



```
Mono path[0] = 'E:/Steam/steamapps/common/7 Days To Die/7DaysToDie_Data/Managed'  
Mono config path = 'E:/Steam/steamapps/common/7 Days To Die/MonoBleedingEdge/etc'  
[PhysX] Initialized MultithreadedTaskDispatcher with 8 workers.  
Loading player data from E:/Steam/steamapps/common/7 Days To  
Die/7DaysToDie_Data/data.unity3d  
Initialize engine version: 2022.3.54f1 (129125d4e700)  
[Subsystems] Discovering subsystems at path E:/Steam/steamapps/common/7 Days To  
Die/7DaysToDie_Data/UnitySubsystems  
Forcing GfxDevice: Direct3D 11  
GfxDevice: creating device client; threaded=1; jobified=1  
Direct3D:  
  Version: Direct3D 11.0 [level 11.1]  
  Renderer: NVIDIA GeForce RTX 3060 (ID=0x2504)  
  Vendor: NVIDIA  
  VRAM: 12115 MB  
  Driver: 32.0.15.8088  
Begin MonoManager ReloadAssembly  
- Loaded All Assemblies, in 0.529 seconds  
- Finished resetting the current domain, in 0.002 seconds  
<RI> Initializing input.  
<RI> Input initialized.  
<RI> Initialized touch support.  
[PhysX] Initialized MultithreadedTaskDispatcher with 8 workers.  
UnloadTime: 5.614500 ms  
2025-08-03T21:03:36 0.051 INF Backtrace Initialized  
2025-08-03T21:03:36 0.090 INF Version: V 2.2 (b3) Compatibility Version: V 2.2, Build:  
WindowsPlayer 64 Bit  
2025-08-03T21:03:36 0.091 INF System information:  
2025-08-03T21:03:36 0.092 INF OS: Windows 10 (10.0.19045) 64bit  
2025-08-03T21:03:36 0.093 INF CPU: Intel(R) Core(TM) i7-4770 CPU @ 3.40GHz (cores:  
8)  
2025-08-03T21:03:36 0.093 INF RAM: 16322 MB  
2025-08-03T21:03:36 0.094 INF GPU: NVIDIA GeForce RTX 3060 (12115 MB)  
2025-08-03T21:03:36 0.102 INF Graphics API: Direct3D 11.0 [level 11.1] (shader level 5,0)  
2025-08-03T21:03:36 0.104 INF Local UTC offset: 2 hours  
2025-08-03T21:03:36 0.132 INF Command line arguments: "E:\Steam\steamapps\common\7
```

Days To Die\7DaysToDie.exe" "-UserDataFolder=E:\GameData\7 Days To Die" -  
skipnewsscreen=true -skipintro -force-d3d11 -disablenativeinput -nogs -noeac -logfile  
C:\Users\Martin\AppData\Roaming\7DaysToDie\logs\output\_log\_client\_\_2025-08-03\_\_21-03-  
33.txt

2025-08-03T21:03:36 0.136 INF UserDataFolder: E:\GameData\7 Days To Die  
2025-08-03T21:03:36 0.139 INF [Platform] Init  
2025-08-03T21:03:36 0.195 INF [Platform] Using native platform: Steam  
2025-08-03T21:03:36 0.197 INF [Platform] Using cross platform: EOS  
2025-08-03T21:03:36 0.198 INF [Platform] Using server platform: Steam  
2025-08-03T21:03:36 0.199 INF [Platform] Using server platform: XBL  
2025-08-03T21:03:36 0.200 INF [Platform] Using server platform: PSN  
2025-08-03T21:03:36 0.201 INF [Platform] Using server platform: LAN  
2025-08-03T21:03:36 0.217 INF Starting PlayerInputManager...  
2025-08-03T21:03:36 0.219 INF InControl (version 1.8.9 build 9376, native module = False,  
XInput = True)  
2025-08-03T21:03:36 0.225 INF InControl (version 1.8.9 build 9376)  
2025-08-03T21:03:36 0.242 INF [InControl] XInputDeviceManager enabled.  
2025-08-03T21:03:37 0.402 INF UnityInputDeviceManager enabled.  
2025-08-03T21:03:37 0.426 INF [Platform] Initializing Steam  
2025-08-03T21:03:37 0.589 INF [Steamworks.NET] SteamAPI\_Init() ok  
2025-08-03T21:03:37 0.591 INF [Steamworks.NET] Registering auth callbacks  
2025-08-03T21:03:37 0.593 INF Not running in Big Picture Mode, no on-screen keyboard  
available  
2025-08-03T21:03:37 0.594 INF [Platform] Initializing EOS  
2025-08-03T21:03:37 0.664 INF [EOS] Initialize: Success  
2025-08-03T21:03:37 0.725 INF [EOS-Voice] Successfully initialized.  
2025-08-03T21:03:37 0.727 INF [EOS-ACC] Not started with EAC, anticheat disabled  
2025-08-03T21:03:37 0.728 INF [EAC] AntiCheatServerP2P initialized with null interface  
2025-08-03T21:03:37 0.729 INF [Platform] Initializing XBL  
2025-08-03T21:03:37 0.735 INF [Platform] Initializing PSN  
2025-08-03T21:03:37 0.736 INF [Platform] Initializing LAN  
2025-08-03T21:03:37 0.740 INF [SaveDataUtils] InitStatic Begin  
2025-08-03T21:03:37 0.743 INF [SaveDataUtils] SdPlayerPrefs -> Unity  
2025-08-03T21:03:37 0.744 INF [SaveDataUtils] InitStatic Complete  
2025-08-03T21:03:37 0.777 INF Last played version: V 2.2  
2025-08-03T21:03:37 1.088 INF Localization language from prefs: german  
Unloading 6 Unused Serialized files (Serialized files now loaded: 0)  
[PhysX] Initialized MultithreadedTaskDispatcher with 8 workers.  
UnloadTime: 2.153400 ms

2025-08-03T21:03:37 1.234 INF Awake IsFocused: True  
2025-08-03T21:03:37 1.235 INF Awake  
2025-08-03T21:03:38 1.580 INF Occlusion: Awake  
Unloading 10 unused Assets to reduce memory usage. Loaded Objects now: 6252.  
Total: 12.714300 ms (FindLiveObjects: 0.363300 ms CreateObjectMapping: 0.142500 ms  
MarkObjects: 12.136700 ms DeleteObjects: 0.071400 ms)  
2025-08-03T21:03:38 1.655 INF ApplyAllOptions streaming budget 10903.5 MB  
2025-08-03T21:03:38 1.657 INF ApplyAllOptions current screen 1920 x 1080, 60hz, window  
1920 x 1080, mode FullScreenWindow  
2025-08-03T21:03:38 1.660 INF Texture quality is set to 0  
2025-08-03T21:03:38 1.661 INF ApplyTextureFilter 4, AF ForceEnable  
2025-08-03T21:03:38 1.662 INF ApplyTerrainOptions 3  
2025-08-03T21:03:38 1.937 INF [MODS] Start loading from: 'E:\GameData\7 Days To  
Die/Mods'  
2025-08-03T21:03:38 1.942 INF [MODS] Trying to load from folder: '0xSteel-  
QuestListSortByDistance'  
2025-08-03T21:03:38 1.959 INF [MODS] Loaded Mod: 0xSteel-QuestListSortByDistance  
(2.0)  
2025-08-03T21:03:38 1.960 INF [MODS] Trying to load from folder: '0xSteel-  
QuestsResetOption'  
2025-08-03T21:03:38 1.962 INF [MODS] Loaded Mod: 0xSteel-QuestsResetOption (2.0)  
2025-08-03T21:03:38 1.962 INF [MODS] Trying to load from folder: 'Cedar Creek'  
2025-08-03T21:03:38 1.963 INF [MODS] Loaded Mod: cedar\_creek (0.0.0)  
2025-08-03T21:03:38 1.964 INF [MODS] Trying to load from folder: 'GW71\_FoundationBlock'  
2025-08-03T21:03:38 1.965 INF [MODS] Loaded Mod: GW71\_FoundationBlock (0.7.1)  
2025-08-03T21:03:38 1.965 INF [MODS] Trying to load from folder: 'kreed\_EnemyHealth'  
2025-08-03T21:03:38 1.966 INF [MODS] Loaded Mod: kreed\_EnemyHealth (1.1.0)  
2025-08-03T21:03:38 1.967 INF [MODS] Trying to load from folder: 'MidnightPOIs'  
2025-08-03T21:03:38 1.968 INF [MODS] Loaded Mod: MidnightPOIs (2.1.9.1)  
2025-08-03T21:03:38 1.968 INF [MODS] Trying to load from folder: 'MJC Meth Lab POI'  
2025-08-03T21:03:38 1.969 INF [MODS] Loaded Mod: MJCMethLab (2.1.5.1)  
2025-08-03T21:03:38 1.970 INF [MODS] Trying to load from folder:  
'MPLogue\_Better\_Biomes\_7D2D\_v2\_0\_1'  
2025-08-03T21:03:38 1.971 INF [MODS] Loaded Mod:  
MPLogue\_Better\_Biomes\_7D2D\_v2\_0\_1 (2.0.1)  
2025-08-03T21:03:38 1.972 INF [MODS] Trying to load from folder: 'No\_RepeatPOIs'  
2025-08-03T21:03:38 1.973 INF [MODS] Loaded Mod: No\_RepeatPOIs (1.0)  
2025-08-03T21:03:38 1.973 INF [MODS] Trying to load from folder: 'OcbCrookedDeco'  
2025-08-03T21:03:38 1.976 INF [MODS] Loaded Mod: OcbCrookedDeco (0.6.0)

2025-08-03T21:03:38 1.977 INF [MODS] Trying to load from folder: 'OcbLightEnablerPOI'

2025-08-03T21:03:38 1.980 INF [MODS] Loaded Mod: OcbLightEnablerPOI (0.4.0)

2025-08-03T21:03:38 1.981 INF [MODS] Trying to load from folder: 'OcbStopFuelWaste'

2025-08-03T21:03:38 1.984 INF [MODS] Loaded Mod: OcbStopFuelWaste (1.1.0)

2025-08-03T21:03:38 1.984 INF [MODS] Trying to load from folder: 'OcbWayPointIcons'

2025-08-03T21:03:38 1.987 INF [MODS] Loaded Mod: OcbWayPointIcons (0.5.0)

2025-08-03T21:03:38 1.988 INF [MODS] Trying to load from folder: 'QAdditionalBlocks'

2025-08-03T21:03:38 1.989 INF [MODS] Loaded Mod: QAdditionalBlocks (2.1.5.1)

2025-08-03T21:03:38 1.989 INF [MODS] Trying to load from folder: 'QPOIs'

2025-08-03T21:03:38 1.990 INF [MODS] Loaded Mod: QPOIs (2.1.5.1)

2025-08-03T21:03:38 1.991 INF [MODS] Trying to load from folder: 'QRWGTweaks'

2025-08-03T21:03:38 1.992 INF [MODS] Loaded Mod: QRWGTweaks (2.1.5.1)

2025-08-03T21:03:38 1.992 INF [MODS] Trying to load from folder: 'QUi'

2025-08-03T21:03:38 1.993 INF [MODS] Loaded Mod: QUi (1.3.9.1)

2025-08-03T21:03:38 1.994 INF [MODS] Trying to load from folder: 'SG1o9POIs'

2025-08-03T21:03:38 1.995 INF [MODS] Loaded Mod: SG1o9POIs (2.1.5.1)

2025-08-03T21:03:38 1.995 INF [MODS] Trying to load from folder: 'SvariiPOIs'

2025-08-03T21:03:38 1.996 INF [MODS] Loaded Mod: SvariiPOIs (2.1.9.1)

2025-08-03T21:03:38 1.997 INF [MODS] Trying to load from folder:

'TokimekisuMod\_trash\_pickup'

2025-08-03T21:03:38 1.998 INF [MODS] Loaded Mod: TokimekisuMod\_trash\_pickup (1.2.0)

2025-08-03T21:03:38 1.998 INF [MODS] Trying to load from folder: 'Torch'

2025-08-03T21:03:38 2.005 INF [MODS] Loaded Mod: Torch (0.13.3)

2025-08-03T21:03:38 2.005 INF [MODS] Trying to load from folder: 'TurnLightsOnOff'

2025-08-03T21:03:38 2.009 INF [MODS] Loaded Mod: TurnLightsOnOff (1.1.0)

2025-08-03T21:03:38 2.009 INF [MODS] Trying to load from folder: 'VoxelBlock'

2025-08-03T21:03:38 2.010 INF [MODS] Loaded Mod: VoxelBlock (0.1)

2025-08-03T21:03:38 2.011 INF [MODS] Trying to load from folder:

'WMMWorkstationMaterialTimer'

2025-08-03T21:03:38 2.014 INF [MODS] Loaded Mod: WMMWorkstationMaterialTimer (2.1.9.1)

2025-08-03T21:03:38 2.014 INF [MODS] Start loading from: 'E:/Steam/steamapps/common/7 Days To Die/7DaysToDie\_Data/./Mods'

2025-08-03T21:03:38 2.015 INF [MODS] Trying to load from folder: '0\_TFP\_Harmony'

2025-08-03T21:03:38 2.053 INF [MODS] Loaded Mod: TFP\_Harmony (1.1.0.4)

2025-08-03T21:03:38 2.054 INF [MODS] Initializing mod code

2025-08-03T21:03:38 2.055 INF [MODS] Initializing mod TFP\_Harmony

2025-08-03T21:03:38 2.076 INF [MODS] Found ModAPI in TfpHarmony.dll, creating

instance

2025-08-03T21:03:38 2.078 INF [MODS] [Harmony] Init done

Fallback handler could not load library E:/Steam/steamapps/common/7 Days To Die/7DaysToDie\_Data/MonoBleedingEdge/data-0000018D0A84D140.dll

2025-08-03T21:03:39 2.411 INF [MODS] Initialized code in mod 'TFP\_Harmony' from DLL 'TfpHarmony.dll'

2025-08-03T21:03:39 2.412 INF [MODS] Initializing mod 0xSteel-QuestListSortByDistance

2025-08-03T21:03:39 2.412 INF [MODS] Found ModAPI in 0xSteel-QuestListSortByDistance.dll, creating instance

2025-08-03T21:03:39 2.455 INF [MODS] Initialized code in mod '0xSteel-QuestListSortByDistance' from DLL '0xSteel-QuestListSortByDistance.dll'

2025-08-03T21:03:39 2.455 INF [MODS] Initializing mod OcbCrookedDeco

2025-08-03T21:03:39 2.456 INF [MODS] Found ModAPI in CrookedDeco.dll, creating instance

2025-08-03T21:03:39 2.457 INF Loading OCB Crooked Deco/Tree Patch: CrookedDeco

2025-08-03T21:03:39 2.549 INF Patched BlockShapeNew.renderFace rotation

2025-08-03T21:03:39 2.642 INF [MODS] Initialized code in mod 'OcbCrookedDeco' from DLL 'CrookedDeco.dll'

2025-08-03T21:03:39 2.643 INF [MODS] Initializing mod OcbLightEnablerPOI

2025-08-03T21:03:39 2.644 INF [MODS] Found ModAPI in LightEnablerPOI.dll, creating instance

2025-08-03T21:03:39 2.644 INF OCB Harmony Patch: OcbPrettyGrass

2025-08-03T21:03:39 2.670 INF [MODS] Initialized code in mod 'OcbLightEnablerPOI' from DLL 'LightEnablerPOI.dll'

2025-08-03T21:03:39 2.671 INF [MODS] Initializing mod OcbStopFuelWaste

2025-08-03T21:03:39 2.671 INF [MODS] Found ModAPI in StopFuelWaste.dll, creating instance

2025-08-03T21:03:39 2.672 INF OCB Harmony Patch: StopFuelWaste

2025-08-03T21:03:39 2.692 INF [MODS] Initialized code in mod 'OcbStopFuelWaste' from DLL 'StopFuelWaste.dll'

2025-08-03T21:03:39 2.693 INF [MODS] Initializing mod OcbWayPointIcons

2025-08-03T21:03:39 2.693 INF [MODS] Found ModAPI in WayPointIcons.dll, creating instance

2025-08-03T21:03:39 2.694 INF OCB Harmony Patch: WayPointIcons

2025-08-03T21:03:39 2.831 INF [MODS] Initialized code in mod 'OcbWayPointIcons' from DLL 'WayPointIcons.dll'

2025-08-03T21:03:39 2.832 INF [MODS] Initializing mod Torch

2025-08-03T21:03:39 2.833 INF [MODS] Found ModAPI in GearsAPI.dll, creating instance

2025-08-03T21:03:39 2.834 INF [Gears API] Gears API version 2.0.1.0 loaded

2025-08-03T21:03:39 2.834 INF [MODS] Initialized code in mod 'Torch' from DLL 'GearsAPI.dll'

2025-08-03T21:03:39 2.836 INF [MODS] Found ModAPI in Torch.dll, creating instance

2025-08-03T21:03:39 2.837 INF [Torch] Loading Patch

2025-08-03T21:03:39 2.909 INF [Torch] [LightOcclusionManager] Light Occlusion: Awake

2025-08-03T21:03:39 2.914 INF [Torch] [ShadowMapCacheManager] Shadowmap Cache Manager: Awake

2025-08-03T21:03:39 2.917 INF [Torch] Loaded Patch

2025-08-03T21:03:39 2.918 INF [MODS] Initialized code in mod 'Torch' from DLL 'Torch.dll'

2025-08-03T21:03:39 2.919 INF [MODS] Initializing mod TurnLightsOnOff

2025-08-03T21:03:39 2.919 INF [MODS] Found ModAPI in TurnLightsOnOff.dll, creating instance

2025-08-03T21:03:39 2.920 INF Loading Patch: Harmony.TurnLightsOnOff

2025-08-03T21:03:39 2.941 INF [MODS] Initialized code in mod 'TurnLightsOnOff' from DLL 'TurnLightsOnOff.dll'

2025-08-03T21:03:39 2.941 INF [MODS] Initializing mod WMMWorkstationMaterialTimer

2025-08-03T21:03:39 2.942 INF [MODS] Found ModAPI in WMMWorkstationMaterialTimer.dll, creating instance

2025-08-03T21:03:39 2.943 INF Loading Patch: WMMWorkstationMaterialTimer+WMMWorkstationMaterialTimer\_Init

2025-08-03T21:03:39 2.967 INF [MODS] Initialized code in mod 'WMMWorkstationMaterialTimer' from DLL 'WMMWorkstationMaterialTimer.dll'

2025-08-03T21:03:39 2.967 INF [MODS] Loading done

2025-08-03T21:03:39 3.041 INF Pack 41975 us

2025-08-03T21:03:39 3.046 INF [MODS] Loading localization from mod: cedar\_creek

2025-08-03T21:03:39 3.048 INF [MODS] Loading localization from mod: GW71\_FoundationBlock

2025-08-03T21:03:39 3.049 INF [MODS] Loading localization from mod: MJCMethLab

2025-08-03T21:03:39 3.050 INF [MODS] Loading localization from mod: MPLogue\_Better\_Biomes\_7D2D\_v2\_0\_1

2025-08-03T21:03:39 3.051 INF [MODS] Loading localization from mod: QAdditionalBlocks

2025-08-03T21:03:39 3.052 INF [MODS] Loading localization from mod: QPOIs

2025-08-03T21:03:39 3.053 INF [MODS] Loading localization from mod: SG1o9POIs

2025-08-03T21:03:39 3.053 INF [MODS] Loading localization from mod: SvariiPOIs

2025-08-03T21:03:39 3.054 INF [MODS] Loading localization from mod: Torch

2025-08-03T21:03:39 3.067 INF Loading permissions file at 'E:\GameData\7 Days To Die\Saves/serveradmin.xml'

2025-08-03T21:03:39 3.087 INF Loading permissions file done.

2025-08-03T21:03:39 3.149 INF GameSense server not found (no props file), disabling

2025-08-03T21:03:39 3.231 INF [Discord] Loaded settings with DiscordDisabled=True  
2025-08-03T21:03:39 3.238 INF [PartyQuests] Initialized  
2025-08-03T21:03:39 3.249 INF Awake done in 2014 ms  
2025-08-03T21:03:40 3.374 INF [XUi] Instantiating XUi from default prefab.  
2025-08-03T21:03:40 3.382 INF [XUi] XUi instantiation completed in 8 ms  
2025-08-03T21:03:40 3.442 WRN [EOS] [LogAudioMixer - Warning] Did not find the channel type flags for audio device 'Kopfhörer (Jabra Evolve2 65 Hands-Free AG Audio)'. Reverting to a default channel ordering.  
2025-08-03T21:03:40 3.522 INF [XUi] Loading XUi asynchronously  
2025-08-03T21:03:40 3.542 INF Updated culture for display texts  
2025-08-03T21:03:40 3.815 INF Reloading serveradmin.xml  
2025-08-03T21:03:40 3.816 INF Loading permissions file at 'E:\GameData\7 Days To Die\Saves/serveradmin.xml'  
2025-08-03T21:03:40 3.817 INF Permissions file unchanged, skipping reloading  
2025-08-03T21:03:40 3.830 INF [EOS] Read cached (NewsFeatured.xml) completed: 2168 bytes  
2025-08-03T21:03:40 3.849 INF [EOS] Read cached (News.xml) completed: 5333 bytes  
2025-08-03T21:03:41 4.805 INF [XUi] Parsing all window groups completed in 1140 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.  
2025-08-03T21:03:42 5.425 INF [EOS] Read cached (news\_featured\_bm3.jpg) completed: 371831 bytes  
2025-08-03T21:03:42 5.474 INF [EOS] Read cached (news\_features\_ytftp.jpg) completed: 102985 bytes  
2025-08-03T21:03:42 5.515 INF [EOS] Read cached (news\_featured\_tfpmerch.jpg) completed: 78916 bytes  
2025-08-03T21:03:42 5.546 INF [EOS] Read cached (news\_featured\_soundtrack.jpg) completed: 235045 bytes  
2025-08-03T21:03:42 5.603 INF [EOS] Read cached (news\_game\_2.1\_stable.jpg) completed: 95868 bytes  
2025-08-03T21:03:42 5.627 INF [EOS] Read cached (news\_game\_06\_2.0\_stable.jpg) completed: 96807 bytes  
2025-08-03T21:03:42 5.648 INF [EOS] Read cached (news\_game\_06\_b294exp.jpg) completed: 103907 bytes  
2025-08-03T21:03:42 5.671 INF [EOS] Read cached (news\_game\_06\_b292exp.jpg) completed: 103720 bytes  
2025-08-03T21:03:42 5.694 INF [EOS] Read cached (news\_game\_\_06\_b289exp.jpg) completed: 110544 bytes  
2025-08-03T21:03:42 5.718 INF [EOS] Read cached (game\_news\_06\_EXP.jpg) completed:

110240 bytes

2025-08-03T21:03:42 5.741 INF [EOS] Read cached (news\_game\_2.0\_info.jpg) completed:

103730 bytes

2025-08-03T21:03:45 8.835 INF Loaded default EULA

2025-08-03T21:03:45 8.973 INF [XUi] Initialized all window groups completed in 3979 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.

2025-08-03T21:03:47 10.699 INF LoadTextureArraysForQuality quality -1 to 0, reload False

2025-08-03T21:03:49 12.797 INF LoadTextureArraysForQuality took 2.096

2025-08-03T21:03:49 12.898 INF Loaded (local): events in 0.03

2025-08-03T21:03:49 12.997 INF Loaded (local): rwgmixer in 0.03

2025-08-03T21:03:49 13.102 INF Loaded (local): archetypes in 0.04

2025-08-03T21:03:49 13.197 INF Loaded (local): loadingscreen in 0.03

2025-08-03T21:03:50 13.285 INF Added 1336 subtitle data entries and 3 speaker colors

2025-08-03T21:03:50 13.297 INF Loaded (local): subtitles in 0.03

2025-08-03T21:03:50 13.397 INF Loaded (local): videos in 0.03

2025-08-03T21:03:50 13.398 INF WorldStaticData.Init() needed 9.000s

2025-08-03T21:03:50 13.420 INF [Steamworks.NET] Login ok.

2025-08-03T21:03:50 13.422 INF [EOS] Login

2025-08-03T21:03:50 13.732 INF AchievementManager: Received stats and achievements from Steam

2025-08-03T21:03:51 14.982 INF [EOS] Login succeeded, PUID:

000285519f2e44bb8aa0ce7450c37e03

2025-08-03T21:03:51 14.984 INF [EOS] Getting native user for

000285519f2e44bb8aa0ce7450c37e03

2025-08-03T21:03:51 14.986 INF [EOS] CopyIdToken result: Success

2025-08-03T21:03:52 15.654 INF [EOS] Created RFS Request: NewsFeatured.xml

2025-08-03T21:03:52 15.658 INF [EOS] Created RFS Request: News.xml

2025-08-03T21:03:52 15.665 INF [EOS] Created RFS Request: DLCConfiguration

2025-08-03T21:03:52 15.666 INF [EOS] Created RFS Request: eula\_german

2025-08-03T21:03:52 15.668 INF [PermissionsManager] ResolvePermissions(\_perms: [Multiplayer, Communication, Crossplay], \_canPrompt: False)

2025-08-03T21:03:52 15.672 INF [PermissionsManager] ResolvePermissions(\_perms: [Multiplayer, Communication, Crossplay], \_canPrompt: False) Fetching Title Storage Overrides...

2025-08-03T21:03:52 15.674 INF [EOS] Created RFS Request: PlatformOverrides

2025-08-03T21:03:52 15.681 INF [EOS] ResolvePermissions(\_perms: [Multiplayer, Communication, Crossplay], \_canPrompt: False)

2025-08-03T21:03:52 16.214 WRN [EOS] [LogEOSTitleStorage - Warning] Deleting local invalid cache file. CacheFilename=[E:/GameData/7 Days To Die/titlestorage/8a44365d5ccb43328b4df2f8ca199e43/news\_featured\_2025\_07\_townhall.jpg]

2025-08-03T21:03:52 16.215 WRN [EOS] [LogEOSTitleStorage - Warning] Deleting local invalid cache file. CacheFilename=[E:/GameData/7 Days To Die/titlestorage/8a44365d5ccb43328b4df2f8ca199e43/\_\_cache\_registry\_lock]

2025-08-03T21:03:53 16.635 INF [EOS] Read (NewsFeatured.xml) completed: Success, received 2168 bytes

2025-08-03T21:03:53 16.637 INF [EOS] Created RFS Request: news\_featured\_bm3.jpg

2025-08-03T21:03:53 16.638 INF [EOS] Created RFS Request: news\_features\_ytftp.jpg

2025-08-03T21:03:53 16.638 INF [EOS] Created RFS Request: news\_featured\_tfpmerch.jpg

2025-08-03T21:03:53 17.081 WRN [EOS] [LogHttp - Warning] Payload is incomplete. Response still processing. 0000018D7886F1F0

2025-08-03T21:03:54 17.284 INF [EOS] Read (BlockedPlayerList) completed: Success, received 8 bytes

2025-08-03T21:03:54 17.498 INF [EOS] Read (News.xml) completed: Success, received 5333 bytes

2025-08-03T21:03:54 17.499 INF [EOS] Created RFS Request: news\_game\_2.1\_stable.jpg

2025-08-03T21:03:54 17.499 INF [EOS] Created RFS Request: news\_game\_06\_2.0\_stable.jpg

2025-08-03T21:03:54 17.500 INF [EOS] Created RFS Request: news\_game\_06\_b294exp.jpg

2025-08-03T21:03:54 17.598 INF [EOS] Read (eula\_german) completed: Success, received 41283 bytes

2025-08-03T21:03:54 17.600 INF [EOS] Created RFS Request: backtraceconfig.xml

2025-08-03T21:03:54 17.714 INF [EOS] Read (DLCConfiguration) completed: Success, received 1261 bytes

2025-08-03T21:03:54 17.716 INF [DLCTitleStorageManager] Successfully retrieved DLC configuration.

2025-08-03T21:03:54 17.814 INF [EOS] Read (PlatformOverrides) completed: Success, received 532 bytes

2025-08-03T21:03:54 17.816 INF [TitleStorageOverridesManager] Successfully retrieved overrides.

2025-08-03T21:03:54 17.817 INF [PermissionsManager] ResolvePermissions(\_perms: [Multiplayer, Communication, Crossplay], \_canPrompt: False) Fetched Title Storage Overrides!

2025-08-03T21:03:55 19.032 INF [EOS] Read (news\_features\_ytftp.jpg) completed: Success, received 102985 bytes

2025-08-03T21:03:55 19.033 INF [EOS] Created RFS Request: news\_featured\_soundtrack.jpg

2025-08-03T21:03:56 19.348 INF [EOS] Read (news\_featured\_tfpmerch.jpg) completed:

Success, received 78916 bytes  
2025-08-03T21:03:56 19.465 INF [EOS] Read (news\_featured\_bm3.jpg) completed: Success, received 371831 bytes  
2025-08-03T21:03:56 19.509 INF [EOS] Read (news\_game\_2.1\_stable.jpg) completed: Success, received 95868 bytes  
2025-08-03T21:03:56 19.510 INF [EOS] Created RFS Request: news\_game\_06\_b292exp.jpg  
2025-08-03T21:03:56 19.931 INF [EOS] Read (news\_game\_06\_2.0\_stable.jpg) completed: Success, received 96807 bytes  
2025-08-03T21:03:56 19.932 INF [EOS] Created RFS Request: news\_game\_\_06\_b289exp.jpg  
2025-08-03T21:03:56 19.952 INF [EOS] Read (backtraceconfig.xml) completed: Success, received 2342 bytes  
2025-08-03T21:03:56 19.956 INF [BACKTRACE] Bug reporting Enabled with save uploading: Disabled  
2025-08-03T21:03:56 19.957 INF [BACKTRACE] Save Attaching Feature: Disabled  
2025-08-03T21:03:56 19.957 INF [BACKTRACE] Entire World Attaching Feature: Disabled  
2025-08-03T21:03:56 19.958 INF Backtrace Configuration refreshed from XML: Enabled  
False  
2025-08-03T21:03:56 19.958 INF [BACKTRACE] Bug reporting: Enabled  
2025-08-03T21:03:56 19.959 INF [BACKTRACE] Bug reporting attach save feature: Disabled  
2025-08-03T21:03:56 19.959 INF [BACKTRACE] Bug reporting attach entire world feature: Disabled  
2025-08-03T21:03:56 19.969 INF [TitleStorageOverridesManager] Using cached last success.  
2025-08-03T21:03:56 20.048 INF [EOS] Read (news\_game\_06\_b294exp.jpg) completed: Success, received 103907 bytes  
2025-08-03T21:03:56 20.048 INF [EOS] Created RFS Request: game\_news\_06\_EXP.jpg  
2025-08-03T21:03:57 20.949 INF [EOS] Read (news\_featured\_soundtrack.jpg) completed: Success, received 235045 bytes  
2025-08-03T21:03:57 20.993 INF [EOS] Read (news\_game\_06\_b292exp.jpg) completed: Success, received 103720 bytes  
2025-08-03T21:03:57 20.995 INF [EOS] Created RFS Request: news\_game\_2.0\_info.jpg  
2025-08-03T21:03:57 21.164 INF [EOS] Read (news\_game\_\_06\_b289exp.jpg) completed: Success, received 110544 bytes  
2025-08-03T21:03:58 21.481 INF [EOS] Read (game\_news\_06\_EXP.jpg) completed: Success, received 110240 bytes  
2025-08-03T21:03:58 22.047 INF [EOS] Read (news\_game\_2.0\_info.jpg) completed: Success, received 103730 bytes  
2025-08-03T21:04:05 28.724 INF NET: Starting offline server.  
2025-08-03T21:04:05 28.726 INF [PlatformApplication] restart required = False

2025-08-03T21:04:05 28.726 INF StartGame  
2025-08-03T21:04:05 28.770 INF NetPackageManager Init  
2025-08-03T21:04:05 28.833 INF [XUi] Instantiating XUi from default prefab.  
2025-08-03T21:04:05 28.856 INF [XUi] XUi instantiation completed in 22 ms  
2025-08-03T21:04:05 28.869 INF Persistent GamePrefs saved  
GamePref.AdminFileName = serveradmin.xml  
GamePref.AirDropFrequency = 72  
GamePref.AirDropMarker = True  
GamePref.AllowSpawnNearBackpack = True  
GamePref.AllowSpawnNearFriend = 2  
GamePref.AutopilotMode = 0  
GamePref.BedrollDeadZoneSize = 30  
GamePref.BedrollExpiryTime = 60  
GamePref.BiomeProgression = True  
GamePref.BlockDamageAI = 25  
GamePref.BlockDamageAIBM = 25  
GamePref.BlockDamagePlayer = 100  
GamePref.BloodMoonEnemyCount = 8  
GamePref.BloodMoonFrequency = 0  
GamePref.BloodMoonRange = 0  
GamePref.BloodMoonWarning = 8  
GamePref.BuildCreate = False  
GamePref.ConnectToServerIP = 127.0.0.1  
GamePref.ConnectToServerPort = 26900  
GamePref.CreateLevelDim = 8  
GamePref.CreateLevelName = My Level  
GamePref.CreativeMenuEnabled = False  
GamePref.DayCount = 3  
GamePref.DayLightLength = 18  
GamePref.DayNightLength = 120  
GamePref.DeathPenalty = 1  
GamePref.DebugMenuEnabled = False  
GamePref.DebugMenuShowTasks = False  
GamePref.DebugPanelsEnabled = ,Ch,Pr,  
GamePref.DebugStopEnemiesMoving = False  
GamePref.DropOnDeath = 1  
GamePref.DropOnQuit = 0  
GamePref.DynamicMeshDistance = 1000  
GamePref.DynamicMeshEnabled = True

GamePref.DynamicMeshLandClaimBuffer = 6  
GamePref.DynamicMeshLandClaimOnly = False  
GamePref.DynamicMeshMaxItemCache = 5  
GamePref.DynamicMeshMaxRegionCache = 2  
GamePref.DynamicMeshUseImposters = True  
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 = Horizons  
GamePref.GameNameClient = My Game  
GamePref.GameVersion = V 2.2  
GamePref.GameWorld = Tehayiza Valley  
GamePref.HideCommandExecutionLog = 0  
GamePref.IgnoreEOSSanctions = False  
GamePref.JoiningOptions = True  
GamePref.LandClaimCount = 3  
GamePref.LandClaimDeadZone = 30  
GamePref.LandClaimDecayMode = 0  
GamePref.LandClaimExpiryTime = 7  
GamePref.LandClaimOfflineDelay = 0  
GamePref.LandClaimOfflineDurabilityModifier = 4  
GamePref.LandClaimOnlineDurabilityModifier = 4  
GamePref.LandClaimSize = 71  
GamePref.Language = german  
GamePref.LanguageBrowser =  
GamePref.LastGameResetRevision = 13  
GamePref.LastLoadedPrefab = vanity\_center  
GamePref.LastLoadingTipRead = 11  
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 = False  
GamePref.OptionsAmbientVolumeLevel = 0.8975967  
GamePref.OptionsAudioOcclusion = False  
GamePref.OptionsAutoPartyWithFriends = True  
GamePref.OptionsBackgroundGlobalOpacity = 0.95  
GamePref.OptionsChatCommunication = True  
GamePref.OptionsControllerAimAssists = True  
GamePref.OptionsControllerCursorHoverSensitivity = 0.5  
GamePref.OptionsControllerCursorSnap = True  
GamePref.OptionsControllerIconStyle = 0  
GamePref.OptionsControllerJoystickLayout = 0  
GamePref.OptionsControllerLookAcceleration = 4  
GamePref.OptionsControllerLookAxisDeadzone = 0.1  
GamePref.OptionsControllerLookInvert = False  
GamePref.OptionsControllerMoveAxisDeadzone = 0.1  
GamePref.OptionsControllerSensitivityX = 0.3  
GamePref.OptionsControllerSensitivityY = 0.3  
GamePref.OptionsControllerTriggerEffects = False  
GamePref.OptionsControllerVehicleSensitivity = 1  
GamePref.OptionsControllerVibration = False  
GamePref.OptionsControllerVibrationStrength = 2  
GamePref.OptionsControllerWeaponAiming = False  
GamePref.OptionsControllerZoomSensitivity = 0.5  
GamePref.OptionsControlsResetRevision = 7  
GamePref.OptionsControlsSprintLock = 0  
GamePref.OptionsCrossplay = True  
GamePref.OptionsDisableChunkLODs = False  
GamePref.OptionsDisableXmlEvents = False  
GamePref.OptionsDynamicMusicDailyTime = 0.6  
GamePref.OptionsDynamicMusicEnabled = True  
GamePref.OptionsFilterProfanity = False

