42 8.887 INF [MODS] Loaded Mod: TheMeanOnes_ZombiesCantDig
(4.0)

2025-12-28T15:29:42 8.888 INF [MODS] Trying to load from folder: '___RuntimeOCD'

2025-12-28T15:29:42 8.891 INF [MODS] Loaded assembly RuntimeOCD (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods___RuntimeOCD\RuntimeOCD.dll)

2025-12-28T15:29:42 8.893 INF [MODS] Loaded Mod: RuntimeOCD (0.15.0.1)

2025-12-28T15:29:42 8.894 INF [MODS] Trying to load from folder: '·Singularity'

2025-12-28T15:29:42 8.898 INF [MODS] Loaded assembly Singularity (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\·Singularity\Singularity.dll)

2025-12-28T15:29:42 8.899 INF [MODS] Loaded Mod: Singularity (1.1.0.1)

2025-12-28T15:29:42 8.900 INF [MODS] Trying to load from folder: '0_TFP_Harmony'

2025-12-28T15:29:42 8.904 INF [MODS] Loaded assembly 0Harmony (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\0Harmony.dll)

2025-12-28T15:29:42 8.907 INF [MODS] Loaded assembly Mono.Cecil (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\Mono.Cecil.dll)

2025-12-28T15:29:42 8.910 INF [MODS] Loaded assembly Mono.Cecil.Mdb (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\Mono.Cecil.Mdb.dll)

2025-12-28T15:29:42 8.914 INF [MODS] Loaded assembly Mono.Cecil.Pdb (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\Mono.Cecil.Pdb.dll)

2025-12-28T15:29:42 8.917 INF [MODS] Loaded assembly Mono.Cecil.Rocks (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\Mono.Cecil.Rocks.dll)

2025-12-28T15:29:42 8.920 INF [MODS] Loaded assembly MonoMod.Backports (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\MonoMod.Backports.dll)

2025-12-28T15:29:42 8.922 INF [MODS] Loaded assembly MonoMod.Core (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\MonoMod.Core.dll)

2025-12-28T15:29:42 8.925 INF [MODS] Loaded assembly MonoMod.Iced (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\MonoMod.Iced.dll)

2025-12-28T15:29:42 8.929 INF [MODS] Loaded assembly MonoMod.ILHelpers (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\MonoMod.ILHelpers.dll)

2025-12-28T15:29:42 8.932 INF [MODS] Loaded assembly MonoMod.RuntimeDetour (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\MonoMod.RuntimeDetour.dll)

2025-12-28T15:29:42 8.935 INF [MODS] Loaded assembly MonoMod.Utils (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\MonoMod.Utils.dll)

2025-12-28T15:29:42 8.938 INF [MODS] Loaded assembly System.ValueTuple (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\System.ValueTuple.dll)

2025-12-28T15:29:42 8.940 INF [MODS] Loaded assembly TfpHarmony (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\TfpHarmony.dll)

2025-12-28T15:29:42 8.942 INF [MODS] Loaded Mod: TFP_Harmony (1.1.0.4)

2025-12-28T15:29:42 8.943 INF [MODS] Trying to load from folder: '00000-Gears'

2025-12-28T15:29:42 8.946 INF [MODS] Loaded assembly Gears (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\Gears.dll)

2025-12-28T15:29:42 8.949 INF [MODS] Loaded assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:42 8.951 INF [MODS] Loaded Mod: Gears (6.0.0)

2025-12-28T15:29:42 8.952 INF [MODS] Trying to load from folder: '0-Alter_OverrideSounds'

2025-12-28T15:29:42 8.955 INF [MODS] Loaded assembly OverrideSounds (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-Alter_OverrideSounds\OverrideSounds.dll)
2025-12-28T15:29:42 8.957 INF [MODS] Loaded Mod: Alter_Soundoverride (1.1.0.4)
2025-12-28T15:29:42 8.958 INF [MODS] Trying to load from folder: '0-CustomParticleLoader'
2025-12-28T15:29:42 8.962 INF [MODS] Loaded assembly CustomParticleLoader (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomParticleLoader\CustomParticleLoader.dll)
2025-12-28T15:29:42 8.963 INF [MODS] Loaded Mod: CustomParticleLoader (1.6.0)
2025-12-28T15:29:42 8.965 INF [MODS] Trying to load from folder: '0-CustomPlayerActionManager'
2025-12-28T15:29:42 8.968 INF [MODS] Loaded assembly CustomPlayerActionManager (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomPlayerActionManager\CustomPlayerActionManager.dll)
2025-12-28T15:29:42 8.970 INF [MODS] Loaded Mod: CustomPlayerActionManager (1.3.3)
2025-12-28T15:29:42 8.971 INF [MODS] Trying to load from folder: '0-KFCommonUtilityLib'
2025-12-28T15:29:42 8.974 INF [MODS] Loaded assembly CustomPlayerActionManager (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomPlayerActionManager\CustomPlayerActionManager.dll)
2025-12-28T15:29:42 8.978 INF [MODS] Loaded assembly DOTween (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-KFCommonUtilityLib\DOTween.dll)
2025-12-28T15:29:42 8.981 INF [MODS] Loaded assembly DOTween.Modules (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-KFCommonUtilityLib\DOTween.Modules.dll)
2025-12-28T15:29:42 8.982 INF [MODS] Loaded assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)
2025-12-28T15:29:42 8.985 INF [MODS] Loaded assembly KFCommonUtilityLib (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-KFCommonUtilityLib\KFCommonUtilityLib.dll)
2025-12-28T15:29:42 8.988 INF [MODS] Loaded assembly TreeCollections (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-KFCommonUtilityLib\TreeCollections.dll)
2025-12-28T15:29:42 8.990 INF [MODS] Loaded Mod: CommonUtilityLib (23.251218.163916)
2025-12-28T15:29:42 8.992 INF [MODS] Trying to load from folder: '0-Quartz'
2025-12-28T15:29:42 8.994 INF [MODS] Loaded assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)
2025-12-28T15:29:42 8.997 INF [MODS] Loaded assembly Quartz (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-Quartz\Quartz.dll)
2025-12-28T15:29:42 8.999 INF [MODS] Loaded Mod: Quartz (7.0.0)

2025-12-28T15:29:42 9.000 INF [MODS] Trying to load from folder: '0-SCore'

2025-12-28T15:29:42 9.004 INF [MODS] Loaded assembly SCore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-SCore\SCore.dll)

2025-12-28T15:29:42 9.007 INF [MODS] Loaded Mod: 0-SCore_sphereii (2.5.10.2106)

2025-12-28T15:29:42 9.008 INF [MODS] Trying to load from folder: '0-SCoreChanges-Gears Edition'

2025-12-28T15:29:42 9.010 INF [MODS] Loaded Mod: SCoreChanges (1.0.5)

2025-12-28T15:29:42 9.011 INF [MODS] Trying to load from folder: '0-SleepcapTower(by_ChrisyRemembermake)'

2025-12-28T15:29:42 9.013 INF [MODS] Loaded Mod: SleepcapTower (02.5.13.30)

2025-12-28T15:29:42 9.015 INF [MODS] Trying to load from folder: '0-XNPCCore'

2025-12-28T15:29:42 9.017 INF [MODS] Loaded Mod: 0-XNPCCore (2.1.4)

2025-12-28T15:29:42 9.019 INF [MODS] Trying to load from folder: '0-XNPCCore NPC Tracker'

2025-12-28T15:29:42 9.020 INF [MODS] Loaded Mod: XNPCCore-NPC-Tracker (1.0)

2025-12-28T15:29:42 9.022 INF [MODS] Trying to load from folder: '0xSteel-DisableGlitchyZombieAnimations'

2025-12-28T15:29:42 9.026 INF [MODS] Loaded assembly 0xSteel-DisableGlitchyZombieAnimations.dll (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-DisableGlitchyZombieAnimations\0xSteel-DisableGlitchyZombieAnimations.dll)

2025-12-28T15:29:42 9.027 INF [MODS] Loaded Mod: 0xSteel-DisableGlitchyZombieAnimations (1.1)

2025-12-28T15:29:42 9.029 INF [MODS] Trying to load from folder: '0xSteel-MoreGore'

2025-12-28T15:29:42 9.032 INF [MODS] Loaded assembly 0xSteel-MoreGore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-MoreGore\0xSteel-MoreGore.dll)

2025-12-28T15:29:42 9.034 INF [MODS] Loaded Mod: 0xSteel-MoreGore (3.2)

2025-12-28T15:29:42 9.035 INF [MODS] Trying to load from folder: '0xSteel-QuestExcludeCleared'

2025-12-28T15:29:42 9.039 INF [MODS] Loaded assembly 0xSteel-QuestExcludeCleared (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-QuestExcludeCleared\0xSteel-QuestExcludeCleared.dll)

2025-12-28T15:29:42 9.041 INF [MODS] Loaded Mod: 0xSteel-QuestExcludeCleared (2.1)

2025-12-28T15:29:42 9.042 INF [MODS] Trying to load from folder: '0xSteel-QuestListSortByDistance'

2025-12-28T15:29:42 9.045 INF [MODS] Loaded assembly 0xSteel-QuestListSortByDistance (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-QuestListSortByDistance\0xSteel-QuestListSortByDistance.dll)

2025-12-28T15:29:42 9.047 INF [MODS] Loaded Mod: 0xSteel-QuestListSortByDistance (2.0)

2025-12-28T15:29:42 9.048 INF [MODS] Trying to load from folder: '0xSteel-QuestsResetOption'

2025-12-28T15:29:42 9.050 INF [MODS] Loaded Mod: 0xSteel-QuestsResetOption (2.0)

2025-12-28T15:29:42 9.052 INF [MODS] Trying to load from folder: '0xSteel-ReplaceZombieKnockdown'

2025-12-28T15:29:42 9.055 INF [MODS] Loaded assembly 0xSteel-ReplaceZombieKnockdown (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-ReplaceZombieKnockdown\0xSteel-ReplaceZombieKnockdown.dll)

2025-12-28T15:29:42 9.057 INF [MODS] Loaded Mod: 0xSteel-ReplaceZombieKnockdown (2.02)

2025-12-28T15:29:42 9.058 INF [MODS] Trying to load from folder: '1-DarksSoldierz'

2025-12-28T15:29:42 9.060 INF [MODS] Loaded Mod: 1_DarksSoldierz (2.3.0.0)

2025-12-28T15:29:42 9.062 INF [MODS] Trying to load from folder: '1-NPCXBirdPack'

2025-12-28T15:29:42 9.064 INF [MODS] Loaded Mod: 1-NPCXBirdPack (2.1.0)

2025-12-28T15:29:42 9.065 INF [MODS] Trying to load from folder: '1-SCore-RemoteCraftingAndAuto-SortDropBox'

2025-12-28T15:29:42 9.067 INF [MODS] Loaded Mod: 1-SCore_RemoteCraftingAndAuto-SortDropBox (2.3.0.0)

2025-12-28T15:29:42 9.069 INF [MODS] Trying to load from folder: '1-SCore-RemoteUpgradeAndRepair'

2025-12-28T15:29:42 9.071 INF [MODS] Loaded Mod: 1-SCore_RemoteUpgradeAndRepair (2.3.0.0)

2025-12-28T15:29:42 9.072 INF [MODS] Trying to load from folder: '1-ShradersNPC'S'

2025-12-28T15:29:42 9.074 INF [MODS] Loaded Mod: 1-Shrader971Bandit (1.0.1)

2025-12-28T15:29:42 9.075 INF [MODS] Trying to load from folder: '7 Days to Die Airport'

2025-12-28T15:29:42 9.078 INF [MODS] Loaded Mod: Navezgane_Regional_Airport (2.3.0.1)

2025-12-28T15:29:42 9.079 INF [MODS] Trying to load from folder: '7D1.0_Izayo_Visible_FPV_Gloves_mod'

2025-12-28T15:29:42 9.081 INF [MODS] Loaded Mod: IZY_FPV_GLOVES (1.1.0.4)

2025-12-28T15:29:42 9.083 INF [MODS] Trying to load from folder: '7D1.0_Izayo_Visible_Mods_mod'

2025-12-28T15:29:42 9.087 INF [MODS] Loaded Mod: IZY_MMVMV2 (1.1.0.4)

2025-12-28T15:29:42 9.088 INF [MODS] Trying to load from folder: '7D1.0_Izayo_WeaponpackMisc_pack'

2025-12-28T15:29:42 9.090 INF [MODS] Loaded Mod: IZY_RMP_Miscpack (1.1.0.4)

2025-12-28T15:29:42 9.092 INF [MODS] Trying to load from folder:

'7D1.0_Izayo_WeaponpackRemastered_44mag'
2025-12-28T15:29:42 9.094 INF [MODS] Loaded Mod: IZY_RMP_44magnum (1.1.0.4)
2025-12-28T15:29:42 9.095 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_45ACP'
2025-12-28T15:29:42 9.098 INF [MODS] Loaded Mod: IZY_RMP_45ACP (1.1.0.4)
2025-12-28T15:29:42 9.099 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_556pack'
2025-12-28T15:29:42 9.102 INF [MODS] Loaded Mod: IZY_RMP_556pack (1.1.0.4)
2025-12-28T15:29:42 9.103 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_762pack'
2025-12-28T15:29:42 9.106 INF [MODS] Loaded Mod: IZY_RMP_762pack (1.1.0.4)
2025-12-28T15:29:42 9.107 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_9mmVAL'
2025-12-28T15:29:42 9.110 INF [MODS] Loaded Mod: IZY_RMP_9mmVAL (1.1.0.4)
2025-12-28T15:29:42 9.111 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_DemolitionPack'
2025-12-28T15:29:42 9.113 INF [MODS] Loaded Mod: IZY_RMP_Demopack (1.1.0.4)
2025-12-28T15:29:42 9.115 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_Heavy_WeaponPack'
2025-12-28T15:29:42 9.118 INF [MODS] Loaded Mod: IZY_RMP_HVW (1.1.0.4)
2025-12-28T15:29:42 9.119 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_SHOTGUNpackVAL'
2025-12-28T15:29:42 9.121 INF [MODS] Loaded Mod: IZY_RMP_SG (1.1.0.4)
2025-12-28T15:29:42 9.123 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackRemastered_Technicalpack'
2025-12-28T15:29:42 9.125 INF [MODS] Loaded Mod: IZY_RMP_Tech (1.1.0.4)
2025-12-28T15:29:42 9.127 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackSpecial_Melee'
2025-12-28T15:29:42 9.129 INF [MODS] Loaded Mod: IZY_melee (1.1.0.4)
2025-12-28T15:29:42 9.131 INF [MODS] Trying to load from folder:
'7D1.0_Izayo_WeaponpackVanillaReplacer'
2025-12-28T15:29:42 9.133 INF [MODS] Loaded Mod: IZY_VRP (1.1.0.4)
2025-12-28T15:29:42 9.135 INF [MODS] Trying to load from folder:
'7D2.5_Izayo_WeaponFixes'
2025-12-28T15:29:42 9.139 INF [MODS] Loaded assembly IzayoUtils (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D2.5_Izayo_WeaponFixes\IzayoUtils.dll)
2025-12-28T15:29:42 9.140 INF [MODS] Loaded Mod: Izayo_WeaponFixes (1.0)
2025-12-28T15:29:42 9.142 INF [MODS] Trying to load from folder: '7D2D-mod-utils'

2025-12-28T15:29:42 9.146 INF [MODS] Loaded assembly mod-utils (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D2D-mod-utils\mod-utils.dll)

2025-12-28T15:29:42 9.148 INF [MODS] Loaded Mod: ModUtils (0.0.2)

2025-12-28T15:29:42 9.149 INF [MODS] Trying to load from folder: 'Additional Research'

2025-12-28T15:29:42 9.151 INF [MODS] Loaded Mod: yyy_Additional_Research_add-on_patch (1.0)

2025-12-28T15:29:42 9.153 INF [MODS] Trying to load from folder: 'Advanced Junkyard'

2025-12-28T15:29:42 9.155 INF [MODS] Loaded Mod: advanced_junkyard_02 (0.0.0)

2025-12-28T15:29:42 9.157 INF [MODS] Trying to load from folder: 'Aircrafts'

2025-12-28T15:29:42 9.159 INF [MODS] Loaded Mod: Aircrafts (2.4)

2025-12-28T15:29:42 9.160 INF [MODS] Trying to load from folder: 'AlarmsSpeakersExpansion'

2025-12-28T15:29:42 9.163 INF [MODS] Loaded Mod: Alarms_Speakers_Expansion (1.1.0)

2025-12-28T15:29:42 9.164 INF [MODS] Trying to load from folder: 'AllowComboKeys'

2025-12-28T15:29:42 9.168 INF [MODS] Loaded assembly AllowComboKeys (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\AllowComboKeys\AllowComboKeys.dll)

2025-12-28T15:29:42 9.170 INF [MODS] Loaded Mod: AllowComboKeys (1.0.0)

2025-12-28T15:29:42 9.171 INF [MODS] Trying to load from folder: 'Alter_DroneWeaponsMod'

2025-12-28T15:29:42 9.175 INF [MODS] Loaded assembly DroneWeaponsMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Alter_DroneWeaponsMod\DroneWeaponsMod.dll)

2025-12-28T15:29:42 9.176 INF [MODS] Loaded Mod: Alter_DroneWeaponsMod (1.3.3)

2025-12-28T15:29:42 9.178 INF [MODS] Trying to load from folder: 'Alter_IndoorFarming'

2025-12-28T15:29:42 9.182 INF [MODS] Loaded assembly IndoorFarming (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Alter_IndoorFarming\IndoorFarming.dll)

2025-12-28T15:29:42 9.184 INF [MODS] Loaded Mod: Alter_IndoorFarming (1.0.1)

2025-12-28T15:29:42 9.185 INF [MODS] Trying to load from folder: 'AMG5TAG-GoodbyeStoneTools'

2025-12-28T15:29:42 9.189 INF [MODS] Loaded Mod: AMG5TAG-GoodbyeStoneTools (2.2.4)

2025-12-28T15:29:42 9.191 INF [MODS] Trying to load from folder: 'Ana_BikeCrafting'

2025-12-28T15:29:42 9.193 INF [MODS] Loaded Mod: Ana_BikeCrafting (1.0)

2025-12-28T15:29:42 9.195 INF [MODS] Trying to load from folder: 'ancient_technology'

2025-12-28T15:29:42 9.197 INF [MODS] Loaded Mod: ancient_technology (0.2)

2025-12-28T15:29:42 9.198 INF [MODS] Trying to load from folder: 'ArmoredSWATHelena'

2025-12-28T15:29:42 9.200 INF [MODS] Loaded Mod: SwatBlindadoHelena (1.0.0)

2025-12-28T15:29:42 9.202 INF [MODS] Trying to load from folder: 'Army Biological Center'

(ABC)'

2025-12-28T15:29:42 9.204 INF [MODS] Loaded Mod: Army_Biological_Center (1.0)
2025-12-28T15:29:42 9.205 INF [MODS] Trying to load from folder: 'aSneak Attack Standing Up'
2025-12-28T15:29:42 9.207 INF [MODS] Loaded Mod: aSneakAttackStandingUp (1.0)
2025-12-28T15:29:42 9.209 INF [MODS] Trying to load from folder: 'Backpack_Belt_Fed_Magazine'
2025-12-28T15:29:42 9.211 INF [MODS] Loaded Mod: Backpack_Belt_Fed_Magazine (1.3)
2025-12-28T15:29:42 9.213 INF [MODS] Trying to load from folder: 'BdubsVehicles'
2025-12-28T15:29:42 9.215 INF [MODS] Loaded Mod: Bdubs_Vehicles (2.5.1.1)
2025-12-28T15:29:42 9.217 INF [MODS] Trying to load from folder: 'Beefy Bleed Stacks by GR'
2025-12-28T15:29:42 9.219 INF [MODS] Loaded Mod: Beefy_Bleed_Stacks_by_GR (1.0)
2025-12-28T15:29:42 9.220 INF [MODS] Trying to load from folder: 'Beefy Trader Inventory by GR'
2025-12-28T15:29:42 9.222 INF [MODS] Loaded Mod: Beefy_Trader_Inventory_by_GR (1.0)
2025-12-28T15:29:42 9.224 INF [MODS] Trying to load from folder: 'Better biome spawns'
2025-12-28T15:29:42 9.226 INF [MODS] Loaded Mod: Bettersnowspawns (1.0)
2025-12-28T15:29:42 9.227 INF [MODS] Trying to load from folder: 'Better Biome Storms'
2025-12-28T15:29:42 9.229 INF [MODS] Loaded Mod: BetterBiomeStorms (1.1.0)
2025-12-28T15:29:42 9.231 INF [MODS] Trying to load from folder: 'Better Food'
2025-12-28T15:29:42 9.233 INF [MODS] Loaded Mod: BetterFood (1.0)
2025-12-28T15:29:42 9.234 INF [MODS] Trying to load from folder: 'Better loot'
2025-12-28T15:29:42 9.236 INF [MODS] Loaded Mod: Betterloot (1.1)
2025-12-28T15:29:42 9.238 INF [MODS] Trying to load from folder: 'Better loot Izy'
2025-12-28T15:29:42 9.239 WRN [MODS] Mod with same name (Betterloot) already loaded, ignoring
2025-12-28T15:29:42 9.241 INF [MODS] Trying to load from folder: 'Better loot no OP safes'
2025-12-28T15:29:42 9.243 WRN [MODS] Mod with same name (Betterloot) already loaded, ignoring
2025-12-28T15:29:42 9.245 INF [MODS] Trying to load from folder: 'Better scrap&craft'
2025-12-28T15:29:42 9.247 INF [MODS] Loaded Mod: Betterscrapncraft (1.0)
2025-12-28T15:29:42 9.248 INF [MODS] Trying to load from folder: 'Better Spikes 100X'
2025-12-28T15:29:42 9.250 INF [MODS] Loaded Mod: BetterSpikes (1.0.1)
2025-12-28T15:29:42 9.251 INF [MODS] Trying to load from folder: 'Better vanilla attachments'
2025-12-28T15:29:42 9.253 INF [MODS] Loaded Mod: Bettermods (1.0)
2025-12-28T15:29:42 9.255 INF [MODS] Trying to load from folder: 'Better Water Coolers'

2025-12-28T15:29:42 9.257 INF [MODS] Loaded Mod: BetterWaterCoolers (1.0)
2025-12-28T15:29:42 9.258 INF [MODS] Trying to load from folder: 'BetterModCompatibility'
2025-12-28T15:29:42 9.262 INF [MODS] Loaded assembly BetterModCompatibility (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\BetterModCompatibility\BetterModComp
atibility.dll)
2025-12-28T15:29:42 9.263 INF [MODS] Loaded Mod: BetterModCompatibility (1.2.1)
2025-12-28T15:29:42 9.265 INF [MODS] Trying to load from folder: 'BetterWorldGeneration'
2025-12-28T15:29:42 9.267 INF [MODS] Loaded Mod: BigCitiesforeveryone (1.1)
2025-12-28T15:29:42 9.268 INF [MODS] Trying to load from folder: 'Black Breath Correction'
2025-12-28T15:29:42 9.270 INF [MODS] Loaded Mod: BuffFix (1.0)
2025-12-28T15:29:42 9.272 INF [MODS] Trying to load from folder: 'Blackcurrant's Clean
Icons'
2025-12-28T15:29:42 9.274 INF [MODS] Loaded Mod: BlackcurrantCI (1.1)
2025-12-28T15:29:42 9.275 INF [MODS] Trying to load from folder: 'BMWPoliceHelena'
2025-12-28T15:29:42 9.277 INF [MODS] Loaded Mod: NUGSXHELENA_POLICEBMW
(1.0.3.243)
2025-12-28T15:29:42 9.279 INF [MODS] Trying to load from folder: 'BR_Craft_Ammo'
2025-12-28T15:29:42 9.281 INF [MODS] Loaded Mod: BR_CraftAmmo (1.0)
2025-12-28T15:29:42 9.282 INF [MODS] Trying to load from folder:
'Brabus_XLP_800_6X6_Glossy'
2025-12-28T15:29:42 9.284 INF [MODS] Loaded Mod: Brabus_XLP_800_6X6 (6.9)
2025-12-28T15:29:42 9.286 INF [MODS] Trying to load from folder:
'Brabus_XLP_800_6X6_Metallic'
2025-12-28T15:29:42 9.288 WRN [MODS] Mod with same name (Brabus_XLP_800_6X6)
already loaded, ignoring
2025-12-28T15:29:42 9.289 INF [MODS] Trying to load from folder:
'Brabus_XLP_800_6X6_Semi_Metallic'
2025-12-28T15:29:42 9.291 WRN [MODS] Mod with same name (Brabus_XLP_800_6X6)
already loaded, ignoring
2025-12-28T15:29:42 9.293 INF [MODS] Trying to load from folder: 'Braindead Zed'
2025-12-28T15:29:42 9.295 INF [MODS] Loaded Mod: BraindeadZed (1.0)
2025-12-28T15:29:42 9.296 INF [MODS] Trying to load from folder:
'Bugatti_Tourbillon_Glossy'
2025-12-28T15:29:42 9.298 INF [MODS] Loaded Mod: Bugatti_Tourbillon (6.9)
2025-12-28T15:29:42 9.300 INF [MODS] Trying to load from folder:
'Bugatti_Tourbillon_Metallic'
2025-12-28T15:29:42 9.301 WRN [MODS] Mod with same name (Bugatti_Tourbillon)
already loaded, ignoring
2025-12-28T15:29:42 9.303 INF [MODS] Trying to load from folder:

'Bugatti_Tourbillon_SemiMetallic'

2025-12-28T15:29:42 9.305 WRN [MODS] Mod with same name (Bugatti_Tourbillon) already loaded, ignoring

2025-12-28T15:29:42 9.307 INF [MODS] Trying to load from folder: 'BumpStock'

2025-12-28T15:29:42 9.309 INF [MODS] Loaded Mod: Bump_Stock (1.3)

2025-12-28T15:29:42 9.310 INF [MODS] Trying to load from folder: 'Cedar Creek'

2025-12-28T15:29:42 9.312 INF [MODS] Loaded Mod: cedar_creek (0.0.0)

2025-12-28T15:29:42 9.314 INF [MODS] Trying to load from folder: 'ClearQuestDebug'

2025-12-28T15:29:42 9.317 INF [MODS] Loaded assembly ClearQuestDebug (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ClearQuestDebug\ClearQuestDebug.dll)

2025-12-28T15:29:42 9.319 INF [MODS] Loaded Mod: ClearQuestDebug (0.2.0)

2025-12-28T15:29:42 9.321 INF [MODS] Trying to load from folder: 'Coffee Lover'

2025-12-28T15:29:42 9.323 INF [MODS] Loaded Mod: CoffeeLover (1.0)

2025-12-28T15:29:42 9.324 INF [MODS] Trying to load from folder: 'Craft Beaker'

2025-12-28T15:29:42 9.326 INF [MODS] Loaded Mod: craftbeaker (1.1.0)

2025-12-28T15:29:42 9.328 INF [MODS] Trying to load from folder: 'Craftable Helmet Attribute Mods'

2025-12-28T15:29:42 9.330 INF [MODS] Loaded Mod: craftableHelmetAttributeMods (1.0)

2025-12-28T15:29:42 9.331 INF [MODS] Trying to load from folder: 'CraftableAcid'

2025-12-28T15:29:42 9.334 INF [MODS] Loaded Mod: CraftableAcid (1.0)

2025-12-28T15:29:42 9.335 INF [MODS] Trying to load from folder: 'CraftFromContainers'

2025-12-28T15:29:42 9.339 INF [MODS] Loaded assembly CraftFromContainers (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CraftFromContainers\CraftFromContainers.dll)

2025-12-28T15:29:42 9.340 INF [MODS] Loaded Mod: CraftFromContainers (1.7.0)

2025-12-28T15:29:42 9.342 INF [MODS] Trying to load from folder:

'CraftingDewCollectorMods'

2025-12-28T15:29:42 9.344 INF [MODS] Loaded Mod: CraftingDewCollectorMods (1.0)

2025-12-28T15:29:42 9.345 INF [MODS] Trying to load from folder: 'CraftingEngine'

2025-12-28T15:29:42 9.347 INF [MODS] Loaded Mod: CraftingEngine (1.0)

2025-12-28T15:29:42 9.349 INF [MODS] Trying to load from folder: 'CraftingParts'

2025-12-28T15:29:42 9.351 INF [MODS] Loaded Mod: CraftingParts (1.0)

2025-12-28T15:29:42 9.353 INF [MODS] Trying to load from folder:

'CrouchingDoesntMakeTheScreenDark'

2025-12-28T15:29:42 9.355 INF [MODS] Loaded Mod: CDMTSD (1.0.0.0)

2025-12-28T15:29:42 9.356 INF [MODS] Trying to load from folder:

'CrouchStaminaRegeneration-lan'

2025-12-28T15:29:42 9.358 INF [MODS] Loaded Mod: CrouchStaminaRegeneration-lan (1.0)

2025-12-28T15:29:42 9.359 INF [MODS] Trying to load from folder: 'Custom_Mods_Zeebark'

2025-12-28T15:29:42 9.362 INF [MODS] Loaded Mod: Custom_Mods_Zeebark (1.2.1)

2025-12-28T15:29:42 9.363 INF [MODS] Trying to load from folder: 'Custom-Blocks-Pack-V2'

2025-12-28T15:29:42 9.366 INF [MODS] Loaded Mod: Custom-Blocks-Pack-V2 (2.0.51.2)

2025-12-28T15:29:42 9.368 INF [MODS] Trying to load from folder: 'CustomFPVFov'

2025-12-28T15:29:42 9.371 INF [MODS] Loaded assembly CustomFPVFov (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomFPVFov\CustomFPVFov.dll)

2025-12-28T15:29:42 9.373 INF [MODS] Loaded assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:42 9.375 INF [MODS] Loaded Mod: CustomFpvFov (1.0.4)

2025-12-28T15:29:42 9.377 INF [MODS] Trying to load from folder: 'CustomMuzzleFlash'

2025-12-28T15:29:42 9.380 INF [MODS] Loaded assembly CustomMuzzleFlash (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomMuzzleFlash\CustomMuzzleFlash.dll)

2025-12-28T15:29:42 9.382 INF [MODS] Loaded Mod: CustomMuzzleFlash (1.1.2)

2025-12-28T15:29:42 9.384 INF [MODS] Trying to load from folder: 'CustomParticleLoaderMultiExplosion'

2025-12-28T15:29:42 9.387 INF [MODS] Loaded assembly CustomParticleLoaderMultiExplosion (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomParticleLoaderMultiExplosion\CustomParticleLoaderMultiExplosion.dll)

2025-12-28T15:29:42 9.389 INF [MODS] Loaded Mod: CustomParticleLoaderMultiExplosion (1.3.0)

2025-12-28T15:29:42 9.390 INF [MODS] Trying to load from folder: 'DamageNumbers1.9 for 2.5b18'

2025-12-28T15:29:42 9.394 INF [MODS] Loaded assembly DamageNumbersMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DamageNumbers1.9 for 2.5b18\DamageNumbersMod.dll)

2025-12-28T15:29:42 9.395 INF [MODS] Loaded Mod: DamageNumbers (1.9.0)

2025-12-28T15:29:42 9.397 INF [MODS] Trying to load from folder: 'DanzoLootBagIncreaseTimer'

2025-12-28T15:29:42 9.399 INF [MODS] Loaded Mod: DanzoLootBagIncreaseTimer (1.1.1)

2025-12-28T15:29:42 9.401 INF [MODS] Trying to load from folder: 'DanzoScreamerAlert'

2025-12-28T15:29:42 9.404 INF [MODS] Loaded assembly DanzoScreamerAlert (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DanzoScreamerAlert\DanzoScreamerAlert.dll)

2025-12-28T15:29:42 9.406 INF [MODS] Loaded Mod: DanzoScreamerAlert (1.3.3)

2025-12-28T15:29:42 9.408 INF [MODS] Trying to load from folder: 'Deep Fried Shammich'

2025-12-28T15:29:42 9.410 INF [MODS] Loaded Mod: DeepFriedShammich (2.5.1.1)

2025-12-28T15:29:42 9.411 INF [MODS] Trying to load from folder: 'Deluxe Block POI Pack by FNS'

2025-12-28T15:29:42 9.414 INF [MODS] Loaded Mod: Better_7D2D_ModList_POI_Pack (1.0)

2025-12-28T15:29:42 9.415 INF [MODS] Trying to load from folder: 'detailed_bridges_svr'

2025-12-28T15:29:42 9.418 INF [MODS] Loaded Mod: detailed_bridges_svr (0.1.5.143)

2025-12-28T15:29:42 9.419 INF [MODS] Trying to load from folder: 'detailed_cabins_svr'

2025-12-28T15:29:42 9.421 INF [MODS] Loaded Mod: detailed_cabins_svr (0.1)

2025-12-28T15:29:42 9.423 INF [MODS] Trying to load from folder: 'detailed_churches_svr'

2025-12-28T15:29:42 9.425 INF [MODS] Loaded Mod: detailed_churches_svr (0.1)

2025-12-28T15:29:42 9.426 INF [MODS] Trying to load from folder: 'detailed_houses_svr'

2025-12-28T15:29:42 9.429 INF [MODS] Loaded Mod: detailed_houses_svr (0.1.5.143)

2025-12-28T15:29:42 9.430 INF [MODS] Trying to load from folder: 'detailed_parks_svr'

2025-12-28T15:29:42 9.432 INF [MODS] Loaded Mod: detailed_parks_svr (1.2)

2025-12-28T15:29:42 9.434 INF [MODS] Trying to load from folder: 'DetailedArmorDesc_1.2'

2025-12-28T15:29:42 9.436 INF [MODS] Loaded Mod: LF-DetailedArmorDesc (1.2)

2025-12-28T15:29:42 9.437 INF [MODS] Trying to load from folder: 'Dewtas-Hold-More-Quests'

2025-12-28T15:29:42 9.439 INF [MODS] Loaded Mod: DewtasHoldMoreQuests (1.0)

2025-12-28T15:29:42 9.441 INF [MODS] Trying to load from folder: 'DirtBike'

2025-12-28T15:29:42 9.443 INF [MODS] Loaded Mod: DirtBike (2.5.1.1)

2025-12-28T15:29:42 9.445 INF [MODS] Trying to load from folder: 'Dismantle Items to Schematics'

2025-12-28T15:29:42 9.447 INF [MODS] Loaded Mod: DismantleItems2Schematics (1.0.2)

2025-12-28T15:29:42 9.449 INF [MODS] Trying to load from folder: 'DIY Helmet Light Mod by GR'

2025-12-28T15:29:42 9.451 INF [MODS] Loaded Mod: DIY_Helmet_Light_Mod_by_GR (1.0)

2025-12-28T15:29:42 9.453 INF [MODS] Trying to load from folder: 'Dk's Modern Vehicle Pack 2.0'

2025-12-28T15:29:42 9.455 INF [MODS] Loaded Mod: 3_Series (2.0.0)

2025-12-28T15:29:42 9.456 INF [MODS] Trying to load from folder: 'Doors_Without_Barricades_by_GR'

2025-12-28T15:29:42 9.458 INF [MODS] Loaded Mod: Doors_Without_Barricades_by_GR (1.0)

2025-12-28T15:29:42 9.460 INF [MODS] Trying to load from folder: 'DoubleDrumMagazine'

2025-12-28T15:29:42 9.462 INF [MODS] Loaded Mod: DoubleDrumMagazine (1.3)

2025-12-28T15:29:42 9.464 INF [MODS] Trying to load from folder: 'DoubleG_POI_ResurrectionCemetery_1.0'

2025-12-28T15:29:42 9.466 INF [MODS] Loaded Mod: Resurrection_Cemetery_GG (1.0)
2025-12-28T15:29:42 9.468 INF [MODS] Trying to load from folder: 'DoubleG_Zombies_2.4'
2025-12-28T15:29:42 9.470 INF [MODS] Loaded Mod: DoubleGZombies2 (2.4)
2025-12-28T15:29:42 9.472 INF [MODS] Trying to load from folder:
'DoubleG_Zombies_Classics_Reanimated_1.2'
2025-12-28T15:29:42 9.474 INF [MODS] Loaded Mod:
DoubleGZombiesClassicsReanimated (1.2)
2025-12-28T15:29:42 9.476 INF [MODS] Trying to load from folder:
'Dshu_EcologicalEraNatureReborn'
2025-12-28T15:29:42 9.478 INF [MODS] Loaded Mod: dashu_tree (1.1.1.0)
2025-12-28T15:29:42 9.479 INF [MODS] Trying to load from folder:
'Dwarven_Citadel_Descent_Mahem3000'
2025-12-28T15:29:42 9.481 INF [MODS] Loaded Mod:
Dwarven_Citadel_Descent_Mahem3000 (1.0)
2025-12-28T15:29:42 9.483 INF [MODS] Trying to load from folder: 'DW-Bad Moon lvl Up'
2025-12-28T15:29:42 9.485 INF [MODS] Loaded Mod: CCRbadmoonLvlUp (1.1.1)
2025-12-28T15:29:42 9.487 INF [MODS] Trying to load from folder: 'Efficient Dew Collector
Upgrades'
2025-12-28T15:29:42 9.489 INF [MODS] Loaded Mod: EfficientDewCollectorUpgrades (1.0)
2025-12-28T15:29:42 9.491 INF [MODS] Trying to load from folder: 'Enable Hidden Blocks'
2025-12-28T15:29:42 9.493 INF [MODS] Loaded Mod: Enable_Hidden_Blocks (2.0.1.0)
2025-12-28T15:29:42 9.495 INF [MODS] Trying to load from folder: 'EpicSpire's Quality
ModSlot Boost'
2025-12-28T15:29:42 9.497 INF [MODS] Loaded Mod: epicSpire_quality_modslot_boost
(1.0.0.1)
2025-12-28T15:29:42 9.498 INF [MODS] Trying to load from folder: 'FalloutPropsMod'
2025-12-28T15:29:42 9.501 INF [MODS] Loaded Mod: FalloutPropsMod (0.0.1)
2025-12-28T15:29:42 9.502 INF [MODS] Trying to load from folder: 'FIZ_Fort_POI'
2025-12-28T15:29:42 9.504 INF [MODS] Loaded Mod: FIZ_Fort_POI (0.0.1)
2025-12-28T15:29:42 9.506 INF [MODS] Trying to load from folder: 'Fluffy Panda Animal
Trophys'
2025-12-28T15:29:42 9.509 INF [MODS] Loaded Mod: Fluffy_Panda_Animal_Trophys (2.0)
2025-12-28T15:29:42 9.511 INF [MODS] Trying to load from folder:
'FNK_ArmorMod_IconReplacer'
2025-12-28T15:29:42 9.513 INF [MODS] Loaded Mod: AMRModNewIcon (1.0)
2025-12-28T15:29:42 9.514 INF [MODS] Trying to load from folder: 'FNK_BlackPowderGuns'
2025-12-28T15:29:42 9.517 INF [MODS] Loaded Mod: FNK_BlackPowderGuns (1.0)
2025-12-28T15:29:42 9.518 INF [MODS] Trying to load from folder:
'FNK_BlackPowderGuns_IzyAmmo'

2025-12-28T15:29:42 9.520 WRN [MODS] Mod with same name (FNK_BlackPowderGuns) already loaded, ignoring

2025-12-28T15:29:42 9.522 INF [MODS] Trying to load from folder: 'FNK_FoodsAndCrops_IconReplacer'

2025-12-28T15:29:42 9.524 INF [MODS] Loaded Mod: FACNewIcon (1.0)

2025-12-28T15:29:42 9.526 INF [MODS] Trying to load from folder: 'FNK_HKG11K3'

2025-12-28T15:29:42 9.528 INF [MODS] Loaded Mod: FNK_HKG11K3 (1.0)

2025-12-28T15:29:42 9.530 INF [MODS] Trying to load from folder: 'FNK_MedicalAndDrugs_IconReplacer'

2025-12-28T15:29:42 9.532 INF [MODS] Loaded Mod: MedicalItemNewIcon (1.0)

2025-12-28T15:29:42 9.533 INF [MODS] Trying to load from folder: 'FNK_MeleeMod_IconReplacer'

2025-12-28T15:29:42 9.535 INF [MODS] Loaded Mod: MeleeModNewIcon (1.0)

2025-12-28T15:29:42 9.538 INF [MODS] Trying to load from folder: 'FNK_ResourceAndParts_IconReplacer'

2025-12-28T15:29:42 9.540 INF [MODS] Loaded Mod: ResourceAndPartsNewIcon (1.0)

2025-12-28T15:29:42 9.542 INF [MODS] Trying to load from folder: 'FNK_VanillaGunsDetailUp'

2025-12-28T15:29:42 9.544 INF [MODS] Loaded Mod: VanillaGunsDetailUp (1.0)

2025-12-28T15:29:42 9.546 INF [MODS] Trying to load from folder: 'FNK_WeponMod_IconReplacer'

2025-12-28T15:29:42 9.548 INF [MODS] Loaded Mod: WPNModNewIcon (1.0)

2025-12-28T15:29:42 9.550 INF [MODS] Trying to load from folder: 'FNS Less Screammers Please'

2025-12-28T15:29:42 9.552 INF [MODS] Loaded Mod: FNS_Less_Screammers_Please (1.0)

2025-12-28T15:29:42 9.553 INF [MODS] Trying to load from folder: 'FNS MiniBosses'

2025-12-28T15:29:42 9.555 INF [MODS] Loaded Mod: FNS_MiniBosses (2.5.2.1)

2025-12-28T15:29:42 9.557 INF [MODS] Trying to load from folder: 'FNS Self-Planting Trees v2'

2025-12-28T15:29:42 9.559 INF [MODS] Loaded Mod: FNS_Self-Planting_Trees (1.0)

2025-12-28T15:29:42 9.560 INF [MODS] Trying to load from folder: 'FNS Super Rad BMX'

2025-12-28T15:29:42 9.563 INF [MODS] Loaded Mod: FNS_Super_Rad_BMX (1.1)

2025-12-28T15:29:42 9.564 INF [MODS] Trying to load from folder: 'FNS Vitamin and Painkiller Recipes'

2025-12-28T15:29:42 9.566 INF [MODS] Loaded Mod: FNS_Vitamin_and_Painkiller_Recipe (1.0)

2025-12-28T15:29:43 9.569 INF [MODS] Trying to load from folder: 'FNS_Dirty_Glue_and_Snow-2-H2O'

2025-12-28T15:29:43 9.571 INF [MODS] Loaded Mod: FNS_Snow-2-

H2O_Rope_and_Using_Murky_Water_in_Glue_Paint_and_Paper (1.0)
2025-12-28T15:29:43 9.572 INF [MODS] Trying to load from folder:
'FNS_Make_Quest_Rewards_Great_Again'
2025-12-28T15:29:43 9.575 INF [MODS] Loaded Mod:
FNS_Make_Quest_Rewards_Great_Again (1.0)
2025-12-28T15:29:43 9.576 INF [MODS] Trying to load from folder: 'FNS_Military_Assets'
2025-12-28T15:29:43 9.578 INF [MODS] Loaded Mod: FNS_Military (2.1.0.0)
2025-12-28T15:29:43 9.580 INF [MODS] Trying to load from folder: 'FordInterceptorHelena'
2025-12-28T15:29:43 9.582 INF [MODS] Loaded Mod: UnmarkedPoliceHelena (1.0.0)
2025-12-28T15:29:43 9.584 INF [MODS] Trying to load from folder: 'FPVLegs'
2025-12-28T15:29:43 9.588 INF [MODS] Loaded assembly FPVLegs (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FPVLegs\FPVLegs.dll)
2025-12-28T15:29:43 9.590 INF [MODS] Loaded assembly GearsAPI (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)
2025-12-28T15:29:43 9.592 INF [MODS] Loaded Mod: FPVLegs (1.1.6)
2025-12-28T15:29:43 9.593 INF [MODS] Trying to load from folder: 'Full Auto-Auto Shotgun'
2025-12-28T15:29:43 9.595 INF [MODS] Loaded Mod: BetterAutoShotgun (1.2)
2025-12-28T15:29:43 9.597 INF [MODS] Trying to load from folder: 'FullautoLauncher'
2025-12-28T15:29:43 9.601 INF [MODS] Loaded assembly FullautoLauncher (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FullautoLauncher\FullautoLauncher.dll)
2025-12-28T15:29:43 9.603 INF [MODS] Loaded Mod: FullautoLauncher (1.4.0)
2025-12-28T15:29:43 9.604 INF [MODS] Trying to load from folder: 'FullStack'
2025-12-28T15:29:43 9.606 INF [MODS] Loaded Mod: FullStack (1.2)
2025-12-28T15:29:43 9.608 INF [MODS] Trying to load from folder: 'Gentle Weather'
2025-12-28T15:29:43 9.610 INF [MODS] Loaded Mod: GentleWeather (1.02)
2025-12-28T15:29:43 9.611 INF [MODS] Trying to load from folder: 'GNS_2x2DewCollector'
2025-12-28T15:29:43 9.614 INF [MODS] Loaded Mod: GNS_2x2_DewCollector (1.0)
2025-12-28T15:29:43 9.615 INF [MODS] Trying to load from folder: 'GNS_WarmWeather'
2025-12-28T15:29:43 9.617 INF [MODS] Loaded Mod: GNS_WarmWeather (2.0)
2025-12-28T15:29:43 9.619 INF [MODS] Trying to load from folder: 'GrassBlocks'
2025-12-28T15:29:43 9.621 INF [MODS] Loaded Mod: GrassBlocks (2.0.0.1)
2025-12-28T15:29:43 9.623 INF [MODS] Trying to load from folder: 'graveyards'
2025-12-28T15:29:43 9.625 INF [MODS] Loaded Mod: graveyards (0.1.5.143)
2025-12-28T15:29:43 9.626 INF [MODS] Trying to load from folder: 'gupA21-Zombies'
2025-12-28T15:29:43 9.629 INF [MODS] Loaded Mod: gupA21-Zombies (21.334.1.1)
2025-12-28T15:29:43 9.631 INF [MODS] Trying to load from folder: 'gupFireMod'
2025-12-28T15:29:43 9.633 INF [MODS] Loaded Mod: Gupycurs_Fire_Mod (21.324.0.1)
2025-12-28T15:29:43 9.635 INF [MODS] Trying to load from folder: 'Halicopter'
2025-12-28T15:29:43 9.639 INF [MODS] Loaded assembly Halicopter (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Halicopter\Halicopter.dll)
2025-12-28T15:29:43 9.642 INF [MODS] Loaded assembly PriorityQueue (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Halicopter\PriorityQueue.dll)
2025-12-28T15:29:43 9.644 INF [MODS] Loaded Mod: Halicopter (1.10)
2025-12-28T15:29:43 9.646 INF [MODS] Trying to load from folder:
'HennesseyVelociRaptoR6x6_glossy'
2025-12-28T15:29:43 9.648 INF [MODS] Loaded Mod: HennesseyVelociRaptoR (6.9)
2025-12-28T15:29:43 9.650 INF [MODS] Trying to load from folder:
'HennesseyVelociRaptoR6x6_metallic'
2025-12-28T15:29:43 9.652 WRN [MODS] Mod with same name (HennesseyVelociRaptoR)
already loaded, ignoring
2025-12-28T15:29:43 9.653 INF [MODS] Trying to load from folder:
'HennesseyVelociRaptoR6x6_semi_metallic'
2025-12-28T15:29:43 9.655 WRN [MODS] Mod with same name (HennesseyVelociRaptoR)
already loaded, ignoring
2025-12-28T15:29:43 9.657 INF [MODS] Trying to load from folder:
'Hind_Helicopter_For_V2'
2025-12-28T15:29:43 9.660 INF [MODS] Loaded Mod: Ragsy_HindV5 (2.0.5.100)
2025-12-28T15:29:43 9.662 INF [MODS] Trying to load from folder: 'houses_shantys_svr'
2025-12-28T15:29:43 9.664 INF [MODS] Loaded Mod: houses_shantys_svr (0.1.5.143)
2025-12-28T15:29:43 9.665 INF [MODS] Trying to load from folder: 'ImmersiveCam7DTD'
2025-12-28T15:29:43 9.669 INF [MODS] Loaded assembly ImmersiveCam7DTD (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ImmersiveCam7DTD\ImmersiveCam7D
TD.dll)
2025-12-28T15:29:43 9.671 INF [MODS] Loaded Mod: ImmersiveCam7DTD (1.0.0)
2025-12-28T15:29:43 9.672 INF [MODS] Trying to load from folder:
'ISI_RandomizedTraders-2.1.0.0'
2025-12-28T15:29:43 9.675 INF [MODS] Loaded Mod: ISI-RandomizedTraders (2.1.0.0)
2025-12-28T15:29:43 9.677 INF [MODS] Trying to load from folder: 'IzP - Tools are Melee
Weapons'
2025-12-28T15:29:43 9.679 INF [MODS] Loaded Mod: IzPToolsAreMeleeWeapons (0.1)
2025-12-28T15:29:43 9.680 INF [MODS] Trying to load from folder: 'IZY_Bleed_Patch'
2025-12-28T15:29:43 9.683 INF [MODS] Loaded Mod: IZY_Bleed_Patch (2.2.4)
2025-12-28T15:29:43 9.684 INF [MODS] Trying to load from folder: 'Jakmeister999's Mining
Fury (V1.0)'
2025-12-28T15:29:43 9.686 INF [MODS] Loaded Mod: Jakmeister999_Mining_Fury_V1
(1.0.1)
2025-12-28T15:29:43 9.688 INF [MODS] Trying to load from folder: 'Jakmeister999's
Reinforced Chainlink Fences (V2.5)'

2025-12-28T15:29:43 9.691 INF [MODS] Loaded Mod:
Jakmeister999_Reinforced_Chainlink_Fences_V2 (1.2.0)

2025-12-28T15:29:43 9.693 INF [MODS] Trying to load from folder: 'Judds_BetterPipeGuns'

2025-12-28T15:29:43 9.694 INF [MODS] Loaded Mod: BetterPipeGuns (1.0.0)

2025-12-28T15:29:43 9.696 INF [MODS] Trying to load from folder: 'KeepReloading'

2025-12-28T15:29:43 9.700 INF [MODS] Loaded assembly KeepReloading (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\KeepReloading\KeepReloading.dll)

2025-12-28T15:29:43 9.702 INF [MODS] Loaded Mod: KeepReloading (1.0.0)

2025-12-28T15:29:43 9.703 INF [MODS] Trying to load from folder: 'KevBal_MegaPack_I'

2025-12-28T15:29:43 9.705 INF [MODS] Loaded Mod: KevBal_MegaPack_I (25.1)

2025-12-28T15:29:43 9.707 INF [MODS] Trying to load from folder: 'KF_SFX_Lib'

2025-12-28T15:29:43 9.710 INF [MODS] Loaded Mod: KF_SFX_Lib (1.4.0)

2025-12-28T15:29:43 9.711 INF [MODS] Trying to load from folder:
'KHV1_Zombie_Reach_Adjustment'

2025-12-28T15:29:43 9.714 INF [MODS] Loaded Mod: KHV1_Zombie_Reach_Adjustment
(2.5.1.1)

2025-12-28T15:29:43 9.715 INF [MODS] Trying to load from folder: 'KHV1-3SlotForge'

2025-12-28T15:29:43 9.717 INF [MODS] Loaded Mod: 3SlotForgeInput (1.0.0.1)

2025-12-28T15:29:43 9.719 INF [MODS] Trying to load from folder: 'Koames Turret Buffs
Mod'

2025-12-28T15:29:43 9.721 INF [MODS] Loaded Mod: Koames_Turret_Buffs (1.3)

2025-12-28T15:29:43 9.723 INF [MODS] Trying to load from folder:
'Lamborghini_Huracan_STO_Glossy'

2025-12-28T15:29:43 9.725 INF [MODS] Loaded Mod: Lamborghini_Huracan_STO (6.9)

2025-12-28T15:29:43 9.726 INF [MODS] Trying to load from folder:
'Lamborghini_Huracan_STO_Metallic'

2025-12-28T15:29:43 9.728 WRN [MODS] Mod with same name
(Lamborghini_Huracan_STO) already loaded, ignoring

2025-12-28T15:29:43 9.730 INF [MODS] Trying to load from folder:
'Lamborghini_Huracan_STO_Semi_Metallic'

2025-12-28T15:29:43 9.732 WRN [MODS] Mod with same name
(Lamborghini_Huracan_STO) already loaded, ignoring

2025-12-28T15:29:43 9.733 INF [MODS] Trying to load from folder: 'Lam's improved Lock
pickng perk'

2025-12-28T15:29:43 9.735 INF [MODS] Loaded Mod: LamsLockPickingMod (2.3)

2025-12-28T15:29:43 9.739 INF [MODS] Trying to load from folder: 'Lazy_poi_pack'

2025-12-28T15:29:43 9.741 INF [MODS] Loaded Mod: LazyMod (1.0)

2025-12-28T15:29:43 9.742 INF [MODS] Trying to load from folder: 'Lazy_StarkMount-V2'

2025-12-28T15:29:43 9.744 INF [MODS] Loaded Mod: Lazy_ETRa_poi (2.0)

2025-12-28T15:29:43 9.746 INF [MODS] Trying to load from folder: 'LegendPerks'
2025-12-28T15:29:43 9.748 INF [MODS] Loaded Mod: LegendPerks (2.4)
2025-12-28T15:29:43 9.750 INF [MODS] Trying to load from folder: 'LetItSnow'
2025-12-28T15:29:43 9.752 INF [MODS] Loaded Mod: LetItSnow (1.1)
2025-12-28T15:29:43 9.754 INF [MODS] Trying to load from folder: 'Linked_Belts'
2025-12-28T15:29:43 9.756 INF [MODS] Loaded Mod: Linked_Belts (1.3)
2025-12-28T15:29:43 9.758 INF [MODS] Trying to load from folder:
'LittleRedSonja_AllRotationsForWorkstations'
2025-12-28T15:29:43 9.760 INF [MODS] Loaded Mod:
LittleRedSonja_AllRotationsForWorkstations (1.0.0)
2025-12-28T15:29:43 9.761 INF [MODS] Trying to load from folder:
'LittleRedSonja_AmmoRecycling'
2025-12-28T15:29:43 9.764 INF [MODS] Loaded Mod: LittleRedSonja_AmmoRecycling
(1.9.0)
2025-12-28T15:29:43 9.765 INF [MODS] Trying to load from folder:
'LittleRedSonja_AmmoRecycling_ADD-ON_CustomAmmoBench'
2025-12-28T15:29:43 9.768 INF [MODS] Loaded Mod:
LittleRedSonja_AmmoRecycling_ADD-ON_CustomAmmoBench (1.2.0)
2025-12-28T15:29:43 9.770 INF [MODS] Trying to load from folder:
'LittleRedSonja_BadBoyzFigurines'
2025-12-28T15:29:43 9.772 INF [MODS] Loaded Mod: LittleRedSonja_BadBoyzFigurines
(2.0.0)
2025-12-28T15:29:43 9.774 INF [MODS] Trying to load from folder:
'LittleRedSonja_BigBadBat'
2025-12-28T15:29:43 9.776 INF [MODS] Loaded Mod: LittleRedSonja_BigBadBat (1.0.0)
2025-12-28T15:29:43 9.778 INF [MODS] Trying to load from folder: 'LittleRedSonja_CAS'
2025-12-28T15:29:43 9.782 INF [MODS] Loaded assembly
SonjaCustomArmorCosmeticsMod (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_CAS\SonjaCustomArmo
rCosmeticsMod.dll)
2025-12-28T15:29:43 9.785 INF [MODS] Loaded assembly YamlDotNet (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_CAS\YamlDotNet.dll)
2025-12-28T15:29:43 9.787 INF [MODS] Loaded Mod: LittleRedSonja_CAS (1.4.1)
2025-12-28T15:29:43 9.788 INF [MODS] Trying to load from folder:
'LittleRedSonja_CyberGirls_NPCs'
2025-12-28T15:29:43 9.791 INF [MODS] Loaded Mod: LittleRedSonja_CyberGirls_NPCs
(2.0.2)
2025-12-28T15:29:43 9.792 INF [MODS] Trying to load from folder:
'LittleRedSonja_FancyHomeDeco_v1'