GamePref.OptionsForegroundGlobalOpacity = 1  
GamePref.OptionsGfxAA = 4  
GamePref.OptionsGfxAASharpness = 0.5017241  
GamePref.OptionsGfxBloom = False  
GamePref.OptionsGfxBrightness = 0.5  
GamePref.OptionsGfxDOF = False  
GamePref.OptionsGfxDynamicMinFPS = 30  
GamePref.OptionsGfxDynamicMode = 0  
GamePref.OptionsGfxDynamicScale = 1  
GamePref.OptionsGfxFOV = 65  
GamePref.OptionsGfxFSRPreset = 3  
GamePref.OptionsGfxGrassDistance = 2  
GamePref.OptionsGfxLODDistance = 0.8  
GamePref.OptionsGfxMotionBlur = 0  
GamePref.OptionsGfxMotionBlurEnabled = False  
GamePref.OptionsGfxObjQuality = 3  
GamePref.OptionsGfxOcclusion = True  
GamePref.OptionsGfxQualityPreset = 5  
GamePref.OptionsGfxReflectQuality = 3  
GamePref.OptionsGfxReflectShadows = True  
GamePref.OptionsGfxResetRevision = 4  
GamePref.OptionsGfxResolution = 0  
GamePref.OptionsGfxShadowDistance = 2  
GamePref.OptionsGfxShadowQuality = 3  
GamePref.OptionsGfxSSAO = True  
GamePref.OptionsGfxSSReflections = 3  
GamePref.OptionsGfxStreamMipmaps = True  
GamePref.OptionsGfxSunShafts = True  
GamePref.OptionsGfxTerrainQuality = 3  
GamePref.OptionsGfxTexFilter = 4  
GamePref.OptionsGfxTexQuality = 0  
GamePref.OptionsGfxTreeDistance = 4  
GamePref.OptionsGfxUpscalerMode = 5  
GamePref.OptionsGfxViewDistance = 7  
GamePref.OptionsGfxVsync = 1  
GamePref.OptionsGfxWaterPtlLimiter = 0.5  
GamePref.OptionsGfxWaterQuality = 1  
GamePref.OptionsHudOpacity = 1  
GamePref.OptionsHudSize = 1

GamePref.OptionsInterfaceSensitivity = 0.75  
GamePref.OptionsIntroMovieEnabled = True  
GamePref.OptionsInvertMouse = False  
GamePref.OptionsJournalPopup = True  
GamePref.OptionsLiteNetLibMtuOverride = False  
GamePref.OptionsLookSensitivity = 0.5  
GamePref.OptionsMenuMusicVolumeLevel = 0.5  
GamePref.OptionsMicVolumeLevel = 0.75  
GamePref.OptionsMumblePositionalAudioSupport = False  
GamePref.OptionsMusicVolumeLevel = 0.4493208  
GamePref.OptionsOverallAudioVolumeLevel = 1  
GamePref.OptionsPlayChanceFrequency = 3  
GamePref.OptionsPlayChanceProbability = 0.983  
GamePref.OptionsPlayerModel = playerFemale  
GamePref.OptionsPlayerModelTexture = Player/Male/Player\_male  
GamePref.OptionsPOICulling = 1  
GamePref.OptionsQuestsAutoAccept = True  
GamePref.OptionsQuestsAutoShare = True  
GamePref.OptionsScreenBoundsValue = 0.96  
GamePref.OptionsSelectionBoxAlphaMultiplier = 0.4  
GamePref.OptionsShowCompass = True  
GamePref.OptionsShowConsoleButton = False  
GamePref.OptionsShowCrosshair = True  
GamePref.OptionsStabSpawnBlocksOnGround = True  
GamePref.OptionsSubtitlesEnabled = True  
GamePref.OptionsTempCelsius = True  
GamePref.OptionsUiCompassUseEnglishCardinalDirections = False  
GamePref.OptionsUiFpsScaling = 1  
GamePref.OptionsVehicleLookSensitivity = 0.5  
GamePref.OptionsVoiceChatEnabled = False  
GamePref.OptionsVoiceInputDevice = {a67e05a3-dae1-4a50-bbba-9d9b0dcd4301}  
GamePref.OptionsVoiceOutputDevice = {0.0.0.00000000}. {3310afc1-bfd1-4272-b2ae-165eb8ba2432}  
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 = Qnut  
GamePref.PlayerSafeZoneHours = 7  
GamePref.PlayerSafeZoneLevel = 5  
GamePref.PlayerToken =  
GamePref.PlaytestBiome = 3  
GamePref.QuestProgressionDailyLimit = 4  
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 = 1  
GamePref.ServerWebsiteURL =  
GamePref.ShowFriendPlayerOnMap = True  
GamePref.SkipSpawnButton = False  
GamePref.StormFreq = 100  
GamePref.TelnetEnabled = False  
GamePref.TelnetFailedLoginLimit = 10

GamePref.TelnetFailedLoginsBlocktime = 10  
GamePref.TelnetPort = 25003  
GamePref.TerminalWindowEnabled = True  
GamePref.TwitchBloodMoonAllowed = True  
GamePref.TwitchServerPermission = 90  
GamePref.UNUSED\_ControlPanelEnabled = False  
GamePref.UNUSED\_ControlPanelPort = 8080  
GamePref.UNUSED\_LastLoadedPrefabSize =  
GamePref.UNUSED\_NewGameSetDefaults =  
GamePref.UNUSED\_OptionsBloom =  
GamePref.UNUSED\_OptionsDOF =  
GamePref.UNUSED\_OptionsFieldOfViewNew =  
GamePref.UNUSED\_OptionsGamma =  
GamePref.UNUSED\_OptionsGfxGameplayResolutionHeight =  
GamePref.UNUSED\_OptionsGfxGameplayResolutionWidth =  
GamePref.UNUSED\_OptionsGfxUMATexQuality =  
GamePref.UNUSED\_OptionsMotionBlur =  
GamePref.UNUSED\_OptionsObjectBlur =  
GamePref.UNUSED\_OptionsReflectionBounces =  
GamePref.UNUSED\_OptionsReflectionCullList =  
GamePref.UNUSED\_OptionsReflectionFarClip =  
GamePref.UNUSED\_OptionsReflectionRefreshMode =  
GamePref.UNUSED\_OptionsReflectionShadowDistance =  
GamePref.UNUSED\_OptionsReflectionTimeSlicingMode =  
GamePref.UNUSED\_OptionsSSAO =  
GamePref.UNUSED\_OptionsStreamingMipmapsBudget =  
GamePref.UNUSED\_OptionsSunShafts =  
GamePref.UNUSED\_PlayerId =  
GamePref.UNUSED\_SaveGameFolder =  
GamePref.UNUSED\_UserDataFolder =  
GamePref.WebDashboardEnabled = False  
GamePref.WebDashboardPort = 8080  
GamePref.WebDashboardUrl =  
GamePref.WorldGenSeed =  
GamePref.WorldGenSize = 8192  
GamePref.XPMultiplier = 100  
GamePref.ZombieBMMove = 3  
GamePref.ZombieFeralMove = 3  
GamePref.ZombieFeralSense = 0

GamePref.ZombieMove = 0  
GamePref.ZombieMoveNight = 3  
GamePref.ZombiePlayers = True  
GameStat.AirDropFrequency = 0  
GameStat.AirDropMarker = True  
GameStat.AllowedViewDistance = 12  
GameStat.AnimalCount = 0  
GameStat.AutoParty = False  
GameStat.BedrollExpiryTime = 45  
GameStat.BiomeProgression = True  
GameStat.BlockDamagePlayer = 100  
GameStat.BloodMoonDay = 0  
GameStat.BloodMoonEnemyCount = 8  
GameStat.BloodMoonWarning = 8  
GameStat.ChunkStabilityEnabled = True  
GameStat.CurrentRoundIx = 0  
GameStat.DayLightLength = 18  
GameStat.DayLimitActive = False  
GameStat.DayLimitThisRound = 0  
GameStat.DeathPenalty = XPOnly  
GameStat.DropOnDeath = 1  
GameStat.DropOnQuit = 0  
GameStat.EnemyCount = 0  
GameStat.EnemyDifficulty = Normal  
GameStat.EnemySpawnMode = True  
GameStat.FragLimitActive = False  
GameStat.FragLimitThisRound = 0  
GameStat.GameDifficulty = 2  
GameStat.GameDifficultyBonus = 1  
GameStat.GameModelId = 0  
GameStat.GameState = 0  
GameStat.GlobalMessageToShow =  
GameStat.IsCreativeMenuEnabled = False  
GameStat.IsFlyingEnabled = False  
GameStat.IsPlayerCollisionEnabled = True  
GameStat.IsPlayerDamageEnabled = True  
GameStat.IsResetMapOnRestart = False  
GameStat.IsSaveSupplyCrates = True  
GameStat.IsSpawnEnemies = True

GameStat.IsSpawnNearOtherPlayer = False  
GameStat.IsTeleportEnabled = False  
GameStat.IsVersionCheckDone = False  
GameStat.LandClaimCount = 5  
GameStat.LandClaimDeadZone = 30  
GameStat.LandClaimDecayMode = 0  
GameStat.LandClaimExpiryTime = 3  
GameStat.LandClaimOfflineDelay = 0  
GameStat.LandClaimOfflineDurabilityModifier = 32  
GameStat.LandClaimOnlineDurabilityModifier = 32  
GameStat.LandClaimSize = 41  
GameStat.LoadScene =  
GameStat.LootTimer =  
GameStat.OptionsPOICulling = 0  
GameStat.PartySharedKillRange = 100  
GameStat.PlayerKillingMode = KillStrangersOnly  
GameStat.QuestProgressionDailyLimit = 4  
GameStat.ScoreDiedMultiplier = -5  
GameStat.ScorePlayerKillMultiplier = 1  
GameStat.ScoreZombieKillMultiplier = 1  
GameStat.ShowAllPlayersOnMap = False  
GameStat.ShowFriendPlayerOnMap = True  
GameStat.ShowSpawnWindow = False  
GameStat.ShowWindow =  
GameStat.StormFreq = 100  
GameStat.TimeLimitActive = False  
GameStat.TimeLimitThisRound = 0  
GameStat.TimeOfDayIncPerSec = 20  
GameStat.TwitchBloodMoonAllowed = True  
GameStat.UNUSED\_ShowZombieCounter =  
GameStat.XPMultiplier = 100  
GameStat.ZombieHordeMeter = False  
2025-08-03T21:04:05 29.102 INF StartAsServer  
2025-08-03T21:04:05 29.121 INF Setting for 'DayNightLength' does not match the default  
(server will go to the modded category): current = 120, default = 60  
2025-08-03T21:04:05 29.122 INF Setting for 'BlockDamageAI' does not match the default  
(server will go to the modded category): current = 25, default = 100  
2025-08-03T21:04:05 29.123 INF Setting for 'BlockDamageAIBM' does not match the default  
(server will go to the modded category): current = 25, default = 100

2025-08-03T21:04:05 29.123 INF Setting for 'DynamicMeshLandClaimBuffer' not within the default range (server will go to the modded category): current = 6, default = 1 - 5

2025-08-03T21:04:06 29.331 INF Loaded (local): events in 0.03

2025-08-03T21:04:06 29.936 INF Set Microsplat diffuse: MicroSplatConfig\_diff\_tarray (UnityEngine.Texture2DArray)

2025-08-03T21:04:06 29.937 INF Set Microsplat normals: MicroSplatConfig\_normal\_tarray (UnityEngine.Texture2DArray)

2025-08-03T21:04:06 29.937 INF Set Microsplat smooth: MicroSplatConfig\_smoothAO\_tarray (UnityEngine.Texture2DArray)

2025-08-03T21:04:06 29.965 INF Loaded (local): materials in 0.57

2025-08-03T21:04:06 30.064 INF Loaded (local): physicsbodies in 0.03

2025-08-03T21:04:06 30.164 INF Loaded (local): painting in 0.03

2025-08-03T21:04:07 30.314 INF Loaded (local): shapes in 0.03

Unloading 3 Unused Serialized files (Serialized files now loaded: 73)

2025-08-03T21:04:31 55.181 INF Block IDs with mapping

2025-08-03T21:04:31 55.206 INF Block IDs total 38137, terr 38136, last 35891

2025-08-03T21:04:31 55.239 INF Loaded (local): blocks in 24.46

Unloading 34073 unused Assets to reduce memory usage. Loaded Objects now: 278384.  
Total: 559.193400 ms (FindLiveObjects: 23.598300 ms CreateObjectMapping: 27.136800 ms  
MarkObjects: 487.157700 ms DeleteObjects: 21.300200 ms)

2025-08-03T21:04:32 55.954 INF Loaded (local): progression in 0.12

2025-08-03T21:04:32 56.239 INF Loaded (local): buffs in 0.19

2025-08-03T21:04:33 56.331 INF Loaded (local): misc in 0.03

2025-08-03T21:04:34 57.383 INF Loaded (local): items in 0.89

2025-08-03T21:04:34 57.531 INF Item IDs with mapping

2025-08-03T21:04:34 57.532 INF ItemIDs from Mapping

2025-08-03T21:04:34 57.540 INF ItemClass assignLeftOverItems 66936 of 81920

2025-08-03T21:04:34 57.718 INF Loaded (local): item\_modifiers in 0.19

2025-08-03T21:04:34 57.981 INF Loaded (local): entityclasses in 0.13

2025-08-03T21:04:34 58.064 INF Loaded (local): qualityinfo in 0.03

2025-08-03T21:04:35 58.270 INF Loaded (local): sounds in 0.07

2025-08-03T21:04:35 58.397 INF Loaded (local): recipes in 0.07

2025-08-03T21:04:35 58.498 INF Loaded (local): blockplaceholders in 0.03

2025-08-03T21:04:35 58.641 INF Loaded (local): loot in 0.06

2025-08-03T21:04:35 58.764 INF Loaded (local): entitygroups in 0.05

2025-08-03T21:04:35 58.864 INF Loaded (local): utilityai in 0.03

2025-08-03T21:04:35 58.964 INF Loaded (local): vehicles in 0.03

2025-08-03T21:04:35 59.064 INF Loaded (local): rwgmixer in 0.03

2025-08-03T21:04:35 59.164 INF Loaded (local): weathersurvival in 0.03

2025-08-03T21:04:36 59.264 INF Loaded (local): archetypes in 0.03  
2025-08-03T21:04:36 59.365 INF Loaded (local): challenges in 0.03  
2025-08-03T21:04:36 59.516 INF Loaded (local): quests in 0.09  
2025-08-03T21:04:36 59.614 INF Loaded (local): traders in 0.03  
2025-08-03T21:04:36 59.717 INF Loaded (local): npc in 0.04  
2025-08-03T21:04:36 59.814 INF Loaded (local): dialogs in 0.03  
2025-08-03T21:04:36 59.916 INF Loaded (local): ui\_display in 0.04  
2025-08-03T21:04:36 60.014 INF Loaded (local): nav\_objects in 0.03  
2025-08-03T21:04:36 60.114 INF Loaded (local): gamestages in 0.03  
2025-08-03T21:04:37 60.489 INF Loaded (local): gameevents in 0.29  
2025-08-03T21:04:37 60.623 INF Loaded (local): twitch in 0.06  
2025-08-03T21:04:37 60.714 INF Loaded (local): twitch\_events in 0.03  
2025-08-03T21:04:37 60.829 INF Loaded (local): dmscontent in 0.05  
2025-08-03T21:04:37 60.930 INF Loaded (local): XUi\_Common/styles in 0.03  
2025-08-03T21:04:37 61.030 INF Loaded (local): XUi\_Common/controls in 0.03  
2025-08-03T21:04:37 61.131 INF Loaded (local): XUi/styles in 0.03  
2025-08-03T21:04:37 61.230 INF Loaded (local): XUi/controls in 0.03  
2025-08-03T21:04:38 61.347 INF Loaded (local): XUi/windows in 0.03  
2025-08-03T21:04:38 61.447 INF [XUi] Loading XUi asynchronously  
2025-08-03T21:04:38 61.482 INF Loaded (local): XUi/xui in 0.07  
2025-08-03T21:04:38 62.028 INF Loaded (local): biomes in 0.14  
2025-08-03T21:04:39 62.479 INF Loaded (local): worldglobal in 0.05  
2025-08-03T21:04:39 62.723 INF Loaded (local): spawning in 0.06  
2025-08-03T21:04:39 62.810 INF [XUi] Parsing all window groups completed in 1186 ms total.  
2025-08-03T21:04:39 62.980 INF Loaded (local): loadingscreen in 0.08  
2025-08-03T21:04:40 63.351 INF Added 1336 subtitle data entries and 3 speaker colors  
2025-08-03T21:04:40 63.399 INF Loaded (local): subtitles in 0.08  
2025-08-03T21:04:40 63.926 INF Loaded (local): videos in 0.05  
2025-08-03T21:04:40 63.994 INF ShapeControllers: 96  
2025-08-03T21:04:40 64.042 INF Loading players.xml  
2025-08-03T21:04:48 71.321 INF createWorld: Tehayiza Valley, Horizons, GameModeSurvival  
2025-08-03T21:04:48 71.323 INF Occlusion: Enabled  
2025-08-03T21:04:48 71.324 INF [Torch] [LightOcclusionManager] Light Occlusion: Enabled  
2025-08-03T21:04:48 71.368 INF Started thread ChunkRegeneration  
2025-08-03T21:04:48 71.369 INF Started thread ChunkCalc  
2025-08-03T21:04:48 71.370 INF Started thread ChunkMeshBake  
2025-08-03T21:04:48 71.512 INF World.Load: Tehayiza Valley  
2025-08-03T21:04:48 71.646 INF Started thread WaterSimulationApplyChanges  
2025-08-03T21:04:49 72.311 INF [XUi] Initialized all window groups completed in 1518 ms

total.

2025-08-03T21:04:59 82.316 INF Started thread GenerateChunks

Unloading 2 Unused Serialized files (Serialized files now loaded: 73)

Unloading 715 unused Assets to reduce memory usage. Loaded Objects now: 425667.

Total: 1350.372700 ms (FindLiveObjects: 35.556800 ms CreateObjectMapping: 29.622900 ms

MarkObjects: 1283.526900 ms DeleteObjects: 1.665800 ms)

2025-08-03T21:05:02 86.197 INF Calculating world hashes took 1420 ms (world size 507 MiB)

2025-08-03T21:05:02 86.201 INF Initial ENABLE\_FILE\_BACKED\_ARRAYS == False

2025-08-03T21:05:03 86.378 INF Loading dtm raw file took 4047ms

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425667.

Total: 1336.846800 ms (FindLiveObjects: 34.912800 ms CreateObjectMapping: 26.139800 ms

MarkObjects: 1275.159500 ms DeleteObjects: 0.634300 ms)

2025-08-03T21:05:05 88.831 INF Biomes image size w= 1280, h = 1280

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425667.

Total: 1321.282900 ms (FindLiveObjects: 34.162700 ms CreateObjectMapping: 26.182000 ms

MarkObjects: 1260.296800 ms DeleteObjects: 0.640900 ms)

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425667.

Total: 1334.323100 ms (FindLiveObjects: 38.222900 ms CreateObjectMapping: 27.692800 ms

MarkObjects: 1267.694200 ms DeleteObjects: 0.712800 ms)

2025-08-03T21:05:13 96.511 INF Loading and creating biomes took 10132ms

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425667.

Total: 1311.991700 ms (FindLiveObjects: 34.985500 ms CreateObjectMapping: 26.015500 ms

MarkObjects: 1250.392300 ms DeleteObjects: 0.598000 ms)

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425668.

Total: 1347.747100 ms (FindLiveObjects: 37.740600 ms CreateObjectMapping: 26.203900 ms

MarkObjects: 1283.113400 ms DeleteObjects: 0.688700 ms)

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425669.

Total: 1328.606500 ms (FindLiveObjects: 36.591100 ms CreateObjectMapping: 27.972000 ms

MarkObjects: 1263.354700 ms DeleteObjects: 0.688400 ms)

2025-08-03T21:05:23 106.515 INF Loading and creating shader control textures took 10002ms

Unloading 0 Unused Serialized files (Serialized files now loaded: 73)

Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425671.  
Total: 1328.281100 ms (FindLiveObjects: 34.188600 ms CreateObjectMapping: 25.897800 ms  
MarkObjects: 1267.470500 ms DeleteObjects: 0.723800 ms)  
2025-08-03T21:05:27 110.700 INF Loading and parsing of generator took 4183ms  
2025-08-03T21:05:27 110.756 INF Computed 2984 chunk groups containing a total of 68307  
chunks. Largest group contains 368 chunks.  
2025-08-03T21:05:27 110.882 INF Started thread SaveChunks E:\GameData\7 Days To  
Die\Saves\Tehayiza Valley\Horizons\Region  
Unloading 0 Unused Serialized files (Serialized files now loaded: 73)  
Unloading 0 unused Assets to reduce memory usage. Loaded Objects now: 425671.  
Total: 1343.336500 ms (FindLiveObjects: 34.693800 ms CreateObjectMapping: 26.397000 ms  
MarkObjects: 1281.646600 ms DeleteObjects: 0.598600 ms)  
2025-08-03T21:05:34 117.471 INF [DECO] read 319289  
2025-08-03T21:05:34 117.685 INF Dynamic Music Initialized on Server  
2025-08-03T21:05:34 117.699 INF Dynamic Music Initialized on Client  
2025-08-03T21:05:34 117.700 INF Begin DMS Conductor Preload Routine  
2025-08-03T21:05:34 117.701 INF Preloading LayeredSection Exploration : Type:  
DynamicMusic.Adventure  
2025-08-03T21:05:34 117.704 INF Loading new config for Exploration...  
2025-08-03T21:05:34 117.711 INF Loading new ClipSets for Exploration...  
2025-08-03T21:05:34 117.848 INF Exploration loaded new config and clipsets  
2025-08-03T21:05:34 117.897 INF Preloading LayeredSection Suspense : Type:  
DynamicMusic.Adventure  
2025-08-03T21:05:34 117.897 INF Loading new config for Suspense...  
2025-08-03T21:05:34 117.899 INF Loading new ClipSets for Suspense...  
2025-08-03T21:05:34 118.014 INF Suspense loaded new config and clipsets  
2025-08-03T21:05:34 118.050 INF Preloading LayeredSection Combat : Type:  
DynamicMusic.Combat  
2025-08-03T21:05:34 118.051 INF Loading new config for Combat...  
2025-08-03T21:05:34 118.054 INF Loading new ClipSets for Combat...  
2025-08-03T21:05:35 118.264 INF Combat loaded new config and clipsets  
2025-08-03T21:05:35 118.321 INF Preloading LayeredSection Bloodmoon : Type:  
DynamicMusic.Bloodmoon  
2025-08-03T21:05:35 118.322 INF Loading new config for Bloodmoon...  
2025-08-03T21:05:35 118.651 INF fetching Twitch entitlements for s76561198115031169  
2025-08-03T21:05:35 119.112 INF AstarManager Init  
2025-08-03T21:05:36 119.348 WRN Failed to fetch Twitch entitlements: HTTP/1.1 404 Not  
Found  
2025-08-03T21:05:36 119.633 INF createWorld() done

2025-08-03T21:11:53 496.749 INF [Torch] HBAO cmdBuffer  
2025-08-03T21:11:53 496.840 INF [Torch] [PerfGameLightManager] Using LightManager  
implementation: Occlusion Culling  
2025-08-03T21:11:53 496.847 INF [Torch] [TorchLightRenderer] Initial Screen Height and  
Width = 1920x1080  
2025-08-03T21:11:53 496.855 INF [Torch] Loading Grass Shader  
2025-08-03T21:11:54 497.556 INF Created player with id=172  
2025-08-03T21:11:54 497.570 INF [PartyQuests] Player registered: [type=EntityPlayerLocal,  
name=Qnut, id=172]  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
2025-08-03T21:11:54 497.888 INF Loaded player  
2025-08-03T21:11:54 498.187 INF 26007 VehicleManager read #0, id 4680, vehicleMinibike,  
(-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:11:54 498.187 INF 26007 VehicleManager read #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:11:54 498.188 INF 26007 VehicleManager read #2, id 6443,  
vehicleMotorcycle, (-269.7, 38.1, -732.9), chunk -17, -46  
2025-08-03T21:11:54 498.188 INF VehicleManager E:\GameData\7 Days To  
Die\Saves/Tehayiza Valley/Horizons/vehicles.dat, loaded 3  
2025-08-03T21:11:54 498.190 INF DroneManager E:\GameData\7 Days To  
Die\Saves/Tehayiza Valley/Horizons/drones.dat, loaded 0  
2025-08-03T21:11:54 498.192 INF TurretTracker E:\GameData\7 Days To Die\Saves/Tehayiza  
Valley/Horizons/turrets.dat, loaded 0  
Unloading 3 Unused Serialized files (Serialized files now loaded: 111)  
Unloading 2524 unused Assets to reduce memory usage. Loaded Objects now: 436145.  
Total: 1522.178400 ms (FindLiveObjects: 46.649000 ms CreateObjectMapping: 41.155200 ms  
MarkObjects: 1429.510800 ms DeleteObjects: 4.863000 ms)  
2025-08-03T21:11:58 501.440 INF 60sec delta: 0,current: 2658482,desired: 2818722  
2025-08-03T21:11:58 501.443 INF [Backtrace] Updated Statistics  
2025-08-03T21:11:58 501.581 INF OpenSpawnWindow  
2025-08-03T21:11:58 501.597 INF Loading dymesh settings  
2025-08-03T21:11:58 501.598 INF Dynamic Mesh Settings

2025-08-03T21:11:58 501.599 INF Use Imposter Values: True  
2025-08-03T21:11:58 501.599 INF Only Player Areas: False  
2025-08-03T21:11:58 501.600 INF Player Area Buffer: 6  
2025-08-03T21:11:58 501.601 INF Max View Distance: 1000  
2025-08-03T21:11:58 501.601 INF Regen all on new world: False  
2025-08-03T21:11:58 501.605 INF Dymesh: Prepping dynamic mesh. Resend Default: True  
2025-08-03T21:11:58 501.606 INF Dymesh: Mesh location: E:\GameData\7 Days To  
Die\Saves/Tehayiza Valley/Horizons/DynamicMeshes/  
2025-08-03T21:11:58 501.617 INF StartGame done  
2025-08-03T21:11:58 501.690 INF SectionType change from None to Suspense  
2025-08-03T21:11:58 501.696 INF Played Suspense  
2025-08-03T21:11:58 501.697 INF Fading in Suspense  
2025-08-03T21:11:58 501.699 INF Notified SectionSelector that music played  
2025-08-03T21:11:58 501.854 INF [DECO] written 319289, in 131ms  
2025-08-03T21:11:58 501.867 INF [DECO] write thread 10ms  
2025-08-03T21:11:59 502.821 INF Dymesh: Warming dynamic mesh  
2025-08-03T21:11:59 502.822 INF Dymesh: Creating dynamic mesh manager  
2025-08-03T21:11:59 502.828 INF Dymesh: Awake  
2025-08-03T21:11:59 502.830 INF Dymesh: Mesh location: E:\GameData\7 Days To  
Die\Saves/Tehayiza Valley/Horizons/DynamicMeshes/  
2025-08-03T21:11:59 502.832 INF Dymesh: Loading Items: E:\GameData\7 Days To  
Die\Saves/Tehayiza Valley/Horizons/DynamicMeshes/  
2025-08-03T21:11:59 502.925 INF Dymesh: Loaded Items: 212  
2025-08-03T21:11:59 502.925 INF Dymesh: Loading all items took: 0.0937188 seconds.  
2025-08-03T21:12:00 504.076 INF Meshlist count is now 1  
2025-08-03T21:12:00 504.077 INF Meshlist count is now 2  
2025-08-03T21:12:00 504.078 INF Force load took 1 seconds  
2025-08-03T21:12:00 504.080 INF Clearing queues.  
2025-08-03T21:12:00 504.081 INF Cleared queues.  
2025-08-03T21:12:00 504.083 INF Dynamic thread starting  
2025-08-03T21:12:00 504.086 INF Dymesh door replacement: imposterBlock  
2025-08-03T21:12:01 504.303 INF Missing paint ID XML entry: 255 for block  
'concreteShapes:cubeTrimCornerRound'  
2025-08-03T21:12:01 504.643 INF 26026 Vehicle PostInit [type=EntityMotorcycle,  
name=vehicleMotorcycle, id=6443], (-269.73, 38.09, -732.92) (chunk -17, -46), rbPos (0.00,  
0.00, 0.00)  
2025-08-03T21:12:01 504.650 INF 26026 VehicleManager loaded #2, id 6443,  
[type=EntityMotorcycle, name=vehicleMotorcycle, id=6443], (-269.7, 38.1, -732.9), chunk -17,  
-46 (-17, -46), owner EOS\_000285519f2e44bb8aa0ce7450c37e03

2025-08-03T21:12:01 504.651 INF 26026 VehicleManager Update loaded 1  
2025-08-03T21:12:09 512.343 INF fadeInCo complete on Suspense  
2025-08-03T21:12:20 523.388 INF Respawn almost done  
2025-08-03T21:12:20 523.411 INF PlayerSpawnedInWorld (reason: LoadedGame, position: -265, 38, -734): localplayer  
2025-08-03T21:12:20 523.412 INF [Torch] PlayerSpawnedIntoWorld  
2025-08-03T21:12:20 523.417 INF 26094+0 Origin Reposition (0.0, 0.0, 0.0) to (-272.0, 32.0, -736.0)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T21:12:20 523.718 INF Qnut onNewBiomeEntered +buffForest\_Hazard  
2025-08-03T21:12:20 524.135 INF Meshlist count is now 3  
2025-08-03T21:12:20 524.136 INF Meshlist count is now 4  
2025-08-03T21:12:26 529.349 INF Qnut WeatherStatusTick to default  
2025-08-03T21:12:26 529.350 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:12:58 561.353 INF Time: 8.19m FPS: 55.61 Heap: 3055.4MB Max: 3055.4MB  
Chunks: 357 CGO: 237 Ply: 1 Zom: 1 Ent: 3 (3) Items: 0 CO: 1 RSS: 6803.1MB  
2025-08-03T21:13:11 574.683 INF 505.726 SleeperVolume -260, 38, -736: None spawned, canSpawn True, respawnCnt 0  
2025-08-03T21:13:11 574.684 INF 505.726 SleeperVolume -249, 38, -707: None spawned, canSpawn True, respawnCnt 0  
2025-08-03T21:13:12 575.387 INF 506.4427 SleeperVolume -258, 38, -752: Spawning -247, 38, -751 (-16, -47), group 'sleeperHordeStageGS82', class zombieMaleHazmat, count 1  
2025-08-03T21:13:12 575.684 INF 506.7427 SleeperVolume -254, 38, -742: Spawning -228, 38, -742 (-15, -47), group 'VultureGroup', class animalZombieVulture, count 2  
2025-08-03T21:13:28 591.667 INF 60sec delta: 3731087,current: 3731087,desired: 3302458  
2025-08-03T21:13:28 591.668 INF [Backtrace] Updated Statistics  
2025-08-03T21:13:28 591.683 INF Time: 8.69m FPS: 60.00 Heap: 3146.9MB Max: 3146.9MB  
Chunks: 359 CGO: 237 Ply: 1 Zom: 3 Ent: 5 (5) Items: 0 CO: 1 RSS: 6878.0MB  
2025-08-03T21:13:28 592.098 INF [DECO] written 319289, in 65ms  
2025-08-03T21:13:28 592.111 INF [DECO] write thread 12ms  
2025-08-03T21:13:40 603.971 INF Entity zombieMaleHazmat 9181 killed by Qnut 172  
2025-08-03T21:13:42 605.463 INF Entity animalZombieVulture 9182 killed by Qnut 172  
2025-08-03T21:13:58 621.714 INF Time: 9.19m FPS: 59.00 Heap: 3244.2MB Max: 3244.2MB  
Chunks: 359 CGO: 244 Ply: 1 Zom: 1 Ent: 5 (5) Items: 0 CO: 1 RSS: 6957.5MB  
2025-08-03T21:14:28 651.682 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:14:28 651.683 INF 32375 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-269.7, 38.1, -732.9), chunk -17, -46  
2025-08-03T21:14:28 651.684 INF 32375 VehicleManager write #1, id 4680, vehicleMinibike,  
(-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:14:28 651.684 INF 32375 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:14:28 651.685 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:14:28 651.686 INF VehicleManager saved 1314 bytes  
2025-08-03T21:14:28 651.686 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:14:28 651.687 INF DroneManager saved 9 bytes  
2025-08-03T21:14:28 651.688 INF TurretTracker saved 9 bytes  
2025-08-03T21:14:28 651.705 INF 60sec delta: 156392,current: 3887480,desired: 3394726  
2025-08-03T21:14:28 651.706 INF [Backtrace] Updated Statistics  
2025-08-03T21:14:28 651.738 INF Time: 9.69m FPS: 58.41 Heap: 3347.6MB Max: 3347.6MB  
Chunks: 359 CGO: 255 Ply: 1 Zom: 1 Ent: 4 (5) Items: 0 CO: 1 RSS: 7081.3MB  
2025-08-03T21:14:37 660.717 INF Entity zombieLumberjack 9174 killed by Qnut 172  
2025-08-03T21:14:46 669.850 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T21:14:46 669.853 INF Stopped Suspense  
2025-08-03T21:14:46 669.856 INF unloaded ClipSets on Suspense  
2025-08-03T21:14:46 669.874 INF Notified SectionSelector that music stopped  
2025-08-03T21:14:46 669.875 INF SectionType change from Suspense to None  
2025-08-03T21:14:58 681.750 INF Time: 10.19m FPS: 59.20 Heap: 3125.4MB Max:  
3347.6MB Chunks: 359 CGO: 255 Ply: 1 Zom: 0 Ent: 6 (7) Items: 2 CO: 1 RSS: 7106.2MB  
2025-08-03T21:15:06 690.032 INF 621.0758 SleeperVolume -246, 38, -753: Spawning -242,  
38, -749 (-16, -47), group 'sleeperHordeStageGS82', class zombiePartyGirl, count 0  
2025-08-03T21:15:06 690.052 INF 621.0758 SleeperVolume -239, 38, -753: Spawning -238,  
38, -752 (-15, -47), group 'sleeperHordeStageGS82', class zombieMaleHazmat, count 0  
2025-08-03T21:15:06 690.132 INF 621.1758 SleeperVolume -246, 38, -753: Spawning -244,  
38, -749 (-16, -47), group 'sleeperHordeStageGS82', class zombieJanitorFeral, count 0  
2025-08-03T21:15:20 703.483 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:15:27 710.587 INF Entity zombieJanitorFeral 9187 killed by Qnut 172  
2025-08-03T21:15:28 711.716 INF 60sec delta: 108610,current: 3996090,desired: 3468799  
2025-08-03T21:15:28 711.717 INF [Backtrace] Updated Statistics  
2025-08-03T21:15:28 711.767 INF Time: 10.69m FPS: 59.40 Heap: 3208.5MB Max:  
3347.6MB Chunks: 359 CGO: 248 Ply: 1 Zom: 2 Ent: 8 (10) Items: 2 CO: 1 RSS: 7133.1MB  
2025-08-03T21:15:28 711.856 INF Entity zombiePartyGirl 9185 killed by Qnut 172  
2025-08-03T21:15:46 730.185 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:15:58 741.786 INF Time: 11.19m FPS: 58.60 Heap: 3299.5MB Max:  
3347.6MB Chunks: 359 CGO: 248 Ply: 1 Zom: 1 Ent: 5 (10) Items: 2 CO: 1 RSS: 7135.3MB  
2025-08-03T21:16:16 759.432 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:16:28 771.336 INF Entity zombieMaleHazmat 9186 killed by Qnut 172  
2025-08-03T21:16:28 771.700 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:16:28 771.701 INF 39464 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-269.7, 38.1, -732.9), chunk -17, -46  
2025-08-03T21:16:28 771.702 INF 39464 VehicleManager write #1, id 4680, vehicleMinibike,  
(-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:16:28 771.702 INF 39464 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:16:28 771.703 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:16:28 771.703 INF VehicleManager saved 1314 bytes  
2025-08-03T21:16:28 771.704 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:16:28 771.705 INF DroneManager saved 9 bytes  
2025-08-03T21:16:28 771.705 INF TurretTracker saved 9 bytes  
2025-08-03T21:16:28 771.736 INF 60sec delta: 45808,current: 4041898,desired: 3474107  
2025-08-03T21:16:28 771.737 INF [Backtrace] Updated Statistics  
2025-08-03T21:16:28 771.798 INF Time: 11.69m FPS: 58.01 Heap: 3390.9MB Max:  
3390.9MB Chunks: 359 CGO: 247 Ply: 1 Zom: 0 Ent: 5 (11) Items: 3 CO: 1 RSS: 7156.2MB  
2025-08-03T21:16:35 778.831 INF SectionType change from None to Suspense  
2025-08-03T21:16:35 778.832 INF Loading new config for Suspense...  
2025-08-03T21:16:35 778.833 INF Played Suspense  
2025-08-03T21:16:35 778.833 INF Fading in Suspense  
2025-08-03T21:16:35 778.834 INF Notified SectionSelector that music played  
2025-08-03T21:16:35 778.851 INF Loading new ClipSets for Suspense...  
2025-08-03T21:16:35 779.015 INF Suspense loaded new config and clipsets  
2025-08-03T21:16:38 781.866 INF fadeInCo complete on Suspense  
2025-08-03T21:16:48 792.132 INF 723.1755 SleeperVolume -222, 38, -754: Spawning -219,  
38, -750 (-14, -47), group 'zombieUtilityWorkerFeral', class zombieUtilityWorkerFeral, count 0  
2025-08-03T21:16:48 792.232 INF 723.2756 SleeperVolume -222, 38, -754: Spawning -219,  
38, -751 (-14, -47), group 'zombieUtilityWorkerFeral', class zombieUtilityWorkerFeral, count 0  
2025-08-03T21:16:50 794.232 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:16:58 801.814 INF Time: 12.19m FPS: 59.40 Heap: 3145.9MB Max:  
3390.9MB Chunks: 359 CGO: 246 Ply: 1 Zom: 2 Ent: 6 (13) Items: 3 CO: 1 RSS: 7178.8MB  
2025-08-03T21:17:00 803.333 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:17:03 806.800 INF Entity zombieUtilityWorkerFeral 9189 killed by Qnut 172  
2025-08-03T21:17:07 810.736 INF Entity zombieUtilityWorkerFeral 9190 killed by Qnut 172  
2025-08-03T21:17:14 817.382 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:17:15 818.682 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:17:28 831.791 INF 60sec delta: 114995,current: 4156893,desired: 3435202  
2025-08-03T21:17:28 831.792 INF [Backtrace] Updated Statistics  
2025-08-03T21:17:28 831.837 INF Time: 12.69m FPS: 60.00 Heap: 3228.8MB Max:  
3390.9MB Chunks: 360 CGO: 248 Ply: 1 Zom: 0 Ent: 5 (13) Items: 3 CO: 1 RSS: 7176.9MB  
2025-08-03T21:17:55 859.181 INF 790.2254 SleeperVolume -208, 38, -752: Spawning -207,  
38, -746 (-13, -47), group 'zombieMaleHazmat', class zombieMaleHazmat, count 0  
2025-08-03T21:17:55 859.188 INF 790.2254 SleeperVolume -204, 38, -750: None spawned,  
canSpawn True, respawnCnt 0  
2025-08-03T21:17:56 859.282 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:17:58 861.848 INF Time: 13.19m FPS: 59.40 Heap: 3318.7MB Max:  
3390.9MB Chunks: 360 CGO: 248 Ply: 1 Zom: 1 Ent: 4 (14) Items: 3 CO: 1 RSS: 7176.3MB  
[MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has  
been registered at the specified world position: -89, 38, -768  
[MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has  
been registered at the specified world position: -93, 38, -641  
2025-08-03T21:18:05 868.769 INF Entity zombieMaleHazmat 9191 killed by Qnut 172  
2025-08-03T21:18:11 874.732 INF 805.7754 SleeperVolume -196, 37, -753: Spawning -190,  
38, -752 (-12, -47), group 'badassHordeStageGS79', class zombieUtilityWorkerFeral, count 0  
2025-08-03T21:18:14 877.832 INF 808.8754 SleeperVolume -189, 38, -746: Spawning -189,  
38, -744 (-12, -47), group 'sleeperHordeStageGS82', class zombieMoe, count 1  
2025-08-03T21:18:14 877.873 INF 808.8754 SleeperVolume -184, 38, -746: None spawned,  
canSpawn True, respawnCnt 0  
2025-08-03T21:18:14 877.874 INF 808.8754 SleeperVolume -215, 38, -667: Spawning -214,  
38, -666 (-14, -42), group 'zombieUtilityWorker', class zombieUtilityWorker, count 1  
2025-08-03T21:18:14 877.896 INF 808.892 SleeperVolume -221, 38, -667: Spawning -220,  
38, -667 (-14, -42), group 'ZombieSpecialInfectedGroupGS50', class zombieWightFeral, count  
1  
2025-08-03T21:18:14 877.915 INF 808.892 SleeperVolume -213, 38, -667: Spawning -213,  
38, -667 (-14, -42), group 'ZombieDogGroup', class animalZombieDog, count 1  
2025-08-03T21:18:14 877.954 INF 808.9587 SleeperVolume -189, 38, -746: Spawning -187,  
38, -745 (-12, -47), group 'sleeperHordeStageGS82', class zombieBusinessManFeral, count 1  
2025-08-03T21:18:14 877.982 INF 808.9587 SleeperVolume -215, 38, -667: Spawning -215,  
38, -666 (-14, -42), group 'zombieUtilityWorker', class zombieUtilityWorker, count 1  
2025-08-03T21:18:14 878.015 INF 809.0087 SleeperVolume -215, 38, -665: Spawning -214,  
38, -665 (-14, -42), group 'zombieMaleHazmatFeral', class zombieMaleHazmatFeral, count 1  
2025-08-03T21:18:19 882.502 INF Entity zombieUtilityWorkerFeral 9192 killed by Qnut 172  
2025-08-03T21:18:28 891.714 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:18:28 891.715 INF 46543 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-269.7, 38.1, -732.9), chunk -17, -46  
2025-08-03T21:18:28 891.715 INF 46543 VehicleManager write #1, id 4680, vehicleMinibike,  
(-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:18:28 891.716 INF 46543 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:18:28 891.716 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:18:28 891.717 INF VehicleManager saved 1314 bytes  
2025-08-03T21:18:28 891.717 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:18:28 891.718 INF DroneManager saved 9 bytes  
2025-08-03T21:18:28 891.718 INF TurretTracker saved 9 bytes  
2025-08-03T21:18:28 891.773 INF 60sec delta: 189532,current: 4346426,desired: 3453849  
2025-08-03T21:18:28 891.774 INF [Backtrace] Updated Statistics  
2025-08-03T21:18:28 891.865 INF Time: 13.69m FPS: 58.80 Heap: 3414.6MB Max:  
3414.6MB Chunks: 360 CGO: 237 Ply: 1 Zom: 9 Ent: 14 (24) Items: 3 CO: 1 RSS: 7199.0MB  
2025-08-03T21:18:38 901.489 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:18:39 902.433 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:18:40 903.732 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:18:41 904.686 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:18:42 905.282 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:18:42 905.333 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:18:46 909.982 INF Qnut WeatherBuffUpdate , indoors True  
Prefixed BlockLight.GetActivationText()  
2025-08-03T21:18:58 921.882 INF Time: 14.19m FPS: 59.80 Heap: 3167.7MB Max:  
3414.6MB Chunks: 360 CGO: 221 Ply: 1 Zom: 9 Ent: 11 (23) Items: 3 CO: 1 RSS: 7204.5MB  
2025-08-03T21:19:23 946.700 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T21:19:23 946.706 INF Stopped Suspense  
2025-08-03T21:19:23 946.706 INF unloaded ClipSets on Suspense  
2025-08-03T21:19:23 946.734 INF Notified SectionSelector that music stopped  
2025-08-03T21:19:23 946.735 INF SectionType change from Suspense to None  
2025-08-03T21:19:25 948.274 INF 879.3085 SleeperVolume -198, 38, -749: Spawning -198,  
38, -748 (-13, -47), group 'zombieUtilityWorkerFeral', class zombieUtilityWorkerFeral, count 9  
2025-08-03T21:19:25 948.385 INF 879.4252 SleeperVolume -198, 38, -749: Spawning -198,  
38, -749 (-13, -47), group 'zombieUtilityWorkerFeral', class zombieUtilityWorkerFeral, count 9  
2025-08-03T21:19:28 951.788 INF 60sec delta: 114322,current: 4460749,desired: 3528099  
2025-08-03T21:19:28 951.789 INF [Backtrace] Updated Statistics  
2025-08-03T21:19:28 951.898 INF Time: 14.70m FPS: 60.00 Heap: 3247.5MB Max:

3414.6MB Chunks: 360 CGO: 221 Ply: 1 Zom: 11 Ent: 13 (25) Items: 3 CO: 1 RSS: 7202.3MB  
2025-08-03T21:19:29 952.411 INF [DECO] written 319289, in 73ms  
2025-08-03T21:19:29 952.425 INF [DECO] write thread 13ms  
2025-08-03T21:19:35 958.625 INF Entity zombieUtilityWorkerFeral 9202 killed by Qnut 172  
2025-08-03T21:19:37 960.418 INF Entity zombieUtilityWorkerFeral 9203 killed by Qnut 172  
2025-08-03T21:19:52 976.036 INF Entity zombieBusinessManFeral 9197 killed by Qnut 172  
2025-08-03T21:19:53 977.188 INF Entity zombieMoe 9193 killed by Qnut 172  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-03T21:19:58 981.914 INF Time: 15.20m FPS: 58.41 Heap: 3329.3MB Max:  
3414.6MB Chunks: 360 CGO: 221 Ply: 1 Zom: 7 Ent: 13 (26) Items: 3 CO: 1 RSS: 7215.3MB  
2025-08-03T21:20:02 986.036 INF SectionType change from None to Combat  
2025-08-03T21:20:02 986.037 INF Played Combat  
2025-08-03T21:20:02 986.038 INF Fading in Combat  
2025-08-03T21:20:02 986.038 INF Notified SectionSelector that music played  
2025-08-03T21:20:03 986.736 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:20:05 989.056 INF fadeInCo complete on Combat  
2025-08-03T21:20:07 990.784 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:20:08 991.689 INF Entity zombieWightFeral 9195 killed by Qnut 172  
2025-08-03T21:20:09 992.836 INF Entity animalZombieDog 9196 killed by Qnut 172  
2025-08-03T21:20:11 994.791 INF Entity zombieUtilityWorker 9194 killed by Qnut 172  
2025-08-03T21:20:12 995.890 INF Entity zombieUtilityWorker 9198 killed by Qnut 172  
2025-08-03T21:20:13 997.036 INF Entity zombieMaleHazmatFeral 9199 killed by Qnut 172  
2025-08-03T21:20:13 997.085 INF SectionType change from Combat to Suspense  
2025-08-03T21:20:13 997.086 INF Fading out Combat  
2025-08-03T21:20:13 997.087 INF Loading new config for Suspense...  
2025-08-03T21:20:13 997.088 INF Played Suspense  
2025-08-03T21:20:13 997.088 INF Fading in Suspense  
2025-08-03T21:20:13 997.110 INF Loading new ClipSets for Suspense...  
2025-08-03T21:20:14 997.301 INF Suspense loaded new config and clipsets  
2025-08-03T21:20:16 1000.116 INF Paused Combat  
2025-08-03T21:20:16 1000.116 INF fadeInCo complete on Suspense  
2025-08-03T21:20:28 1011.732 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:20:28 1011.732 INF 53577 VehicleManager write #0, id 6443, vehicleMotorcycle, (-269.7, 38.1, -732.9), chunk -17, -46  
2025-08-03T21:20:28 1011.733 INF 53577 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:20:28 1011.733 INF 53577 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T21:20:28 1011.734 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:20:28 1011.735 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:20:28 1011.735 INF VehicleManager saved 1314 bytes  
2025-08-03T21:20:28 1011.736 INF DroneManager saved 9 bytes  
2025-08-03T21:20:28 1011.737 INF TurretTracker saved 9 bytes  
2025-08-03T21:20:28 1011.813 INF 60sec delta: 99925,current: 4560674,desired: 3620512  
2025-08-03T21:20:28 1011.814 INF [Backtrace] Updated Statistics  
2025-08-03T21:20:28 1011.931 INF Time: 15.70m FPS: 60.00 Heap: 3419.2MB Max:  
3419.2MB Chunks: 360 CGO: 221 Ply: 1 Zom: 2 Ent: 10 (27) Items: 4 CO: 1 RSS: 7212.6MB  
2025-08-03T21:20:32 1016.132 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:20:58 1041.949 INF Time: 16.20m FPS: 58.40 Heap: 3168.9MB Max:  
3419.2MB Chunks: 360 CGO: 229 Ply: 1 Zom: 2 Ent: 5 (27) Items: 4 CO: 1 RSS: 7229.5MB  
2025-08-03T21:21:05 1048.302 WRN [Steam] Tick took exceptionally long: 1538 ms  
2025-08-03T21:21:16 1060.133 INF Stopped Combat  
2025-08-03T21:21:16 1060.134 INF fadeOutCo complete on Combat  
2025-08-03T21:21:16 1060.134 INF unloaded ClipSets on Combat  
2025-08-03T21:21:29 1073.057 INF 60sec delta: 10624,current: 4571298,desired: 3187127  
2025-08-03T21:21:29 1073.057 INF [Backtrace] Updated Statistics  
2025-08-03T21:21:29 1073.203 INF Time: 16.70m FPS: 57.01 Heap: 3254.9MB Max:  
3419.2MB Chunks: 360 CGO: 247 Ply: 1 Zom: 0 Ent: 3 (27) Items: 4 CO: 1 RSS: 7254.3MB  
[MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has  
been registered at the specified world position: -89, 38, -768  
[MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has  
been registered at the specified world position: -93, 38, -641  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
2025-08-03T21:22:01 1104.481 INF Time: 17.20m FPS: 59.80 Heap: 3355.2MB Max:  
3419.2MB Chunks: 360 CGO: 238 Ply: 1 Zom: 2 Ent: 5 (29) Items: 4 CO: 1 RSS: 7263.5MB  
2025-08-03T21:22:08 1111.763 INF Saving 145 of chunks took 103ms  
2025-08-03T21:22:08 1111.764 INF Paused Suspense  
2025-08-03T21:29:03 1527.063 INF Unpaused Suspense  
2025-08-03T21:29:13 1536.631 INF 1049.724 SleeperVolume -178, 49, -707: Spawning -178,  
51, -706 (-12, -45), group 'VultureGroup', class animalZombieVulture, count 2  
2025-08-03T21:29:15 1538.632 INF Entity animalZombieVulture 9208 killed by Qnut 172  
2025-08-03T21:29:26 1549.695 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:29:26 1549.695 INF 85284 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-183.1, 38.0, -693.3), chunk -12, -44

2025-08-03T21:29:26 1549.696 INF 85284 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T21:29:26 1549.696 INF 85284 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T21:29:26 1549.697 INF DroneManager saving 0 (0 + 0)

2025-08-03T21:29:26 1549.697 INF TurretTracker saving 0 (0 + 0)

2025-08-03T21:29:26 1549.698 INF VehicleManager saved 1294 bytes

2025-08-03T21:29:26 1549.699 INF DroneManager saved 9 bytes

2025-08-03T21:29:26 1549.699 INF TurretTracker saved 9 bytes

2025-08-03T21:29:26 1549.782 INF 60sec delta: 14663,current: 4585962,desired: 3298910

2025-08-03T21:29:26 1549.783 INF [Backtrace] Updated Statistics

2025-08-03T21:29:26 1549.945 INF Time: 17.70m FPS: 59.80 Heap: 3256.5MB Max: 3419.2MB Chunks: 360 CGO: 223 Ply: 1 Zom: 2 Ent: 6 (30) Items: 4 CO: 1 RSS: 6646.0MB

2025-08-03T21:29:27 1550.455 INF [DECO] written 319289, in 76ms

2025-08-03T21:29:27 1550.468 INF [DECO] write thread 11ms

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:29:56 1580.029 INF Time: 18.20m FPS: 55.02 Heap: 3338.8MB Max: 3419.2MB Chunks: 360 CGO: 232 Ply: 1 Zom: 2 Ent: 6 (30) Items: 4 CO: 1 RSS: 6657.2MB

2025-08-03T21:29:57 1580.350 INF Mixer IsFinished: True

AudioSource is not playing: False

IsPaused: False

IsPlaying: True

2025-08-03T21:29:57 1580.365 INF Stopped Suspense

2025-08-03T21:29:57 1580.365 INF unloaded ClipSets on Suspense

2025-08-03T21:29:57 1580.381 INF Notified SectionSelector that music stopped

2025-08-03T21:29:57 1580.382 INF SectionType change from Suspense to None

2025-08-03T21:30:19 1602.631 INF 1115.724 SleeperVolume -265, 38, -688: Spawning -264, 38, -683 (-17, -43), group 'sleeperHordeStageGS82', class zombiePartyGirl, count 1

2025-08-03T21:30:19 1602.634 INF 1115.724 SleeperVolume -227, 38, -667: None spawned, canSpawn True, respawnCnt 0

2025-08-03T21:30:19 1602.728 INF 1115.824 SleeperVolume -265, 38, -688: Spawning -263, 38, -683 (-17, -43), group 'sleeperHordeStageGS82', class zombieBusinessManFeral, count 1

2025-08-03T21:30:19 1602.830 INF 1115.924 SleeperVolume -265, 38, -688: Spawning -264, 38, -688 (-17, -43), group 'ZombieDogGroup', class animalZombieDog, count 1

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:30:26 1609.797 INF 60sec delta: 50071,current: 4636034,desired: 3396048

2025-08-03T21:30:26 1609.797 INF [Backtrace] Updated Statistics

2025-08-03T21:30:26 1610.013 INF Time: 18.70m FPS: 52.23 Heap: 3426.2MB Max: 3426.2MB Chunks: 360 CGO: 242 Ply: 1 Zom: 6 Ent: 11 (37) Items: 4 CO: 1 RSS: 6665.4MB

2025-08-03T21:30:27 1610.496 INF [DECO] written 319289, in 67ms

2025-08-03T21:30:27 1610.511 INF [DECO] write thread 14ms

2025-08-03T21:30:30 1613.632 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:30:32 1615.829 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:30:33 1616.728 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:30:33 1617.178 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:30:35 1618.631 INF 1131.724 SleeperVolume -265, 38, -688: Restoring -264, 38, -688 (-17, -43) 'animalZombieDog', count 3

2025-08-03T21:30:35 1618.729 INF 1131.824 SleeperVolume -265, 38, -688: Restoring -263, 38, -683 (-17, -43) 'zombieBusinessManFeral', count 3

2025-08-03T21:30:35 1618.846 INF 1131.941 SleeperVolume -265, 38, -688: Restoring -264, 38, -683 (-17, -43) 'zombiePartyGirl', count 3

2025-08-03T21:30:35 1618.929 INF 1132.024 SleeperVolume -265, 38, -688: Spawning -263, 38, -688 (-17, -43), group 'ZombieDogGroup', class animalZombieDog, count 6

2025-08-03T21:30:36 1619.529 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:30:42 1626.032 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:30:51 1634.529 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:30:51 1635.129 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:30:56 1640.029 INF Time: 19.20m FPS: 59.80 Heap: 3187.9MB Max: 3426.2MB Chunks: 360 CGO: 244 Ply: 1 Zom: 7 Ent: 12 (41) Items: 4 CO: 1 RSS: 6675.2MB

2025-08-03T21:31:01 1644.681 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:31:01 1644.785 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:31:01 1645.230 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:31:04 1648.182 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:31:26 1669.711 INF VehicleManager saving 3 (1 + 2)

2025-08-03T21:31:26 1669.712 INF 92245 VehicleManager write #0, id 6443, vehicleMotorcycle, (-219.9, 38.1, -673.0), chunk -14, -43

2025-08-03T21:31:26 1669.712 INF 92245 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T21:31:26 1669.713 INF 92245 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T21:31:26 1669.713 INF DroneManager saving 0 (0 + 0)

2025-08-03T21:31:26 1669.714 INF VehicleManager saved 1817 bytes

2025-08-03T21:31:26 1669.715 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:31:26 1669.715 INF DroneManager saved 9 bytes  
2025-08-03T21:31:26 1669.716 INF TurretTracker saved 9 bytes  
2025-08-03T21:31:26 1669.813 INF 60sec delta: 70154,current: 4706188,desired: 3480362  
2025-08-03T21:31:26 1669.814 INF [Backtrace] Updated Statistics  
2025-08-03T21:31:26 1670.052 INF Time: 19.70m FPS: 59.40 Heap: 3262.7MB Max:  
3426.2MB Chunks: 360 CGO: 244 Ply: 1 Zom: 3 Ent: 8 (41) Items: 4 CO: 1 RSS: 6677.1MB  
2025-08-03T21:31:29 1672.678 INF 1185.774 SleeperVolume -217, 33, -664: Spawning -208,  
33, -664 (-13, -42), group 'badassHordeStageGS79', class zombieFatHawaiianRadiated,  
count 3  
2025-08-03T21:31:29 1672.786 INF 1185.874 SleeperVolume -217, 33, -664: Spawning -217,  
34, -660 (-14, -42), group 'badassHordeStageGS79', class zombieBusinessManFeral, count 3  
2025-08-03T21:31:30 1673.428 INF 1186.524 SleeperVolume -225, 33, -667: None spawned,  
canSpawn True, respawnCnt 0  
2025-08-03T21:31:30 1673.429 INF 1186.524 SleeperVolume -227, 33, -667: Spawning -219,  
35, -667 (-14, -42), group 'sleeperHordeStageGS82', class zombieBusinessManFeral, count 5  
2025-08-03T21:31:32 1675.578 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:31:34 1677.829 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:31:36 1680.099 INF Entity zombieBusinessManFeral 9221 killed by Qnut 172  
2025-08-03T21:31:41 1685.164 INF Entity zombieFatHawaiianRadiated 9220 killed by Qnut  
172  
2025-08-03T21:31:44 1687.379 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:31:46 1689.328 INF SectionType change from None to Suspense  
2025-08-03T21:31:46 1689.329 INF Loading new config for Suspense...  
2025-08-03T21:31:46 1689.329 INF Played Suspense  
2025-08-03T21:31:46 1689.330 INF Fading in Suspense  
2025-08-03T21:31:46 1689.330 INF Notified SectionSelector that music played  
2025-08-03T21:31:46 1689.348 INF Loading new ClipSets for Suspense...  
2025-08-03T21:31:47 1691.247 INF Suspense loaded new config and clipsets  
2025-08-03T21:31:49 1692.357 INF fadeInCo complete on Suspense  
2025-08-03T21:31:58 1701.277 INF Time: 20.20m FPS: 52.03 Heap: 3341.2MB Max:  
3426.2MB Chunks: 360 CGO: 244 Ply: 1 Zom: 4 Ent: 10 (45) Items: 4 CO: 1 RSS: 7092.5MB  
2025-08-03T21:32:27 1731.046 INF 60sec delta: 93445,current: 4799633,desired: 3510902  
2025-08-03T21:32:27 1731.047 INF [Backtrace] Updated Statistics  
2025-08-03T21:32:27 1731.248 INF Entity zombieBusinessManFeral 9222 killed by Qnut 172  
2025-08-03T21:32:28 1731.295 INF Time: 20.70m FPS: 60.00 Heap: 3439.9MB Max:  
3439.9MB Chunks: 360 CGO: 244 Ply: 1 Zom: 4 Ent: 8 (47) Items: 5 CO: 1 RSS: 6705.7MB  
2025-08-03T21:32:58 1761.310 INF Time: 21.20m FPS: 59.60 Heap: 3214.1MB Max:  
3439.9MB Chunks: 360 CGO: 247 Ply: 1 Zom: 3 Ent: 7 (47) Items: 5 CO: 1 RSS: 6693.9MB

2025-08-03T21:33:04 1767.529 INF 1279.407 SleeperVolume -225, 38, -661: Spawning -224, 38, -660 (-14, -42), group 'zombieMaleHazmatFeral', class zombieMaleHazmatFeral, count 3  
2025-08-03T21:33:09 1772.734 INF Entity zombieMaleHazmatFeral 9226 killed by Qnut 172  
2025-08-03T21:33:27 1790.947 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:33:27 1790.947 INF 99267 VehicleManager write #0, id 6443, vehicleMotorcycle, (-219.9, 38.1, -673.0), chunk -14, -43  
2025-08-03T21:33:27 1790.948 INF 99267 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:33:27 1790.949 INF 99267 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:33:27 1790.949 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:33:27 1790.950 INF VehicleManager saved 1817 bytes  
2025-08-03T21:33:27 1790.951 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:33:27 1790.951 INF DroneManager saved 9 bytes  
2025-08-03T21:33:27 1790.952 INF TurretTracker saved 9 bytes  
2025-08-03T21:33:27 1791.062 INF 60sec delta: 42495,current: 4842129,desired: 3468214  
2025-08-03T21:33:27 1791.063 INF [Backtrace] Updated Statistics  
2025-08-03T21:33:28 1791.328 INF Time: 21.70m FPS: 59.80 Heap: 3288.7MB Max: 3439.9MB Chunks: 360 CGO: 247 Ply: 1 Zom: 2 Ent: 6 (48) Items: 5 CO: 1 RSS: 6701.0MB  
2025-08-03T21:33:42 1805.877 INF 1317.757 SleeperVolume -265, 38, -688: Restoring -264, 38, -688 (-17, -43) 'animalZombieDog', count 2  
2025-08-03T21:33:42 1805.977 INF 1317.857 SleeperVolume -265, 38, -688: Restoring -263, 38, -683 (-17, -43) 'zombieBusinessManFeral', count 3  
2025-08-03T21:33:42 1806.077 INF 1317.957 SleeperVolume -265, 38, -688: Restoring -264, 38, -683 (-17, -43) 'zombiePartyGirl', count 3  
2025-08-03T21:33:42 1806.177 INF 1318.057 SleeperVolume -265, 38, -688: Restoring -263, 38, -688 (-17, -43) 'animalZombieDog', count 3  
2025-08-03T21:33:57 1820.585 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:33:58 1821.344 INF Time: 22.20m FPS: 59.00 Heap: 3371.0MB Max: 3439.9MB Chunks: 360 CGO: 247 Ply: 1 Zom: 6 Ent: 9 (54) Items: 6 CO: 1 RSS: 6707.1MB  
2025-08-03T21:34:01 1825.029 INF SectionType change from Suspense to Combat  
2025-08-03T21:34:01 1825.030 INF Fading out Suspense  
2025-08-03T21:34:01 1825.031 INF Loading new config for Combat...  
2025-08-03T21:34:01 1825.031 INF Played Combat  
2025-08-03T21:34:01 1825.032 INF Fading in Combat  
2025-08-03T21:34:01 1825.054 INF Loading new ClipSets for Combat...  
2025-08-03T21:34:02 1825.299 INF Combat loaded new config and clipsets  
2025-08-03T21:34:04 1828.059 INF Paused Suspense  
2025-08-03T21:34:04 1828.060 INF fadeInCo complete on Combat

2025-08-03T21:34:06 1829.441 INF Entity zombieBusinessManFeral 9229 killed by Qnut 172  
2025-08-03T21:34:07 1830.562 INF Entity zombiePartyGirl 9230 killed by Qnut 172  
2025-08-03T21:34:08 1831.683 INF Entity animalZombieDog 9231 killed by Qnut 172  
2025-08-03T21:34:09 1832.885 INF Entity animalZombieDog 9228 killed by Qnut 172  
2025-08-03T21:34:09 1832.933 INF SectionType change from Combat to Suspense  
2025-08-03T21:34:09 1832.933 INF Fading out Combat  
2025-08-03T21:34:09 1832.934 INF Unpaused Suspense  
2025-08-03T21:34:09 1832.934 INF Fading in Suspense  
2025-08-03T21:34:12 1835.948 INF Paused Combat  
2025-08-03T21:34:12 1835.948 INF fadeInCo complete on Suspense  
2025-08-03T21:34:27 1851.079 INF 60sec delta: 12085,current: 4854215,desired: 3469299  
2025-08-03T21:34:27 1851.080 INF [Backtrace] Updated Statistics  
2025-08-03T21:34:28 1851.431 INF Time: 22.70m FPS: 57.22 Heap: 3460.0MB Max:  
3460.0MB Chunks: 360 CGO: 248 Ply: 1 Zom: 2 Ent: 9 (55) Items: 6 CO: 1 RSS: 6712.3MB  
2025-08-03T21:34:40 1863.796 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T21:34:40 1863.806 INF Stopped Suspense  
2025-08-03T21:34:40 1863.807 INF unloaded ClipSets on Suspense  
2025-08-03T21:34:40 1863.828 INF Notified SectionSelector that music stopped  
2025-08-03T21:34:40 1863.829 INF SectionType change from Suspense to None  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
2025-08-03T21:34:58 1881.428 INF Time: 23.20m FPS: 52.43 Heap: 3218.7MB Max:  
3460.0MB Chunks: 360 CGO: 249 Ply: 1 Zom: 2 Ent: 6 (55) Items: 6 CO: 1 RSS: 6717.7MB  
2025-08-03T21:35:12 1895.953 INF Stopped Combat  
2025-08-03T21:35:12 1895.954 INF fadeOutCo complete on Combat  
2025-08-03T21:35:12 1895.954 INF unloaded ClipSets on Combat  
2025-08-03T21:35:25 1908.883 INF 1420.756 SleeperVolume -260, 38, -707: Spawning -256,  
44, -703 (-16, -44), group 'sleeperHordeStageGS82', class zombieMarleneFeral, count 2  
2025-08-03T21:35:26 1909.281 INF 1421.156 SleeperVolume -266, 37, -701: Spawning -258,  
37, -700 (-17, -44), group 'badassHordeStageGS79', class zombieMoeFeral, count 3  
2025-08-03T21:35:27 1910.627 INF 1422.506 SleeperVolume -262, 38, -710: Spawning -258,  
42, -709 (-17, -45), group 'sleeperHordeStageGS82', class zombieBusinessManFeral, count 4  
2025-08-03T21:35:27 1910.964 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:35:27 1910.965 INF 106142 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-246.8, 38.1, -685.7), chunk -16, -43  
2025-08-03T21:35:27 1910.966 INF 106142 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:35:27 1910.966 INF 106142 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:35:27 1910.967 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:35:27 1910.967 INF VehicleManager saved 1877 bytes  
2025-08-03T21:35:27 1910.968 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:35:27 1910.968 INF DroneManager saved 9 bytes  
2025-08-03T21:35:27 1910.969 INF TurretTracker saved 9 bytes  
2025-08-03T21:35:27 1911.095 INF 60sec delta: 111800,current: 4966015,desired: 3473495  
2025-08-03T21:35:27 1911.096 INF [Backtrace] Updated Statistics  
2025-08-03T21:35:28 1911.443 INF Time: 23.70m FPS: 57.61 Heap: 3292.9MB Max:  
3460.0MB Chunks: 360 CGO: 253 Ply: 1 Zom: 5 Ent: 9 (58) Items: 6 CO: 1 RSS: 6723.5MB  
2025-08-03T21:35:58 1941.459 INF Time: 24.20m FPS: 60.00 Heap: 3371.2MB Max:  
3460.0MB Chunks: 360 CGO: 253 Ply: 1 Zom: 5 Ent: 10 (59) Items: 7 CO: 1 RSS: 6702.3MB  
2025-08-03T21:36:26 1969.777 INF 1481.656 SleeperVolume -265, 38, -693: Spawning -263,  
38, -692 (-17, -44), group 'zombieJanitorFeral', class zombieJanitorFeral, count 4  
2025-08-03T21:36:27 1971.167 INF 60sec delta: 33535,current: 4999551,desired: 3400244  
2025-08-03T21:36:27 1971.168 INF [Backtrace] Updated Statistics  
2025-08-03T21:36:28 1971.477 INF Time: 24.70m FPS: 59.60 Heap: 3455.6MB Max:  
3460.0MB Chunks: 360 CGO: 253 Ply: 1 Zom: 5 Ent: 10 (60) Items: 7 CO: 1 RSS: 6716.0MB  
2025-08-03T21:36:29 1972.783 INF SectionType change from None to Suspense  
2025-08-03T21:36:29 1972.783 INF Loading new config for Suspense...  
2025-08-03T21:36:29 1972.784 INF Played Suspense  
2025-08-03T21:36:29 1972.785 INF Fading in Suspense  
2025-08-03T21:36:29 1972.785 INF Notified SectionSelector that music played  
2025-08-03T21:36:29 1972.808 INF Loading new ClipSets for Suspense...  
2025-08-03T21:36:29 1972.896 INF Suspense loaded new config and clipsets  
2025-08-03T21:36:30 1973.627 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:36:32 1975.795 INF fadeInCo complete on Suspense  
2025-08-03T21:36:58 2001.495 INF Time: 25.20m FPS: 57.41 Heap: 3209.9MB Max:  
3460.0MB Chunks: 360 CGO: 254 Ply: 1 Zom: 4 Ent: 8 (59) Items: 6 CO: 1 RSS: 6738.7MB  
2025-08-03T21:37:02 2005.602 INF Entity zombieJanitorFeral 9238 killed by Qnut 172  
2025-08-03T21:37:07 2010.777 INF 1522.656 SleeperVolume -260, 38, -707: Restoring -256,  
44, -703 (-16, -44) 'zombieMarleneFeral', count 3  
2025-08-03T21:37:14 2017.274 INF Entity zombieMoeFeral 9235 killed by Qnut 172  
2025-08-03T21:37:27 2030.976 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:37:27 2030.977 INF 113187 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-246.8, 38.1, -685.7), chunk -16, -43  
2025-08-03T21:37:27 2030.978 INF 113187 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:37:27 2030.978 INF 113187 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:37:27 2030.979 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:37:27 2030.979 INF VehicleManager saved 1877 bytes  
2025-08-03T21:37:27 2030.980 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:37:27 2030.980 INF DroneManager saved 9 bytes  
2025-08-03T21:37:27 2030.981 INF TurretTracker saved 9 bytes  
2025-08-03T21:37:27 2031.161 INF 60sec delta: 34671,current: 5034223,desired: 3471967  
2025-08-03T21:37:27 2031.161 INF [Backtrace] Updated Statistics  
2025-08-03T21:37:28 2031.510 INF Time: 25.70m FPS: 59.40 Heap: 3283.8MB Max:  
3460.0MB Chunks: 360 CGO: 254 Ply: 1 Zom: 3 Ent: 9 (60) Items: 6 CO: 1 RSS: 6739.1MB  
2025-08-03T21:37:38 2041.426 INF 1553.306 SleeperVolume -262, 38, -710: Restoring -258,  
42, -709 (-17, -45) 'zombieBusinessManFeral', count 3  
2025-08-03T21:37:58 2061.527 INF Time: 26.20m FPS: 59.60 Heap: 3363.7MB Max:  
3460.0MB Chunks: 360 CGO: 254 Ply: 1 Zom: 4 Ent: 9 (62) Items: 7 CO: 1 RSS: 6741.0MB  
2025-08-03T21:38:27 2091.179 INF 60sec delta: 25792,current: 5060015,desired: 3532599  
2025-08-03T21:38:27 2091.179 INF [Backtrace] Updated Statistics  
2025-08-03T21:38:28 2091.543 INF Time: 26.70m FPS: 58.60 Heap: 3451.0MB Max:  
3460.0MB Chunks: 360 CGO: 254 Ply: 1 Zom: 4 Ent: 9 (62) Items: 7 CO: 1 RSS: 6730.2MB  
2025-08-03T21:38:55 2119.251 INF Entity zombieBusinessManFeral 9240 killed by Qnut 172  
2025-08-03T21:38:58 2121.565 INF Time: 27.20m FPS: 57.60 Heap: 3216.0MB Max:  
3460.0MB Chunks: 360 CGO: 255 Ply: 1 Zom: 3 Ent: 9 (62) Items: 7 CO: 1 RSS: 6734.6MB  
2025-08-03T21:39:17 2140.560 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T21:39:17 2140.561 INF Stopped Suspense  
2025-08-03T21:39:17 2140.562 INF unloaded ClipSets on Suspense  
2025-08-03T21:39:17 2140.577 INF Notified SectionSelector that music stopped  
2025-08-03T21:39:17 2140.578 INF SectionType change from Suspense to None  
2025-08-03T21:39:24 2147.609 INF Entity zombieMarleneFeral 9239 killed by Qnut 172  
2025-08-03T21:39:27 2150.993 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:39:27 2150.993 INF 120229 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-246.8, 38.1, -685.7), chunk -16, -43  
2025-08-03T21:39:27 2150.994 INF 120229 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66



















































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2025-08-03T21:40:59 2242.592 INF Time: 29.20m FPS: 60.00 Heap: 3545.0MB Max: 3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 2 Ent: 4 (62) Items: 7 CO: 1 RSS: 6801.2MB

2025-08-03T21:41:06 2249.525 INF SectionType change from None to Suspense

2025-08-03T21:41:06 2249.526 INF Loading new config for Suspense...