2025-12-28T15:29:43 9.795 INF [MODS] Loaded Mod:
LittleRedSonja_FancyHomeDeco_v1 (2.0.2)
2025-12-28T15:29:43 9.797 INF [MODS] Trying to load from folder:
'LittleRedSonja_FancyHomeDeco_v1_NO_POWER_ADDON'
2025-12-28T15:29:43 9.799 INF [MODS] Loaded Mod:
LittleRedSonja_FancyHomeDeco_v1_NO_POWER_ADDON (1.3.2)
2025-12-28T15:29:43 9.815 INF [MODS] Trying to load from folder:
'LittleRedSonja_FancyWallArt_NukaCola'
2025-12-28T15:29:43 9.818 INF [MODS] Loaded Mod:
LittleRedSonja_FancyWallArt_NukaCola (1.1.0)
2025-12-28T15:29:43 9.819 INF [MODS] Trying to load from folder:
'LittleRedSonja_FancyWallArt_VaultTec'
2025-12-28T15:29:43 9.822 INF [MODS] Loaded Mod:
LittleRedSonja_FancyWallArt_VaultTec (1.0.0)
2025-12-28T15:29:43 9.823 INF [MODS] Trying to load from folder:
'LittleRedSonja_FancyZombieVariants_FULLQUALITY'
2025-12-28T15:29:43 9.825 INF [MODS] Loaded Mod:
LittleRedSonja_FancyZombieVariants (1.2.0)
2025-12-28T15:29:43 9.827 INF [MODS] Trying to load from folder:
'LittleRedSonja_Mumpfy_ArmorPack02_VanillaReVamp'
2025-12-28T15:29:43 9.830 INF [MODS] Loaded Mod:
LittleRedSonja_Mumpfy_VanillaReVamp (2.2.0)
2025-12-28T15:29:43 9.832 INF [MODS] Trying to load from folder:
'LittleRedSonja_Mumpfy_ArmorPack03_SomeTraders'
2025-12-28T15:29:43 9.835 INF [MODS] Loaded Mod:
LittleRedSonja_Mumpfy_SomeTraders (2.4.0)
2025-12-28T15:29:43 9.836 INF [MODS] Trying to load from folder:
'LittleRedSonja_Mumpfy_ArmorPack04_GNSArmor'
2025-12-28T15:29:43 9.839 INF [MODS] Loaded Mod:
LittleRedSonja_Mumpfy_GNSArmors (2.3.0)
2025-12-28T15:29:43 9.841 INF [MODS] Trying to load from folder:
'LittleRedSonja_Mumpfy_ArmorPack06_ResidentEvil'
2025-12-28T15:29:43 9.844 INF [MODS] Loaded Mod:
LittleRedSonja_Mumpfy_ResidentEvil (1.1.1)
2025-12-28T15:29:43 9.846 INF [MODS] Trying to load from folder:
'LittleRedSonja_Mumpfy_ArmorPack07_TWD'
2025-12-28T15:29:43 9.849 INF [MODS] Loaded Mod:
LittleRedSonja_Mumpfy_TheWalkingDead (1.1.0)
2025-12-28T15:29:43 9.851 INF [MODS] Trying to load from folder:

'LittleRedSonja_NavezganeChainsawMassacre'
2025-12-28T15:29:43 9.853 INF [MODS] Loaded Mod:
LittleRedSonja_NavezganeChainsawMassacre (1.0.1)
2025-12-28T15:29:43 9.854 INF [MODS] Trying to load from folder:
'LittleRedSonja_PlumbedWaterSolutions_UNLOCKED'
2025-12-28T15:29:43 9.857 INF [MODS] Loaded Mod:
LittleRedSonja_PumbedWaterSolutions_UNLOCKED (2.0.1)
2025-12-28T15:29:43 9.859 INF [MODS] Trying to load from folder:
'LittleRedSonja_Punisher_NPC'
2025-12-28T15:29:43 9.861 INF [MODS] Loaded Mod: LittleRedSonja_Punisher_NPC
(1.0.0)
2025-12-28T15:29:43 9.863 INF [MODS] Trying to load from folder:
'LittleRedSonja_SalvageGalore'
2025-12-28T15:29:43 9.865 INF [MODS] Loaded Mod: LittleRedSonja_SalvageGalore
(1.0.1)
2025-12-28T15:29:43 9.867 INF [MODS] Trying to load from folder:
'LittleRedSonja_ShoppingTime_0FULL'
2025-12-28T15:29:43 9.871 INF [MODS] Loaded assembly SonjaCore (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_ShoppingTime_0FULL\
SonjaVendingCore.dll)
2025-12-28T15:29:43 9.873 INF [MODS] Loaded Mod:
LittleRedSonja_ShoppingTime_FULL (2.3.0)
2025-12-28T15:29:43 9.874 INF [MODS] Trying to load from folder:
'LittleRedSonja_ShoppingTime_ADD-ON_ARMOR'
2025-12-28T15:29:43 9.877 INF [MODS] Loaded Mod:
LittleRedSonja_ShoppingTime_ADD-ON_ARMOR (1.4.0)
2025-12-28T15:29:43 9.879 INF [MODS] Trying to load from folder:
'LittleRedSonja_ShoppingTime_ADD-ON_PARTS'
2025-12-28T15:29:43 9.881 INF [MODS] Loaded Mod:
LittleRedSonja_ShoppingTime_ADD-ON_PARTS (1.0.0)
2025-12-28T15:29:43 9.882 INF [MODS] Trying to load from folder:
'LittleRedSonja_ShoppingTime_ADD-ON_RAW_RESOURCES'
2025-12-28T15:29:43 9.885 INF [MODS] Loaded Mod:
LittleRedSonja_ShoppingTime_ADD-ON_RAW_RESOURCES (1.1.0)
2025-12-28T15:29:43 9.886 INF [MODS] Trying to load from folder:
'LittleRedSonja_ShoppingTime_ADD-ON_TOOLS'
2025-12-28T15:29:43 9.888 INF [MODS] Loaded Mod:
LittleRedSonja_ShoppingTime_ADD-ON_TOOLS (1.0.0)
2025-12-28T15:29:43 9.890 INF [MODS] Trying to load from folder:

'LittleRedSonja_ShoppingTime_ADD-ON_WEAPONS'
2025-12-28T15:29:43 9.892 INF [MODS] Loaded Mod:
LittleRedSonja_ShoppingTime_ADD-ON_WEAPONS (1.3.1)
2025-12-28T15:29:43 9.894 INF [MODS] Trying to load from folder:
'LittleRedSonja_T2IT3weapons'
2025-12-28T15:29:43 9.896 INF [MODS] Loaded Mod: LittleRedSonja_T2IT3 (2.1.0)
2025-12-28T15:29:43 9.898 INF [MODS] Trying to load from folder:
'LittleRedSonja_T2IT3weapons_ADDON_POSTERS'
2025-12-28T15:29:43 9.900 INF [MODS] Loaded Mod:
LittleRedSonja_T2IT3weapons_ADDON_POSTERS (1.0.0)
2025-12-28T15:29:43 9.902 INF [MODS] Trying to load from folder: 'LittleRedSonja_Tractor'
2025-12-28T15:29:43 9.904 INF [MODS] Loaded Mod: LittleRedSonja_Tractor (2.2.0)
2025-12-28T15:29:43 9.906 INF [MODS] Trying to load from folder:
'LittleRedSonja_ZombiePack'
2025-12-28T15:29:43 9.909 INF [MODS] Loaded Mod: LittleRedSonja_ZombiePack (2.2.2)
2025-12-28T15:29:43 9.911 INF [MODS] Trying to load from folder:
'LittleRedSonja_ZRArmyTruck'
2025-12-28T15:29:43 9.914 INF [MODS] Loaded Mod: LittleRedSonja_ZRArmyTruck
(2.4.0)
2025-12-28T15:29:43 9.915 INF [MODS] Trying to load from folder:
'LMST_MapGenerator_V1_0'
2025-12-28T15:29:43 9.919 INF [MODS] Loaded assembly LMST_7DTD_Map_Generator
(in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LMST_MapGenerator_V1_0\LMST_7D
TD_Map_Generator.dll)
2025-12-28T15:29:43 9.921 INF [MODS] Loaded Mod: LuzipherMST_MapGenerator
(25.1.0)
2025-12-28T15:29:43 9.922 INF [MODS] Trying to load from folder: 'Longer Lasting Buffs
10x'
2025-12-28T15:29:43 9.924 INF [MODS] Loaded Mod: LongerLastingBuffs10x (1.0)
2025-12-28T15:29:43 9.926 INF [MODS] Trying to load from folder: 'Lootable zombies'
2025-12-28T15:29:43 9.928 ERR [MODS] Lootable zombies/ModInfo.xml in legacy format.
V2 required to load mod
2025-12-28T15:29:43 9.930 ERR [MODS] Could not parse Lootable zombies/ModInfo.xml,
ignoring
2025-12-28T15:29:43 9.931 INF [MODS] Trying to load from folder: 'lootableEverything'
2025-12-28T15:29:43 9.933 INF [MODS] Loaded Mod: lootableEverything (1.8)
2025-12-28T15:29:43 9.935 INF [MODS] Trying to load from folder:
'LootableZombieCorpseV2.7.5'

2025-12-28T15:29:43 9.937 INF [MODS] Loaded Mod: Lootablezombiecorpse (2.7.5)
2025-12-28T15:29:43 9.938 INF [MODS] Trying to load from folder: 'LOTFS_Better_Traps'
2025-12-28T15:29:43 9.941 INF [MODS] Loaded Mod: LOTFS_Better_Traps (1.0)
2025-12-28T15:29:43 9.943 INF [MODS] Trying to load from folder: 'LOTFS-TheMechanic'
2025-12-28T15:29:43 9.946 INF [MODS] Loaded assembly MechanicDrops (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFS-
TheMechanic\MechanicDrops.dll)
2025-12-28T15:29:43 9.948 INF [MODS] Loaded Mod: LOTFS_The_Mechanic (2.0)
2025-12-28T15:29:43 9.950 INF [MODS] Trying to load from folder:
'Machete_Weighted_Head'
2025-12-28T15:29:43 9.952 INF [MODS] Loaded Mod: Machete_Weighted_Head (1.0)
2025-12-28T15:29:43 9.954 INF [MODS] Trying to load from folder: 'MapTeleport'
2025-12-28T15:29:43 9.956 WRN [MODS] Folder MapTeleport does not contain a
ModInfo.xml, ignoring
2025-12-28T15:29:43 9.958 INF [MODS] Trying to load from folder: 'Mazdacx5'
2025-12-28T15:29:43 9.961 INF [MODS] Loaded Mod: TutorialVehicles (1.0)
2025-12-28T15:29:43 9.963 INF [MODS] Trying to load from folder: 'MegaCrush'
2025-12-28T15:29:43 9.966 INF [MODS] Loaded Mod: MegaCrush (1.0.1)
2025-12-28T15:29:43 9.967 INF [MODS] Trying to load from folder: 'Moderns_Packages'
2025-12-28T15:29:43 9.970 INF [MODS] Loaded Mod: Moderns_Packages (2.4)
2025-12-28T15:29:43 9.972 INF [MODS] Trying to load from folder: 'Mods'
2025-12-28T15:29:43 9.974 INF [MODS] Loaded Mod: park_azaroth_svr (0.1.5.143)
2025-12-28T15:29:43 9.976 INF [MODS] Trying to load from folder: 'More Motortool Mods'
2025-12-28T15:29:43 9.979 INF [MODS] Loaded Mod: moremotortoolmods (1.1)
2025-12-28T15:29:43 9.982 INF [MODS] Trying to load from folder: 'MoreArmorPlates'
2025-12-28T15:29:43 9.985 INF [MODS] Loaded Mod: morearmorplates (1.0)
2025-12-28T15:29:43 9.988 INF [MODS] Trying to load from folder:
'MPLogue_Prefabs_7D2D_v2_0_1'
2025-12-28T15:29:43 9.991 INF [MODS] Loaded Mod: MPLogue_Prefabs_7D2D_V2_0_1
(2.0.1)
2025-12-28T15:29:43 9.993 INF [MODS] Trying to load from folder:
'MPLogue_UrbanDecay_7D2D_v2_0_1'
2025-12-28T15:29:43 9.996 INF [MODS] Loaded Mod:
MPLogue_UrbanDecay_7D2D_v1_0 (1.2.1)
2025-12-28T15:29:43 9.998 INF [MODS] Trying to load from folder: 'MuseumArtifacts'
2025-12-28T15:29:43 10.000 INF [MODS] Loaded Mod: MuseumArtifacts (1.3.0)
2025-12-28T15:29:43 10.003 INF [MODS] Trying to load from folder: 'MXMRMXs POI PACK
V1.14'
2025-12-28T15:29:43 10.006 INF [MODS] Loaded Mod: MXMRMXsPOIPACK (2.0)

2025-12-28T15:29:43 10.008 INF [MODS] Trying to load from folder: 'Mysterious_Car_Tuax'

2025-12-28T15:29:43 10.010 INF [MODS] Loaded Mod: Mysterious_Car_Tuax (0.0.1)

2025-12-28T15:29:43 10.012 INF [MODS] Trying to load from folder: 'NaturalProgression'

2025-12-28T15:29:43 10.017 INF [MODS] Loaded assembly NaturalProgression (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NaturalProgression\NaturalProgression.dll)

2025-12-28T15:29:43 10.019 INF [MODS] Loaded Mod: NaturalProgression (0.4.0)

2025-12-28T15:29:43 10.021 INF [MODS] Trying to load from folder: 'New Smoothies'

2025-12-28T15:29:43 10.023 INF [MODS] Loaded Mod: NewSmoothies (1.0)

2025-12-28T15:29:43 10.025 INF [MODS] Trying to load from folder: 'No Demo Blocks'

2025-12-28T15:29:43 10.027 INF [MODS] Loaded Mod: Nerf_Demo_Zombies (1.0)

2025-12-28T15:29:43 10.029 INF [MODS] Trying to load from folder: 'No Drone Limit'

2025-12-28T15:29:43 10.031 INF [MODS] Loaded Mod: NoDroneLimit (2.0)

2025-12-28T15:29:43 10.033 INF [MODS] Trying to load from folder: 'NoConsoleOnError'

2025-12-28T15:29:43 10.037 INF [MODS] Loaded assembly NoConsoleOnError (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NoConsoleOnError\NoConsoleOnError.dll)

2025-12-28T15:29:43 10.039 INF [MODS] Loaded Mod: RFS_SevenDaysToDie_Mods_NoConsoleOnError (0.2.2)

2025-12-28T15:29:43 10.040 INF [MODS] Trying to load from folder: 'NUGZ_HotDogTrucc'

2025-12-28T15:29:43 10.043 INF [MODS] Loaded Mod: NUGZ_hotdogtruck (1.0.3.243)

2025-12-28T15:29:43 10.045 INF [MODS] Trying to load from folder: 'NUGZ_IceCreamTruck'

2025-12-28T15:29:43 10.048 INF [MODS] Loaded Mod: NUGZ_IceCreamTruck (1.0.3.243)

2025-12-28T15:29:43 10.050 INF [MODS] Trying to load from folder: 'NUGZ_OldTruck'

2025-12-28T15:29:43 10.053 INF [MODS] Loaded Mod: NUGZ_oldtruck (1.0.3.243)

2025-12-28T15:29:43 10.054 INF [MODS] Trying to load from folder: 'NUGZ_OOPS_Truck'

2025-12-28T15:29:43 10.057 INF [MODS] Loaded Mod: NUGZ_OOPStruck (1.0.3.243)

2025-12-28T15:29:43 10.059 INF [MODS] Trying to load from folder: 'NUGZ_PogoStique'

2025-12-28T15:29:43 10.061 INF [MODS] Loaded Mod: NUGZ_PogoStick (1.0.3.243)

2025-12-28T15:29:43 10.063 INF [MODS] Trying to load from folder: 'NUGZ_RusticBUS'

2025-12-28T15:29:43 10.068 INF [MODS] Loaded assembly bus1 (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NUGZ_RusticBUS\bus1.dll)

2025-12-28T15:29:43 10.070 INF [MODS] Loaded Mod: NUGZ_RusticBUS (1.0.3.243)

2025-12-28T15:29:43 10.072 INF [MODS] Trying to load from folder: 'NUGZ_ShoppingKart'

2025-12-28T15:29:43 10.074 INF [MODS] Loaded Mod: NUGZ_ShoppingKart (1.0.3.243)

2025-12-28T15:29:43 10.076 INF [MODS] Trying to load from folder: 'NUGZ_Skateboard'

2025-12-28T15:29:43 10.079 INF [MODS] Loaded Mod: NUGZ_Skateboard (1.0.3.243)

2025-12-28T15:29:43 10.081 INF [MODS] Trying to load from folder: 'NUGZ_TrashTruck'

2025-12-28T15:29:43 10.084 INF [MODS] Loaded Mod: NUGZ_TrashTruck (1.0.3.243)

2025-12-28T15:29:43 10.086 INF [MODS] Trying to load from folder:
'NUGZ_WastelandSemi'

2025-12-28T15:29:43 10.088 INF [MODS] Loaded Mod: NUGZ_WastelandSemi (1.0.3.243)

2025-12-28T15:29:43 10.090 INF [MODS] Trying to load from folder: 'OcbCrookedDeco'

2025-12-28T15:29:43 10.094 INF [MODS] Loaded assembly CrookedDeco (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbCrookedDeco\CrookedDeco.dll)

2025-12-28T15:29:43 10.096 INF [MODS] Loaded Mod: OcbCrookedDeco (0.6.0)

2025-12-28T15:29:43 10.098 INF [MODS] Trying to load from folder: 'OcbCustomTextures'

2025-12-28T15:29:43 10.102 INF [MODS] Loaded assembly CustomTextures (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbCustomTextures\CustomTextures.dll
)

2025-12-28T15:29:43 10.103 INF [MODS] Loaded Mod: OcbCustomTextures (0.8.0)

2025-12-28T15:29:43 10.105 INF [MODS] Trying to load from folder:
'OcbCustomTexturesPlants'

2025-12-28T15:29:43 10.107 INF [MODS] Loaded Mod: OcbCustomTexturesPlants (0.7.0)

2025-12-28T15:29:43 10.109 INF [MODS] Trying to load from folder: 'OcbNoSuddenExit'

2025-12-28T15:29:43 10.113 INF [MODS] Loaded assembly NoSuddenExit (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbNoSuddenExit\NoSuddenExit.dll)

2025-12-28T15:29:43 10.115 INF [MODS] Loaded Mod: OcbNoSuddenExit (0.4.0)

2025-12-28T15:29:43 10.116 INF [MODS] Trying to load from folder: 'OcbPlantGrowInfo'

2025-12-28T15:29:43 10.120 INF [MODS] Loaded assembly PlantGrowInfo (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbPlantGrowInfo\PlantGrowInfo.dll)

2025-12-28T15:29:43 10.122 INF [MODS] Loaded Mod: OcbPlantGrowInfo (0.4.0)

2025-12-28T15:29:43 10.124 INF [MODS] Trying to load from folder: 'OcbPrettyGrass'

2025-12-28T15:29:43 10.127 INF [MODS] Loaded assembly PrettyGrass (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbPrettyGrass\PrettyGrass.dll)

2025-12-28T15:29:43 10.129 INF [MODS] Loaded Mod: OcbPrettyGrass (0.5.0)

2025-12-28T15:29:43 10.131 INF [MODS] Trying to load from folder:
'OcbRemoteDescription'

2025-12-28T15:29:43 10.135 INF [MODS] Loaded assembly RemoteDescription (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbRemoteDescription\RemoteDescription.dll)

2025-12-28T15:29:43 10.136 INF [MODS] Loaded Mod: OcbRemoteDescription (0.4.0)

2025-12-28T15:29:43 10.138 INF [MODS] Trying to load from folder: 'OcbStartupOptimizer'

2025-12-28T15:29:43 10.142 INF [MODS] Loaded assembly AssetsTools.NET (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStartupOptimizer\AssetsTools.NET.dll)

2025-12-28T15:29:43 10.145 INF [MODS] Loaded assembly StartupOptimizer (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStartupOptimizer\StartupOptimizer.d

II)

2025-12-28T15:29:43 10.147 INF [MODS] Loaded Mod: OcbStartupOptimizer (1.2.0)
2025-12-28T15:29:43 10.149 INF [MODS] Trying to load from folder: 'OcbStopFuelWaste'
2025-12-28T15:29:43 10.153 INF [MODS] Loaded assembly StopFuelWaste (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStopFuelWaste\StopFuelWaste.dll)
2025-12-28T15:29:43 10.154 INF [MODS] Loaded Mod: OcbStopFuelWaste (1.1.0)
2025-12-28T15:29:43 10.156 INF [MODS] Trying to load from folder: 'OcbStoragePouch'
2025-12-28T15:29:43 10.160 INF [MODS] Loaded assembly StoragePouch (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStoragePouch\StoragePouch.dll)
2025-12-28T15:29:43 10.162 INF [MODS] Loaded Mod: OcbStoragePouch (0.2.0)
2025-12-28T15:29:43 10.164 INF [MODS] Trying to load from folder: 'Oldtimer's Craftable
Legendary Parts V2'
2025-12-28T15:29:43 10.166 INF [MODS] Loaded Mod:
OldtimersCraftableLegendaryPartsV2 (1.0)
2025-12-28T15:29:43 10.167 INF [MODS] Trying to load from folder: 'OP Hippower ammo'
2025-12-28T15:29:43 10.169 INF [MODS] Loaded Mod: OPHippowerAmmo (1.2)
2025-12-28T15:29:43 10.171 INF [MODS] Trying to load from folder: 'OrganicArmorFix'
2025-12-28T15:29:43 10.177 INF [MODS] Loaded Mod: OrganicArmorFix (1.0)
2025-12-28T15:29:43 10.178 INF [MODS] Trying to load from folder: 'PaLoALo-V1-Player
Spawn Protect'
2025-12-28T15:29:43 10.181 INF [MODS] Loaded Mod: PlayerSpawnProtect (1.0.1)
2025-12-28T15:29:43 10.182 INF [MODS] Trying to load from folder: 'PaLoALo-V2-
GoFasterOnRoads'
2025-12-28T15:29:43 10.184 INF [MODS] Loaded Mod: fasterroads (2.5.0.1)
2025-12-28T15:29:43 10.187 INF [MODS] Trying to load from folder: 'PaLoALo-V2-
MoreQuestOptions'
2025-12-28T15:29:43 10.189 INF [MODS] Loaded assembly GearsAPI (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)
2025-12-28T15:29:43 10.193 INF [MODS] Loaded assembly MoreQuestOptions (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-
MoreQuestOptions\MoreQuestOptions.dll)
2025-12-28T15:29:43 10.195 INF [MODS] Loaded assembly YamlDotNet (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_CAS\YamlDotNet.dll)
2025-12-28T15:29:43 10.197 INF [MODS] Loaded Mod: MoreQuestOptions (1.0.0)
2025-12-28T15:29:43 10.198 INF [MODS] Trying to load from folder: 'PaLoALo-V2-Noble's
Katana'
2025-12-28T15:29:43 10.201 INF [MODS] Loaded Mod: NoblesKatana (2.1.2)
2025-12-28T15:29:43 10.202 INF [MODS] Trying to load from folder: 'PaLoALo-V2-
RandomMainMenuBackgroundAddons'

2025-12-28T15:29:43 10.204 INF [MODS] Loaded Mod: random_main_menu_addons (2.5.0.1)

2025-12-28T15:29:43 10.206 INF [MODS] Trying to load from folder: 'Pants Weapon Pack'

2025-12-28T15:29:43 10.208 INF [MODS] Loaded Mod: Pants_Weapon_Pack (4.2)

2025-12-28T15:29:43 10.210 INF [MODS] Trying to load from folder: 'Papa's Prefabs - Armacham Corporation HQ'

2025-12-28T15:29:43 10.212 ERR [MODS] Papa's Prefabs - Armacham Corporation HQ/ModInfo.xml does not define a valid non-empty Name (^[0-9a-zA-Z_\-]+\$), ignoring

2025-12-28T15:29:43 10.213 ERR [MODS] Could not parse Papa's Prefabs - Armacham Corporation HQ/ModInfo.xml, ignoring

2025-12-28T15:29:43 10.215 INF [MODS] Trying to load from folder: 'Papa's Prefabs - Azure Apartments'

2025-12-28T15:29:43 10.225 ERR [MODS] Papa's Prefabs - Azure Apartments/ModInfo.xml does not define a valid non-empty Name (^[0-9a-zA-Z_\-]+\$), ignoring

2025-12-28T15:29:43 10.227 ERR [MODS] Could not parse Papa's Prefabs - Azure Apartments/ModInfo.xml, ignoring

2025-12-28T15:29:43 10.230 INF [MODS] Trying to load from folder: 'Papa's Prefabs - Spark Inn Resort'

2025-12-28T15:29:43 10.232 ERR [MODS] Papa's Prefabs - Spark Inn Resort/ModInfo.xml does not define a valid non-empty Name (^[0-9a-zA-Z_\-]+\$), ignoring

2025-12-28T15:29:43 10.233 ERR [MODS] Could not parse Papa's Prefabs - Spark Inn Resort/ModInfo.xml, ignoring

2025-12-28T15:29:43 10.235 INF [MODS] Trying to load from folder: 'PathSmoothing'

2025-12-28T15:29:43 10.242 INF [MODS] Loaded assembly PathSmoothing (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PathSmoothing\PathSmoothing.dll)

2025-12-28T15:29:43 10.244 INF [MODS] Loaded Mod: PathSmoothing (1.8.11.0)

2025-12-28T15:29:43 10.245 INF [MODS] Trying to load from folder: 'PEP-POIExpansionPack-V1.05'

2025-12-28T15:29:43 10.248 INF [MODS] Loaded Mod: PEP-POIExpansionPack-V1 (1.0.0.00)

2025-12-28T15:29:43 10.249 INF [MODS] Trying to load from folder: 'PestaSchool'

2025-12-28T15:29:43 10.251 INF [MODS] Loaded Mod: PestaSchool (2.4.0.5)

2025-12-28T15:29:43 10.253 INF [MODS] Trying to load from folder: 'Pick_up_mines_1.0 magione'

2025-12-28T15:29:43 10.255 INF [MODS] Loaded Mod: PickUpMines (1.0)

2025-12-28T15:29:43 10.256 INF [MODS] Trying to load from folder: 'Pick_up_spike_and_barbwire_traps_1.0 magione'

2025-12-28T15:29:43 10.259 INF [MODS] Loaded Mod: PickUpSpikeAndBarbwireTraps

(1.0)

2025-12-28T15:29:43 10.260 INF [MODS] Trying to load from folder: 'PickLockedDoors'

2025-12-28T15:29:43 10.264 INF [MODS] Loaded assembly PickLockedDoors (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PickLockedDoors\PickLockedDoors.dll)

2025-12-28T15:29:43 10.266 INF [MODS] Loaded Mod: PickLockedDoors (1.1.0)

2025-12-28T15:29:43 10.267 INF [MODS] Trying to load from folder: 'Plant on Dirt'

2025-12-28T15:29:43 10.269 INF [MODS] Loaded Mod: PlantOnDirt (1.2.0)

2025-12-28T15:29:43 10.271 INF [MODS] Trying to load from folder: 'PoliceChevroletCaprice'

2025-12-28T15:29:43 10.273 INF [MODS] Loaded Mod: Police_ChevroletCaprice (1.0.0)

2025-12-28T15:29:43 10.275 INF [MODS] Trying to load from folder: 'Porsche GTR RS_Glossy'

2025-12-28T15:29:43 10.277 INF [MODS] Loaded Mod: Porsche_GTR_RS (6.9)

2025-12-28T15:29:43 10.279 INF [MODS] Trying to load from folder: 'Porsche GTR RS_Metalic'

2025-12-28T15:29:43 10.281 WRN [MODS] Mod with same name (Porsche_GTR_RS) already loaded, ignoring

2025-12-28T15:29:43 10.282 INF [MODS] Trying to load from folder: 'Porsche GTR RS_Semi_Metalic'

2025-12-28T15:29:43 10.284 WRN [MODS] Mod with same name (Porsche_GTR_RS) already loaded, ignoring

2025-12-28T15:29:43 10.286 INF [MODS] Trying to load from folder: 'Prison_Quarry_Tuax'

2025-12-28T15:29:43 10.288 INF [MODS] Loaded Mod: Prison_Quarry_Tuax (0.0.2)

2025-12-28T15:29:43 10.290 INF [MODS] Trying to load from folder: 'PyroPaints'

2025-12-28T15:29:43 10.292 INF [MODS] Loaded Mod: PyroPaints (1.0.1)

2025-12-28T15:29:43 10.294 INF [MODS] Trying to load from folder: 'QuestAreaTimer'

2025-12-28T15:29:43 10.298 INF [MODS] Loaded assembly QuestAreaTimer (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\QuestAreaTimer\QuestAreaTimer.dll)

2025-12-28T15:29:43 10.300 INF [MODS] Loaded Mod: Dizor_QuestAreaTimer (1.5)

2025-12-28T15:29:43 10.301 INF [MODS] Trying to load from folder: 'QuestRevamp-Gears Edition'

2025-12-28T15:29:43 10.304 INF [MODS] Loaded Mod: QuestRevamp (1.0.8)

2025-12-28T15:29:43 10.305 INF [MODS] Trying to load from folder: 'QuickStack'

2025-12-28T15:29:43 10.309 INF [MODS] Loaded assembly QuickStack (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\QuickStack\QuickStack.dll)

2025-12-28T15:29:43 10.311 INF [MODS] Loaded Mod: QuickStack (1.7.3)

2025-12-28T15:29:43 10.313 INF [MODS] Trying to load from folder: 'RAM_TRX_Monster_Truck_glossy'

2025-12-28T15:29:43 10.317 INF [MODS] Loaded assembly MonsterEngine (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RAM_TRX_Monster_Truck_glossy\MonsterEngine.dll)
2025-12-28T15:29:43 10.320 INF [MODS] Loaded assembly MosterSuspension (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RAM_TRX_Monster_Truck_glossy\MosterSuspension.dll)
2025-12-28T15:29:43 10.322 INF [MODS] Loaded Mod: RAM_TRX_Monster_Truck (6.9)
2025-12-28T15:29:43 10.324 INF [MODS] Trying to load from folder:
'RAM_TRX_Monster_Truck_Metallic'
2025-12-28T15:29:43 10.326 WRN [MODS] Mod with same name (RAM_TRX_Monster_Truck) already loaded, ignoring
2025-12-28T15:29:43 10.327 INF [MODS] Trying to load from folder:
'RAM_TRX_Monster_Truck_semi_metallic'
2025-12-28T15:29:43 10.329 WRN [MODS] Mod with same name (RAM_TRX_Monster_Truck) already loaded, ignoring
2025-12-28T15:29:43 10.331 INF [MODS] Trying to load from folder:
'Ramos_QuestPoiPreview'
2025-12-28T15:29:43 10.334 INF [MODS] Loaded assembly Ramos_QuestPoiPreview (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Ramos_QuestPoiPreview\Ramos_QuestPoiPreview.dll)
2025-12-28T15:29:43 10.336 INF [MODS] Loaded Mod: Ramos_QuestPoiPreview (1.0.5)
2025-12-28T15:29:43 10.337 INF [MODS] Trying to load from folder:
'RandomMainmenuBackground'
2025-12-28T15:29:43 10.341 INF [MODS] Loaded assembly RandomMainmenuBackground (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RandomMainmenuBackground\RandomMainmenuBackground.dll)
2025-12-28T15:29:43 10.343 INF [MODS] Loaded Mod: RandomMainmenuBackground (1.3.0)
2025-12-28T15:29:43 10.345 INF [MODS] Trying to load from folder: 'RandomMovement'
2025-12-28T15:29:43 10.347 INF [MODS] Loaded Mod: RandomMovement (0.1)
2025-12-28T15:29:43 10.348 INF [MODS] Trying to load from folder:
'Remove_Buried_Supplies_Quests_by_GR'
2025-12-28T15:29:43 10.351 INF [MODS] Loaded Mod: Remove_Buried_Supplies_Quests_by_GR (1.0)
2025-12-28T15:29:43 10.352 INF [MODS] Trying to load from folder:
'Research_SkillMagazineCrafting'
2025-12-28T15:29:43 10.354 INF [MODS] Loaded Mod: Research (1.2)
2025-12-28T15:29:43 10.356 INF [MODS] Trying to load from folder: 'Return Q6 Loot'
2025-12-28T15:29:43 10.359 INF [MODS] Loaded Mod: returnq6loot (1.0)

2025-12-28T15:29:43 10.360 INF [MODS] Trying to load from folder:
'RoboticDroneHeadlampSoftWhite'
2025-12-28T15:29:43 10.364 INF [MODS] Loaded assembly
RoboticDroneHeadlampSoftWhite (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RoboticDroneHeadlampSoftWhite\Robot
icDroneHeadlampSoftWhite.dll)
2025-12-28T15:29:43 10.366 INF [MODS] Loaded Mod:
RoboticDroneHeadlampSoftWhite_A88 (1.0.0)
2025-12-28T15:29:43 10.367 INF [MODS] Trying to load from folder: 's3114_LCB_in_trader'
2025-12-28T15:29:43 10.371 INF [MODS] Loaded assembly LcbInTrader (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\s3114_LCB_in_trader\LcbInTrader.dll)
2025-12-28T15:29:43 10.374 INF [MODS] Loaded Mod: s3114_LCB_in_trader (2.0)
2025-12-28T15:29:43 10.375 INF [MODS] Trying to load from folder:
'SaviorUltimateEnergyRedTea'
2025-12-28T15:29:43 10.378 INF [MODS] Loaded Mod: SaviorUltimateEnergyRedTea (2.0)
2025-12-28T15:29:43 10.379 INF [MODS] Trying to load from folder:
'SaviorUltimateScreamQueensDropsRedBag'
2025-12-28T15:29:43 10.382 INF [MODS] Loaded Mod:
SaviorUltimateScreamQueensDropsRedBag (2.0)
2025-12-28T15:29:43 10.383 INF [MODS] Trying to load from folder:
'SaviorUltimateTradersSellVariousBooks'
2025-12-28T15:29:43 10.386 INF [MODS] Loaded Mod:
SaviorUltimateTradersSellVariousBooks (2.0)
2025-12-28T15:29:43 10.387 INF [MODS] Trying to load from folder: 'SCG Defense
Solutions v1.3'
2025-12-28T15:29:43 10.390 INF [MODS] Loaded Mod: SCGDefenseSolutions (0.0.1)
2025-12-28T15:29:43 10.392 INF [MODS] Trying to load from folder: 'Scomar82_SuBaS'
2025-12-28T15:29:43 10.395 INF [MODS] Loaded Mod: Scomar82_SuBaS (2.5)
2025-12-28T15:29:43 10.396 INF [MODS] Trying to load from folder: 'Secret Base -
Wilderness'
2025-12-28T15:29:43 10.399 INF [MODS] Loaded Mod: secret_base_1 (0.0.0)
2025-12-28T15:29:43 10.400 INF [MODS] Trying to load from folder: 'Sensible Lootz'
2025-12-28T15:29:43 10.403 INF [MODS] Loaded Mod: Sensible_Lootz (2.0.0)
2025-12-28T15:29:43 10.405 INF [MODS] Trying to load from folder: 'Sensible Lootz - Rare
Pistol Patch'
2025-12-28T15:29:43 10.408 INF [MODS] Loaded Mod: Sensible_Lootz_Rare_Pistol
(1.1.0)
2025-12-28T15:29:43 10.409 INF [MODS] Trying to load from folder: 'SeparateAttributeMods'
2025-12-28T15:29:43 10.411 INF [MODS] Loaded Mod: SeparateAttributeMods (1.1)

2025-12-28T15:29:43 10.413 INF [MODS] Trying to load from folder: 'Serenity'
2025-12-28T15:29:43 10.415 INF [MODS] Loaded Mod: Serenity (0.0.4)
2025-12-28T15:29:43 10.417 INF [MODS] Trying to load from folder: 'SG1o9_Militia_V1.0'
2025-12-28T15:29:43 10.419 INF [MODS] Loaded Mod: SG_Militia (1.0)
2025-12-28T15:29:43 10.421 INF [MODS] Trying to load from folder:
'ShowRemainingToClear'
2025-12-28T15:29:43 10.425 INF [MODS] Loaded assembly ShowRemainingToClear (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ShowRemainingToClear\ShowRemainin
gToClear.dll)
2025-12-28T15:29:43 10.427 INF [MODS] Loaded Mod: ShowRemainingToClear (0.3.1)
2025-12-28T15:29:43 10.429 INF [MODS] Trying to load from folder:
'ShowRepairRequirements'
2025-12-28T15:29:43 10.432 INF [MODS] Loaded assembly ShowRepairRequirements (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ShowRepairRequirements\ShowRepair
Requirements.dll)
2025-12-28T15:29:43 10.434 INF [MODS] Loaded Mod: ShowRepairRequirements (0.1.2)
2025-12-28T15:29:43 10.436 INF [MODS] Trying to load from folder: 'SM_No Loot Timers
1.2'
2025-12-28T15:29:43 10.438 INF [MODS] Loaded Mod: SM_NoLootTimers (1.2)
2025-12-28T15:29:43 10.440 INF [MODS] Trying to load from folder: 'Snacks_Svarii'
2025-12-28T15:29:43 10.442 INF [MODS] Loaded Mod: Snacks_Svarii (0.7.2)
2025-12-28T15:29:43 10.444 INF [MODS] Trying to load from folder: 'South Gate House'
2025-12-28T15:29:43 10.446 INF [MODS] Loaded Mod: barricaded_house_1 (0.0.0)
2025-12-28T15:29:43 10.447 INF [MODS] Trying to load from folder: 'Spherell One Block
Crouch'
2025-12-28T15:29:43 10.449 INF [MODS] Loaded Mod: Spherell_One_Block_Crouch
(1.0.0.3)
2025-12-28T15:29:43 10.451 INF [MODS] Trying to load from folder: 'Sprain Healing Kit by
GR'
2025-12-28T15:29:43 10.453 INF [MODS] Loaded Mod: Sprain_Healing_Kit_by_GR (1.0)
2025-12-28T15:29:43 10.455 INF [MODS] Trying to load from folder: 'St. Mary's Hospital'
2025-12-28T15:29:43 10.457 INF [MODS] Loaded Mod: stmarys_hospital (0.0.0)
2025-12-28T15:29:43 10.458 INF [MODS] Trying to load from folder: 'stackable item mods_b
(1.0 stable)'
2025-12-28T15:29:43 10.460 INF [MODS] Loaded Mod: Stackable_Item_Mods (2.2.1)
2025-12-28T15:29:43 10.462 INF [MODS] Trying to load from folder: 'Stallionsdens
Everything is Sellable'
2025-12-28T15:29:43 10.464 INF [MODS] Loaded Mod:
Stallionsden_Everything_is_sellable (2.0.2.0)

2025-12-28T15:29:43 10.466 INF [MODS] Trying to load from folder: 'Stallionsdens More Animals'

2025-12-28T15:29:43 10.468 INF [MODS] Loaded Mod: Stallionsdens_More_Animals (2.4.2.1)

2025-12-28T15:29:43 10.470 INF [MODS] Trying to load from folder: 'StatsInDesc'

2025-12-28T15:29:43 10.472 INF [MODS] Loaded Mod: syth_Stats (2.2)

2025-12-28T15:29:43 10.473 INF [MODS] Trying to load from folder: 'Super Prison Max'

2025-12-28T15:29:43 10.475 INF [MODS] Loaded Mod: super_prison_max (0.0.0)

2025-12-28T15:29:43 10.477 INF [MODS] Trying to load from folder: 'Super Repair Tools'

2025-12-28T15:29:43 10.479 INF [MODS] Loaded Mod: SuperRepairTools (1.0)

2025-12-28T15:29:43 10.481 INF [MODS] Trying to load from folder: 'Survoicer_Zombies'

2025-12-28T15:29:43 10.483 INF [MODS] Loaded Mod: SurVoicer_Extended_Zombie_Sounds (2.5)

2025-12-28T15:29:43 10.485 INF [MODS] Trying to load from folder: 'Syrinuv ShockArmorMod'

2025-12-28T15:29:43 10.487 INF [MODS] Loaded Mod: ST_ShockArmor (1.1.0.4)

2025-12-28T15:29:43 10.488 INF [MODS] Trying to load from folder: 'TechFreqsBloodMoonIndicator'

2025-12-28T15:29:43 10.492 INF [MODS] Loaded assembly TechFreqsBloodMoonIndicator (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsBloodMoonIndicator\TechFreqsBloodMoonIndicator.dll)

2025-12-28T15:29:43 10.494 INF [MODS] Loaded Mod: TechFreqsBloodMoonIndicator (1.3)

2025-12-28T15:29:43 10.495 INF [MODS] Trying to load from folder: 'TechFreqsExtraBriefcase'

2025-12-28T15:29:43 10.498 INF [MODS] Loaded Mod: TechFreqsExtraBriefcase (1.4)

2025-12-28T15:29:43 10.500 INF [MODS] Trying to load from folder: 'TechFreqsFasterCementMixerMod'

2025-12-28T15:29:43 10.502 INF [MODS] Loaded Mod: TechFreqsFasterCementMixerMod (1.2)

2025-12-28T15:29:43 10.503 INF [MODS] Trying to load from folder: 'TechFreqsFasterTools'

2025-12-28T15:29:43 10.505 INF [MODS] Loaded Mod: TechFreqsFasterTools (1.1)

2025-12-28T15:29:43 10.507 INF [MODS] Trying to load from folder: 'TechFreqsTraderLocator'

2025-12-28T15:29:43 10.511 INF [MODS] Loaded assembly TechFreqsTraderLocator (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsTraderLocator\TechFreqsTraderLocator.dll)

2025-12-28T15:29:43 10.513 INF [MODS] Loaded Mod: TechFreqsTraderLocator (1.6)

2025-12-28T15:29:43 10.514 INF [MODS] Trying to load from folder:
'TechFreqsTraderRestockIndicator'

2025-12-28T15:29:43 10.518 INF [MODS] Loaded assembly
TechFreqsTraderRestockIndicator(V2.0) (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsTraderRestockIndicator\Tech
FreqsTraderRestockIndicator(V2.0).dll)

2025-12-28T15:29:43 10.520 INF [MODS] Loaded Mod: TechFreqsTraderRestockIndicator
(1.6)

2025-12-28T15:29:43 10.522 INF [MODS] Trying to load from folder: 'Tesseract'

2025-12-28T15:29:43 10.524 INF [MODS] Loaded Mod: Tesseract (1.0)

2025-12-28T15:29:43 10.525 INF [MODS] Trying to load from folder:
'The_Lost_Colony_Tuax'

2025-12-28T15:29:43 10.528 INF [MODS] Loaded Mod: The_Lost_Colony_Tuax (0.0.2)

2025-12-28T15:29:43 10.530 INF [MODS] Trying to load from folder: 'TheDescent'

2025-12-28T15:29:43 10.535 INF [MODS] Loaded assembly TheDescent (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent\TheDescent.dll)

2025-12-28T15:29:43 10.537 INF [MODS] Loaded Mod: TheDescent (2.2.0)

2025-12-28T15:29:43 10.539 INF [MODS] Trying to load from folder: 'TheDescent-cave-
assets'

2025-12-28T15:29:43 10.543 INF [MODS] Loaded assembly cave-assets (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-assets\cave-
assets.dll)

2025-12-28T15:29:43 10.545 INF [MODS] Loaded Mod: 7D2D-cave-assets (0.0.0)

2025-12-28T15:29:43 10.547 INF [MODS] Trying to load from folder: 'TheDescent-cave-
entities'

2025-12-28T15:29:43 10.551 INF [MODS] Loaded assembly cave-entities (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-entities\cave-
entities.dll)

2025-12-28T15:29:43 10.553 INF [MODS] Loaded Mod: cave-entities (0.0.2)

2025-12-28T15:29:43 10.554 INF [MODS] Trying to load from folder: 'TheDescent-cave-
lights'

2025-12-28T15:29:43 10.559 INF [MODS] Loaded assembly cave-lights (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-lights\cave-lights.dll)

2025-12-28T15:29:43 10.561 INF [MODS] Loaded Mod: CaveLights (0.0.4)

2025-12-28T15:29:43 10.562 INF [MODS] Trying to load from folder: 'TheDescent-cave-
prefabs'

2025-12-28T15:29:43 10.564 INF [MODS] Loaded Mod: cave-prefabs (0.0.1)

2025-12-28T15:29:43 10.566 INF [MODS] Trying to load from folder: 'ThorLightningMod'

2025-12-28T15:29:44 10.568 WRN [MODS] ThorLightningMod/ModInfo.xml does not define

a valid Version. Please consider updating it for future compatibility.

2025-12-28T15:29:44 10.571 INF [MODS] Loaded assembly ThorLightningMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ThorLightningMod\ThorLightningMod.dll)

2025-12-28T15:29:44 10.573 INF [MODS] Loaded Mod: THORLightningMod (2.2a)

2025-12-28T15:29:44 10.574 INF [MODS] Trying to load from folder: 'TimelyDrones'

2025-12-28T15:29:44 10.577 INF [MODS] Loaded Mod: TimelyDrones (1.0)

2025-12-28T15:29:44 10.578 INF [MODS] Trying to load from folder: 'TimeoutExtension'

2025-12-28T15:29:44 10.582 INF [MODS] Loaded assembly TacoTimeoutExtension (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TimeoutExtension\TacoTimeoutExtention.dll)

2025-12-28T15:29:44 10.584 INF [MODS] Loaded Mod: TimeoutExtension (1.0.0.1)

2025-12-28T15:29:44 10.585 INF [MODS] Trying to load from folder: 'TMO-Core_v2_v2.4Stable'

2025-12-28T15:29:44 10.589 INF [MODS] Loaded assembly TMO-CORE (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO-Core_v2_v2.4Stable\TMO-CORE.dll)

2025-12-28T15:29:44 10.591 INF [MODS] Loaded Mod: TMO-Core (2.0)

2025-12-28T15:29:44 10.593 INF [MODS] Trying to load from folder: 'Toilet Tanks Discovered'

2025-12-28T15:29:44 10.595 INF [MODS] Loaded Mod: ToiletTanksDiscovered (1.0)

2025-12-28T15:29:44 10.596 INF [MODS] Trying to load from folder: 'Torch'

2025-12-28T15:29:44 10.599 INF [MODS] Loaded assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:44 10.602 INF [MODS] Loaded assembly Torch (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Torch\Torch.dll)

2025-12-28T15:29:44 10.604 INF [MODS] Loaded Mod: Torch (0.13.3)

2025-12-28T15:29:44 10.605 INF [MODS] Trying to load from folder: 'Torchbearer'

2025-12-28T15:29:44 10.609 INF [MODS] Loaded assembly Torch Key 7dtd Mod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Torchbearer\Torch Key 7dtd Mod.dll)

2025-12-28T15:29:44 10.611 INF [MODS] Loaded Mod: TorchonHotkey (1.1.0)

2025-12-28T15:29:44 10.613 INF [MODS] Trying to load from folder: 'TraderAreaVolume'

2025-12-28T15:29:44 10.617 INF [MODS] Loaded assembly TraderAreaVolume (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TraderAreaVolume\TraderAreaVolume.dll)

2025-12-28T15:29:44 10.618 INF [MODS] Loaded Mod: Walls_Down_Doors_Open (9.8)

2025-12-28T15:29:44 10.620 INF [MODS] Trying to load from folder: 'TYW-CollectedItemListFix'

2025-12-28T15:29:44 10.624 INF [MODS] Loaded assembly CollectedItemListFix (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TYW-

CollectedItemListFix\CollectedItemListFix.dll)

2025-12-28T15:29:44 10.625 INF [MODS] Loaded Mod: TYW-CollectedItemListFix (1.2.1)

2025-12-28T15:29:44 10.627 INF [MODS] Trying to load from folder: 'UndoBlockPlacement'

2025-12-28T15:29:44 10.631 INF [MODS] Loaded assembly UndoBlockPlacement (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\UndoBlockPlacement\UndoBlockPlacement.dll)

2025-12-28T15:29:44 10.632 INF [MODS] Loaded Mod: UndoBlockPlacement (1.3.0)

2025-12-28T15:29:44 10.634 INF [MODS] Trying to load from folder: 'Upscaling'

2025-12-28T15:29:44 10.638 INF [MODS] Loaded assembly Upscaling (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Upscaling\Upscaling.dll)

2025-12-28T15:29:44 10.639 INF [MODS] Loaded Mod: 7DaysSuperResolution (2.5.0)

2025-12-28T15:29:44 10.641 INF [MODS] Trying to load from folder: 'V1.2 Grumpee's starter bundles'

2025-12-28T15:29:44 10.643 INF [MODS] Loaded Mod: Grumpee_starter_bundles (2.0)

2025-12-28T15:29:44 10.645 INF [MODS] Trying to load from folder: 'V1.4 ChainMineMod'

2025-12-28T15:29:44 10.649 INF [MODS] Loaded assembly ChainMine (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\V1.4 ChainMineMod\ChainMine.dll)

2025-12-28T15:29:44 10.650 INF [MODS] Loaded Mod: ChainMineMod (1.0)

2025-12-28T15:29:44 10.652 INF [MODS] Trying to load from folder: 'V1-OakravenBeeHives-StumpAndTreeQueenPatch'

2025-12-28T15:29:44 10.654 INF [MODS] Loaded Mod: V1_OakravenBeeHives_StumpAndTreeQueenPatch (1.4.0.1)

2025-12-28T15:29:44 10.656 INF [MODS] Trying to load from folder: 'V2-AtomicBurger'

2025-12-28T15:29:44 10.658 INF [MODS] Loaded Mod: V2_AtomicBurger (2.3.0.0)

2025-12-28T15:29:44 10.659 INF [MODS] Trying to load from folder: 'V2-BaronWildpigPlayerCastle'

2025-12-28T15:29:44 10.662 INF [MODS] Loaded Mod: V2_BaronWildpigPlayerCastle (2.2.0.0)

2025-12-28T15:29:44 10.663 INF [MODS] Trying to load from folder: 'V2-BaronWildpigTraderRektCastle'

2025-12-28T15:29:44 10.665 INF [MODS] Loaded Mod: V2_BaronWildpigTraderRektCastle (2.2.0.0)

2025-12-28T15:29:44 10.667 INF [MODS] Trying to load from folder: 'V2-BaronWildpigZombieCastle'

2025-12-28T15:29:44 10.670 INF [MODS] Loaded Mod: V2_BaronWildpigZombieCastle (2.2.0.0)

2025-12-28T15:29:44 10.671 INF [MODS] Trying to load from folder: 'V2-Classic-Crack-a-Book-HQ'

2025-12-28T15:29:44 10.673 INF [MODS] Loaded Mod: V2_Classic_Crack_a_Book_HQ
(2.4.0.0)

2025-12-28T15:29:44 10.675 INF [MODS] Trying to load from folder: 'V2-
FirefighterDrivingSkill'

2025-12-28T15:29:44 10.677 INF [MODS] Loaded Mod: V2_FirefighterDrivingSkill (2.0.0.0)

2025-12-28T15:29:44 10.678 INF [MODS] Trying to load from folder: 'V2-MotorcyleHandling'

2025-12-28T15:29:44 10.680 INF [MODS] Loaded Mod: V2_MotorcycleHandling (2.3.0.0)

2025-12-28T15:29:44 10.682 INF [MODS] Trying to load from folder: 'V2-
OakravenAmmoPress'

2025-12-28T15:29:44 10.684 INF [MODS] Loaded Mod: V2_OakravenAmmoPress (2.5.0.0)

2025-12-28T15:29:44 10.686 INF [MODS] Trying to load from folder: 'V2-OakravenBeeHives'

2025-12-28T15:29:44 10.689 INF [MODS] Loaded Mod: V2_OakravenBeeHives (2.5.0.0)

2025-12-28T15:29:44 10.690 INF [MODS] Trying to load from folder: 'V2-
OakravenCementMixer'

2025-12-28T15:29:44 10.692 INF [MODS] Loaded Mod: V2_OakravenCementMixer
(2.5.0.0)

2025-12-28T15:29:44 10.694 INF [MODS] Trying to load from folder: 'V2-
OakravenChickenCoops'

2025-12-28T15:29:44 10.696 INF [MODS] Loaded Mod: V2_OakravenChickenCoops
(2.5.0.0)

2025-12-28T15:29:44 10.698 INF [MODS] Trying to load from folder: 'V2-
OakravenCookingStations'

2025-12-28T15:29:44 10.700 INF [MODS] Loaded Mod: V2_OakravenCookingStations
(2.0.0.0)

2025-12-28T15:29:44 10.702 INF [MODS] Trying to load from folder: 'V2-OakravenFishFarm'

2025-12-28T15:29:44 10.704 INF [MODS] Loaded Mod: V2_OakravenFishFarm (2.5.0.0)

2025-12-28T15:29:44 10.706 INF [MODS] Trying to load from folder: 'V2-OakravenForges'

2025-12-28T15:29:44 10.709 INF [MODS] Loaded Mod: V2_OakravenForges (2.5.0.0)

2025-12-28T15:29:44 10.711 INF [MODS] Trying to load from folder: 'V2-OakravenRockDrill'

2025-12-28T15:29:44 10.713 INF [MODS] Loaded Mod: V2_OakravenRockDrill (2.5.0.0)

2025-12-28T15:29:44 10.715 INF [MODS] Trying to load from folder: 'V2-SelfSeedFarming'

2025-12-28T15:29:44 10.717 INF [MODS] Loaded Mod: V2_SelfSeedFarming (2.0.0.0)

2025-12-28T15:29:44 10.719 INF [MODS] Trying to load from folder: 'V2-SprainIcons'

2025-12-28T15:29:44 10.721 INF [MODS] Loaded Mod: V2_SprainIcons (2.3.0.0)

2025-12-28T15:29:44 10.723 INF [MODS] Trying to load from folder: 'V2-
VehicleModsCraftingSkill'

2025-12-28T15:29:44 10.725 INF [MODS] Loaded Mod: V2_VehicleModsCraftingSkill
(2.5.0.0)

2025-12-28T15:29:44 10.726 INF [MODS] Trying to load from folder: 'V2-WildWestMod-

OaksCowHands'

2025-12-28T15:29:44 10.729 INF [MODS] Loaded Mod: V2-WildWestMod-OaksCowHands (2.3.0.0)

2025-12-28T15:29:44 10.730 INF [MODS] Trying to load from folder: 'Valmars Buffed Supply Crate Drops'