2025-08-03T21:41:06 2249.527 INF Played Suspense

2025-08-03T21:41:06 2249.527 INF Fading in Suspense

2025-08-03T21:41:06 2249.528 INF Notified SectionSelector that music played

2025-08-03T21:41:06 2249.547 INF Loading new ClipSets for Suspense...

2025-08-03T21:41:06 2249.667 INF Suspense loaded new config and clipsets

2025-08-03T21:41:09 2252.560 INF fadeInCo complete on Suspense

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2025-08-03T21:41:28 2271.942 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:41:28 2271.943 INF 127303 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-246.8, 38.1, -685.7), chunk -16, -43  
2025-08-03T21:41:28 2271.943 INF 127303 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:41:28 2271.944 INF 127303 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:41:28 2271.944 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:41:28 2271.945 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:41:28 2271.945 INF VehicleManager saved 1877 bytes  
2025-08-03T21:41:28 2271.946 INF DroneManager saved 9 bytes  
2025-08-03T21:41:28 2271.946 INF TurretTracker saved 9 bytes  
2025-08-03T21:41:28 2272.162 INF 60sec delta: 0,current: 5127951,desired: 3475595  
2025-08-03T21:41:28 2272.162 INF [Backtrace] Updated Statistics  
2025-08-03T21:41:29 2272.593 INF Time: 29.70m FPS: 59.00 Heap: 3288.3MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 2 Ent: 4 (62) Items: 7 CO: 1 RSS: 6804.0MB

2025-08-03T21:41:59 2302.608 INF Time: 30.21m FPS: 59.40 Heap: 3363.2MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 2 Ent: 4 (62) Items: 7 CO: 1 RSS: 6802.5MB  
2025-08-03T21:42:07 2310.375 INF SectionType change from Suspense to None  
2025-08-03T21:42:07 2310.376 INF Fading out Suspense  
2025-08-03T21:42:08 2311.791 INF 1822.688 SleeperVolume -266, 44, -697: Spawning -265,  
44, -696 (-17, -44), group 'ZombieSpecialInfectedGroupGS50', class zombieMutated, count 2  
2025-08-03T21:42:08 2311.878 INF 1822.821 SleeperVolume -266, 44, -697: Spawning -265,  
44, -697 (-17, -44), group 'ZombieSpecialInfectedGroupGS50', class zombieSpider, count 2  
2025-08-03T21:42:10 2313.410 INF Paused Suspense  
2025-08-03T21:42:10 2313.427 INF Notified SectionSelector that music stopped  
2025-08-03T21:42:24 2327.613 INF Entity zombieSpider 9244 killed by Qnut 172  
2025-08-03T21:42:27 2330.409 INF Entity zombieMutated 9243 killed by Qnut 172  
2025-08-03T21:42:28 2332.196 INF 60sec delta: 30070,current: 5158021,desired: 3505618  
2025-08-03T21:42:28 2332.197 INF [Backtrace] Updated Statistics  
2025-08-03T21:42:29 2332.630 INF Time: 30.71m FPS: 56.41 Heap: 3440.0MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 2 Ent: 7 (65) Items: 8 CO: 1 RSS: 5661.7MB  
2025-08-03T21:42:42 2346.134 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:42:59 2362.642 INF Time: 31.21m FPS: 49.83 Heap: 3518.9MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 5 Ent: 7 (68) Items: 8 CO: 1 RSS: 5487.8MB  
2025-08-03T21:43:06 2369.879 INF Entity zombieArlene 9246 killed by Qnut 172  
2025-08-03T21:43:10 2373.410 INF Stopped Suspense  
2025-08-03T21:43:10 2373.411 INF fadeOutCo complete on Suspense  
2025-08-03T21:43:10 2373.411 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T21:43:10 2373.412 INF unloaded ClipSets on Suspense  
Prefixed BlockLight.GetActivationText()  
2025-08-03T21:43:26 2389.375 INF 1900.321 SleeperVolume -261, 38, -696: Spawning -260,  
41, -696 (-17, -44), group 'sleeperHordeStageGS82', class zombieSkateboarder, count 4  
2025-08-03T21:43:26 2389.476 INF 1900.421 SleeperVolume -245, 39, -667: Spawning -243,  
40, -667 (-16, -42), group 'sleeperHordeStageGS82', class zombieSkateboarder, count 4  
2025-08-03T21:43:26 2389.483 INF 1900.421 SleeperVolume -203, 39, -675: Spawning -201,  
39, -674 (-13, -43), group 'zombieUtilityWorkerFeral', class zombieUtilityWorkerFeral, count 4  
2025-08-03T21:43:26 2389.528 INF 1900.471 SleeperVolume -202, 39, -676: Spawning -202,  
39, -676 (-13, -43), group 'ZombieSpecialInfectedGroupGS50', class zombieSpiderFeral,  
count 4  
2025-08-03T21:43:26 2389.534 INF 1900.471 SleeperVolume -200, 39, -675: Spawning -199,  
39, -675 (-13, -43), group 'zombieLumberjack', class zombieLumberjack, count 4

2025-08-03T21:43:26 2389.576 INF 1900.521 SleeperVolume -261, 38, -696: Spawning -260, 38, -689 (-17, -44), group 'sleeperHordeStageGS82', class zombieSoldier, count 4  
2025-08-03T21:43:26 2389.599 INF 1900.521 SleeperVolume -203, 39, -675: Spawning -201, 39, -675 (-13, -43), group 'zombieUtilityWorkerFeral', class zombieUtilityWorkerFeral, count 4  
2025-08-03T21:43:26 2389.679 INF 1900.621 SleeperVolume -261, 38, -696: Spawning -260, 38, -690 (-17, -44), group 'sleeperHordeStageGS82', class zombieJanitorFeral, count 4  
2025-08-03T21:43:26 2389.732 INF SectionType change from None to Combat  
2025-08-03T21:43:26 2389.733 INF Loading new config for Combat...  
2025-08-03T21:43:26 2389.733 INF Played Combat  
2025-08-03T21:43:26 2389.734 INF Fading in Combat  
2025-08-03T21:43:26 2389.734 INF Notified SectionSelector that music played  
2025-08-03T21:43:26 2389.762 INF Loading new ClipSets for Combat...  
2025-08-03T21:43:26 2390.029 INF Combat loaded new config and clipsets  
2025-08-03T21:43:28 2391.960 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:43:28 2391.961 INF 133976 VehicleManager write #0, id 6443, vehicleMotorcycle, (-246.8, 38.1, -685.7), chunk -16, -43  
2025-08-03T21:43:28 2391.962 INF 133976 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:43:28 2391.962 INF 133976 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:43:28 2391.963 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:43:28 2391.964 INF VehicleManager saved 1877 bytes  
2025-08-03T21:43:28 2391.965 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:43:28 2391.965 INF DroneManager saved 9 bytes  
2025-08-03T21:43:28 2391.966 INF TurretTracker saved 9 bytes  
2025-08-03T21:43:28 2392.216 INF 60sec delta: 42943,current: 5200965,desired: 3541272  
2025-08-03T21:43:28 2392.217 INF [Backtrace] Updated Statistics  
2025-08-03T21:43:29 2392.663 INF Time: 31.71m FPS: 58.60 Heap: 3263.0MB Max: 3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 12 Ent: 16 (76) Items: 8 CO: 1 RSS: 5521.4MB  
2025-08-03T21:43:29 2392.782 INF fadeInCo complete on Combat  
2025-08-03T21:43:35 2398.610 INF Entity zombieSkateboarder 9250 killed by Qnut 172  
2025-08-03T21:43:35 2399.057 INF Entity zombieJanitorFeral 9257 killed by Qnut 172  
2025-08-03T21:43:37 2400.728 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:43:38 2401.431 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:43:39 2402.812 INF Entity zombieSoldier 9255 killed by Qnut 172  
2025-08-03T21:43:43 2406.835 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:43:47 2410.894 INF Entity zombieSpiderFeral 9253 killed by Qnut 172  
2025-08-03T21:43:48 2412.147 INF Entity zombieUtilityWorkerFeral 9252 killed by Qnut 172  
2025-08-03T21:43:59 2422.676 INF Time: 32.21m FPS: 55.22 Heap: 3351.4MB Max:

3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 7 Ent: 15 (76) Items: 8 CO: 1 RSS: 5520.6MB  
2025-08-03T21:44:00 2423.493 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:44:01 2424.368 INF Entity zombieSkateboarder 9251 killed by Qnut 172  
2025-08-03T21:44:08 2431.994 INF Entity zombieUtilityWorkerFeral 9256 killed by Qnut 172  
2025-08-03T21:44:10 2433.545 INF Entity zombieLumberjack 9254 killed by Qnut 172  
2025-08-03T21:44:17 2441.097 INF Entity zombieBusinessMan 9248 killed by Qnut 172  
2025-08-03T21:44:17 2441.142 INF SectionType change from Combat to Exploration  
2025-08-03T21:44:17 2441.143 INF Fading out Combat  
2025-08-03T21:44:17 2441.143 INF Played Exploration  
2025-08-03T21:44:17 2441.144 INF Fading in Exploration  
2025-08-03T21:44:18 2441.327 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:44:20 2444.167 INF Paused Combat  
2025-08-03T21:44:20 2444.168 INF fadeInCo complete on Exploration  
2025-08-03T21:44:21 2445.126 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:44:28 2452.228 INF 60sec delta: 32854,current: 5233819,desired: 3592386  
2025-08-03T21:44:28 2452.229 INF [Backtrace] Updated Statistics  
2025-08-03T21:44:29 2452.691 INF Time: 32.71m FPS: 55.81 Heap: 3431.5MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 3 Ent: 10 (76) Items: 8 CO: 1 RSS: 5512.1MB  
2025-08-03T21:44:32 2455.424 INF SectionType change from Exploration to None  
2025-08-03T21:44:32 2455.425 INF Fading out Exploration  
2025-08-03T21:44:32 2455.525 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:44:35 2458.428 INF Paused Exploration  
2025-08-03T21:44:35 2458.474 INF Notified SectionSelector that music stopped  
2025-08-03T21:44:56 2479.791 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:44:57 2481.127 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:44:57 2481.179 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:44:59 2482.708 INF Time: 33.21m FPS: 59.20 Heap: 3523.5MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 3 Ent: 6 (76) Items: 8 CO: 1 RSS: 5506.4MB  
2025-08-03T21:45:19 2502.979 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:45:20 2504.159 INF Stopped Combat  
2025-08-03T21:45:20 2504.160 INF fadeOutCo complete on Combat  
2025-08-03T21:45:20 2504.160 INF unloaded ClipSets on Combat  
2025-08-03T21:45:28 2511.975 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:45:28 2511.976 INF 140558 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-247.2, 38.1, -685.9), chunk -16, -43  
2025-08-03T21:45:28 2511.977 INF 140558 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:45:28 2511.978 INF 140558 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T21:45:28 2511.978 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:45:28 2511.979 INF VehicleManager saved 1877 bytes  
2025-08-03T21:45:28 2511.979 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:45:28 2511.980 INF DroneManager saved 9 bytes  
2025-08-03T21:45:28 2511.981 INF TurretTracker saved 9 bytes  
2025-08-03T21:45:28 2512.244 INF 60sec delta: 533,current: 5234353,desired: 3495150  
2025-08-03T21:45:28 2512.244 INF [Backtrace] Updated Statistics  
2025-08-03T21:45:29 2512.725 INF Time: 33.71m FPS: 59.40 Heap: 3286.9MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 3 Ent: 6 (77) Items: 8 CO: 1 RSS: 5524.9MB  
2025-08-03T21:45:35 2518.431 INF Stopped Exploration  
2025-08-03T21:45:35 2518.432 INF fadeOutCo complete on Exploration  
2025-08-03T21:45:35 2518.433 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T21:45:35 2518.433 INF unloaded ClipSets on Exploration  
2025-08-03T21:45:45 2528.625 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:45:59 2542.741 INF Time: 34.21m FPS: 57.61 Heap: 3361.5MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 3 Ent: 6 (77) Items: 8 CO: 1 RSS: 5522.9MB  
2025-08-03T21:46:24 2567.428 INF SectionType change from None to Exploration  
2025-08-03T21:46:24 2567.429 INF Loading new config for Exploration...  
2025-08-03T21:46:24 2567.430 INF Played Exploration  
2025-08-03T21:46:24 2567.430 INF Fading in Exploration  
2025-08-03T21:46:24 2567.431 INF Notified SectionSelector that music played  
2025-08-03T21:46:24 2567.452 INF Loading new ClipSets for Exploration...  
2025-08-03T21:46:24 2567.861 INF Exploration loaded new config and clipsets  
2025-08-03T21:46:27 2570.450 INF fadeInCo complete on Exploration  
2025-08-03T21:46:29 2572.264 INF 60sec delta: 0,current: 5234353,desired: 3485406  
2025-08-03T21:46:29 2572.265 INF [Backtrace] Updated Statistics  
2025-08-03T21:46:29 2572.758 INF Time: 34.71m FPS: 53.42 Heap: 3438.7MB Max:  
3545.0MB Chunks: 360 CGO: 256 Ply: 1 Zom: 3 Ent: 6 (77) Items: 8 CO: 1 RSS: 5526.6MB  
2025-08-03T21:46:59 2602.775 INF Time: 35.21m FPS: 60.00 Heap: 3528.4MB Max:  
3545.0MB Chunks: 360 CGO: 248 Ply: 1 Zom: 2 Ent: 5 (77) Items: 8 CO: 1 RSS: 5527.5MB  
2025-08-03T21:47:28 2631.991 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:47:28 2631.992 INF 147476 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-247.2, 38.1, -685.9), chunk -16, -43  
2025-08-03T21:47:28 2631.993 INF 147476 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:47:28 2631.993 INF 147476 VehicleManager write #2, id 3965, vehicleBicycle,

(-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T21:47:28 2631.994 INF DroneManager saving 0 (0 + 0)

2025-08-03T21:47:28 2631.995 INF TurretTracker saving 0 (0 + 0)

2025-08-03T21:47:28 2631.995 INF VehicleManager saved 1877 bytes

2025-08-03T21:47:28 2631.996 INF DroneManager saved 9 bytes

2025-08-03T21:47:28 2631.997 INF TurretTracker saved 9 bytes

2025-08-03T21:47:29 2632.276 INF 60sec delta: 0,current: 5234353,desired: 3396267

2025-08-03T21:47:29 2632.278 INF [Backtrace] Updated Statistics

2025-08-03T21:47:29 2632.792 INF Time: 35.71m FPS: 59.20 Heap: 3282.3MB Max:

3545.0MB Chunks: 360 CGO: 248 Ply: 1 Zom: 2 Ent: 5 (77) Items: 8 CO: 1 RSS: 4648.3MB

2025-08-03T21:47:31 2635.141 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:47:31 2635.224 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:47:37 2640.324 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:47:37 2640.382 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:47:59 2662.811 INF Time: 36.21m FPS: 55.61 Heap: 3355.0MB Max:

3545.0MB Chunks: 360 CGO: 248 Ply: 1 Zom: 3 Ent: 6 (78) Items: 8 CO: 1 RSS: 4707.7MB

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

[MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: -89, 38, -768

[MultiBlockManager][Alignment] SetTerrainAlignmentDirty failed; no terrain-aligned block has been registered at the specified world position: -93, 38, -641

2025-08-03T21:48:18 2681.724 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T21:48:29 2692.292 INF 60sec delta: 3647,current: 5238001,desired: 3455886

2025-08-03T21:48:29 2692.293 INF [Backtrace] Updated Statistics

2025-08-03T21:48:29 2692.824 INF Time: 36.71m FPS: 57.81 Heap: 3433.2MB Max:

3545.0MB Chunks: 360 CGO: 241 Ply: 1 Zom: 5 Ent: 8 (80) Items: 8 CO: 1 RSS: 4677.5MB

2025-08-03T21:48:36 2699.726 INF Qnut WeatherBuffUpdate , indoors False

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:48:59 2722.858 INF Time: 37.21m FPS: 51.63 Heap: 3533.2MB Max:

3545.0MB Chunks: 360 CGO: 255 Ply: 1 Zom: 4 Ent: 7 (80) Items: 8 CO: 1 RSS: 4698.0MB

2025-08-03T21:49:02 2725.544 INF Entity zombieJoe 9259 killed by Qnut 172

2025-08-03T21:49:12 2735.594 INF Mixer IsFinished: True

AudioSource is not playing: False

IsPaused: False

IsPlaying: True

2025-08-03T21:49:12 2735.595 INF Stopped Exploration  
2025-08-03T21:49:12 2735.595 INF unloaded ClipSets on Exploration  
2025-08-03T21:49:12 2735.644 INF Notified SectionSelector that music stopped  
2025-08-03T21:49:12 2735.645 INF SectionType change from Exploration to None  
2025-08-03T21:49:28 2752.008 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:49:28 2752.009 INF 153865 VehicleManager write #0, id 6443, vehicleMotorcycle, (-228.1, 38.1, -710.1), chunk -15, -45  
2025-08-03T21:49:28 2752.009 INF 153865 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:49:28 2752.010 INF 153865 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:49:28 2752.011 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:49:28 2752.011 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:49:28 2752.012 INF VehicleManager saved 1877 bytes  
2025-08-03T21:49:28 2752.013 INF DroneManager saved 9 bytes  
2025-08-03T21:49:28 2752.013 INF TurretTracker saved 9 bytes  
2025-08-03T21:49:29 2752.309 INF 60sec delta: 16808,current: 5254809,desired: 3394762  
2025-08-03T21:49:29 2752.310 INF [Backtrace] Updated Statistics  
2025-08-03T21:49:29 2752.873 INF Time: 37.71m FPS: 49.44 Heap: 3292.9MB Max: 3545.0MB Chunks: 360 CGO: 255 Ply: 1 Zom: 3 Ent: 6 (80) Items: 8 CO: 1 RSS: 4722.4MB  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T21:49:45 2769.075 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:49:56 2779.372 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:49:59 2782.889 INF Time: 38.21m FPS: 56.41 Heap: 3357.9MB Max: 3545.0MB Chunks: 360 CGO: 250 Ply: 1 Zom: 3 Ent: 5 (80) Items: 8 CO: 1 RSS: 4735.6MB  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T21:50:29 2812.327 INF 60sec delta: 43136,current: 5297945,desired: 3481696  
2025-08-03T21:50:29 2812.328 INF [Backtrace] Updated Statistics  
2025-08-03T21:50:29 2812.909 INF Time: 38.71m FPS: 52.03 Heap: 3425.4MB Max: 3545.0MB Chunks: 360 CGO: 250 Ply: 1 Zom: 3 Ent: 5 (80) Items: 8 CO: 1 RSS: 4741.6MB  
2025-08-03T21:50:31 2814.645 INF Entity zombieTomClark 9233 killed by Qnut 172

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:50:59 2842.923 INF Time: 39.21m FPS: 54.62 Heap: 3518.0MB Max: 3545.0MB Chunks: 360 CGO: 241 Ply: 1 Zom: 1 Ent: 4 (80) Items: 8 CO: 1 RSS: 4771.0MB

2025-08-03T21:51:01 2844.572 INF SectionType change from None to Exploration

2025-08-03T21:51:01 2844.573 INF Loading new config for Exploration...

2025-08-03T21:51:01 2844.574 INF Played Exploration

2025-08-03T21:51:01 2844.574 INF Fading in Exploration

2025-08-03T21:51:01 2844.575 INF Notified SectionSelector that music played

2025-08-03T21:51:01 2844.598 INF Loading new ClipSets for Exploration...

2025-08-03T21:51:01 2844.798 INF Exploration loaded new config and clipsets

2025-08-03T21:51:02 2845.675 INF Qnut WeatherStatusTick default to stormbuild

2025-08-03T21:51:02 2845.676 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T21:51:04 2847.617 INF fadeInCo complete on Exploration

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:51:11 2854.482 INF Missing paint ID XML entry: 117 for block 'concreteShapes:pole'

2025-08-03T21:51:12 2855.366 INF Missing paint ID XML entry: 227 for block 'woodShapes:wedge60TipHalf'

2025-08-03T21:51:12 2855.757 INF Missing paint ID XML entry: 226 for block 'woodShapes:wedge60Tip'

2025-08-03T21:51:12 2856.092 INF Missing paint ID XML entry: 225 for block 'woodShapes:wedge60Incline'

2025-08-03T21:51:14 2857.973 INF AIDirector: Wandering StartSpawning Horde

2025-08-03T21:51:14 2857.976 INF AIDirector: FindWanderingTargets at player '[type=EntityPlayerLocal, name=Qnut, id=172]', dist 44.82849

2025-08-03T21:51:14 2857.978 INF Party of 1, GS 36 (36), scaling 1, enemy max 8, bonus every 12

2025-08-03T21:51:14 2857.978 INF Party members:

2025-08-03T21:51:14 2857.979 INF Player id 172, gameStage 86

2025-08-03T21:51:14 2858.046 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieFemaleFat, id=9262])

2025-08-03T21:51:15 2859.100 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieDarlene, id=9263])

2025-08-03T21:51:16 2860.126 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieFemaleFat, id=9264])  
2025-08-03T21:51:17 2861.174 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieDarlene, id=9265])  
2025-08-03T21:51:18 2862.225 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieSpider, id=9266])  
2025-08-03T21:51:20 2863.275 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieFemaleFat, id=9267])  
2025-08-03T21:51:21 2864.327 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieFemaleFat, id=9268])  
2025-08-03T21:51:22 2865.379 INF AIDirector: Spawned wandering horde (group wanderingHordeStageGS64, zombie [type=EntityZombie, name=zombieSpider, id=9269])  
2025-08-03T21:51:22 2865.440 INF AIDirectorGameStagePartySpawner: groups done (1)  
2025-08-03T21:51:28 2872.040 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T21:51:28 2872.040 INF 160001 VehicleManager write #0, id 6443, vehicleMotorcycle, (-334.7, 38.1, -868.4), chunk -21, -55  
2025-08-03T21:51:28 2872.041 INF 160001 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:51:28 2872.042 INF 160001 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:51:28 2872.042 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:51:28 2872.043 INF VehicleManager saved 1877 bytes  
2025-08-03T21:51:28 2872.043 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:51:28 2872.044 INF DroneManager saved 9 bytes  
2025-08-03T21:51:28 2872.044 INF TurretTracker saved 9 bytes  
2025-08-03T21:51:29 2872.350 INF 60sec delta: 249330,current: 5547275,desired: 3413176  
2025-08-03T21:51:29 2872.351 INF [Backtrace] Updated Statistics  
2025-08-03T21:51:29 2872.945 INF Time: 39.71m FPS: 57.01 Heap: 3355.0MB Max: 3545.0MB Chunks: 383 CGO: 267 Ply: 1 Zom: 8 Ent: 10 (89) Items: 8 CO: 3 RSS: 4856.2MB  
2025-08-03T21:51:31 2874.271 INF AIDirector: Wandering horde zombie '[type=EntityZombie, name=zombieDarlene, id=9263]' removed from control  
2025-08-03T21:51:36 2880.028 INF Qnut WeatherStatusTick stormbuild to storm  
2025-08-03T21:51:36 2880.029 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T21:51:37 2880.340 INF AIDirector: Wandering horde zombie '[type=EntityZombie, name=zombieDarlene, id=9265]' removed from control  
2025-08-03T21:51:57 2900.577 INF SectionType change from Exploration to Suspense  
2025-08-03T21:51:57 2900.578 INF Fading out Exploration  
2025-08-03T21:51:57 2900.579 INF Loading new config for Suspense...  
2025-08-03T21:51:57 2900.579 INF Played Suspense

2025-08-03T21:51:57 2900.580 INF Fading in Suspense  
2025-08-03T21:51:57 2900.605 INF Loading new ClipSets for Suspense...  
2025-08-03T21:51:57 2900.762 INF Suspense loaded new config and clipsets  
2025-08-03T21:51:58 2901.831 INF AIDirector: Wandering horde zombie '[type=EntityZombie, name=zombieFemaleFat, id=9262]' removed from control  
2025-08-03T21:51:59 2902.961 INF Time: 40.21m FPS: 47.37 Heap: 3421.4MB Max: 3545.0MB Chunks: 383 CGO: 255 Ply: 1 Zom: 9 Ent: 12 (91) Items: 9 CO: 3 RSS: 4877.4MB  
2025-08-03T21:52:00 2903.606 INF Paused Exploration  
2025-08-03T21:52:00 2903.607 INF fadeInCo complete on Suspense  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T21:52:07 2910.423 INF SectionType change from Suspense to Combat  
2025-08-03T21:52:07 2910.424 INF Fading out Suspense  
2025-08-03T21:52:07 2910.424 INF Loading new config for Combat...  
2025-08-03T21:52:07 2910.425 INF Played Combat  
2025-08-03T21:52:07 2910.425 INF Fading in Combat  
2025-08-03T21:52:07 2910.448 INF Loading new ClipSets for Combat...  
2025-08-03T21:52:07 2910.743 INF Combat loaded new config and clipsets  
2025-08-03T21:52:08 2911.929 INF AIDirector: Wandering horde zombie '[type=EntityZombie, name=zombieFemaleFat, id=9268]' removed from control  
2025-08-03T21:52:10 2913.426 INF Entity zombieFemaleFat 9262 killed by Qnut 172  
2025-08-03T21:52:10 2913.454 INF Paused Suspense  
2025-08-03T21:52:10 2913.455 INF fadeInCo complete on Combat  
2025-08-03T21:52:19 2922.639 INF SectionType change from Combat to Exploration  
2025-08-03T21:52:19 2922.640 INF Fading out Combat  
2025-08-03T21:52:19 2922.640 INF Unpaused Exploration  
2025-08-03T21:52:19 2922.641 INF Fading in Exploration  
2025-08-03T21:52:22 2925.649 INF Paused Combat  
2025-08-03T21:52:22 2925.679 INF fadeInCo complete on Exploration  
2025-08-03T21:52:27 2930.272 INF 2439.851 SleeperVolume -383, 38, -893: Spawning -383, 38, -893 (-24, -56), group 'badassHordeStageGS79', class zombieMoeFeral, count 8  
2025-08-03T21:52:27 2930.277 INF 2439.851 SleeperVolume -386, 42, -894: None spawned, canSpawn True, respawnCnt 0  
2025-08-03T21:52:30 2933.729 INF 60sec delta: 257871,current: 5805147,desired: 3506828  
2025-08-03T21:52:30 2933.730 INF [Backtrace] Updated Statistics  
2025-08-03T21:52:31 2934.341 INF Time: 40.71m FPS: 38.54 Heap: 3495.6MB Max: 3545.0MB Chunks: 383 CGO: 254 Ply: 1 Zom: 9 Ent: 13 (94) Items: 9 CO: 3 RSS: 4850.8MB

2025-08-03T21:52:42 2945.388 INF 163244+0 Origin Reposition (-272.0, 32.0, -736.0) to (-400.0, 32.0, -976.0)

2025-08-03T21:52:58 2961.615 INF Entity animalDoe 9149 killed by Qnut 172

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:53:01 2964.374 INF Time: 41.21m FPS: 31.10 Heap: 3694.7MB Max: 3694.7MB Chunks: 488 CGO: 350 Ply: 1 Zom: 5 Ent: 8 (98) Items: 9 CO: 5 RSS: 4978.6MB

2025-08-03T21:53:10 2973.475 INF Stopped Suspense

2025-08-03T21:53:10 2973.475 INF fadeOutCo complete on Suspense

2025-08-03T21:53:10 2973.476 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-08-03T21:53:10 2973.476 INF unloaded ClipSets on Suspense

2025-08-03T21:53:16 2979.267 INF 164550+0 Origin Reposition (-400.0, 32.0, -976.0) to (-672.0, 32.0, -1008.0)

2025-08-03T21:53:22 2985.683 INF Stopped Combat

2025-08-03T21:53:22 2985.684 INF fadeOutCo complete on Combat

2025-08-03T21:53:22 2985.684 INF unloaded ClipSets on Combat

2025-08-03T21:53:30 2993.437 INF VehicleManager saving 3 (1 + 2)

2025-08-03T21:53:30 2993.438 INF 165050 VehicleManager write #0, id 6443, vehicleMotorcycle, (-857.0, 38.0, -991.1), chunk -54, -62

2025-08-03T21:53:30 2993.439 INF 165050 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T21:53:30 2993.439 INF 165050 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T21:53:30 2993.440 INF DroneManager saving 0 (0 + 0)

2025-08-03T21:53:30 2993.441 INF VehicleManager saved 1877 bytes

2025-08-03T21:53:30 2993.441 INF TurretTracker saving 0 (0 + 0)

2025-08-03T21:53:30 2993.442 INF DroneManager saved 9 bytes

2025-08-03T21:53:30 2993.443 INF TurretTracker saved 9 bytes

2025-08-03T21:53:30 2993.766 INF 60sec delta: 279466,current: 6084614,desired: 3358432

2025-08-03T21:53:30 2993.767 INF [Backtrace] Updated Statistics

2025-08-03T21:53:31 2994.410 INF Time: 41.71m FPS: 36.88 Heap: 3287.9MB Max: 3694.7MB Chunks: 498 CGO: 316 Ply: 1 Zom: 5 Ent: 8 (56) Items: 0 CO: 4 RSS: 5142.4MB

2025-08-03T21:53:33 2996.691 INF 165157 Vehicle PostInit [type=EntityBicycle, name=vehicleBicycle, id=3965], (-989.84, 34.02, -1050.54) (chunk -62, -66), rbPos (-672.00,

32.00, -1008.00)

2025-08-03T21:53:33 2996.692 INF 165157 VehicleManager loaded #1, id 3965, [type=EntityBicycle, name=vehicleBicycle, id=3965], (-989.8, 34.0, -1050.5), chunk -62, -66 (-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03

2025-08-03T21:53:33 2996.720 INF 165157 Vehicle PostInit [type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.02, 34.02, -1050.67) (chunk -62, -66), rbPos (-672.00, 32.00, -1008.00)

2025-08-03T21:53:33 2996.720 INF 165157 VehicleManager loaded #0, id 4680, [type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.0, 34.0, -1050.7), chunk -62, -66 (-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03

2025-08-03T21:53:33 2996.721 INF 165157 VehicleManager Update loaded 2

2025-08-03T21:53:34 2997.417 INF Entity zombieNurseFeral 9137 killed

2025-08-03T21:53:35 2998.702 INF 165213+1 Origin Reposition (-672.0, 32.0, -1008.0) to (-944.0, 32.0, -992.0)

2025-08-03T21:53:37 3001.061 INF SectionType change from Exploration to HomeDay

2025-08-03T21:53:37 3001.061 INF Fading out Exploration

2025-08-03T21:53:37 3001.062 INF Played HomeDay

2025-08-03T21:53:37 3001.063 INF Fading in HomeDay

2025-08-03T21:53:39 3002.324 INF 2511.884 SleeperVolume -950, 37, -1050: Restoring -949, 38, -1044 (-60, -66) 'zombieJoe', count 6

2025-08-03T21:53:39 3002.327 INF 2511.884 SleeperVolume -950, 37, -1053: Restoring -948, 38, -1051 (-60, -66) 'zombieYo', count 6

2025-08-03T21:53:39 3002.393 INF 2511.951 SleeperVolume -935, 37, -1042: Restoring -934, 38, -1042 (-59, -66) 'zombieSoldier', count 6

2025-08-03T21:53:40 3004.122 INF Paused Exploration

2025-08-03T21:53:40 3004.123 INF fadeInCo complete on HomeDay

2025-08-03T21:53:42 3006.125 INF AIDirector: Wandering horde zombie '[type=EntityZombie, name=zombieSpider, id=9269]' removed from control

2025-08-03T21:53:43 3007.177 INF AIDirector: Wandering horde zombie '[type=EntityZombie, name=zombieSpider, id=9266]' removed from control

SDCSUtills::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T21:54:01 3024.447 INF Time: 42.21m FPS: 40.13 Heap: 3421.3MB Max: 3694.7MB Chunks: 498 CGO: 312 Ply: 1 Zom: 6 Ent: 11 (62) Items: 0 CO: 2 RSS: 5463.1MB

2025-08-03T21:54:03 3026.433 INF Qnut WeatherBuffUpdate , indoors True

Prefixed BlockLight.GetActivationText()

2025-08-03T21:54:30 3053.787 INF 60sec delta: 308257,current: 6392871,desired: 3847549

2025-08-03T21:54:30 3053.788 INF [Backtrace] Updated Statistics  
2025-08-03T21:54:31 3054.458 INF Time: 42.71m FPS: 32.20 Heap: 3487.8MB Max:  
3694.7MB Chunks: 498 CGO: 313 Ply: 1 Zom: 5 Ent: 9 (62) Items: 0 CO: 3 RSS: 5487.9MB  
2025-08-03T21:54:40 3064.168 INF Stopped Exploration  
2025-08-03T21:54:40 3064.168 INF fadeOutCo complete on Exploration  
2025-08-03T21:54:40 3064.169 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T21:54:40 3064.170 INF unloaded ClipSets on Exploration  
2025-08-03T21:55:01 3084.464 INF Time: 43.21m FPS: 33.49 Heap: 3319.4MB Max:  
3694.7MB Chunks: 498 CGO: 297 Ply: 1 Zom: 3 Ent: 7 (62) Items: 0 CO: 3 RSS: 5479.5MB  
2025-08-03T21:55:30 3113.470 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T21:55:30 3113.471 INF 168872 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T21:55:30 3113.471 INF 168872 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:55:30 3113.472 INF 168872 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:55:30 3113.473 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:55:30 3113.474 INF VehicleManager saved 1837 bytes  
2025-08-03T21:55:30 3113.474 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:55:30 3113.475 INF DroneManager saved 9 bytes  
2025-08-03T21:55:30 3113.475 INF TurretTracker saved 9 bytes  
2025-08-03T21:55:30 3113.804 INF 60sec delta: 0,current: 6392871,desired: 3847549  
2025-08-03T21:55:30 3113.805 INF [Backtrace] Updated Statistics  
2025-08-03T21:55:31 3114.500 INF Time: 43.71m FPS: 33.89 Heap: 3369.7MB Max:  
3694.7MB Chunks: 498 CGO: 291 Ply: 1 Zom: 3 Ent: 7 (62) Items: 0 CO: 3 RSS: 5468.6MB  
2025-08-03T21:56:01 3144.524 INF Time: 44.21m FPS: 32.98 Heap: 3425.2MB Max:  
3694.7MB Chunks: 498 CGO: 291 Ply: 1 Zom: 3 Ent: 7 (62) Items: 0 CO: 3 RSS: 5409.7MB  
2025-08-03T21:56:30 3173.824 INF 60sec delta: 128,current: 6392999,desired: 3848189  
2025-08-03T21:56:30 3173.825 INF [Backtrace] Updated Statistics  
2025-08-03T21:56:31 3174.545 INF Time: 44.71m FPS: 32.29 Heap: 3484.1MB Max:  
3694.7MB Chunks: 498 CGO: 291 Ply: 1 Zom: 3 Ent: 7 (62) Items: 0 CO: 3 RSS: 5405.2MB  
2025-08-03T21:56:44 3187.839 INF AIDirector: Wandering horde zombie '[type=EntityZombie,  
name=zombieFemaleFat, id=9267]' removed from control  
2025-08-03T21:56:57 3201.075 INF Entity zombieTomClark 9274 killed by Qnut 172  
2025-08-03T21:57:01 3204.574 INF Time: 45.22m FPS: 37.67 Heap: 3557.9MB Max:  
3694.7MB Chunks: 498 CGO: 286 Ply: 1 Zom: 2 Ent: 7 (62) Items: 0 CO: 2 RSS: 5435.4MB

2025-08-03T21:57:30 3233.490 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T21:57:30 3233.491 INF 172852 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T21:57:30 3233.491 INF 172852 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:57:30 3233.492 INF 172852 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T21:57:30 3233.493 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:57:30 3233.494 INF VehicleManager saved 1837 bytes  
2025-08-03T21:57:30 3233.494 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:57:30 3233.495 INF DroneManager saved 9 bytes  
2025-08-03T21:57:30 3233.496 INF TurretTracker saved 9 bytes  
2025-08-03T21:57:30 3233.830 INF 60sec delta: 789,current: 6393788,desired: 3842906  
2025-08-03T21:57:30 3233.831 INF [Backtrace] Updated Statistics  
2025-08-03T21:57:31 3234.610 INF Time: 45.72m FPS: 32.58 Heap: 3317.4MB Max:  
3694.7MB Chunks: 498 CGO: 286 Ply: 1 Zom: 2 Ent: 6 (62) Items: 0 CO: 2 RSS: 5361.9MB  
2025-08-03T21:57:47 3250.779 INF Stopped HomeDay  
2025-08-03T21:57:47 3250.834 INF Notified SectionSelector that music stopped  
2025-08-03T21:57:47 3250.835 INF SectionType change from HomeDay to None  
2025-08-03T21:57:57 3260.573 INF AIDirector: Wandering horde zombie '[type=EntityZombie,  
name=zombieFemaleFat, id=9264]' removed from control  
2025-08-03T21:57:57 3260.655 INF AIDirector: Wandering spawner finished Horde  
2025-08-03T21:58:00 3263.835 INF Qnut WeatherStatusTick storm to rainheavy  
2025-08-03T21:58:00 3263.836 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T21:58:01 3264.638 INF Time: 46.22m FPS: 34.88 Heap: 3366.4MB Max:  
3694.7MB Chunks: 498 CGO: 252 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5359.7MB  
2025-08-03T21:58:30 3293.860 INF 60sec delta: 0,current: 6393788,desired: 3842266  
2025-08-03T21:58:30 3293.861 INF [Backtrace] Updated Statistics  
2025-08-03T21:58:31 3294.647 INF Time: 46.72m FPS: 34.29 Heap: 3423.5MB Max:  
3694.7MB Chunks: 498 CGO: 252 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5358.9MB  
2025-08-03T21:59:01 3324.671 INF Time: 47.22m FPS: 35.96 Heap: 3488.0MB Max:  
3694.7MB Chunks: 498 CGO: 252 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5360.9MB  
2025-08-03T21:59:30 3353.508 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T21:59:30 3353.509 INF 176933 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T21:59:30 3353.510 INF 176933 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T21:59:30 3353.511 INF 176933 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T21:59:30 3353.512 INF DroneManager saving 0 (0 + 0)  
2025-08-03T21:59:30 3353.512 INF VehicleManager saved 1837 bytes  
2025-08-03T21:59:30 3353.513 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T21:59:30 3353.514 INF DroneManager saved 9 bytes  
2025-08-03T21:59:30 3353.514 INF TurretTracker saved 9 bytes  
2025-08-03T21:59:30 3353.866 INF 60sec delta: 0,current: 6393788,desired: 3842266  
2025-08-03T21:59:30 3353.867 INF [Backtrace] Updated Statistics  
2025-08-03T21:59:31 3354.675 INF Time: 47.72m FPS: 32.98 Heap: 3557.4MB Max:  
3694.7MB Chunks: 498 CGO: 252 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5359.2MB  
2025-08-03T21:59:36 3359.793 INF SectionType change from None to HomeDay  
2025-08-03T21:59:36 3359.794 INF Played HomeDay  
2025-08-03T21:59:36 3359.794 INF Fading in HomeDay  
2025-08-03T21:59:36 3359.795 INF Notified SectionSelector that music played  
2025-08-03T21:59:39 3362.835 INF fadeInCo complete on HomeDay  
2025-08-03T21:59:59 3382.535 INF UnloadUnusedAssets after 20.43174 m, took 0 ms  
Unloading 2 Unused Serialized files (Serialized files now loaded: 155)  
Unloading 4187 unused Assets to reduce memory usage. Loaded Objects now: 980218.  
Total: 1315.876500 ms (FindLiveObjects: 124.523600 ms CreateObjectMapping: 44.139000  
ms MarkObjects: 1137.593400 ms DeleteObjects: 9.620100 ms)  
2025-08-03T22:00:02 3385.754 INF Time: 48.22m FPS: 35.60 Heap: 3619.0MB Max:  
3694.7MB Chunks: 498 CGO: 252 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5362.1MB  
2025-08-03T22:00:32 3416.240 INF 60sec delta: 2059,current: 6395848,desired: 3813022  
2025-08-03T22:00:32 3416.240 INF [Backtrace] Updated Statistics  
2025-08-03T22:00:33 3417.050 INF Time: 48.72m FPS: 29.30 Heap: 3364.3MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5383.5MB  
2025-08-03T22:01:03 3447.056 INF Time: 49.22m FPS: 26.11 Heap: 3409.4MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5383.8MB  
2025-08-03T22:01:18 3462.205 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:01:28 3472.188 INF MinEventLogMessage: Drink  
2025-08-03T22:01:31 3474.387 INF MinEventLogMessage: Drink  
2025-08-03T22:01:32 3475.853 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:01:32 3475.854 INF 180792 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:01:32 3475.854 INF 180792 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:01:32 3475.855 INF 180792 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:01:32 3475.855 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:01:32 3475.856 INF VehicleManager saved 1837 bytes

2025-08-03T22:01:32 3475.857 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:01:32 3475.857 INF DroneManager saved 9 bytes  
2025-08-03T22:01:32 3475.858 INF TurretTracker saved 9 bytes  
2025-08-03T22:01:32 3476.240 INF 60sec delta: 8960,current: 6404808,desired: 3675790  
2025-08-03T22:01:32 3476.241 INF [Backtrace] Updated Statistics  
2025-08-03T22:01:33 3476.632 INF MinEventLogMessage: Drink  
2025-08-03T22:01:33 3477.090 INF Time: 49.72m FPS: 37.67 Heap: 3468.3MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5383.2MB  
2025-08-03T22:01:35 3479.043 INF MinEventLogMessage: Drink  
2025-08-03T22:01:38 3481.857 INF Saving 196 of chunks took 267ms  
2025-08-03T22:01:38 3481.858 INF Paused HomeDay  
2025-08-03T22:01:39 3482.588 INF Unpaused HomeDay  
2025-08-03T22:01:53 3496.280 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:02:04 3508.207 INF Time: 50.22m FPS: 32.09 Heap: 3589.6MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5393.7MB  
2025-08-03T22:02:05 3509.118 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:02:18 3521.354 INF Qnut WeatherBuffUpdate , indoors True  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-03T22:02:34 3537.363 INF 60sec delta: 6128,current: 6410936,desired: 3836510  
2025-08-03T22:02:34 3537.364 INF [Backtrace] Updated Statistics  
2025-08-03T22:02:34 3538.252 INF Time: 50.72m FPS: 30.30 Heap: 3664.9MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5368.8MB  
2025-08-03T22:02:50 3553.818 INF [EOS] Refreshing Login  
2025-08-03T22:02:51 3554.720 INF [EOS] Login refreshed  
2025-08-03T22:03:04 3568.263 INF Time: 51.22m FPS: 34.17 Heap: 3424.8MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5368.0MB  
2025-08-03T22:03:33 3596.998 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:03:33 3596.999 INF 184974 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:03:33 3597.000 INF 184974 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:03:33 3597.001 INF 184974 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T22:03:33 3597.001 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:03:33 3597.002 INF VehicleManager saved 1294 bytes  
2025-08-03T22:03:33 3597.002 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:03:33 3597.003 INF DroneManager saved 9 bytes  
2025-08-03T22:03:33 3597.004 INF TurretTracker saved 9 bytes  
2025-08-03T22:03:34 3597.381 INF 60sec delta: 0,current: 6410936,desired: 3836510  
2025-08-03T22:03:34 3597.382 INF [Backtrace] Updated Statistics  
2025-08-03T22:03:35 3598.288 INF Time: 51.72m FPS: 35.76 Heap: 3483.3MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5366.3MB  
2025-08-03T22:03:47 3610.981 INF Stopped HomeDay  
2025-08-03T22:03:47 3611.007 INF Notified SectionSelector that music stopped  
2025-08-03T22:03:47 3611.008 INF SectionType change from HomeDay to None  
2025-08-03T22:04:05 3628.321 INF Time: 52.22m FPS: 32.09 Heap: 3538.0MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5380.7MB  
2025-08-03T22:04:35 3658.814 INF 60sec delta: 0,current: 6410936,desired: 3726604  
2025-08-03T22:04:35 3658.815 INF [Backtrace] Updated Statistics  
2025-08-03T22:04:36 3659.753 INF Time: 52.72m FPS: 29.20 Heap: 3590.5MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5382.4MB  
2025-08-03T22:05:06 3689.775 INF Time: 53.22m FPS: 33.80 Heap: 3650.3MB Max:  
3694.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5377.7MB  
2025-08-03T22:05:35 3718.413 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:05:35 3718.414 INF 188816 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:05:35 3718.414 INF 188816 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:05:35 3718.415 INF 188816 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:05:35 3718.415 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:05:35 3718.416 INF VehicleManager saved 1294 bytes  
2025-08-03T22:05:35 3718.417 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:05:35 3718.418 INF DroneManager saved 9 bytes  
2025-08-03T22:05:35 3718.418 INF TurretTracker saved 9 bytes  
2025-08-03T22:05:35 3718.843 INF 60sec delta: 0,current: 6410936,desired: 3835998  
2025-08-03T22:05:35 3718.843 INF [Backtrace] Updated Statistics  
2025-08-03T22:05:36 3719.803 INF Time: 53.72m FPS: 33.29 Heap: 3712.3MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5373.6MB  
2025-08-03T22:05:36 3719.920 INF SectionType change from None to HomeDay  
2025-08-03T22:05:36 3719.920 INF Played HomeDay  
2025-08-03T22:05:36 3719.921 INF Fading in HomeDay

2025-08-03T22:05:36 3719.921 INF Notified SectionSelector that music played  
2025-08-03T22:05:39 3722.960 INF fadeInCo complete on HomeDay  
2025-08-03T22:06:06 3749.820 INF Time: 54.22m FPS: 30.10 Heap: 3450.4MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5418.8MB  
2025-08-03T22:06:35 3778.854 INF 60sec delta: 0,current: 6410936,desired: 3835558  
2025-08-03T22:06:35 3778.855 INF [Backtrace] Updated Statistics  
2025-08-03T22:06:36 3779.869 INF Time: 54.72m FPS: 30.20 Heap: 3501.3MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5406.6MB  
2025-08-03T22:07:06 3809.892 INF Time: 55.22m FPS: 35.56 Heap: 3554.1MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5412.9MB  
2025-08-03T22:07:33 3836.656 INF Saving 191 of chunks took 264ms  
2025-08-03T22:07:33 3836.657 INF Paused HomeDay  
2025-08-03T22:14:36 4259.667 INF Unpaused HomeDay  
2025-08-03T22:14:38 4261.806 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:14:38 4261.807 INF 207692 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:14:38 4261.807 INF 207692 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:14:38 4261.808 INF 207692 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:14:38 4261.808 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:14:38 4261.809 INF VehicleManager saved 1294 bytes  
2025-08-03T22:14:38 4261.810 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:14:38 4261.810 INF DroneManager saved 9 bytes  
2025-08-03T22:14:38 4261.811 INF TurretTracker saved 9 bytes  
2025-08-03T22:14:38 4262.228 INF 60sec delta: 85,current: 6411022,desired: 3835643  
2025-08-03T22:14:38 4262.229 INF [Backtrace] Updated Statistics  
2025-08-03T22:14:40 4263.289 INF Time: 55.72m FPS: 25.91 Heap: 3573.7MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5377.6MB  
2025-08-03T22:15:10 4293.316 INF Time: 56.22m FPS: 25.83 Heap: 3621.1MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5380.7MB  
2025-08-03T22:15:41 4325.235 INF 60sec delta: 0,current: 6411022,desired: 3758649  
2025-08-03T22:15:41 4325.236 INF [Backtrace] Updated Statistics  
2025-08-03T22:15:43 4326.306 INF Time: 56.72m FPS: 25.52 Heap: 3663.7MB Max:  
3712.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5410.4MB  
2025-08-03T22:16:17 4361.238 INF Time: 57.23m FPS: 11.40 Heap: 3733.1MB Max:  
3733.1MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5603.4MB  
2025-08-03T22:16:46 4389.728 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:16:46 4389.729 INF 211080 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:16:46 4389.730 INF 211080 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:16:46 4389.731 INF 211080 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:16:46 4389.731 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:16:46 4389.732 INF VehicleManager saved 1294 bytes  
2025-08-03T22:16:46 4389.732 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:16:46 4389.733 INF DroneManager saved 9 bytes  
2025-08-03T22:16:46 4389.733 INF TurretTracker saved 9 bytes  
2025-08-03T22:16:46 4390.160 INF 60sec delta: 0,current: 6411022,desired: 3811316  
2025-08-03T22:16:46 4390.161 INF [Backtrace] Updated Statistics  
2025-08-03T22:16:48 4391.281 INF Time: 57.73m FPS: 27.02 Heap: 3780.3MB Max:  
3780.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5450.6MB  
2025-08-03T22:16:49 4392.649 INF Stopped HomeDay  
2025-08-03T22:16:49 4392.676 INF Notified SectionSelector that music stopped  
2025-08-03T22:16:49 4392.677 INF SectionType change from HomeDay to None  
2025-08-03T22:17:18 4421.306 INF Time: 58.23m FPS: 29.80 Heap: 3835.9MB Max:  
3835.9MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5449.3MB  
2025-08-03T22:17:46 4450.153 INF 60sec delta: 0,current: 6411022,desired: 3836595  
2025-08-03T22:17:46 4450.154 INF [Backtrace] Updated Statistics  
2025-08-03T22:17:48 4451.330 INF Time: 58.73m FPS: 31.10 Heap: 3899.6MB Max:  
3899.6MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5417.5MB  
2025-08-03T22:18:18 4481.348 INF Time: 59.23m FPS: 35.08 Heap: 3608.1MB Max:  
3899.6MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5428.1MB  
2025-08-03T22:18:38 4501.623 INF SectionType change from None to HomeDay  
2025-08-03T22:18:38 4501.624 INF Played HomeDay  
2025-08-03T22:18:38 4501.625 INF Fading in HomeDay  
2025-08-03T22:18:38 4501.625 INF Notified SectionSelector that music played  
2025-08-03T22:18:41 4504.660 INF fadeInCo complete on HomeDay  
2025-08-03T22:18:47 4511.201 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:18:47 4511.202 INF 214962 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:18:47 4511.203 INF 214962 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:18:47 4511.203 INF 214962 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:18:47 4511.204 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:18:47 4511.205 INF VehicleManager saved 1294 bytes

2025-08-03T22:18:47 4511.205 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:18:47 4511.206 INF DroneManager saved 9 bytes  
2025-08-03T22:18:47 4511.207 INF TurretTracker saved 9 bytes  
2025-08-03T22:18:48 4511.638 INF 60sec delta: 0,current: 6411022,desired: 3677689  
2025-08-03T22:18:48 4511.639 INF [Backtrace] Updated Statistics  
2025-08-03T22:18:49 4512.822 INF Time: 59.73m FPS: 24.32 Heap: 3661.8MB Max:  
3899.6MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5425.3MB  
2025-08-03T22:19:19 4542.836 INF Time: 60.23m FPS: 37.67 Heap: 3720.7MB Max:  
3899.6MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5417.8MB  
2025-08-03T22:19:48 4571.669 INF 60sec delta: 0,current: 6411022,desired: 3830715  
2025-08-03T22:19:48 4571.670 INF [Backtrace] Updated Statistics  
2025-08-03T22:19:49 4572.866 INF Time: 60.73m FPS: 37.75 Heap: 3780.9MB Max:  
3899.6MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5428.8MB  
2025-08-03T22:20:19 4602.900 INF Time: 61.23m FPS: 36.88 Heap: 3850.3MB Max:  
3899.6MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5426.2MB  
2025-08-03T22:20:28 4612.219 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:20:35 4618.961 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:20:47 4631.222 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:20:47 4631.223 INF 219295 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.2), chunk -61, -66  
2025-08-03T22:20:47 4631.224 INF 219295 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:20:47 4631.224 INF 219295 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:20:47 4631.225 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:20:47 4631.225 INF VehicleManager saved 1294 bytes  
2025-08-03T22:20:47 4631.226 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:20:47 4631.226 INF DroneManager saved 9 bytes  
2025-08-03T22:20:47 4631.227 INF TurretTracker saved 9 bytes  
2025-08-03T22:20:48 4631.685 INF 60sec delta: 0,current: 6411022,desired: 3799668  
2025-08-03T22:20:48 4631.686 INF [Backtrace] Updated Statistics  
2025-08-03T22:20:49 4632.922 INF Time: 61.73m FPS: 33.60 Heap: 3918.9MB Max:  
3918.9MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5436.0MB  
2025-08-03T22:20:49 4633.217 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:20:59 4642.827 INF SectionType change from HomeDay to Exploration  
2025-08-03T22:20:59 4642.828 INF Fading out HomeDay  
2025-08-03T22:20:59 4642.829 INF Loading new config for Exploration...  
2025-08-03T22:20:59 4642.830 INF Played Exploration  
2025-08-03T22:20:59 4642.831 INF Fading in Exploration

2025-08-03T22:20:59 4642.870 INF Loading new ClipSets for Exploration...

2025-08-03T22:21:00 4643.391 INF Exploration loaded new config and clipsets

2025-08-03T22:21:02 4645.857 INF Paused HomeDay

2025-08-03T22:21:02 4645.858 INF fadeInCo complete on Exploration

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T22:21:21 4664.385 INF Time: 62.23m FPS: 46.45 Heap: 3646.2MB Max: 3918.9MB Chunks: 498 CGO: 250 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5560.9MB

2025-08-03T22:21:51 4694.466 INF 60sec delta: 1592,current: 6412614,desired: 3494417

2025-08-03T22:21:51 4694.467 INF [Backtrace] Updated Statistics

2025-08-03T22:21:52 4695.713 INF Time: 62.73m FPS: 41.66 Heap: 3723.8MB Max: 3918.9MB Chunks: 498 CGO: 253 Ply: 1 Zom: 0 Ent: 4 (62) Items: 0 CO: 1 RSS: 5577.5MB

2025-08-03T22:22:02 4705.886 INF Stopped HomeDay

2025-08-03T22:22:02 4705.887 INF fadeOutCo complete on HomeDay

2025-08-03T22:22:04 4707.577 INF 222470 VehicleManager RemoveTrackedVehicle [type=EntityMinibike, name=vehicleMinibike, id=4680], Unloaded

2025-08-03T22:22:04 4707.579 INF 222470 VehicleManager RemoveTrackedVehicle [type=EntityBicycle, name=vehicleBicycle, id=3965], Unloaded

2025-08-03T22:22:14 4717.581 INF VehicleManager saving 3 (1 + 2)

2025-08-03T22:22:14 4717.582 INF 222912 VehicleManager write #0, id 6443, vehicleMotorcycle, (-705.9, 38.0, -998.8), chunk -45, -63

2025-08-03T22:22:14 4717.582 INF 222912 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T22:22:14 4717.583 INF 222912 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T22:22:14 4717.584 INF VehicleManager saved 1294 bytes

2025-08-03T22:22:14 4718.209 INF Qnut WeatherStatusTick rainheavy to default

2025-08-03T22:22:14 4718.210 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T22:22:15 4719.146 INF 222977+0 Origin Reposition (-944.0, 32.0, -992.0) to (-688.0, 32.0, -1008.0)

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-03T22:22:22 4725.732 INF Time: 63.23m FPS: 55.81 Heap: 3807.8MB Max: 3918.9MB Chunks: 498 CGO: 242 Ply: 1 Zom: 0 Ent: 2 (62) Items: 0 CO: 1 RSS: 5604.5MB

2025-08-03T22:22:37 4741.168 INF 3810.463 SleeperVolume -467, 38, -1030: Restoring

-466, 38, -1008 (-30, -63) 'animalZombieDog', count 0  
2025-08-03T22:22:38 4741.768 INF 3811.063 SleeperVolume -459, 38, -1022: Restoring  
-455, 38, -1018 (-29, -64) 'zombieMoe', count 1  
2025-08-03T22:22:38 4741.865 INF 3811.146 SleeperVolume -459, 38, -1022: Restoring  
-451, 38, -1008 (-29, -63) 'zombieLumberjack', count 1  
2025-08-03T22:22:41 4744.352 INF 224167+1 Origin Reposition (-688.0, 32.0, -1008.0) to  
(-432.0, 32.0, -1008.0)  
2025-08-03T22:22:44 4747.558 INF 3816.829 SleeperVolume -381, 38, -1062: Restoring  
-337, 38, -1027 (-22, -65) 'animalBoar', count 3  
2025-08-03T22:22:44 4747.730 INF 3817.013 SleeperVolume -381, 38, -1062: Restoring  
-352, 38, -1023 (-22, -64) 'animalBoar', count 3  
2025-08-03T22:22:44 4747.829 INF 3817.113 SleeperVolume -381, 38, -1062: Restoring  
-328, 38, -1008 (-21, -63) 'animalBoar', count 3  
2025-08-03T22:22:50 4753.981 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:22:50 4753.982 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:22:50 4753.983 INF DroneManager saved 9 bytes  
2025-08-03T22:22:50 4753.983 INF TurretTracker saved 9 bytes  
2025-08-03T22:22:51 4754.488 INF 60sec delta: 75741,current: 6488355,desired: 3330030  
2025-08-03T22:22:51 4754.489 INF [Backtrace] Updated Statistics  
2025-08-03T22:22:52 4755.771 INF Time: 63.73m FPS: 42.72 Heap: 3946.9MB Max:  
3946.9MB Chunks: 498 CGO: 221 Ply: 1 Zom: 2 Ent: 7 (70) Items: 0 CO: 1 RSS: 5474.4MB  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
2025-08-03T22:22:56 4760.001 INF Entity zombieSkateboarder 9284 killed by Qnut 172  
2025-08-03T22:23:00 4764.068 INF SectionType change from Exploration to TraderBob  
2025-08-03T22:23:00 4764.069 INF Fading out Exploration  
2025-08-03T22:23:00 4764.070 INF Played TraderBob  
2025-08-03T22:23:00 4764.070 INF Fading in TraderBob  
2025-08-03T22:23:02 4765.465 INF SectionType change from TraderBob to Exploration  
2025-08-03T22:23:02 4765.466 INF Fading out TraderBob  
2025-08-03T22:23:02 4765.466 INF Unpaused Exploration  
2025-08-03T22:23:02 4765.467 INF Fading in Exploration  
2025-08-03T22:23:04 4767.565 INF SectionType change from Exploration to TraderBob  
2025-08-03T22:23:04 4767.566 INF Fading out Exploration  
2025-08-03T22:23:04 4767.566 INF Unpaused TraderBob  
2025-08-03T22:23:04 4767.567 INF Fading in TraderBob  
2025-08-03T22:23:07 4770.591 INF Paused Exploration

2025-08-03T22:23:07 4770.592 INF fadeInCo complete on TraderBob  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T22:23:21 4784.266 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:23:22 4785.786 INF Time: 64.23m FPS: 44.50 Heap: 3704.7MB Max: 3946.9MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 4 (70) Items: 0 CO: 1 RSS: 5524.3MB  
2025-08-03T22:23:41 4804.918 INF Qnut made level 48 (was 47), exp for next level 108482  
2025-08-03T22:23:43 4806.809 INF MinEventLogMessage: XP gained during the last level:  
2025-08-03T22:23:43 4806.810 INF CVarLogValue: \$xpFromLootThisLevel == 6708  
2025-08-03T22:23:43 4806.811 INF CVarLogValue: \$xpFromHarvestingThisLevel == 7388  
2025-08-03T22:23:43 4806.812 INF CVarLogValue: \$xpFromKillThisLevel == 47575  
2025-08-03T22:23:51 4814.621 INF 60sec delta: 466372,current: 6954727,desired: 4583156  
2025-08-03T22:23:51 4814.622 INF [Backtrace] Updated Statistics  
2025-08-03T22:23:52 4815.917 INF Time: 64.73m FPS: 53.42 Heap: 3768.5MB Max: 3946.9MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5504.0MB  
2025-08-03T22:24:07 4830.605 INF Stopped Exploration  
2025-08-03T22:24:07 4830.606 INF fadeOutCo complete on Exploration  
2025-08-03T22:24:07 4830.606 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T22:24:07 4830.607 INF unloaded ClipSets on Exploration  
2025-08-03T22:24:14 4837.717 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:24:14 4837.718 INF 228697 VehicleManager write #0, id 6443, vehicleMotorcycle, (-248.1, 38.1, -1013.0), chunk -16, -64  
2025-08-03T22:24:14 4837.718 INF 228697 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:24:14 4837.719 INF 228697 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:24:14 4837.720 INF VehicleManager saved 1294 bytes  
2025-08-03T22:24:22 4845.933 INF Time: 65.23m FPS: 57.61 Heap: 3842.2MB Max: 3946.9MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5498.6MB  
2025-08-03T22:24:50 4874.115 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:24:50 4874.116 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:24:50 4874.117 INF DroneManager saved 9 bytes  
2025-08-03T22:24:50 4874.117 INF TurretTracker saved 9 bytes  
2025-08-03T22:24:51 4874.634 INF 60sec delta: 0,current: 6954727,desired: 4583156

2025-08-03T22:24:51 4874.635 INF [Backtrace] Updated Statistics  
2025-08-03T22:24:52 4875.955 INF Time: 65.73m FPS: 58.60 Heap: 3918.4MB Max:  
3946.9MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5498.5MB  
2025-08-03T22:25:22 4905.966 INF Time: 66.23m FPS: 58.41 Heap: 3998.0MB Max:  
3998.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5515.7MB  
2025-08-03T22:25:51 4934.648 INF 60sec delta: 0,current: 6954727,desired: 4583156  
2025-08-03T22:25:51 4934.649 INF [Backtrace] Updated Statistics  
2025-08-03T22:25:52 4935.980 INF Time: 66.73m FPS: 57.81 Heap: 4078.7MB Max:  
4078.7MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5570.9MB  
2025-08-03T22:26:08 4951.897 INF Stopped TraderBob  
2025-08-03T22:26:08 4951.916 INF Notified SectionSelector that music stopped  
2025-08-03T22:26:14 4957.730 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:26:14 4957.731 INF 235722 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-248.1, 38.1, -1013.0), chunk -16, -64  
2025-08-03T22:26:14 4957.731 INF 235722 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:26:14 4957.732 INF 235722 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:26:14 4957.733 INF VehicleManager saved 1294 bytes  
2025-08-03T22:26:22 4965.996 INF Time: 67.23m FPS: 60.00 Heap: 3732.1MB Max:  
4078.7MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5600.5MB  
2025-08-03T22:26:50 4994.130 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:26:50 4994.131 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:26:50 4994.131 INF DroneManager saved 9 bytes  
2025-08-03T22:26:50 4994.132 INF TurretTracker saved 9 bytes  
2025-08-03T22:26:51 4994.665 INF 60sec delta: 0,current: 6954727,desired: 4583156  
2025-08-03T22:26:51 4994.666 INF [Backtrace] Updated Statistics  
2025-08-03T22:26:52 4996.014 INF Time: 67.73m FPS: 60.00 Heap: 3803.1MB Max:  
4078.7MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5597.3MB  
2025-08-03T22:27:09 5012.685 INF [PartyQuests] Auto-sharing new quest:  
id=tier3\_clear\_infested, code=1175416294, name=Befall Stufe 3, POI Fire Station 7  
2025-08-03T22:27:21 5024.270 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:27:24 5027.440 INF Time: 68.23m FPS: 28.41 Heap: 3872.0MB Max:  
4078.7MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5604.4MB  
2025-08-03T22:27:24 5028.214 INF UnloadUnusedAssets after 20.06575 m, took 0 ms  
Unloading 2 Unused Serialized files (Serialized files now loaded: 158)  
Unloading 719 unused Assets to reduce memory usage. Loaded Objects now: 838918.  
Total: 1292.378900 ms (FindLiveObjects: 100.557800 ms CreateObjectMapping: 40.169900  
ms MarkObjects: 1146.575700 ms DeleteObjects: 5.075000 ms)

2025-08-03T22:27:53 5057.068 INF 60sec delta: 4096,current: 6958823,desired: 3930117  
2025-08-03T22:27:53 5057.069 INF [Backtrace] Updated Statistics  
2025-08-03T22:27:55 5058.436 INF Time: 68.73m FPS: 55.40 Heap: 3945.5MB Max:  
4078.7MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5396.4MB  
2025-08-03T22:28:16 5080.130 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:28:16 5080.131 INF 242586 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-248.1, 38.1, -1013.0), chunk -16, -64  
2025-08-03T22:28:16 5080.131 INF 242586 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:28:16 5080.132 INF 242586 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:28:16 5080.134 INF VehicleManager saved 1294 bytes  
2025-08-03T22:28:25 5088.447 INF Time: 69.23m FPS: 59.00 Heap: 4023.4MB Max:  
4078.7MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5395.9MB  
2025-08-03T22:28:39 5102.466 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:28:53 5116.535 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:28:53 5116.537 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:28:53 5116.538 INF DroneManager saved 9 bytes  
2025-08-03T22:28:53 5116.539 INF TurretTracker saved 9 bytes  
2025-08-03T22:28:53 5117.082 INF 60sec delta: 12800,current: 6971623,desired: 4583156  
2025-08-03T22:28:53 5117.083 INF [Backtrace] Updated Statistics  
2025-08-03T22:28:55 5118.469 INF Time: 69.73m FPS: 58.61 Heap: 4106.0MB Max:  
4106.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5393.5MB  
2025-08-03T22:29:15 5138.524 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:29:25 5148.480 INF Time: 70.23m FPS: 56.61 Heap: 3750.9MB Max:  
4106.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5419.9MB  
2025-08-03T22:29:56 5179.764 INF 60sec delta: 0,current: 6971623,desired: 3738933  
2025-08-03T22:29:56 5179.765 INF [Backtrace] Updated Statistics  
2025-08-03T22:29:57 5181.152 INF Time: 70.73m FPS: 45.04 Heap: 3819.2MB Max:  
4106.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (70) Items: 0 CO: 1 RSS: 5442.3MB  
2025-08-03T22:29:58 5181.763 INF SectionType change from TraderBob to Exploration  
2025-08-03T22:29:58 5181.764 INF Loading new config for Exploration...  
2025-08-03T22:29:58 5181.764 INF Played Exploration  
2025-08-03T22:29:58 5181.765 INF Fading in Exploration  
2025-08-03T22:29:58 5181.793 INF Loading new ClipSets for Exploration...  
2025-08-03T22:29:58 5181.933 INF Exploration loaded new config and clipsets  
2025-08-03T22:30:01 5184.803 INF fadeInCo complete on Exploration  
2025-08-03T22:30:19 5202.798 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:30:19 5202.799 INF 248946 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-541.0, 38.0, -989.6), chunk -34, -62  
2025-08-03T22:30:19 5202.800 INF 248946 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:30:19 5202.801 INF 248946 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:30:19 5202.802 INF VehicleManager saved 1294 bytes  
2025-08-03T22:30:27 5211.110 INF SectionType change from Exploration to None  
2025-08-03T22:30:27 5211.111 INF Fading out Exploration  
2025-08-03T22:30:27 5211.154 INF SectionType change from None to Exploration  
2025-08-03T22:30:27 5211.155 INF Unpaused Exploration  
2025-08-03T22:30:27 5211.156 INF Fading in Exploration  
2025-08-03T22:30:27 5211.157 INF Notified SectionSelector that music played  
2025-08-03T22:30:27 5211.187 INF Time: 71.23m FPS: 43.71 Heap: 3906.1MB Max:  
4106.0MB Chunks: 498 CGO: 235 Ply: 1 Zom: 0 Ent: 2 (73) Items: 0 CO: 1 RSS: 5535.4MB  
2025-08-03T22:30:30 5213.497 INF 249398+2 Origin Reposition (-432.0, 32.0, -1008.0) to  
(-704.0, 32.0, -992.0)  
2025-08-03T22:30:30 5214.241 INF fadeInCo complete on Exploration  
2025-08-03T22:30:44 5227.898 INF 249994 Vehicle PostInit [type=EntityBicycle,  
name=vehicleBicycle, id=3965], (-989.84, 34.02, -1050.54) (chunk -62, -66), rbPos (-704.00,  
32.00, -992.00)  
2025-08-03T22:30:44 5227.899 INF 249994 VehicleManager loaded #1, id 3965,  
[type=EntityBicycle, name=vehicleBicycle, id=3965], (-989.8, 34.0, -1050.5), chunk -62, -66  
(-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03  
2025-08-03T22:30:44 5227.902 INF 249994 Vehicle PostInit [type=EntityMinibike,  
name=vehicleMinibike, id=4680], (-987.02, 34.02, -1050.67) (chunk -62, -66), rbPos (-704.00,  
32.00, -992.00)  
2025-08-03T22:30:44 5227.903 INF 249994 VehicleManager loaded #0, id 4680,  
[type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.0, 34.0, -1050.7), chunk -62, -66  
(-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03  
2025-08-03T22:30:44 5227.903 INF 249994 VehicleManager Update loaded 2  
2025-08-03T22:30:50 5233.295 INF SectionType change from Exploration to HomeDay  
2025-08-03T22:30:50 5233.295 INF Fading out Exploration  
2025-08-03T22:30:50 5233.296 INF Played HomeDay  
2025-08-03T22:30:50 5233.297 INF Fading in HomeDay  
2025-08-03T22:30:51 5234.614 INF 4298.744 SleeperVolume -950, 37, -1050: Restoring  
-949, 38, -1044 (-60, -66) 'zombieJoe', count 0  
2025-08-03T22:30:51 5234.618 INF 4298.744 SleeperVolume -950, 37, -1053: Restoring  
-948, 38, -1051 (-60, -66) 'zombieYo', count 0  
2025-08-03T22:30:51 5234.663 INF 4298.777 SleeperVolume -935, 37, -1042: Restoring