2025-12-28T15:29:44 10.732 INF [MODS] Loaded Mod: Valmars_Buffed_Supply_Crate_Drops (2.0.2.0)

2025-12-28T15:29:44 10.734 INF [MODS] Trying to load from folder: 'vehicledamageby5'

2025-12-28T15:29:44 10.738 INF [MODS] Loaded assembly vehicledamage (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\vehicledamageby5\vehicledamage.dll)

2025-12-28T15:29:44 10.740 INF [MODS] Loaded Mod: vehicledamage (1.0)

2025-12-28T15:29:44 10.741 INF [MODS] Trying to load from folder: 'VehicleFPVCamera'

2025-12-28T15:29:44 10.745 INF [MODS] Loaded assembly FPVehicle (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\VehicleFPVCamera\FPVehicle.dll)

2025-12-28T15:29:44 10.746 INF [MODS] Loaded Mod: VehicleFPVCamera (2.6.1)

2025-12-28T15:29:44 10.748 INF [MODS] Trying to load from folder: 'VehicleMadness_Beta4_v5_V2.0'

2025-12-28T15:29:44 10.751 INF [MODS] Loaded Mod: VehicleMadnessModlet_v5_Beta_4 (2.0.5.41)

2025-12-28T15:29:44 10.753 INF [MODS] Trying to load from folder: 'Voltralux's POI Pack 2.0'

2025-12-28T15:29:44 10.755 INF [MODS] Loaded Mod: VoltraLuxPOIPack (21.1.0.1)

2025-12-28T15:29:44 10.756 INF [MODS] Trying to load from folder: 'vpSteelFireAxe'

2025-12-28T15:29:44 10.759 INF [MODS] Loaded Mod: vpSteelFireAxe (1.0.6)

2025-12-28T15:29:44 10.760 INF [MODS] Trying to load from folder: 'watchtower_svr'

2025-12-28T15:29:44 10.762 INF [MODS] Loaded Mod: watchtower_svr (0.5)

2025-12-28T15:29:44 10.765 INF [MODS] Trying to load from folder: 'WitosBikes'

2025-12-28T15:29:44 10.767 INF [MODS] Loaded Mod: WitosBikes (1.1)

2025-12-28T15:29:44 10.768 INF [MODS] Trying to load from folder: 'WitosFAV'

2025-12-28T15:29:44 10.771 INF [MODS] Loaded Mod: WitosFAV (1.0)

2025-12-28T15:29:44 10.772 INF [MODS] Trying to load from folder: 'WitosOff-Road'

2025-12-28T15:29:44 10.774 INF [MODS] Loaded Mod: WitosOff-Road (2.0)

2025-12-28T15:29:44 10.776 INF [MODS] Trying to load from folder: 'WitosQuad'

2025-12-28T15:29:44 10.778 INF [MODS] Loaded Mod: WitosQuad (1.0)

2025-12-28T15:29:44 10.781 INF [MODS] Trying to load from folder:

'WMMArmourQuickSwap'

2025-12-28T15:29:44 10.784 INF [MODS] Loaded assembly WMMArmourQuickSwap (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMArmourQuickSwap\WMMArmourQuickSwap.dll)

2025-12-28T15:29:44 10.786 INF [MODS] Loaded Mod: WMMArmourQuickSwap (2.5.23.1)
2025-12-28T15:29:44 10.788 INF [MODS] Trying to load from folder:
'WMMChangeColorOfCoalOnMap'
2025-12-28T15:29:44 10.790 INF [MODS] Loaded Mod: WMMChangeColorOfCoalOnMap
(2.5.23.1)
2025-12-28T15:29:44 10.791 INF [MODS] Trying to load from folder:
'WMMIncreaseDewCollectorStackSize'
2025-12-28T15:29:44 10.795 INF [MODS] Loaded assembly
WMMIncreaseDewCollectorStackSize (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMIncreaseDewCollectorStackSize\
WMMIncreaseDewCollectorStackSize.dll)
2025-12-28T15:29:44 10.797 INF [MODS] Loaded Mod:
WMMIncreaseDewCollectorStackSize (2.5.23.1)
2025-12-28T15:29:44 10.799 INF [MODS] Trying to load from folder:
'WMMLootRespawnTweak'
2025-12-28T15:29:44 10.802 INF [MODS] Loaded assembly WMMLootRespawnTweak (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMLootRespawnTweak\WMMLootRe
spawnTweak.dll)
2025-12-28T15:29:44 10.804 INF [MODS] Loaded Mod: WMMLootRespawnTweak
(2.5.23.1)
2025-12-28T15:29:44 10.805 INF [MODS] Trying to load from folder:
'WMMPOIClearedMapMarker'
2025-12-28T15:29:44 10.809 INF [MODS] Loaded assembly WMMPOIClearedMapMarker
(in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMPOIClearedMapMarker\WMMPOI
ClearedMapMarker.dll)
2025-12-28T15:29:44 10.811 INF [MODS] Loaded Mod: WMMPOIClearedMapMarker
(2.5.23.1)
2025-12-28T15:29:44 10.812 INF [MODS] Trying to load from folder:
'WMMRandomAnimalNames'
2025-12-28T15:29:44 10.816 INF [MODS] Loaded assembly WMMRandomAnimalNames
(in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMRandomAnimalNames\WMMRand
omAnimalNames.dll)
2025-12-28T15:29:44 10.818 INF [MODS] Loaded Mod: WMMRandomAnimalNames
(2.5.23.1)
2025-12-28T15:29:44 10.819 INF [MODS] Trying to load from folder:
'WMMRandomZombieNames'
2025-12-28T15:29:44 10.822 INF [MODS] Loaded assembly WMMRandomZombieNames

(in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMRandomZombieNames\WMMRandomZombieNames.dll)

2025-12-28T15:29:44 10.824 INF [MODS] Loaded Mod: WMMRandomZombieNames (2.5.23.1)

2025-12-28T15:29:44 10.826 INF [MODS] Trying to load from folder: 'WMMShowSkillLevelInDescription'

2025-12-28T15:29:44 10.830 INF [MODS] Loaded assembly WMMShowSkillLevelInDescription (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMShowSkillLevelInDescription\WMMShowSkillLevelInDescription.dll)

2025-12-28T15:29:44 10.832 INF [MODS] Loaded Mod: WMMShowSkillLevelInDescription (2.5.23.1)

2025-12-28T15:29:44 10.834 INF [MODS] Trying to load from folder: 'WMMSkillPointReward'

2025-12-28T15:29:44 10.837 INF [MODS] Loaded assembly WMMSkillPointReward (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMSkillPointReward\WMMSkillPointReward.dll)

2025-12-28T15:29:44 10.839 INF [MODS] Loaded Mod: WMMSkillPointReward (2.5.23.1)

2025-12-28T15:29:44 10.841 INF [MODS] Trying to load from folder: 'WMMSkipNewsScreen'

2025-12-28T15:29:44 10.845 INF [MODS] Loaded assembly WMMSkipNewsScreen (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMSkipNewsScreen\WMMSkipNewsScreen.dll)

2025-12-28T15:29:44 10.848 INF [MODS] Loaded Mod: WMMSkipNewsScreen (2.5.23.1)

2025-12-28T15:29:44 10.850 INF [MODS] Trying to load from folder: 'WMMSleepUntilDawn'

2025-12-28T15:29:44 10.854 INF [MODS] Loaded assembly WMMSleepUntilDawn (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMSleepUntilDawn\WMMSleepUntilDawn.dll)

2025-12-28T15:29:44 10.857 INF [MODS] Loaded Mod: WMMSleepUntilDawn (2.5.23.1)

2025-12-28T15:29:44 10.859 INF [MODS] Trying to load from folder: 'WMMTraderQuestMap'

2025-12-28T15:29:44 10.864 INF [MODS] Loaded assembly WMMTraderQuestMap (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMTraderQuestMap\WMMTraderQuestMap.dll)

2025-12-28T15:29:44 10.866 INF [MODS] Loaded Mod: WMMTraderQuestMap (2.5.23.1)

2025-12-28T15:29:44 10.868 INF [MODS] Trying to load from folder:

'WMMVehicleCruiseControl'

2025-12-28T15:29:44 10.872 INF [MODS] Loaded assembly WMMVehicleCruiseControl (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMVehicleCruiseControl\WMMVehicleCruiseControl.dll)

2025-12-28T15:29:44 10.874 INF [MODS] Loaded Mod: WMMVehicleCruiseControl

(2.5.23.1)

2025-12-28T15:29:44 10.876 INF [MODS] Trying to load from folder:

'WMMWorkstationMaterialTimer'

2025-12-28T15:29:44 10.880 INF [MODS] Loaded assembly

WMMWorkstationMaterialTimer (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMWorkstationMaterialTimer\WMMW
orkstationMaterialTimer.dll)

2025-12-28T15:29:44 10.882 INF [MODS] Loaded Mod: WMMWorkstationMaterialTimer

(2.5.23.1)

2025-12-28T15:29:44 10.883 INF [MODS] Trying to load from folder: 'WORLD TOWER'

2025-12-28T15:29:44 10.886 INF [MODS] Loaded Mod: World_Tower (1.0)

2025-12-28T15:29:44 10.887 INF [MODS] Trying to load from folder:

'yyy_Find_Izy_Pistols_in_Cars_Toilets_and_Purses'

2025-12-28T15:29:44 10.890 INF [MODS] Loaded Mod:

yyy_Find_Izy_Pistols_in_Cars_Toilets_and_Purses (1.0)

2025-12-28T15:29:44 10.891 INF [MODS] Trying to load from folder:

'yyy_FNS_No_Crispies_with_Guppys_Fire_Mod'

2025-12-28T15:29:44 10.894 INF [MODS] Loaded Mod:

yyy_FNS_No_Crispies_with_Guppys_Fire_Mod (1.0)

2025-12-28T15:29:44 10.896 INF [MODS] Trying to load from folder: 'Z-AMG5TAG-

LootableZombiesForDoubleGZombiesClassicsReanimated'

2025-12-28T15:29:44 10.898 INF [MODS] Loaded Mod: AMG5TAG-

LootableZombiesForDoubleGZombiesClassicsReanimated (2.2)

2025-12-28T15:29:44 10.899 INF [MODS] Trying to load from folder:

'zByteblazarsBetterLighting-GentleContrastEdition'

2025-12-28T15:29:44 10.902 INF [MODS] Loaded Mod:

Byteblazars_Better_Lighting_Gentle_Contrast_Edition (1.0.0.0)

2025-12-28T15:29:44 10.903 INF [MODS] Trying to load from folder:

'zByteblazarsNaturalSelection'

2025-12-28T15:29:44 10.906 INF [MODS] Loaded Mod: Byteblazars_Natural_Selection

(1.0.0.1)

2025-12-28T15:29:44 10.907 INF [MODS] Trying to load from folder:

'zByteblazarsScreamers'

2025-12-28T15:29:44 10.910 INF [MODS] Loaded Mod: zByteblazars_Screamers (1.1.1.3)

2025-12-28T15:29:44 10.912 INF [MODS] Trying to load from folder: 'zCloud's Canning'

2025-12-28T15:29:44 10.914 INF [MODS] Loaded Mod: Clouds_Canning (2.3)

2025-12-28T15:29:44 10.916 INF [MODS] Trying to load from folder: 'zCloud's Lever 44'

2025-12-28T15:29:44 10.918 INF [MODS] Loaded Mod: Clouds_Lever_44 (1.1.0)

2025-12-28T15:29:44 10.920 INF [MODS] Trying to load from folder: 'zCloud's No Invisible

Walls'

2025-12-28T15:29:44 10.922 INF [MODS] Loaded Mod: No_Invisible_Walls (1.0)

2025-12-28T15:29:44 10.924 INF [MODS] Trying to load from folder:

'ZFNK_VanillaAmmo_IconReplacer'

2025-12-28T15:29:44 10.926 INF [MODS] Loaded Mod: AmmoNewIcon (1.0)

2025-12-28T15:29:44 10.928 INF [MODS] Trying to load from folder: 'zItC Bdubs to VM'

2025-12-28T15:29:44 10.930 INF [MODS] Loaded Mod: zItC-Bdubs2VM (1.0.0)

2025-12-28T15:29:44 10.932 INF [MODS] Trying to load from folder: 'Z-IZY AmmoStackSize'

2025-12-28T15:29:44 10.934 INF [MODS] Loaded Mod: Z-IZY AmmoStackSize (2.2.1)

2025-12-28T15:29:44 10.935 INF [MODS] Trying to load from folder: 'ZombieFallDamageFix'

2025-12-28T15:29:44 10.940 INF [MODS] Loaded assembly ZombieFallDamage (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZombieFallDamageFix\ZombieFallDamage.dll)

2025-12-28T15:29:44 10.942 INF [MODS] Loaded Mod: ZombieFallDamageFix (1.0.0.4)

2025-12-28T15:29:44 10.943 INF [MODS] Trying to load from folder: 'zWitosVehicleCamera'

2025-12-28T15:29:44 10.947 INF [MODS] Loaded assembly WitosCameraMod (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\zWitosVehicleCamera\WitosCameraMod.dll)

2025-12-28T15:29:44 10.949 INF [MODS] Loaded Mod: WitosVehicleCamera (3.3)

2025-12-28T15:29:44 10.951 INF [MODS] Trying to load from folder:

'ZZ_DanzoAllTextWithShadow'

2025-12-28T15:29:44 10.954 INF [MODS] Loaded Mod: DanzoAllTextWithShadow (1.1.1)

2025-12-28T15:29:44 10.955 INF [MODS] Trying to load from folder:

'zz_LittleRedSonja_GrabYourStuff'

2025-12-28T15:29:44 10.958 INF [MODS] Loaded Mod: LittleRedSonja_GrabYourStuff (1.3.0)

2025-12-28T15:29:44 10.959 INF [MODS] Trying to load from folder:

'zzdyh_303_DisplaysLootPackageLocation'

2025-12-28T15:29:44 10.961 INF [MODS] Loaded Mod: zzdyh_DisplaysLootPackageLocation (1.0.0.333)

2025-12-28T15:29:44 10.963 INF [MODS] Trying to load from folder: 'ZZTong-Prefabs'

2025-12-28T15:29:44 10.965 INF [MODS] Loaded Mod: ZZTong-Prefabs (2.5.031)

2025-12-28T15:29:44 10.967 INF [MODS] Trying to load from folder:

'zzz_Ammo_Press_Add-On_Compatibility_Patch'

2025-12-28T15:29:44 10.969 INF [MODS] Loaded Mod: zzz_Ammo_Press_Add-On_Compatibility_Patch (1.0)

2025-12-28T15:29:44 10.970 INF [MODS] Trying to load from folder:

'ZZZ_FNS_Loot_All_the_Things'

2025-12-28T15:29:44 10.973 INF [MODS] Loaded Mod: ZZZ_FNS_Loot_All_the_Things

(2.5.2.1)

2025-12-28T15:29:44 10.974 INF [MODS] Trying to load from folder: 'ZZZ_HornOpensDoors'

2025-12-28T15:29:44 10.978 INF [MODS] Loaded assembly HornOpensDoors (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZ_HornOpensDoors\HornOpensDoors.dll)

2025-12-28T15:29:44 10.980 INF [MODS] Loaded Mod: HornOpensDoors_A88 (1.0.2)

2025-12-28T15:29:44 10.982 INF [MODS] Trying to load from folder: 'ZZZ_LOTFs_Better_Bullet_Range_Plus_IZYs'

2025-12-28T15:29:44 10.984 INF [MODS] Loaded Mod: LOTFs_Better_Bullet_RangePlusIZYs (1.5)

2025-12-28T15:29:44 10.986 INF [MODS] Trying to load from folder: 'ZZZ-Auto Reloading Weapons'

2025-12-28T15:29:44 10.988 INF [MODS] Loaded Mod: AutoReloadingWeapons (2.1)

2025-12-28T15:29:44 10.989 INF [MODS] Trying to load from folder: 'zzzByteblazarsXFX'

2025-12-28T15:29:44 10.992 INF [MODS] Loaded Mod: Byteblazars_XFX (1.1.1.0)

2025-12-28T15:29:44 10.993 INF [MODS] Trying to load from folder: 'zzzCloud's Combine'

2025-12-28T15:29:44 10.996 INF [MODS] Loaded Mod: Clouds_Combine (1.5)

2025-12-28T15:29:44 10.997 INF [MODS] Trying to load from folder: 'zzzCloud's Combine Toolbox'

2025-12-28T15:29:44 11.000 INF [MODS] Loaded Mod: Clouds_Combine_Toolbox (2.4)

2025-12-28T15:29:44 11.001 INF [MODS] Trying to load from folder: 'zzzCustomDifficulty'

2025-12-28T15:29:44 11.004 INF [MODS] Loaded Mod: razzDiffScaling (1.1.0)

2025-12-28T15:29:44 11.005 INF [MODS] Trying to load from folder: 'zzzScomar82_Hobacs'

2025-12-28T15:29:44 11.007 INF [MODS] Loaded Mod: Scomar82_Hobacs (2.5)

2025-12-28T15:29:44 11.009 INF [MODS] Trying to load from folder: 'ZZZxSteel-405SlotBackpack'

2025-12-28T15:29:44 11.013 INF [MODS] Loaded assembly 0xSteel-450SlotBackpack.dll (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-405SlotBackpack\ZZZxSteel-405SlotBackpack.dll)

2025-12-28T15:29:44 11.015 INF [MODS] Loaded Mod: Steel-UI-Backpack (2.0)

2025-12-28T15:29:44 11.017 INF [MODS] Trying to load from folder: 'ZZZxSteel-450SlotBackpackAllSlotsUnlocked'

2025-12-28T15:29:44 11.019 INF [MODS] Loaded Mod: Steel-UI-450SlotBackpackAllSlotsUnlocked (1.1)

2025-12-28T15:29:44 11.020 INF [MODS] Trying to load from folder: 'ZZZxSteel-UI'

2025-12-28T15:29:44 11.024 INF [MODS] Loaded assembly 0xSteel-UI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI\ZZZxSteel-UI.dll)

2025-12-28T15:29:44 11.026 INF [MODS] Loaded Mod: SteelUI (2.3)

2025-12-28T15:29:44 11.027 INF [MODS] Trying to load from folder: 'ZZZxSteel-UI'

10SlotCraftQueue'

2025-12-28T15:29:44 11.029 INF [MODS] Loaded Mod: SteelUI10SlotCraftQueue (1.0)

2025-12-28T15:29:44 11.031 INF [MODS] Trying to load from folder: 'ZZZxSteel-UI-

20SlotToolbelt'

2025-12-28T15:29:44 11.035 INF [MODS] Loaded assembly 0xSteel-UI-20SlotToolbelt (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI-20SlotToolbelt\ZZZxSteel-UI-20SlotToolbelt.dll)

2025-12-28T15:29:44 11.037 INF [MODS] Loaded Mod: SteelUI20SlotToolbelt (1.10.4)

2025-12-28T15:29:44 11.038 INF [MODS] Trying to load from folder: 'ZZZxSteel-UI-

EnemyHealthBar'

2025-12-28T15:29:44 11.040 INF [MODS] Loaded Mod: SteelUIEnemyHealthBar (1.09.6)

2025-12-28T15:29:44 11.042 INF [MODS] Trying to load from folder: 'ZZZxSteel-UI-

ToolbeltDisableShift'

2025-12-28T15:29:44 11.046 INF [MODS] Loaded assembly 0xSteel-UI-ToolbeltDisableShift (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI-ToolbeltDisableShift\ZZZxSteel-UI-ToolbeltDisableShift.dll)

2025-12-28T15:29:44 11.048 INF [MODS] Loaded Mod: SteelUIToolbeltDisableShift (1.06.3)

2025-12-28T15:29:44 11.049 INF [MODS] Trying to load from folder: 'ZZZxSteel-UI-TopLeftStats'

2025-12-28T15:29:44 11.051 INF [MODS] Loaded Mod: SteelUITopLeftStats (1.0)

2025-12-28T15:29:44 11.053 INF [MODS] Trying to load from folder:

'ZZZZ_Hunlight_BetterScrapnCraftTweaks'

2025-12-28T15:29:44 11.055 INF [MODS] Loaded Mod:

ZZZZ_Hunlight_Tweak_BetterScrapCraft (1.2)

2025-12-28T15:29:44 11.057 INF [MODS] Trying to load from folder:

'ZZZZ_Hunlight_GupZombiesTweaks'

2025-12-28T15:29:44 11.059 INF [MODS] Loaded Mod:

ZZZZ_Hunlight_Balance_GupZombies (1.0)

2025-12-28T15:29:44 11.060 INF [MODS] Trying to load from folder:

'ZZZZ_Hunlight_MechanicMod_Balance'

2025-12-28T15:29:44 11.063 INF [MODS] Loaded Mod:

ZZZZ_Hunlight_MechanicMod_Balance (1.0)

2025-12-28T15:29:44 11.065 INF [MODS] Trying to load from folder:

'ZZZZ_Hunlight_ToolTimeTweaks'

2025-12-28T15:29:44 11.068 INF [MODS] Loaded Mod: ZZZZ_Hunlight_ToolTime_Fix (1.3)

2025-12-28T15:29:44 11.069 INF [MODS] Trying to load from folder:

'ZZZZ_Hunlight_UrbanDecayTweaks'

2025-12-28T15:29:44 11.071 INF [MODS] Loaded Mod:

ZZZZ_Hunlight_NoUrbanDecay_Fog (1.0)
2025-12-28T15:29:44 11.073 INF [MODS] Trying to load from folder:
'ZZZZ_Hunlights_Placable_Base'
2025-12-28T15:29:44 11.075 INF [MODS] Loaded Mod: ZZZZ_Hunlights_Placable_Base
(1.0)
2025-12-28T15:29:44 11.077 INF [MODS] Trying to load from folder:
'ZZZZZ_Hunlight_StarterKits'
2025-12-28T15:29:44 11.080 INF [MODS] Loaded Mod: Hunlight_StarterKits (1.1)
2025-12-28T15:29:44 11.081 INF [MODS] Trying to load from folder: 'zzzzzNovelties are
Nice'
2025-12-28T15:29:44 11.083 INF [MODS] Loaded Mod: zzzzz_Novelties_Are_Nice (1.0)
2025-12-28T15:29:44 11.085 INF [MODS] Start loading from:
'D:/SteamLibrary/steamapps/common/7 Days To Die/7DaysToDie_Data/./Mods'
2025-12-28T15:29:44 11.087 INF [MODS] Trying to load from folder: '0_TFP_Harmony'
2025-12-28T15:29:44 11.089 WRN [MODS] Mod with same name (TFP_Harmony) already
loaded, ignoring
2025-12-28T15:29:44 11.090 INF [MODS] Trying to load from folder: 'DMChatTeleport'
2025-12-28T15:29:44 11.094 WRN [MODS] Folder DMChatTeleport does not contain a
ModInfo.xml, ignoring
2025-12-28T15:29:44 11.097 INF [MODS] Trying to load from folder: 'TMO-Core'
2025-12-28T15:29:44 11.099 WRN [MODS] Folder TMO-Core does not contain a
ModInfo.xml, ignoring
2025-12-28T15:29:44 11.101 INF [MODS] Initializing mod code
2025-12-28T15:29:44 11.103 INF [MODS] Initializing mod TFP_Harmony
2025-12-28T15:29:44 11.113 INF [MODS] Found ModAPI in assembly TfpHarmony (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\TfpHarmony.dll),
creating instance
2025-12-28T15:29:44 11.115 INF [MODS] [Harmony] Init done
Fallback handler could not load library D:/SteamLibrary/steamapps/common/7 Days To
Die/7DaysToDie_Data/MonoBleedingEdge/data-0000024A9079F0E0.dll
2025-12-28T15:29:44 11.282 INF [MODS] Initialized code in mod 'TFP_Harmony' in
assembly TfpHarmony (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0_TFP_Harmony\TfpHarmony.dll)
2025-12-28T15:29:44 11.285 INF [MODS] Initializing mod
TheMeanOnesAdvCasingsCollector
2025-12-28T15:29:44 11.287 INF [MODS] Found ModAPI in assembly
TheMeanOnes_CasingsCollector (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\
(TMO) Advanced Casing Collector v3_v2.4Stable\TheMeanOnes_CasingsCollector.dll),
creating instance

<color=cyan>[TheMeanOneMods_CasingsCollector]</color> Initializing...

<color=cyan>[TheMeanOneMods_CasingsCollector]</color> TMO-Core detection: FOUND

<color=green>[TheMeanOneMods_CasingsCollector] Loaded - Reclaim Chance: 0.5</color>

<color=green>[TheMeanOneMods] Discord: <https://discord.gg/YPCWwyg7aa></color>

2025-12-28T15:29:44 11.319 INF [MODS] Initialized code in mod 'TheMeanOnesAdvCasingsCollector' in assembly TheMeanOnes_CasingsCollector (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO) Advanced Casing Collector v3_v2.4Stable\TheMeanOnes_CasingsCollector.dll)

2025-12-28T15:29:44 11.321 INF [MODS] Initializing mod TheMeanOnesBetterDoorFunction

2025-12-28T15:29:44 11.323 INF [MODS] Found ModAPI in assembly TheMeanOnesBetterDoorFunctions (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO) Better Door Function v3_v2.4Stable\TheMeanOnesBetterDoorFunctions.dll), creating instance

2025-12-28T15:29:44 11.375 INF <color=#00FFFF>[TheMeanOnes_BetterDoorFunction] Better Door Function Patch Loaded Successfully!</color>

2025-12-28T15:29:44 11.377 INF <color=#00FFFF>[TheMeanOnes_BetterDoorFunction] For support or updates, join: <https://discord.gg/NpGJrZnqRk></color>

2025-12-28T15:29:44 11.383 INF [MODS] Initialized code in mod 'TheMeanOnesBetterDoorFunction' in assembly TheMeanOnesBetterDoorFunctions (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO) Better Door Function v3_v2.4Stable\TheMeanOnesBetterDoorFunctions.dll)

2025-12-28T15:29:44 11.384 INF [MODS] Initializing mod TMO-CrosshairsPLUS

2025-12-28T15:29:44 11.386 INF [MODS] Found ModAPI in assembly TheMeanOne_CrosshairsPLUS (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO) Crosshair PLUS v2_v2.4Stable\TheMeanOne_CrosshairsPLUS.dll), creating instance

<color=#00E5FF>[TheMeanOnes Crosshairs PLUS]</color> Initializing...

<color=#00E5FF>[TheMeanOnes Crosshairs PLUS]</color> TMO-Core detection result: Found

2025-12-28T15:29:44 11.433 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair: crosshair001.png

2025-12-28T15:29:44 11.436 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair: crosshair002.png

2025-12-28T15:29:44 11.438 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair: crosshair003.png

2025-12-28T15:29:44 11.440 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair: crosshair004.png

2025-12-28T15:29:44 11.442 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair: crosshair005.png

2025-12-28T15:29:44 11.445 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair006.png

2025-12-28T15:29:44 11.447 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair007.png

2025-12-28T15:29:44 11.449 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair008.png

2025-12-28T15:29:44 11.450 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair009.png

2025-12-28T15:29:44 11.453 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair010.png

2025-12-28T15:29:44 11.455 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair011.png

2025-12-28T15:29:44 11.456 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair012.png

2025-12-28T15:29:44 11.458 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair013.png

2025-12-28T15:29:44 11.460 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair014.png

2025-12-28T15:29:44 11.462 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair015.png

2025-12-28T15:29:44 11.465 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair016.png

2025-12-28T15:29:44 11.467 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair017.png

2025-12-28T15:29:44 11.468 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair018.png

2025-12-28T15:29:44 11.470 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair019.png

2025-12-28T15:29:44 11.472 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair020.png

2025-12-28T15:29:44 11.474 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair021.png

2025-12-28T15:29:44 11.476 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair022.png

2025-12-28T15:29:44 11.478 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair023.png

2025-12-28T15:29:44 11.480 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair024.png

2025-12-28T15:29:44 11.482 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair025.png

2025-12-28T15:29:44 11.484 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair026.png

2025-12-28T15:29:44 11.486 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair027.png

2025-12-28T15:29:44 11.488 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair028.png

2025-12-28T15:29:44 11.490 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair029.png

2025-12-28T15:29:44 11.492 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair030.png

2025-12-28T15:29:44 11.494 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair031.png

2025-12-28T15:29:44 11.496 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair032.png

2025-12-28T15:29:44 11.498 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair033.png

2025-12-28T15:29:44 11.500 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair034.png

2025-12-28T15:29:44 11.502 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair035.png

2025-12-28T15:29:44 11.504 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair036.png

2025-12-28T15:29:44 11.506 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair037.png

2025-12-28T15:29:44 11.508 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair038.png

2025-12-28T15:29:44 11.509 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair039.png

2025-12-28T15:29:44 11.511 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair040.png

2025-12-28T15:29:44 11.513 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair041.png

2025-12-28T15:29:44 11.516 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair042.png

2025-12-28T15:29:44 11.518 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair043.png

2025-12-28T15:29:44 11.521 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair044.png

2025-12-28T15:29:44 11.522 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair045.png

2025-12-28T15:29:44 11.525 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair046.png

2025-12-28T15:29:44 11.526 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair047.png

2025-12-28T15:29:44 11.528 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair048.png

2025-12-28T15:29:44 11.531 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair049.png

2025-12-28T15:29:44 11.533 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair050.png

2025-12-28T15:29:44 11.535 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair051.png

2025-12-28T15:29:44 11.537 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair052.png

2025-12-28T15:29:44 11.538 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair053.png

2025-12-28T15:29:44 11.540 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair054.png

2025-12-28T15:29:44 11.542 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair055.png

2025-12-28T15:29:44 11.544 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair056.png

2025-12-28T15:29:44 11.547 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair057.png

2025-12-28T15:29:44 11.549 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair058.png

2025-12-28T15:29:44 11.551 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair059.png

2025-12-28T15:29:44 11.553 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair060.png

2025-12-28T15:29:44 11.555 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair061.png

2025-12-28T15:29:44 11.557 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair062.png

2025-12-28T15:29:44 11.559 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair063.png

2025-12-28T15:29:44 11.562 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair064.png

2025-12-28T15:29:44 11.564 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair065.png

2025-12-28T15:29:44 11.566 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair066.png

2025-12-28T15:29:44 11.567 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair067.png

2025-12-28T15:29:45 11.572 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair068.png

2025-12-28T15:29:45 11.573 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair069.png

2025-12-28T15:29:45 11.576 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair070.png

2025-12-28T15:29:45 11.585 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair071.png

2025-12-28T15:29:45 11.587 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair072.png

2025-12-28T15:29:45 11.589 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair073.png

2025-12-28T15:29:45 11.591 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair074.png

2025-12-28T15:29:45 11.593 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair075.png

2025-12-28T15:29:45 11.595 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair076.png

2025-12-28T15:29:45 11.597 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair077.png

2025-12-28T15:29:45 11.599 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair078.png

2025-12-28T15:29:45 11.601 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair079.png

2025-12-28T15:29:45 11.603 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair080.png

2025-12-28T15:29:45 11.605 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair081.png

2025-12-28T15:29:45 11.607 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair082.png

2025-12-28T15:29:45 11.609 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair083.png

2025-12-28T15:29:45 11.611 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair084.png

2025-12-28T15:29:45 11.613 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair085.png

2025-12-28T15:29:45 11.614 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair086.png

2025-12-28T15:29:45 11.616 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair087.png

2025-12-28T15:29:45 11.618 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair088.png

2025-12-28T15:29:45 11.620 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair089.png

2025-12-28T15:29:45 11.622 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair090.png

2025-12-28T15:29:45 11.624 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair091.png

2025-12-28T15:29:45 11.626 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair092.png

2025-12-28T15:29:45 11.628 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair093.png

2025-12-28T15:29:45 11.630 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair094.png

2025-12-28T15:29:45 11.631 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair095.png

2025-12-28T15:29:45 11.633 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair096.png

2025-12-28T15:29:45 11.635 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair097.png

2025-12-28T15:29:45 11.637 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair098.png

2025-12-28T15:29:45 11.640 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair099.png

2025-12-28T15:29:45 11.642 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair100.png

2025-12-28T15:29:45 11.644 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair101.png

2025-12-28T15:29:45 11.646 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair102.png

2025-12-28T15:29:45 11.648 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair103.png

2025-12-28T15:29:45 11.650 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair104.png

2025-12-28T15:29:45 11.652 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair105.png

2025-12-28T15:29:45 11.654 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair106.png

2025-12-28T15:29:45 11.656 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair107.png

2025-12-28T15:29:45 11.657 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair108.png

2025-12-28T15:29:45 11.659 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair109.png

2025-12-28T15:29:45 11.661 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair110.png

2025-12-28T15:29:45 11.663 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair111.png

2025-12-28T15:29:45 11.665 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair112.png

2025-12-28T15:29:45 11.667 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair113.png

2025-12-28T15:29:45 11.669 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair114.png

2025-12-28T15:29:45 11.671 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair115.png

2025-12-28T15:29:45 11.673 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair116.png

2025-12-28T15:29:45 11.675 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair117.png

2025-12-28T15:29:45 11.677 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair118.png

2025-12-28T15:29:45 11.679 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair119.png

2025-12-28T15:29:45 11.681 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair120.png

2025-12-28T15:29:45 11.683 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair121.png

2025-12-28T15:29:45 11.685 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair122.png

2025-12-28T15:29:45 11.687 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair123.png

2025-12-28T15:29:45 11.688 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair124.png

2025-12-28T15:29:45 11.690 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair125.png

2025-12-28T15:29:45 11.692 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair131.png

2025-12-28T15:29:45 11.694 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair132.png

2025-12-28T15:29:45 11.696 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair133.png

2025-12-28T15:29:45 11.698 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair134.png

2025-12-28T15:29:45 11.700 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair135.png

2025-12-28T15:29:45 11.703 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair136.png

2025-12-28T15:29:45 11.705 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair137.png

2025-12-28T15:29:45 11.707 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair138.png

2025-12-28T15:29:45 11.708 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair139.png

2025-12-28T15:29:45 11.710 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair140.png

2025-12-28T15:29:45 11.712 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair141.png

2025-12-28T15:29:45 11.714 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair142.png

2025-12-28T15:29:45 11.716 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair143.png

2025-12-28T15:29:45 11.718 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair144.png

2025-12-28T15:29:45 11.720 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair145.png

2025-12-28T15:29:45 11.722 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair146.png

2025-12-28T15:29:45 11.724 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair147.png

2025-12-28T15:29:45 11.726 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair148.png

2025-12-28T15:29:45 11.728 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair149.png

2025-12-28T15:29:45 11.730 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair150.png

2025-12-28T15:29:45 11.732 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair151.png

2025-12-28T15:29:45 11.734 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair152.png

2025-12-28T15:29:45 11.736 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair153.png

2025-12-28T15:29:45 11.738 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair154.png

2025-12-28T15:29:45 11.740 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair155.png

2025-12-28T15:29:45 11.741 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair156.png

2025-12-28T15:29:45 11.743 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair157.png

2025-12-28T15:29:45 11.745 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair158.png

2025-12-28T15:29:45 11.747 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair159.png

2025-12-28T15:29:45 11.749 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair160.png

2025-12-28T15:29:45 11.751 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair161.png

2025-12-28T15:29:45 11.753 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair162.png

2025-12-28T15:29:45 11.755 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair163.png

2025-12-28T15:29:45 11.757 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair164.png

2025-12-28T15:29:45 11.759 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair165.png

2025-12-28T15:29:45 11.761 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair166.png

2025-12-28T15:29:45 11.763 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair167.png

2025-12-28T15:29:45 11.765 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair168.png

2025-12-28T15:29:45 11.767 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair169.png

2025-12-28T15:29:45 11.769 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair170.png

2025-12-28T15:29:45 11.770 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair171.png

2025-12-28T15:29:45 11.772 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair172.png

2025-12-28T15:29:45 11.774 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair173.png

2025-12-28T15:29:45 11.776 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair174.png

2025-12-28T15:29:45 11.778 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair175.png

2025-12-28T15:29:45 11.780 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair176.png

2025-12-28T15:29:45 11.782 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair177.png

2025-12-28T15:29:45 11.784 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair178.png

2025-12-28T15:29:45 11.786 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair179.png

2025-12-28T15:29:45 11.788 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair180.png

2025-12-28T15:29:45 11.789 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair181.png

2025-12-28T15:29:45 11.791 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair182.png

2025-12-28T15:29:45 11.793 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair183.png

2025-12-28T15:29:45 11.795 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair184.png

2025-12-28T15:29:45 11.797 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair185.png

2025-12-28T15:29:45 11.799 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:

crosshair186.png

2025-12-28T15:29:45 11.801 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair187.png

2025-12-28T15:29:45 11.803 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair188.png

2025-12-28T15:29:45 11.805 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair189.png

2025-12-28T15:29:45 11.807 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair190.png

2025-12-28T15:29:45 11.809 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair191.png

2025-12-28T15:29:45 11.811 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair192.png

2025-12-28T15:29:45 11.813 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair193.png

2025-12-28T15:29:45 11.814 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair194.png

2025-12-28T15:29:45 11.816 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair195.png

2025-12-28T15:29:45 11.818 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair196.png

2025-12-28T15:29:45 11.820 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair197.png

2025-12-28T15:29:45 11.822 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair198.png

2025-12-28T15:29:45 11.823 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair199.png

2025-12-28T15:29:45 11.825 INF [TheMeanOnes Crosshairs PLUS] Loaded crosshair:
crosshair200.png

<color=#00E5FF>[TheMeanOnes Crosshairs PLUS]</color> Initialized successfully.

2025-12-28T15:29:45 11.829 INF [MODS] Initialized code in mod 'TMO-CrosshairsPLUS' in
assembly TheMeanOne_CrosshairsPLUS (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ (TMO) Crosshair PLUS
v2_v2.4Stable\TheMeanOne_CrosshairsPLUS.dll)

2025-12-28T15:29:45 11.830 INF [MODS] Initializing mod TheMeanOnes_ZombiesCantDig

2025-12-28T15:29:45 11.832 INF [MODS] Found ModAPI in assembly

TheMeanOnes_ZombiesDontDig (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\
(TMO) Zombies Cant Dig v4_v2.4_Stable\TheMeanOnes_ZombiesDontDig.dll), creating
instance

<color=#00ff00>[TheMeanOnes_ZombiesCantDig]</color> Initializing...

<color=#00ff00>[TheMeanOnes_ZombiesCantDig]</color> TMO-Core detection result: Found
<color=#00ff00>[TheMeanOnes_ZombiesCantDig]</color> Config loaded: Digging Enabled,
Allowed Zeds:
<color=#00ff00>[TheMeanOnes_ZombiesCantDig]</color> Initialized successfully.
2025-12-28T15:29:45 11.870 INF [MODS] Initialized code in mod
'TheMeanOnes_ZombiesCantDig' in assembly TheMeanOnes_ZombiesDontDig (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ (TMO) Zombies Cant Dig v4_
v2.4_Stable\TheMeanOnes_ZombiesDontDig.dll)
2025-12-28T15:29:45 11.873 INF [MODS] Initializing mod RuntimeOCD
2025-12-28T15:29:45 11.876 INF [MODS] Found ModAPI in assembly RuntimeOCD (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods__RuntimeOCD\RuntimeOCD.dll),
creating instance
2025-12-28T15:29:45 11.913 INF [MODS] Initialized code in mod 'RuntimeOCD' in
assembly RuntimeOCD (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods__RuntimeOCD\RuntimeOCD.dll)
2025-12-28T15:29:45 11.915 INF [MODS] Initializing mod Singularity
2025-12-28T15:29:45 11.917 INF [MODS] Found ModAPI in assembly Singularity (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Singularity\Singularity.dll), creating
instance
2025-12-28T15:29:45 11.920 INF [MODS] Initialized code in mod 'Singularity' in assembly
Singularity (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Singularity\Singularity.dll)
2025-12-28T15:29:45 11.922 INF [MODS] Initializing mod Gears
2025-12-28T15:29:45 11.924 INF [MODS] Found ModAPI in assembly Gears (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\Gears.dll), creating
instance
2025-12-28T15:29:45 11.926 INF [Gears] Loading Patch
2025-12-28T15:29:45 11.977 INF [Gears] Loaded Patch
2025-12-28T15:29:45 11.980 INF [MODS] Initialized code in mod 'Gears' in assembly Gears
(in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\Gears.dll)
2025-12-28T15:29:45 11.981 INF [MODS] Found ModAPI in assembly GearsAPI (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating
instance
2025-12-28T15:29:45 11.983 INF [Gears API] Gears API version 2.0.1.0 loaded
2025-12-28T15:29:45 11.985 INF [MODS] Initialized code in mod 'Gears' in assembly
GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-
Gears\GearsAPI.dll)
2025-12-28T15:29:45 11.987 INF [MODS] Initializing mod Alter_Soundoverride
2025-12-28T15:29:45 11.988 INF [MODS] Found ModAPI in assembly OverrideSounds (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-

Alter_OverrideSounds\OverrideSounds.dll), creating instance
2025-12-28T15:29:45 11.990 INF Loading Patch: Harmony.OverrideSounds
2025-12-28T15:29:45 11.993 INF [MODS] Initialized code in mod 'Alter_Soundoverride' in assembly OverrideSounds (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-Alter_OverrideSounds\OverrideSounds.dll)
2025-12-28T15:29:45 11.995 INF [MODS] Initializing mod CustomParticleLoader
2025-12-28T15:29:45 11.996 INF [MODS] Found ModAPI in assembly CustomParticleLoader (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomParticleLoader\CustomParticleLoader.dll), creating instance
2025-12-28T15:29:45 11.998 INF Loading Patch: CustomParticleEffectLoaderInit
2025-12-28T15:29:45 12.199 INF [MODS] Initialized code in mod 'CustomParticleLoader' in assembly CustomParticleLoader (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomParticleLoader\CustomParticleLoader.dll)
2025-12-28T15:29:45 12.202 INF [MODS] Initializing mod CustomPlayerActionManager
2025-12-28T15:29:45 12.204 INF [MODS] Found ModAPI in assembly CustomPlayerActionManager (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomPlayerActionManager\CustomPlayerActionManager.dll), creating instance
2025-12-28T15:29:45 12.206 INF Loading Patch: CustomPlayerActionManagerInit
2025-12-28T15:29:45 12.269 INF Choosing new GetBindingValueInternal for XUIController for game version 2.5
2025-12-28T15:29:45 12.277 INF [MODS] Initialized code in mod 'CustomPlayerActionManager' in assembly CustomPlayerActionManager (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomPlayerActionManager\CustomPlayerActionManager.dll)
2025-12-28T15:29:45 12.279 INF [MODS] Initializing mod CommonUtilityLib
2025-12-28T15:29:45 12.281 INF [MODS] Found ModAPI in assembly CustomPlayerActionManager (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomPlayerActionManager\CustomPlayerActionManager.dll), creating instance
2025-12-28T15:29:45 12.283 INF [MODS] Initialized code in mod 'CommonUtilityLib' in assembly CustomPlayerActionManager (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-CustomPlayerActionManager\CustomPlayerActionManager.dll)
2025-12-28T15:29:45 12.284 INF [MODS] Found ModAPI in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating instance
2025-12-28T15:29:45 12.286 INF [Gears API] Gears API version 2.0.1.0 loaded
2025-12-28T15:29:45 12.288 INF [MODS] Initialized code in mod 'CommonUtilityLib' in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:45 12.290 INF [MODS] Found ModAPI in assembly KFCommonUtilityLib (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-KFCommonUtilityLib\KFCommonUtilityLib.dll), creating instance

2025-12-28T15:29:45 12.292 INF Loading Patch: CommonUtilityLibInit

2025-12-28T15:29:45 12.293 INF size of MultiActionIndice: 7 marshal size: 7

2025-12-28T15:29:45 12.296 INF virtual void ItemActionRanged::StartHolding(ItemActionData _data)

2025-12-28T15:29:46 12.724 INF mod 1!!!

2025-12-28T15:29:46 12.726 INF mod 2!!!

2025-12-28T15:29:46 12.728 INF mod 2!!!

2025-12-28T15:29:46 12.730 INF mod 2!!!

2025-12-28T15:29:46 12.735 INF cos 1!!!

2025-12-28T15:29:46 12.737 INF cos 2!!!

2025-12-28T15:29:46 12.739 INF cos 2!!!

2025-12-28T15:29:46 12.741 INF cos 2!!!

2025-12-28T15:29:46 13.109 INF primary press patched!

2025-12-28T15:29:46 13.112 INF primary release patched!

2025-12-28T15:29:46 13.114 INF secondary press patched!

2025-12-28T15:29:46 13.116 INF secondary release patched!

2025-12-28T15:29:46 13.178 INF primary press patched!

2025-12-28T15:29:46 13.181 INF primary release patched!

2025-12-28T15:29:46 13.183 INF secondary press patched!

2025-12-28T15:29:46 13.185 INF secondary release patched!

2025-12-28T15:29:46 13.319 INF primary press patched!

2025-12-28T15:29:46 13.322 INF primary release patched!

2025-12-28T15:29:46 13.324 INF secondary press patched!

2025-12-28T15:29:46 13.326 INF secondary release patched!

2025-12-28T15:29:46 13.438 INF replacing launcher projectile script...

2025-12-28T15:29:46 13.539 INF primary press patched!

2025-12-28T15:29:46 13.541 INF primary release patched!

2025-12-28T15:29:46 13.543 INF secondary press patched!

2025-12-28T15:29:46 13.545 INF secondary release patched!

2025-12-28T15:29:47 13.775 INF Patching property override method ItemActionCatapult.OnModificationsChanged

2025-12-28T15:29:47 13.780 INF Patching property override method ItemActionRanged.OnModificationsChanged

2025-12-28T15:29:47 13.787 INF Patching property override method ItemActionZoom.OnModificationsChanged

2025-12-28T15:29:47 13.791 INF Patching property override method

ItemActionBlocking.OnModificationsChanged

2025-12-28T15:29:47 13.794 INF Patching property override method

ItemActionBetterLauncher.OnModificationsChanged

2025-12-28T15:29:47 13.820 INF statcurrent display patched!

2025-12-28T15:29:47 13.822 INF statcurrentwithmax display patched!

2025-12-28T15:29:47 13.824 INF icon override display patched!

2025-12-28T15:29:47 13.826 INF icon tint override display patched!

2025-12-28T15:29:47 13.828 INF statvisible display patched!

2025-12-28T15:29:47 13.836 INF refreshfill patched!

2025-12-28T15:29:47 13.868 INF statcurrent display patched!

2025-12-28T15:29:47 13.871 INF statcurrentwithmax display patched!

2025-12-28T15:29:47 13.873 INF icon override display patched!

2025-12-28T15:29:47 13.874 INF icon tint override display patched!

2025-12-28T15:29:47 13.876 INF statvisible display patched!

2025-12-28T15:29:47 13.892 INF Choosing new GetBindingValueInternal for
XUiC_ItemInfoWindow for game version 2.5

2025-12-28T15:29:47 13.914 INF Choosing new GetBindingValueInternal for XUiC_ItemStack
for game version 2.5

2025-12-28T15:29:47 13.931 INF [MODS] Initialized code in mod 'CommonUtilityLib' in
assembly KFCommonUtilityLib (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-
KFCommonUtilityLib\KFCommonUtilityLib.dll)

2025-12-28T15:29:47 13.934 INF [MODS] Initializing mod Quartz

2025-12-28T15:29:47 13.936 INF [MODS] Found ModAPI in assembly GearsAPI (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating
instance

2025-12-28T15:29:47 13.938 INF [Gears API] Gears API version 2.0.1.0 loaded

2025-12-28T15:29:47 13.939 INF [MODS] Initialized code in mod 'Quartz' in assembly
GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-
Gears\GearsAPI.dll)

2025-12-28T15:29:47 13.941 INF [MODS] Found ModAPI in assembly Quartz (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-Quartz\Quartz.dll), creating instance

2025-12-28T15:29:47 13.945 INF [Quartz] Loading Patch

2025-12-28T15:29:47 14.046 INF Updated culture for display texts

2025-12-28T15:29:47 14.059 INF [Quartz] Loaded Patch

2025-12-28T15:29:47 14.062 INF [Quartz] Loading ActionSets

2025-12-28T15:29:47 14.065 INF [Quartz] ActionSets file version: 2

2025-12-28T15:29:47 14.069 INF [MODS] Initialized code in mod 'Quartz' in assembly
Quartz (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-Quartz\Quartz.dll)

2025-12-28T15:29:47 14.071 INF [MODS] Initializing mod 0-SCore_sphereii

2025-12-28T15:29:47 14.073 INF [MODS] Found ModAPI in assembly SCore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-SCore\SCore.dll), creating instance

2025-12-28T15:29:47 14.075 INF Loading Patch: Harmony.SphereIICoreInit

2025-12-28T15:29:47 14.390 INF primary press patched!

2025-12-28T15:29:47 14.392 INF primary release patched!

2025-12-28T15:29:47 14.395 INF secondary press patched!

2025-12-28T15:29:47 14.397 INF secondary release patched!

2025-12-28T15:29:48 15.144 INF SCore:: Checking Installed Modlets...