-934, 38, -1042 (-59, -66) 'zombieSoldier', count 0  
2025-08-03T22:30:53 5236.347 INF Paused Exploration  
2025-08-03T22:30:53 5236.347 INF fadeInCo complete on HomeDay  
2025-08-03T22:30:53 5236.969 INF 250266+0 Origin Reposition (-704.0, 32.0, -992.0) to (-960.0, 32.0, -1056.0)  
2025-08-03T22:30:55 5239.230 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:30:55 5239.231 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:30:55 5239.232 INF DroneManager saved 9 bytes  
2025-08-03T22:30:55 5239.233 INF TurretTracker saved 9 bytes  
2025-08-03T22:30:56 5239.809 INF 60sec delta: 52503,current: 7024127,desired: 3613469  
2025-08-03T22:30:56 5239.811 INF [Backtrace] Updated Statistics  
2025-08-03T22:30:57 5241.201 INF Time: 71.74m FPS: 25.43 Heap: 4120.2MB Max: 4120.2MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (78) Items: 0 CO: 1 RSS: 5693.3MB  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T22:31:04 5247.460 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:31:27 5271.233 INF Time: 72.24m FPS: 35.88 Heap: 3861.5MB Max: 4120.2MB Chunks: 498 CGO: 253 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5691.9MB  
2025-08-03T22:31:53 5296.383 INF Stopped Exploration  
2025-08-03T22:31:53 5296.384 INF fadeOutCo complete on Exploration  
2025-08-03T22:31:53 5296.385 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T22:31:53 5296.385 INF unloaded ClipSets on Exploration  
2025-08-03T22:31:56 5299.813 INF 60sec delta: 22528,current: 7046655,desired: 3849760  
2025-08-03T22:31:56 5299.814 INF [Backtrace] Updated Statistics  
2025-08-03T22:31:57 5301.262 INF Time: 72.74m FPS: 37.28 Heap: 3916.0MB Max: 4120.2MB Chunks: 498 CGO: 253 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5695.2MB  
2025-08-03T22:32:19 5322.814 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:32:19 5322.815 INF 253203 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.5, 38.1, -1043.7), chunk -61, -66  
2025-08-03T22:32:19 5322.815 INF 253203 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:32:19 5322.816 INF 253203 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:32:19 5322.818 INF VehicleManager saved 1294 bytes

2025-08-03T22:32:28 5331.275 INF Time: 73.24m FPS: 36.88 Heap: 3977.0MB Max:  
4120.2MB Chunks: 498 CGO: 253 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5689.8MB  
2025-08-03T22:32:56 5359.267 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:32:56 5359.268 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:32:56 5359.268 INF DroneManager saved 9 bytes  
2025-08-03T22:32:56 5359.269 INF TurretTracker saved 9 bytes  
2025-08-03T22:32:56 5359.839 INF 60sec delta: 0,current: 7046655,desired: 3676166  
2025-08-03T22:32:56 5359.840 INF [Backtrace] Updated Statistics  
2025-08-03T22:32:58 5361.281 INF Time: 73.74m FPS: 39.67 Heap: 4039.5MB Max:  
4120.2MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5632.9MB  
2025-08-03T22:33:28 5391.313 INF Time: 74.24m FPS: 33.29 Heap: 4097.4MB Max:  
4120.2MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5637.7MB  
2025-08-03T22:33:56 5419.871 INF 60sec delta: 0,current: 7046655,desired: 3814592  
2025-08-03T22:33:56 5419.872 INF [Backtrace] Updated Statistics  
2025-08-03T22:33:58 5421.325 INF Time: 74.74m FPS: 35.80 Heap: 4156.4MB Max:  
4156.4MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5641.8MB  
2025-08-03T22:34:21 5444.342 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:34:21 5444.343 INF 257478 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.7), chunk -61, -66  
2025-08-03T22:34:21 5444.344 INF 257478 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:34:21 5444.344 INF 257478 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:34:21 5444.346 INF VehicleManager saved 1294 bytes  
2025-08-03T22:34:29 5452.845 INF Time: 75.24m FPS: 36.76 Heap: 4220.0MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (78) Items: 0 CO: 1 RSS: 5690.9MB  
2025-08-03T22:34:57 5480.806 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:34:57 5480.807 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:34:57 5480.808 INF DroneManager saved 9 bytes  
2025-08-03T22:34:57 5480.809 INF TurretTracker saved 9 bytes  
2025-08-03T22:34:58 5481.398 INF 60sec delta: 3072,current: 7049727,desired: 3763896  
2025-08-03T22:34:58 5481.399 INF [Backtrace] Updated Statistics  
2025-08-03T22:34:59 5482.879 INF Time: 75.74m FPS: 35.56 Heap: 3400.7MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (60) Items: 0 CO: 1 RSS: 5731.3MB  
2025-08-03T22:34:59 5482.965 INF Stopped HomeDay  
2025-08-03T22:34:59 5483.029 INF Notified SectionSelector that music stopped  
2025-08-03T22:34:59 5483.030 INF SectionType change from HomeDay to None  
2025-08-03T22:35:29 5512.898 INF Time: 76.24m FPS: 34.77 Heap: 3439.2MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (60) Items: 0 CO: 1 RSS: 5728.9MB

2025-08-03T22:35:58 5541.431 INF 60sec delta: 0,current: 7049727,desired: 3746926  
2025-08-03T22:35:58 5541.431 INF [Backtrace] Updated Statistics  
2025-08-03T22:35:59 5542.926 INF Time: 76.74m FPS: 36.36 Heap: 3486.5MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (60) Items: 0 CO: 1 RSS: 5724.7MB  
2025-08-03T22:36:21 5564.395 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T22:36:21 5564.395 INF 261662 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.1, -1043.7), chunk -61, -66  
2025-08-03T22:36:21 5564.396 INF 261662 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:36:21 5564.397 INF 261662 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:36:21 5564.398 INF VehicleManager saved 1294 bytes  
2025-08-03T22:36:29 5572.928 INF Time: 77.24m FPS: 30.70 Heap: 3535.5MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (60) Items: 0 CO: 1 RSS: 5740.4MB  
2025-08-03T22:36:48 5591.962 INF SectionType change from None to HomeDay  
2025-08-03T22:36:48 5591.962 INF Played HomeDay  
2025-08-03T22:36:48 5591.963 INF Fading in HomeDay  
2025-08-03T22:36:48 5591.963 INF Notified SectionSelector that music played  
2025-08-03T22:36:51 5594.990 INF fadeInCo complete on HomeDay  
2025-08-03T22:36:54 5597.612 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:36:57 5600.814 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:36:57 5600.815 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:36:57 5600.815 INF DroneManager saved 9 bytes  
2025-08-03T22:36:57 5600.816 INF TurretTracker saved 9 bytes  
2025-08-03T22:36:58 5601.460 INF 60sec delta: 0,current: 7049727,desired: 3771639  
2025-08-03T22:36:58 5601.461 INF [Backtrace] Updated Statistics  
2025-08-03T22:36:59 5602.953 INF Time: 77.74m FPS: 39.07 Heap: 3592.8MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (60) Items: 0 CO: 1 RSS: 5748.4MB  
2025-08-03T22:37:08 5612.029 INF SectionType change from HomeDay to Exploration  
2025-08-03T22:37:08 5612.030 INF Fading out HomeDay  
2025-08-03T22:37:08 5612.031 INF Loading new config for Exploration...  
2025-08-03T22:37:08 5612.032 INF Played Exploration  
2025-08-03T22:37:08 5612.033 INF Fading in Exploration  
2025-08-03T22:37:08 5612.091 INF Loading new ClipSets for Exploration...  
2025-08-03T22:37:09 5612.751 INF Exploration loaded new config and clipsets  
2025-08-03T22:37:11 5615.104 INF Paused HomeDay  
2025-08-03T22:37:11 5615.105 INF fadeInCo complete on Exploration  
2025-08-03T22:37:18 5621.425 INF 263610 VehicleManager RemoveTrackedVehicle  
[type=EntityMinibike, name=vehicleMinibike, id=4680], Unloaded

2025-08-03T22:37:18 5621.425 INF 263610 VehicleManager RemoveTrackedVehicle  
[type=EntityBicycle, name=vehicleBicycle, id=3965], Unloaded

2025-08-03T22:37:28 5631.335 INF 264021+0 Origin Reposition (-960.0, 32.0, -1056.0) to  
(-720.0, 32.0, -1008.0)

2025-08-03T22:37:28 5631.427 INF VehicleManager saving 3 (1 + 2)

2025-08-03T22:37:28 5631.428 INF 264024 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-705.3, 38.0, -998.3), chunk -45, -63

2025-08-03T22:37:28 5631.428 INF 264024 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T22:37:28 5631.429 INF 264024 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T22:37:28 5631.430 INF VehicleManager saved 1294 bytes

2025-08-03T22:37:29 5633.056 INF Time: 78.24m FPS: 42.06 Heap: 3423.2MB Max:  
4220.0MB Chunks: 498 CGO: 229 Ply: 1 Zom: 0 Ent: 2 (60) Items: 0 CO: 1 RSS: 5791.2MB

2025-08-03T22:37:48 5651.542 INF Saving 187 of chunks took 164ms

2025-08-03T22:37:48 5651.543 INF Paused Exploration

2025-08-03T22:38:11 5675.111 INF Stopped HomeDay

2025-08-03T22:38:11 5675.112 INF fadeOutCo complete on HomeDay

2025-08-03T22:38:17 5680.827 INF Unpaused Exploration

2025-08-03T22:38:21 5684.896 INF 4714.025 SleeperVolume -526, 32, -896: Spawning -521,  
35, -886 (-33, -56), group 'sleeperHordeStageGS82', class zombieSkateboarder, count 1

2025-08-03T22:38:21 5684.905 INF 4714.025 SleeperVolume -521, 39, -891: None spawned,  
canSpawn True, respawnCnt 0

2025-08-03T22:38:21 5684.978 INF 4714.108 SleeperVolume -526, 32, -896: Spawning -524,  
35, -893 (-33, -56), group 'sleeperHordeStageGS82', class zombieLumberjack, count 1

2025-08-03T22:38:21 5685.070 INF 4714.208 SleeperVolume -526, 32, -896: Spawning -519,  
35, -891 (-33, -56), group 'sleeperHordeStageGS82', class zombieMoe, count 1

2025-08-03T22:38:21 5685.186 INF 4714.325 SleeperVolume -526, 32, -896: Spawning -521,  
35, -889 (-33, -56), group 'sleeperHordeStageGS82', class zombieSoldier, count 1

2025-08-03T22:38:22 5685.279 INF 4714.425 SleeperVolume -526, 32, -896: Spawning -521,  
35, -892 (-33, -56), group 'sleeperHordeStageGS82', class zombieLumberjack, count 1

2025-08-03T22:38:32 5695.803 INF 60sec delta: 25722,current: 7075449,desired: 3326877

2025-08-03T22:38:32 5695.804 INF [Backtrace] Updated Statistics

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)

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

2025-08-03T22:38:34 5697.412 INF Time: 78.74m FPS: 51.80 Heap: 3573.6MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 6 Ent: 9 (67) Items: 0 CO: 1 RSS: 5779.2MB

2025-08-03T22:39:04 5727.431 INF Time: 79.24m FPS: 48.24 Heap: 3649.6MB Max:  
4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 6 Ent: 9 (67) Items: 0 CO: 1 RSS: 5765.1MB  
2025-08-03T22:39:11 5734.879 INF 4763.191 SleeperVolume -523, 39, -883: Spawning -514,  
39, -883 (-33, -56), group 'sleeperHordeStageGS82', class zombieJanitorFeral, count 6  
2025-08-03T22:39:11 5734.883 INF 4763.191 SleeperVolume -516, 39, -877: Spawning -512,  
39, -874 (-32, -55), group 'sleeperHordeStageGS82', class zombieBusinessManFeral, count 6  
2025-08-03T22:39:31 5755.160 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:39:31 5755.161 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:39:31 5755.161 INF DroneManager saved 9 bytes  
2025-08-03T22:39:31 5755.162 INF TurretTracker saved 9 bytes  
2025-08-03T22:39:32 5755.826 INF 60sec delta: 14208,current: 7089657,desired: 3434627  
2025-08-03T22:39:32 5755.827 INF [Backtrace] Updated Statistics  
2025-08-03T22:39:35 5759.118 INF Time: 79.75m FPS: 58.21 Heap: 3463.1MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 6 Ent: 10 (70) Items: 1 CO: 1 RSS: 5770.2MB  
2025-08-03T22:40:03 5787.243 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:40:03 5787.244 INF 271882 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T22:40:03 5787.244 INF 271882 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:40:03 5787.245 INF 271882 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:40:03 5787.246 INF VehicleManager saved 1294 bytes  
2025-08-03T22:40:05 5789.128 INF Time: 80.25m FPS: 55.22 Heap: 3531.7MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 1 Ent: 5 (70) Items: 1 CO: 1 RSS: 5754.4MB  
2025-08-03T22:40:26 5809.746 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T22:40:26 5809.766 INF Stopped Exploration  
2025-08-03T22:40:26 5809.766 INF unloaded ClipSets on Exploration  
2025-08-03T22:40:26 5809.783 INF Notified SectionSelector that music stopped  
2025-08-03T22:40:26 5809.784 INF SectionType change from Exploration to None  
2025-08-03T22:40:34 5817.295 INF 60sec delta: 0,current: 7089657,desired: 3563022  
2025-08-03T22:40:34 5817.296 INF [Backtrace] Updated Statistics  
2025-08-03T22:40:35 5819.147 INF Time: 80.75m FPS: 59.40 Heap: 3605.7MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 1 Ent: 3 (70) Items: 1 CO: 1 RSS: 5742.0MB  
2025-08-03T22:40:37 5820.977 INF 4847.825 SleeperVolume -526, 32, -896: Restoring -521,  
35, -892 (-33, -56) 'zombieLumberjack', count 1  
2025-08-03T22:40:37 5821.082 INF 4847.924 SleeperVolume -526, 32, -896: Restoring -521,

35, -889 (-33, -56) 'zombieSoldier', count 1  
2025-08-03T22:40:37 5821.181 INF 4848.024 SleeperVolume -526, 32, -896: Restoring -519,  
35, -891 (-33, -56) 'zombieMoe', count 1  
2025-08-03T22:40:38 5821.294 INF 4848.125 SleeperVolume -526, 32, -896: Restoring -524,  
35, -893 (-33, -56) 'zombieLumberjack', count 1  
2025-08-03T22:40:38 5821.378 INF 4848.225 SleeperVolume -526, 32, -896: Restoring -521,  
35, -886 (-33, -56) 'zombieSkateboarder', count 1  
2025-08-03T22:41:05 5849.162 INF Time: 81.25m FPS: 55.22 Heap: 3674.5MB Max:  
4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 6 Ent: 9 (76) Items: 1 CO: 1 RSS: 5752.0MB  
2025-08-03T22:41:34 5878.059 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:41:34 5878.060 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:41:34 5878.061 INF DroneManager saved 9 bytes  
2025-08-03T22:41:34 5878.061 INF TurretTracker saved 9 bytes  
2025-08-03T22:41:35 5878.729 INF 60sec delta: 1664,current: 7091321,desired: 3430238  
2025-08-03T22:41:35 5878.729 INF [Backtrace] Updated Statistics  
2025-08-03T22:41:37 5880.594 INF Time: 81.75m FPS: 56.00 Heap: 3750.2MB Max:  
4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 6 Ent: 9 (76) Items: 1 CO: 1 RSS: 5761.7MB  
2025-08-03T22:42:05 5908.676 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:42:05 5908.677 INF 278632 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T22:42:05 5908.677 INF 278632 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:42:05 5908.678 INF 278632 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:42:05 5908.679 INF VehicleManager saved 1694 bytes  
2025-08-03T22:42:07 5910.610 INF Time: 82.25m FPS: 59.40 Heap: 3512.8MB Max:  
4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 6 Ent: 9 (76) Items: 1 CO: 1 RSS: 5756.5MB  
2025-08-03T22:42:15 5918.731 INF SectionType change from None to Exploration  
2025-08-03T22:42:15 5918.731 INF Loading new config for Exploration...  
2025-08-03T22:42:15 5918.732 INF Played Exploration  
2025-08-03T22:42:15 5918.732 INF Fading in Exploration  
2025-08-03T22:42:15 5918.733 INF Notified SectionSelector that music played  
2025-08-03T22:42:15 5918.753 INF Loading new ClipSets for Exploration...  
2025-08-03T22:42:17 5920.887 INF Saving 185 of chunks took 165ms  
2025-08-03T22:42:17 5920.888 INF Paused Exploration  
2025-08-03T22:42:17 5921.043 INF Exploration loaded new config and clipsets  
2025-08-03T22:42:18 5921.744 INF fadeInCo complete on Exploration  
2025-08-03T22:45:05 6088.693 INF Mixer IsFinished: True  
AudioSource is not playing: False

IsPaused: True

IsPlaying: False

2025-08-03T22:45:05 6088.694 INF unloaded ClipSets on Exploration

ArgumentNullException: Buffer cannot be null.

Parameter name: buffer

at System.IO.BinaryReader.Read (System.Byte[] buffer, System.Int32 index, System.Int32 count) [0x00012] in <819cf46d02f74ba4ae2d757a73aa5ae9>:0

at WaveReader.Read (System.Single[] data, System.Int32 count) [0x00026] in <70af0b359e884ba7aef17dc846000ecf>:0

at DynamicMusic.ClipAdapter.GetSample (System.Int32 idx, System.Single[] \_params) [0x00017] in <70af0b359e884ba7aef17dc846000ecf>:0

at DynamicMusic.ClipSet.GetSample (MusicUtils.Enums.PlacementType \_placement, System.Int32 \_idx, System.Single[] \_params) [0x0001d] in <70af0b359e884ba7aef17dc846000ecf>:0

at DynamicMusic.FixedLayerMixer.get\_Item (System.Int32 \_idx) [0x000b4] in <70af0b359e884ba7aef17dc846000ecf>:0

at DynamicMusic.FixedLayerMixer.get\_Item (System.Int32 \_idx) [0x000b4] in <70af0b359e884ba7aef17dc846000ecf>:0

at DynamicMusic.LayeredSection`1[T].FillStream (System.Single[] data) [0x00012] in <70af0b359e884ba7aef17dc846000ecf>:0

at UnityEngine.AudioClip.InvokePCMReaderCallback\_Internal (System.Single[] data) [0x0000e] in <f5ebfb16bae54cd794cc0a457ce29b51>:0

2025-08-03T22:45:08 6092.106 WRN could not get clipsets for PrimarySupporting on Exploration

Summary of state for LayerMixer on Exploration:

selected config:

PrimaryPairable1: 2

PrimarySupporting: 1

Secondary: 1

LongEffects: 2

clipset data:

2025-08-03T22:45:08 6092.110 WRN could not get clipsets for Secondary on Exploration

Summary of state for LayerMixer on Exploration:

selected config:

PrimaryPairable1: 2

PrimarySupporting: 1

Secondary: 1

LongEffects: 2

clipset data:

2025-08-03T22:45:32 6115.926 WRN could not get clipsets for PrimaryPairable1 on Exploration

Summary of state for LayerMixer on Exploration:

selected config:

PrimaryPairable1: 2

PrimarySupporting: 1

Secondary: 1

LongEffects: 2

clipset data:

2025-08-03T22:45:32 6115.927 WRN could not get clipsets for LongEffects on Exploration

Summary of state for LayerMixer on Exploration:

selected config:

PrimaryPairable1: 2

PrimarySupporting: 1

Secondary: 1

LongEffects: 2

clipset data:

2025-08-03T22:52:23 6527.157 INF Unpaused Exploration

2025-08-03T22:52:43 6546.950 INF 60sec delta: 0,current: 7091321,desired: 3447125

2025-08-03T22:52:43 6546.951 INF [Backtrace] Updated Statistics

2025-08-03T22:52:45 6548.899 INF [DECO] written 319289, in 84ms

2025-08-03T22:52:45 6548.914 INF [DECO] write thread 14ms

2025-08-03T22:52:45 6548.924 INF Time: 82.75m FPS: 57.01 Heap: 3781.9MB Max:

4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 1 Ent: 3 (76) Items: 1 CO: 1 RSS: 5612.1MB

2025-08-03T22:53:13 6576.409 INF Entity zombiePartyGirl 9271 killed by Qnut 172

2025-08-03T22:53:15 6578.845 INF Time: 83.25m FPS: 55.02 Heap: 3858.7MB Max:

4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 0 Ent: 3 (76) Items: 1 CO: 1 RSS: 5639.6MB

2025-08-03T22:53:23 6587.111 INF 5004.34 SleeperVolume -526, 32, -896: Spawning -519, 35, -891 (-33, -56), group 'sleeperHordeStageGS156', class zombieSkateboarderFeral, count 0

2025-08-03T22:53:23 6587.165 INF 5004.391 SleeperVolume -521, 39, -891: None spawned, canSpawn True, respawnCnt 0

2025-08-03T22:53:23 6587.223 INF 5004.457 SleeperVolume -526, 32, -896: Spawning -521, 35, -892 (-33, -56), group 'sleeperHordeStageGS156', class zombieBiker, count 0

2025-08-03T22:53:24 6587.315 INF 5004.541 SleeperVolume -526, 32, -896: Spawning -521, 35, -886 (-33, -56), group 'sleeperHordeStageGS156', class zombieDarleneRadiated, count 0

2025-08-03T22:53:24 6587.411 INF 5004.641 SleeperVolume -526, 32, -896: Spawning -517, 35, -892 (-33, -56), group 'sleeperHordeStageGS156', class zombieMoeFeral, count 3

2025-08-03T22:53:24 6587.514 INF 5004.74 SleeperVolume -526, 32, -896: Spawning -518, 35, -894 (-33, -56), group 'sleeperHordeStageGS156', class zombieWightFeral, count 3

2025-08-03T22:53:24 6587.614 INF 5004.84 SleeperVolume -526, 32, -896: Spawning -517,

35, -889 (-33, -56), group 'sleeperHordeStageGS156', class zombieDarlene, count 3  
2025-08-03T22:53:24 6587.717 INF 5004.94 SleeperVolume -526, 32, -896: Spawning -523,  
35, -890 (-33, -56), group 'sleeperHordeStageGS156', class zombieSkateboarderFeral, count  
3  
2025-08-03T22:53:24 6587.814 INF 5005.041 SleeperVolume -526, 32, -896: Spawning -525,  
35, -892 (-33, -56), group 'sleeperHordeStageGS156', class zombieMoeFeral, count 3  
2025-08-03T22:53:24 6587.923 INF 5005.157 SleeperVolume -526, 32, -896: Spawning -524,  
35, -893 (-33, -56), group 'sleeperHordeStageGS156', class zombieFatHawaiianFeral, count 3  
2025-08-03T22:53:24 6588.011 INF 5005.24 SleeperVolume -526, 32, -896: Spawning -521,  
35, -889 (-33, -56), group 'sleeperHordeStageGS156', class zombieBiker, count 3  
2025-08-03T22:53:43 6606.279 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:53:43 6606.280 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:53:43 6606.281 INF DroneManager saved 9 bytes  
2025-08-03T22:53:43 6606.281 INF TurretTracker saved 9 bytes  
2025-08-03T22:53:43 6606.963 INF 60sec delta: 3871,current: 7095193,desired: 3446329  
2025-08-03T22:53:43 6606.964 INF [Backtrace] Updated Statistics  
2025-08-03T22:53:45 6608.865 INF Time: 83.75m FPS: 48.20 Heap: 3569.8MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 10 Ent: 12 (86) Items: 1 CO: 1 RSS: 5651.5MB  
2025-08-03T22:53:49 6612.912 INF 5030.14 SleeperVolume -523, 39, -883: Spawning -516,  
39, -882 (-33, -56), group 'sleeperHordeStageGS156', class zombieDarleneRadiated, count 10  
2025-08-03T22:53:49 6612.916 INF 5030.14 SleeperVolume -516, 39, -877: Spawning -512,  
39, -874 (-32, -55), group 'sleeperHordeStageGS156', class zombieBiker, count 10  
2025-08-03T22:53:49 6613.020 INF 5030.24 SleeperVolume -523, 39, -883: Spawning -514,  
39, -883 (-33, -56), group 'sleeperHordeStageGS156', class zombieSkateboarderFeral, count  
10  
2025-08-03T22:53:49 6613.023 INF 5030.24 SleeperVolume -516, 39, -877: Spawning -515,  
39, -874 (-33, -55), group 'sleeperHordeStageGS156', class zombieWightFeral, count 10  
2025-08-03T22:53:53 6617.219 INF SectionType change from Exploration to Suspense  
2025-08-03T22:53:53 6617.220 INF Fading out Exploration  
2025-08-03T22:53:53 6617.220 INF Loading new config for Suspense...  
2025-08-03T22:53:53 6617.221 INF Played Suspense  
2025-08-03T22:53:53 6617.222 INF Fading in Suspense  
2025-08-03T22:53:53 6617.243 INF Loading new ClipSets for Suspense...  
2025-08-03T22:53:54 6617.315 INF Suspense loaded new config and clipsets  
2025-08-03T22:53:57 6620.692 INF Paused Exploration  
2025-08-03T22:53:57 6620.692 INF fadeInCo complete on Suspense  
2025-08-03T22:53:57 6621.128 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:54:03 6626.924 INF SectionType change from Suspense to Combat  
2025-08-03T22:54:03 6626.924 INF Fading out Suspense

2025-08-03T22:54:03 6626.925 INF Loading new config for Combat...

2025-08-03T22:54:03 6626.925 INF Played Combat

2025-08-03T22:54:03 6626.926 INF Fading in Combat

2025-08-03T22:54:03 6626.947 INF Loading new ClipSets for Combat...

2025-08-03T22:54:04 6627.264 INF Combat loaded new config and clipsets

2025-08-03T22:54:04 6628.180 INF Entity zombieDarleneRadiated 9314 killed by Qnut 172

2025-08-03T22:54:06 6629.943 INF Paused Suspense

2025-08-03T22:54:06 6629.977 INF fadeInCo complete on Combat

2025-08-03T22:54:08 6631.585 INF Entity zombieWightFeral 9317 killed by Qnut 172

2025-08-03T22:54:09 6632.980 INF Entity zombieSkateboarderFeral 9316 killed by Qnut 172

2025-08-03T22:54:15 6638.307 INF VehicleManager saving 3 (1 + 2)

2025-08-03T22:54:15 6638.308 INF 321297 VehicleManager write #0, id 6443, vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55

2025-08-03T22:54:15 6638.308 INF 321297 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T22:54:15 6638.309 INF 321297 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T22:54:15 6638.310 INF VehicleManager saved 1714 bytes

2025-08-03T22:54:17 6640.291 INF Time: 84.25m FPS: 52.80 Heap: 3639.5MB Max: 4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 11 Ent: 16 (90) Items: 1 CO: 1 RSS: 5695.1MB

2025-08-03T22:54:17 6641.061 INF Entity zombieBiker 9315 killed by Qnut 172

2025-08-03T22:54:17 6641.111 INF SectionType change from Combat to Suspense

2025-08-03T22:54:17 6641.112 INF Fading out Combat

2025-08-03T22:54:17 6641.113 INF Unpaused Suspense

2025-08-03T22:54:17 6641.113 INF Fading in Suspense

2025-08-03T22:54:20 6644.143 INF Paused Combat

2025-08-03T22:54:20 6644.144 INF fadeInCo complete on Suspense

2025-08-03T22:54:45 6668.392 INF 60sec delta: 57317,current: 7152511,desired: 3680296

2025-08-03T22:54:45 6668.393 INF [Backtrace] Updated Statistics

2025-08-03T22:54:47 6670.314 INF Time: 84.75m FPS: 54.42 Heap: 3715.0MB Max: 4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 10 Ent: 13 (90) Items: 1 CO: 1 RSS: 5692.3MB

2025-08-03T22:54:57 6680.697 INF Stopped Exploration

2025-08-03T22:54:57 6680.698 INF fadeOutCo complete on Exploration

2025-08-03T22:55:17 6700.339 INF Time: 85.25m FPS: 54.82 Heap: 3801.8MB Max: 4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 10 Ent: 13 (91) Items: 2 CO: 1 RSS: 5686.7MB

2025-08-03T22:55:20 6704.155 INF Stopped Combat

2025-08-03T22:55:20 6704.155 INF fadeOutCo complete on Combat

2025-08-03T22:55:20 6704.156 INF unloaded ClipSets on Combat

2025-08-03T22:55:42 6726.062 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T22:55:44 6727.707 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:55:44 6727.708 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:55:44 6727.709 INF DroneManager saved 9 bytes  
2025-08-03T22:55:44 6727.709 INF TurretTracker saved 9 bytes  
2025-08-03T22:55:45 6728.407 INF 60sec delta: 0,current: 7152511,desired: 3449830  
2025-08-03T22:55:45 6728.408 INF [Backtrace] Updated Statistics  
2025-08-03T22:55:47 6730.357 INF Time: 85.75m FPS: 50.83 Heap: 3554.8MB Max:  
4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 10 Ent: 14 (92) Items: 3 CO: 1 RSS: 5703.5MB  
2025-08-03T22:56:12 6755.873 INF SectionType change from Suspense to Exploration  
2025-08-03T22:56:12 6755.874 INF Fading out Suspense  
2025-08-03T22:56:12 6755.874 INF Loading new config for Exploration...  
2025-08-03T22:56:12 6755.875 INF Played Exploration  
2025-08-03T22:56:12 6755.875 INF Fading in Exploration  
2025-08-03T22:56:12 6755.896 INF Loading new ClipSets for Exploration...  
2025-08-03T22:56:12 6756.009 INF Exploration loaded new config and clipsets  
2025-08-03T22:56:12 6756.048 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T22:56:12 6756.049 INF Stopped Exploration  
2025-08-03T22:56:12 6756.050 INF unloaded ClipSets on Exploration  
2025-08-03T22:56:15 6758.324 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:56:15 6758.325 INF 327918 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T22:56:15 6758.326 INF 327918 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:56:15 6758.326 INF 327918 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:56:15 6758.328 INF VehicleManager saved 1874 bytes  
2025-08-03T22:56:15 6758.909 INF Paused Suspense  
2025-08-03T22:56:15 6758.909 INF fadeInCo complete on Exploration  
2025-08-03T22:56:15 6758.926 INF Notified SectionSelector that music stopped  
2025-08-03T22:56:15 6758.926 INF SectionType change from Exploration to None  
2025-08-03T22:56:17 6760.373 INF Time: 86.25m FPS: 57.62 Heap: 3628.1MB Max:  
4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 10 Ent: 13 (92) Items: 3 CO: 1 RSS: 5692.4MB  
2025-08-03T22:56:21 6764.660 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:56:24 6767.311 INF 5183.123 SleeperVolume -523, 43, -883: Spawning -515,  
44, -873 (-33, -55), group 'sleeperHordeStageGS156', class zombieDarlene, count 10  
2025-08-03T22:56:24 6767.315 INF 5183.123 SleeperVolume -522, 44, -883: None spawned,

canSpawn True, respawnCnt 0

2025-08-03T22:56:24 6767.411 INF 5183.223 SleeperVolume -523, 43, -883: Spawning -512, 44, -880 (-32, -55), group 'sleeperHordeStageGS156', class zombieLumberjack, count 11

2025-08-03T22:56:24 6767.517 INF 5183.323 SleeperVolume -523, 43, -883: Spawning -512, 44, -883 (-32, -56), group 'sleeperHordeStageGS156', class zombieDarlene, count 11

2025-08-03T22:56:24 6767.618 INF 5183.423 SleeperVolume -523, 43, -883: Spawning -512, 44, -882 (-32, -56), group 'sleeperHordeStageGS156', class zombiePartyGirl, count 11

2025-08-03T22:56:24 6767.661 INF SectionType change from None to Combat

2025-08-03T22:56:24 6767.662 INF Loading new config for Combat...

2025-08-03T22:56:24 6767.663 INF Played Combat

2025-08-03T22:56:24 6767.663 INF Fading in Combat

2025-08-03T22:56:24 6767.664 INF Notified SectionSelector that music played

2025-08-03T22:56:24 6767.692 INF Loading new ClipSets for Combat...