2025-12-28T15:29:48 15.146 INF Loaded Mods From C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods

2025-12-28T15:29:48 15.148 INF Loaded Mods From D:/SteamLibrary/steamapps/common/7Days To Die/7DaysToDie_Data/./Mods

2025-12-28T15:29:48 15.165 INF Modlet List Hash: 6561F

2025-12-28T15:29:48 15.168 INF SCore:: Done Checking Installed Modlets

2025-12-28T15:29:48 15.181 INF [MODS] Initialized code in mod '0-SCore_sphereii' in assembly SCore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-SCore\SCore.dll)

2025-12-28T15:29:48 15.183 INF [MODS] Initializing mod 0xSteel-DisableGlitchyZombieAnimations

2025-12-28T15:29:48 15.185 INF [MODS] Found ModAPI in assembly 0xSteel-DisableGlitchyZombieAnimations.dll (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-DisableGlitchyZombieAnimations\0xSteel-DisableGlitchyZombieAnimations.dll), creating instance

2025-12-28T15:29:48 15.189 INF [MODS] Initialized code in mod '0xSteel-DisableGlitchyZombieAnimations' in assembly 0xSteel-DisableGlitchyZombieAnimations.dll (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-DisableGlitchyZombieAnimations\0xSteel-DisableGlitchyZombieAnimations.dll)

2025-12-28T15:29:48 15.192 INF [MODS] Initializing mod 0xSteel-MoreGore

2025-12-28T15:29:48 15.193 INF [MODS] Found ModAPI in assembly 0xSteel-MoreGore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-MoreGore\0xSteel-MoreGore.dll), creating instance

2025-12-28T15:29:48 15.270 INF [MODS] Initialized code in mod '0xSteel-MoreGore' in assembly 0xSteel-MoreGore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-MoreGore\0xSteel-MoreGore.dll)

2025-12-28T15:29:48 15.273 INF [MODS] Initializing mod 0xSteel-QuestExcludeCleared

2025-12-28T15:29:48 15.274 INF [MODS] Found ModAPI in assembly 0xSteel-QuestExcludeCleared (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-QuestExcludeCleared\0xSteel-QuestExcludeCleared.dll), creating instance

2025-12-28T15:29:48 15.280 INF [MODS] Initialized code in mod '0xSteel-QuestExcludeCleared' in assembly 0xSteel-QuestExcludeCleared (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-QuestExcludeCleared\0xSteel-QuestExcludeCleared.dll)

2025-12-28T15:29:48 15.282 INF [MODS] Initializing mod 0xSteel-QuestListSortByDistance

2025-12-28T15:29:48 15.283 INF [MODS] Found ModAPI in assembly 0xSteel-QuestListSortByDistance (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-QuestListSortByDistance\0xSteel-QuestListSortByDistance.dll), creating instance

2025-12-28T15:29:48 15.298 INF [MODS] Initialized code in mod '0xSteel-QuestListSortByDistance' in assembly 0xSteel-QuestListSortByDistance (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-QuestListSortByDistance\0xSteel-QuestListSortByDistance.dll)

2025-12-28T15:29:48 15.301 INF [MODS] Initializing mod 0xSteel-ReplaceZombieKnockdown

2025-12-28T15:29:48 15.303 INF [MODS] Found ModAPI in assembly 0xSteel-ReplaceZombieKnockdown (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-ReplaceZombieKnockdown\0xSteel-ReplaceZombieKnockdown.dll), creating instance

2025-12-28T15:29:48 15.320 INF [MODS] Initialized code in mod '0xSteel-ReplaceZombieKnockdown' in assembly 0xSteel-ReplaceZombieKnockdown (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0xSteel-ReplaceZombieKnockdown\0xSteel-ReplaceZombieKnockdown.dll)

2025-12-28T15:29:48 15.322 INF [MODS] Initializing mod Izayo_WeaponFixes

2025-12-28T15:29:48 15.324 INF [MODS] Found ModAPI in assembly IzayoUtils (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D2.5_Izayo_WeaponFixes\IzayoUtils.dll), creating instance

2025-12-28T15:29:48 15.330 INF [MODS] Initialized code in mod 'Izayo_WeaponFixes' in assembly IzayoUtils (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D2.5_Izayo_WeaponFixes\IzayoUtils.dll)

2025-12-28T15:29:48 15.332 INF [MODS] Initializing mod ModUtils

2025-12-28T15:29:48 15.334 INF [MODS] No ModAPI found in mod DLLs

2025-12-28T15:29:48 15.336 INF [MODS] Initializing mod AllowComboKeys

2025-12-28T15:29:48 15.338 INF [MODS] Found ModAPI in assembly AllowComboKeys (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\AllowComboKeys\AllowComboKeys.dll), creating instance

2025-12-28T15:29:48 15.340 INF Loading Patch: AllowComboKeys.AllowComboKeysInit

2025-12-28T15:29:48 15.347 INF [MODS] Initialized code in mod 'AllowComboKeys' in assembly AllowComboKeys (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\AllowComboKeys\AllowComboKeys.dll)

2025-12-28T15:29:48 15.349 INF [MODS] Initializing mod Alter_DroneWeaponsMod
2025-12-28T15:29:48 15.351 INF [MODS] Found ModAPI in assembly DroneWeaponsMod
(in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Alter_DroneWeaponsMod\DroneWeapo
nsMod.dll), creating instance
2025-12-28T15:29:48 15.352 INF Loading Patch: Harmony.DroneWeaponsMod
2025-12-28T15:29:48 15.427 INF [MODS] Initialized code in mod
'Alter_DroneWeaponsMod' in assembly DroneWeaponsMod (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Alter_DroneWeaponsMod\DroneWeapo
nsMod.dll)
2025-12-28T15:29:48 15.430 INF [MODS] Initializing mod Alter_IndoorFarming
2025-12-28T15:29:48 15.432 INF [MODS] Found ModAPI in assembly IndoorFarming (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Alter_IndoorFarming\IndoorFarming.dll),
creating instance
2025-12-28T15:29:48 15.434 INF Loading Patch: Harmony.IndoorFarming
2025-12-28T15:29:48 15.442 INF [MODS] Initialized code in mod 'Alter_IndoorFarming' in
assembly IndoorFarming (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Alter_IndoorFarming\IndoorFarming.dll)
2025-12-28T15:29:48 15.444 INF [MODS] Initializing mod BetterModCompatibility
2025-12-28T15:29:48 15.446 INF [MODS] Found ModAPI in assembly
BetterModCompatibility (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\BetterModCompatibility\BetterModComp
atibility.dll), creating instance
2025-12-28T15:29:48 15.448 INF Loading Patch: BetterModCompatibilityInit
2025-12-28T15:29:48 15.557 INF Choosing new GetBindingValueInternal for
XUiC_CraftingInfoWindow for game version 2.5
2025-12-28T15:29:48 15.566 INF [MODS] Initialized code in mod 'BetterModCompatibility'
in assembly BetterModCompatibility (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\BetterModCompatibility\BetterModComp
atibility.dll)
2025-12-28T15:29:49 15.569 INF [MODS] Initializing mod ClearQuestDebug
2025-12-28T15:29:49 15.571 INF [MODS] Found ModAPI in assembly ClearQuestDebug
(in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ClearQuestDebug\ClearQuestDebug.dll)
, creating instance
ClearQuestDebug Transpiling NavObject.IsValidEntity
ClearQuestDebug Overriding check for passive sleeping
ClearQuestDebug Overriding check for passive sleeping
2025-12-28T15:29:49 15.589 INF [MODS] Initialized code in mod 'ClearQuestDebug' in

assembly ClearQuestDebug (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ClearQuestDebug\ClearQuestDebug.dll)
2025-12-28T15:29:49 15.591 INF [MODS] Initializing mod CraftFromContainers
2025-12-28T15:29:49 15.593 INF [MODS] Found ModAPI in assembly
CraftFromContainers (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CraftFromContainers\CraftFromContainers.dll), creating instance
Craft From Containers Transpiling ItemActionEntryCraft.OnActivated
Craft From Containers Transpiling XUIM_PlayerInventory.CanSwapItems
Craft From Containers Adding method to add items from all storages
Craft From Containers Transpiling XUIM_PlayerInventory_HasItems
Craft From Containers Replacing return value with method
Craft From Containers Transpiling XUIM_PlayerInventory_RemoveItems
Craft From Containers Adding method to remove from storages
Craft From Containers Transpiling EntityVehicle.takeFuel
Craft From Containers Adding method to remove from storages
Craft From Containers Transpiling AnimatorRangedReloadState.GetAmmoCountToReload
Craft From Containers Adding method to get item count from storages
Craft From Containers Adding method to remove from storages
Craft From Containers Adding method to remove from storages
Craft From Containers Transpiling Animator3PRangedReloadState.GetAmmoCountToReload
Craft From Containers Adding method to get item count from storages
Craft From Containers Adding method to remove from storages
Craft From Containers Adding method to remove from storages
Craft From Containers Transpiling ItemActionRanged.CanReload
Craft From Containers Adding method to get item count from storages
Craft From Containers Transpiling XUIC_RecipeCraftCount_calcMaxCraftable
Craft From Containers Adding method to add items from all storages
Craft From Containers Transpiling ItemActionEntryPurchase.RefreshEnabled
Craft From Containers Adding method to add item counts from all storages
Craft From Containers Transpiling XUIC_IngredientEntry.GetBindingValueInternal
Craft From Containers Adding method to add item counts from all storages
Craft From Containers Adding method to add item counts from all storages
Craft From Containers Adding method to add item counts from all storages
Craft From Containers Adding method to add item counts from all storages
Craft From Containers Transpiling XUIC_RecipeList.Update
Craft From Containers Adding method to add items from all storages
Craft From Containers Transpiling ItemActionEntryRepair.RefreshEnabled
Craft From Containers Adding method to count items from all storages

Craft From Containers Transpiling ItemActionEntryRepair.OnActivated
Craft From Containers Adding method to count items from all storages
Craft From Containers Transpiling ItemActionRepair.CanRemoveRequiredResource
Craft From Containers Adding method to count items from all storages
Craft From Containers Transpiling ItemActionRepair.RemoveRequiredResource
Craft From Containers Adding method to remove items from all storages
Craft From Containers Transpiling ItemActionRepair.canRemoveRequiredItem
Craft From Containers Adding method to count items from all storages
Craft From Containers Transpiling ItemActionRepair.removeRequiredItem
Craft From Containers Adding method to remove items from all storages
2025-12-28T15:29:49 15.662 INF [MODS] Initialized code in mod 'CraftFromContainers' in assembly CraftFromContainers (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CraftFromContainers\CraftFromContainers.dll)
2025-12-28T15:29:49 15.665 INF [MODS] Initializing mod CustomFpvFov
2025-12-28T15:29:49 15.667 INF [MODS] Found ModAPI in assembly CustomFPVFov (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomFPVFov\CustomFPVFov.dll), creating instance
2025-12-28T15:29:49 15.669 INF Loading Patch: CustomFPVFov.Init
2025-12-28T15:29:49 15.683 INF [MODS] Initialized code in mod 'CustomFpvFov' in assembly CustomFPVFov (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomFPVFov\CustomFPVFov.dll)
2025-12-28T15:29:49 15.686 INF [MODS] Found ModAPI in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating instance
2025-12-28T15:29:49 15.687 INF [Gears API] Gears API version 2.0.1.0 loaded
2025-12-28T15:29:49 15.689 INF [MODS] Initialized code in mod 'CustomFpvFov' in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)
2025-12-28T15:29:49 15.691 INF [MODS] Initializing mod CustomMuzzleFlash
2025-12-28T15:29:49 15.692 INF [MODS] Found ModAPI in assembly CustomMuzzleFlash (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomMuzzleFlash\CustomMuzzleFlash.dll), creating instance
2025-12-28T15:29:49 15.694 INF Loading Patch: CustomMuzzleFlashInit
2025-12-28T15:29:49 15.712 INF [MODS] Initialized code in mod 'CustomMuzzleFlash' in assembly CustomMuzzleFlash (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomMuzzleFlash\CustomMuzzleFlash.dll)

2025-12-28T15:29:49 15.715 INF [MODS] Initializing mod CustomParticleLoaderMultiExplosion

2025-12-28T15:29:49 15.717 INF [MODS] Found ModAPI in assembly CustomParticleLoaderMultiExplosion (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomParticleLoaderMultiExplosion\CustomParticleLoaderMultiExplosion.dll), creating instance

2025-12-28T15:29:49 15.719 INF Loading Patch: CustomParticleLoaderMultiExplosionInit

2025-12-28T15:29:49 15.721 INF [MODS] Initialized code in mod 'CustomParticleLoaderMultiExplosion' in assembly CustomParticleLoaderMultiExplosion (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\CustomParticleLoaderMultiExplosion\CustomParticleLoaderMultiExplosion.dll)

2025-12-28T15:29:49 15.722 INF [MODS] Initializing mod DamageNumbers

2025-12-28T15:29:49 15.724 INF [MODS] Found ModAPI in assembly DamageNumbersMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DamageNumbers1.9 for 2.5b18\DamageNumbersMod.dll), creating instance

[DamageNumbers] Controller proactively initialized.

[DamageNumbers] Mod Initialized and Patches Applied.

2025-12-28T15:29:49 15.806 INF [MODS] Initialized code in mod 'DamageNumbers' in assembly DamageNumbersMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DamageNumbers1.9 for 2.5b18\DamageNumbersMod.dll)

2025-12-28T15:29:49 15.809 INF [MODS] Initializing mod DanzoScreamerAlert

2025-12-28T15:29:49 15.811 INF [MODS] Found ModAPI in assembly DanzoScreamerAlert (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DanzoScreamerAlert\DanzoScreamerAlert.dll), creating instance

2025-12-28T15:29:49 15.813 INF [DanzoScreamerAlert] InitMod: Initializing mod... Version: 1.3.3

2025-12-28T15:29:49 15.822 INF [DanzoScreamerAlert] AIScoutHordeSpawner_SpawnUpdate_Patch: Transpiler started

2025-12-28T15:29:49 15.824 INF [DanzoScreamerAlert] AIScoutHordeSpawner_SpawnUpdate_Patch: Transpiler completed successfully

2025-12-28T15:29:49 15.835 INF [DanzoScreamerAlert] LoadConfig: Configuration loaded successfully.

2025-12-28T15:29:49 15.837 INF [DanzoScreamerAlert] PrintConfig: Config Values:

SpawnScoutsVolume: 0.5

SpawnHordeNearVolume: 0.5

WanderingHordeVolume: 0.5

SpawnScoutsSound: siren-12418-rework

SpawnHordeNearSound: halloween-impact-05-93808

WanderingHordeSound: biodynamic-impact-braam-tonal-dark-184276

CustomAlerts: False

CustomAlertSoundsFile: CustomAlertSounds.unity3d

UseServerConfig: False

SoundAttachedToPosition: False

2025-12-28T15:29:49 15.840 INF [DanzoScreamerAlert] LoadAssetBundle: Attempting to load AssetBundle from path:

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DanzoScreamerAlert\Resources\AlertSounds.unity3d

2025-12-28T15:29:49 15.842 INF [DanzoScreamerAlert] LoadAssetBundle: Successfully loaded AssetBundle: AlertSounds.unity3d

2025-12-28T15:29:49 15.843 INF [MODS] Initialized code in mod 'DanzoScreamerAlert' in assembly DanzoScreamerAlert (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\DanzoScreamerAlert\DanzoScreamerAlert.dll)

2025-12-28T15:29:49 15.845 INF [MODS] Initializing mod FPVLegs

2025-12-28T15:29:49 15.847 INF [MODS] Found ModAPI in assembly FPVLegs (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FPVLegs\FPVLegs.dll), creating instance

2025-12-28T15:29:49 15.849 INF Loading Patch: FPVLegs.FPVLegsInit

2025-12-28T15:29:49 15.868 INF [MODS] Initialized code in mod 'FPVLegs' in assembly FPVLegs (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FPVLegs\FPVLegs.dll)

2025-12-28T15:29:49 15.870 INF [MODS] Found ModAPI in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating instance

2025-12-28T15:29:49 15.872 INF [Gears API] Gears API version 2.0.1.0 loaded

2025-12-28T15:29:49 15.874 INF [MODS] Initialized code in mod 'FPVLegs' in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:49 15.875 INF [MODS] Initializing mod FullautoLauncher

2025-12-28T15:29:49 15.877 INF [MODS] Found ModAPI in assembly FullautoLauncher (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FullautoLauncher\FullautoLauncher.dll), creating instance

2025-12-28T15:29:49 15.879 INF Loading Patch: FullautoLauncherInit

2025-12-28T15:29:49 15.894 INF replacing launcher projectile script...

2025-12-28T15:29:49 15.919 INF primary press patched!

2025-12-28T15:29:49 15.922 INF primary release patched!

2025-12-28T15:29:49 15.924 INF secondary press patched!

2025-12-28T15:29:49 15.926 INF secondary release patched!

2025-12-28T15:29:49 15.967 INF [MODS] Initialized code in mod 'FullautoLauncher' in assembly FullautoLauncher (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FullautoLauncher\FullautoLauncher.dll)

2025-12-28T15:29:49 15.969 INF [MODS] Initializing mod Halicopter

2025-12-28T15:29:49 15.972 INF [MODS] Found ModAPI in assembly Halicopter (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Halicopter\Halicopter.dll), creating instance

2025-12-28T15:29:49 15.973 INF Initialising Halicopter

2025-12-28T15:29:49 16.009 INF [MODS] Initialized code in mod 'Halicopter' in assembly Halicopter (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Halicopter\Halicopter.dll)

2025-12-28T15:29:49 16.012 INF [MODS] Initializing mod ImmersiveCam7DTD

2025-12-28T15:29:49 16.015 INF [MODS] Found ModAPI in assembly ImmersiveCam7DTD (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ImmersiveCam7DTD\ImmersiveCam7DTD.dll), creating instance

[ImmersiveCamera] Config - Enabled: True

2025-12-28T15:29:49 16.030 INF [MODS] Initialized code in mod 'ImmersiveCam7DTD' in assembly ImmersiveCam7DTD (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ImmersiveCam7DTD\ImmersiveCam7DTD.dll)

2025-12-28T15:29:49 16.032 INF [MODS] Initializing mod KeepReloading

2025-12-28T15:29:49 16.034 INF [MODS] Found ModAPI in assembly KeepReloading (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\KeepReloading\KeepReloading.dll), creating instance

2025-12-28T15:29:49 16.037 INF Loading Patch: KeepReloading.KeepReloadingInit

2025-12-28T15:29:49 16.041 INF [MODS] Initialized code in mod 'KeepReloading' in assembly KeepReloading (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\KeepReloading\KeepReloading.dll)

2025-12-28T15:29:49 16.043 INF [MODS] Initializing mod LittleRedSonja_CAS

2025-12-28T15:29:49 16.045 INF [MODS] Found ModAPI in assembly SonjaCustomArmorCosmeticsMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_CAS\SonjaCustomArmorCosmeticsMod.dll), creating instance

<color=#FF00FF>Sonja CAS_config file found at:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_CAS\CAS_config.yaml</color>

<color=#FF00FF>CAS config loaded with mode: UnlockAll</color>

<color=#FF00FF>Sonja CAS: Found and patching NEW method.</color>

<color=#FF00FF>Loading Sonja Cosmetic Armor System:</color>

SonjaCustomArmorCosmeticsMod.Init

<color=#FF00FF>CAS Applied 9 patches</color>

2025-12-28T15:29:49 16.102 INF <color=#FF00FF>Sonja Cosmetics Mod Loaded, Yippy!

</color>

2025-12-28T15:29:49 16.105 INF [MODS] Initialized code in mod 'LittleRedSonja_CAS' in assembly SonjaCustomArmorCosmeticsMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_CAS\SonjaCustomArmorCosmeticsMod.dll)

2025-12-28T15:29:49 16.108 INF [MODS] Initializing mod LittleRedSonja_ShoppingTime_FULL

2025-12-28T15:29:49 16.110 INF [MODS] Found ModAPI in assembly SonjaCore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_ShoppingTime_0FULL\SonjaVendingCore.dll), creating instance

2025-12-28T15:29:49 16.120 INF [MODS] Initialized code in mod 'LittleRedSonja_ShoppingTime_FULL' in assembly SonjaCore (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LittleRedSonja_ShoppingTime_0FULL\SonjaVendingCore.dll)

2025-12-28T15:29:49 16.122 INF [MODS] Initializing mod LuzipherMST_MapGenerator

2025-12-28T15:29:49 16.124 INF [MODS] Found ModAPI in assembly LMST_7DTD_Map_Generator (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LMST_MapGenerator_V1_0\LMST_7DTD_Map_Generator.dll), creating instance

2025-12-28T15:29:49 16.132 INF [LMST] StreetThinner Harmony patches applied.

2025-12-28T15:29:49 16.135 INF [MODS] Initialized code in mod 'LuzipherMST_MapGenerator' in assembly LMST_7DTD_Map_Generator (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LMST_MapGenerator_V1_0\LMST_7DTD_Map_Generator.dll)

2025-12-28T15:29:49 16.137 INF [MODS] Initializing mod LOTFs_The_Mechanic

2025-12-28T15:29:49 16.138 INF [MODS] Found ModAPI in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll), creating instance

[MechanicModSettings] No root <LOTFModSettings> node found.

2025-12-28T15:29:49 16.160 INF BoltExtractoryDrops [Mod] Harmony patches applied!

2025-12-28T15:29:49 16.164 INF [MODS] Initialized code in mod 'LOTFs_The_Mechanic' in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll)

2025-12-28T15:29:49 16.166 INF [MODS] Found ModAPI in assembly MechanicDrops (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll), creating instance
2025-12-28T15:29:49 16.188 INF FlexExtensionDrops [Mod] Harmony patches applied!
2025-12-28T15:29:49 16.190 INF [MODS] Initialized code in mod 'LOTFs_The_Mechanic' in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll)
2025-12-28T15:29:49 16.192 INF [MODS] Found ModAPI in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll), creating instance
2025-12-28T15:29:49 16.216 INF InsulatedSocketDrops [Mod] Harmony patches applied!
2025-12-28T15:29:49 16.219 INF [MODS] Initialized code in mod 'LOTFs_The_Mechanic' in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll)
2025-12-28T15:29:49 16.221 INF [MODS] Found ModAPI in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll), creating instance
2025-12-28T15:29:49 16.238 INF ThinWalledSocketDrops [Mod] Harmony patches applied!
2025-12-28T15:29:49 16.241 INF [MODS] Initialized code in mod 'LOTFs_The_Mechanic' in assembly MechanicDrops (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\LOTFs-TheMechanic\MechanicDrops.dll)
2025-12-28T15:29:49 16.242 INF [MODS] Initializing mod NaturalProgression
2025-12-28T15:29:49 16.244 INF [MODS] Found ModAPI in assembly NaturalProgression (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NaturalProgression\NaturalProgression.dll), creating instance
2025-12-28T15:29:49 16.293 INF [MODS] Initialized code in mod 'NaturalProgression' in assembly NaturalProgression (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NaturalProgression\NaturalProgression.dll)
2025-12-28T15:29:49 16.295 INF [MODS] Initializing mod RFS_SevenDaysToDie_Mods_NoConsoleOnError
2025-12-28T15:29:49 16.297 INF [MODS] Found ModAPI in assembly NoConsoleOnError (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NoConsoleOnError\NoConsoleOnError.dll), creating instance
2025-12-28T15:29:49 16.299 INF NoConsoleOnError: Patching...
2025-12-28T15:29:49 16.302 INF [MODS] Initialized code in mod 'RFS_SevenDaysToDie_Mods_NoConsoleOnError' in assembly NoConsoleOnError (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\NoConsoleOnError\NoConsoleOnError.dll)

dll)

2025-12-28T15:29:49 16.304 INF [MODS] Initializing mod NUGZ_RusticBUS

2025-12-28T15:29:49 16.306 INF [MODS] No ModAPI found in mod DLLs

2025-12-28T15:29:49 16.307 INF [MODS] Initializing mod OcbCrookedDeco

2025-12-28T15:29:49 16.309 INF [MODS] Found ModAPI in assembly CrookedDeco (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbCrookedDeco\CrookedDeco.dll), creating instance

2025-12-28T15:29:49 16.311 INF Loading OCB Crooked Deco/Tree Patch: CrookedDeco

2025-12-28T15:29:49 16.341 INF Patched BlockShapeNew.renderFace rotation

2025-12-28T15:29:49 16.384 INF [MODS] Initialized code in mod 'OcbCrookedDeco' in assembly CrookedDeco (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbCrookedDeco\CrookedDeco.dll)

2025-12-28T15:29:49 16.386 INF [MODS] Initializing mod OcbCustomTextures

2025-12-28T15:29:49 16.388 INF [MODS] Found ModAPI in assembly CustomTextures (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbCustomTextures\CustomTextures.dll), creating instance

2025-12-28T15:29:49 16.390 INF OCB Harmony Patch: OcbCustomTextures

2025-12-28T15:29:49 16.414 INF [MODS] Initialized code in mod 'OcbCustomTextures' in assembly CustomTextures (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbCustomTextures\CustomTextures.dll)

)

2025-12-28T15:29:49 16.417 INF [MODS] Initializing mod OcbNoSuddenExit

2025-12-28T15:29:49 16.419 INF [MODS] Found ModAPI in assembly NoSuddenExit (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbNoSuddenExit\NoSuddenExit.dll), creating instance

2025-12-28T15:29:49 16.421 INF Loading Patch: NoSuddenExit

2025-12-28T15:29:49 16.425 INF [MODS] Initialized code in mod 'OcbNoSuddenExit' in assembly NoSuddenExit (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbNoSuddenExit\NoSuddenExit.dll)

2025-12-28T15:29:49 16.427 INF [MODS] Initializing mod OcbPlantGrowInfo

2025-12-28T15:29:49 16.429 INF [MODS] Found ModAPI in assembly PlantGrowInfo (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbPlantGrowInfo\PlantGrowInfo.dll), creating instance

2025-12-28T15:29:49 16.431 INF OCB Harmony Patch: OcbPlantGrowInfo

2025-12-28T15:29:49 16.441 INF [MODS] Initialized code in mod 'OcbPlantGrowInfo' in assembly PlantGrowInfo (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbPlantGrowInfo\PlantGrowInfo.dll)

2025-12-28T15:29:49 16.443 INF [MODS] Initializing mod OcbPrettyGrass

2025-12-28T15:29:49 16.445 INF [MODS] Found ModAPI in assembly PrettyGrass (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbPrettyGrass\PrettyGrass.dll),
creating instance
2025-12-28T15:29:49 16.447 INF OCB Harmony Patch: OcbPrettyGrass
2025-12-28T15:29:49 16.456 INF [MODS] Initialized code in mod 'OcbPrettyGrass' in
assembly PrettyGrass (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbPrettyGrass\PrettyGrass.dll)
2025-12-28T15:29:49 16.457 INF [MODS] Initializing mod OcbRemoteDescription
2025-12-28T15:29:49 16.459 INF [MODS] Found ModAPI in assembly RemoteDescription
(in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbRemoteDescription\RemoteDescript
ion.dll), creating instance
2025-12-28T15:29:49 16.461 INF OCB Harmony Patch: OcbRemoteDescription
2025-12-28T15:29:49 16.464 INF [MODS] Initialized code in mod 'OcbRemoteDescription'
in assembly RemoteDescription (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbRemoteDescription\RemoteDescript
ion.dll)
2025-12-28T15:29:49 16.466 INF [MODS] Initializing mod OcbStartupOptimizer
2025-12-28T15:29:49 16.468 INF [MODS] Found ModAPI in assembly StartupOptimizer (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStartupOptimizer\StartupOptimizer.d
ll), creating instance
2025-12-28T15:29:49 16.470 INF OCB Startup Optimizer is loading
2025-12-28T15:29:50 16.579 INF Found 495 optimized asset bundle(s), all good!
2025-12-28T15:29:50 16.582 INF [MODS] Initialized code in mod 'OcbStartupOptimizer' in
assembly StartupOptimizer (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStartupOptimizer\StartupOptimizer.d
ll)
2025-12-28T15:29:50 16.584 INF [MODS] Initializing mod OcbStopFuelWaste
2025-12-28T15:29:50 16.586 INF [MODS] Found ModAPI in assembly StopFuelWaste (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStopFuelWaste\StopFuelWaste.dll),
creating instance
2025-12-28T15:29:50 16.588 INF OCB Harmony Patch: StopFuelWaste
2025-12-28T15:29:50 16.595 INF [MODS] Initialized code in mod 'OcbStopFuelWaste' in
assembly StopFuelWaste (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStopFuelWaste\StopFuelWaste.dll)
2025-12-28T15:29:50 16.598 INF [MODS] Initializing mod OcbStoragePouch
2025-12-28T15:29:50 16.599 INF [MODS] Found ModAPI in assembly StoragePouch (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStoragePouch\StoragePouch.dll),
creating instance
2025-12-28T15:29:50 16.601 INF OCB Harmony Patch: OcbStoragePouch

2025-12-28T15:29:50 16.616 INF [MODS] Initialized code in mod 'OcbStoragePouch' in assembly StoragePouch (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\OcbStoragePouch\StoragePouch.dll)

2025-12-28T15:29:50 16.618 INF [MODS] Initializing mod MoreQuestOptions

2025-12-28T15:29:50 16.620 INF [MODS] Found ModAPI in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating instance

2025-12-28T15:29:50 16.622 INF [Gears API] Gears API version 2.0.1.0 loaded

2025-12-28T15:29:50 16.624 INF [MODS] Initialized code in mod 'MoreQuestOptions' in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:50 16.625 INF [MODS] Found ModAPI in assembly MoreQuestOptions (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-MoreQuestOptions\MoreQuestOptions.dll), creating instance

2025-12-28T15:29:50 16.648 WRN [MoreQuestOptions] [YamlHelper] Failed to save C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced

2025-12-28T15:29:50 16.655 WRN [MoreQuestOptions] [QuestLimit] Transpiler only made 0/2 replacements - quest limit may not work correctly

2025-12-28T15:29:50 16.718 INF [MODS] Initialized code in mod 'MoreQuestOptions' in assembly MoreQuestOptions (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-MoreQuestOptions\MoreQuestOptions.dll)

2025-12-28T15:29:50 16.721 INF [MODS] Initializing mod PathSmoothing

2025-12-28T15:29:50 16.723 INF [MODS] Found ModAPI in assembly PathSmoothing (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PathSmoothing\PathSmoothing.dll), creating instance

2025-12-28T15:29:50 16.818 INF [MODS] Initialized code in mod 'PathSmoothing' in assembly PathSmoothing (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PathSmoothing\PathSmoothing.dll)

2025-12-28T15:29:50 16.821 INF [MODS] Initializing mod PickLockedDoors

2025-12-28T15:29:50 16.823 INF [MODS] Found ModAPI in assembly PickLockedDoors (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PickLockedDoors\PickLockedDoors.dll), creating instance

2025-12-28T15:29:50 16.834 INF [MODS] Initialized code in mod 'PickLockedDoors' in assembly PickLockedDoors (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PickLockedDoors\PickLockedDoors.dll)

2025-12-28T15:29:50 16.836 INF [MODS] Initializing mod Dizor_QuestAreaTimer

2025-12-28T15:29:50 16.838 INF [MODS] Found ModAPI in assembly QuestAreaTimer (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\QuestAreaTimer\QuestAreaTimer.dll),
creating instance

Loading mod: QuestAreaTimer

2025-12-28T15:29:50 16.854 INF [MODS] Initialized code in mod 'Dizor_QuestAreaTimer'
in assembly QuestAreaTimer (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\QuestAreaTimer\QuestAreaTimer.dll)

2025-12-28T15:29:50 16.857 INF [MODS] Initializing mod QuickStack

2025-12-28T15:29:50 16.858 INF [MODS] Found ModAPI in assembly QuickStack (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\QuickStack\QuickStack.dll), creating
instance

2025-12-28T15:29:50 16.862 INF [QuickStack] Loaded config in 1 ms

2025-12-28T15:29:50 16.873 INF [MODS] Initialized code in mod 'QuickStack' in assembly
QuickStack (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\QuickStack\QuickStack.dll)

2025-12-28T15:29:50 16.874 INF [MODS] Initializing mod RAM_TRX_Monster_Truck

2025-12-28T15:29:50 16.876 INF [MODS] Found ModAPI in assembly MonsterEngine (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RAM_TRX_Monster_Truck_glossy\Mon
sterEngine.dll), creating instance

2025-12-28T15:29:50 16.880 INF [MODS] Initialized code in mod
'RAM_TRX_Monster_Truck' in assembly MonsterEngine (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RAM_TRX_Monster_Truck_glossy\Mon
sterEngine.dll)

2025-12-28T15:29:50 16.881 INF [MODS] Initializing mod Ramos_QuestPoiPreview

2025-12-28T15:29:50 16.884 INF [MODS] Found ModAPI in assembly
Ramos_QuestPoiPreview (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Ramos_QuestPoiPreview\Ramos_Ques
tPoiPreview.dll), creating instance

[Ramos_QuestPoiPreview] : Loading Patch

2025-12-28T15:29:50 16.900 INF [MODS] Initialized code in mod
'Ramos_QuestPoiPreview' in assembly Ramos_QuestPoiPreview (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Ramos_QuestPoiPreview\Ramos_Ques
tPoiPreview.dll)

2025-12-28T15:29:50 16.902 INF [MODS] Initializing mod RandomMainmenuBackground

2025-12-28T15:29:50 16.904 INF [MODS] Found ModAPI in assembly
RandomMainmenuBackground (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RandomMainmenuBackground\Random
MainmenuBackground.dll), creating instance

2025-12-28T15:29:50 16.906 INF Loading Patch: RandomMainmenuBackgroundInit

2025-12-28T15:29:50 16.919 INF [MODS] Initialized code in mod

'RandomMainmenuBackground' in assembly RandomMainmenuBackground (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RandomMainmenuBackground\RandomMainmenuBackground.dll)

2025-12-28T15:29:50 16.922 INF [MODS] Initializing mod RoboticDroneHeadlampSoftWhite_A88

2025-12-28T15:29:50 16.923 INF [MODS] Found ModAPI in assembly RoboticDroneHeadlampSoftWhite (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RoboticDroneHeadlampSoftWhite\RoboticDroneHeadlampSoftWhite.dll), creating instance

2025-12-28T15:29:50 16.925 INF Loading Patch: RoboticDroneHeadlampSoftWhite.RoboticDroneHeadlampSoftWhite

2025-12-28T15:29:50 16.929 INF [MODS] Initialized code in mod 'RoboticDroneHeadlampSoftWhite_A88' in assembly RoboticDroneHeadlampSoftWhite (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\RoboticDroneHeadlampSoftWhite\RoboticDroneHeadlampSoftWhite.dll)

2025-12-28T15:29:50 16.931 INF [MODS] Initializing mod s3114_LCB_in_trader

2025-12-28T15:29:50 16.933 INF [MODS] Found ModAPI in assembly LcbInTrader (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\s3114_LCB_in_trader\LcbInTrader.dll), creating instance

2025-12-28T15:29:50 16.938 INF [MODS] Initialized code in mod 's3114_LCB_in_trader' in assembly LcbInTrader (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\s3114_LCB_in_trader\LcbInTrader.dll)

2025-12-28T15:29:50 16.939 INF [MODS] Initializing mod ShowRemainingToClear

2025-12-28T15:29:50 16.941 INF [MODS] Found ModAPI in assembly ShowRemainingToClear (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ShowRemainingToClear\ShowRemainingToClear.dll), creating instance

2025-12-28T15:29:50 16.948 INF [MODS] Initialized code in mod 'ShowRemainingToClear' in assembly ShowRemainingToClear (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ShowRemainingToClear\ShowRemainingToClear.dll)

2025-12-28T15:29:50 16.950 INF [MODS] Initializing mod ShowRepairRequirements

2025-12-28T15:29:50 16.952 INF [MODS] Found ModAPI in assembly ShowRepairRequirements (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ShowRepairRequirements\ShowRepairRequirements.dll), creating instance

2025-12-28T15:29:50 16.963 INF [MODS] Initialized code in mod 'ShowRepairRequirements' in assembly ShowRepairRequirements (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ShowRepairRequirements\ShowRepair

Requirements.dll)

2025-12-28T15:29:50 16.965 INF [MODS] Initializing mod TechFreqsBloodMoonIndicator

2025-12-28T15:29:50 16.966 INF [MODS] Found ModAPI in assembly

TechFreqsBloodMoonIndicator (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsBloodMoonIndicator\TechFreqsBloodMoonIndicator.dll), creating instance

[TechFreqsBloodMoonIndicator] Initializing Mod...

[TechFreqsBloodMoonIndicator] Mod initialized and patches applied.

<color=#00CED1>Thanks for supporting TechFreq by downloading this mod. For any questions, suggestions, or concerns, checkout their discord: [<https://discord.gg/SQCnGjNUhw>] and or social media for more content: [<https://www.beacons.ai/techfreq>]</color>

2025-12-28T15:29:50 16.976 INF [MODS] Initialized code in mod

'TechFreqsBloodMoonIndicator' in assembly TechFreqsBloodMoonIndicator (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsBloodMoonIndicator\TechFreqsBloodMoonIndicator.dll)

2025-12-28T15:29:50 16.978 INF [MODS] Initializing mod TechFreqsTraderLocator

2025-12-28T15:29:50 16.980 INF [MODS] Found ModAPI in assembly

TechFreqsTraderLocator (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsTraderLocator\TechFreqsTraderLocator.dll), creating instance

[TechFreqsTraderLocator] ToggleKey set to: Keypad4

[TechFreqsTraderLocator] Config loaded: DebugLogs=True, ChatBroadcasts=False, TraderNotifications=False, ToggleKey=Keypad4

[TechFreqsTraderLocator] Mod initialized.

<color=#00CED1>Thanks for supporting TechFreq by downloading this mod. For any questions, suggestions, or concerns, checkout their discord: [<https://discord.gg/SQCnGjNUhw>] and or social media for more content: [<https://www.beacons.ai/techfreq>]</color>

2025-12-28T15:29:50 16.995 INF [MODS] Initialized code in mod 'TechFreqsTraderLocator' in assembly TechFreqsTraderLocator (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsTraderLocator\TechFreqsTraderLocator.dll)

2025-12-28T15:29:50 16.998 INF [MODS] Initializing mod TechFreqsTraderRestockIndicator

2025-12-28T15:29:50 17.000 INF [MODS] Found ModAPI in assembly

TechFreqsTraderRestockIndicator(V2.0) (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsTraderRestockIndicator\TechFreqsTraderRestockIndicator(V2.0).dll), creating instance

[TechFreqsTraderRestockIndicator] Initializing Mod...

<color=#00CED1>Thanks for supporting TechFreq by downloading this mod. For any questions, suggestions, or concerns, checkout their discord: [<https://discord.gg/SQCnGjNUhw>]

and or social media for more content: [<https://www.beacons.ai/techfreq>]

2025-12-28T15:29:50 17.020 INF [MODS] Initialized code in mod 'TechFreqsTraderRestockIndicator' in assembly TechFreqsTraderRestockIndicator(V2.0) (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TechFreqsTraderRestockIndicator\TechFreqsTraderRestockIndicator(V2.0).dll)

2025-12-28T15:29:50 17.023 INF [MODS] Initializing mod TheDescent

2025-12-28T15:29:50 17.025 INF [MODS] Found ModAPI in assembly TheDescent (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent\TheDescent.dll), creating instance

2025-12-28T15:29:50 17.103 INF [MODS] Initialized code in mod 'TheDescent' in assembly TheDescent (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent\TheDescent.dll)

2025-12-28T15:29:50 17.106 INF [MODS] Initializing mod 7D2D-cave-assets

2025-12-28T15:29:50 17.108 INF [MODS] Found ModAPI in assembly cave-assets (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-assets\cave-assets.dll), creating instance

2025-12-28T15:29:50 17.110 INF [MODS] Initialized code in mod '7D2D-cave-assets' in assembly cave-assets (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-assets\cave-assets.dll)

2025-12-28T15:29:50 17.112 INF [MODS] Initializing mod cave-entities

2025-12-28T15:29:50 17.114 INF [MODS] Found ModAPI in assembly cave-entities (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-entities\cave-entities.dll), creating instance

2025-12-28T15:29:50 17.119 INF [MODS] Initialized code in mod 'cave-entities' in assembly cave-entities (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-entities\cave-entities.dll)

2025-12-28T15:29:50 17.122 INF [MODS] Initializing mod CaveLights

2025-12-28T15:29:50 17.124 INF [MODS] Found ModAPI in assembly cave-lights (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-lights\cave-lights.dll), creating instance

2025-12-28T15:29:50 17.131 INF [MODS] Initialized code in mod 'CaveLights' in assembly cave-lights (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent-cave-lights\cave-lights.dll)

2025-12-28T15:29:50 17.134 INF [MODS] Initializing mod THORLightningMod

2025-12-28T15:29:50 17.136 INF [MODS] Found ModAPI in assembly ThorLightningMod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ThorLightningMod\ThorLightningMod.dll), creating instance

Loading Thor Lightning Mod...

THOR Lightning: Loaded configuration from file

THOR Performance Monitor: Started monitoring system performance

Thor Lightning Mod loaded successfully. Configuration can be found at:

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ThorLightningMod\Config\ThorLightning
Config.xml

2025-12-28T15:29:50 17.168 INF [MODS] Initialized code in mod 'THORLightningMod' in
assembly ThorLightningMod (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ThorLightningMod\ThorLightningMod.dll
)

2025-12-28T15:29:50 17.171 INF [MODS] Initializing mod TimeoutExtension

2025-12-28T15:29:50 17.173 INF [MODS] Found ModAPI in assembly
TacoTimeoutExtension (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TimeoutExtension\TacoTimeoutExtensio
n.dll), creating instance

2025-12-28T15:29:50 17.175 INF Loading Patch: TacoTimeoutExtension_Init

2025-12-28T15:29:50 17.177 ERR [MODS] Failed initializing ModAPI instance on mod
'TimeoutExtension' in assembly TacoTimeoutExtension (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TimeoutExtension\TacoTimeoutExtensio
n.dll)

2025-12-28T15:29:50 17.180 EXC Could not load type LiteNetLib.NetManager, Assembly-
CSharp-firstpass, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null while decoding
custom attribute: (null)

at (wrapper managed-to-native)

System.MonoCustomAttrs.GetCustomAttributesInternal(System.Reflection.ICustomAttributePr
ovider,System.Type,bool)

at System.MonoCustomAttrs.GetCustomAttributesBase

(System.Reflection.ICustomAttributeProvider obj, System.Type attributeType, System.Boolean
inheritedOnly) [0x00013] in <1071a2cb0cb3433aae80a793c277a048>:0

at System.MonoCustomAttrs.GetCustomAttributes

(System.Reflection.ICustomAttributeProvider obj, System.Type attributeType, System.Boolean
inherit) [0x00037] in <1071a2cb0cb3433aae80a793c277a048>:0

at System.RuntimeType.GetCustomAttributes (System.Boolean inherit) [0x00000] in
<1071a2cb0cb3433aae80a793c277a048>:0

at HarmonyLib.HarmonyMethodExtensions.GetFromType (System.Type type) [0x00000] in
<7b787fece12a47a68027108671090713>:0

at HarmonyLib.PatchClassProcessor..ctor (HarmonyLib.Harmony instance, System.Type
type, System.Boolean allowUnannotatedType) [0x00030] in

<7b787fece12a47a68027108671090713>:0

at HarmonyLib.PatchClassProcessor..ctor (HarmonyLib.Harmony instance, System.Type

```
type) [0x00000] in <7b787fece12a47a68027108671090713>:0
  at HarmonyLib.Harmony.CreateClassProcessor (System.Type type) [0x00000] in
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.Harmony.<PatchAll>b__11_0 (System.Type type) [0x00000] in
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.CollectionExtensions.Do[T] (System.Collections.Generic.IEnumerable`1[T]
sequence, System.Action`1[T] action) [0x00014] in
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.Harmony.PatchAll (System.Reflection.Assembly assembly) [0x00006] in
<7b787fece12a47a68027108671090713>:0
  at TacoTimeoutExtension_Init.InitMod (Mod _modInstance) [0x00033] in
<beab14e59559446bb31114c9cb21d21a>:0
  at (wrapper dynamic-method) Mod.DMD<System.Boolean Mod:InitModCode()>(Mod)
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
Log:Exception(Exception)
Mod:DMD<System.Boolean Mod:InitModCode()>(Mod)
MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Boolean Mod:InitModCode()>
(Mod)
ModManager:LoadMods()
GameManager:Awake()
2025-12-28T15:29:50 17.185 INF [MODS] Initializing mod TMO-Core
2025-12-28T15:29:50 17.186 INF [MODS] Found ModAPI in assembly TMO-CORE (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO-Core_v2_v2.4Stable\TMO-
CORE.dll), creating instance
<color=#00BFFF>[TMO-Core]</color> <color=#39FF14>===== TMO CORE
=====</color>
<color=#00BFFF>[TMO-Core]</color> This Grinchy overlord's risin' from the zombie
apocalypse rubble!!
<color=#00BFFF>[TMO-Core]</color> Scroungin' for config scraps in the wastelands at:
D:/SteamLibrary/steamapps/common/7 Days To Die/Mods\TMO-Core\Config/config.xml
<color=#00BFFF>[TMO-Core]</color> Snagged a decayed config from the zombie horde.
Debug logs: True
<color=#00BFFF>[TMO-Core]</color> Wieldin' Harmony like a rusted chainsaw—ID:
com.themeanone.tmocore
<color=#00BFFF>[TMO-Core]</color> Patches smeared on like zombie guts—success!
<color=#00BFFF>[TMO-Core]</color> TMO-Core's the sneaky backbone for
TheMeanOneMods, fuelin' your zombie-slayin' rig with config and log tricks.
<color=#00BFFF>[TMO-Core]</color> Crawl into my post-apocalyptic lair for a chat:
https://discord.gg/WRY7mBH7hZ
```

<color=#00BFFF>[TMO-Core]</color> Locked and loaded for 7 Days to Die 2.0—time to grinch those undead fools!

2025-12-28T15:29:50 17.201 INF [MODS] Initialized code in mod 'TMO-Core' in assembly TMO-CORE (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TMO-Core_v2_v2.4Stable\TMO-CORE.dll)

2025-12-28T15:29:50 17.204 INF [MODS] Initializing mod Torch

2025-12-28T15:29:50 17.205 INF [MODS] Found ModAPI in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll), creating instance

2025-12-28T15:29:50 17.207 INF [Gears API] Gears API version 2.0.1.0 loaded

2025-12-28T15:29:50 17.209 INF [MODS] Initialized code in mod 'Torch' in assembly GearsAPI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\00000-Gears\GearsAPI.dll)

2025-12-28T15:29:50 17.211 INF [MODS] Found ModAPI in assembly Torch (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Torch\Torch.dll), creating instance

2025-12-28T15:29:50 17.213 INF [Torch] Loading Patch

2025-12-28T15:29:50 17.255 INF [Torch] [LightOcclusionManager] Light Occlusion: Awake

2025-12-28T15:29:50 17.260 INF [Torch] [ShadowMapCacheManager] Shadowmap Cache Manager: Awake

2025-12-28T15:29:50 17.264 INF [Torch] Loaded Patch

2025-12-28T15:29:50 17.266 INF [MODS] Initialized code in mod 'Torch' in assembly Torch (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Torch\Torch.dll)

2025-12-28T15:29:50 17.268 INF [MODS] Initializing mod TorchonHotkey

2025-12-28T15:29:50 17.269 INF [MODS] Found ModAPI in assembly Torch Key 7dtd Mod (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Torchbearer\Torch Key 7dtd Mod.dll), creating instance

[DHT] InitMod called.

[DHT] Harmony patches applied for 'com.yourname.deployablehotkeytorch'.

[DHT] InitMod completed.

2025-12-28T15:29:50 17.276 INF [MODS] Initialized code in mod 'TorchonHotkey' in assembly Torch Key 7dtd Mod (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Torchbearer\Torch Key 7dtd Mod.dll)

2025-12-28T15:29:50 17.278 INF [MODS] Initializing mod Walls_Down_Doors_Open

2025-12-28T15:29:50 17.280 INF [MODS] Found ModAPI in assembly TraderAreaVolume (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TraderAreaVolume\TraderAreaVolume.dll), creating instance

NoTraderWallsMod: Loaded and patches applied.

2025-12-28T15:29:50 17.298 INF [MODS] Initialized code in mod

'Walls_Down_Doors_Open' in assembly TraderAreaVolume (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TraderAreaVolume\TraderAreaVolume.d
ll)

2025-12-28T15:29:50 17.300 INF [MODS] Initializing mod TYW-CollectedItemListFix

2025-12-28T15:29:50 17.302 INF [MODS] Found ModAPI in assembly CollectedItemListFix
(in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TYW-
CollectedItemListFix\CollectedItemListFix.dll), creating instance

2025-12-28T15:29:50 17.364 INF [MODS] Initialized code in mod 'TYW-
CollectedItemListFix' in assembly CollectedItemListFix (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TYW-
CollectedItemListFix\CollectedItemListFix.dll)

2025-12-28T15:29:50 17.367 INF [MODS] Initializing mod UndoBlockPlacement

2025-12-28T15:29:50 17.369 INF [MODS] Found ModAPI in assembly
UndoBlockPlacement (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\UndoBlockPlacement\UndoBlockPlace
ment.dll), creating instance

2025-12-28T15:29:50 17.371 INF Initialising UndoBlockPlacement

Craft From Containers Transpiling ItemActionRepair.RemoveRequiredResource
Craft From Containers Adding method to remove items from all storages

2025-12-28T15:29:50 17.380 INF Loading settings from

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\UndoBlockPlacement\ModSettings.json

2025-12-28T15:29:50 17.383 INF [MODS] Initialized code in mod 'UndoBlockPlacement' in
assembly UndoBlockPlacement (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\UndoBlockPlacement\UndoBlockPlace
ment.dll)

2025-12-28T15:29:50 17.384 INF [MODS] Initializing mod 7DaysSuperResolution

2025-12-28T15:29:50 17.386 INF [MODS] Found ModAPI in assembly Upscaling (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Upscaling\Upscaling.dll), creating
instance

2025-12-28T15:29:50 17.390 INF [Upscaling] Loading Patch

2025-12-28T15:29:50 17.437 INF [MODS] Initialized code in mod '7DaysSuperResolution'
in assembly Upscaling (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Upscaling\Upscaling.dll)

2025-12-28T15:29:50 17.440 INF [MODS] Initializing mod ChainMineMod

2025-12-28T15:29:50 17.442 INF [MODS] Found ModAPI in assembly ChainMine (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\V1.4 ChainMineMod\ChainMine.dll),
creating instance

[ChainMine] 配置文件加载成功

[ChainMine] 矿物连锁采集模组已加载，调试模式：关闭

2025-12-28T15:29:50 17.448 INF [MODS] Initialized code in mod 'ChainMineMod' in assembly ChainMine (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\V1.4 ChainMineMod\ChainMine.dll)

2025-12-28T15:29:50 17.450 INF [MODS] Initializing mod vehicledamage

2025-12-28T15:29:50 17.452 INF [MODS] Found ModAPI in assembly vehicledamage (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\vehicledamageby5\vehicledamage.dll), creating instance

2025-12-28T15:29:50 17.453 INF Loading Patch: Harmony.traderrefresh

2025-12-28T15:29:50 17.457 INF [MODS] Initialized code in mod 'vehicledamage' in assembly vehicledamage (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\vehicledamageby5\vehicledamage.dll)

2025-12-28T15:29:50 17.458 INF [MODS] Initializing mod VehicleFPVCamera

2025-12-28T15:29:50 17.460 INF [MODS] Found ModAPI in assembly FPVehicle (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\VehicleFPVCamera\FPVehicle.dll), creating instance

2025-12-28T15:29:50 17.473 INF [MODS] Initialized code in mod 'VehicleFPVCamera' in assembly FPVehicle (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\VehicleFPVCamera\FPVehicle.dll)

2025-12-28T15:29:50 17.475 INF [MODS] Initializing mod WMMArmourQuickSwap

2025-12-28T15:29:50 17.477 INF [MODS] Found ModAPI in assembly WMMArmourQuickSwap (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMArmourQuickSwap\WMMArmourQuickSwap.dll), creating instance

2025-12-28T15:29:50 17.480 INF Loading Patch: WMMArmourQuickSwap+WMMArmourQuickSwap_Init

2025-12-28T15:29:50 17.492 INF [MODS] Initialized code in mod 'WMMArmourQuickSwap' in assembly WMMArmourQuickSwap (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMArmourQuickSwap\WMMArmourQuickSwap.dll)

2025-12-28T15:29:50 17.494 INF [MODS] Initializing mod WMMIncreaseDewCollectorStackSize

2025-12-28T15:29:50 17.495 INF [MODS] Found ModAPI in assembly WMMIncreaseDewCollectorStackSize (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMIncreaseDewCollectorStackSize\WMMIncreaseDewCollectorStackSize.dll), creating instance

2025-12-28T15:29:50 17.499 INF Loading Patch: WMMIncreaseDewCollectorStackSize_Init

2025-12-28T15:29:50 17.503 INF [MODS] Initialized code in mod 'WMMIncreaseDewCollectorStackSize' in assembly WMMIncreaseDewCollectorStackSize (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMIncreaseDewCollectorStackSize\

WMMIncreaseDewCollectorStackSize.dll)

2025-12-28T15:29:50 17.505 INF [MODS] Initializing mod WMMLootRespawnTweak

2025-12-28T15:29:50 17.506 INF [MODS] Found ModAPI in assembly

WMMLootRespawnTweak (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMLootRespawnTweak\WMMLootRespawnTweak.dll), creating instance

2025-12-28T15:29:50 17.508 INF Loading Patch: WMMLootRespawnTweak_Init

2025-12-28T15:29:50 17.517 INF [MODS] Initialized code in mod

'WMMLootRespawnTweak' in assembly WMMLootRespawnTweak (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMLootRespawnTweak\WMMLootRespawnTweak.dll)

2025-12-28T15:29:50 17.519 INF [MODS] Initializing mod WMMPOIClearedMapMarker

2025-12-28T15:29:50 17.520 INF [MODS] Found ModAPI in assembly

WMMPOIClearedMapMarker (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMPOIClearedMapMarker\WMMPOIClearedMapMarker.dll), creating instance

2025-12-28T15:29:50 17.522 INF Loading Patch:

WMMPOIClearedMapMarker+WMMPOIClearedMapMarker_Init

2025-12-28T15:29:50 17.530 INF [MODS] Initialized code in mod

'WMMPOIClearedMapMarker' in assembly WMMPOIClearedMapMarker (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMPOIClearedMapMarker\WMMPOIClearedMapMarker.dll)

2025-12-28T15:29:50 17.533 INF [MODS] Initializing mod WMMRandomAnimalNames

2025-12-28T15:29:50 17.535 INF [MODS] Found ModAPI in assembly

WMMRandomAnimalNames (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMRandomAnimalNames\WMMRandomAnimalNames.dll), creating instance

2025-12-28T15:29:50 17.537 INF Loading Patch:

WMMRandomAnimalNames+WMMRandomAnimalNames_Init

2025-12-28T15:29:50 17.555 INF [MODS] Initialized code in mod

'WMMRandomAnimalNames' in assembly WMMRandomAnimalNames (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMRandomAnimalNames\WMMRandomAnimalNames.dll)

2025-12-28T15:29:50 17.558 INF [MODS] Initializing mod WMMRandomZombieNames

2025-12-28T15:29:50 17.560 INF [MODS] Found ModAPI in assembly

WMMRandomZombieNames (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMRandomZombieNames\WMMRandomZombieNames.dll), creating instance

2025-12-28T15:29:50 17.562 INF Loading Patch:

WMMRandomZombieNames+WMMRandomZombieNames_Init
2025-12-28T15:29:51 17.574 INF [MODS] Initialized code in mod
'WMMRandomZombieNames' in assembly WMMRandomZombieNames (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMRandomZombieNames\WMMRan
domZombieNames.dll)
2025-12-28T15:29:51 17.577 INF [MODS] Initializing mod WMMShowSkillLevelInDescription
2025-12-28T15:29:51 17.578 INF [MODS] Found ModAPI in assembly
WMMShowSkillLevelInDescription (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMShowSkillLevelInDescription\WM
MShowSkillLevelInDescription.dll), creating instance
2025-12-28T15:29:51 17.580 INF Loading Patch:
WMMShowSkillLevelInDescription+WMMShowSkillLevelInDescription_Init
2025-12-28T15:29:51 17.598 INF [MODS] Initialized code in mod
'WMMShowSkillLevelInDescription' in assembly WMMShowSkillLevelInDescription (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMShowSkillLevelInDescription\WM
MShowSkillLevelInDescription.dll)
2025-12-28T15:29:51 17.601 INF [MODS] Initializing mod WMMSkillPointReward
2025-12-28T15:29:51 17.603 INF [MODS] No ModAPI found in mod DLLs
2025-12-28T15:29:51 17.605 INF [MODS] Initializing mod WMMSkipNewsScreen
2025-12-28T15:29:51 17.607 INF [MODS] Found ModAPI in assembly
WMMSkipNewsScreen (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMSkipNewsScreen\WMMSkipNews
Screen.dll), creating instance
2025-12-28T15:29:51 17.609 INF Loading Patch:
WMMSkipNewsScreen+WMMSkipNewsScreen_Init
2025-12-28T15:29:51 17.612 INF [MODS] Initialized code in mod 'WMMSkipNewsScreen'
in assembly WMMSkipNewsScreen (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMSkipNewsScreen\WMMSkipNews
Screen.dll)
2025-12-28T15:29:51 17.614 INF [MODS] Initializing mod WMMSleepUntilDawn
2025-12-28T15:29:51 17.616 INF [MODS] No ModAPI found in mod DLLs
2025-12-28T15:29:51 17.617 INF [MODS] Initializing mod WMMTraderQuestMap
2025-12-28T15:29:51 17.619 INF [MODS] Found ModAPI in assembly
WMMTraderQuestMap (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMTraderQuestMap\WMMTraderQue
stMap.dll), creating instance
2025-12-28T15:29:51 17.621 INF Loading Patch: WMMTraderQuestMap_Init
2025-12-28T15:29:51 17.633 WRN [MoreQuestOptions] [QuestLimit] Transpiler only made 0/2
replacements - quest limit may not work correctly

2025-12-28T15:29:51 17.639 INF [MODS] Initialized code in mod 'WMMTraderQuestMap' in assembly WMMTraderQuestMap (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMTraderQuestMap\WMMTraderQuestMap.dll)

2025-12-28T15:29:51 17.641 INF [MODS] Initializing mod WMMVehicleCruiseControl

2025-12-28T15:29:51 17.642 INF [MODS] Found ModAPI in assembly WMMVehicleCruiseControl (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMVehicleCruiseControl\WMMVehicleCruiseControl.dll), creating instance

2025-12-28T15:29:51 17.644 INF Loading Patch: WMMVehicleCruiseControl+WMMVehicleCruiseControl_Init

2025-12-28T15:29:51 17.653 INF [MODS] Initialized code in mod 'WMMVehicleCruiseControl' in assembly WMMVehicleCruiseControl (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMVehicleCruiseControl\WMMVehicleCruiseControl.dll)

2025-12-28T15:29:51 17.656 INF [MODS] Initializing mod WMMWorkstationMaterialTimer

2025-12-28T15:29:51 17.658 INF [MODS] Found ModAPI in assembly WMMWorkstationMaterialTimer (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMWorkstationMaterialTimer\WMMWorkstationMaterialTimer.dll), creating instance

2025-12-28T15:29:51 17.659 INF Loading Patch: WMMWorkstationMaterialTimer+WMMWorkstationMaterialTimer_Init

2025-12-28T15:29:51 17.667 INF [MODS] Initialized code in mod 'WMMWorkstationMaterialTimer' in assembly WMMWorkstationMaterialTimer (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\WMMWorkstationMaterialTimer\WMMWorkstationMaterialTimer.dll)

2025-12-28T15:29:51 17.669 INF [MODS] Initializing mod ZombieFallDamageFix

2025-12-28T15:29:51 17.671 INF [MODS] Found ModAPI in assembly ZombieFallDamage (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZombieFallDamageFix\ZombieFallDamage.dll), creating instance

2025-12-28T15:29:51 17.673 INF Loading Patch: ZombieFallDamage.Init

2025-12-28T15:29:51 17.675 INF Loading ZombieFallDamageFix configuration...

2025-12-28T15:29:51 17.680 INF ZombieFallDamageFix configuration:

Config.FallDamageMultiplier: 1

Config.MinFallDistance: 5

Config.DismemberThreshold: 0.1

Config.DismemberChance: 0.5

Config.CrippleThreshold: 0.1

Config.CrippleChance: 1

Config.DisableLootDrop: False

Config.ExcludeEntities:

2025-12-28T15:29:51 17.686 INF [MODS] Initialized code in mod 'ZombieFallDamageFix' in assembly ZombieFallDamage (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZombieFallDamageFix\ZombieFallDamage.dll)

2025-12-28T15:29:51 17.688 INF [MODS] Initializing mod WitosVehicleCamera

2025-12-28T15:29:51 17.690 INF [MODS] Found ModAPI in assembly WitosCameraMod (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\zWitosVehicleCamera\WitosCameraMod.dll), creating instance

[VehicleCameraCycle] Se cargaron 10 configuraciones de shaders desde:

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\zWitosVehicleCamera\Config\CameraConfigs.xml

[VehicleCameraCycle] customCameraOrder = Seat, DefaultThirdPerson, CameraXML_180, UnityCamera180, CameraXML_360, UnityCamera360, CameraXML_Fixed, UnityCamera, CinematicCamera (desde

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\zWitosVehicleCamera\Config\CameraConfigs.xml)

[VehicleCameraCycleMod] Mod inicializado.

2025-12-28T15:29:51 17.772 INF [MODS] Initialized code in mod 'WitosVehicleCamera' in assembly WitosCameraMod (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\zWitosVehicleCamera\WitosCameraMod.dll)

2025-12-28T15:29:51 17.774 INF [MODS] Initializing mod HornOpensDoors_A88

2025-12-28T15:29:51 17.777 INF [MODS] Found ModAPI in assembly HornOpensDoors (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZ_HornOpensDoors\HornOpensDoors.dll), creating instance

2025-12-28T15:29:51 17.780 INF Loading Patch: HornOpensDoors.HornOpensDoors

2025-12-28T15:29:51 17.792 INF [MODS] Initialized code in mod 'HornOpensDoors_A88' in assembly HornOpensDoors (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZ_HornOpensDoors\HornOpensDoors.dll)

2025-12-28T15:29:51 17.794 INF [MODS] Initializing mod Steel-UI-Backpack

2025-12-28T15:29:51 17.796 INF [MODS] Found ModAPI in assembly 0xSteel-450SlotBackpack.dll (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-405SlotBackpack\ZZZxSteel-405SlotBackpack.dll), creating instance

2025-12-28T15:29:51 17.808 INF [MODS] Initialized code in mod 'Steel-UI-Backpack' in

assembly 0xSteel-450SlotBackpack.dll (in

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-405SlotBackpack\ZZZxSteel-405SlotBackpack.dll)

2025-12-28T15:29:51 17.811 INF [MODS] Initializing mod SteelUI

2025-12-28T15:29:51 17.812 INF [MODS] Found ModAPI in assembly 0xSteel-UI (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI\ZZZxSteel-UI.dll), creating instance

2025-12-28T15:29:51 17.826 INF statcurrent display patched!

2025-12-28T15:29:51 17.829 INF statcurrentwithmax display patched!

2025-12-28T15:29:51 17.830 INF icon override display patched!

2025-12-28T15:29:51 17.832 INF icon tint override display patched!

2025-12-28T15:29:51 17.834 INF statvisible display patched!

2025-12-28T15:29:51 17.837 ERR [MODS][Harmony] Failed to patch virtual bool XUiC_HUDStatBar::GetBindingValueInternal(String& _value, string _bindingName): System.Exception: Parameter "bindingName" not found in method virtual bool XUiC_HUDStatBar::GetBindingValueInternal(String& _value, string _bindingName) at HarmonyLib.Public.Patching.HarmonyManipulator.EmitCallParameter (System.Reflection.MethodInfo patch, System.Boolean allowFirsParamPassthrough, Mono.Cecil.Cil.VariableDefinition& tmpInstanceBoxingVar, Mono.Cecil.Cil.VariableDefinition& tmpObjectVar, System.Reflection.MethodInfo& resultRefInvoke, System.Collections.Generic.List`1[HarmonyLib.Public.Patching.HarmonyManipulator+ArgumentBoxInfo]& tmpBoxVars) [0x00a71] in <7b787fece12a47a68027108671090713>:0 at HarmonyLib.Public.Patching.HarmonyManipulator.WritePrefixes (HarmonyLib.Internal.Util.ILEmitter+Label returnLabel) [0x001e2] in <7b787fece12a47a68027108671090713>:0 at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x0024a] in <7b787fece12a47a68027108671090713>:0

2025-12-28T15:29:51 17.846 INF [MODS][Harmony](Debug) ### Exception from user "C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI\ZZZxSteel-UI.dll", Harmony v2.13.0.0

Original: virtual bool XUiC_HUDStatBar::GetBindingValueInternal(String& _value, string _bindingName)

Patch class: SteelUI

HarmonyLib.HarmonyException: IL Compile Error (unknown location) --->

HarmonyLib.HarmonyException: IL Compile Error (unknown location) ---> System.Exception:

Parameter "bindingName" not found in method virtual bool

XUiC_HUDStatBar::GetBindingValueInternal(String& _value, string _bindingName)

at HarmonyLib.Public.Patching.HarmonyManipulator.EmitCallParameter

(System.Reflection.MethodInfo patch, System.Boolean allowFirsParamPassthrough,

Mono.Cecil.Cil.VariableDefinition& tmpInstanceBoxingVar, Mono.Cecil.Cil.VariableDefinition& tmpObjectVar, System.Reflection.MethodInfo& resultRefInvoke, System.Collections.Generic.List`1[HarmonyLib.Public.Patching.HarmonyManipulator+ArgumentBoxInfo]& tmpBoxVars) [0x00a71] in <7b787fece12a47a68027108671090713>:0
at HarmonyLib.Public.Patching.HarmonyManipulator.WritePrefixes (HarmonyLib.Internal.Util.ILEmitter+Label returnLabel) [0x001e2] in <7b787fece12a47a68027108671090713>:0
at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x0024a] in <7b787fece12a47a68027108671090713>:0
--- End of inner exception stack trace ---
at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x003da] in <7b787fece12a47a68027108671090713>:0
at HarmonyLib.Public.Patching.HarmonyManipulator.Process (MonoMod.Cil.ILContext ilContext, System.Reflection.MethodBase originalMethod) [0x00042] in <7b787fece12a47a68027108671090713>:0
at HarmonyLib.Public.Patching.HarmonyManipulator.Manipulate (System.Reflection.MethodBase original, HarmonyLib.PatchInfo patchInfo, MonoMod.Cil.ILContext ctx) [0x00007] in <7b787fece12a47a68027108671090713>:0
at HarmonyLib.Public.Patching.HarmonyManipulator.Manipulate (System.Reflection.MethodBase original, MonoMod.Cil.ILContext ctx) [0x00007] in <7b787fece12a47a68027108671090713>:0
at HarmonyLib.Public.Patching.ManagedMethodPatcher.Manipulator (MonoMod.Cil.ILContext ctx) [0x00012] in <7b787fece12a47a68027108671090713>:0
at MonoMod.Cil.ILContext.Invoke (MonoMod.Cil.ILContext+Manipulator manip) [0x00092] in <a5a999fae61c47e7aeb47b4fbb925add>:0
at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.InvokeManipulator (MonoMod.RuntimeDetour.DetourManager+ILHookEntry entry, Mono.Cecil.MethodDefinition def) [0x0001c] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.UpdateEndOfChain () [0x0008c] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.AddILHook (MonoMod.RuntimeDetour.DetourManager+SingleILHookState ilhook, System.Boolean takeLock) [0x000dd] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
at MonoMod.RuntimeDetour.ILHook.Apply () [0x00052] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
at HarmonyLib.Public.Patching.ManagedMethodPatcher.DetourTo (System.Reflection.MethodBase replacement) [0x00032] in <7b787fece12a47a68027108671090713>:0
--- End of inner exception stack trace ---

```
### at HarmonyLib.Public.Patching.ManagedMethodPatcher.DetourTo
(System.Reflection.MethodBase replacement) [0x0004c] in
<7b787fece12a47a68027108671090713>:0
### at HarmonyLib.PatchFunctions.UpdateWrapper (System.Reflection.MethodBase
original, HarmonyLib.PatchInfo patchInfo) [0x00033] in
<7b787fece12a47a68027108671090713>:0
2025-12-28T15:29:51 17.854 INF [MODS][Harmony](Debug) ### Exception from user
"C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI\ZZZxSteel-UI.dll",
Harmony v2.13.0.0
### Original: virtual bool XUiC_HUDStatBar::GetBindingValueInternal(String& _value, string
_bindingName)
### Patch class: SteelUI
### HarmonyLib.HarmonyException: IL Compile Error (unknown location) --->
HarmonyLib.HarmonyException: IL Compile Error (unknown location) ---> System.Exception:
Parameter "bindingName" not found in method virtual bool
XUiC_HUDStatBar::GetBindingValueInternal(String& _value, string _bindingName)
### at HarmonyLib.Public.Patching.HarmonyManipulator.EmitCallParameter
(System.Reflection.MethodInfo patch, System.Boolean allowFirsParamPassthrough,
Mono.Cecil.Cil.VariableDefinition& tmpInstanceBoxingVar, Mono.Cecil.Cil.VariableDefinition&
tmpObjectVar, System.Reflection.MethodInfo& resultRefInvoke,
System.Collections.Generic.List`1[HarmonyLib.Public.Patching.HarmonyManipulator+Argume
ntBoxInfo]& tmpBoxVars) [0x00a71] in <7b787fece12a47a68027108671090713>:0
### at HarmonyLib.Public.Patching.HarmonyManipulator.WritePrefixes
(HarmonyLib.Internal.Util.ILEmitter+Label returnLabel) [0x001e2] in
<7b787fece12a47a68027108671090713>:0
### at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x0024a] in
<7b787fece12a47a68027108671090713>:0
### --- End of inner exception stack trace ---
### at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x003da] in
<7b787fece12a47a68027108671090713>:0
### at HarmonyLib.Public.Patching.HarmonyManipulator.Process (MonoMod.Cil.ILContext
ilContext, System.Reflection.MethodBase originalMethod) [0x00042] in
<7b787fece12a47a68027108671090713>:0
### at HarmonyLib.Public.Patching.HarmonyManipulator.Manipulate
(System.Reflection.MethodBase original, HarmonyLib.PatchInfo patchInfo,
MonoMod.Cil.ILContext ctx) [0x00007] in <7b787fece12a47a68027108671090713>:0
### at HarmonyLib.Public.Patching.HarmonyManipulator.Manipulate
(System.Reflection.MethodBase original, MonoMod.Cil.ILContext ctx) [0x00007] in
<7b787fece12a47a68027108671090713>:0
```

```
### at HarmonyLib.Public.Patching.ManagedMethodPatcher.Manipulator
(MonoMod.Cil.ILContext ctx) [0x00012] in <7b787fece12a47a68027108671090713>:0
### at MonoMod.Cil.ILContext.Invoke (MonoMod.Cil.ILContext+Manipulator manip)
[0x00092] in <a5a999fae61c47e7aeb47b4fbb925add>:0
### at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.InvokeManipulator
(MonoMod.RuntimeDetour.DetourManager+ILHookEntry entry, Mono.Cecil.MethodDefinition
def) [0x0001c] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
### at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.UpdateEndOfChain
() [0x0008c] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
### at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.AddILHook
(MonoMod.RuntimeDetour.DetourManager+SingleILHookState ilhook, System.Boolean
takeLock) [0x000dd] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0
### at MonoMod.RuntimeDetour.ILHook.Apply () [0x00052] in
<1a5d3ab1634e43cd8c9776d0aef7e056>:0
### at HarmonyLib.Public.Patching.ManagedMethodPatcher.DetourTo
(System.Reflection.MethodBase replacement) [0x00032] in
<7b787fece12a47a68027108671090713>:0
### --- End of inner exception stack trace ---
### at HarmonyLib.Public.Patching.ManagedMethodPatcher.DetourTo
(System.Reflection.MethodBase replacement) [0x0004c] in
<7b787fece12a47a68027108671090713>:0
### at HarmonyLib.PatchFunctions.UpdateWrapper (System.Reflection.MethodBase
original, HarmonyLib.PatchInfo patchInfo) [0x00033] in
<7b787fece12a47a68027108671090713>:0
2025-12-28T15:29:51 17.856 ERR [MODS] Failed initializing ModAPI instance on mod
'SteelUI' in assembly 0xSteel-UI (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI\ZZZxSteel-UI.dll)
2025-12-28T15:29:51 17.859 EXC IL Compile Error (unknown location) ---> IL Compile Error
(unknown location)
    at HarmonyLib.Public.Patching.HarmonyManipulator.EmitCallParameter
(System.Reflection.MethodInfo patch, System.Boolean allowFirsParamPassthrough,
Mono.Cecil.Cil.VariableDefinition& tmpInstanceBoxingVar, Mono.Cecil.Cil.VariableDefinition&
tmpObjectVar, System.Reflection.MethodInfo& resultRefInvoke,
System.Collections.Generic.List`1[HarmonyLib.Public.Patching.HarmonyManipulator+Argume
ntBoxInfo]& tmpBoxVars) [0x00a71] in <7b787fece12a47a68027108671090713>:0
    at HarmonyLib.Public.Patching.HarmonyManipulator.WritePrefixes
(HarmonyLib.Internal.Util.ILEmitter+Label returnLabel) [0x001e2] in
<7b787fece12a47a68027108671090713>:0
    at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x0024a] in
```

<7b787fece12a47a68027108671090713>:0

Rethrow as HarmonyException: IL Compile Error (unknown location)

at HarmonyLib.Public.Patching.HarmonyManipulator.WriteImpl () [0x003da] in

<7b787fece12a47a68027108671090713>:0

at HarmonyLib.Public.Patching.HarmonyManipulator.Process (MonoMod.Cil.ILContext ilContext, System.Reflection.MethodBase originalMethod) [0x00042] in

<7b787fece12a47a68027108671090713>:0

at HarmonyLib.Public.Patching.HarmonyManipulator.Manipulate

(System.Reflection.MethodBase original, HarmonyLib.PatchInfo patchInfo,

MonoMod.Cil.ILContext ctx) [0x00007] in <7b787fece12a47a68027108671090713>:0

at HarmonyLib.Public.Patching.HarmonyManipulator.Manipulate

(System.Reflection.MethodBase original, MonoMod.Cil.ILContext ctx) [0x00007] in

<7b787fece12a47a68027108671090713>:0

at HarmonyLib.Public.Patching.ManagedMethodPatcher.Manipulator

(MonoMod.Cil.ILContext ctx) [0x00012] in <7b787fece12a47a68027108671090713>:0

at MonoMod.Cil.ILContext.Invoke (MonoMod.Cil.ILContext+Manipulator manip) [0x00092] in

<a5a999fae61c47e7aeb47b4fbb925add>:0

at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.InvokeManipulator

(MonoMod.RuntimeDetour.DetourManager+ILHookEntry entry, Mono.Cecil.MethodDefinition def) [0x0001c] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0

at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.UpdateEndOfChain () [0x0008c] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0

at MonoMod.RuntimeDetour.DetourManager+ManagedDetourState.AddILHook

(MonoMod.RuntimeDetour.DetourManager+SingleILHookState ilhook, System.Boolean takeLock) [0x000dd] in <1a5d3ab1634e43cd8c9776d0aef7e056>:0

at MonoMod.RuntimeDetour.ILHook.Apply () [0x00052] in

<1a5d3ab1634e43cd8c9776d0aef7e056>:0

at HarmonyLib.Public.Patching.ManagedMethodPatcher.DetourTo

(System.Reflection.MethodBase replacement) [0x00032] in

<7b787fece12a47a68027108671090713>:0

Rethrow as HarmonyException: IL Compile Error (unknown location)

at HarmonyLib.Public.Patching.ManagedMethodPatcher.DetourTo

(System.Reflection.MethodBase replacement) [0x0004c] in

<7b787fece12a47a68027108671090713>:0

at HarmonyLib.PatchFunctions.UpdateWrapper (System.Reflection.MethodBase original, HarmonyLib.PatchInfo patchInfo) [0x00033] in <7b787fece12a47a68027108671090713>:0

Rethrow as HarmonyException: IL Compile Error (unknown location)

at HarmonyLib.PatchClassProcessor.ReportException (System.Exception exception,

System.Reflection.MethodBase original) [0x00045] in

```
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.PatchClassProcessor.Patch () [0x000a2] in
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.Harmony.<PatchAll>b__11_0 (System.Type type) [0x00007] in
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.CollectionExtensions.Do[T] (System.Collections.Generic.IEnumerable`1[T]
sequence, System.Action`1[T] action) [0x00014] in
<7b787fece12a47a68027108671090713>:0
  at HarmonyLib.Harmony.PatchAll (System.Reflection.Assembly assembly) [0x00006] in
<7b787fece12a47a68027108671090713>:0
  at _Init.InitMod (Mod _modInstance) [0x00011] in
<3b402f2a7913483b942ad420e2c4e08c>:0
  at (wrapper dynamic-method) Mod.DMD<System.Boolean Mod:InitModCode()>(Mod)
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
Log:Exception(Exception)
Mod:DMD<System.Boolean Mod:InitModCode()>(Mod)
MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Boolean Mod:InitModCode()>
(Mod)
ModManager:LoadMods()
GameManager:Awake()
2025-12-28T15:29:51 17.863 INF [MODS] Initializing mod SteelUI20SlotToolbelt
2025-12-28T15:29:51 17.865 INF [MODS] Found ModAPI in assembly 0xSteel-UI-
20SlotToolbelt (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI-
20SlotToolbelt\ZZZxSteel-UI-20SlotToolbelt.dll), creating instance
2025-12-28T15:29:51 17.871 INF [MODS] Initialized code in mod 'SteelUI20SlotToolbelt' in
assembly 0xSteel-UI-20SlotToolbelt (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI-20SlotToolbelt\ZZZxSteel-
UI-20SlotToolbelt.dll)
2025-12-28T15:29:51 17.873 INF [MODS] Initializing mod SteelUIToolbeltDisableShift
2025-12-28T15:29:51 17.876 INF [MODS] Found ModAPI in assembly 0xSteel-UI-
ToolbeltDisableShift (in C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI-
ToolbeltDisableShift\ZZZxSteel-UI-ToolbeltDisableShift.dll), creating instance
2025-12-28T15:29:51 17.880 INF [MODS] Initialized code in mod
'SteelUIToolbeltDisableShift' in assembly 0xSteel-UI-ToolbeltDisableShift (in
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ZZZxSteel-UI-
ToolbeltDisableShift\ZZZxSteel-UI-ToolbeltDisableShift.dll)
2025-12-28T15:29:51 17.883 INF [MODS] Loading done
2025-12-28T15:29:51 17.889 INF UIAtlas ItemIconAtlas: Pack took 1251 us
2025-12-28T15:29:51 17.893 INF UIAtlas ItemIconAtlas: Pack took 53 us
```

2025-12-28T15:29:51 18.227 INF UIAtlas ItemIconAtlas: Pack took 189536 us
2025-12-28T15:29:51 18.272 INF UIAtlas ItemIconAtlas: Pack took 14898 us
2025-12-28T15:29:51 18.278 INF UIAtlas UIAtlas: Pack took 859 us
2025-12-28T15:29:51 18.283 INF UIAtlas UIAtlas: Pack took 387 us
2025-12-28T15:29:51 18.286 INF UIAtlas ItemIconAtlas: Pack took 422 us
2025-12-28T15:29:51 18.300 INF UIAtlas UIAtlas: Pack took 6982 us
2025-12-28T15:29:51 18.313 INF UIAtlas ItemIconAtlas: Pack took 4449 us
2025-12-28T15:29:51 18.391 INF UIAtlas UIAtlas: Pack took 38346 us
2025-12-28T15:29:51 18.411 INF UIAtlas ItemIconAtlas: Pack took 5390 us
2025-12-28T15:29:51 18.425 INF UIAtlas ItemIconAtlas: Pack took 4357 us
2025-12-28T15:29:51 18.435 INF UIAtlas UIAtlas: Pack took 2808 us
2025-12-28T15:29:51 18.443 INF UIAtlas ItemIconAtlas: Pack took 2358 us
2025-12-28T15:29:51 18.446 INF [MODS] Creating new atlas 'Mui' for mod 'IZY_MMVMV2'
2025-12-28T15:29:51 18.457 INF UIAtlas UIAtlas: Pack took 4855 us
2025-12-28T15:29:51 18.469 INF UIAtlas ItemIconAtlas: Pack took 3522 us
2025-12-28T15:29:51 18.478 INF UIAtlas ItemIconAtlas: Pack took 2406 us
2025-12-28T15:29:51 18.501 INF UIAtlas ItemIconAtlas: Pack took 7388 us
2025-12-28T15:29:51 18.518 INF UIAtlas ItemIconAtlas: Pack took 5557 us
2025-12-28T15:29:51 18.541 INF UIAtlas ItemIconAtlas: Pack took 8917 us
2025-12-28T15:29:51 18.559 INF UIAtlas ItemIconAtlas: Pack took 5705 us
2025-12-28T15:29:52 18.571 INF UIAtlas ItemIconAtlas: Pack took 3571 us
2025-12-28T15:29:52 18.580 INF UIAtlas ItemIconAtlas: Pack took 2339 us
2025-12-28T15:29:52 18.584 INF UIAtlas UIAtlas: Pack took 458 us
2025-12-28T15:29:52 18.600 INF UIAtlas ItemIconAtlas: Pack took 5403 us
2025-12-28T15:29:52 18.604 INF UIAtlas ItemIconAtlas: Pack took 591 us
2025-12-28T15:29:52 18.610 INF UIAtlas ItemIconAtlas: Pack took 1048 us
2025-12-28T15:29:52 18.613 INF UIAtlas UIAtlas: Pack took 144 us
2025-12-28T15:29:52 18.628 INF UIAtlas ItemIconAtlas: Pack took 5611 us
2025-12-28T15:29:52 18.985 INF UIAtlas ItemIconAtlas: Pack took 193262 us
2025-12-28T15:29:52 18.998 INF UIAtlas UIAtlas: Pack took 3975 us
2025-12-28T15:29:52 19.040 INF UIAtlas ItemIconAtlas: Pack took 14337 us
2025-12-28T15:29:52 19.049 INF UIAtlas ItemIconAtlas: Pack took 1850 us
2025-12-28T15:29:52 19.053 INF UIAtlas UIAtlas: Pack took 46 us
2025-12-28T15:29:52 19.056 INF UIAtlas ItemIconAtlas: Pack took 483 us
2025-12-28T15:29:52 19.080 INF UIAtlas ItemIconAtlas: Pack took 12789 us
2025-12-28T15:29:52 19.093 INF UIAtlas UIAtlas: Pack took 6198 us
2025-12-28T15:29:52 19.188 INF UIAtlas ItemIconAtlas: Pack took 55870 us
2025-12-28T15:29:52 19.286 INF UIAtlas ItemIconAtlas: Pack took 33633 us
2025-12-28T15:29:52 19.309 INF UIAtlas UIAtlas: Pack took 7875 us

2025-12-28T15:29:52 19.406 INF UIAtlas ItemIconAtlas: Pack took 36544 us
2025-12-28T15:29:52 19.418 INF UIAtlas ItemIconAtlas: Pack took 5636 us
2025-12-28T15:29:52 19.431 INF UIAtlas UIAtlas: Pack took 5896 us
2025-12-28T15:29:52 19.452 INF UIAtlas ItemIconAtlas: Pack took 11925 us
2025-12-28T15:29:52 19.469 INF UIAtlas UIAtlas: Pack took 7429 us
2025-12-28T15:29:52 19.510 INF UIAtlas ItemIconAtlas: Pack took 26751 us
2025-12-28T15:29:52 19.523 INF UIAtlas UIAtlas: Pack took 6152 us
2025-12-28T15:29:53 19.586 INF UIAtlas ItemIconAtlas: Pack took 39409 us
2025-12-28T15:29:53 19.630 INF UIAtlas ItemIconAtlas: Pack took 21950 us
2025-12-28T15:29:53 19.673 INF UIAtlas UIAtlas: Pack took 21221 us
2025-12-28T15:29:53 19.681 INF UIAtlas ItemIconAtlas: Pack took 2665 us
2025-12-28T15:29:53 19.685 INF UIAtlas UIAtlas: Pack took 311 us
2025-12-28T15:29:53 19.695 INF UIAtlas ItemIconAtlas: Pack took 1521 us
2025-12-28T15:29:53 19.734 INF UIAtlas ItemIconAtlas: Pack took 22732 us
2025-12-28T15:29:53 19.847 INF UIAtlas ItemIconAtlas: Pack took 47643 us
2025-12-28T15:29:53 19.914 INF UIAtlas ItemIconAtlas: Pack took 28013 us
2025-12-28T15:29:53 19.944 INF UIAtlas ItemIconAtlas: Pack took 9649 us
2025-12-28T15:29:53 19.975 INF UIAtlas ItemIconAtlas: Pack took 12762 us
2025-12-28T15:29:53 19.988 INF UIAtlas ItemIconAtlas: Pack took 4752 us
2025-12-28T15:29:53 20.515 INF UIAtlas ItemIconAtlas: Pack took 283376 us
2025-12-28T15:29:53 20.530 INF UIAtlas ItemIconAtlas: Pack took 4270 us
2025-12-28T15:29:54 20.676 INF UIAtlas ItemIconAtlas: Pack took 76078 us
2025-12-28T15:29:54 20.705 INF UIAtlas ItemIconAtlas: Pack took 11203 us
2025-12-28T15:29:54 21.383 INF UIAtlas ItemIconAtlas: Pack took 361302 us
2025-12-28T15:29:54 21.507 INF UIAtlas ItemIconAtlas: Pack took 68101 us
2025-12-28T15:29:54 21.550 INF UIAtlas ItemIconAtlas: Pack took 18107 us
2025-12-28T15:29:54 21.559 INF UIAtlas ItemIconAtlas: Pack took 1614 us
2025-12-28T15:29:54 21.566 INF UIAtlas UIAtlas: Pack took 1598 us
2025-12-28T15:29:55 21.623 INF UIAtlas ItemIconAtlas: Pack took 34349 us
2025-12-28T15:29:55 21.652 INF UIAtlas ItemIconAtlas: Pack took 15510 us
2025-12-28T15:29:55 21.668 INF UIAtlas UIAtlas: Pack took 7906 us
2025-12-28T15:29:55 21.674 INF UIAtlas ItemIconAtlas: Pack took 1307 us
2025-12-28T15:29:55 21.713 INF UIAtlas ItemIconAtlas: Pack took 20182 us
2025-12-28T15:29:55 21.720 INF UIAtlas ItemIconAtlas: Pack took 1075 us
2025-12-28T15:29:55 21.742 INF UIAtlas ItemIconAtlas: Pack took 12364 us
2025-12-28T15:29:55 21.755 INF UIAtlas UIAtlas: Pack took 5727 us
2025-12-28T15:29:55 21.761 INF UIAtlas ItemIconAtlas: Pack took 1153 us
2025-12-28T15:29:55 21.787 INF UIAtlas ItemIconAtlas: Pack took 14510 us
2025-12-28T15:29:55 21.799 INF UIAtlas UIAtlas: Pack took 5473 us

2025-12-28T15:29:55 21.803 INF UIAtlas ItemIconAtlas: Pack took 752 us
2025-12-28T15:29:55 21.865 INF UIAtlas UIAtlas: Pack took 25326 us
2025-12-28T15:29:55 21.871 INF UIAtlas ItemIconAtlas: Pack took 876 us
2025-12-28T15:29:55 21.876 INF UIAtlas ItemIconAtlas: Pack took 586 us
2025-12-28T15:29:55 21.880 INF UIAtlas UIAtlas: Pack took 219 us
2025-12-28T15:29:55 22.067 INF UIAtlas ItemIconAtlas: Pack took 114234 us
2025-12-28T15:29:55 22.074 INF UIAtlas ItemIconAtlas: Pack took 339 us
2025-12-28T15:29:55 22.079 INF UIAtlas ItemIconAtlas: Pack took 696 us
2025-12-28T15:29:55 22.085 INF UIAtlas UIAtlas: Pack took 1052 us
2025-12-28T15:29:55 22.106 INF UIAtlas ItemIconAtlas: Pack took 7288 us
2025-12-28T15:29:55 22.136 INF UIAtlas ItemIconAtlas: Pack took 10655 us
2025-12-28T15:29:55 22.155 INF UIAtlas ItemIconAtlas: Pack took 5269 us
2025-12-28T15:29:55 22.172 INF UIAtlas ItemIconAtlas: Pack took 4556 us
2025-12-28T15:29:55 22.189 INF UIAtlas ItemIconAtlas: Pack took 4224 us
2025-12-28T15:29:55 22.211 INF UIAtlas ItemIconAtlas: Pack took 6911 us
2025-12-28T15:29:55 22.216 INF UIAtlas UIAtlas: Pack took 567 us
2025-12-28T15:29:55 22.229 INF UIAtlas ItemIconAtlas: Pack took 3724 us
2025-12-28T15:29:55 22.234 INF UIAtlas UIAtlas: Pack took 411 us
2025-12-28T15:29:55 22.237 INF UIAtlas ItemIconAtlas: Pack took 472 us
2025-12-28T15:29:55 22.241 INF UIAtlas UIAtlas: Pack took 479 us
2025-12-28T15:29:55 22.246 INF UIAtlas ItemIconAtlas: Pack took 1102 us
2025-12-28T15:29:55 22.409 INF UIAtlas ItemIconAtlas: Pack took 103497 us
2025-12-28T15:29:55 22.420 INF UIAtlas ItemIconAtlas: Pack took 1887 us
2025-12-28T15:29:55 22.424 INF UIAtlas UIAtlas: Pack took 235 us
2025-12-28T15:29:55 22.432 INF UIAtlas ItemIconAtlas: Pack took 2278 us
2025-12-28T15:29:55 22.436 INF UIAtlas UIAtlas: Pack took 268 us
2025-12-28T15:29:56 23.028 INF UIAtlas ItemIconAtlas: Pack took 343191 us
2025-12-28T15:29:56 23.047 INF UIAtlas ItemIconAtlas: Pack took 6979 us
2025-12-28T15:29:56 23.051 INF UIAtlas UIAtlas: Pack took 634 us
2025-12-28T15:29:56 23.078 INF UIAtlas ItemIconAtlas: Pack took 12494 us
2025-12-28T15:29:56 23.117 INF UIAtlas ItemIconAtlas: Pack took 18331 us
2025-12-28T15:29:56 23.286 INF UIAtlas ItemIconAtlas: Pack took 73100 us
2025-12-28T15:29:56 23.296 INF UIAtlas ItemIconAtlas: Pack took 2834 us
2025-12-28T15:29:56 23.307 INF UIAtlas ItemIconAtlas: Pack took 3077 us
2025-12-28T15:29:56 23.311 INF UIAtlas UIAtlas: Pack took 442 us
2025-12-28T15:29:56 23.320 INF UIAtlas ItemIconAtlas: Pack took 2785 us
2025-12-28T15:29:56 23.330 INF UIAtlas UIAtlas: Pack took 2898 us
2025-12-28T15:29:56 23.337 INF UIAtlas ItemIconAtlas: Pack took 2088 us
2025-12-28T15:29:56 23.345 INF UIAtlas UIAtlas: Pack took 2085 us

2025-12-28T15:29:56 23.353 INF UIAtlas ItemIconAtlas: Pack took 2653 us
2025-12-28T15:29:56 23.358 INF UIAtlas UIAtlas: Pack took 466 us
2025-12-28T15:29:56 23.366 INF UIAtlas ItemIconAtlas: Pack took 4063 us
2025-12-28T15:29:56 23.371 INF UIAtlas UIAtlas: Pack took 291 us
2025-12-28T15:29:56 23.381 INF UIAtlas ItemIconAtlas: Pack took 3533 us
2025-12-28T15:29:56 23.385 INF UIAtlas UIAtlas: Pack took 498 us
2025-12-28T15:29:56 23.394 INF UIAtlas ItemIconAtlas: Pack took 2899 us
2025-12-28T15:29:56 23.398 INF UIAtlas UIAtlas: Pack took 430 us
2025-12-28T15:29:56 23.407 INF UIAtlas ItemIconAtlas: Pack took 2533 us
2025-12-28T15:29:56 23.412 INF UIAtlas UIAtlas: Pack took 566 us
2025-12-28T15:29:56 23.420 INF UIAtlas ItemIconAtlas: Pack took 2369 us
2025-12-28T15:29:56 23.424 INF UIAtlas UIAtlas: Pack took 432 us
2025-12-28T15:29:56 23.432 INF UIAtlas ItemIconAtlas: Pack took 2677 us
2025-12-28T15:29:56 23.442 INF UIAtlas UIAtlas: Pack took 2723 us
2025-12-28T15:29:56 23.462 INF UIAtlas ItemIconAtlas: Pack took 7041 us
2025-12-28T15:29:56 23.476 INF UIAtlas ItemIconAtlas: Pack took 4699 us
2025-12-28T15:29:56 23.490 INF UIAtlas UIAtlas: Pack took 7971 us
2025-12-28T15:29:56 23.502 INF UIAtlas ItemIconAtlas: Pack took 4033 us
2025-12-28T15:29:56 23.507 INF UIAtlas UIAtlas: Pack took 221 us
2025-12-28T15:29:56 23.549 INF UIAtlas ItemIconAtlas: Pack took 13235 us
2025-12-28T15:29:56 23.555 INF UIAtlas ItemIconAtlas: Pack took 351 us
2025-12-28T15:29:56 23.559 INF UIAtlas UIAtlas: Pack took 337 us
2025-12-28T15:29:57 23.584 INF UIAtlas ItemIconAtlas: Pack took 14342 us
2025-12-28T15:29:57 23.593 INF UIAtlas UIAtlas: Pack took 3260 us
2025-12-28T15:29:57 23.597 INF UIAtlas UIAtlas: Pack took 242 us
2025-12-28T15:29:57 23.613 INF UIAtlas ItemIconAtlas: Pack took 7410 us
2025-12-28T15:29:57 23.625 INF UIAtlas UIAtlas: Pack took 5036 us
2025-12-28T15:29:57 23.630 INF UIAtlas ItemIconAtlas: Pack took 954 us
2025-12-28T15:29:57 23.934 INF UIAtlas ItemIconAtlas: Pack took 184526 us
2025-12-28T15:29:58 24.689 INF UIAtlas ItemIconAtlas: Pack took 305319 us
2025-12-28T15:29:58 24.724 INF UIAtlas ItemIconAtlas: Pack took 16117 us
2025-12-28T15:29:58 24.755 INF UIAtlas UIAtlas: Pack took 16224 us
2025-12-28T15:29:58 24.759 INF UIAtlas ItemIconAtlas: Pack took 364 us
2025-12-28T15:29:58 24.853 INF UIAtlas ItemIconAtlas: Pack took 34594 us
2025-12-28T15:29:58 24.860 INF UIAtlas ItemIconAtlas: Pack took 965 us
2025-12-28T15:29:58 24.865 INF UIAtlas ItemIconAtlas: Pack took 339 us
2025-12-28T15:29:58 24.871 INF UIAtlas UIAtlas: Pack took 1073 us
2025-12-28T15:29:58 24.884 INF UIAtlas ItemIconAtlas: Pack took 3968 us
2025-12-28T15:29:58 24.889 INF UIAtlas ItemIconAtlas: Pack took 482 us

2025-12-28T15:29:58 24.893 INF UIAtlas UIAtlas: Pack took 226 us
2025-12-28T15:29:58 24.908 INF UIAtlas ItemIconAtlas: Pack took 5137 us
2025-12-28T15:29:58 24.916 INF UIAtlas ItemIconAtlas: Pack took 1624 us
2025-12-28T15:29:58 24.945 INF UIAtlas ItemIconAtlas: Pack took 8949 us
2025-12-28T15:29:58 24.952 INF UIAtlas ItemIconAtlas: Pack took 954 us
2025-12-28T15:29:58 24.958 INF UIAtlas ItemIconAtlas: Pack took 1021 us
2025-12-28T15:29:58 24.963 INF UIAtlas UIAtlas: Pack took 535 us
2025-12-28T15:29:58 25.148 INF UIAtlas ItemIconAtlas: Pack took 76781 us
2025-12-28T15:29:58 25.179 INF UIAtlas UIAtlas: Pack took 8612 us
2025-12-28T15:29:58 25.302 INF UIAtlas ItemIconAtlas: Pack took 59322 us
2025-12-28T15:29:58 25.314 INF UIAtlas ItemIconAtlas: Pack took 3337 us
2025-12-28T15:29:58 25.320 INF UIAtlas ItemIconAtlas: Pack took 523 us
2025-12-28T15:29:58 25.324 INF UIAtlas UIAtlas: Pack took 461 us
2025-12-28T15:29:58 25.329 INF UIAtlas ItemIconAtlas: Pack took 1177 us
2025-12-28T15:29:58 25.335 INF UIAtlas ItemIconAtlas: Pack took 1457 us
2025-12-28T15:29:58 25.340 INF UIAtlas UIAtlas: Pack took 617 us
2025-12-28T15:29:58 25.401 INF UIAtlas ItemIconAtlas: Pack took 29570 us
2025-12-28T15:29:58 25.409 INF UIAtlas UIAtlas: Pack took 1494 us
2025-12-28T15:29:58 25.529 INF UIAtlas ItemIconAtlas: Pack took 64994 us
2025-12-28T15:29:58 25.559 INF UIAtlas ItemIconAtlas: Pack took 9937 us
2025-12-28T15:29:59 25.568 INF UIAtlas ItemIconAtlas: Pack took 1770 us
2025-12-28T15:29:59 25.573 INF UIAtlas UIAtlas: Pack took 437 us
2025-12-28T15:29:59 25.597 INF UIAtlas UIAtlas: Pack took 10533 us
2025-12-28T15:29:59 25.601 INF [MODS] Loading localization from mod:
TheMeanOnesAdvCasingsCollector
2025-12-28T15:29:59 25.603 INF [MODS] Loading localization from mod:
TMO_Ammo_Prod_Machine
2025-12-28T15:29:59 25.606 INF [MODS] Loading localization from mod:
TheMeanOnesBotanistNetwork
2025-12-28T15:29:59 25.608 INF [MODS] Loading localization from mod:
TheMeanOnes_MultiTieredDrumMags
2025-12-28T15:29:59 25.611 INF [MODS] Loading localization from mod:
TheMeanOnesPaintingPackV1
2025-12-28T15:29:59 25.613 INF [MODS] Loading localization from mod: Gears
2025-12-28T15:29:59 25.615 INF [MODS] Loading localization from mod: CommonUtilityLib
2025-12-28T15:29:59 25.617 INF [MODS] Loading localization from mod: Quartz
2025-12-28T15:29:59 25.619 INF [MODS] Loading Localization Patches for 0-
SCore_sphereii...
2025-12-28T15:29:59 25.621 INF [MODS] Loading Patched Localization File

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-SCore\Config\Dialogs\Zombies.txt
2025-12-28T15:29:59 25.623 INF [MODS] Loading localization from mod: 0-SCore_sphereii
2025-12-28T15:29:59 25.626 INF [MODS] Loading localization from mod: SCoreChanges
2025-12-28T15:29:59 25.629 INF [MODS] Loading localization from mod: SleepcapTower
2025-12-28T15:29:59 25.631 INF [MODS] Loading localization from mod: 0-XNPCCore
2025-12-28T15:29:59 25.634 INF [MODS] Loading localization from mod: 1_DarksSoldierz
2025-12-28T15:29:59 25.636 INF [MODS] Loading localization from mod: 1-
SCore_RemoteCraftingAndAuto-SortDropBox
2025-12-28T15:29:59 25.638 INF [MODS] Loading localization from mod: 1-Shrader971Bandit
2025-12-28T15:29:59 25.640 INF [MODS] Loading localization from mod:
Navezgane_Regional_Airport
2025-12-28T15:29:59 25.642 INF [MODS] Loading localization from mod: IZY_MMVMV2
2025-12-28T15:29:59 25.644 INF [MODS] Loading localization from mod:
IZY_RMP_Miscpack
2025-12-28T15:29:59 25.646 INF [MODS] Loading localization from mod:
IZY_RMP_44magnum
2025-12-28T15:29:59 25.648 INF [MODS] Loading localization from mod: IZY_RMP_45ACP
2025-12-28T15:29:59 25.650 INF [MODS] Loading localization from mod: IZY_RMP_556pack
2025-12-28T15:29:59 25.652 INF [MODS] Loading localization from mod: IZY_RMP_762pack
2025-12-28T15:29:59 25.654 INF [MODS] Loading localization from mod: IZY_RMP_9mmVAL
2025-12-28T15:29:59 25.656 INF [MODS] Loading localization from mod:
IZY_RMP_Demopack
2025-12-28T15:29:59 25.658 INF [MODS] Loading localization from mod: IZY_RMP_HVW
2025-12-28T15:29:59 25.660 INF [MODS] Loading localization from mod: IZY_RMP_SG
2025-12-28T15:29:59 25.662 INF [MODS] Loading localization from mod: IZY_RMP_Tech
2025-12-28T15:29:59 25.664 INF [MODS] Loading localization from mod: IZY_melee
2025-12-28T15:29:59 25.666 INF [MODS] Loading localization from mod: IZY_VRP
2025-12-28T15:29:59 25.668 INF [MODS] Loading localization from mod:
advanced_junkyard_02
2025-12-28T15:29:59 25.669 INF [MODS] Loading localization from mod: Aircrafts
2025-12-28T15:29:59 25.671 INF [MODS] Loading localization from mod:
Alarms_Speakers_Expansion
2025-12-28T15:29:59 25.674 INF [MODS] Loading localization from mod:
Alter_DroneWeaponsMod
2025-12-28T15:29:59 25.675 INF [MODS] Loading localization from mod:
Alter_IndoorFarming
2025-12-28T15:29:59 25.677 INF [MODS] Loading localization from mod: ancient_technology
2025-12-28T15:29:59 25.679 INF [MODS] Loading localization from mod:
SwatBlindadoHelena

2025-12-28T15:29:59 25.681 INF [MODS] Loading localization from mod:
Army_Biological_Center

2025-12-28T15:29:59 25.683 INF [MODS] Loading localization from mod:
Backpack_Belt_Fed_Magazine

2025-12-28T15:29:59 25.685 INF [MODS] Loading localization from mod: Bdubs_Vehicles

2025-12-28T15:29:59 25.688 INF [MODS] Loading localization from mod: BetterBiomeStorms

2025-12-28T15:29:59 25.690 INF [MODS] Loading localization from mod: BetterFood

2025-12-28T15:29:59 25.693 INF [MODS] Loading localization from mod: Bettermods

2025-12-28T15:29:59 25.695 INF [MODS] Loading localization from mod:
NUGSXHELENA_POLICEBMW

2025-12-28T15:29:59 25.697 INF [MODS] Loading localization from mod: Bump_Stock

2025-12-28T15:29:59 25.699 INF [MODS] Loading localization from mod: cedar_creek

2025-12-28T15:29:59 25.702 INF [MODS] Loading localization from mod:
Custom_Mods_Zeebark

2025-12-28T15:29:59 25.705 INF [MODS] Loading localization from mod: Custom-Blocks-
Pack-V2

2025-12-28T15:29:59 25.710 INF [MODS] Loading localization from mod: CustomFpvFov

2025-12-28T15:29:59 25.713 INF [MODS] Loading localization from mod: DamageNumbers

2025-12-28T15:29:59 25.716 INF [MODS] Loading localization from mod:
DeepFriedShammich

2025-12-28T15:29:59 25.718 INF [MODS] Loading localization from mod:
Better_7D2D_ModList_POI_Pack

2025-12-28T15:29:59 25.720 INF [MODS] Loading localization from mod:
detailed_bridges_svr

2025-12-28T15:29:59 25.721 INF [MODS] Loading localization from mod: detailed_cabins_svr

2025-12-28T15:29:59 25.723 INF [MODS] Loading localization from mod:
detailed_churches_svr

2025-12-28T15:29:59 25.725 INF [MODS] Loading localization from mod:
detailed_houses_svr

2025-12-28T15:29:59 25.727 INF [MODS] Loading localization from mod: detailed_parks_svr

2025-12-28T15:29:59 25.729 INF [MODS] Loading localization from mod: LF-
DetailedArmorDesc

2025-12-28T15:29:59 25.732 INF [MODS] Loading localization from mod: DirtBike

2025-12-28T15:29:59 25.734 INF [MODS] Loading localization from mod:
DismantleItems2Schematics

2025-12-28T15:29:59 25.737 INF [MODS] Loading localization from mod: 3_Series

2025-12-28T15:29:59 25.739 INF [MODS] Loading localization from mod:
DoubleDrumMagazine

2025-12-28T15:29:59 25.741 INF [MODS] Loading localization from mod:

Resurrection_Cemetery_GG

2025-12-28T15:29:59 25.743 INF [MODS] Loading localization from mod: DoubleGZombies2

2025-12-28T15:29:59 25.745 INF [MODS] Loading localization from mod:

DoubleGZombiesClassicsReanimated

2025-12-28T15:29:59 25.747 INF [MODS] Loading localization from mod: dashu_tree

2025-12-28T15:29:59 25.749 INF [MODS] Loading localization from mod:

Dwarven_Citadel_Descent_Mahem3000

2025-12-28T15:29:59 25.751 INF [MODS] Loading localization from mod: FalloutPropsMod

2025-12-28T15:29:59 25.753 INF [MODS] Loading localization from mod: FIZ_Fort_POI

2025-12-28T15:29:59 25.755 ERR Invalid localization CSV file. The first row has to contain the column definition header. Column 7 is not a valid column definition (must be a non-empty string consisting of latin characters only): "

2025-12-28T15:29:59 25.756 ERR [MODS] Could not load localization from

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FIZ_Fort_POI\Config\Localization.txt

2025-12-28T15:29:59 25.758 INF [MODS] Loading localization from mod:

Fluffy_Panda_Animal_Trophys

2025-12-28T15:29:59 25.760 INF [MODS] Loading localization from mod:

FNK_BlackPowderGuns

2025-12-28T15:29:59 25.762 WRN Localization: Entry missing a key! Please check

Localization file. Skipping entry...

2025-12-28T15:29:59 25.764 INF [MODS] Loading localization from mod: FNK_HKG11K3

2025-12-28T15:29:59 25.766 WRN Localization: Entry missing a key! Please check

Localization file. Skipping entry...

2025-12-28T15:29:59 25.768 INF [MODS] Loading localization from mod:

VanillaGunsDetailUp

2025-12-28T15:29:59 25.770 INF [MODS] Loading localization from mod: FNS_Self-

Planting_Trees

2025-12-28T15:29:59 25.772 INF [MODS] Loading localization from mod:

FNS_Super_Rad_BMX

2025-12-28T15:29:59 25.774 INF [MODS] Loading localization from mod: FNS_Military

2025-12-28T15:29:59 25.776 INF [MODS] Loading localization from mod:

UnmarkedPoliceHelena

2025-12-28T15:29:59 25.778 INF [MODS] Loading localization from mod: GrassBlocks

2025-12-28T15:29:59 25.780 INF [MODS] Loading localization from mod: graveyards

2025-12-28T15:29:59 25.782 INF [MODS] Loading localization from mod:

Guppcurs_Fire_Mod

2025-12-28T15:29:59 25.784 INF [MODS] Loading localization from mod: Halicopter

2025-12-28T15:29:59 25.786 INF [MODS] Loading localization from mod: Ragsy_HindV5

2025-12-28T15:29:59 25.788 INF [MODS] Loading localization from mod:

houses_shantys_svr

2025-12-28T15:29:59 25.790 INF [MODS] Loading localization from mod: IZY_Bleed_Patch

2025-12-28T15:29:59 25.792 INF [MODS] Loading localization from mod:

Jakmeister999_Mining_Fury_V1

2025-12-28T15:29:59 25.794 INF [MODS] Loading localization from mod:

Jakmeister999_Reinforced_Chainlink_Fences_V2

2025-12-28T15:29:59 25.796 INF [MODS] Loading localization from mod:

KevBal_MegaPack_I

2025-12-28T15:29:59 25.798 INF [MODS] Loading localization from mod:

LamsLockPickingMod

2025-12-28T15:29:59 25.801 INF [MODS] Loading localization from mod: LazyMod

2025-12-28T15:29:59 25.812 INF [MODS] Loading localization from mod: LegendPerks

2025-12-28T15:29:59 25.819 INF [MODS] Loading localization from mod: Linked_Belts

2025-12-28T15:29:59 25.821 INF [MODS] Loading localization from mod:

LittleRedSonja_AmmoRecycling

2025-12-28T15:29:59 25.823 INF [MODS] Loading localization from mod:

LittleRedSonja_AmmoRecycling_ADD-ON_CustomAmmoBench

2025-12-28T15:29:59 25.825 INF [MODS] Loading localization from mod:

LittleRedSonja_BadBoyzFigurines

2025-12-28T15:29:59 25.827 INF [MODS] Loading localization from mod:

LittleRedSonja_BigBadBat

2025-12-28T15:29:59 25.829 INF [MODS] Loading localization from mod:

LittleRedSonja_CyberGirls_NPCs

2025-12-28T15:29:59 25.832 INF [MODS] Loading localization from mod:

LittleRedSonja_FancyHomeDeco_v1

2025-12-28T15:29:59 25.835 INF [MODS] Loading localization from mod:

LittleRedSonja_FancyWallArt_NukaCola

2025-12-28T15:29:59 25.837 INF [MODS] Loading localization from mod:

LittleRedSonja_FancyWallArt_VaultTec

2025-12-28T15:29:59 25.839 INF [MODS] Loading localization from mod:

LittleRedSonja_Mumpfy_VanillaReVamp

2025-12-28T15:29:59 25.841 INF [MODS] Loading localization from mod:

LittleRedSonja_Mumpfy_SomeTraders

2025-12-28T15:29:59 25.843 INF [MODS] Loading localization from mod:

LittleRedSonja_Mumpfy_GNSArmors

2025-12-28T15:29:59 25.845 INF [MODS] Loading localization from mod:

LittleRedSonja_Mumpfy_ResidentEvil

2025-12-28T15:29:59 25.847 INF [MODS] Loading localization from mod:

LittleRedSonja_Mumpfy_TheWalkingDead

2025-12-28T15:29:59 25.849 INF [MODS] Loading localization from mod: LittleRedSonja_NavezganeChainsawMassacre

2025-12-28T15:29:59 25.851 INF [MODS] Loading localization from mod: LittleRedSonja_PumbledWaterSolutions_UNLOCKED

2025-12-28T15:29:59 25.853 INF [MODS] Loading localization from mod: LittleRedSonja_Punisher_NPC

2025-12-28T15:29:59 25.855 INF [MODS] Loading localization from mod: LittleRedSonja_ShoppingTime_FULL

2025-12-28T15:29:59 25.858 INF [MODS] Loading localization from mod: LittleRedSonja_T2IT3

2025-12-28T15:29:59 25.860 INF [MODS] Loading localization from mod: LittleRedSonja_T2IT3weapons_ADDON_POSTERS

2025-12-28T15:29:59 25.862 INF [MODS] Loading localization from mod: LittleRedSonja_Tractor

2025-12-28T15:29:59 25.864 INF [MODS] Loading localization from mod: LittleRedSonja_ZombiePack

2025-12-28T15:29:59 25.866 INF [MODS] Loading localization from mod: LittleRedSonja_ZRArmyTruck

2025-12-28T15:29:59 25.868 INF [MODS] Loading localization from mod: LOTFs_Better_Traps

2025-12-28T15:29:59 25.870 INF [MODS] Loading localization from mod: LOTFs_The_Mechanic

2025-12-28T15:29:59 25.872 INF [MODS] Loading localization from mod: TutorialVehicles

2025-12-28T15:29:59 25.874 INF [MODS] Loading localization from mod: Moderns_Packages

2025-12-28T15:29:59 25.876 INF [MODS] Loading localization from mod: park_azaroth_svr

2025-12-28T15:29:59 25.879 INF [MODS] Loading localization from mod: moremotortoolmods

2025-12-28T15:29:59 25.881 INF [MODS] Loading localization from mod: morearmorplates

2025-12-28T15:29:59 25.883 INF [MODS] Loading localization from mod: MPLogue_Prefabs_7D2D_V2_0_1

2025-12-28T15:29:59 25.885 INF [MODS] Loading localization from mod: MPLogue_UrbanDecay_7D2D_v1_0

2025-12-28T15:29:59 25.887 INF [MODS] Loading localization from mod: MuseumArtifacts

2025-12-28T15:29:59 25.889 INF [MODS] Loading localization from mod: MXMRMXsPOIPACK

2025-12-28T15:29:59 25.891 INF [MODS] Loading localization from mod: Mysterious_Car_Tuax

2025-12-28T15:29:59 25.893 INF [MODS] Loading localization from mod: NewSmoothies

2025-12-28T15:29:59 25.896 INF [MODS] Loading localization from mod: NoDroneLimit

2025-12-28T15:29:59 25.898 INF [MODS] Loading localization from mod: NUGZ_hotdogtruck

2025-12-28T15:29:59 25.900 INF [MODS] Loading localization from mod:
NUGZ_IceCreamTruck

2025-12-28T15:29:59 25.901 INF [MODS] Loading localization from mod: NUGZ_oldtruck

2025-12-28T15:29:59 25.903 INF [MODS] Loading localization from mod: NUGZ_OOPStruck

2025-12-28T15:29:59 25.905 INF [MODS] Loading localization from mod: NUGZ_PogoStick

2025-12-28T15:29:59 25.907 INF [MODS] Loading localization from mod: NUGZ_RusticBUS

2025-12-28T15:29:59 25.909 INF [MODS] Loading localization from mod:
NUGZ_ShoppingKart

2025-12-28T15:29:59 25.912 INF [MODS] Loading localization from mod: NUGZ_Skateboard

2025-12-28T15:29:59 25.915 INF [MODS] Loading localization from mod: NUGZ_TrashTruck

2025-12-28T15:29:59 25.917 INF [MODS] Loading localization from mod:
NUGZ_WastelandSemi

2025-12-28T15:29:59 25.919 INF [MODS] Loading localization from mod: OcbPlantGrowInfo

2025-12-28T15:29:59 25.921 INF [MODS] Loading localization from mod: OcbStoragePouch

2025-12-28T15:29:59 25.923 INF [MODS] Loading localization from mod:
PlayerSpawnProtect

2025-12-28T15:29:59 25.926 INF [MODS] Loading localization from mod: fasterroads

2025-12-28T15:29:59 25.928 INF [MODS] Loading localization from mod: MoreQuestOptions

2025-12-28T15:29:59 25.929 INF [MODS] Loading localization from mod: NoblesKatana

2025-12-28T15:29:59 25.932 INF [MODS] Loading localization from mod:
Pants_Weapon_Pack

2025-12-28T15:29:59 25.934 INF [MODS] Loading localization from mod: PEP-
POIExpansionPack-V1

2025-12-28T15:29:59 25.936 INF [MODS] Loading localization from mod: PestaSchool

2025-12-28T15:29:59 25.939 INF [MODS] Loading localization from mod:
Police_ChevroletCaprice

2025-12-28T15:29:59 25.941 INF [MODS] Loading localization from mod:
Prison_Quarry_Tuax

2025-12-28T15:29:59 25.943 INF [MODS] Loading localization from mod: PyroPaints

2025-12-28T15:29:59 25.945 INF [MODS] Loading localization from mod:
Dizor_QuestAreaTimer

2025-12-28T15:29:59 25.947 INF [MODS] Loading localization from mod: QuestRevamp

2025-12-28T15:29:59 25.949 INF [MODS] Loading localization from mod: QuickStack

2025-12-28T15:29:59 25.951 INF [MODS] Loading localization from mod: Research

2025-12-28T15:29:59 25.953 INF [MODS] Loading localization from mod:
SCGDefenseSolutions

2025-12-28T15:29:59 25.955 INF [MODS] Loading localization from mod: Scomar82_SuBaS

2025-12-28T15:29:59 25.958 INF [MODS] Loading localization from mod: secret_base_1