2025-08-03T22:56:24 6767.710 INF 5183.523 SleeperVolume -523, 43, -883: Spawning -519, 44, -873 (-33, -55), group 'sleeperHordeStageGS156', class zombieLumberjack, count 11

2025-08-03T22:56:24 6767.821 INF 5183.623 SleeperVolume -523, 43, -883: Spawning -519, 44, -873 (-33, -55), group 'sleeperHordeStageGS156', class zombieBiker, count 11

2025-08-03T22:56:24 6767.994 INF Combat loaded new config and clipsets

2025-08-03T22:56:27 6770.683 INF fadeInCo complete on Combat

2025-08-03T22:56:29 6772.668 INF Entity zombieDarlene 9320 killed by Qnut 172

2025-08-03T22:56:30 6773.834 INF Entity zombieBiker 9325 killed by Qnut 172

2025-08-03T22:56:32 6775.491 INF Entity zombieLumberjack 9321 killed by Qnut 172

2025-08-03T22:56:35 6778.867 INF Entity zombiePartyGirl 9323 killed by Qnut 172

2025-08-03T22:56:38 6781.799 INF Entity zombieDarlene 9322 killed by Qnut 172

2025-08-03T22:56:40 6783.281 INF Entity zombieLumberjack 9324 killed by Qnut 172

2025-08-03T22:56:40 6783.324 INF SectionType change from Combat to Suspense

2025-08-03T22:56:40 6783.325 INF Fading out Combat

2025-08-03T22:56:40 6783.326 INF Unpaused Suspense

2025-08-03T22:56:40 6783.326 INF Fading in Suspense

2025-08-03T22:56:43 6786.359 INF Paused Combat

2025-08-03T22:56:43 6786.359 INF fadeInCo complete on Suspense

2025-08-03T22:56:46 6789.967 INF 60sec delta: 2986,current: 7155497,desired: 3713076

2025-08-03T22:56:46 6789.968 INF [Backtrace] Updated Statistics

2025-08-03T22:56:48 6791.929 INF Time: 86.75m FPS: 52.65 Heap: 3698.0MB Max:

4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 10 Ent: 19 (99) Items: 4 CO: 1 RSS: 5725.8MB

2025-08-03T22:57:17 6820.591 INF Mixer IsFinished: True

AudioSource is not playing: False

IsPaused: False

IsPlaying: True

2025-08-03T22:57:17 6820.597 INF Stopped Suspense  
2025-08-03T22:57:17 6820.597 INF unloaded ClipSets on Suspense  
2025-08-03T22:57:17 6820.613 INF Notified SectionSelector that music stopped  
2025-08-03T22:57:17 6820.614 INF SectionType change from Suspense to None  
2025-08-03T22:57:18 6821.953 INF Time: 87.25m FPS: 53.42 Heap: 3773.8MB Max:  
4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 10 Ent: 12 (99) Items: 4 CO: 1 RSS: 5718.8MB  
2025-08-03T22:57:28 6832.222 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:57:43 6846.366 INF Stopped Combat  
2025-08-03T22:57:43 6846.366 INF fadeOutCo complete on Combat  
2025-08-03T22:57:43 6846.367 INF unloaded ClipSets on Combat  
2025-08-03T22:57:46 6849.267 INF DroneManager saving 0 (0 + 0)  
2025-08-03T22:57:46 6849.268 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T22:57:46 6849.269 INF DroneManager saved 9 bytes  
2025-08-03T22:57:46 6849.270 INF TurretTracker saved 9 bytes  
2025-08-03T22:57:46 6849.980 INF 60sec delta: 0,current: 7155497,desired: 3442833  
2025-08-03T22:57:46 6849.981 INF [Backtrace] Updated Statistics  
2025-08-03T22:57:48 6852.016 INF Time: 87.75m FPS: 50.27 Heap: 3853.5MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 10 Ent: 12 (99) Items: 4 CO: 1 RSS: 5652.4MB  
2025-08-03T22:58:16 6879.873 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T22:58:16 6879.873 INF 334380 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T22:58:16 6879.874 INF 334380 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T22:58:16 6879.874 INF 334380 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T22:58:16 6879.876 INF VehicleManager saved 1874 bytes  
2025-08-03T22:58:17 6880.473 INF 5294.756 SleeperVolume -526, 32, -896: Restoring -521,  
35, -889 (-33, -56) 'zombieBiker', count 0  
2025-08-03T22:58:17 6880.558 INF 5294.839 SleeperVolume -526, 32, -896: Restoring -524,  
35, -893 (-33, -56) 'zombieFatHawaiianFeral', count 0  
2025-08-03T22:58:17 6880.661 INF 5294.939 SleeperVolume -526, 32, -896: Restoring -525,  
35, -892 (-33, -56) 'zombieMoeFeral', count 0  
2025-08-03T22:58:17 6880.758 INF 5295.039 SleeperVolume -526, 32, -896: Restoring -523,  
35, -890 (-33, -56) 'zombieSkateboarderFeral', count 0  
2025-08-03T22:58:17 6880.861 INF 5295.139 SleeperVolume -526, 32, -896: Restoring -517,  
35, -889 (-33, -56) 'zombieDarlene', count 0  
2025-08-03T22:58:17 6880.965 INF 5295.239 SleeperVolume -526, 32, -896: Restoring -518,  
35, -894 (-33, -56) 'zombieWightFeral', count 0  
2025-08-03T22:58:17 6881.066 INF 5295.339 SleeperVolume -526, 32, -896: Restoring -517,

35, -892 (-33, -56) 'zombieMoeFeral', count 0  
2025-08-03T22:58:17 6881.165 INF 5295.439 SleeperVolume -526, 32, -896: Restoring -521, 35, -886 (-33, -56) 'zombieDarleneRadiated', count 0  
2025-08-03T22:58:17 6881.227 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T22:58:18 6881.264 INF 5295.539 SleeperVolume -526, 32, -896: Restoring -521, 35, -892 (-33, -56) 'zombieBiker', count 0  
2025-08-03T22:58:18 6881.365 INF 5295.639 SleeperVolume -526, 32, -896: Restoring -519, 35, -891 (-33, -56) 'zombieSkateboarderFeral', count 9  
2025-08-03T22:58:18 6882.040 INF Time: 88.25m FPS: 60.00 Heap: 3591.2MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 9 Ent: 12 (108) Items: 3 CO: 1 RSS: 5651.6MB  
2025-08-03T22:58:22 6886.013 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T22:58:28 6891.478 INF Saving 168 of chunks took 144ms  
2025-08-03T22:58:28 6891.498 INF UnloadUnusedAssets after 20.15958 m, took 0 ms  
Unloading 2 Unused Serialized files (Serialized files now loaded: 158)  
Unloading 2045 unused Assets to reduce memory usage. Loaded Objects now: 802657.  
Total: 1321.780300 ms (FindLiveObjects: 100.789200 ms CreateObjectMapping: 43.339700 ms MarkObjects: 1169.911300 ms DeleteObjects: 7.739600 ms)  
2025-08-03T23:01:16 7059.703 INF SectionType change from None to Suspense  
2025-08-03T23:01:16 7059.704 INF Loading new config for Suspense...  
2025-08-03T23:01:16 7059.705 INF Played Suspense  
2025-08-03T23:01:16 7059.705 INF Fading in Suspense  
2025-08-03T23:01:16 7059.706 INF Notified SectionSelector that music played  
2025-08-03T23:01:16 7059.732 INF Loading new ClipSets for Suspense...  
2025-08-03T23:01:16 7059.813 INF Suspense loaded new config and clipsets  
2025-08-03T23:01:18 7061.699 INF 5307.589 SleeperVolume -527, 45, -896: Spawning -524, 45, -892 (-33, -56), group 'sleeperHordeStageGS156', class zombieMoeFeral, count 10  
2025-08-03T23:01:18 7061.805 INF 5307.706 SleeperVolume -527, 45, -896: Spawning -524, 45, -893 (-33, -56), group 'sleeperHordeStageGS156', class zombieBiker, count 11  
2025-08-03T23:01:19 7062.729 INF fadeInCo complete on Suspense  
2025-08-03T23:01:35 7078.384 INF 60sec delta: 810,current: 7156308,desired: 3532353  
2025-08-03T23:01:35 7078.385 INF [Backtrace] Updated Statistics  
2025-08-03T23:01:36 7079.681 INF Entity zombieMoeFeral 9337 killed by Qnut 172  
2025-08-03T23:01:37 7080.455 INF Time: 88.75m FPS: 49.83 Heap: 3646.0MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 11 Ent: 15 (111) Items: 4 CO: 1 RSS: 5662.7MB  
2025-08-03T23:01:40 7083.678 INF Entity zombieBiker 9338 killed by Qnut 172  
2025-08-03T23:01:41 7084.693 INF SectionType change from Suspense to Exploration  
2025-08-03T23:01:41 7084.693 INF Fading out Suspense  
2025-08-03T23:01:41 7084.694 INF Loading new config for Exploration...

2025-08-03T23:01:41 7084.695 INF Played Exploration  
2025-08-03T23:01:41 7084.695 INF Fading in Exploration  
2025-08-03T23:01:41 7084.720 INF Loading new ClipSets for Exploration...  
2025-08-03T23:01:41 7085.123 INF Exploration loaded new config and clipsets  
2025-08-03T23:01:41 7085.143 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T23:01:41 7085.143 INF Stopped Exploration  
2025-08-03T23:01:41 7085.144 INF unloaded ClipSets on Exploration  
2025-08-03T23:01:44 7087.701 INF Paused Suspense  
2025-08-03T23:01:44 7087.701 INF fadeInCo complete on Exploration  
2025-08-03T23:01:44 7087.738 INF Notified SectionSelector that music stopped  
2025-08-03T23:01:44 7087.738 INF SectionType change from Exploration to None  
2025-08-03T23:01:50 7093.527 INF [EOS] Refreshing Login  
2025-08-03T23:01:51 7094.381 INF [EOS] Login refreshed  
2025-08-03T23:02:07 7110.471 INF Time: 89.25m FPS: 48.04 Heap: 3715.5MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 10 Ent: 15 (112) Items: 5 CO: 1 RSS:  
5668.9MB  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-03T23:02:34 7137.656 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:02:34 7137.657 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:02:34 7137.658 INF DroneManager saved 9 bytes  
2025-08-03T23:02:34 7137.658 INF TurretTracker saved 9 bytes  
2025-08-03T23:02:35 7138.390 INF 60sec delta: 6656,current: 7162964,desired: 3493543  
2025-08-03T23:02:35 7138.391 INF [Backtrace] Updated Statistics  
2025-08-03T23:02:37 7140.488 INF Time: 89.75m FPS: 58.80 Heap: 3791.2MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 10 Ent: 13 (112) Items: 5 CO: 1 RSS:  
5666.6MB  
2025-08-03T23:02:38 7142.136 INF 5388.039 SleeperVolume -524, 50, -891: Spawning -518,  
50, -890 (-33, -56), group 'sleeperHordeStageGS156', class zombieLumberjack, count 10  
2025-08-03T23:02:38 7142.140 INF 5388.039 SleeperVolume -519, 49, -883: Spawning -516,  
49, -883 (-33, -56), group 'sleeperHordeStageGS156', class zombieBiker, count 10  
2025-08-03T23:02:38 7142.236 INF 5388.139 SleeperVolume -524, 50, -891: Spawning -515,  
50, -890 (-33, -56), group 'sleeperHordeStageGS156', class zombieDarleneRadiated, count 10  
2025-08-03T23:02:38 7142.240 INF 5388.139 SleeperVolume -519, 49, -883: Spawning -519,  
50, -882 (-33, -56), group 'sleeperHordeStageGS156', class zombieWightFeral, count 10

2025-08-03T23:02:39 7142.337 INF 5388.239 SleeperVolume -524, 50, -891: Spawning -519, 50, -888 (-33, -56), group 'sleeperHordeStageGS156', class zombieSpiderFeral, count 10  
2025-08-03T23:02:39 7142.437 INF 5388.339 SleeperVolume -524, 50, -891: Spawning -518, 50, -888 (-33, -56), group 'sleeperHordeStageGS156', class zombieDarleneRadiated, count 10  
2025-08-03T23:02:39 7142.537 INF 5388.439 SleeperVolume -524, 50, -891: Spawning -518, 50, -889 (-33, -56), group 'sleeperHordeStageGS156', class zombieMoeFeral, count 10  
2025-08-03T23:02:39 7142.638 INF 5388.539 SleeperVolume -524, 50, -891: Spawning -518, 50, -888 (-33, -56), group 'sleeperHordeStageGS156', class zombieLumberjack, count 10  
2025-08-03T23:02:44 7147.723 INF Stopped Suspense  
2025-08-03T23:02:44 7147.724 INF fadeOutCo complete on Suspense  
2025-08-03T23:02:44 7147.724 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T23:02:44 7147.725 INF unloaded ClipSets on Suspense  
2025-08-03T23:03:05 7168.281 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T23:03:05 7168.282 INF 350823 VehicleManager write #0, id 6443, vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T23:03:05 7168.283 INF 350823 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:03:05 7168.283 INF 350823 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:03:05 7168.285 INF VehicleManager saved 1874 bytes  
2025-08-03T23:03:07 7170.507 INF Time: 90.25m FPS: 48.44 Heap: 3868.4MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 18 Ent: 20 (120) Items: 5 CO: 1 RSS: 5609.1MB  
2025-08-03T23:03:07 7171.135 INF SectionType change from None to Combat  
2025-08-03T23:03:07 7171.135 INF Loading new config for Combat...  
2025-08-03T23:03:07 7171.136 INF Played Combat  
2025-08-03T23:03:07 7171.136 INF Fading in Combat  
2025-08-03T23:03:07 7171.137 INF Notified SectionSelector that music played  
2025-08-03T23:03:07 7171.161 INF Loading new ClipSets for Combat...  
2025-08-03T23:03:08 7171.448 INF Combat loaded new config and clipsets  
2025-08-03T23:03:10 7174.192 INF fadeInCo complete on Combat  
2025-08-03T23:03:15 7179.009 INF Entity zombieDarleneRadiated 9346 killed by Qnut 172  
2025-08-03T23:03:20 7183.666 INF Entity zombieWightFeral 9344 killed by Qnut 172  
2025-08-03T23:03:20 7184.012 INF Entity zombieBiker 9342 killed by Qnut 172  
2025-08-03T23:03:24 7187.925 INF Entity zombieDarleneRadiated 9343 killed by Qnut 172  
2025-08-03T23:03:28 7191.597 INF AIDirector: Spawning ScoutsRadiated at (-560.0, 38.0,

-810.0), to (-516.0, 49.0, -877.0)

2025-08-03T23:03:28 7191.634 INF Spawning this wave: 1

2025-08-03T23:03:28 7191.672 INF Spawned [type=EntityZombie, name=zombieScreamerRadiated, id=9349] at (-556.5, 38.0, -808.5) Day=29 TotalInWave=1 CurrentWave=1

2025-08-03T23:03:28 7191.673 INF AIDirector: scout horde spawned '[type=EntityZombie, name=zombieScreamerRadiated, id=9349]'. Moving to point of interest

2025-08-03T23:03:31 7194.396 INF Start a new wave 'ScoutsRadiated'. timeout=1s. worldtime=0

2025-08-03T23:03:35 7199.212 INF Entity zombieLumberjack 9348 killed by Qnut 172

2025-08-03T23:03:37 7201.208 INF 60sec delta: 5546,current: 7168511,desired: 3626725

2025-08-03T23:03:37 7201.209 INF [Backtrace] Updated Statistics

2025-08-03T23:03:38 7201.443 INF Entity zombieSpiderFeral 9345 killed by Qnut 172

2025-08-03T23:03:39 7202.612 INF Entity zombieMoeFeral 9347 killed by Qnut 172

2025-08-03T23:03:40 7203.312 INF Time: 90.75m FPS: 45.65 Heap: 3581.8MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 12 Ent: 21 (118) Items: 3 CO: 2 RSS: 5644.1MB

2025-08-03T23:03:44 7207.834 INF Entity zombieLumberjack 9341 killed by Qnut 172

2025-08-03T23:03:44 7207.885 INF SectionType change from Combat to Exploration

2025-08-03T23:03:44 7207.886 INF Fading out Combat

2025-08-03T23:03:44 7207.887 INF Loading new config for Exploration...

2025-08-03T23:03:44 7207.887 INF Played Exploration

2025-08-03T23:03:44 7207.888 INF Fading in Exploration

2025-08-03T23:03:44 7207.917 INF Loading new ClipSets for Exploration...

2025-08-03T23:03:45 7208.427 INF Exploration loaded new config and clipsets

2025-08-03T23:03:45 7208.457 INF Mixer IsFinished: True

AudioSource is not playing: False

IsPaused: False

IsPlaying: True

2025-08-03T23:03:45 7208.458 INF Stopped Exploration

2025-08-03T23:03:45 7208.458 INF unloaded ClipSets on Exploration

2025-08-03T23:03:47 7210.923 INF Paused Combat

2025-08-03T23:03:47 7210.924 INF fadeInCo complete on Exploration

2025-08-03T23:03:47 7210.942 INF Notified SectionSelector that music stopped

2025-08-03T23:03:47 7210.943 INF SectionType change from Exploration to None

2025-08-03T23:04:10 7233.413 INF Time: 91.25m FPS: 52.60 Heap: 3643.8MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 11 Ent: 14 (119) Items: 4 CO: 2 RSS: 5647.6MB

2025-08-03T23:04:37 7260.537 INF DroneManager saving 0 (0 + 0)

2025-08-03T23:04:37 7260.537 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:04:37 7260.538 INF DroneManager saved 9 bytes  
2025-08-03T23:04:37 7260.539 INF TurretTracker saved 9 bytes  
2025-08-03T23:04:38 7261.305 INF 60sec delta: 640,current: 7169151,desired: 3511904  
2025-08-03T23:04:38 7261.305 INF [Backtrace] Updated Statistics  
2025-08-03T23:04:40 7263.427 INF Time: 91.75m FPS: 57.61 Heap: 3713.8MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 11 Ent: 13 (119) Items: 4 CO: 2 RSS:  
5640.0MB  
2025-08-03T23:04:47 7270.955 INF Stopped Combat  
2025-08-03T23:04:47 7270.956 INF fadeOutCo complete on Combat  
2025-08-03T23:04:47 7270.956 INF unloaded ClipSets on Combat  
2025-08-03T23:04:51 7275.073 INF Entity zombieScreamerRadiated 9349 killed by Qnut 172  
2025-08-03T23:04:51 7275.096 INF AIDirector: scout horde '[type=EntityZombie,  
name=zombieScreamerRadiated, id=9349]' removed from control  
2025-08-03T23:04:51 7275.144 INF AIDirector: Scout horde spawn finished (all mobs  
spawned)  
2025-08-03T23:05:07 7291.155 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T23:05:07 7291.156 INF 357057 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T23:05:07 7291.157 INF 357057 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:05:07 7291.157 INF 357057 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:05:07 7291.159 INF VehicleManager saved 1874 bytes  
2025-08-03T23:05:10 7293.441 INF Time: 92.25m FPS: 59.20 Heap: 3789.3MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 10 Ent: 13 (119) Items: 4 CO: 1 RSS:  
5640.6MB  
2025-08-03T23:05:21 7304.590 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:05:32 7315.441 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:05:36 7319.888 INF SectionType change from None to Suspense  
2025-08-03T23:05:36 7319.888 INF Loading new config for Suspense...  
2025-08-03T23:05:36 7319.889 INF Played Suspense  
2025-08-03T23:05:36 7319.889 INF Fading in Suspense  
2025-08-03T23:05:36 7319.890 INF Notified SectionSelector that music played  
2025-08-03T23:05:36 7319.913 INF Loading new ClipSets for Suspense...  
2025-08-03T23:05:36 7320.039 INF Suspense loaded new config and clipsets  
2025-08-03T23:05:38 7321.322 INF 60sec delta: 0,current: 7169151,desired: 3606195  
2025-08-03T23:05:38 7321.323 INF [Backtrace] Updated Statistics  
2025-08-03T23:05:39 7322.907 INF fadeInCo complete on Suspense

2025-08-03T23:05:40 7323.459 INF Time: 92.75m FPS: 54.02 Heap: 3868.8MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 10 Ent: 12 (119) Items: 4 CO: 1 RSS: 5642.4MB

2025-08-03T23:05:41 7325.195 INF Qnut WeatherBuffUpdate , indoors True

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

2025-08-03T23:05:50 7334.254 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T23:05:55 7339.037 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T23:05:57 7340.336 INF SectionType change from Suspense to Combat

2025-08-03T23:05:57 7340.337 INF Fading out Suspense

2025-08-03T23:05:57 7340.337 INF Loading new config for Combat...

2025-08-03T23:05:57 7340.338 INF Played Combat

2025-08-03T23:05:57 7340.338 INF Fading in Combat

2025-08-03T23:05:57 7340.359 INF Loading new ClipSets for Combat...

2025-08-03T23:05:57 7340.608 INF Combat loaded new config and clipsets

2025-08-03T23:06:00 7343.393 INF Paused Suspense

2025-08-03T23:06:00 7343.394 INF fadeInCo complete on Combat

2025-08-03T23:06:06 7350.024 INF Entity zombieDarlene 9331 killed by Qnut 172

2025-08-03T23:06:09 7352.754 INF Entity zombieMoeFeral 9333 killed by Qnut 172

2025-08-03T23:06:11 7354.760 INF Time: 93.25m FPS: 46.64 Heap: 3586.2MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 8 Ent: 12 (118) Items: 3 CO: 1 RSS: 5655.8MB

2025-08-03T23:06:18 7361.390 INF Entity zombieMoeFeral 9329 killed by Qnut 172

2025-08-03T23:06:19 7362.392 INF Entity zombieDarleneRadiated 9334 killed by Qnut 172

2025-08-03T23:06:20 7363.841 INF Entity zombieWightFeral 9332 killed by Qnut 172

2025-08-03T23:06:24 7367.875 INF Entity zombieSkateboarderFeral 9336 killed by Qnut 172

2025-08-03T23:06:25 7369.016 INF Entity zombieFatHawaiianFeral 9328 killed by Qnut 172

2025-08-03T23:06:32 7375.949 INF Entity zombieSkateboarderFeral 9330 killed by Qnut 172

2025-08-03T23:06:38 7381.821 INF DroneManager saving 0 (0 + 0)

2025-08-03T23:06:38 7381.822 INF TurretTracker saving 0 (0 + 0)

2025-08-03T23:06:38 7381.823 INF DroneManager saved 9 bytes

2025-08-03T23:06:38 7381.824 INF TurretTracker saved 9 bytes

2025-08-03T23:06:39 7382.605 INF 60sec delta: 10773,current: 7179924,desired: 3753289

2025-08-03T23:06:39 7382.606 INF [Backtrace] Updated Statistics

2025-08-03T23:06:41 7384.776 INF Time: 93.75m FPS: 55.22 Heap: 3648.0MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 2 Ent: 10 (118) Items: 3 CO: 1 RSS: 5654.0MB  
2025-08-03T23:06:41 7384.860 INF Entity zombieBiker 9327 killed by Qnut 172  
2025-08-03T23:06:48 7391.728 INF Entity zombieBiker 9335 killed by Qnut 172  
2025-08-03T23:06:48 7391.758 INF SectionType change from Combat to None  
2025-08-03T23:06:48 7391.759 INF Fading out Combat  
2025-08-03T23:06:51 7394.792 INF Paused Combat  
2025-08-03T23:06:51 7394.841 INF Notified SectionSelector that music stopped  
2025-08-03T23:07:00 7403.389 INF Stopped Suspense  
2025-08-03T23:07:00 7403.389 INF fadeOutCo complete on Suspense  
2025-08-03T23:07:00 7403.390 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T23:07:00 7403.390 INF unloaded ClipSets on Suspense  
2025-08-03T23:07:09 7412.436 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T23:07:09 7412.437 INF 363580 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T23:07:09 7412.438 INF 363580 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:07:09 7412.438 INF 363580 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:07:09 7412.440 INF VehicleManager saved 1874 bytes  
2025-08-03T23:07:11 7414.787 INF Time: 94.26m FPS: 57.01 Heap: 3720.0MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 0 Ent: 4 (118) Items: 3 CO: 1 RSS: 5659.1MB  
2025-08-03T23:07:24 7427.347 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:07:32 7436.139 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:07:35 7438.436 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:07:36 7439.336 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:07:37 7440.438 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:07:38 7441.636 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:07:39 7442.620 INF 60sec delta: 0,current: 7179924,desired: 3592311  
2025-08-03T23:07:39 7442.621 INF [Backtrace] Updated Statistics  
2025-08-03T23:07:39 7442.886 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:07:40 7443.337 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:07:41 7444.802 INF Time: 94.76m FPS: 55.42 Heap: 3795.8MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 0 Ent: 2 (118) Items: 3 CO: 1 RSS: 5480.0MB  
2025-08-03T23:07:51 7454.805 INF Stopped Combat  
2025-08-03T23:07:51 7454.805 INF fadeOutCo complete on Combat

2025-08-03T23:07:51 7454.806 INF unloaded ClipSets on Combat  
2025-08-03T23:08:11 7474.819 INF Time: 95.26m FPS: 58.21 Heap: 3879.8MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 0 Ent: 2 (118) Items: 3 CO: 1 RSS: 5495.6MB  
2025-08-03T23:08:38 7501.836 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:08:38 7501.837 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:08:38 7501.837 INF DroneManager saved 9 bytes  
2025-08-03T23:08:38 7501.838 INF TurretTracker saved 9 bytes  
2025-08-03T23:08:39 7502.638 INF 60sec delta: 12800,current: 7192724,desired: 3555311  
2025-08-03T23:08:39 7502.639 INF [Backtrace] Updated Statistics  
2025-08-03T23:08:41 7504.836 INF Time: 95.76m FPS: 58.41 Heap: 3607.6MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 0 Ent: 2 (118) Items: 3 CO: 1 RSS: 5486.6MB  
2025-08-03T23:09:09 7532.455 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T23:09:09 7532.456 INF 370499 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-532.2, 38.1, -869.4), chunk -34, -55  
2025-08-03T23:09:09 7532.457 INF 370499 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:09:09 7532.457 INF 370499 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:09:09 7532.458 INF VehicleManager saved 1874 bytes  
2025-08-03T23:09:11 7534.852 INF Time: 96.26m FPS: 55.66 Heap: 3684.1MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 0 Ent: 3 (119) Items: 4 CO: 1 RSS: 5487.4MB  
2025-08-03T23:09:39 7562.662 INF 60sec delta: 0,current: 7192724,desired: 3595657  
2025-08-03T23:09:39 7562.662 INF [Backtrace] Updated Statistics  
2025-08-03T23:09:41 7564.874 INF Time: 96.76m FPS: 55.00 Heap: 3762.3MB Max:  
4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 0 Ent: 3 (119) Items: 4 CO: 1 RSS: 5496.1MB  
2025-08-03T23:09:42 7565.385 INF SectionType change from None to Exploration  
2025-08-03T23:09:42 7565.386 INF Loading new config for Exploration...  
2025-08-03T23:09:42 7565.386 INF Played Exploration  
2025-08-03T23:09:42 7565.387 INF Fading in Exploration  
2025-08-03T23:09:42 7565.387 INF Notified SectionSelector that music played  
2025-08-03T23:09:42 7565.411 INF Loading new ClipSets for Exploration...  
2025-08-03T23:09:42 7565.453 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:09:42 7565.659 INF Exploration loaded new config and clipsets  
2025-08-03T23:09:42 7565.678 INF Mixer IsFinished: True  
AudioSource is not playing: False  
IsPaused: False  
IsPlaying: True  
2025-08-03T23:09:42 7565.679 INF Stopped Exploration  
2025-08-03T23:09:42 7565.680 INF unloaded ClipSets on Exploration

2025-08-03T23:09:42 7565.703 INF Notified SectionSelector that music stopped  
2025-08-03T23:09:42 7565.703 INF SectionType change from Exploration to None  
2025-08-03T23:09:45 7568.408 INF fadeInCo complete on Exploration  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T23:09:59 7583.186 INF Qnut WeatherBuffUpdate , indoors True  
Prefixed BlockLight.GetActivationText()  
2025-08-03T23:10:09 7593.144 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:10:11 7594.891 INF Time: 97.26m FPS: 56.42 Heap: 3839.2MB Max: 4220.0MB Chunks: 498 CGO: 256 Ply: 1 Zom: 0 Ent: 2 (119) Items: 4 CO: 1 RSS: 5498.7MB  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T23:10:23 7606.735 INF Qnut WeatherStatusTick default to rainlight  
2025-08-03T23:10:23 7606.736 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:10:39 7623.220 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:10:39 7623.221 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:10:39 7623.222 INF DroneManager saved 9 bytes  
2025-08-03T23:10:39 7623.223 INF TurretTracker saved 9 bytes  
2025-08-03T23:10:40 7624.037 INF 60sec delta: 0,current: 7192724,desired: 3646904  
2025-08-03T23:10:40 7624.038 INF [Backtrace] Updated Statistics  
2025-08-03T23:10:44 7627.593 INF Time: 97.76m FPS: 38.82 Heap: 3917.1MB Max: 4220.0MB Chunks: 498 CGO: 240 Ply: 1 Zom: 0 Ent: 2 (119) Items: 4 CO: 1 RSS: 5531.6MB  
2025-08-03T23:11:08 7651.874 INF 376427 Vehicle PostInit [type=EntityBicycle, name=vehicleBicycle, id=3965], (-989.84, 34.02, -1050.54) (chunk -62, -66), rbPos (-720.00, 32.00, -1008.00)  
2025-08-03T23:11:08 7651.876 INF 376427 VehicleManager loaded #1, id 3965, [type=EntityBicycle, name=vehicleBicycle, id=3965], (-989.8, 34.0, -1050.5), chunk -62, -66 (-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03  
2025-08-03T23:11:08 7651.879 INF 376427 Vehicle PostInit [type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.02, 34.02, -1050.67) (chunk -62, -66), rbPos (-720.00, 32.00, -1008.00)  
2025-08-03T23:11:08 7651.879 INF 376427 VehicleManager loaded #0, id 4680, [type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.0, 34.0, -1050.7), chunk -62, -66 (-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03  
2025-08-03T23:11:08 7651.880 INF 376427 VehicleManager Update loaded 2

2025-08-03T23:11:11 7655.164 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:11:11 7655.165 INF 376536 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-937.7, 38.0, -988.9), chunk -59, -62  
2025-08-03T23:11:11 7655.165 INF 376536 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:11:11 7655.166 INF 376536 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:11:11 7655.167 INF VehicleManager saved 1874 bytes  
2025-08-03T23:11:14 7657.622 INF Time: 98.26m FPS: 36.28 Heap: 3673.9MB Max:  
4220.0MB Chunks: 498 CGO: 219 Ply: 1 Zom: 0 Ent: 4 (120) Items: 3 CO: 1 RSS: 5664.3MB  
2025-08-03T23:11:15 7659.187 INF 5898.27 SleeperVolume -950, 37, -1050: Restoring -949,  
38, -1044 (-60, -66) 'zombieJoe', count 1  
2025-08-03T23:11:15 7659.191 INF 5898.27 SleeperVolume -950, 37, -1053: Restoring -948,  
38, -1051 (-60, -66) 'zombieYo', count 1  
2025-08-03T23:11:15 7659.243 INF 5898.303 SleeperVolume -935, 37, -1042: Restoring  
-934, 38, -1042 (-59, -66) 'zombieSoldier', count 1  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
2025-08-03T23:11:31 7674.654 INF SectionType change from None to HomeDay  
2025-08-03T23:11:31 7674.655 INF Played HomeDay  
2025-08-03T23:11:31 7674.656 INF Fading in HomeDay  
2025-08-03T23:11:31 7674.656 INF Notified SectionSelector that music played  
2025-08-03T23:11:34 7677.694 INF fadeInCo complete on HomeDay  
2025-08-03T23:11:43 7686.822 INF 60sec delta: 16448,current: 7209172,desired: 3723745  
2025-08-03T23:11:43 7686.823 INF [Backtrace] Updated Statistics  
2025-08-03T23:11:45 7689.107 INF Time: 98.76m FPS: 34.80 Heap: 3737.5MB Max:  
4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5702.6MB  
2025-08-03T23:11:46 7689.580 INF 377615+1 Origin Reposition (-720.0, 32.0, -1008.0) to  
(-992.0, 32.0, -1056.0)  
2025-08-03T23:11:48 7691.605 INF Qnut WeatherBuffUpdate , indoors True  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-03T23:12:15 7719.140 INF Time: 99.26m FPS: 37.28 Heap: 3814.6MB Max:  
4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5700.8MB  
2025-08-03T23:12:42 7746.030 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:12:42 7746.031 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:12:42 7746.031 INF DroneManager saved 9 bytes  
2025-08-03T23:12:42 7746.032 INF TurretTracker saved 9 bytes  
2025-08-03T23:12:43 7746.866 INF 60sec delta: 0,current: 7209172,desired: 3851389  
2025-08-03T23:12:43 7746.866 INF [Backtrace] Updated Statistics  
2025-08-03T23:12:45 7749.164 INF Time: 99.76m FPS: 36.56 Heap: 3884.1MB Max:  
4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5606.3MB  
2025-08-03T23:13:13 7776.670 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:13:13 7776.671 INF 380599 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.0, -1043.1), chunk -61, -66  
2025-08-03T23:13:13 7776.671 INF 380599 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:13:13 7776.672 INF 380599 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:13:13 7776.674 INF VehicleManager saved 1814 bytes  
2025-08-03T23:13:15 7779.191 INF Time: 100.26m FPS: 29.70 Heap: 3952.8MB Max:  
4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5606.0MB  
2025-08-03T23:13:43 7806.889 INF 60sec delta: 0,current: 7209172,desired: 3851389  
2025-08-03T23:13:43 7806.890 INF [Backtrace] Updated Statistics  
2025-08-03T23:13:45 7809.218 INF Time: 100.76m FPS: 32.49 Heap: 3696.9MB Max:  
4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5605.2MB  
2025-08-03T23:14:15 7839.243 INF Time: 101.26m FPS: 36.88 Heap: 3747.0MB Max:  
4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5578.9MB  
2025-08-03T23:14:42 7866.054 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:14:42 7866.055 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:14:42 7866.056 INF DroneManager saved 9 bytes  
2025-08-03T23:14:42 7866.057 INF TurretTracker saved 9 bytes  
2025-08-03T23:14:43 7866.920 INF 60sec delta: 0,current: 7209172,desired: 3851389  
2025-08-03T23:14:43 7866.921 INF [Backtrace] Updated Statistics  
2025-08-03T23:14:46 7869.321 INF Time: 101.76m FPS: 30.69 Heap: 3799.6MB Max:  
4220.0MB Chunks: 498 CGO: 241 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5591.6MB  
2025-08-03T23:15:13 7896.684 INF VehicleManager saving 3 (3 + 0)

2025-08-03T23:15:13 7896.685 INF 384600 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.5, 38.0, -1043.1), chunk -61, -66  
2025-08-03T23:15:13 7896.685 INF 384600 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:15:13 7896.686 INF 384600 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:15:13 7896.688 INF VehicleManager saved 1814 bytes  
2025-08-03T23:15:16 7899.312 INF Time: 102.26m FPS: 30.50 Heap: 3853.6MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5600.9MB  
2025-08-03T23:15:37 7920.606 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:15:41 7924.315 INF Stopped HomeDay  
2025-08-03T23:15:41 7924.348 INF Notified SectionSelector that music stopped  
2025-08-03T23:15:41 7924.348 INF SectionType change from HomeDay to None  
2025-08-03T23:15:43 7926.921 INF 60sec delta: 0,current: 7209172,desired: 3719457  
2025-08-03T23:15:43 7926.922 INF [Backtrace] Updated Statistics  
2025-08-03T23:15:46 7929.335 INF Time: 102.76m FPS: 32.58 Heap: 3915.1MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5602.6MB  
2025-08-03T23:15:51 7934.537 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:16:16 7959.379 INF Time: 103.26m FPS: 32.49 Heap: 3992.4MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5608.5MB  
2025-08-03T23:16:42 7986.089 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:16:42 7986.089 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:16:42 7986.090 INF DroneManager saved 9 bytes  
2025-08-03T23:16:42 7986.091 INF TurretTracker saved 9 bytes  
2025-08-03T23:16:43 7986.975 INF 60sec delta: 0,current: 7209172,desired: 3840445  
2025-08-03T23:16:43 7986.976 INF [Backtrace] Updated Statistics  
2025-08-03T23:16:46 7989.417 INF Time: 103.76m FPS: 31.50 Heap: 3703.8MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5612.6MB  
2025-08-03T23:17:13 8016.705 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:17:13 8016.706 INF 388502 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.5, 38.0, -1043.1), chunk -61, -66  
2025-08-03T23:17:13 8016.707 INF 388502 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:17:13 8016.707 INF 388502 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:17:13 8016.709 INF VehicleManager saved 1314 bytes  
2025-08-03T23:17:16 8019.450 INF Time: 104.26m FPS: 33.69 Heap: 3747.4MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5609.8MB  
2025-08-03T23:17:30 8033.294 INF SectionType change from None to HomeDay