2025-12-28T15:29:59 25.960 INF [MODS] Loading localization from mod: Serenity

2025-12-28T15:29:59 25.962 INF [MODS] Loading localization from mod: Snacks_Svarii
2025-12-28T15:29:59 25.965 INF [MODS] Loading localization from mod:
barricaded_house_1
2025-12-28T15:29:59 25.967 INF [MODS] Loading localization from mod:
Spherell_One_Block_Crouch
2025-12-28T15:29:59 25.969 INF [MODS] Loading localization from mod:
Sprain_Healing_Kit_by_GR
2025-12-28T15:29:59 25.970 INF [MODS] Loading localization from mod: stmarys_hospital
2025-12-28T15:29:59 25.973 INF [MODS] Loading localization from mod: syth_Stats
2025-12-28T15:29:59 25.975 INF [MODS] Loading localization from mod: super_prison_max
2025-12-28T15:29:59 25.977 INF [MODS] Loading localization from mod: ST_ShockArmor
2025-12-28T15:29:59 25.979 INF [MODS] Loading localization from mod:
TechFreqsBloodMoonIndicator
2025-12-28T15:29:59 25.981 INF [MODS] Loading localization from mod:
TechFreqsExtraBriefcase
2025-12-28T15:29:59 25.983 INF [MODS] Loading localization from mod:
TechFreqsTraderRestockIndicator
2025-12-28T15:29:59 25.985 INF [MODS] Loading localization from mod: Tesseract
2025-12-28T15:29:59 25.987 INF [MODS] Loading localization from mod:
The_Lost_Colony_Tuax
2025-12-28T15:29:59 25.989 INF [MODS] Loading localization from mod: TheDescent
2025-12-28T15:29:59 25.991 INF [MODS] Loading localization from mod: 7D2D-cave-assets
2025-12-28T15:29:59 25.993 INF [MODS] Loading localization from mod: CaveLights
2025-12-28T15:29:59 25.995 INF [MODS] Loading localization from mod: cave-prefabs
2025-12-28T15:29:59 25.997 INF [MODS] Loading localization from mod: Torch
2025-12-28T15:29:59 25.999 INF [MODS] Loading localization from mod: TorchonHotkey
2025-12-28T15:29:59 26.001 INF [MODS] Loading localization from mod:
7DaysSuperResolution
2025-12-28T15:29:59 26.003 INF [MODS] Loading localization from mod:
Grumpee_starter_bundles
2025-12-28T15:29:59 26.005 INF [MODS] Loading localization from mod:
V1_OakravenBeeHives_StumpAndTreeQueenPatch
2025-12-28T15:29:59 26.008 INF [MODS] Loading localization from mod: V2_AtomicBurger
2025-12-28T15:29:59 26.010 INF [MODS] Loading localization from mod:
V2_BaronWildpigPlayerCastle
2025-12-28T15:29:59 26.013 INF [MODS] Loading localization from mod:
V2_BaronWildpigTraderRektCastle
2025-12-28T15:29:59 26.016 INF [MODS] Loading localization from mod:
V2_BaronWildpigZombieCastle

2025-12-28T15:29:59 26.018 INF [MODS] Loading localization from mod: V2_Classic_Crack_a_Book_HQ

2025-12-28T15:29:59 26.020 INF [MODS] Loading localization from mod: V2_OakravenAmmoPress

2025-12-28T15:29:59 26.023 INF [MODS] Loading localization from mod: V2_OakravenBeeHives

2025-12-28T15:29:59 26.024 INF [MODS] Loading localization from mod: V2_OakravenCementMixer

2025-12-28T15:29:59 26.027 INF [MODS] Loading localization from mod: V2_OakravenChickenCoops

2025-12-28T15:29:59 26.028 INF [MODS] Loading localization from mod: V2_OakravenCookingStations

2025-12-28T15:29:59 26.031 INF [MODS] Loading localization from mod: V2_OakravenFishFarm

2025-12-28T15:29:59 26.033 INF [MODS] Loading localization from mod: V2_OakravenForges

2025-12-28T15:29:59 26.035 INF [MODS] Loading localization from mod: V2_OakravenRockDrill

2025-12-28T15:29:59 26.037 INF [MODS] Loading localization from mod: V2-WildWestMod-OaksCowHands

2025-12-28T15:29:59 26.039 INF [MODS] Loading localization from mod: VehicleMadnessModlet_v5_Beta_4

2025-12-28T15:29:59 26.042 INF [MODS] Loading localization from mod: VoltraLuxPOIPack

2025-12-28T15:29:59 26.044 INF [MODS] Loading localization from mod: vpSteelFireAxe

2025-12-28T15:29:59 26.046 INF [MODS] Loading localization from mod: watchtower_svr

2025-12-28T15:29:59 26.048 INF [MODS] Loading localization from mod: WitosOff-Road

2025-12-28T15:29:59 26.050 INF [MODS] Loading localization from mod: WitosQuad

2025-12-28T15:29:59 26.053 INF [MODS] Loading localization from mod: WMMPOIClearedMapMarker

2025-12-28T15:29:59 26.055 INF [MODS] Loading localization from mod: WMMSkillPointReward

2025-12-28T15:29:59 26.057 INF [MODS] Loading localization from mod: WMMSleepUntilDawn

2025-12-28T15:29:59 26.059 INF [MODS] Loading localization from mod: WMMTraderQuestMap

2025-12-28T15:29:59 26.061 INF [MODS] Loading localization from mod: Clouds_Canning

2025-12-28T15:29:59 26.063 INF [MODS] Loading localization from mod: Clouds_Lever_44

2025-12-28T15:29:59 26.066 INF [MODS] Loading localization from mod: zItC-Bdubs2VM

2025-12-28T15:29:59 26.069 INF [MODS] Loading localization from mod:

LittleRedSonja_GrabYourStuff

2025-12-28T15:29:59 26.071 INF [MODS] Loading localization from mod: ZZTong-Prefabs
2025-12-28T15:29:59 26.074 INF [MODS] Loading localization from mod: Byteblazars_XFX
2025-12-28T15:29:59 26.077 INF [MODS] Loading localization from mod: Clouds_Combine
2025-12-28T15:29:59 26.079 INF [MODS] Loading localization from mod:
Clouds_Combine_Toolbox
2025-12-28T15:29:59 26.081 INF [MODS] Loading localization from mod: Scomar82_Hobacs
2025-12-28T15:29:59 26.084 INF [MODS] Loading localization from mod: SteelUI
2025-12-28T15:29:59 26.087 INF [MODS] Loading localization from mod:
ZZZZ_Hunlight_MechanicMod_Balance
2025-12-28T15:29:59 26.089 INF [MODS] Loading localization from mod:
ZZZZ_Hunlight_ToolTime_Fix
2025-12-28T15:29:59 26.091 INF [MODS] Loading localization from mod:
ZZZZ_Hunlights_Placable_Base
2025-12-28T15:29:59 26.093 INF [MODS] Loading localization from mod: Hunlight_StarterKits
2025-12-28T15:29:59 26.133 INF Loading permissions file at
'C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves/serveradmin.xml'
2025-12-28T15:29:59 26.142 INF Loading permissions file done.
2025-12-28T15:29:59 26.155 INF Creating TransformDebug GameObject
2025-12-28T15:29:59 26.166 WRN Command with name "z_master_modhelp" already
loaded, not loading from class ModHelpCmd
2025-12-28T15:29:59 26.207 INF [RuntimeOCD] Queueing (Prefix Append) Conflict Detector
2025-12-28T15:29:59 26.209 INF [RuntimeOCD] Queueing (Prefix Prepend) Conflict Detector
2025-12-28T15:29:59 26.211 INF [RuntimeOCD] Queueing (Prefix InsertAfter) Conflict
Detector
2025-12-28T15:29:59 26.213 INF [RuntimeOCD] Queueing (Prefix InsertBefore) Conflict
Detector
2025-12-28T15:29:59 26.215 INF [RuntimeOCD] Queueing (Prefix Remove) Conflict Detector
2025-12-28T15:29:59 26.216 INF [RuntimeOCD] Queueing (Prefix Set) Conflict Detector
2025-12-28T15:29:59 26.218 INF [RuntimeOCD] Queueing (Prefix SetAttribute) Conflict
Detector
2025-12-28T15:29:59 26.220 INF [RuntimeOCD] Queueing (Prefix RemoveAttribute) Conflict
Detector
2025-12-28T15:29:59 26.221 INF [RuntimeOCD] Queueing (Postfix Append) Conflict Detector
2025-12-28T15:29:59 26.223 INF [RuntimeOCD] Queueing (Postfix Prepend) Conflict
Detector
2025-12-28T15:29:59 26.225 INF [RuntimeOCD] Queueing (Postfix InsertAfter) Conflict
Detector
2025-12-28T15:29:59 26.226 INF [RuntimeOCD] Queueing (Postfix InsertBefore) Conflict

Detector

2025-12-28T15:29:59 26.228 INF [RuntimeOCD] Queueing (Postfix Remove) Conflict

Detector

2025-12-28T15:29:59 26.230 INF [RuntimeOCD] Queueing (Postfix Set) Conflict Detector

2025-12-28T15:29:59 26.231 INF [RuntimeOCD] Queueing (Postfix SetAttribute) Conflict

Detector

2025-12-28T15:29:59 26.233 INF [RuntimeOCD] Queueing (Postfix RemoveAttribute) Conflict

Detector

2025-12-28T15:29:59 26.235 INF [RuntimeOCD] Queueing (Prefix Append)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.237 INF [RuntimeOCD] Queueing (Prefix Prepend)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.238 INF [RuntimeOCD] Queueing (Prefix InsertAfter)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.240 INF [RuntimeOCD] Queueing (Prefix InsertBefore)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.242 INF [RuntimeOCD] Queueing (Prefix SetAttribute)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.244 INF [RuntimeOCD] Queueing (Postfix Append)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.245 INF [RuntimeOCD] Queueing (Postfix Prepend)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.247 INF [RuntimeOCD] Queueing (Postfix InsertAfter)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.249 INF [RuntimeOCD] Queueing (Postfix InsertBefore)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.250 INF [RuntimeOCD] Queueing (Postfix SetAttribute)

BufsWhenWalkedOn

2025-12-28T15:29:59 26.252 INF [RuntimeOCD] Queueing (Prefix Append) ExplosionBufs

2025-12-28T15:29:59 26.254 INF [RuntimeOCD] Queueing (Prefix Prepend) ExplosionBufs

2025-12-28T15:29:59 26.256 INF [RuntimeOCD] Queueing (Prefix InsertAfter) ExplosionBufs

2025-12-28T15:29:59 26.258 INF [RuntimeOCD] Queueing (Prefix InsertBefore)

ExplosionBufs

2025-12-28T15:29:59 26.259 INF [RuntimeOCD] Queueing (Prefix SetAttribute)

ExplosionBufs

2025-12-28T15:29:59 26.261 INF [RuntimeOCD] Queueing (Postfix Append) ExplosionBufs

2025-12-28T15:29:59 26.263 INF [RuntimeOCD] Queueing (Postfix Prepend) ExplosionBufs

2025-12-28T15:29:59 26.264 INF [RuntimeOCD] Queueing (Postfix InsertAfter)

ExplosionBufs

2025-12-28T15:29:59 26.266 INF [RuntimeOCD] Queueing (Postfix InsertBefore) ExplosionBufs

2025-12-28T15:29:59 26.268 INF [RuntimeOCD] Queueing (Postfix SetAttribute) ExplosionBufs

2025-12-28T15:29:59 26.378 INF [Gears] Finding Mods' IGearsModApi

2025-12-28T15:29:59 26.383 INF [Gears] Found IGearsModAPI for Gears in Gears.dll, creating instance

2025-12-28T15:29:59 26.385 INF [Gears] Found IGearsModAPI for CommonUtilityLib in KFCCommonUtilityLib.dll, creating instance

2025-12-28T15:29:59 26.387 INF [Gears] Found IGearsModAPI for Quartz in Quartz.dll, creating instance

2025-12-28T15:29:59 26.389 INF [Gears] Found IGearsModAPI for CustomFpvFov in CustomFPVFov.dll, creating instance

2025-12-28T15:29:59 26.391 INF [Gears] Found IGearsModAPI for FPVLegs in FPVLegs.dll, creating instance

2025-12-28T15:29:59 26.393 INF [Gears] Found IGearsModAPI for MoreQuestOptions in MoreQuestOptions.dll, creating instance

2025-12-28T15:29:59 26.395 INF [Gears] Found IGearsModAPI for Torch in Torch.dll, creating instance

2025-12-28T15:29:59 26.399 INF [Gears] Loading done

2025-12-28T15:29:59 26.400 INF [Gears] Initializing Mods IGearAPI

2025-12-28T15:29:59 26.402 INF [Gears] Initializing done

2025-12-28T15:29:59 26.404 INF [Gears] Loading Mod Settings

2025-12-28T15:29:59 26.434 WRN [Gears] [SavedModSettingsFromXml] Mod RFS_SevenDaysToDie_Mods_AutoRead not found installed, unable to load the mod's current settings

2025-12-28T15:29:59 26.455 WRN [MoreQuestOptions] [YamlHelper] Failed to save C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced

2025-12-28T15:29:59 26.457 INF [MoreQuestOptions] Config updated and saved to YAML

2025-12-28T15:29:59 26.459 INF [MoreQuestOptions] [GearsHelper] QuestLimit initialized: 30

2025-12-28T15:29:59 26.464 WRN [MoreQuestOptions] [YamlHelper] Failed to save C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced

2025-12-28T15:29:59 26.466 INF [MoreQuestOptions] Config updated and saved to YAML

2025-12-28T15:29:59 26.467 INF [MoreQuestOptions] [GearsHelper] EnableSorting initialized: True

2025-12-28T15:29:59 26.471 WRN [MoreQuestOptions] [YamlHelper] Failed to save C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-

MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced
2025-12-28T15:29:59 26.473 INF [MoreQuestOptions] Config updated and saved to YAML
2025-12-28T15:29:59 26.475 INF [MoreQuestOptions] [GearsHelper] EnableFilters initialized:
True
2025-12-28T15:29:59 26.479 WRN [MoreQuestOptions] [YamlHelper] Failed to save
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-
MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced
2025-12-28T15:29:59 26.481 INF [MoreQuestOptions] Config updated and saved to YAML
2025-12-28T15:29:59 26.483 INF [MoreQuestOptions] [GearsHelper] EnableTooltips
initialized: True
2025-12-28T15:29:59 26.487 WRN [MoreQuestOptions] [YamlHelper] Failed to save
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-
MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced
2025-12-28T15:29:59 26.489 INF [MoreQuestOptions] Config updated and saved to YAML
2025-12-28T15:29:59 26.491 INF [MoreQuestOptions] [GearsHelper] EnhancedTracker
initialized: True
2025-12-28T15:29:59 26.495 WRN [MoreQuestOptions] [YamlHelper] Failed to save
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-
MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced
2025-12-28T15:29:59 26.496 INF [MoreQuestOptions] Config updated and saved to YAML
2025-12-28T15:29:59 26.498 INF [MoreQuestOptions] [GearsHelper] EnableNumbering
initialized: True
2025-12-28T15:29:59 26.502 WRN [MoreQuestOptions] [YamlHelper] Failed to save
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-
MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced
2025-12-28T15:29:59 26.504 INF [MoreQuestOptions] Config updated and saved to YAML
2025-12-28T15:29:59 26.506 INF [MoreQuestOptions] [GearsHelper] EnableBottomButtons
initialized: True
2025-12-28T15:29:59 26.519 WRN [MoreQuestOptions] [YamlHelper] Failed to save
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\PaLoALo-V2-
MoreQuestOptions\settings.yaml: Unable to remove the file to be replaced
2025-12-28T15:29:59 26.521 INF [MoreQuestOptions] Config updated and saved to YAML
2025-12-28T15:29:59 26.523 INF [MoreQuestOptions] [GearsHelper] VerboseLogging
initialized: False
2025-12-28T15:29:59 26.524 INF [MoreQuestOptions] [MoreQuestOptions] Gears settings
bound successfully
2025-12-28T15:29:59 26.533 INF [Torch] Setting Shadow Cascades to max of 4
2025-12-28T15:29:59 26.535 INF [Gears] Loading done
2025-12-28T15:29:59 26.541 INF Found custom explosion property parser:

MultiExplosionParser

2025-12-28T15:29:59 26.544 INF Initiating custom controls...

2025-12-28T15:29:59 26.548 INF Found custom player action set: KFLibPlayerActions

2025-12-28T15:29:59 26.552 WRN Action Set not found: vehicleSwitchSeat

2025-12-28T15:29:59 26.554 WRN Action Set not found: vehicleWeapon

2025-12-28T15:29:59 26.555 INF Saving custom controls...

2025-12-28T15:29:59 26.557 INF Saving action set: KFLibPlayerActions (Version 1)

2025-12-28T15:30:00 26.570 INF Loading Patch: FLARCompatibilityPatchInit

2025-12-28T15:30:00 26.578 INF Patching property override method

ItemActionBetterLauncher.OnModificationsChanged

2025-12-28T15:30:00 26.592 INF [DELAYLOAD] Initialized code in FullautoLauncherAnimationRiggingCompatibilityPatch.dll

2025-12-28T15:30:00 26.598 INF Loading KFLib QuartzUI Patch

2025-12-28T15:30:00 26.618 INF quartz stat value patched!

2025-12-28T15:30:00 26.620 INF quartz icon override patched!

2025-12-28T15:30:00 26.622 INF quartz tint override patched!

2025-12-28T15:30:00 26.624 INF quartz stat value patched!

2025-12-28T15:30:00 26.625 INF quartz stat value patched!

2025-12-28T15:30:00 26.629 INF [DELAYLOAD] Initialized code in QuartzUIPatch.dll

2025-12-28T15:30:00 26.633 INF Loading Patch: GearsSavingPatch.Init

2025-12-28T15:30:00 26.641 INF [DELAYLOAD] Initialized code in GearsSavingPatch.dll

[DHT] GameAwake event triggered.

[DHT] Hotkey controller GameObject created and component added.

2025-12-28T15:30:00 26.645 INF GameSense server not found (no props file), disabling

2025-12-28T15:30:00 26.649 INF [Discord] Loaded settings with DiscordDisabled=True

2025-12-28T15:30:00 26.654 INF [PartyQuests] Initialized

2025-12-28T15:30:00 26.663 INF Awake done in 18171 ms

2025-12-28T15:30:00 26.859 INF [XUi] Instantiating XUi from default prefab.

2025-12-28T15:30:00 26.866 INF [XUi] XUi instantiation completed in 4 ms

2025-12-28T15:30:00 26.882 INF Reloading serveradmin.xml

2025-12-28T15:30:00 26.884 INF Loading permissions file at

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

2025-12-28T15:30:00 26.886 INF Permissions file unchanged, skipping reloading

2025-12-28T15:30:00 27.016 INF [Quartz] Loading Fonts

2025-12-28T15:30:00 27.019 INF [Quartz] Loaded Fonts

2025-12-28T15:30:00 27.030 INF [XUi] Loading XUi asynchronously

2025-12-28T15:30:00 27.197 INF [EOS] Read cached (NewsFeatured.xml) completed: 1624 bytes

2025-12-28T15:30:00 27.210 INF [EOS] Read cached (News.xml) completed: 9788 bytes

2025-12-28T15:30:00 27.552 INF Initializing custom option control panel
2025-12-28T15:30:00 27.557 INF Recalculating options controls grid size...
2025-12-28T15:30:00 27.560 INF Size of tab 1 rows is set to 14
2025-12-28T15:30:00 27.562 INF Size of tab 2 rows is set to 7
2025-12-28T15:30:00 27.564 INF Size of tab 3 rows is set to 7
2025-12-28T15:30:00 27.566 INF Size of tab 4 rows is set to 7
2025-12-28T15:30:01 27.567 INF Size of tab 5 rows is set to 8
2025-12-28T15:30:01 27.569 INF Size of tab 6 rows is set to 6
2025-12-28T15:30:01 27.571 INF Size of tab 7 rows is set to 11
2025-12-28T15:30:01 27.572 INF Size of tab 8 rows is set to 8
2025-12-28T15:30:01 27.602 INF Recalculating options controller grid size...
2025-12-28T15:30:01 27.605 INF Size of tab inpTabPlayerOnFoot rows is set to 17
2025-12-28T15:30:01 27.607 INF Size of tab inpTabVehicle rows is set to 6
2025-12-28T15:30:01 27.609 INF Size of tab inpTabMenus rows is set to 4
2025-12-28T15:30:01 27.845 INF [Quartz] [UIAtlasList] UIAtlas found
2025-12-28T15:30:01 27.889 INF reading override for menuBackground: 1
2025-12-28T15:30:01 27.892 INF reading override for menuBackground: 2
2025-12-28T15:30:01 27.894 INF reading override for menuBackground: 3
2025-12-28T15:30:01 27.896 INF reading override for menuBackground: 4
2025-12-28T15:30:01 27.898 INF reading override for menuBackground: 5
2025-12-28T15:30:01 27.901 INF reading override for menuBackground: 6
2025-12-28T15:30:01 27.903 INF reading override for menuBackground: 7
2025-12-28T15:30:01 27.904 INF reading override for menuBackground: 8
2025-12-28T15:30:01 27.906 INF reading override for menuBackground: 9
2025-12-28T15:30:01 27.908 INF reading override for menuBackground: 10
2025-12-28T15:30:01 27.917 INF reading override for menuBackground: 11
2025-12-28T15:30:01 27.923 INF reading override for menuBackground: 12
2025-12-28T15:30:01 27.926 INF reading override for menuBackground: 13
2025-12-28T15:30:01 27.930 INF reading override for menuBackground: 14
2025-12-28T15:30:01 27.933 INF reading override for menuBackground: 15
2025-12-28T15:30:01 27.936 INF reading override for menuBackground: 16
2025-12-28T15:30:01 28.010 INF reading override for menuBackground: 17
2025-12-28T15:30:01 28.015 INF reading override for menuBackground: 18
2025-12-28T15:30:01 28.017 INF reading override for menuBackground: 19
2025-12-28T15:30:01 28.019 INF reading override for menuBackground: 20
2025-12-28T15:30:01 28.020 INF reading override for menuBackground: 21
2025-12-28T15:30:01 28.022 INF reading override for menuBackground: 22
2025-12-28T15:30:01 28.024 INF reading override for menuBackground: 23
2025-12-28T15:30:01 28.026 INF reading override for menuBackground: 24

2025-12-28T15:30:01 28.028 INF reading override for menuBackground: 25
2025-12-28T15:30:01 28.030 INF reading override for menuBackground: 26
2025-12-28T15:30:01 28.039 INF reading override for menuBackground: 27
2025-12-28T15:30:01 28.042 INF reading override for menuBackground: 28
2025-12-28T15:30:01 28.044 INF reading override for menuBackground: 29
2025-12-28T15:30:01 28.047 INF reading override for menuBackground: 30
2025-12-28T15:30:01 28.050 INF reading override for menuBackground: 31
2025-12-28T15:30:01 28.052 INF reading override for menuBackground: 32
2025-12-28T15:30:01 28.055 INF reading override for menuBackground: 33
2025-12-28T15:30:01 28.058 INF reading override for menuBackground: 34
2025-12-28T15:30:01 28.154 INF reading override for menuBackground: 35
2025-12-28T15:30:01 28.157 INF reading override for menuBackground: 36
2025-12-28T15:30:01 28.159 INF reading override for menuBackground: 37
2025-12-28T15:30:01 28.161 INF reading override for menuBackground: 38
2025-12-28T15:30:01 28.164 INF [XUi] Parsing all window groups completed in 850 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.
2025-12-28T15:30:01 28.374 INF [EOS] Read cached (news_featured_2025_2.5_stable.jpg) completed: 142407 bytes
2025-12-28T15:30:01 28.394 INF [EOS] Read cached (news_featured_bm_pricedown.jpg) completed: 788212 bytes
2025-12-28T15:30:01 28.421 INF [EOS] Read cached (news_featured_ytz2.1.jpg) completed: 123752 bytes
2025-12-28T15:30:01 28.440 INF [EOS] Read cached (news_featured_tfpmerch.jpg) completed: 78916 bytes
2025-12-28T15:30:01 28.456 INF [EOS] Read cached (news_featured_soundtrack.jpg) completed: 235045 bytes
2025-12-28T15:30:01 28.490 INF [EOS] Read cached (news_game_2025_2.5_stable.jpg) completed: 102102 bytes
2025-12-28T15:30:01 28.504 INF [EOS] Read cached (news_game_2.4_stable.jpg) completed: 87456 bytes
2025-12-28T15:30:01 28.516 INF [EOS] Read cached (news_game_2.3_stable.jpg) completed: 72704 bytes
2025-12-28T15:30:01 28.529 INF [EOS] Read cached (news_game_2.2_stable.jpg) completed: 96101 bytes
2025-12-28T15:30:01 28.542 INF [EOS] Read cached (news_game_2.1_stable.jpg) completed: 95868 bytes
2025-12-28T15:30:01 28.555 INF [EOS] Read cached (news_game_06_2.0_stable.jpg) completed: 96807 bytes

2025-12-28T15:30:02 28.568 INF [EOS] Read cached (game_news_06_EXP.jpg) completed: 110240 bytes

2025-12-28T15:30:02 28.682 WRN More tabs (5) than tab buttons (3) in windowGroup 'newContinueGame'

2025-12-28T15:30:02 29.088 INF Loaded default EULA

2025-12-28T15:30:02 29.461 INF [XUi] Initialized all window groups completed in 1122 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.

2025-12-28T15:30:04 31.266 INF LoadTextureArraysForQuality quality -1 to 0, reload False

2025-12-28T15:30:05 31.947 INF LoadTextureArraysForQuality took 0.6760001

2025-12-28T15:30:05 32.097 INF Loaded (local): events in 0.05

2025-12-28T15:30:05 32.119 WRN XML patch for "rwgmixer.xml" from mod "SleepcapTower" did not apply: <set xpath="/rwgmixer/district[@name='commercial']/property[@name='district_spawn_weight']/@value">0.72</set> (line 18 at pos 3)

2025-12-28T15:30:05 32.122 WRN XML patch for "rwgmixer.xml" from mod "SleepcapTower" did not apply: <set xpath="/rwgmixer/district[@name='downtown']/property[@name='district_spawn_weight']/@value">0.58</set> (line 19 at pos 3)

2025-12-28T15:30:05 32.125 WRN XML patch for "rwgmixer.xml" from mod "SleepcapTower" did not apply: <set xpath="/rwgmixer/district[@name='industrial']/property[@name='district_spawn_weight']/@value">0.52</set> (line 20 at pos 3)

2025-12-28T15:30:05 32.146 WRN XML patch for "rwgmixer.xml" from mod "MPLogue_Prefabs_7D2D_V2_0_1" did not apply: <append xpath="/rwgmixer/township[@name='city']/property[@name='biomes']/@value">,forest,desert</append> (line 37 at pos 3)

2025-12-28T15:30:05 32.149 WRN XML patch for "rwgmixer.xml" from mod "MPLogue_Prefabs_7D2D_V2_0_1" did not apply: <append xpath="/rwgmixer/township[@name='citybig']/property[@name='biomes']/@value">,forest,snow</append> (line 38 at pos 3)

2025-12-28T15:30:05 32.280 INF Loaded (local): rwgmixer in 0.05

2025-12-28T15:30:05 32.431 INF Loaded (local): archetypes in 0.05

2025-12-28T15:30:06 32.580 INF Loaded (local): loadingscreen in 0.05

2025-12-28T15:30:06 32.717 INF Added 1336 subtitle data entries and 3 speaker colors

2025-12-28T15:30:06 32.730 INF Loaded (local): subtitles in 0.05

2025-12-28T15:30:06 32.880 INF Loaded (local): videos in 0.05

2025-12-28T15:30:06 32.885 INF WorldStaticData.Init() needed 5.000s

2025-12-28T15:30:06 32.899 INF [Steamworks.NET] Login ok.

2025-12-28T15:30:06 32.903 INF [EOS] Login

2025-12-28T15:30:06 33.180 INF AchievementManager: Received stats and achievements from Steam

2025-12-28T15:30:07 33.764 INF [EOS] Login succeeded, PUID: 0002674cb8f0492fa592bed2d7a5ff79

2025-12-28T15:30:07 33.769 INF [EOS] Getting native user for 0002674cb8f0492fa592bed2d7a5ff79

2025-12-28T15:30:07 33.772 INF [EOS] CopyIdToken result: Success

2025-12-28T15:30:07 33.900 INF [BACKTRACE] Attempting to get User ID from platform: EOS

2025-12-28T15:30:07 33.909 INF [EOS] Created RFS Request: NewsFeatured.xml

2025-12-28T15:30:07 33.913 INF [EOS] Created RFS Request: News.xml

2025-12-28T15:30:07 33.918 INF [EOS] Created RFS Request: DLCConfiguration

2025-12-28T15:30:07 33.920 INF [EOS] Created RFS Request: eula_english

2025-12-28T15:30:07 33.923 INF [PermissionsManager] ResolvePermissions(_perms: [Multiplayer, Communication, Crossplay], _canPrompt: False)

2025-12-28T15:30:07 33.928 INF [PermissionsManager] ResolvePermissions(_perms: [Multiplayer, Communication, Crossplay], _canPrompt: False) Fetching Title Storage Overrides...

2025-12-28T15:30:07 33.931 INF [EOS] Created RFS Request: PlatformOverrides

2025-12-28T15:30:07 33.935 INF [EOS] ResolvePermissions(_perms: [Multiplayer, Communication, Crossplay], _canPrompt: False)

2025-12-28T15:30:07 34.116 INF [EOS] Read (NewsFeatured.xml) completed: Success, received 1624 bytes

2025-12-28T15:30:07 34.120 INF [EOS] Created RFS Request: news_featured_2025_2.5_stable.jpg

2025-12-28T15:30:07 34.122 INF [EOS] Created RFS Request: news_featured_bm_pricedown.jpg

2025-12-28T15:30:07 34.123 INF [EOS] Created RFS Request: news_featured_ytz2.1.jpg

2025-12-28T15:30:07 34.233 INF [EOS] Read (BlockedPlayerList) completed: Success, received 8 bytes

2025-12-28T15:30:07 34.236 INF [EOS] Read (News.xml) completed: Success, received 9788 bytes

2025-12-28T15:30:07 34.240 INF [EOS] Created RFS Request: news_game_2025_2.5_stable.jpg

2025-12-28T15:30:07 34.242 INF [EOS] Created RFS Request: news_game_2.4_stable.jpg

2025-12-28T15:30:07 34.243 INF [EOS] Created RFS Request: news_game_2.3_stable.jpg

2025-12-28T15:30:07 34.263 INF [EOS] Read (DLCConfiguration) completed: Success,

received 3232 bytes

2025-12-28T15:30:07 34.323 INF [DLCTitleStorageManager] Successfully retrieved DLC configuration.

2025-12-28T15:30:07 34.413 INF [EOS] Read (eula_english) completed: Success, received 34433 bytes

2025-12-28T15:30:07 34.419 INF [EOS] Created RFS Request: backtraceconfig.xml

2025-12-28T15:30:07 34.430 INF [EOS] Read (PlatformOverrides) completed: Success, received 532 bytes

2025-12-28T15:30:07 34.434 INF [TitleStorageOverridesManager] Successfully retrieved overrides.

2025-12-28T15:30:07 34.436 INF [PermissionsManager] ResolvePermissions(_perms: [Multiplayer, Communication, Crossplay], _canPrompt: False) Fetched Title Storage Overrides!

2025-12-28T15:30:07 34.497 INF [EOS] Read (news_featured_2025_2.5_stable.jpg) completed: Success, received 142407 bytes

2025-12-28T15:30:07 34.502 INF [EOS] Created RFS Request: news_featured_tfpmerch.jpg

2025-12-28T15:30:07 34.524 INF [EOS] Read (news_featured_ytz2.1.jpg) completed: Success, received 123752 bytes

2025-12-28T15:30:07 34.528 INF [EOS] Created RFS Request: news_featured_soundtrack.jpg

2025-12-28T15:30:08 34.630 INF [EOS] Read (news_game_2025_2.5_stable.jpg) completed: Success, received 102102 bytes

2025-12-28T15:30:08 34.634 INF [EOS] Created RFS Request: news_game_2.2_stable.jpg

2025-12-28T15:30:08 34.648 INF [EOS] Read (news_game_2.4_stable.jpg) completed: Success, received 87456 bytes

2025-12-28T15:30:08 34.651 INF [EOS] Created RFS Request: news_game_2.1_stable.jpg

2025-12-28T15:30:08 34.666 INF [EOS] Read (news_game_2.3_stable.jpg) completed: Success, received 72704 bytes

2025-12-28T15:30:08 34.668 INF [EOS] Created RFS Request: news_game_06_2.0_stable.jpg

2025-12-28T15:30:08 34.713 INF [EOS] Read (backtraceconfig.xml) completed: Success, received 2424 bytes

2025-12-28T15:30:08 34.718 INF [BACKTRACE] Bug reporting Enabled with save uploading: Disabled

2025-12-28T15:30:08 34.720 INF [BACKTRACE] Save Attaching Feature: Disabled

2025-12-28T15:30:08 34.722 INF [BACKTRACE] Entire World Attaching Feature: Disabled

2025-12-28T15:30:08 34.724 INF [BACKTRACE] Bug reporting Disabled with save uploading: Disabled

2025-12-28T15:30:08 34.725 INF Backtrace Configuration refreshed from XML: Enabled
False

2025-12-28T15:30:08 34.727 INF [BACKTRACE] Bug reporting: Disabled
2025-12-28T15:30:08 34.728 INF [BACKTRACE] Bug reporting attach save feature: Disabled
2025-12-28T15:30:08 34.730 INF [BACKTRACE] Bug reporting attach entire world feature:
Disabled
2025-12-28T15:30:08 34.734 INF Loading override for menuBackground: menuBackground29
2025-12-28T15:30:08 34.749 INF Window is open, using current override for
menuBackground: menuBackground29
2025-12-28T15:30:08 34.755 INF [TitleStorageOverridesManager] Using cached last success.
2025-12-28T15:30:08 34.764 INF Window is open, using current override for
menuBackground: menuBackground29
Clearing SphereCache...
2025-12-28T15:30:08 34.880 INF [EOS] Read (news_featured_tfpmerch.jpg) completed:
Success, received 78916 bytes
2025-12-28T15:30:08 34.901 INF [EOS] Read (news_game_2.2_stable.jpg) completed:
Success, received 96101 bytes
2025-12-28T15:30:08 34.905 INF [EOS] Created RFS Request: game_news_06_EXP.jpg
2025-12-28T15:30:08 34.946 INF [EOS] Read (news_game_2.1_stable.jpg) completed:
Success, received 95868 bytes
2025-12-28T15:30:08 34.963 INF [EOS] Read (news_featured_soundtrack.jpg) completed:
Success, received 235045 bytes
2025-12-28T15:30:08 34.992 INF [EOS] Read (news_game_06_2.0_stable.jpg) completed:
Success, received 96807 bytes
2025-12-28T15:30:08 35.008 INF [EOS] Read (news_featured_bm_pricedown.jpg) completed:
Success, received 788212 bytes
2025-12-28T15:30:08 35.114 INF [EOS] Read (game_news_06_EXP.jpg) completed:
Success, received 110240 bytes
2025-12-28T15:30:11 38.511 INF [mod-utils] read
'C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\TheDescent\ModConfig.xml', version=0
2025-12-28T15:30:13 40.101 INF [Gears] Saving World Settings to
C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\WorldModSettings.xml
2025-12-28T15:30:13 40.114 INF NET: Starting offline server.
2025-12-28T15:30:13 40.130 INF Found Module Extension FLARMultiBarrelExt
2025-12-28T15:30:13 40.133 INF Found Module Extension FLARMultiActionFixExt
2025-12-28T15:30:13 40.136 INF Found Module Extension FLARProceduralRecoilExt
2025-12-28T15:30:13 40.154 INF Reading Attributes from assembly: Assembly-CSharp,
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null
2025-12-28T15:30:13 40.159 INF =====Init New=====
2025-12-28T15:30:13 40.164 INF [PlatformApplication] restart required = False
2025-12-28T15:30:13 40.167 INF StartGame

2025-12-28T15:30:13 40.184 INF NetPackageManager Init
2025-12-28T15:30:13 40.264 INF Window is open, using current override for
menuBackground: menuBackground29
2025-12-28T15:30:13 40.269 INF [XUi] Instantiating XUi from default prefab.
2025-12-28T15:30:13 40.289 INF [XUi] XUi instantiation completed in 17 ms
2025-12-28T15:30:13 40.304 INF Persistent GamePrefs saved
GamePref.AdminFileName = serveradmin.xml
GamePref.AirDropFrequency = 72
GamePref.AirDropMarker = True
GamePref.AISmellMode = 3
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 = 100
GamePref.BloodMoonEnemyCount = 4
GamePref.BloodMoonFrequency = 30
GamePref.BloodMoonRange = 0
GamePref.BloodMoonWarning = 8
GamePref.BuildCreate = False
GamePref.CameraRestrictionMode = 0
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 = 60
GamePref.DeathPenalty = 0
GamePref.DebugMenuEnabled = False
GamePref.DebugMenuShowTasks = False
GamePref.DebugPanelsEnabled = ,Ply,Ge,Sp,Fo,Pr,
GamePref.DebugStopEnemiesMoving = False
GamePref.DropOnDeath = 0

GamePref.DropOnQuit = 0
GamePref.DynamicMeshDistance = 1000
GamePref.DynamicMeshEnabled = True
GamePref.DynamicMeshLandClaimBuffer = 3
GamePref.DynamicMeshLandClaimOnly = True
GamePref.DynamicMeshMaxItemCache = 3
GamePref.DynamicMeshMaxRegionCache = 1
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 = 1
GamePref.GameGuidClient =
GamePref.GameMode = GameModeSurvival
GamePref.GameName = 3
GamePref.GameNameClient = My Game
GamePref.GameVersion = V 2.5
GamePref.GameWorld = Kubixe County
GamePref.HideCommandExecutionLog = 0
GamePref.IgnoreEOSSanctions = False
GamePref.JarRefund = 0
GamePref.JoiningOptions = True
GamePref.LandClaimCount = 5
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 = 7
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 = 0.703456
GamePref.OptionsAudioOcclusion = False
GamePref.OptionsAutoPartyWithFriends = False
GamePref.OptionsBackgroundGlobalOpacity = 0.95
GamePref.OptionsBindingsResetRevision = 1
GamePref.OptionsChatCommunication = False
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 = 0.35
GamePref.OptionsControllerSensitivityY = 0.25
GamePref.OptionsControllerTriggerEffects = False
GamePref.OptionsControllerVehicleSensitivity = 1
GamePref.OptionsControllerVibration = True
GamePref.OptionsControllerVibrationStrength = 2
GamePref.OptionsControllerWeaponAiming = False
GamePref.OptionsControllerZoomSensitivity = 0.5
GamePref.OptionsControlsDefaultQuickAction = 0
GamePref.OptionsControlsResetRevision = 7
GamePref.OptionsControlsSprintLock = 1

GamePref.OptionsCrossplay = False
GamePref.OptionsDisableChunkLODs = False
GamePref.OptionsDisableXmlEvents = False
GamePref.OptionsDynamicMusicDailyTime = 0.45
GamePref.OptionsDynamicMusicEnabled = True
GamePref.OptionsFilterProfanity = True
GamePref.OptionsForegroundGlobalOpacity = 1
GamePref.OptionsGfx3PCameraMode = 0
GamePref.OptionsGfxAA = 4
GamePref.OptionsGfxAASharpness = 0.5
GamePref.OptionsGfxBloom = True
GamePref.OptionsGfxBrightness = 0.5
GamePref.OptionsGfxCameraDistance3P = 0.25
GamePref.OptionsGfxDefaultFirstPersonCamera = True
GamePref.OptionsGfxDOF = False
GamePref.OptionsGfxDynamicMinFPS = 30
GamePref.OptionsGfxDynamicMode = 0
GamePref.OptionsGfxDynamicScale = 1
GamePref.OptionsGfxFOV = 65
GamePref.OptionsGfxFOV3P = 65
GamePref.OptionsGfxFSRPreset = 2
GamePref.OptionsGfxGrassDistance = 3
GamePref.OptionsGfxLODDistance = 0.75
GamePref.OptionsGfxMotionBlur = 1
GamePref.OptionsGfxMotionBlurEnabled = True
GamePref.OptionsGfxObjQuality = 3
GamePref.OptionsGfxOcclusion = True
GamePref.OptionsGfxQualityPreset = 3
GamePref.OptionsGfxReflectQuality = 2
GamePref.OptionsGfxReflectShadows = False
GamePref.OptionsGfxResetRevision = 4
GamePref.OptionsGfxResolution = 0
GamePref.OptionsGfxShadowDistance = 2
GamePref.OptionsGfxShadowQuality = 3
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 = 6
GamePref.OptionsGfxVsync = 1
GamePref.OptionsGfxWaterPtlLimiter = 0.75
GamePref.OptionsGfxWaterQuality = 1
GamePref.OptionsHudOpacity = 1
GamePref.OptionsHudSize = 1
GamePref.OptionsInterfaceSensitivity = 0.5
GamePref.OptionsIntroMovieEnabled = True
GamePref.OptionsInvertMouse = False
GamePref.OptionsJournalPopup = True
GamePref.OptionsLookSensitivity = 0.5
GamePref.OptionsMenuMusicVolumeLevel = 0.4894091
GamePref.OptionsMicVolumeLevel = 0.75
GamePref.OptionsMumblePositionalAudioSupport = False
GamePref.OptionsMusicVolumeLevel = 0.7123746
GamePref.OptionsOverallAudioVolumeLevel = 0.7134894
GamePref.OptionsPlayChanceFrequency = 3
GamePref.OptionsPlayChanceProbability = 0.983
GamePref.OptionsPlayerModel = playerMale
GamePref.OptionsPlayerModelTexture = Player/Male/Player_male
GamePref.OptionsPOICulling = 1
GamePref.OptionsPoiVolumesSkipDeleteConfirmation = False
GamePref.OptionsQuestsAutoAccept = False
GamePref.OptionsQuestsAutoShare = False
GamePref.OptionsScreenBoundsValue = 1
GamePref.OptionsSelectionBoxAlphaMultiplier = 0.4
GamePref.OptionsShowCompass = True
GamePref.OptionsShowConsoleButton = False
GamePref.OptionsShowCrosshair = True
GamePref.OptionsStabSpawnBlocksOnGround = True
GamePref.OptionsSubtitlesEnabled = True
GamePref.OptionsTempCelsius = False
GamePref.OptionsUiCompassUseEnglishCardinalDirections = True
GamePref.OptionsUiFpsScaling = 1
GamePref.OptionsVehicleLookSensitivity = 0.5

GamePref.OptionsVoiceChatEnabled = True
GamePref.OptionsVoiceInputDevice =
GamePref.OptionsVoiceOutputDevice =
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 = robbhar
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 = False
GamePref.ServerIP =
GamePref.ServerIsPublic = True
GamePref.ServerLoginConfirmationText =
GamePref.ServerMatchmakingGroup =
GamePref.ServerMaxAllowedViewDistance = 12
GamePref.ServerMaxPlayerCount = 8
GamePref.ServerMaxWorldTransferSpeedKiBs = 512
GamePref.ServerName = Default Server
GamePref.ServerPort = 26900

GamePref.ServerReservedSlots = 0
GamePref.ServerReservedSlotsPermission = 100
GamePref.ServerVisibility = 2
GamePref.ServerWebsiteURL =
GamePref.ShowFriendPlayerOnMap = True
GamePref.SkipSpawnButton = False
GamePref.StormFreq = 0
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 = 300
GamePref.ZombieBMMove = 3
GamePref.ZombieFeralMove = 2
GamePref.ZombieFeralSense = 0
GamePref.ZombieMove = 0
GamePref.ZombieMoveNight = 1
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.CameraRestrictionMode = 0
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.JarRefund = 0
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
2025-12-28T15:30:14 40.932 INF [Gears] Loading World Settings
2025-12-28T15:30:14 40.937 INF [Gears] World Settings Saved
razzDiffScaling.PlayerMods.PlayerHealthMod = 0
razzDiffScaling.PlayerMods.PlayerDamageMod = 0
razzDiffScaling.PlayerMods.PlayerPhysMod = 0
razzDiffScaling.ZombieMods.RegZombieHealthMod = 0
razzDiffScaling.ZombieMods.RegZombieDamageMod = 0
razzDiffScaling.ZombieMods.FeralZombieHealthMod = 0
razzDiffScaling.ZombieMods.FeralZombieDamageMod = 0
razzDiffScaling.ZombieMods.RadZombieHealthMod = 0
razzDiffScaling.ZombieMods.RadZombieDamageMod = 0
razzDiffScaling.ZombieMods.ChargedZombieHealthMod = 0
razzDiffScaling.ZombieMods.ChargedZombieDamageMod = 0
razzDiffScaling.ZombieMods.InfernalZombieHealthMod = 0
razzDiffScaling.ZombieMods.InfernalZombieDamageMod = 0
2025-12-28T15:30:14 40.942 INF StartAsServer
2025-12-28T15:30:14 40.953 INF Setting for 'DeathPenalty' does not match the default (server will go to the modded category): current = 0, default = 1
2025-12-28T15:30:14 40.956 INF Setting for 'DropOnDeath' does not match the default (server will go to the modded category): current = 0, default = 1
2025-12-28T15:30:14 40.958 INF Setting for 'BloodMoonEnemyCount' does not match the default (server will go to the modded category): current = 4, default = 8
2025-12-28T15:30:14 40.960 INF Setting for 'XPMultiplier' does not match the default (server will go to the modded category): current = 300, default = 100
2025-12-28T15:30:14 41.163 INF Loaded (local): events in 0.05
2025-12-28T15:30:14 41.501 INF Set Microsplat diffuse: MicroSplatConfig_diff_tarray (UnityEngine.Texture2DArray)
2025-12-28T15:30:14 41.504 INF Set Microsplat normals: MicroSplatConfig_normal_tarray (UnityEngine.Texture2DArray)
2025-12-28T15:30:14 41.506 INF Set Microsplat smooth: MicroSplatConfig_smoothAO_tarray (UnityEngine.Texture2DArray)
2025-12-28T15:30:14 41.531 INF Loaded (local): materials in 0.27
2025-12-28T15:30:15 41.663 INF Loaded (local): physicsbodies in 0.05
2025-12-28T15:30:17 44.161 INF Release: ta_opaque_0 (UnityEngine.Texture2DArray)
2025-12-28T15:30:17 44.166 INF Set Opaque diffuse: extended_ta_opaque_0

(UnityEngine.Texture2DArray)

2025-12-28T15:30:17 44.168 INF Release: ta_opaque_n_0 (UnityEngine.Texture2DArray)

2025-12-28T15:30:17 44.170 INF Set Opaque normal: extended_ta_opaque_n_0

(UnityEngine.Texture2DArray)

2025-12-28T15:30:17 44.172 INF Release: ta_opaque_s_0 (UnityEngine.Texture2DArray)

2025-12-28T15:30:17 44.175 INF Set Opaque MOER: extended_ta_opaque_s_0

(UnityEngine.Texture2DArray)

2025-12-28T15:30:17 44.181 INF Loaded (local): painting in 2.42

2025-12-28T15:30:17 44.463 INF Loaded (local): shapes in 0.04

2025-12-28T15:30:46 73.286 INF Unload custom atlas loaded for patching

2025-12-28T15:30:46 73.289 INF Unload: ta_grass (UnityEngine.Texture2D)

2025-12-28T15:30:46 73.292 INF Unload: ta_grass_n (UnityEngine.Texture2D)

2025-12-28T15:30:46 73.294 INF Unload: ta_grass_s (UnityEngine.Texture2D)

2025-12-28T15:30:46 73.297 INF Unload original as replaced with patched atlas

2025-12-28T15:30:46 73.299 INF Unload: ta_grass (UnityEngine.Texture2D)

2025-12-28T15:30:46 73.301 INF Unload: ta_grass_n (UnityEngine.Texture2D)

2025-12-28T15:30:46 73.303 INF Unload: ta_grass_s (UnityEngine.Texture2D)

2025-12-28T15:30:53 80.475 INF SCore: Loading Particle: ember_pile

2025-12-28T15:30:57 83.792 INF SCore: Loading Particle: ember_pile

2025-12-28T15:30:58 85.464 INF SCore: Loading Particle: ember_pile

2025-12-28T15:31:01 87.826 INF SCore: Loading Particle:

#@modfolder(Guppycurs_Fire_Mod):Resources/gupCampfire.unity3d?guppyCampfireParticle

Loading helipads

2025-12-28T15:31:01 88.307 INF SCore: Loading Particle: ember_pile

2025-12-28T15:31:03 90.212 INF SCore: Loading Particle:

#@modfolder(V2_OakravenFishFarm):Resources/FishStuff.unity3d?FishOvenFX

2025-12-28T15:31:03 90.227 WRN Particle Effect

#@modfolder(V2_OakravenFishFarm):Resources/FishStuff.unity3d?FishOvenFX already exists! Skipping it!

2025-12-28T15:31:03 90.320 INF SCore: Loading Particle:

#@modfolder(V2_OakravenForges):Resources/oakforge.unity3d?ForgeFX

2025-12-28T15:31:03 90.344 WRN Particle Effect

#@modfolder(V2_OakravenForges):Resources/oakforge.unity3d?ForgeFX already exists! Skipping it!

2025-12-28T15:31:03 90.359 INF SCore: Loading Particle:

#@modfolder(V2_OakravenForges):Resources/oakforge.unity3d?TatForgeFX

2025-12-28T15:31:03 90.362 WRN Particle Effect

#@modfolder(V2_OakravenForges):Resources/oakforge.unity3d?TatForgeFX already exists! Skipping it!

2025-12-28T15:31:03 90.365 INF SCore: Loading Particle:

#@modfolder(V2_OakravenForges):Resources/oakforge.unity3d?TinForgeFX

2025-12-28T15:31:03 90.367 WRN Particle Effect

#@modfolder(V2_OakravenForges):Resources/oakforge.unity3d?TinForgeFX already exists!
Skipping it!

The referenced script (UnityEngine.Rendering.Universal.UniversalAdditionalLightData) on this Behaviour is missing!

The referenced script (UnityEngine.Rendering.Universal.UniversalAdditionalCameraData) on this Behaviour is missing!

The referenced script on this Behaviour (Game Object 'Light') is missing!

The referenced script on this Behaviour (Game Object 'Camera') is missing!

Unloading 3 Unused Serialized files (Serialized files now loaded: 345)

2025-12-28T15:31:26 112.653 INF Block IDs with mapping

2025-12-28T15:31:26 112.665 INF Block IDs total 32796, terr 60, last 32987

2025-12-28T15:31:26 112.676 INF Loaded (local): blocks in 41.61

Unloading 125490 unused Assets to reduce memory usage. Loaded Objects now: 448019.

Total: 393.689700 ms (FindLiveObjects: 21.407300 ms CreateObjectMapping: 14.029700 ms

MarkObjects: 316.201800 ms DeleteObjects: 42.050700 ms)

2025-12-28T15:31:26 113.178 WRN XML patch for "progression.xml" from mod

"IzPToolsAreMeleeWeapons" did not apply: <setattribute

xpath="/progression/perks/perk[@name = 'perkPummelPete']/passive_effect[3]"

name="tags">perkPummelPete, perkHybridBlunt</setattribute> (line 21 at pos 3)

2025-12-28T15:31:26 113.310 WRN XML patch for "progression.xml" from mod

"Pants_Weapon_Pack" did not apply: <insertAfter

xpath="//crafting_skill[@name='craftingBlades']/display_entry[@item='meleeWpnBladeT3Machete']">

<display_entry item="meleeWpnBladeT1WrenchKnife" unlock_level="11,15,20,25,30,35" />

<display_entry item="meleeWpnBladeT3BallisticKnife" unlock_level="36,43,51,59,67,75" />

<display_entry item="meleeWpnBladeT3ThermalKatana" unlock_level="36,43,51,59,67,75"

/>

</insertAfter> (line 137 at pos 3)

2025-12-28T15:31:26 113.330 WRN XML patch for "progression.xml" from mod

"Pants_Weapon_Pack" did not apply: <insertAfter

xpath="//crafting_skill[@name='craftingBlades']/effect_group/passive_effect[@name='RecipeTagUnlocked' and @tags='meleeWpnBladeT3Machete']">

<passive_effect name="RecipeTagUnlocked" operation="base_set" level="11,75" value="1" tags="meleeWpnBladeT1WrenchKnife" />

<passive_effect name="RecipeTagUnlocked" operation="base_set" level="36,75" value="1" tags="meleeWpnBladeT3BallisticKnife" />

```
<passive_effect name="RecipeTagUnlocked" operation="base_set" level="36,75" value="1"
tags="meleeWpnBladeT3ThermalKatana" />
```

</insertAfter> (line 170 at pos 3)

2025-12-28T15:31:26 113.352 WRN XML patch for "progression.xml" from mod

"Pants_Weapon_Pack" did not apply: <insertAfter

```
xpath="//crafting_skill[@name='craftingBlades']/effect_group/passive_effect[@name='Crafting
Tier' and @tags='meleeWpnBladeT3Machete']">
```

```
<passive_effect name="CraftingTier" operation="base_add" level="15,20,25,30,35,75"
value="1,2,3,4,5,5" tags="meleeWpnBladeT1WrenchKnife" />
```

```
<passive_effect name="CraftingTier" operation="base_add" level="43,51,59,67,75"
value="1,2,3,4,5" tags="meleeWpnBladeT3BallisticKnife" />
```

```
<passive_effect name="CraftingTier" operation="base_add" level="43,51,59,67,75"
value="1,2,3,4,5" tags="meleeWpnBladeT3ThermalKatana" />
```

</insertAfter> (line 205 at pos 3)

2025-12-28T15:31:27 113.687 INF Loaded (local): progression in 0.10

2025-12-28T15:31:27 113.868 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute

```
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@cvar='$StormDa
mage']" name="value">0</setattribute> (line 4 at pos 2)
```

2025-12-28T15:31:27 113.872 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute

```
xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@cvar='$StormD
amage']" name="value">0</setattribute> (line 5 at pos 2)
```

2025-12-28T15:31:27 113.876 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute

```
xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@cvar='$StormDa
mage']" name="value">0</setattribute> (line 6 at pos 2)
```

2025-12-28T15:31:27 113.880 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute

```
xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@cvar='$Stor
mDamage']" name="value">0</setattribute> (line 7 at pos 2)
```

2025-12-28T15:31:27 113.883 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute

```
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@cvar='.StormTim
erDMG']" name="value">-1</setattribute> (line 10 at pos 2)
```

2025-12-28T15:31:27 113.887 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute

```
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@cvar='.StormTim
erGrace']" name="value">-1</setattribute> (line 11 at pos 2)
```

2025-12-28T15:31:27 113.890 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@cvar='.StormTimerDMG']" name="value">-1</setattribute> (line 12 at pos 2)

2025-12-28T15:31:27 113.894 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@cvar='.StormTimerGrace']" name="value">-1</setattribute> (line 13 at pos 2)

2025-12-28T15:31:27 113.897 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@cvar='.StormTimerDMG']" name="value">-1</setattribute> (line 14 at pos 2)

2025-12-28T15:31:27 113.901 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@cvar='.StormTimerGrace']" name="value">-1</setattribute> (line 15 at pos 2)

2025-12-28T15:31:27 113.904 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@cvar='.StormTimerDMG']" name="value">-1</setattribute> (line 16 at pos 2)

2025-12-28T15:31:27 113.907 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <setattribute xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@cvar='.StormTimerGrace']" name="value">-1</setattribute> (line 17 at pos 2)

2025-12-28T15:31:27 113.911 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
 <passive_effect name="Mobility" operation="base_add" value="-.1325" />
</insertAfter> (line 20 at pos 2)

2025-12-28T15:31:27 113.914 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
 <passive_effect name="Mobility" operation="base_add" value="-.1325" />
</insertAfter> (line 21 at pos 2)

2025-12-28T15:31:27 113.918 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfB

uffUpdate']">

```
<passive_effect name="Mobility" operation="base_add" value="-.1325" />
```

</insertAfter> (line 22 at pos 2)

2025-12-28T15:31:27 113.921 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
```

```
<passive_effect name="Mobility" operation="base_add" value="-.1325" />
```

</insertAfter> (line 23 at pos 2)

2025-12-28T15:31:27 113.924 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
```

```
<passive_effect name="JumpStrength" operation="perc_subtract" value="0.10" />
```

</insertAfter> (line 26 at pos 2)

2025-12-28T15:31:27 113.929 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
```

```
<passive_effect name="JumpStrength" operation="perc_subtract" value="0.10" />
```

</insertAfter> (line 27 at pos 2)

2025-12-28T15:31:27 113.932 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
```

```
<passive_effect name="JumpStrength" operation="perc_subtract" value="0.10" />
```

</insertAfter> (line 28 at pos 2)

2025-12-28T15:31:27 113.935 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
```

```
<passive_effect name="JumpStrength" operation="perc_subtract" value="0.10" />
```

</insertAfter> (line 29 at pos 2)

2025-12-28T15:31:27 113.939 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">
```

```
<triggered_effect trigger="onSelfBuffUpdate" action="ModifyScreenEffect" intensity="1"
```

```
fade="3" effect_name="Smoke2" />
```

</insertAfter> (line 32 at pos 2)

2025-12-28T15:31:27 113.943 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<triggered_effect trigger="onSelfBuffRemove" action="ModifyScreenEffect" intensity="0" fade="3" effect_name="Smoke2" />

</insertAfter> (line 33 at pos 2)

2025-12-28T15:31:27 113.946 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<triggered_effect trigger="onSelfBuffUpdate" action="ModifyScreenEffect" intensity="1" fade="3" effect_name="Hot3" />

</insertAfter> (line 34 at pos 2)

2025-12-28T15:31:27 113.949 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<triggered_effect trigger="onSelfBuffRemove" action="ModifyScreenEffect" intensity="0" fade="3" effect_name="Hot3" />

</insertAfter> (line 35 at pos 2)

2025-12-28T15:31:27 113.952 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<triggered_effect trigger="onSelfBuffUpdate" action="ModifyScreenEffect" intensity="1" fade="3" effect_name="Cold3" />

</insertAfter> (line 36 at pos 2)

2025-12-28T15:31:27 113.956 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<triggered_effect trigger="onSelfBuffRemove" action="ModifyScreenEffect" intensity="0" fade="3" effect_name="Cold3" />

</insertAfter> (line 37 at pos 2)

2025-12-28T15:31:27 113.960 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='on

SelfBuffUpdate']">

```
<triggered_effect trigger="onSelfBuffUpdate" action="ModifyScreenEffect" intensity="1"
fade="3" effect_name="RadiationTemp2" />
```

</insertAfter> (line 38 at pos 2)

2025-12-28T15:31:27 113.965 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='on
SelfBuffUpdate']">
```

```
<triggered_effect trigger="onSelfBuffRemove" action="ModifyScreenEffect" intensity="0"
fade="3" effect_name="RadiationTemp2" />
```

</insertAfter> (line 39 at pos 2)

2025-12-28T15:31:27 113.969 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfB
uffUpdate']">
```

```
<passive_effect name="StaminaChangeOT" operation="perc_subtract" value="0.0715"
tags="running" />
```

</insertAfter> (line 42 at pos 2)

2025-12-28T15:31:27 113.973 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelf
BuffUpdate']">
```

```
<passive_effect name="StaminaChangeOT" operation="perc_subtract" value="0.0715"
tags="running" />
```

</insertAfter> (line 43 at pos 2)

2025-12-28T15:31:27 113.976 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfB
uffUpdate']">
```

```
<passive_effect name="StaminaChangeOT" operation="perc_subtract" value="0.0715"
tags="running" />
```

</insertAfter> (line 44 at pos 2)

2025-12-28T15:31:27 113.980 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

```
xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='on
SelfBuffUpdate']">
```

```
<passive_effect name="StaminaChangeOT" operation="perc_subtract" value="0.0715"
tags="running" />
```

</insertAfter> (line 45 at pos 2)

2025-12-28T15:31:27 113.983 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierAiming" operation="base_set" value="1.6" />

</insertAfter> (line 48 at pos 2)

2025-12-28T15:31:27 113.986 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierHip" operation="base_set" value="2.4" />

</insertAfter> (line 49 at pos 2)

2025-12-28T15:31:27 113.990 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierAiming" operation="base_set" value="1.6" />

</insertAfter> (line 50 at pos 2)

2025-12-28T15:31:27 113.993 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierHip" operation="base_set" value="2.4" />

</insertAfter> (line 51 at pos 2)

2025-12-28T15:31:27 113.996 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierAiming" operation="base_set" value="1.6" />

</insertAfter> (line 52 at pos 2)

2025-12-28T15:31:27 113.999 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierHip" operation="base_set" value="2.4" />

</insertAfter> (line 53 at pos 2)

2025-12-28T15:31:27 114.003 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter
xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='on

SelfBuffUpdate']">

<passive_effect name="SpreadMultiplierAiming" operation="base_set" value="1.6" />

</insertAfter> (line 54 at pos 2)

2025-12-28T15:31:27 114.006 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="SpreadMultiplierHip" operation="base_set" value="2.4" />

</insertAfter> (line 55 at pos 2)

2025-12-28T15:31:27 114.010 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffBurnt_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="DegradationPerUse" operation="base_set" value="2" />

<requirement name="HoldingItemHasTags" tags="weapon, ranged" />

</insertAfter> (line 58 at pos 2)

2025-12-28T15:31:27 114.013 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffDesert_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="DegradationPerUse" operation="base_set" value="2" />

<requirement name="HoldingItemHasTags" tags="weapon, ranged" />

</insertAfter> (line 59 at pos 2)

2025-12-28T15:31:27 114.016 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffSnow_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="DegradationPerUse" operation="base_set" value="2" />

<requirement name="HoldingItemHasTags" tags="weapon, ranged" />

</insertAfter> (line 60 at pos 2)

2025-12-28T15:31:27 114.020 WRN XML patch for "buffs.xml" from mod "BetterBiomeStorms" did not apply: <insertAfter

xpath="/buffs/buff[@name='buffWasteland_Storm']/effect_group/triggered_effect[@trigger='onSelfBuffUpdate']">

<passive_effect name="DegradationPerUse" operation="base_set" value="2" />

<requirement name="HoldingItemHasTags" tags="weapon, ranged" />

</insertAfter> (line 61 at pos 2)

2025-12-28T15:31:27 114.083 WRN XML patch for "buffs.xml" from mod "Bettermods" did not apply: <set xpath="//buff[@name='buffBandolierLegs']/effect_group[1]">

```
<passive_effect name="ReloadSpeedMultiplier" operation="perc_add" value=".3" />
<passive_effect name="CarryCapacity" operation="base_add" value="5" />
<display_value name="dCarryCapacity" value="5" />
</set> (line 12 at pos 2)
2025-12-28T15:31:27 114.207 WRN XML patch for "buffs.xml" from mod "Byteblazars_XFX"
did not apply: <append xpath="/buffs/buff[@name='god']">
  <effect_group>
    <triggered_effect trigger="onSelfBuffStart" action="RemoveBuff"
buff="bbxfx_buffGeneralExplosiveBuff,bbxfx_buffDeafness,bbxfx_buffFlashbangS3" />
  </effect_group>
</append> (line 200 at pos 3)
2025-12-28T15:31:27 114.252 INF Xpath conditional on file: buffs.xml
2025-12-28T15:31:27 114.256 INF Xpath conditional on file: buffs.xml
2025-12-28T15:31:27 114.259 INF Xpath matches: 3
2025-12-28T15:31:27 114.416 WRN XML patch for "buffs.xml" from mod "Steel-UI-Backpack"
did not apply: <set
xpath="//buff[@name='god']//passive_effect[@name='CarryCapacity']/@value">405</set>
(line 2 at pos 3)
The referenced script (AirportPack.AircraftControl) on this Behaviour is missing!
The referenced script on this Behaviour (Game Object ") is missing!
The referenced script (AirportPack.AircraftControl) on this Behaviour is missing!
The referenced script on this Behaviour (Game Object ") is missing!
2025-12-28T15:31:38 125.220 WRN Type:AddJournalEntry was missing when we looked it up
via Type.GetType()
2025-12-28T15:31:38 125.223 INF Unable to find class: MinEventActionAddJournalEntry
2025-12-28T15:31:38 125.253 WRN Type:AddJournalEntry was missing when we looked it up
via Type.GetType()
2025-12-28T15:31:38 125.256 INF Unable to find class: MinEventActionAddJournalEntry
2025-12-28T15:31:38 125.310 INF Loaded (local): buffs in 10.56
2025-12-28T15:31:38 125.417 INF Loaded (local): misc in 0.05
2025-12-28T15:31:40 126.872 WRN XML patch for "items.xml" from mod
"IzPToolsAreMeleeWeapons" did not apply: <setattribute xpath="/items/item[@name =
'meleeToolPickT2SteelPickaxe']/property[@name = 'Tags']"
name="value">melee,grunting,medium,tool,longShaft,attStrength,perkMiner69r,perkMotherLo
de,miningTool,canHaveCosmetic,harvestingSkill,perkHybridPierce</setattribute> (line 49 at
pos 3)
2025-12-28T15:31:47 134.054 INF Xpath conditional on file: items.xml
2025-12-28T15:31:53 140.065 INF Original
path:#@modfolder(IZY_RMP_762pack):Resources/IZY_762_Pack_MainResource_SNP_MM
```

R.unity3d?IZY_FRAGExplosive762round_effect.Prefab
2025-12-28T15:31:53 140.068 INF Hashed index:54078
2025-12-28T15:31:53 140.071 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D1.0_Izayo_WeaponpackRemastered
_762pack/Resources/IZY_762_Pack_MainResource_SNP_MMR.unity3d
2025-12-28T15:31:54 140.642 INF Original
path:#@modfolder(IZY_RMP_Demopack):Resources/IZY_Demolis_Effects_and_Projectiles.u
nity3d?IZY_DemolisEffect_RPG_HE.Prefab
2025-12-28T15:31:54 140.644 INF Hashed index:39771
2025-12-28T15:31:54 140.646 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D1.0_Izayo_WeaponpackRemastered
_DemolitionPack/Resources/IZY_Demolis_Effects_and_Projectiles.unity3d
2025-12-28T15:31:54 140.654 INF Original
path:#@modfolder(IZY_RMP_Demopack):Resources/IZY_Demolis_Effects_and_Projectiles.u
nity3d?IZY_DemolisEffect_RPG_Incendiary.Prefab
2025-12-28T15:31:54 140.656 INF Hashed index:5842
2025-12-28T15:31:54 140.658 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D1.0_Izayo_WeaponpackRemastered
_DemolitionPack/Resources/IZY_Demolis_Effects_and_Projectiles.unity3d
2025-12-28T15:31:54 140.662 INF Original
path:#@modfolder(IZY_RMP_Demopack):Resources/IZY_Demolis_Effects_and_Projectiles.u
nity3d?IZY_LGL_Effect_25mmFRAGS.Prefab
2025-12-28T15:31:54 140.664 INF Hashed index:16366
2025-12-28T15:31:54 140.666 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D1.0_Izayo_WeaponpackRemastered
_DemolitionPack/Resources/IZY_Demolis_Effects_and_Projectiles.unity3d
2025-12-28T15:31:54 140.669 INF Original
path:#@modfolder(IZY_RMP_Demopack):Resources/IZY_Demolis_Effects_and_Projectiles.u
nity3d?IZY_LGL_Effect_25mmHE.Prefab
2025-12-28T15:31:54 140.671 INF Hashed index:56954
2025-12-28T15:31:54 140.672 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D1.0_Izayo_WeaponpackRemastered
_DemolitionPack/Resources/IZY_Demolis_Effects_and_Projectiles.unity3d
2025-12-28T15:31:56 142.892 INF Original
path:#@modfolder(IZY_RMP_HVW):Resources/IZY_FlameThrower_asset.unity3d?
IZY_Flamethrower_DOT.Prefab
2025-12-28T15:31:56 142.895 INF Hashed index:24065
2025-12-28T15:31:56 142.897 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\7D1.0_Izayo_WeaponpackRemastered

_Heavy_WeaponPack/Resources/IZY_FlameThrower_asset.unity3d
2025-12-28T15:31:56 142.904 INF Original
path:#@modfolder(IZY_RMP_HVW):Resources/IZY_FlameThrower_asset.unity3d?
IZY_Flamethrower_DOT.Prefab
2025-12-28T15:31:56 142.906 INF Hashed index:24065
2025-12-28T15:31:56 142.909 INF Original
path:#@modfolder(IZY_RMP_HVW):Resources/IZY_FlameThrower_asset.unity3d?
IZY_Flamethrower_DOT.Prefab
2025-12-28T15:31:56 142.910 INF Hashed index:24065
2025-12-28T15:31:56 142.912 INF Original
path:#@modfolder(IZY_RMP_HVW):Resources/IZY_FlameThrower_asset.unity3d?
IZY_Flamethrower_DOT.Prefab
2025-12-28T15:31:56 142.914 INF Hashed index:24065
2025-12-28T15:32:00 146.728 WRN Type:ItemInventoryData, Assembly-CSharp,
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.760 WRN Type:ItemActionRanged+ItemActionDataRanged,
Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.771 WRN Type:ItemActionZoom+ItemActionDataZoom, Assembly-
CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.806 WRN Type:ItemActionRanged+ItemActionDataRanged,
Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.814 WRN Type:ItemActionZoom+ItemActionDataZoom, Assembly-
CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.820 WRN
Type:ItemActionDynamicMelee+ItemActionDynamicMeleeData, Assembly-CSharp,
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.824 WRN
Type:ItemActionDynamicMelee+ItemActionDynamicMeleeData, Assembly-CSharp,
Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the
UnityEngine.Scripting.Preserve attribute, this will fail on consoles
2025-12-28T15:32:00 146.836 WRN Type:SetTintColor was missing when we looked it up via
Type.GetType()
2025-12-28T15:32:00 146.838 INF Unable to find class: MinEventActionSetTintColor

2025-12-28T15:32:00 146.893 WRN Type:ItemInventoryData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the UnityEngine.Scripting.Preserve attribute, this will fail on consoles

2025-12-28T15:32:00 146.901 WRN Type:ItemActionRanged+ItemActionDataRanged, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the UnityEngine.Scripting.Preserve attribute, this will fail on consoles

2025-12-28T15:32:00 146.935 WRN Type:ItemActionRanged+ItemActionDataRanged, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the UnityEngine.Scripting.Preserve attribute, this will fail on consoles

2025-12-28T15:32:00 147.042 WRN Type:ItemActionRanged+ItemActionDataRanged, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the UnityEngine.Scripting.Preserve attribute, this will fail on consoles

2025-12-28T15:32:06 152.867 INF Original
path:#@modfolder(Pants_Weapon_Pack):Assets/myparticles.unity3d?spark shower

2025-12-28T15:32:06 152.870 INF Hashed index:1487

2025-12-28T15:32:06 152.872 INF Bundle path:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\Pants Weapon Pack\Assets/myparticles.unity3d

2025-12-28T15:32:07 153.590 INF Loaded (local): items in 19.24

2025-12-28T15:32:07 153.665 WRN XML patch for "item_modifiers.xml" from mod "IZY_RMP_SG" did not apply: <append
xpath="/item_modifiers/item_modifier[@name='IZYgunT3TradshotgunTrenchGunM1897']">
 <item_property_overrides name="IZYgunT3TACshotgunSPAS12G">
 <property name="Meshfile"
value="#@modfolder(IZY_RMP_SG):Resources/IZY_Shotgun_Pack_MainResource.unity3d?IZY_SG_M1897trenchgun_Short.Prefab" />
 </item_property_overrides>
</append> (line 13 at pos 3)

2025-12-28T15:32:08 154.746 WRN Type:ItemInventoryData, Assembly-CSharp, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null is missing the UnityEngine.Scripting.Preserve attribute, this will fail on consoles

2025-12-28T15:32:08 154.920 INF Item IDs with mapping

2025-12-28T15:32:08 154.923 INF ItemIDs from Mapping

2025-12-28T15:32:08 154.928 INF ItemClass assignLeftOverItems 68724 of 81920

2025-12-28T15:32:08 154.997 WRN Block 'treeJuniper4m' over downgrade limit

2025-12-28T15:32:08 155.000 WRN Block 'treeMountainPine12m' over downgrade limit

2025-12-28T15:32:08 155.002 WRN Block 'treeMountainPine19m' over downgrade limit

2025-12-28T15:32:08 155.004 WRN Block 'treeMountainPine27m' over downgrade limit

2025-12-28T15:32:08 155.006 WRN Block 'treeMountainPine31m' over downgrade limit

2025-12-28T15:32:08 155.008 WRN Block 'treeMountainPine41m' over downgrade limit
2025-12-28T15:32:08 155.010 WRN Block 'treeMountainPine48m' over downgrade limit
2025-12-28T15:32:08 155.012 WRN Block 'treeFirLrg01' over downgrade limit
2025-12-28T15:32:08 155.013 WRN Block 'treePlantedMountainPine41m' over downgrade limit
2025-12-28T15:32:08 155.015 WRN Block 'treeSmallThinRandomHelper' over downgrade limit
2025-12-28T15:32:08 155.017 WRN Block 'treeMountainPineRandomHelper' over downgrade limit
2025-12-28T15:32:08 155.018 WRN Block 'treeMountainPineSapling' over downgrade limit
2025-12-28T15:32:08 155.020 WRN Block 'vaultnukamachine' over downgrade limit
2025-12-28T15:32:08 155.021 WRN Block 'vaultnukamachineempty' over downgrade limit
2025-12-28T15:32:08 155.031 INF Loaded (local): item_modifiers in 0.11
2025-12-28T15:32:09 155.572 WRN XML patch for "entityclasses.xml" from mod "Guppycurs_Fire_Mod" did not apply: <remove
xpath="/entity_classes/entity_class[@name='playerNewMale']/property[@name='SpawnOnDeath']" /> (line 392 at pos 3)
2025-12-28T15:32:09 156.375 WRN XML patch for "entityclasses.xml" from mod "V2-WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcCowboyBikerSchof']">
 <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />
 <property name="LootDropProb" value="1" />
</append> (line 4 at pos 3)
2025-12-28T15:32:09 156.381 WRN XML patch for "entityclasses.xml" from mod "V2-WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcCowboyBoldLadle']">
 <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />
 <property name="LootDropProb" value="1" />
</append> (line 8 at pos 3)
2025-12-28T15:32:09 156.385 WRN XML patch for "entityclasses.xml" from mod "V2-WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcJack666Pistol']">
 <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />
 <property name="LootDropProb" value="1" />
</append> (line 12 at pos 3)
2025-12-28T15:32:09 156.390 WRN XML patch for "entityclasses.xml" from mod "V2-WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcSheriffBoldM60']">
 <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />

```
<property name="LootDropProb" value="1" />
</append> (line 16 at pos 3)
2025-12-28T15:32:09 156.394 WRN XML patch for "entityclasses.xml" from mod "V2-
WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcSheriffOakM60']">
  <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />
  <property name="LootDropProb" value="1" />
</append> (line 20 at pos 3)
2025-12-28T15:32:09 156.398 WRN XML patch for "entityclasses.xml" from mod "V2-
WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcCowgirlBossM60']">
  <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />
  <property name="LootDropProb" value="1" />
</append> (line 24 at pos 3)
2025-12-28T15:32:09 156.402 WRN XML patch for "entityclasses.xml" from mod "V2-
WildWestMod-OaksCowHands" did not apply: <append
xpath="/entity_classes/entity_class[@name='npcCowgirlLady']">
  <property name="LootDropEntityClass" value="EntityNPCLOotContainerCowHands" />
  <property name="LootDropProb" value="1" />
</append> (line 28 at pos 3)
2025-12-28T15:32:11 157.729 ERR XML loader: Loading and parsing 'entityclasses.xml' failed
2025-12-28T15:32:11 157.732 EXC Can not add entity 'vehicleDirtBike' with conflicting hash to
existing entity 'vehicleDirtBike'
  at EntityClassesFromXml+<LoadEntityClasses>d__4.MoveNext () [0x002eb] in
<2535b88e54944baa8d45436662eca413>:0
  at ThreadManager+<CoroutineWrapperWithExceptionCallback>d__50.MoveNext ()
[0x00044] in <2535b88e54944baa8d45436662eca413>:0
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
Log:Exception(Exception)
<>c__DisplayClass51_0:<loadSingleXml>b__4(Exception)
<CoroutineWrapperWithExceptionCallback>d__50:MoveNext()
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)
2025-12-28T15:32:11 157.869 INF Loaded (local): qualityinfo in 0.05
2025-12-28T15:32:14 161.100 ERR Loading AssetBundle "FNK_BlackPowder" failed: File not
found!
2025-12-28T15:32:14 161.102 ERR Loading AssetBundle "FNK_BlackPowder" failed: File not
found!
2025-12-28T15:32:14 161.106 ERR Loading AssetBundle "FNK_BlackPowder" failed: File not
found!
```

2025-12-28T15:32:14 161.369 INF Loaded (local): sounds in 2.70
2025-12-28T15:32:16 162.687 INF Loaded (local): recipes in 0.10
2025-12-28T15:32:16 163.445 INF Loaded (local): blockplaceholders in 0.06
2025-12-28T15:32:22 169.157 WRN lootgroup 'DirtBikegroup' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.160 WRN lootgroup 'groupQuestDirtBikeParts' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.189 WRN lootgroup 'groupNPCMedical' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.192 WRN lootgroup 'groupNPCFood' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()

XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.194 WRN lootgroup 'groupNPCDrinks' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.196 WRN lootgroup 'groupNPCBackpacks' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.197 WRN lootgroup 'groupNPCMechBackpacks' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void

LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.199 WRN lootgroup 'groupNPCAmmo9mmBullet' is defined
multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.201 WRN lootgroup 'groupNPCAmmo762mmBullet' is defined
multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.203 WRN lootgroup 'groupNPCAmmo44MagnumBullet' is defined
multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.205 WRN lootgroup 'groupNPCAmmoShotgun' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.207 WRN lootgroup 'groupNPCAmmoArrow' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.208 WRN lootgroup 'groupNPCAmmoCrossbowBolt' is defined
multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)

2025-12-28T15:32:22 169.210 WRN lootgroup 'groupNPCClub' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.212 WRN lootgroup 'groupNPCKnife' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.213 WRN lootgroup 'groupNPCBat' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.215 WRN lootgroup 'groupNPCAxe' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)

(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.218 WRN lootgroup 'groupNPCStoneSpear' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.219 WRN lootgroup 'groupNPCIronSpear' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.221 WRN lootgroup 'groupNPCSteelSpear' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.223 WRN lootgroup 'groupNPCSpear' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.225 WRN lootgroup 'groupNPCMachete' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.226 WRN lootgroup 'groupNPCPipePistol' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.228 WRN lootgroup 'groupNPCPistol' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.230 WRN lootgroup 'groupNPCDPistol' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.231 WRN lootgroup 'groupNPCSMG' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.234 WRN lootgroup 'groupNPCM60' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.235 WRN lootgroup 'groupNPCAK47' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.237 WRN lootgroup 'groupNPCPipeMG' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.239 WRN lootgroup 'groupNPCTRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.240 WRN lootgroup 'groupNPCPipeRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.242 WRN lootgroup 'groupNPCHRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.244 WRN lootgroup 'groupNPCSRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.245 WRN lootgroup 'groupNPCPipeShotgun' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.247 WRN lootgroup 'groupNPCPShotgun' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.249 WRN lootgroup 'groupNPCAShotgun' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.251 WRN lootgroup 'groupNPCPrimitiveBow' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.253 WRN lootgroup 'groupNPCWoodenBow' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()

XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.254 WRN lootgroup 'groupNPCCCompoundBow' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.256 WRN lootgroup 'groupNPCLBow' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.258 WRN lootgroup 'groupNPCIronCrossbow' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)

(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.259 WRN lootgroup 'groupNPCCompoundCrossbow' is defined
multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.261 WRN lootgroup 'groupNPCXBow' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.263 WRN lootgroup 'groupNPCRocketL' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)

2025-12-28T15:32:22 169.265 WRN lootgroup 'groupCntNPCClub' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.267 WRN lootgroup 'groupCntNPCKnife' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.269 WRN lootgroup 'groupCntNPCBat' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.270 WRN lootgroup 'groupCntNPCAxe' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)

(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.272 WRN lootgroup 'groupCntNPCSpear' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.274 WRN lootgroup 'groupCntNPCMachete' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.275 WRN lootgroup 'groupCntNPCPipePistol' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.277 WRN lootgroup 'groupCntNPCPistol' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.279 WRN lootgroup 'groupCntNPCDPistol' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.281 WRN lootgroup 'groupCntNPCSMG' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.282 WRN lootgroup 'groupCntNPCM60' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.284 WRN lootgroup 'groupCntNPCAK47' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.286 WRN lootgroup 'groupCntNPCPipeMG' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.287 WRN lootgroup 'groupCntNPCTRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.289 WRN lootgroup 'groupCntNPCPipeRifle' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.291 WRN lootgroup 'groupCntNPCHRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.292 WRN lootgroup 'groupCntNPCSRifle' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.294 WRN lootgroup 'groupCntNPCPipeShotgun' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()

XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.296 WRN lootgroup 'groupCntNPCPShotgun' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.298 WRN lootgroup 'groupCntNPCAShotgun' is defined multiple
times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.299 WRN lootgroup 'groupCntNPCLBow' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)

(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.301 WRN lootgroup 'groupCntNPCXBow' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.302 WRN lootgroup 'groupCntNPCRocketL' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.304 WRN lootgroup 'groupCntNPCPistolHidden' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.360 WRN Duplicate lootlist entry with name cntNPCEmptyHand
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.363 WRN Duplicate lootlist entry with name cntNPCClub
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.365 WRN Duplicate lootlist entry with name cntNPCKnife
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.367 WRN Duplicate lootlist entry with name cntNPCBat
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.368 WRN Duplicate lootlist entry with name cntNPCAxe
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.370 WRN Duplicate lootlist entry with name cntNPCSpear
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.373 WRN Duplicate lootlist entry with name cntNPCMachete
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.375 WRN Duplicate lootlist entry with name cntNPCPipePistol
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.377 WRN Duplicate lootlist entry with name cntNPCPistol
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.378 WRN Duplicate lootlist entry with name cntNPCDPistol
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.380 WRN Duplicate lootlist entry with name cntNPCSMG
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.382 WRN Duplicate lootlist entry with name cntNPCM60
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.383 WRN Duplicate lootlist entry with name cntNPCAK47
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.385 WRN Duplicate lootlist entry with name cntNPCPipeMG
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.387 WRN Duplicate lootlist entry with name cntNPCTRifle
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.389 WRN Duplicate lootlist entry with name cntNPCPipeRifle
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.391 WRN Duplicate lootlist entry with name cntNPCHRifle
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.392 WRN Duplicate lootlist entry with name cntNPCSRifle
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.394 WRN Duplicate lootlist entry with name cntNPCPipeShotgun
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.396 WRN Duplicate lootlist entry with name cntNPCPShotgun
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.397 WRN Duplicate lootlist entry with name cntNPCAShotgun
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.399 WRN Duplicate lootlist entry with name cntNPCLBow
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.400 WRN Duplicate lootlist entry with name cntNPCXBow
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.402 WRN Duplicate lootlist entry with name cntNPCRocketL
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.404 WRN Duplicate lootlist entry with name cntNPCPistolHidden
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.406 WRN Duplicate lootlist entry with name cntNPCMech
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootContainer(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.409 WRN lootgroup 'groupPetCage' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.411 WRN lootgroup 'groupBoxes' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()

ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.413 WRN lootgroup 'groupPalletTarp' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.414 WRN lootgroup 'groupdryWallStack' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.417 WRN lootgroup 'groupSofa' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)
(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.419 WRN lootgroup 'groupBodyBad' is defined multiple times
UnityEngine.StackTraceUtility:ExtractStackTrace ()
XmlPatchHelpers:LogInsteadOfThrow (string) (at E:/SteamLibrary/steamapps/common/7 Days
To Die/Mods/BetterModCompatibility/Harmony/XmlPatchHelpers.cs:7)

(wrapper dynamic-method) LootFromXml:DMD<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
(wrapper dynamic-method) MonoMod.Utils.DynamicMethodDefinition:SyncProxy<System.Void
LootFromXml:LoadLootGroup(System.Xml.Linq.XElement)> (System.Xml.Linq.XElement)
LootFromXml/<LoadLootContainers>d__2:MoveNext ()
ThreadManager/<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
UnityEngine.SetupCoroutine:InvokeMoveNext (System.Collections.IEnumerator,intptr)
2025-12-28T15:32:22 169.423 INF Loaded (local): loot in 0.33
2025-12-28T15:32:26 172.604 ERR XML loader: Loading and parsing 'entitygroups.xml' failed
2025-12-28T15:32:26 172.607 EXC Entity with name 'zombieMaleNurse' not found
at EntityGroupsFromXml+<LoadEntityGroups>d__0:MoveNext () [0x001c6] in
<2535b88e54944baa8d45436662eca413>:0
at ThreadManager+<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
[0x00044] in <2535b88e54944baa8d45436662eca413>:0
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
Log:Exception(Exception)
<>c__DisplayClass51_0:<loadSingleXml>b__4(Exception)
<CoroutineWrapperWithExceptionCallback>d__50:MoveNext()
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)
2025-12-28T15:32:26 172.769 INF Loaded (local): utilityai in 0.05
2025-12-28T15:32:26 172.956 ERR XML loader: Loading and parsing 'vehicles.xml' failed
2025-12-28T15:32:26 172.959 EXC An item with the same key has already been added. Key:
vehicledirtbike
at System.Collections.Generic.Dictionary`2[TKey,TValue].TryInsert (TKey key, TValue value,
System.Collections.Generic.InsertionBehavior behavior) [0x0015a] in
<1071a2cb0cb3433aae80a793c277a048>:0
at System.Collections.Generic.Dictionary`2[TKey,TValue].Add (TKey key, TValue value)
[0x00000] in <1071a2cb0cb3433aae80a793c277a048>:0
at VehiclesFromXml+<Load>d__0:MoveNext () [0x000e1] in
<2535b88e54944baa8d45436662eca413>:0
at ThreadManager+<CoroutineWrapperWithExceptionCallback>d__50:MoveNext ()
[0x00044] in <2535b88e54944baa8d45436662eca413>:0
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
Log:Exception(Exception)
<>c__DisplayClass51_0:<loadSingleXml>b__4(Exception)
<CoroutineWrapperWithExceptionCallback>d__50:MoveNext()
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)
2025-12-28T15:32:26 172.988 WRN XML patch for "rwgmixer.xml" from mod "SleepcapTower"
did not apply: <set

xpath="/rwgmixer/district[@name='commercial']/property[@name='district_spawn_weight']/@value">0.72</set> (line 18 at pos 3)
2025-12-28T15:32:26 172.990 WRN XML patch for "rwgmixer.xml" from mod "SleepcapTower" did not apply: <set
xpath="/rwgmixer/district[@name='downtown']/property[@name='district_spawn_weight']/@value">0.58</set> (line 19 at pos 3)
2025-12-28T15:32:26 172.993 WRN XML patch for "rwgmixer.xml" from mod "SleepcapTower" did not apply: <set
xpath="/rwgmixer/district[@name='industrial']/property[@name='district_spawn_weight']/@value">0.52</set> (line 20 at pos 3)
2025-12-28T15:32:26 173.013 WRN XML patch for "rwgmixer.xml" from mod "MPLogue_Prefabs_7D2D_V2_0_1" did not apply: <append
xpath="/rwgmixer/township[@name='city']/property[@name='biomes']/@value">,forest,desert</append> (line 37 at pos 3)
2025-12-28T15:32:26 173.015 WRN XML patch for "rwgmixer.xml" from mod "MPLogue_Prefabs_7D2D_V2_0_1" did not apply: <append
xpath="/rwgmixer/township[@name='citybig']/property[@name='biomes']/@value">,forest,snow</append> (line 38 at pos 3)
2025-12-28T15:32:26 173.169 INF Loaded (local): rwgmixer in 0.05
2025-12-28T15:32:26 173.319 INF Loaded (local): weathersurvival in 0.05
2025-12-28T15:32:26 173.469 INF Loaded (local): archetypes in 0.05
2025-12-28T15:32:27 173.603 INF Loaded (local): challenges in 0.05
2025-12-28T15:32:27 173.926 INF Loaded (local): quests in 0.09
2025-12-28T15:32:27 174.436 INF Loaded (local): traders in 0.05
2025-12-28T15:32:28 174.586 INF Loaded (local): npc in 0.05
2025-12-28T15:32:28 174.615 WRN XML patch for "dialogs.xml" from mod "MoreQuestOptions" did not apply: <remove xpath="/dialogs/dialog[starts-with(@id,'trader') and not (@id='traderTest')]/response[@id='jobsnone']" /> (line 6 at pos 5)
2025-12-28T15:32:28 174.617 WRN XML patch for "dialogs.xml" from mod "MoreQuestOptions" did not apply: <remove xpath="/dialogs/dialog[starts-with(@id,'trader') and not (@id='traderTest')]/response[contains(@id, 'jobshave') and not (@id='jobshave7') and not (@id='jobshave8') and not (@id='jobshave9') and not (@id='jobshave10') and not (@id='specialjobshave')]/requirement[@type='QuestStatus']" /> (line 7 at pos 5)
2025-12-28T15:32:28 174.620 WRN XML patch for "dialogs.xml" from mod "MoreQuestOptions" did not apply: <conditional>
 <if cond="mod_loaded('QuestRevamp') and not (mod_loaded('MoreQuests'))">
 <remove xpath="/dialogs/dialog[starts-with(@id,'trader') and not (@id='traderTest')]/response[@id='jobsnone']" />
 <remove xpath="/dialogs/dialog[starts-with(@id,'trader') and not

```
(@id='traderTest')]/response[contains(@id, 'jobshave') and not (@id='jobshave7') and not (@id='jobshave8') and not (@id='jobshave9') and not (@id='jobshave10') and not (@id='specialjobshave')]/requirement[@type='QuestStatus']" />
</if>
```

```
</conditional> (line 4 at pos 3)
```

```
2025-12-28T15:32:28 174.736 INF Loaded (local): dialogs in 0.05
```

```
2025-12-28T15:32:28 174.886 INF Loaded (local): ui_display in 0.05
```

```
2025-12-28T15:32:28 175.036 INF Loaded (local): nav_objects in 0.05
```

```
2025-12-28T15:32:28 175.155 ERR XML loader: Loading and parsing 'gamestages.xml' failed
```

```
2025-12-28T15:32:28 175.157 EXC Error loading gamestages.xml: Spawner 'zombieArlene',
gamestage 1: EntityGroup 'zombieArlene' unknown! (line 391 at pos 5)
```

```
at GameStagesFromXml.ParseSpawn (GameStageDefinition gsd,
GameStageDefinition+Stage stage, System.Xml.Linq.XElement root) [0x0005e] in
<2535b88e54944baa8d45436662eca413>:0
```

```
at GameStagesFromXml.ParseStage (GameStageDefinition gsd, System.Xml.Linq.XElement
root) [0x00063] in <2535b88e54944baa8d45436662eca413>:0
```

```
at GameStagesFromXml.ParseGameStageDef (System.Xml.Linq.XElement root) [0x0004e]
in <2535b88e54944baa8d45436662eca413>:0
```

```
at GameStagesFromXml+<Load>d__2.MoveNext () [0x00079] in
<2535b88e54944baa8d45436662eca413>:0
```

```
at ThreadManager+<CoroutineWrapperWithExceptionCallback>d__50.MoveNext ()
[0x00044] in <2535b88e54944baa8d45436662eca413>:0
```

```
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
```

```
Log:Exception(Exception)
```

```
<>c__DisplayClass51_0:<loadSingleXml>b__4(Exception)
```

```
<CoroutineWrapperWithExceptionCallback>d__50:MoveNext()
```

```
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)
```

```
2025-12-28T15:32:28 175.458 INF Loaded (local): gameevents in 0.21
```

```
2025-12-28T15:32:29 175.631 INF Loaded (local): twitch in 0.06
```

```
2025-12-28T15:32:29 175.769 INF Loaded (local): twitch_events in 0.05
```

```
2025-12-28T15:32:29 175.924 INF Loaded (local): dmscontent in 0.06
```

```
2025-12-28T15:32:29 176.053 INF Loaded (local): XUi_Common/styles in 0.05
```

```
2025-12-28T15:32:29 176.204 INF Loaded (local): XUi_Common/controls in 0.05
```

```
2025-12-28T15:32:29 176.353 INF Loaded (local): XUi/styles in 0.05
```

```
2025-12-28T15:32:29 176.502 INF Loaded (local): XUi/controls in 0.05
```

```
2025-12-28T15:32:30 177.436 INF Loaded (local): XUi/windows in 0.05
```

```
2025-12-28T15:32:31 177.569 INF Loaded (local): XUi/xui in 0.05
```

```
2025-12-28T15:32:31 177.586 INF [Quartz] Loading Fonts
```

```
2025-12-28T15:32:31 177.589 INF [Quartz] Loaded Fonts
```

2025-12-28T15:32:31 177.639 WRN XML patch for "biomes.xml" from mod "GNS_WarmWeather" did not apply: <set xpath="/worldgeneration/biomes/biome[@name='snow']/weather[@name='snow']/@prob">1</set> (line 19 at pos 3)

2025-12-28T15:32:31 177.642 WRN XML patch for "biomes.xml" from mod "GNS_WarmWeather" did not apply: <set xpath="/worldgeneration/biomes/biome[@name='pine_forest']/weather[@name='rain']/@prob">1</set> (line 28 at pos 3)

2025-12-28T15:32:31 177.644 WRN XML patch for "biomes.xml" from mod "GNS_WarmWeather" did not apply: <set xpath="/worldgeneration/biomes/biome[@name='desert']/weather[@name='rain']/@prob">1</set> (line 37 at pos 3)

2025-12-28T15:32:31 177.646 WRN XML patch for "biomes.xml" from mod "GNS_WarmWeather" did not apply: <set xpath="/worldgeneration/biomes/biome[@name='wasteland']/weather[@name='rain']/@prob">1</set> (line 45 at pos 3)

2025-12-28T15:32:31 177.648 WRN XML patch for "biomes.xml" from mod "GNS_WarmWeather" did not apply: <set xpath="/worldgeneration/biomes/biome[@name='burnt_forest']/weather[@name='rain']/@prob">1</set> (line 53 at pos 3)

2025-12-28T15:32:31 177.653 INF [XUi] Loading XUi asynchronously

2025-12-28T15:32:32 178.685 INF Loaded (local): biomes in 0.16

The referenced script on this Behaviour (Game Object 'Metronome') is missing!

The referenced script on this Behaviour (Game Object 'Metronome') is missing!

The referenced script on this Behaviour (Game Object 'DMS_Prefab') is missing!

2025-12-28T15:32:32 178.972 INF Loaded (local): worldglobal in 0.10

2025-12-28T15:32:32 179.024 INF Xpath conditional on file: spawning.xml

2025-12-28T15:32:32 179.027 INF Xpath matches: 1

2025-12-28T15:32:32 179.029 INF Match: <spawn id="aa01" maxcount="1" respawndelay="1.5" time="Any" entitygroup="WildGameForest" />

2025-12-28T15:32:32 179.031 INF Xpath conditional on file: spawning.xml

2025-12-28T15:32:32 179.033 INF Xpath matches: 1

2025-12-28T15:32:32 179.035 INF Match: <spawn id="na01" maxcount="1" respawndelay="1.3" time="Night" entitygroup="WildGameForestNight" />

2025-12-28T15:32:32 179.037 INF Xpath conditional on file: spawning.xml

2025-12-28T15:32:32 179.039 INF Xpath matches: 1

2025-12-28T15:32:32 179.040 INF Match: <spawn id="ne01" maxcount="1" respawndelay="2.9" time="Night" entitygroup="EnemyAnimalsForest" />

2025-12-28T15:32:32 179.042 INF Xpath conditional on file: spawning.xml

2025-12-28T15:32:32 179.044 INF Xpath matches: 1
2025-12-28T15:32:32 179.046 INF Match: <spawn id="aa01" maxcount="1" respawndelay="2.1" time="Any" entitygroup="WildGameForest" />
2025-12-28T15:32:32 179.048 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.050 INF Xpath matches: 1
2025-12-28T15:32:32 179.051 INF Match: <spawn id="na01" maxcount="1" respawndelay="1.6" time="Night" entitygroup="WildGameForestNight" />
2025-12-28T15:32:32 179.053 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.055 INF Xpath matches: 1
2025-12-28T15:32:32 179.057 INF Match: <spawn id="ae01" maxcount="1" respawndelay="2.8" time="Any" entitygroup="EnemyAnimalsBurntForestAny" />
2025-12-28T15:32:32 179.058 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.060 INF Xpath matches: 1
2025-12-28T15:32:32 179.062 INF Match: <spawn id="ne01" maxcount="1" respawndelay="2.2" time="Night" entitygroup="EnemyAnimalsBurntForestNight" />
2025-12-28T15:32:32 179.064 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.066 INF Xpath matches: 1
2025-12-28T15:32:32 179.068 INF Match: <spawn id="aa01" maxcount="1" respawndelay="1.9" time="Any" entitygroup="WildGameForest" />
2025-12-28T15:32:32 179.069 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.071 INF Xpath matches: 1
2025-12-28T15:32:32 179.073 INF Match: <spawn id="ae01" maxcount="1" respawndelay="3.1" time="Any" entitygroup="EnemyAnimalsDesert" />
2025-12-28T15:32:32 179.075 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.076 INF Xpath matches: 1
2025-12-28T15:32:32 179.078 INF Match: <spawn id="ne01" maxcount="1" respawndelay="1.8" time="Night" entitygroup="EnemyAnimalsDesertNight" />
2025-12-28T15:32:32 179.080 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.082 INF Xpath matches: 1
2025-12-28T15:32:32 179.084 INF Match: <spawn id="aa01" maxcount="1" respawndelay="2.4" time="Any" entitygroup="WildGameForest" />
2025-12-28T15:32:32 179.086 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.087 INF Xpath matches: 1
2025-12-28T15:32:32 179.089 INF Match: <spawn id="na01" maxcount="1" respawndelay="1.9" time="Night" entitygroup="WildGameStagNight" />
2025-12-28T15:32:32 179.091 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.093 INF Xpath matches: 1
2025-12-28T15:32:32 179.095 INF Match: <spawn id="ae01" maxcount="1" respawndelay="2.6" time="Any" entitygroup="EnemyAnimalsSnow" />

2025-12-28T15:32:32 179.097 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.099 INF Xpath matches: 1
2025-12-28T15:32:32 179.101 INF Match: <spawn id="ne01" maxcount="1" respawndelay="1.6" time="Night" entitygroup="EnemyAnimalsSnowNight" />
2025-12-28T15:32:32 179.103 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.104 INF Xpath matches: 1
2025-12-28T15:32:32 179.106 INF Match: <spawn id="na01" maxcount="1" respawndelay="3.2" time="Night" entitygroup="WildGameStagNight" />
2025-12-28T15:32:32 179.108 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.110 INF Xpath matches: 1
2025-12-28T15:32:32 179.112 INF Match: <spawn id="ae01" maxcount="1" respawndelay="0.9" time="Any" entitygroup="EnemyAnimalsWasteland" />
2025-12-28T15:32:32 179.114 INF Xpath conditional on file: spawning.xml
2025-12-28T15:32:32 179.115 INF Xpath matches: 1
2025-12-28T15:32:32 179.117 INF Match: <spawn id="ne01" maxcount="1" respawndelay="0.6" time="Night" entitygroup="EnemyAnimalsWastelandNight" />
2025-12-28T15:32:32 179.441 ERR XML loader: Loading and parsing 'spawning.xml' failed
2025-12-28T15:32:32 179.445 EXC Entity spawner 'Dog_Sm_Territorial' contains invalid group ZombieDogGroup
 at EntitySpawnerClass.Init () [0x00099] in <2535b88e54944baa8d45436662eca413>:0
 at EntitySpawnerClassesFromXml.LoadEntitySpawnerClasses (System.Xml.Linq.XDocument _spawnXml) [0x00215] in <2535b88e54944baa8d45436662eca413>:0
 at WorldStaticData+<LoadSpawning>d__35.MoveNext () [0x00017] in <2535b88e54944baa8d45436662eca413>:0
 at ThreadManager+<CoroutineWrapperWithExceptionCallback>d__50.MoveNext () [0x00044] in <2535b88e54944baa8d45436662eca413>:0
UnityEngine.StackTraceUtility:ExtractStringFromException(Object)
Log:Exception(Exception)
<>c__DisplayClass51_0:<loadSingleXml>b__4(Exception)
<CoroutineWrapperWithExceptionCallback>d__50:MoveNext()
UnityEngine.SetupCoroutine:InvokeMoveNext(IEnumerator, IntPtr)
2025-12-28T15:32:33 179.769 INF [XUi] Parsing all window groups completed in 1690 ms total.
2025-12-28T15:32:33 179.808 ERR [XUi] EquipmentStack slot does not have a proper 'slot' value
2025-12-28T15:32:33 179.936 INF Loaded (local): loadingscreen in 0.19
2025-12-28T15:32:34 180.699 INF Added 1336 subtitle data entries and 3 speaker colors
2025-12-28T15:32:34 180.743 INF Loaded (local): subtitles in 0.14

MiB)

2025-12-28T15:32:50 197.344 INF Initial ENABLE_FILE_BACKED_ARRAYS == False

2025-12-28T15:32:50 197.460 INF GenWorldFromRaw load dtm took 589ms

2025-12-28T15:32:50 197.472 INF Biomes image size w= 1280, h = 1280

2025-12-28T15:32:51 197.571 INF GenWorldFromRaw biomes took 108ms

Unloading 3 Unused Serialized files (Serialized files now loaded: 542)

Unloading 5062 unused Assets to reduce memory usage. Loaded Objects now: 837450.

Total: 1416.435500 ms (FindLiveObjects: 42.500600 ms CreateObjectMapping: 15.247300 ms

MarkObjects: 1333.569700 ms DeleteObjects: 25.117400 ms)

2025-12-28T15:32:54 200.797 INF GenWorldFromRaw shader control textures took 1219ms

2025-12-28T15:32:54 201.451 INF Computed 4098 chunk groups containing a total of 106037 chunks. Largest group contains 841 chunks.

2025-12-28T15:32:54 201.466 INF Started thread SaveChunks

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\Region

2025-12-28T15:32:54 201.473 INF GenWorldFromRaw misc took 672ms

2025-12-28T15:32:55 202.343 INF GenWorldFromRaw splats took 868ms

Unloading 0 Unused Serialized files (Serialized files now loaded: 542)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 837454.

Total: 1384.731700 ms (FindLiveObjects: 41.750500 ms CreateObjectMapping: 15.099800 ms

MarkObjects: 1324.958400 ms DeleteObjects: 2.922300 ms)

2025-12-28T15:32:58 205.201 INF [DECO] read 468220

2025-12-28T15:32:58 205.343 INF Dynamic Music Initialized on Server

2025-12-28T15:32:58 205.353 INF Dynamic Music Initialized on Client

2025-12-28T15:32:58 205.356 INF Begin DMS Conductor Preload Routine

2025-12-28T15:32:58 205.358 INF Preloading LayeredSection Exploration : Type:
DynamicMusic.Adventure

2025-12-28T15:32:58 205.361 INF Loading new config for Exploration...

2025-12-28T15:32:58 205.368 INF Loading new ClipSets for Exploration...

2025-12-28T15:32:58 205.455 INF Exploration loaded new config and clipsets

2025-12-28T15:32:58 205.476 INF Preloading LayeredSection Suspense : Type:
DynamicMusic.Adventure

2025-12-28T15:32:58 205.479 INF Loading new config for Suspense...

2025-12-28T15:32:58 205.483 INF Loading new ClipSets for Suspense...

2025-12-28T15:32:59 205.587 INF Suspense loaded new config and clipsets

2025-12-28T15:32:59 205.608 INF Preloading LayeredSection Combat : Type:
DynamicMusic.Combat

2025-12-28T15:32:59 205.611 INF Loading new config for Combat...

2025-12-28T15:32:59 205.615 INF Loading new ClipSets for Combat...

2025-12-28T15:32:59 205.822 INF Combat loaded new config and clipsets

2025-12-28T15:32:59 205.854 INF Preloading LayeredSection Bloodmoon : Type: DynamicMusic.Bloodmoon

2025-12-28T15:32:59 205.857 INF Loading new config for Bloodmoon...

2025-12-28T15:32:59 206.139 INF [EOS] Created RFS Request: drops.xml

2025-12-28T15:32:59 206.343 INF AstarManager Init

2025-12-28T15:32:59 206.552 INF [EOS] Read (drops.xml) completed: Success, received 781 bytes

2025-12-28T15:32:59 206.560 INF fetching Twitch entitlements for s76561197966607120

2025-12-28T15:33:00 206.928 WRN Failed to fetch Twitch entitlements: HTTP/1.1 404 Not Found

Loading THOR_Thunderstorm asset bundle...

Thor Lightning Mod: Assets loaded and ready for weather events

Asset bundle loaded successfully from

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\ThorLightningMod\AssetBundles\THOR_Thunderstorm.unity3d in 59ms

THOR: Cached 45 asset names for efficient lookup

Loading thunder audio clips...

THOR: Audio clip loading 23% complete (6 clips loaded)

THOR: Audio clip loading 46% complete (12 clips loaded)

2025-12-28T15:33:00 207.364 INF createWorld() done

THOR: Audio clip loading 69% complete (18 clips loaded)

THOR: Audio clip loading 92% complete (24 clips loaded)

THOR: Audio clip loading 100% complete (26 clips loaded)

THOR: Completed loading 26 audio clips

Found and loaded lightning prefab from:

assets/plugins/thor_thunderstorm/sources/meshes/thor_lightningbolts.fbx

THOR: Light cookie texture loaded successfully

THOR: Background thunder loop 1 loaded successfully from

THOR_Background_Loop_01.wav

THOR: Background thunder loop 2 loaded successfully from

THOR_Background_Loop_02.wav

THOR: Background thunder loop 3 loaded successfully from

Assets/Plugins/THOR_Thunderstorm/Sources/Audio/THOR_Background_Loop_03.wav

THOR: Loaded assets summary: 9 far clips, 6 medium clips, 6 near clips, 5 very near clips, 1 lightning bolt meshes, 3 background audio loops

THOR: Total asset loading completed in 616ms

THOR: Set 1 lightning bolt meshes on thunderstorm manager

THOR: Using 3 loaded background thunder loops

THOR Lightning: Applied performance settings - Mode: Balanced, Shadows: Medium

THOR: Setting up audio system...

THOR: Found suitable audio mixer group: SFX_Animals

THOR: Audio system setup complete

THOR Lightning: Thunderstorm manager initialized in 0ms

THOR: Lightning bolt missing required mesh/material references!

THOR: Lightning bolt mesh assigned successfully

THOR: Sheet lightning mesh assigned successfully

THOR: Sheet lightning missing required mesh renderer reference!

THOR: Created sheet lightning prefab with proper components

THOR: Sheet lightning prefab set successfully

THOR_LightningBolt created successfully

Only custom filters can be played. Please add a custom filter or an audioclip to the audiosource (THOR_Thunderstorm).

2025-12-28T15:33:26 233.224 INF WMMArmourQuickSwapCore Save Data Path :

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\WMMSavedata

2025-12-28T15:33:26 233.289 INF [Torch] HBAO cmdBuffer

2025-12-28T15:33:26 233.322 INF [Torch] [PerfGameLightManager] Using LightManager implementation: Occlusion Culling

2025-12-28T15:33:26 233.328 INF [Torch] [TorchLightRenderer] Initial Screen Height and Width = 2560x1440

2025-12-28T15:33:26 233.333 INF [Torch] Loading Pretty Grass Shader

2025-12-28T15:33:27 233.592 INF Created player with id=171

2025-12-28T15:33:27 233.603 INF [PartyQuests] Player registered: [type=EntityPlayerLocal, name=robbhar, id=171]

2025-12-28T15:33:27 233.671 INF Respawning: LoadedGame

2025-12-28T15:33:27 233.677 INF Loaded player

2025-12-28T15:33:27 233.809 INF VehicleManager

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\vehicles.dat, loaded 0

2025-12-28T15:33:27 233.813 INF DroneManager

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\drones.dat, loaded 0 loading halipads

2025-12-28T15:33:27 234.156 INF Halicopter Passable blocks: 1024

2025-12-28T15:33:27 234.160 INF Loading halipads:

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\halicopter.json

2025-12-28T15:33:27 234.167 INF 0 owners have 0 pads with 0 in the air

2025-12-28T15:33:27 234.170 INF TurretTracker

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\turrets.dat, loaded 0

Unloading 3 Unused Serialized files (Serialized files now loaded: 549)

Unloading 544 unused Assets to reduce memory usage. Loaded Objects now: 847551.

Total: 1449.298100 ms (FindLiveObjects: 39.881700 ms CreateObjectMapping: 15.168000 ms
MarkObjects: 1388.703100 ms DeleteObjects: 5.544800 ms)
2025-12-28T15:33:29 236.291 INF 60sec delta: 0,current: 13695346,desired: 13759858
2025-12-28T15:33:29 236.295 INF [Backtrace] Updated Statistics
2025-12-28T15:33:29 236.298 INF Initializing Fire Manager
2025-12-28T15:33:29 236.301 INF SCore: Loading Particle:
#@modfolder(Guppycurs_Fire_Mod):Resources/guppySmokeParticles.unity3d?
gupSmoke1.prefab
2025-12-28T15:33:29 236.310 INF SCore: Loading Particle: #@modfolder(0-
SCore_sphereii):Resources/gupFireParticles.unity3d?gupBeavis05-Heavy
2025-12-28T15:33:29 236.319 INF Broadcast Manager is disabled.
loading questmaker
2025-12-28T15:33:30 236.657 INF Helicopter Passable blocks: 1024
2025-12-28T15:33:30 236.660 INF Loading traders:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\questmaker.json
2025-12-28T15:33:30 236.664 INF 0 traders found
2025-12-28T15:33:30 236.737 INF [DECO] written 468220, in 40ms
2025-12-28T15:33:30 236.756 INF [DECO] write thread 16ms
2025-12-28T15:33:30 237.207 INF [CaveChunksProvider] Enqueue region '232'
2025-12-28T15:33:30 237.490 INF [CaveChunksProvider] Enqueue region '212'
2025-12-28T15:33:30 237.560 INF OpenSpawnWindow
2025-12-28T15:33:31 237.572 INF Loading dymesh settings
2025-12-28T15:33:31 237.575 INF Dynamic Mesh Settings
2025-12-28T15:33:31 237.577 INF Use Imposter Values: False
2025-12-28T15:33:31 237.579 INF Only Player Areas: True
2025-12-28T15:33:31 237.580 INF Player Area Buffer: 3
2025-12-28T15:33:31 237.582 INF Max View Distance: 1000
2025-12-28T15:33:31 237.584 INF Regen all on new world: False
2025-12-28T15:33:31 237.587 INF Dymesh: Prepping dynamic mesh. Resend Default: True
2025-12-28T15:33:31 237.589 INF Dymesh: Mesh location:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\DynamicMeshes/
Reading External Particles in ConfigFeatureBlock/ExternalParticles...
Done Reading External Particles.
[DamageNumbers] Applying all settings from config file...
[DamageNumbers] Color settings have been applied from config.
[DamageNumbers] Client-side initialization complete.
2025-12-28T15:33:31 237.620 INF [RuntimeOCD.Conflict Detector] Purging references from
memory.
2025-12-28T15:33:31 237.623 INF [RuntimeOCD.Conflict Detector] <color=#00ffb3>Writing

log files to C:\Users\robbh\AppData\Roaming\7DaysToDie\RuntimeOCD\logs</color>
2025-12-28T15:33:31 238.010 WRN ChunkManager generation thread blocked for 1.0s - VML
max queued exceeded by 4, (Instance: 44, Pooled: 0, MaxQueued: 40)
2025-12-28T15:33:31 238.407 INF [RuntimeOCD.Conflict Detector] R = 1781
2025-12-28T15:33:31 238.410 INF [RuntimeOCD.Conflict Detector] EO = 128
2025-12-28T15:33:31 238.412 INF [RuntimeOCD.Conflict Detector] SC = 26747
2025-12-28T15:33:31 238.413 INF [RuntimeOCD.Conflict Detector] AO = 2999
2025-12-28T15:33:31 238.415 INF [RuntimeOCD.Conflict Detector] FP = 8939
2025-12-28T15:33:31 238.418 INF StartGame done
[TechFreqsTraderRestockIndicator] No traders found in the world.
[TechFreqsTraderRestockIndicator] Restock text updated: N/A (Current day: 1, Restock day:
2147483647)
2025-12-28T15:33:31 238.522 INF ChunkManager generation thread resumed after 1.5s
blocked
2025-12-28T15:33:32 238.800 INF Dymesh: Warming dynamic mesh
2025-12-28T15:33:32 238.804 INF Dymesh: Creating dynamic mesh manager
2025-12-28T15:33:32 238.809 INF Dymesh: Awake
2025-12-28T15:33:32 238.812 INF Dymesh: Mesh location:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\DynamicMeshes/
2025-12-28T15:33:32 238.815 INF Dymesh: Loading Items:
C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\DynamicMeshes/
2025-12-28T15:33:32 238.818 INF Dymesh: Loaded Items: 0
2025-12-28T15:33:32 238.821 INF Dymesh: Loading all items took: 0.0060057 seconds.
2025-12-28T15:33:32 238.873 INF Meshlist count is now 1
2025-12-28T15:33:32 238.877 INF Meshlist count is now 2
2025-12-28T15:33:32 238.880 INF Force load took 0 seconds
2025-12-28T15:33:32 238.882 INF Clearing queues.
2025-12-28T15:33:32 238.884 INF Cleared queues.
2025-12-28T15:33:32 238.887 INF Dynamic thread starting
2025-12-28T15:33:32 238.889 INF Dymesh door replacement: imposterBlock
2025-12-28T15:33:33 239.999 INF Respawn almost done
2025-12-28T15:33:33 240.037 INF Patching property override method
ItemActionRanged.OnModificationsChanged
[Transpiler] Removed entityType equality check in EAISetAsTargetIfHurt.CanExecute()
2025-12-28T15:33:33 240.071 INF PlayerSpawnedInWorld (reason: LoadedGame, position:
1346, 121, 441): localplayer
2025-12-28T15:33:33 240.075 INF [Torch] PlayerSpawnedIntoWorld
2025-12-28T15:33:33 240.079 INF Undo bound to: Control+Z
2025-12-28T15:33:33 240.081 INF Undo manager starting

2025-12-28T15:33:33 240.086 INF 4079+0 Origin Reposition (0.0, 0.0, 0.0) to (1344.0, 112.0, 432.0)

2025-12-28T15:33:33 240.192 INF robbhar onNewBiomeEntered +buffForest_Hazard

2025-12-28T15:33:33 240.475 WRN [MultiBlockManager][Alignment]
SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: 1310, 113, 448

2025-12-28T15:33:38 245.242 INF robbhar WeatherStatusTick to default

2025-12-28T15:33:38 245.246 INF robbhar WeatherBuffUpdate , indoors False

2025-12-28T15:34:01 268.194 INF Time: 2.72m FPS: 60.00 Heap: 4650.6MB Max: 4650.6MB
Chunks: 234 CGO: 100 Ply: 1 Zom: 0 Ent: 1 (1) Items: 0 CO: 1 RSS: 13897.4MB

2025-12-28T15:34:27 294.079 INF Saving 127 of chunks took 264ms

2025-12-28T15:34:27 294.133 INF [DECO] written 468220, in 48ms

2025-12-28T15:34:27 294.151 INF [DECO] write thread 14ms

2025-12-28T15:34:28 295.392 INF Disconnect

2025-12-28T15:34:28 295.404 INF [NET] ServerShutdown

2025-12-28T15:34:28 295.408 INF NET: Stopping server protocols

2025-12-28T15:34:28 295.411 INF SaveAndCleanupWorld

2025-12-28T15:34:28 295.415 INF FireManager saving 0 Fires...

2025-12-28T15:34:28 295.418 INF Started thread silent_FireDataSave

2025-12-28T15:34:28 295.422 INF FireManager saved 2 bytes

2025-12-28T15:34:28 295.425 INF Exited thread silent_FireDataSave

2025-12-28T15:34:29 295.716 INF Saving 128 of chunks took 265ms

2025-12-28T15:34:29 295.725 INF [Steamworks.NET] Exiting Lobby

2025-12-28T15:34:29 295.728 INF [Steamworks.NET] Stopping server

2025-12-28T15:34:29 295.730 INF [PlayerInteractions] Shutdown, record disconnect for all currently connected players

2025-12-28T15:34:29 295.732 INF [PartyQuests] Player unregistered

2025-12-28T15:34:29 295.741 INF [Torch] [PerfGameLightManager] Cleaning up LightManager

2025-12-28T15:34:29 296.295 INF [MODS] Loading localization from mod: TheMeanOnesAdvCasingsCollector

2025-12-28T15:34:29 296.312 INF [MODS] Loading localization from mod: TMO_Ammo_Prod_Machine

2025-12-28T15:34:29 296.329 INF [MODS] Loading localization from mod: TheMeanOnesBotanistNetwork

2025-12-28T15:34:29 296.346 INF [MODS] Loading localization from mod: TheMeanOnes_MultiTieredDrumMags

2025-12-28T15:34:29 296.374 INF [MODS] Loading localization from mod: TheMeanOnesPaintingPackV1

2025-12-28T15:34:29 296.416 INF [MODS] Loading localization from mod: Gears
2025-12-28T15:34:29 296.445 INF [MODS] Loading localization from mod: CommonUtilityLib
2025-12-28T15:34:29 296.461 INF [MODS] Loading localization from mod: Quartz
2025-12-28T15:34:29 296.477 INF [MODS] Loading Localization Patches for 0-
SCore_sphereii...
2025-12-28T15:34:29 296.480 INF [MODS] Loading Patched Localization File
C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\0-SCore\Config\Dialogs/Zombies.txt
2025-12-28T15:34:29 296.482 INF [MODS] Loading localization from mod: 0-SCore_sphereii
2025-12-28T15:34:29 296.499 INF [MODS] Loading localization from mod: SCoreChanges
2025-12-28T15:34:29 296.516 INF [MODS] Loading localization from mod: SleepcapTower
2025-12-28T15:34:29 296.533 INF [MODS] Loading localization from mod: 0-XNPCCore
2025-12-28T15:34:30 296.600 INF [MODS] Loading localization from mod: 1_DarksSoldierz
2025-12-28T15:34:30 296.629 INF [MODS] Loading localization from mod: 1-
SCore_RemoteCraftingAndAuto-SortDropBox
2025-12-28T15:34:30 296.659 INF [MODS] Loading localization from mod: 1-
Shrader971Bandit
2025-12-28T15:34:30 296.674 INF [MODS] Loading localization from mod:
Navezgane_Regional_Airport
2025-12-28T15:34:30 296.701 INF [MODS] Loading localization from mod: IZY_MMVMV2
2025-12-28T15:34:30 296.717 INF [MODS] Loading localization from mod:
IZY_RMP_Miscpack
2025-12-28T15:34:30 296.733 INF [MODS] Loading localization from mod:
IZY_RMP_44magnum
2025-12-28T15:34:30 296.748 INF [MODS] Loading localization from mod: IZY_RMP_45ACP
2025-12-28T15:34:30 296.765 INF [MODS] Loading localization from mod:
IZY_RMP_556pack
2025-12-28T15:34:30 296.781 INF [MODS] Loading localization from mod:
IZY_RMP_762pack
2025-12-28T15:34:30 296.796 INF [MODS] Loading localization from mod:
IZY_RMP_9mmVAL
2025-12-28T15:34:30 296.811 INF [MODS] Loading localization from mod:
IZY_RMP_Demopack
2025-12-28T15:34:30 296.826 INF [MODS] Loading localization from mod: IZY_RMP_HVW
2025-12-28T15:34:30 296.842 INF [MODS] Loading localization from mod: IZY_RMP_SG
2025-12-28T15:34:30 296.858 INF [MODS] Loading localization from mod: IZY_RMP_Tech
2025-12-28T15:34:30 296.873 INF [MODS] Loading localization from mod: IZY_melee
2025-12-28T15:34:30 296.889 INF [MODS] Loading localization from mod: IZY_VRP
2025-12-28T15:34:30 296.917 INF [MODS] Loading localization from mod:
advanced_junkyard_02

2025-12-28T15:34:30 296.933 INF [MODS] Loading localization from mod: Aircrafts
2025-12-28T15:34:30 296.949 INF [MODS] Loading localization from mod:
Alarms_Speakers_Expansion
2025-12-28T15:34:30 296.965 INF [MODS] Loading localization from mod:
Alter_DroneWeaponsMod
2025-12-28T15:34:30 296.981 INF [MODS] Loading localization from mod:
Alter_IndoorFarming
2025-12-28T15:34:30 297.022 INF [MODS] Loading localization from mod:
ancient_technology
2025-12-28T15:34:30 297.038 INF [MODS] Loading localization from mod:
SwatBlindadoHelena
2025-12-28T15:34:30 297.053 INF [MODS] Loading localization from mod:
Army_Biological_Center
2025-12-28T15:34:30 297.080 INF [MODS] Loading localization from mod:
Backpack_Belt_Fed_Magazine
2025-12-28T15:34:30 297.097 INF [MODS] Loading localization from mod: Bdubs_Vehicles
2025-12-28T15:34:30 297.152 INF [MODS] Loading localization from mod:
BetterBiomeStorms
2025-12-28T15:34:30 297.168 INF [MODS] Loading localization from mod: BetterFood
2025-12-28T15:34:30 297.220 INF [MODS] Loading localization from mod: Bettermods
2025-12-28T15:34:30 297.270 INF [MODS] Loading localization from mod:
NUGSXHELENA_POLICEBMW
2025-12-28T15:34:30 297.332 INF [MODS] Loading localization from mod: Bump_Stock
2025-12-28T15:34:30 297.347 INF [MODS] Loading localization from mod: cedar_creek
2025-12-28T15:34:30 297.465 INF [MODS] Loading localization from mod:
Custom_Mods_Zeebark
2025-12-28T15:34:30 297.481 INF [MODS] Loading localization from mod: Custom-Blocks-
Pack-V2
2025-12-28T15:34:30 297.499 INF [MODS] Loading localization from mod: CustomFpvFov
2025-12-28T15:34:30 297.514 INF [MODS] Loading localization from mod: DamageNumbers
2025-12-28T15:34:30 297.542 INF [MODS] Loading localization from mod:
DeepFriedShammich
2025-12-28T15:34:30 297.557 INF [MODS] Loading localization from mod:
Better_7D2D_ModList_POI_Pack
2025-12-28T15:34:31 297.574 INF [MODS] Loading localization from mod:
detailed_bridges_svr
2025-12-28T15:34:31 297.589 INF [MODS] Loading localization from mod:
detailed_cabins_svr
2025-12-28T15:34:31 297.604 INF [MODS] Loading localization from mod:

detailed_churches_svr

2025-12-28T15:34:31 297.619 INF [MODS] Loading localization from mod:

detailed_houses_svr

2025-12-28T15:34:31 297.634 INF [MODS] Loading localization from mod: detailed_parks_svr

2025-12-28T15:34:31 297.674 INF [MODS] Loading localization from mod: LF-

DetailedArmorDesc

2025-12-28T15:34:31 297.710 INF [MODS] Loading localization from mod: DirtBike

2025-12-28T15:34:31 297.726 INF [MODS] Loading localization from mod:

DismantleItems2Schematics

2025-12-28T15:34:31 297.756 INF [MODS] Loading localization from mod: 3_Series

2025-12-28T15:34:31 297.786 INF [MODS] Loading localization from mod:

DoubleDrumMagazine

2025-12-28T15:34:31 297.801 INF [MODS] Loading localization from mod:

Resurrection_Cemetery_GG

2025-12-28T15:34:31 297.817 INF [MODS] Loading localization from mod: DoubleGZombies2

2025-12-28T15:34:31 297.834 INF [MODS] Loading localization from mod:

DoubleGZombiesClassicsReanimated

2025-12-28T15:34:31 297.850 INF [MODS] Loading localization from mod: dashu_tree

2025-12-28T15:34:31 297.867 INF [MODS] Loading localization from mod:

Dwarven_Citadel_Descent_Mahem3000

2025-12-28T15:34:31 297.927 INF [MODS] Loading localization from mod: FalloutPropsMod

2025-12-28T15:34:31 297.942 INF [MODS] Loading localization from mod: FIZ_Fort_POI

2025-12-28T15:34:31 297.945 ERR Invalid localization CSV file. The first row has to contain the column definition header. Column 7 is not a valid column definition (must be a non-empty string consisting of latin characters only): "

2025-12-28T15:34:31 297.947 ERR [MODS] Could not load localization from

C:\Users\robbh\AppData\Roaming\7DaysToDie\Mods\FIZ_Fort_POI\Config\Localization.txt

2025-12-28T15:34:31 297.962 INF [MODS] Loading localization from mod:

Fluffy_Panda_Animal_Trophys

2025-12-28T15:34:31 297.978 INF [MODS] Loading localization from mod:

FNK_BlackPowderGuns

2025-12-28T15:34:31 297.980 WRN Localization: Entry missing a key! Please check Localization file. Skipping entry...

2025-12-28T15:34:31 298.008 INF [MODS] Loading localization from mod: FNK_HKG11K3

2025-12-28T15:34:31 298.011 WRN Localization: Entry missing a key! Please check Localization file. Skipping entry...

2025-12-28T15:34:31 298.026 INF [MODS] Loading localization from mod:

VanillaGunsDetailUp

2025-12-28T15:34:31 298.064 INF [MODS] Loading localization from mod: FNS_Self-

Planting_Trees

2025-12-28T15:34:31 298.080 INF [MODS] Loading localization from mod:

FNS_Super_Rad_BMX

2025-12-28T15:34:31 298.135 INF [MODS] Loading localization from mod: FNS_Military

2025-12-28T15:34:31 298.151 INF [MODS] Loading localization from mod:

UnmarkedPoliceHelena

2025-12-28T15:34:31 298.225 INF [MODS] Loading localization from mod: GrassBlocks

2025-12-28T15:34:31 298.241 INF [MODS] Loading localization from mod: graveyards

2025-12-28T15:34:31 298.268 INF [MODS] Loading localization from mod:

Guppcurs_Fire_Mod

2025-12-28T15:34:31 298.282 INF [MODS] Loading localization from mod: Halicopter

2025-12-28T15:34:31 298.309 INF [MODS] Loading localization from mod: Ragsy_HindV5

2025-12-28T15:34:31 298.325 INF [MODS] Loading localization from mod:

houses_shantys_svr

2025-12-28T15:34:31 298.363 INF [MODS] Loading localization from mod: IZY_Bleed_Patch

2025-12-28T15:34:31 298.378 INF [MODS] Loading localization from mod:

Jakmeister999_Mining_Fury_V1

2025-12-28T15:34:31 298.394 INF [MODS] Loading localization from mod:

Jakmeister999_Reinforced_Chainlink_Fences_V2

2025-12-28T15:34:31 298.422 INF [MODS] Loading localization from mod:

KevBal_MegaPack_I

2025-12-28T15:34:31 298.496 INF [MODS] Loading localization from mod:

LamsLockPickingMod

2025-12-28T15:34:31 298.512 INF [MODS] Loading localization from mod: LazyMod

2025-12-28T15:34:31 298.532 INF [MODS] Loading localization from mod: LegendPerks

2025-12-28T15:34:32 298.571 INF [MODS] Loading localization from mod: Linked_Belts

2025-12-28T15:34:32 298.599 INF [MODS] Loading localization from mod:

LittleRedSonja_AmmoRecycling

2025-12-28T15:34:32 298.615 INF [MODS] Loading localization from mod:

LittleRedSonja_AmmoRecycling_ADD-ON_CustomAmmoBench

2025-12-28T15:34:32 298.631 INF [MODS] Loading localization from mod:

LittleRedSonja_BadBoyzFigurines

2025-12-28T15:34:32 298.646 INF [MODS] Loading localization from mod:

LittleRedSonja_BigBadBat

2025-12-28T15:34:32 298.673 INF [MODS] Loading localization from mod:

LittleRedSonja_CyberGirls_NPCs

2025-12-28T15:34:32 298.689 INF [MODS] Loading localization from mod:

LittleRedSonja_FancyHomeDeco_v1

2025-12-28T15:34:32 298.720 INF [MODS] Loading localization from mod:

LittleRedSonja_FancyWallArt_NukaCola
2025-12-28T15:34:32 298.736 INF [MODS] Loading localization from mod:
LittleRedSonja_FancyWallArt_VaultTec
2025-12-28T15:34:32 298.764 INF [MODS] Loading localization from mod:
LittleRedSonja_Mumpfy_VanillaReVamp
2025-12-28T15:34:32 298.781 INF [MODS] Loading localization from mod:
LittleRedSonja_Mumpfy_SomeTraders
2025-12-28T15:34:32 298.796 INF [MODS] Loading localization from mod:
LittleRedSonja_Mumpfy_GNSArmors
2025-12-28T15:34:32 298.811 INF [MODS] Loading localization from mod:
LittleRedSonja_Mumpfy_ResidentEvil
2025-12-28T15:34:32 298.827 INF [MODS] Loading localization from mod:
LittleRedSonja_Mumpfy_TheWalkingDead
2025-12-28T15:34:32 298.843 INF [MODS] Loading localization from mod:
LittleRedSonja_NavezganeChainsawMassacre
2025-12-28T15:34:32 298.859 INF [MODS] Loading localization from mod:
LittleRedSonja_PumbledWaterSolutions_UNLOCKED
2025-12-28T15:34:32 298.875 INF [MODS] Loading localization from mod:
LittleRedSonja_Punisher_NPC
2025-12-28T15:34:32 298.903 INF [MODS] Loading localization from mod:
LittleRedSonja_ShoppingTime_FULL
2025-12-28T15:34:32 298.975 INF [MODS] Loading localization from mod:
LittleRedSonja_T2IT3
2025-12-28T15:34:32 298.990 INF [MODS] Loading localization from mod:
LittleRedSonja_T2IT3weapons_ADDON_POSTERS
2025-12-28T15:34:32 299.005 INF [MODS] Loading localization from mod:
LittleRedSonja_Tractor
2025-12-28T15:34:32 299.020 INF [MODS] Loading localization from mod:
LittleRedSonja_ZombiePack
2025-12-28T15:34:32 299.037 INF [MODS] Loading localization from mod:
LittleRedSonja_ZRArmyTruck
2025-12-28T15:34:32 299.089 INF [MODS] Loading localization from mod:
LOTfS_Better_Traps
2025-12-28T15:34:32 299.106 INF [MODS] Loading localization from mod:
LOTfS_The_Mechanic
2025-12-28T15:34:32 299.135 INF [MODS] Loading localization from mod: TutorialVehicles
2025-12-28T15:34:32 299.164 INF [MODS] Loading localization from mod:
Moderns_Packages
2025-12-28T15:34:32 299.181 INF [MODS] Loading localization from mod: park_azaroth_svr

2025-12-28T15:34:32 299.196 INF [MODS] Loading localization from mod: moremotortoolmods
2025-12-28T15:34:32 299.212 INF [MODS] Loading localization from mod: morearmorplates
2025-12-28T15:34:32 299.228 INF [MODS] Loading localization from mod: MPLogue_Prefabs_7D2D_V2_0_1
2025-12-28T15:34:32 299.245 INF [MODS] Loading localization from mod: MPLogue_UrbanDecay_7D2D_v1_0
2025-12-28T15:34:32 299.261 INF [MODS] Loading localization from mod: MuseumArtifacts
2025-12-28T15:34:32 299.277 INF [MODS] Loading localization from mod: MXMRMXsPOIPACK
2025-12-28T15:34:32 299.292 INF [MODS] Loading localization from mod: Mysterious_Car_Tuax
2025-12-28T15:34:32 299.307 INF [MODS] Loading localization from mod: NewSmoothies
2025-12-28T15:34:32 299.332 INF [MODS] Loading localization from mod: NoDroneLimit
2025-12-28T15:34:32 299.348 INF [MODS] Loading localization from mod: NUGZ_hotdogtruck
2025-12-28T15:34:32 299.364 INF [MODS] Loading localization from mod: NUGZ_IceCreamTruck
2025-12-28T15:34:32 299.381 INF [MODS] Loading localization from mod: NUGZ_oldtruck
2025-12-28T15:34:32 299.397 INF [MODS] Loading localization from mod: NUGZ_OOPStruck
2025-12-28T15:34:32 299.412 INF [MODS] Loading localization from mod: NUGZ_PogoStick
2025-12-28T15:34:32 299.427 INF [MODS] Loading localization from mod: NUGZ_RusticBUS
2025-12-28T15:34:32 299.442 INF [MODS] Loading localization from mod: NUGZ_ShoppingKart
2025-12-28T15:34:32 299.459 INF [MODS] Loading localization from mod: NUGZ_Skateboard
2025-12-28T15:34:32 299.474 INF [MODS] Loading localization from mod: NUGZ_TrashTruck
2025-12-28T15:34:32 299.489 INF [MODS] Loading localization from mod: NUGZ_WastelandSemi
2025-12-28T15:34:32 299.527 INF [MODS] Loading localization from mod: OcbPlantGrowInfo
2025-12-28T15:34:32 299.544 INF [MODS] Loading localization from mod: OcbStoragePouch
2025-12-28T15:34:33 299.594 INF [MODS] Loading localization from mod: PlayerSpawnProtect
2025-12-28T15:34:33 299.609 INF [MODS] Loading localization from mod: fasterroads
2025-12-28T15:34:33 299.624 INF [MODS] Loading localization from mod: MoreQuestOptions
2025-12-28T15:34:33 299.640 INF [MODS] Loading localization from mod: NoblesKatana
2025-12-28T15:34:33 299.668 INF [MODS] Loading localization from mod: Pants_Weapon_Pack
2025-12-28T15:34:33 299.698 INF [MODS] Loading localization from mod: PEP-

POIExpansionPack-V1

2025-12-28T15:34:33 299.715 INF [MODS] Loading localization from mod: PestaSchool

2025-12-28T15:34:33 299.765 INF [MODS] Loading localization from mod:

Police_ChevroletCaprice

2025-12-28T15:34:33 299.792 INF [MODS] Loading localization from mod:

Prison_Quarry_Tuax

2025-12-28T15:34:33 299.806 INF [MODS] Loading localization from mod: PyroPaints

2025-12-28T15:34:33 299.822 INF [MODS] Loading localization from mod:

Dizor_QuestAreaTimer

2025-12-28T15:34:33 299.837 INF [MODS] Loading localization from mod: QuestRevamp

2025-12-28T15:34:33 299.852 INF [MODS] Loading localization from mod: QuickStack

2025-12-28T15:34:33 299.914 INF [MODS] Loading localization from mod: Research

2025-12-28T15:34:33 299.975 INF [MODS] Loading localization from mod:

SCGDefenseSolutions

2025-12-28T15:34:33 299.990 INF [MODS] Loading localization from mod: Scomar82_SuBaS

2025-12-28T15:34:33 300.004 INF [MODS] Loading localization from mod: secret_base_1

2025-12-28T15:34:33 300.053 INF [MODS] Loading localization from mod: Serenity

2025-12-28T15:34:33 300.081 INF [MODS] Loading localization from mod: Snacks_Svarii

2025-12-28T15:34:33 300.100 INF [MODS] Loading localization from mod:

barricaded_house_1

2025-12-28T15:34:33 300.116 INF [MODS] Loading localization from mod:

Spherell_One_Block_Crouch

2025-12-28T15:34:33 300.132 INF [MODS] Loading localization from mod:

Sprain_Healing_Kit_by_GR

2025-12-28T15:34:33 300.148 INF [MODS] Loading localization from mod: stmarys_hospital

2025-12-28T15:34:33 300.202 INF [MODS] Loading localization from mod: syth_Stats

2025-12-28T15:34:33 300.218 INF [MODS] Loading localization from mod: super_prison_max

2025-12-28T15:34:33 300.258 INF [MODS] Loading localization from mod: ST_ShockArmor

2025-12-28T15:34:33 300.273 INF [MODS] Loading localization from mod:

TechFreqsBloodMoonIndicator

2025-12-28T15:34:33 300.289 INF [MODS] Loading localization from mod:

TechFreqsExtraBriefcase

2025-12-28T15:34:33 300.327 INF [MODS] Loading localization from mod:

TechFreqsTraderRestockIndicator

2025-12-28T15:34:33 300.342 INF [MODS] Loading localization from mod: Tesseract

2025-12-28T15:34:33 300.358 INF [MODS] Loading localization from mod:

The_Lost_Colony_Tuax

2025-12-28T15:34:33 300.373 INF [MODS] Loading localization from mod: TheDescent

2025-12-28T15:34:33 300.388 INF [MODS] Loading localization from mod: 7D2D-cave-assets

2025-12-28T15:34:33 300.416 INF [MODS] Loading localization from mod: CaveLights
2025-12-28T15:34:33 300.432 INF [MODS] Loading localization from mod: cave-prefabs
2025-12-28T15:34:33 300.497 INF [MODS] Loading localization from mod: Torch
2025-12-28T15:34:33 300.516 INF [MODS] Loading localization from mod: TorchonHotkey
2025-12-28T15:34:33 300.534 INF [MODS] Loading localization from mod:
7DaysSuperResolution
2025-12-28T15:34:33 300.550 INF [MODS] Loading localization from mod:
Grumpee_starter_bundles
2025-12-28T15:34:33 300.568 INF [MODS] Loading localization from mod:
V1_OakravenBeeHives_StumpAndTreeQueenPatch
2025-12-28T15:34:34 300.585 INF [MODS] Loading localization from mod: V2_AtomicBurger
2025-12-28T15:34:34 300.602 INF [MODS] Loading localization from mod:
V2_BaronWildpigPlayerCastle
2025-12-28T15:34:34 300.619 INF [MODS] Loading localization from mod:
V2_BaronWildpigTraderRektCastle
2025-12-28T15:34:34 300.636 INF [MODS] Loading localization from mod:
V2_BaronWildpigZombieCastle
2025-12-28T15:34:34 300.652 INF [MODS] Loading localization from mod:
V2_Classic_Crack_a_Book_HQ
2025-12-28T15:34:34 300.694 INF [MODS] Loading localization from mod:
V2_OakravenAmmoPress
2025-12-28T15:34:34 300.712 INF [MODS] Loading localization from mod:
V2_OakravenBeeHives
2025-12-28T15:34:34 300.729 INF [MODS] Loading localization from mod:
V2_OakravenCementMixer
2025-12-28T15:34:34 300.747 INF [MODS] Loading localization from mod:
V2_OakravenChickenCoops
2025-12-28T15:34:34 300.768 INF [MODS] Loading localization from mod:
V2_OakravenCookingStations
2025-12-28T15:34:34 300.788 INF [MODS] Loading localization from mod:
V2_OakravenFishFarm
2025-12-28T15:34:34 300.807 INF [MODS] Loading localization from mod:
V2_OakravenForges
2025-12-28T15:34:34 300.826 INF [MODS] Loading localization from mod:
V2_OakravenRockDrill
2025-12-28T15:34:34 300.882 INF [MODS] Loading localization from mod: V2-WildWestMod-
OaksCowHands
2025-12-28T15:34:34 300.916 INF [MODS] Loading localization from mod:
VehicleMadnessModlet_v5_Beta_4

2025-12-28T15:34:34 300.944 INF [MODS] Loading localization from mod: VoltraLuxPOIPack
2025-12-28T15:34:34 300.968 INF [MODS] Loading localization from mod: vpSteelFireAxe
2025-12-28T15:34:34 300.986 INF [MODS] Loading localization from mod: watchtower_svr
2025-12-28T15:34:34 301.047 INF [MODS] Loading localization from mod: WitosOff-Road
2025-12-28T15:34:34 301.114 INF [MODS] Loading localization from mod: WitosQuad
2025-12-28T15:34:34 301.169 INF [MODS] Loading localization from mod:
WMMPOIClearedMapMarker
2025-12-28T15:34:34 301.200 INF [MODS] Loading localization from mod:
WMMSkillPointReward
2025-12-28T15:34:34 301.217 INF [MODS] Loading localization from mod:
WMMSleepUntilDawn
2025-12-28T15:34:34 301.233 INF [MODS] Loading localization from mod:
WMMTraderQuestMap
2025-12-28T15:34:34 301.342 INF [MODS] Loading localization from mod: Clouds_Canning
2025-12-28T15:34:34 301.357 INF [MODS] Loading localization from mod: Clouds_Lever_44
2025-12-28T15:34:34 301.383 INF [MODS] Loading localization from mod: zltC-Bdubs2VM
2025-12-28T15:34:34 301.433 INF [MODS] Loading localization from mod:
LittleRedSonja_GrabYourStuff
2025-12-28T15:34:34 301.462 INF [MODS] Loading localization from mod: ZZTong-Prefabs
2025-12-28T15:34:34 301.537 INF [MODS] Loading localization from mod: Byteblazars_XFX
2025-12-28T15:34:34 301.553 INF [MODS] Loading localization from mod: Clouds_Combine
2025-12-28T15:34:35 301.570 INF [MODS] Loading localization from mod:
Clouds_Combine_Toolbox
2025-12-28T15:34:35 301.597 INF [MODS] Loading localization from mod:
Scomar82_Hobacs
2025-12-28T15:34:35 301.636 INF [MODS] Loading localization from mod: SteelUI
2025-12-28T15:34:35 301.721 INF [MODS] Loading localization from mod:
ZZZZ_Hunlight_MechanicMod_Balance
2025-12-28T15:34:35 301.737 INF [MODS] Loading localization from mod:
ZZZZ_Hunlight_ToolTime_Fix
2025-12-28T15:34:35 301.764 INF [MODS] Loading localization from mod:
ZZZZ_Hunlights_Placable_Base
2025-12-28T15:34:35 301.781 INF [MODS] Loading localization from mod:
Hunlight_StarterKits
2025-12-28T15:34:35 301.839 INF [EOS] Created RFS Request: NewsFeatured.xml
2025-12-28T15:34:35 301.842 INF [EOS] Created RFS Request: News.xml
2025-12-28T15:34:35 301.844 INF [EOS] Created RFS Request: eula_english
2025-12-28T15:34:35 301.848 INF [TitleStorageOverridesManager] Using cached last
success.

2025-12-28T15:34:35 301.871 INF Patching property override method
ItemActionRanged.OnModificationsChanged

2025-12-28T15:34:35 301.901 INF Loading override for menuBackground:
menuBackground14

Clearing SphereCache...

2025-12-28T15:34:35 301.916 INF AstarManager Cleanup

2025-12-28T15:34:35 302.078 INF Clearing queues.

2025-12-28T15:34:35 302.081 INF Cleared queues.

2025-12-28T15:34:36 302.923 INF Clearing queues.

2025-12-28T15:34:36 302.928 INF Cleared queues.

Thor Lightning Mod: World unloading detected, cleaning up THOR system

2025-12-28T15:34:36 302.937 INF THOR: Cleaning up thunderstorm resources
THOR: Cleaned up resources due to game state change

2025-12-28T15:34:36 302.940 INF Undo manager stopping

2025-12-28T15:34:36 302.941 INF World.Unload

2025-12-28T15:34:36 302.945 INF Exited thread GenerateChunks

2025-12-28T15:34:36 303.227 INF Exited thread SaveChunks

C:\Users\robbh\AppData\Roaming\7DaysToDie\Saves\Kubixe County\3\Region

2025-12-28T15:34:36 303.296 INF World.Cleanup

2025-12-28T15:34:36 303.299 INF Exited thread ChunkRegeneration

2025-12-28T15:34:36 303.306 INF Exited thread ChunkCalc

2025-12-28T15:34:36 303.308 INF Exited thread ChunkMeshBake

2025-12-28T15:34:36 303.313 INF Exited thread WaterSimulationApplyChanges

2025-12-28T15:34:36 303.318 INF VehicleManager saving 0 (0 + 0)

2025-12-28T15:34:36 303.322 INF VehicleManager saved 9 bytes

2025-12-28T15:34:36 303.324 INF DroneManager saving 0 (0 + 0)

2025-12-28T15:34:36 303.327 INF DroneManager saved 9 bytes

2025-12-28T15:34:36 303.329 INF TurretTracker saving 0 (0 + 0)

2025-12-28T15:34:36 303.332 INF TurretTracker saved 9 bytes

2025-12-28T15:34:36 303.374 INF Persistent GamePrefs saved

2025-12-28T15:34:36 303.377 INF Custom Explosion Manager cleanup...

2025-12-28T15:34:36 303.380 INF Saving questfinder

2025-12-28T15:34:36 303.384 INF Saving halipads

2025-12-28T15:34:37 303.686 INF [EOS] Read (BlockedPlayerList) completed: Success,
received 8 bytes

2025-12-28T15:34:37 303.720 INF Helicopter job thread ended

2025-12-28T15:34:37 303.758 INF [EOS] Read (NewsFeatured.xml) completed: Success,
received 1624 bytes

2025-12-28T15:34:37 303.762 INF [EOS] Created RFS Request:

news_featured_2025_2.5_stable.jpg

2025-12-28T15:34:37 303.764 INF [EOS] Created RFS Request:

news_featured_bm_pricedown.jpg

2025-12-28T15:34:37 303.766 INF [EOS] Created RFS Request: news_featured_ytz2.1.jpg

2025-12-28T15:34:37 303.808 INF Helicopter job thread ended

2025-12-28T15:34:37 303.858 INF [EOS] Read (eula_english) completed: Success, received 34433 bytes

2025-12-28T15:34:37 303.863 INF [EOS] Created RFS Request: backtraceconfig.xml

2025-12-28T15:34:37 303.975 INF [EOS] Read (news_featured_2025_2.5_stable.jpg) completed: Success, received 142407 bytes

2025-12-28T15:34:37 303.979 INF [EOS] Created RFS Request: news_featured_tfpmerch.jpg

2025-12-28T15:34:37 303.998 INF [EOS] Read (News.xml) completed: Success, received 9788 bytes

2025-12-28T15:34:37 304.002 INF [EOS] Created RFS Request:

news_game_2025_2.5_stable.jpg

2025-12-28T15:34:37 304.004 INF [EOS] Created RFS Request: news_game_2.4_stable.jpg

2025-12-28T15:34:37 304.006 INF [EOS] Created RFS Request: news_game_2.3_stable.jpg

2025-12-28T15:34:37 304.092 INF [EOS] Read (backtraceconfig.xml) completed: Success, received 2424 bytes

2025-12-28T15:34:37 304.096 INF [BACKTRACE] Bug reporting Enabled with save uploading: Disabled

2025-12-28T15:34:37 304.099 INF [BACKTRACE] Save Attaching Feature: Disabled

2025-12-28T15:34:37 304.101 INF [BACKTRACE] Entire World Attaching Feature: Disabled

2025-12-28T15:34:37 304.102 INF [BACKTRACE] Bug reporting Disabled with save uploading: Disabled

2025-12-28T15:34:37 304.104 INF Backtrace Configuration refreshed from XML: Enabled False

2025-12-28T15:34:37 304.106 INF [BACKTRACE] Bug reporting: Disabled

2025-12-28T15:34:37 304.107 INF [BACKTRACE] Bug reporting attach save feature: Disabled

2025-12-28T15:34:37 304.109 INF [BACKTRACE] Bug reporting attach entire world feature: Disabled

2025-12-28T15:34:37 304.192 INF [EOS] Read (news_featured_ytz2.1.jpg) completed: Success, received 123752 bytes

2025-12-28T15:34:37 304.196 INF [EOS] Created RFS Request:

news_featured_soundtrack.jpg

2025-12-28T15:34:37 304.218 INF [EOS] Read (news_featured_tfpmerch.jpg) completed: Success, received 78916 bytes

2025-12-28T15:34:37 304.241 INF [EOS] Read (news_game_2025_2.5_stable.jpg)

completed: Success, received 102102 bytes
2025-12-28T15:34:37 304.246 INF [EOS] Created RFS Request: news_game_2.2_stable.jpg
2025-12-28T15:34:37 304.291 INF [EOS] Read (news_game_2.4_stable.jpg) completed:
Success, received 87456 bytes
2025-12-28T15:34:37 304.296 INF [EOS] Created RFS Request: news_game_2.1_stable.jpg
2025-12-28T15:34:37 304.325 INF [EOS] Read (news_game_2.3_stable.jpg) completed:
Success, received 72704 bytes
2025-12-28T15:34:37 304.328 INF [EOS] Created RFS Request:
news_game_06_2.0_stable.jpg
2025-12-28T15:34:37 304.475 INF [EOS] Read (news_game_2.2_stable.jpg) completed:
Success, received 96101 bytes
2025-12-28T15:34:37 304.479 INF [EOS] Created RFS Request: game_news_06_EXP.jpg
2025-12-28T15:34:37 304.508 INF [EOS] Read (news_game_2.1_stable.jpg) completed:
Success, received 95868 bytes
2025-12-28T15:34:37 304.525 INF [EOS] Read (news_featured_soundtrack.jpg) completed:
Success, received 235045 bytes
2025-12-28T15:34:37 304.558 INF [EOS] Read (news_featured_bm_pricedown.jpg)
completed: Success, received 788212 bytes
2025-12-28T15:34:38 304.585 INF [EOS] Read (news_game_06_2.0_stable.jpg) completed:
Success, received 96807 bytes
2025-12-28T15:34:38 304.691 INF [EOS] Read (game_news_06_EXP.jpg) completed:
Success, received 110240 bytes
2025-12-28T15:34:38 305.076 INF Preparing quit
2025-12-28T15:34:38 305.087 INF Persistent GamePrefs saved
2025-12-28T15:34:38 305.091 INF Cleanup
2025-12-28T15:34:38 305.094 INF [Discord] Saving settings with DiscordDisabled=True
UnloadAsset can only be used on assets;
UnloadAsset can only be used on assets;
UnloadAsset can only be used on assets;
UnloadAsset can only be used on assets;
UnloadAsset can only be used on assets;
UnloadAsset can only be used on assets;
2025-12-28T15:34:39 305.576 INF AchievementManager.Cleanup
2025-12-28T15:34:39 306.092 INF Terminating threads
2025-12-28T15:34:39 306.094 INF OnApplicationQuit
2025-12-28T15:34:39 306.100 INF Terminating threads
2025-12-28T15:34:39 306.101 INF OnApplicationQuit
Thor Lightning Mod: Application quitting, performing cleanup
THOR Performance Monitor: Stopped. Final stats: Avg FPS: 60.0, Peak Memory: 0MB

2025-12-28T15:34:39 306.106 INF THOR: Cleaning up thunderstorm resources

THOR: Cleaned up resources due to game state change

Input System module state changed to: ShutdownInProgress.

Input System polling thread exited.

Input System module state changed to: Shutdown.

Memory Statistics:

[ALLOC_TEMP_TLS] TLS Allocator

StackAllocators :

[ALLOC_TEMP_MAIN]

Peak usage frame count: [0-1.0 KB]: 1235 frames, [1.0 KB-2.0 KB]: 57 frames, [2.0 KB-4.0 KB]: 30 frames, [4.0 KB-8.0 KB]: 4 frames, [8.0 KB-16.0 KB]: 2398 frames, [16.0 KB-32.0 KB]: 18 frames, [32.0 KB-64.0 KB]: 3060 frames, [64.0 KB-128.0 KB]: 63 frames, [128.0 KB-256.0 KB]: 117 frames, [256.0 KB-0.5 MB]: 62 frames, [0.5 MB-1.0 MB]: 57 frames, [1.0 MB-2.0 MB]: 80 frames, [2.0 MB-4.0 MB]: 83 frames, [4.0 MB-8.0 MB]: 23 frames

Initial Block Size 4.0 MB

Current Block Size 8.0 MB

Peak Allocated Bytes 7.9 MB

Overflow Count 21910

[ALLOC_TEMP_Job.Worker 18]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP>Loading.PreloadManager]

Initial Block Size 256.0 KB

Current Block Size 0.5 MB

Peak Allocated Bytes 511.7 KB

Overflow Count 26395

[ALLOC_TEMP_Background Job.Worker 8]

Initial Block Size 32.0 KB

Current Block Size 56.0 KB

Peak Allocated Bytes 53.7 KB

Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 10]

Initial Block Size 32.0 KB

Current Block Size 32.0 KB

Peak Allocated Bytes 23.7 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 16]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 6]

Initial Block Size 32.0 KB
Current Block Size 32.0 KB
Peak Allocated Bytes 11.0 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 4]

Initial Block Size 256.0 KB
Current Block Size 368.0 KB
Peak Allocated Bytes 312.4 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 27]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 54.3 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 14]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 17]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 3]

Initial Block Size 256.0 KB
Current Block Size 484.0 KB
Peak Allocated Bytes 457.9 KB
Overflow Count 3

[ALLOC_TEMP_Background Job.Worker 12]

Initial Block Size 32.0 KB
Current Block Size 52.0 KB
Peak Allocated Bytes 49.6 KB
Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 1]

Initial Block Size 32.0 KB
Current Block Size 52.0 KB
Peak Allocated Bytes 50.9 KB
Overflow Count 2

[ALLOC_TEMP_AssetGarbageCollectorHelper] x 31

Initial Block Size 64.0 KB
Current Block Size 64.0 KB
Peak Allocated Bytes 138 B
Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 5]

Initial Block Size 32.0 KB
Current Block Size 32.0 KB
Peak Allocated Bytes 10.4 KB
Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 13]

Initial Block Size 32.0 KB
Current Block Size 32.0 KB
Peak Allocated Bytes 31.0 KB
Overflow Count 1

[ALLOC_TEMP_Background Job.Worker 11]

Initial Block Size 32.0 KB
Current Block Size 48.0 KB
Peak Allocated Bytes 45.8 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 2]

Initial Block Size 256.0 KB
Current Block Size 0.5 MB
Peak Allocated Bytes 479.0 KB
Overflow Count 9

[ALLOC_TEMP_Background Job.Worker 3]

Initial Block Size 32.0 KB
Current Block Size 32.0 KB
Peak Allocated Bytes 22.0 KB
Overflow Count 1

[ALLOC_TEMP_Background Job.Worker 0]

Initial Block Size 32.0 KB
Current Block Size 40.0 KB
Peak Allocated Bytes 38.2 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 20]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 54.1 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 11]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 4]

Initial Block Size 32.0 KB

Current Block Size 32.0 KB

Peak Allocated Bytes 16.7 KB

Overflow Count 0

[ALLOC_TEMP_BatchDeleteObjects]

Initial Block Size 64.0 KB

Current Block Size 64.0 KB

Peak Allocated Bytes 54 B

Overflow Count 0

[ALLOC_TEMP_Job.Worker 30]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 48.0 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 6]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 141.4 KB

Overflow Count 1

[ALLOC_TEMP_Job.Worker 0]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 20.4 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 21]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 26]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 5]

Initial Block Size 256.0 KB

Current Block Size 420.0 KB

Peak Allocated Bytes 417.0 KB

Overflow Count 3

[ALLOC_TEMP_Background Job.Worker 9]

Initial Block Size 32.0 KB

Current Block Size 32.0 KB

Peak Allocated Bytes 24.0 KB

Overflow Count 1

[ALLOC_TEMP_Job.Worker 25]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 14]

Initial Block Size 32.0 KB

Current Block Size 32.0 KB

Peak Allocated Bytes 15.3 KB

Overflow Count 0

[ALLOC_TEMP_ReadCacheIndex]

Initial Block Size 64.0 KB

Current Block Size 64.0 KB

Peak Allocated Bytes 0.5 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 29]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 13]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_EnlightenWorker] x 16

Initial Block Size 64.0 KB
Current Block Size 64.0 KB
Peak Allocated Bytes 54 B
Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 15]

Initial Block Size 32.0 KB
Current Block Size 32.0 KB
Peak Allocated Bytes 2.5 KB
Overflow Count 0

[ALLOC_TEMP_Background Job.Worker 2]

Initial Block Size 32.0 KB
Current Block Size 40.0 KB
Peak Allocated Bytes 35.9 KB
Overflow Count 1

[ALLOC_TEMP_Background Job.Worker 7]

Initial Block Size 32.0 KB
Current Block Size 32.0 KB
Peak Allocated Bytes 27.0 KB
Overflow Count 1

[ALLOC_TEMP_Job.Worker 22]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 53.1 KB
Overflow Count 0

[ALLOC_TEMP_UnityGfxDeviceWorker]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 99.6 KB
Overflow Count 12

[ALLOC_TEMP_Job.Worker 28]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 9]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 147.5 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 8]

Initial Block Size 256.0 KB
Current Block Size 272.0 KB
Peak Allocated Bytes 230.6 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 7]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 105.3 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 23]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 50.1 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 1]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 1

[ALLOC_TEMP_Job.Worker 10]

Initial Block Size 256.0 KB
Current Block Size 292.0 KB
Peak Allocated Bytes 268.9 KB
Overflow Count 1

[ALLOC_TEMP_Job.Worker 15]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 24]

Initial Block Size 256.0 KB
Current Block Size 256.0 KB
Peak Allocated Bytes 96.0 KB
Overflow Count 0

[ALLOC_TEMP_Job.Worker 12]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Job.Worker 19]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 96.0 KB

Overflow Count 0

[ALLOC_TEMP_Loading.AsyncRead]

Initial Block Size 64.0 KB

Current Block Size 128.0 KB

Peak Allocated Bytes 128.0 KB

Overflow Count 11

[ALLOC_DEFAULT] Dual Thread Allocator

Peak main deferred allocation count 406341

[ALLOC_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 5 Subsections = 5120 buckets. Failed count: 2151049

32B: 44 Subsections = 22528 buckets. Failed count: 980268

48B: 44 Subsections = 15018 buckets. Failed count: 1411674

64B: 29 Subsections = 7424 buckets. Failed count: 785694

80B: 62 Subsections = 12697 buckets. Failed count: 304992

96B: 49 Subsections = 8362 buckets. Failed count: 540627

112B: 12 Subsections = 1755 buckets. Failed count: 217954

128B: 11 Subsections = 1408 buckets. Failed count: 367968

[ALLOC_DEFAULT_MAIN]

Peak usage frame count: [16.0 MB-32.0 MB]: 463 frames, [32.0 MB-64.0 MB]: 12 frames, [64.0 MB-128.0 MB]: 959 frames, [128.0 MB-256.0 MB]: 121 frames, [256.0 MB-0.50 GB]: 899 frames, [0.50 GB-1.00 GB]: 4833 frames

Requested Block Size 16.0 MB

Peak Block count 41

Peak Allocated memory 0.87 GB

Peak Large allocation bytes 0.58 GB

[ALLOC_DEFAULT_THREAD]

Peak usage frame count: [8.0 MB-16.0 MB]: 10 frames, [16.0 MB-32.0 MB]: 10 frames, [32.0 MB-64.0 MB]: 3 frames, [64.0 MB-128.0 MB]: 3240 frames, [128.0 MB-256.0 MB]: 4022 frames, [256.0 MB-0.50 GB]: 2 frames

Requested Block Size 16.0 MB

Peak Block count 17

Peak Allocated memory 286.2 MB

Peak Large allocation bytes 212.4 MB

[ALLOC_TEMP_JOB_1_FRAME]

Initial Block Size 2.0 MB

Used Block Count 0

Overflow Count (too large) 0

Overflow Count (full) 0

[ALLOC_TEMP_JOB_2_FRAMES]

Initial Block Size 2.0 MB

Used Block Count 0

Overflow Count (too large) 0

Overflow Count (full) 0

[ALLOC_TEMP_JOB_4_FRAMES (JobTemp)]

Initial Block Size 2.0 MB

Used Block Count 1

Overflow Count (too large) 11

Overflow Count (full) 0

[ALLOC_TEMP_JOB_ASYNC (Background)]

Initial Block Size 1.0 MB

Used Block Count 1

Overflow Count (too large) 20

Overflow Count (full) 0

[ALLOC_GFX] Dual Thread Allocator

Peak main deferred allocation count 2272

[ALLOC_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 5 Subsections = 5120 buckets. Failed count: 2151049

32B: 44 Subsections = 22528 buckets. Failed count: 980268

48B: 44 Subsections = 15018 buckets. Failed count: 1411674

64B: 29 Subsections = 7424 buckets. Failed count: 785694

80B: 62 Subsections = 12697 buckets. Failed count: 304992

96B: 49 Subsections = 8362 buckets. Failed count: 540627

112B: 12 Subsections = 1755 buckets. Failed count: 217954

128B: 11 Subsections = 1408 buckets. Failed count: 367968

[ALLOC_GFX_MAIN]

Peak usage frame count: [32.0 KB-64.0 KB]: 4 frames, [64.0 KB-128.0 KB]: 438 frames, [16.0 MB-32.0 MB]: 714 frames, [32.0 MB-64.0 MB]: 1 frames, [64.0 MB-128.0 MB]: 70 frames, [128.0 MB-256.0 MB]: 186 frames, [256.0 MB-0.50 GB]: 54 frames, [0.50 GB-1.00 GB]: 5799 frames, [1.00 GB-2.00 GB]: 21 frames

Requested Block Size 16.0 MB

Peak Block count 56

Peak Allocated memory 1.50 GB

Peak Large allocation bytes 0.94 GB

[ALLOC_GFX_THREAD]

Peak usage frame count: [0-1.0 KB]: 4 frames, [128.0 KB-256.0 KB]: 23 frames, [256.0 KB-0.5 MB]: 423 frames, [1.0 MB-2.0 MB]: 2 frames, [4.0 MB-8.0 MB]: 7 frames, [64.0 MB-128.0 MB]: 1 frames, [128.0 MB-256.0 MB]: 2 frames, [256.0 MB-0.50 GB]: 984 frames, [0.50 GB-1.00 GB]: 5841 frames

Requested Block Size 16.0 MB

Peak Block count 20

Peak Allocated memory 0.56 GB

Peak Large allocation bytes 281.9 MB

[ALLOC_CACHEOBJECTS] Dual Thread Allocator

Peak main deferred allocation count 108879

[ALLOC_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 5 Subsections = 5120 buckets. Failed count: 2151049

32B: 44 Subsections = 22528 buckets. Failed count: 980268

48B: 44 Subsections = 15018 buckets. Failed count: 1411674

64B: 29 Subsections = 7424 buckets. Failed count: 785694

80B: 62 Subsections = 12697 buckets. Failed count: 304992

96B: 49 Subsections = 8362 buckets. Failed count: 540627

112B: 12 Subsections = 1755 buckets. Failed count: 217954

128B: 11 Subsections = 1408 buckets. Failed count: 367968

[ALLOC_CACHEOBJECTS_MAIN]

Peak usage frame count: [2.0 MB-4.0 MB]: 3 frames, [4.0 MB-8.0 MB]: 439 frames, [8.0 MB-16.0 MB]: 692 frames, [16.0 MB-32.0 MB]: 24 frames, [64.0 MB-128.0 MB]: 172 frames,

[128.0 MB-256.0 MB]: 99 frames, [256.0 MB-0.50 GB]: 57 frames, [0.50 GB-1.00 GB]: 41 frames, [1.00 GB-2.00 GB]: 67 frames, [2.00 GB-4.00 GB]: 5693 frames

Requested Block Size 4.0 MB

Peak Block count 788

Peak Allocated memory 3.08 GB

Peak Large allocation bytes 91.7 MB

[ALLOC_CACHEOBJECTS_THREAD]

Peak usage frame count: [64.0 KB-128.0 KB]: 3 frames, [128.0 KB-256.0 KB]: 1 frames, [16.0 MB-32.0 MB]: 444 frames, [32.0 MB-64.0 MB]: 1 frames, [64.0 MB-128.0 MB]: 1 frames, [128.0 MB-256.0 MB]: 796 frames, [256.0 MB-0.50 GB]: 2740 frames, [0.50 GB-1.00 GB]: 3301 frames

Requested Block Size 4.0 MB

Peak Block count 130

Peak Allocated memory 0.53 GB

Peak Large allocation bytes 132.6 MB

[ALLOC_TYPETREE] Dual Thread Allocator

Peak main deferred allocation count 1

[ALLOC_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 5 Subsections = 5120 buckets. Failed count: 2151049

32B: 44 Subsections = 22528 buckets. Failed count: 980268

48B: 44 Subsections = 15018 buckets. Failed count: 1411674

64B: 29 Subsections = 7424 buckets. Failed count: 785694

80B: 62 Subsections = 12697 buckets. Failed count: 304992

96B: 49 Subsections = 8362 buckets. Failed count: 540627

112B: 12 Subsections = 1755 buckets. Failed count: 217954

128B: 11 Subsections = 1408 buckets. Failed count: 367968

[ALLOC_TYPETREE_MAIN]

Peak usage frame count: [4.0 KB-8.0 KB]: 442 frames, [0.5 MB-1.0 MB]: 980 frames, [1.0 MB-2.0 MB]: 3 frames, [2.0 MB-4.0 MB]: 2 frames, [4.0 MB-8.0 MB]: 35 frames, [8.0 MB-16.0 MB]: 30 frames, [16.0 MB-32.0 MB]: 54 frames, [32.0 MB-64.0 MB]: 5741 frames

Requested Block Size 2.0 MB

Peak Block count 31

Peak Allocated memory 59.0 MB

Peak Large allocation bytes 0 B

[ALLOC_TYPETREE_THREAD]

Peak usage frame count: [0-1.0 KB]: 4 frames, [2.0 KB-4.0 KB]: 438 frames, [256.0 KB-0.5 MB]: 3 frames, [0.5 MB-1.0 MB]: 3 frames, [2.0 MB-4.0 MB]: 1 frames, [4.0 MB-8.0 MB]: 934 frames, [8.0 MB-16.0 MB]: 5904 frames

Requested Block Size 2.0 MB

Peak Block count 8

Peak Allocated memory 15.1 MB

Peak Large allocation bytes 0 B