2025-08-03T23:17:30 8033.295 INF Played HomeDay  
2025-08-03T23:17:30 8033.296 INF Fading in HomeDay  
2025-08-03T23:17:30 8033.296 INF Notified SectionSelector that music played  
2025-08-03T23:17:33 8036.322 INF fadeInCo complete on HomeDay  
2025-08-03T23:17:43 8046.981 INF 60sec delta: 0,current: 7209172,desired: 3779259  
2025-08-03T23:17:43 8046.982 INF [Backtrace] Updated Statistics  
2025-08-03T23:17:46 8049.456 INF Time: 104.76m FPS: 34.09 Heap: 3800.1MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (124) Items: 3 CO: 1 RSS: 5538.4MB  
2025-08-03T23:18:05 8069.246 INF AIDirector: Spawning ScoutsFeral at (-999.0, 39.0,  
-1140.0), to (-982.0, 45.0, -1061.0)  
2025-08-03T23:18:05 8069.247 INF Spawning this wave: 1  
2025-08-03T23:18:05 8069.253 INF Spawned [type=EntityZombie,  
name=zombieScreamerFeral, id=9356] at (-999.5, 39.0, -1139.5) Day=29 TotalInWave=1  
CurrentWave=1  
2025-08-03T23:18:05 8069.254 INF AIDirector: scout horde spawned '[type=EntityZombie,  
name=zombieScreamerFeral, id=9356]'. Moving to point of interest  
2025-08-03T23:18:08 8072.252 INF Start a new wave 'ScoutsFeral'. timeout=1s. worldtime=0  
2025-08-03T23:18:12 8075.305 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:18:16 8079.474 INF Time: 105.26m FPS: 26.71 Heap: 3855.9MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 2 Ent: 6 (125) Items: 3 CO: 2 RSS: 5555.1MB  
2025-08-03T23:18:20 8083.550 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:18:42 8106.084 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:18:42 8106.084 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:18:42 8106.085 INF DroneManager saved 9 bytes  
2025-08-03T23:18:42 8106.086 INF TurretTracker saved 9 bytes  
2025-08-03T23:18:43 8107.008 INF 60sec delta: 5376,current: 7214548,desired: 3836085  
2025-08-03T23:18:43 8107.009 INF [Backtrace] Updated Statistics  
2025-08-03T23:18:46 8109.501 INF Time: 105.76m FPS: 31.99 Heap: 3912.0MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 2 Ent: 6 (125) Items: 3 CO: 2 RSS: 5542.7MB  
2025-08-03T23:19:13 8136.751 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:19:13 8136.752 INF 392445 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.0, -1043.1), chunk -61, -66  
2025-08-03T23:19:13 8136.752 INF 392445 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:19:13 8136.753 INF 392445 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:19:13 8136.754 INF VehicleManager saved 1314 bytes  
2025-08-03T23:19:16 8139.513 INF Time: 106.26m FPS: 30.60 Heap: 3972.3MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 2 Ent: 6 (125) Items: 3 CO: 2 RSS: 5552.2MB

2025-08-03T23:19:27 8150.343 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:19:34 8157.489 INF MinEventLogMessage: Drink  
2025-08-03T23:19:36 8160.050 INF MinEventLogMessage: Drink  
2025-08-03T23:19:39 8162.346 INF MinEventLogMessage: Drink  
2025-08-03T23:19:41 8164.804 INF MinEventLogMessage: Drink  
2025-08-03T23:19:43 8167.037 INF 60sec delta: 0,current: 7214548,desired: 3680326  
2025-08-03T23:19:43 8167.038 INF [Backtrace] Updated Statistics  
2025-08-03T23:19:46 8169.528 INF Time: 106.77m FPS: 47.00 Heap: 4053.2MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 2 Ent: 6 (125) Items: 3 CO: 2 RSS: 5547.5MB  
2025-08-03T23:19:54 8177.507 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:20:16 8199.545 INF Time: 107.27m FPS: 32.29 Heap: 3746.3MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 2 Ent: 6 (125) Items: 3 CO: 2 RSS: 5552.3MB  
2025-08-03T23:20:38 8222.188 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:20:44 8227.584 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:20:44 8227.585 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:20:44 8227.586 INF DroneManager saved 9 bytes  
2025-08-03T23:20:44 8227.586 INF TurretTracker saved 9 bytes  
2025-08-03T23:20:44 8227.651 INF AIDirector: Scout spawned a zombie horde  
2025-08-03T23:20:44 8227.655 INF Party of 1, GS 88 (88), scaling 1, enemy max 32, bonus  
every 12  
2025-08-03T23:20:44 8227.655 INF Party members:  
2025-08-03T23:20:44 8227.656 INF Player id 172, gameStage 88  
2025-08-03T23:20:44 8227.698 INF Screamer spawned zombieBoe from  
scoutHordeStageGS82  
2025-08-03T23:20:44 8227.728 INF Screamer spawned zombieMarlene from  
scoutHordeStageGS82  
2025-08-03T23:20:44 8227.772 INF Screamer spawned zombieUtilityWorker from  
scoutHordeStageGS82  
2025-08-03T23:20:44 8227.804 INF Screamer spawned zombieMarlene from  
scoutHordeStageGS82  
2025-08-03T23:20:44 8227.874 INF Screamer spawned zombieFatHawaiian from  
scoutHordeStageGS82  
2025-08-03T23:20:45 8228.404 INF Entity zombieScreamerFeral 9356 killed by Qnut 172  
2025-08-03T23:20:45 8228.437 INF AIDirector: scout horde '[type=EntityZombie,  
name=zombieScreamerFeral, id=9356]' removed from control  
2025-08-03T23:20:45 8228.438 INF AIDirector: Scout triggered horde finished (all mobs  
spawned)  
2025-08-03T23:20:45 8228.498 INF AIDirector: Scout horde spawn finished (all mobs  
spawned)

2025-08-03T23:20:45 8228.504 INF 60sec delta: 6890,current: 7221438,desired: 3788678  
2025-08-03T23:20:45 8228.504 INF [Backtrace] Updated Statistics  
2025-08-03T23:20:47 8231.009 INF Time: 107.77m FPS: 21.85 Heap: 3794.0MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 11 (130) Items: 3 CO: 1 RSS: 5583.7MB  
2025-08-03T23:21:05 8248.899 INF Entity zombieFatHawaiian 9361 killed by Qnut 172  
2025-08-03T23:21:11 8254.701 INF Entity zombieMarlene 9358 killed by Qnut 172  
2025-08-03T23:21:15 8259.105 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:21:15 8259.106 INF 396458 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.5, 38.0, -1043.1), chunk -61, -66  
2025-08-03T23:21:15 8259.106 INF 396458 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:21:15 8259.107 INF 396458 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:21:15 8259.108 INF VehicleManager saved 1314 bytes  
2025-08-03T23:21:18 8261.946 INF Time: 108.27m FPS: 34.77 Heap: 3846.3MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 10 (130) Items: 3 CO: 1 RSS: 5573.8MB  
2025-08-03T23:21:24 8267.722 INF Entity zombieUtilityWorker 9359 killed by Qnut 172  
2025-08-03T23:21:29 8272.656 INF Entity zombieMarlene 9360 killed by Qnut 172  
2025-08-03T23:21:38 8281.795 INF Entity zombieBoe 9357 killed by Qnut 172  
2025-08-03T23:21:39 8282.958 INF Stopped HomeDay  
2025-08-03T23:21:39 8282.985 INF Notified SectionSelector that music stopped  
2025-08-03T23:21:39 8282.985 INF SectionType change from HomeDay to None  
2025-08-03T23:21:46 8289.418 INF 60sec delta: 29248,current: 7250686,desired: 3741834  
2025-08-03T23:21:46 8289.418 INF [Backtrace] Updated Statistics  
2025-08-03T23:21:48 8291.956 INF Time: 108.77m FPS: 34.88 Heap: 3905.4MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 8 (130) Items: 3 CO: 1 RSS: 5576.4MB  
2025-08-03T23:21:48 8292.136 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:21:52 8295.342 INF UnloadUnusedAssets after 20.41788 m, took 0 ms  
Unloading 2 Unused Serialized files (Serialized files now loaded: 161)  
Unloading 975 unused Assets to reduce memory usage. Loaded Objects now: 984929.  
Total: 1406.464700 ms (FindLiveObjects: 127.168500 ms CreateObjectMapping: 53.103400  
ms MarkObjects: 1220.128400 ms DeleteObjects: 6.064200 ms)  
2025-08-03T23:22:19 8323.125 INF Time: 109.27m FPS: 33.09 Heap: 3965.2MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 1 Ent: 5 (130) Items: 3 CO: 1 RSS: 5571.5MB  
2025-08-03T23:22:34 8337.595 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:22:47 8351.226 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:22:47 8351.227 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:22:47 8351.227 INF DroneManager saved 9 bytes  
2025-08-03T23:22:47 8351.228 INF TurretTracker saved 9 bytes

2025-08-03T23:22:48 8351.989 INF 60sec delta: 0,current: 7250686,desired: 3363098  
2025-08-03T23:22:48 8351.990 INF [Backtrace] Updated Statistics  
2025-08-03T23:22:51 8354.550 INF Time: 109.77m FPS: 20.13 Heap: 4038.1MB Max:  
4220.0MB Chunks: 498 CGO: 250 Ply: 1 Zom: 1 Ent: 5 (130) Items: 3 CO: 1 RSS: 5577.5MB  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons  
from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing  
polygons  
2025-08-03T23:23:19 8382.970 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:23:19 8382.971 INF 400799 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-903.0, 38.1, -989.0), chunk -57, -62  
2025-08-03T23:23:19 8382.971 INF 400799 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:23:19 8382.972 INF 400799 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:23:19 8382.973 INF VehicleManager saved 1314 bytes  
2025-08-03T23:23:22 8385.894 INF Time: 110.27m FPS: 46.05 Heap: 4132.0MB Max:  
4220.0MB Chunks: 498 CGO: 238 Ply: 1 Zom: 1 Ent: 5 (130) Items: 3 CO: 1 RSS: 5599.2MB  
2025-08-03T23:23:26 8389.381 INF 401046 VehicleManager RemoveTrackedVehicle  
[type=EntityMinibike, name=vehicleMinibike, id=4680], Unloaded  
2025-08-03T23:23:26 8389.383 INF 401046 VehicleManager RemoveTrackedVehicle  
[type=EntityBicycle, name=vehicleBicycle, id=3965], Unloaded  
2025-08-03T23:23:28 8391.941 INF SectionType change from None to Exploration  
2025-08-03T23:23:28 8391.942 INF Loading new config for Exploration...  
2025-08-03T23:23:28 8391.942 INF Played Exploration  
2025-08-03T23:23:28 8391.943 INF Fading in Exploration  
2025-08-03T23:23:28 8391.943 INF Notified SectionSelector that music played  
2025-08-03T23:23:28 8391.975 INF Loading new ClipSets for Exploration...  
2025-08-03T23:23:28 8392.138 INF Exploration loaded new config and clipsets  
2025-08-03T23:23:31 8394.984 INF fadeInCo complete on Exploration  
2025-08-03T23:23:33 8397.031 INF 401341+1 Origin Reposition (-992.0, 32.0, -1056.0) to  
(-752.0, 32.0, -1008.0)  
2025-08-03T23:23:36 8399.365 INF VehicleManager saving 3 (1 + 2)  
2025-08-03T23:23:36 8399.366 INF 401432 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-705.9, 38.0, -998.4), chunk -45, -63  
2025-08-03T23:23:36 8399.367 INF 401432 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:23:36 8399.367 INF 401432 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T23:23:36 8399.368 INF VehicleManager saved 1314 bytes  
2025-08-03T23:23:50 8414.151 INF 60sec delta: 8,current: 7250694,desired: 3371307  
2025-08-03T23:23:50 8414.152 INF [Backtrace] Updated Statistics  
2025-08-03T23:23:52 8415.352 INF 402038+1 Origin Reposition (-752.0, 32.0, -1008.0) to (-496.0, 32.0, -1008.0)  
2025-08-03T23:23:53 8416.622 INF Time: 110.77m FPS: 41.26 Heap: 3831.0MB Max: 4220.0MB Chunks: 498 CGO: 234 Ply: 1 Zom: 0 Ent: 2 (130) Items: 3 CO: 1 RSS: 5629.0MB  
2025-08-03T23:23:59 8423.150 INF 6653.884 SleeperVolume -381, 38, -1062: Restoring -337, 38, -1027 (-22, -65) 'animalBoar', count 0  
2025-08-03T23:23:59 8423.249 INF 6653.984 SleeperVolume -381, 38, -1062: Restoring -352, 38, -1023 (-22, -64) 'animalBoar', count 0  
2025-08-03T23:24:00 8423.351 INF 6654.084 SleeperVolume -381, 38, -1062: Restoring -328, 38, -1008 (-21, -63) 'animalBoar', count 0  
2025-08-03T23:24:09 8433.143 INF SectionType change from Exploration to TraderBob  
2025-08-03T23:24:09 8433.144 INF Fading out Exploration  
2025-08-03T23:24:09 8433.145 INF Played TraderBob  
2025-08-03T23:24:09 8433.146 INF Fading in TraderBob  
2025-08-03T23:24:12 8436.168 INF Paused Exploration  
2025-08-03T23:24:12 8436.169 INF fadeInCo complete on TraderBob  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T23:24:23 8446.636 INF Time: 111.27m FPS: 43.85 Heap: 3911.7MB Max: 4220.0MB Chunks: 498 CGO: 234 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5640.7MB  
2025-08-03T23:24:23 8447.031 INF 403366+1 Origin Reposition (-496.0, 32.0, -1008.0) to (-240.0, 32.0, -1024.0)  
2025-08-03T23:24:24 8448.091 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:24:49 8473.252 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:24:49 8473.254 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:24:49 8473.254 INF DroneManager saved 9 bytes  
2025-08-03T23:24:49 8473.255 INF TurretTracker saved 9 bytes  
2025-08-03T23:24:50 8474.169 INF 60sec delta: 0,current: 7250694,desired: 4585739  
2025-08-03T23:24:50 8474.170 INF [Backtrace] Updated Statistics  
2025-08-03T23:24:53 8476.650 INF Time: 111.77m FPS: 57.62 Heap: 3994.5MB Max: 4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5631.3MB  
2025-08-03T23:25:12 8496.151 INF Stopped Exploration  
2025-08-03T23:25:12 8496.151 INF fadeOutCo complete on Exploration  
2025-08-03T23:25:12 8496.152 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-08-03T23:25:12 8496.152 INF unloaded ClipSets on Exploration

2025-08-03T23:25:23 8506.665 INF Time: 112.27m FPS: 60.00 Heap: 4081.2MB Max:

4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5623.4MB

2025-08-03T23:25:36 8520.097 INF VehicleManager saving 3 (1 + 2)

2025-08-03T23:25:36 8520.098 INF 407532 VehicleManager write #0, id 6443, vehicleMotorcycle, (-246.6, 38.1, -1013.6), chunk -16, -64

2025-08-03T23:25:36 8520.099 INF 407532 VehicleManager write #1, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T23:25:36 8520.099 INF 407532 VehicleManager write #2, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T23:25:36 8520.100 INF VehicleManager saved 1314 bytes

2025-08-03T23:25:50 8534.165 INF 60sec delta: 0,current: 7250694,desired: 4585739

2025-08-03T23:25:50 8534.166 INF [Backtrace] Updated Statistics

2025-08-03T23:25:53 8536.680 INF Time: 112.77m FPS: 60.00 Heap: 4160.3MB Max:

4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5627.7MB

2025-08-03T23:26:14 8557.343 INF [PartyQuests] Auto-sharing new quest: id=tier4\_clear, code=-1198904231, name=Stufe 4 Säubern, POI The Mortician's house

2025-08-03T23:26:22 8565.784 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T23:26:23 8566.699 INF Time: 113.27m FPS: 50.63 Heap: 3850.7MB Max:

4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5648.4MB

2025-08-03T23:26:50 8593.264 INF DroneManager saving 0 (0 + 0)

2025-08-03T23:26:50 8593.265 INF TurretTracker saving 0 (0 + 0)

2025-08-03T23:26:50 8593.265 INF DroneManager saved 9 bytes

2025-08-03T23:26:50 8593.266 INF TurretTracker saved 9 bytes

2025-08-03T23:26:50 8594.182 INF 60sec delta: 0,current: 7250694,desired: 3897693

2025-08-03T23:26:50 8594.183 INF [Backtrace] Updated Statistics

2025-08-03T23:26:53 8596.714 INF Time: 113.77m FPS: 59.00 Heap: 3923.1MB Max:

4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5665.8MB

2025-08-03T23:27:17 8620.950 INF Stopped TraderBob

2025-08-03T23:27:17 8620.997 INF Notified SectionSelector that music stopped

2025-08-03T23:27:23 8626.732 INF Time: 114.27m FPS: 60.00 Heap: 3994.1MB Max:

4220.0MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 3 (134) Items: 3 CO: 1 RSS: 5690.9MB

2025-08-03T23:27:33 8636.948 INF Qnut WeatherStatusTick rainlight to default

2025-08-03T23:27:33 8636.949 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T23:27:36 8640.113 INF VehicleManager saving 3 (1 + 2)

2025-08-03T23:27:36 8640.114 INF 414487 VehicleManager write #0, id 6443,

vehicleMotorcycle, (-246.6, 38.1, -1013.6), chunk -16, -64  
2025-08-03T23:27:36 8640.115 INF 414487 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:27:36 8640.115 INF 414487 VehicleManager write #2, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:27:36 8640.116 INF VehicleManager saved 1314 bytes  
2025-08-03T23:27:46 8649.797 INF Saving 110 of chunks took 83ms  
2025-08-03T23:27:46 8649.798 INF Paused TraderBob  
2025-08-03T23:38:00 9263.927 INF Unpaused TraderBob  
2025-08-03T23:38:04 9267.860 INF SectionType change from TraderBob to Exploration  
2025-08-03T23:38:04 9267.861 INF Fading out TraderBob  
2025-08-03T23:38:04 9267.861 INF Loading new config for Exploration...  
2025-08-03T23:38:04 9267.862 INF Played Exploration  
2025-08-03T23:38:04 9267.863 INF Fading in Exploration  
2025-08-03T23:38:04 9267.893 INF Loading new ClipSets for Exploration...  
2025-08-03T23:38:05 9268.368 INF Exploration loaded new config and clipsets  
2025-08-03T23:38:05 9268.500 INF 60sec delta: 0,current: 7250694,desired: 3587261  
2025-08-03T23:38:05 9268.500 INF [Backtrace] Updated Statistics  
2025-08-03T23:38:07 9270.881 INF Paused TraderBob  
2025-08-03T23:38:07 9270.882 INF fadeInCo complete on Exploration  
2025-08-03T23:38:07 9271.014 INF Time: 114.77m FPS: 44.45 Heap: 3752.1MB Max:  
4220.0MB Chunks: 498 CGO: 248 Ply: 1 Zom: 1 Ent: 3 (76) Items: 0 CO: 1 RSS: 5504.9MB  
2025-08-03T23:38:08 9271.849 INF SectionType change from Exploration to None  
2025-08-03T23:38:08 9271.850 INF Fading out Exploration  
2025-08-03T23:38:08 9271.898 INF SectionType change from None to Exploration  
2025-08-03T23:38:08 9271.899 INF Unpaused Exploration  
2025-08-03T23:38:08 9271.900 INF Fading in Exploration  
2025-08-03T23:38:08 9271.901 INF Notified SectionSelector that music played  
2025-08-03T23:38:11 9274.938 INF fadeInCo complete on Exploration  
2025-08-03T23:38:22 9285.907 INF 452618+3 Origin Reposition (-240.0, 32.0, -1024.0) to  
(-512.0, 32.0, -1008.0)  
2025-08-03T23:38:37 9301.034 INF Time: 115.27m FPS: 38.87 Heap: 3513.7MB Max:  
4220.0MB Chunks: 498 CGO: 239 Ply: 1 Zom: 0 Ent: 2 (76) Items: 0 CO: 1 RSS: 5600.6MB  
2025-08-03T23:38:42 9305.359 INF 453392+2 Origin Reposition (-512.0, 32.0, -1008.0) to  
(-784.0, 32.0, -1008.0)  
2025-08-03T23:38:51 9314.412 INF 453748 Vehicle PostInit [type=EntityBicycle,  
name=vehicleBicycle, id=3965], (-989.84, 34.02, -1050.54) (chunk -62, -66), rbPos (-784.00,  
32.00, -1008.00)  
2025-08-03T23:38:51 9314.413 INF 453748 VehicleManager loaded #1, id 3965,

[type=EntityBicycle, name=vehicleBicycle, id=3965], (-989.8, 34.0, -1050.5), chunk -62, -66 (-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03  
2025-08-03T23:38:51 9314.416 INF 453748 Vehicle PostInit [type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.02, 34.02, -1050.67) (chunk -62, -66), rbPos (-784.00, 32.00, -1008.00)  
2025-08-03T23:38:51 9314.417 INF 453748 VehicleManager loaded #0, id 4680, [type=EntityMinibike, name=vehicleMinibike, id=4680], (-987.0, 34.0, -1050.7), chunk -62, -66 (-62, -66), owner EOS\_000285519f2e44bb8aa0ce7450c37e03  
2025-08-03T23:38:51 9314.418 INF 453748 VehicleManager Update loaded 2  
2025-08-03T23:38:56 9320.014 INF SectionType change from Exploration to HomeDay  
2025-08-03T23:38:56 9320.015 INF Fading out Exploration  
2025-08-03T23:38:56 9320.016 INF Played HomeDay  
2025-08-03T23:38:56 9320.017 INF Fading in HomeDay  
2025-08-03T23:38:58 9322.053 INF 6938.466 SleeperVolume -950, 37, -1050: Restoring -949, 38, -1044 (-60, -66) 'zombieJoe', count 0  
2025-08-03T23:38:58 9322.058 INF 6938.466 SleeperVolume -950, 37, -1053: Restoring -948, 38, -1051 (-60, -66) 'zombieYo', count 0  
2025-08-03T23:38:58 9322.095 INF 6938.516 SleeperVolume -935, 37, -1042: Restoring -934, 38, -1042 (-59, -66) 'zombieSoldier', count 0  
2025-08-03T23:38:59 9323.080 INF Paused Exploration  
2025-08-03T23:38:59 9323.081 INF fadeInCo complete on HomeDay  
2025-08-03T23:39:04 9327.600 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:39:04 9327.600 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:39:04 9327.601 INF DroneManager saved 9 bytes  
2025-08-03T23:39:04 9327.602 INF TurretTracker saved 9 bytes  
2025-08-03T23:39:05 9328.592 INF 60sec delta: 0,current: 7250694,desired: 3590362  
2025-08-03T23:39:05 9328.593 INF [Backtrace] Updated Statistics  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> hands(Clone) has no obstructing polygons  
2025-08-03T23:39:07 9330.914 INF Stopped TraderBob  
2025-08-03T23:39:07 9330.915 INF fadeOutCo complete on TraderBob  
2025-08-03T23:39:07 9331.102 INF Time: 115.77m FPS: 27.71 Heap: 3654.9MB Max: 4220.0MB Chunks: 498 CGO: 255 Ply: 1 Zom: 3 Ent: 7 (81) Items: 0 CO: 1 RSS: 5698.5MB  
2025-08-03T23:39:16 9339.454 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:39:37 9361.126 INF Time: 116.27m FPS: 34.97 Heap: 3495.2MB Max: 4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5696.1MB  
2025-08-03T23:39:51 9374.445 INF VehicleManager saving 3 (3 + 0)

2025-08-03T23:39:51 9374.446 INF 455791 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-03T23:39:51 9374.447 INF 455791 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:39:51 9374.447 INF 455791 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:39:51 9374.448 INF VehicleManager saved 1314 bytes  
2025-08-03T23:39:59 9383.123 INF Stopped Exploration  
2025-08-03T23:39:59 9383.123 INF fadeOutCo complete on Exploration  
2025-08-03T23:39:59 9383.124 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-03T23:39:59 9383.124 INF unloaded ClipSets on Exploration  
2025-08-03T23:40:05 9388.597 INF 60sec delta: 0,current: 7250694,desired: 3833576  
2025-08-03T23:40:05 9388.598 INF [Backtrace] Updated Statistics  
2025-08-03T23:40:07 9391.149 INF Time: 116.77m FPS: 36.75 Heap: 3540.3MB Max: 4220.0MB Chunks: 498 CGO: 254 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5674.2MB  
2025-08-03T23:40:37 9421.184 INF Time: 117.27m FPS: 36.16 Heap: 3593.4MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5681.9MB  
2025-08-03T23:41:04 9447.637 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:41:04 9447.638 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:41:04 9447.639 INF DroneManager saved 9 bytes  
2025-08-03T23:41:04 9447.640 INF TurretTracker saved 9 bytes  
2025-08-03T23:41:05 9448.600 INF 60sec delta: 0,current: 7250694,desired: 3819688  
2025-08-03T23:41:05 9448.601 INF [Backtrace] Updated Statistics  
2025-08-03T23:41:07 9451.211 INF Time: 117.77m FPS: 37.35 Heap: 3647.6MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5677.2MB  
2025-08-03T23:41:24 9467.556 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:41:34 9477.804 INF MinEventLogMessage: Drink  
2025-08-03T23:41:37 9480.452 INF MinEventLogMessage: Drink  
2025-08-03T23:41:39 9482.679 INF Time: 118.27m FPS: 46.64 Heap: 3710.8MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5683.2MB  
2025-08-03T23:41:44 9487.278 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:41:52 9495.891 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:41:52 9495.892 INF 460034 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-03T23:41:52 9495.893 INF 460034 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T23:41:52 9495.893 INF 460034 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T23:41:52 9495.895 INF VehicleManager saved 1314 bytes

2025-08-03T23:42:06 9510.062 INF 60sec delta: 12800,current: 7263494,desired: 3809664

2025-08-03T23:42:06 9510.063 INF [Backtrace] Updated Statistics

2025-08-03T23:42:09 9512.695 INF Time: 118.77m FPS: 32.38 Heap: 3762.8MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5690.3MB

2025-08-03T23:42:40 9544.133 INF Time: 119.27m FPS: 34.68 Heap: 3816.4MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5695.7MB

2025-08-03T23:43:06 9569.737 INF Stopped HomeDay

2025-08-03T23:43:06 9569.762 INF Notified SectionSelector that music stopped

2025-08-03T23:43:06 9569.763 INF SectionType change from HomeDay to None

2025-08-03T23:43:07 9570.485 INF DroneManager saving 0 (0 + 0)

2025-08-03T23:43:07 9570.485 INF TurretTracker saving 0 (0 + 0)

2025-08-03T23:43:07 9570.486 INF DroneManager saved 9 bytes

2025-08-03T23:43:07 9570.487 INF TurretTracker saved 9 bytes

2025-08-03T23:43:08 9571.480 INF 60sec delta: 0,current: 7263494,desired: 3840360

2025-08-03T23:43:08 9571.481 INF [Backtrace] Updated Statistics

2025-08-03T23:43:10 9574.148 INF Time: 119.78m FPS: 37.28 Heap: 3555.4MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5692.6MB

2025-08-03T23:43:11 9575.052 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T23:43:40 9604.176 INF Time: 120.28m FPS: 43.71 Heap: 3610.7MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5692.3MB

2025-08-03T23:43:54 9617.336 INF VehicleManager saving 3 (3 + 0)

2025-08-03T23:43:54 9617.337 INF 464137 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66

2025-08-03T23:43:54 9617.338 INF 464137 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-03T23:43:54 9617.338 INF 464137 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-03T23:43:54 9617.339 INF VehicleManager saved 1314 bytes

2025-08-03T23:43:55 9618.793 INF Qnut WeatherBuffUpdate , indoors True

2025-08-03T23:43:57 9621.059 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T23:44:09 9632.899 INF 60sec delta: 15936,current: 7279430,desired: 3801600

2025-08-03T23:44:09 9632.900 INF [Backtrace] Updated Statistics

2025-08-03T23:44:12 9635.575 INF Time: 120.78m FPS: 35.88 Heap: 3668.2MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5706.8MB

2025-08-03T23:44:42 9665.620 INF Time: 121.28m FPS: 34.17 Heap: 3724.8MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5700.8MB

2025-08-03T23:45:08 9691.916 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:45:08 9691.917 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:45:08 9691.918 INF DroneManager saved 9 bytes  
2025-08-03T23:45:08 9691.918 INF TurretTracker saved 9 bytes  
2025-08-03T23:45:09 9692.935 INF 60sec delta: 10240,current: 7289670,desired: 3840488  
2025-08-03T23:45:09 9692.936 INF [Backtrace] Updated Statistics  
2025-08-03T23:45:12 9695.625 INF Time: 121.78m FPS: 35.17 Heap: 3777.4MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5694.1MB  
2025-08-03T23:45:42 9725.644 INF Time: 122.28m FPS: 34.77 Heap: 3838.3MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5698.1MB  
2025-08-03T23:45:55 9738.755 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:45:55 9738.756 INF 468197 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-03T23:45:55 9738.757 INF 468197 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:45:55 9738.758 INF 468197 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:45:55 9738.759 INF VehicleManager saved 1314 bytes  
2025-08-03T23:46:09 9752.970 INF 60sec delta: 0,current: 7289670,desired: 3830560  
2025-08-03T23:46:09 9752.971 INF [Backtrace] Updated Statistics  
2025-08-03T23:46:12 9755.686 INF Time: 122.78m FPS: 32.09 Heap: 3576.1MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5702.9MB  
2025-08-03T23:46:38 9782.196 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:46:43 9786.982 INF Time: 123.28m FPS: 31.50 Heap: 3624.9MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5702.8MB  
2025-08-03T23:46:53 9796.606 INF Saving 197 of chunks took 268ms  
2025-08-03T23:47:10 9814.135 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:47:10 9814.136 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:47:10 9814.137 INF DroneManager saved 9 bytes  
2025-08-03T23:47:10 9814.138 INF TurretTracker saved 9 bytes  
2025-08-03T23:47:11 9815.153 INF 60sec delta: 0,current: 7289670,desired: 3760248  
2025-08-03T23:47:11 9815.154 INF [Backtrace] Updated Statistics  
2025-08-03T23:47:12 9816.015 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:47:14 9817.998 INF Time: 123.78m FPS: 28.01 Heap: 3729.8MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5713.7MB  
2025-08-03T23:47:44 9847.985 INF Time: 124.28m FPS: 39.34 Heap: 3792.2MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5703.3MB  
2025-08-03T23:47:50 9853.464 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:47:56 9860.134 INF Qnut WeatherBuffUpdate , indoors False

2025-08-03T23:47:57 9860.978 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:47:57 9860.979 INF 472206 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-03T23:47:57 9860.979 INF 472206 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:47:57 9860.980 INF 472206 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:47:57 9860.981 INF VehicleManager saved 1314 bytes  
2025-08-03T23:48:11 9875.160 INF 60sec delta: 0,current: 7289670,desired: 3746408  
2025-08-03T23:48:11 9875.160 INF [Backtrace] Updated Statistics  
2025-08-03T23:48:14 9878.007 INF Time: 124.78m FPS: 38.47 Heap: 3848.3MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5662.6MB  
Prefixed BlockLight.GetActivationText()  
2025-08-03T23:48:44 9908.025 INF Time: 125.28m FPS: 33.78 Heap: 3631.5MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5715.1MB  
Prefixed BlockLight.GetActivationText()  
2025-08-03T23:49:12 9935.541 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:49:12 9935.541 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:49:12 9935.542 INF DroneManager saved 9 bytes  
2025-08-03T23:49:12 9935.543 INF TurretTracker saved 9 bytes  
2025-08-03T23:49:13 9936.590 INF 60sec delta: 0,current: 7289670,desired: 3751176  
2025-08-03T23:49:13 9936.591 INF [Backtrace] Updated Statistics  
2025-08-03T23:49:16 9939.459 INF Time: 125.78m FPS: 24.29 Heap: 3754.1MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5724.4MB  
Prefixed BlockLight.GetActivationText()  
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2025-08-03T23:49:46 9969.464 INF Time: 126.28m FPS: 32.19 Heap: 3857.2MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5743.7MB  
2025-08-03T23:49:59 9982.377 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:49:59 9982.378 INF 476259 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-03T23:49:59 9982.379 INF 476259 VehicleManager write #1, id 3965, vehicleBicycle,  
(-989.8, 34.0, -1050.5), chunk -62, -66



























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4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5558.3MB

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2025-08-03T23:53:16 10179.663 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:53:16 10179.664 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:53:16 10179.665 INF DroneManager saved 9 bytes  
2025-08-03T23:53:16 10179.666 INF TurretTracker saved 9 bytes  
2025-08-03T23:53:17 10180.749 INF 60sec delta: 0,current: 7289670,desired: 3744584  
2025-08-03T23:53:17 10180.750 INF [Backtrace] Updated Statistics  
2025-08-03T23:53:20 10183.730 INF Time: 129.78m FPS: 37.67 Heap: 3830.6MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5571.8MB  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-03T23:53:42 10205.964 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:53:43 10206.894 INF UnloadUnusedAssets after 21.34644 m, took 0 ms  
Unloading 1 Unused Serialized files (Serialized files now loaded: 161)  
Unloading 1352 unused Assets to reduce memory usage. Loaded Objects now: 982629.  
Total: 1443.789300 ms (FindLiveObjects: 124.624600 ms CreateObjectMapping: 45.276600  
ms MarkObjects: 1264.744000 ms DeleteObjects: 9.143700 ms)  
2025-08-03T23:53:51 10214.940 INF Time: 130.28m FPS: 22.13 Heap: 3943.3MB Max:  
4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5819.3MB  
2025-08-03T23:54:02 10225.540 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:54:05 10229.141 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:54:05 10229.142 INF 484669 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66

2025-08-03T23:54:05 10229.143 INF 484669 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:54:05 10229.143 INF 484669 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:54:05 10229.145 INF VehicleManager saved 1314 bytes  
2025-08-03T23:54:20 10243.420 INF 60sec delta: 42,current: 7289713,desired: 3841675  
2025-08-03T23:54:20 10243.420 INF [Backtrace] Updated Statistics  
2025-08-03T23:54:23 10246.426 INF Time: 130.78m FPS: 40.33 Heap: 4000.2MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5819.1MB  
2025-08-03T23:54:53 10276.467 INF Time: 131.29m FPS: 35.28 Heap: 4062.7MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5823.9MB  
2025-08-03T23:55:07 10290.279 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:55:19 10302.321 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:55:19 10302.322 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:55:19 10302.322 INF DroneManager saved 9 bytes  
2025-08-03T23:55:19 10302.323 INF TurretTracker saved 9 bytes  
2025-08-03T23:55:20 10303.434 INF 60sec delta: 0,current: 7289713,desired: 3693057  
2025-08-03T23:55:20 10303.435 INF [Backtrace] Updated Statistics  
2025-08-03T23:55:23 10306.497 INF Time: 131.79m FPS: 31.39 Heap: 3802.2MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5826.6MB  
2025-08-03T23:55:53 10336.520 INF Time: 132.29m FPS: 32.69 Heap: 3850.8MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5831.6MB  
2025-08-03T23:55:54 10337.928 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:56:05 10349.170 INF VehicleManager saving 3 (3 + 0)  
2025-08-03T23:56:05 10349.171 INF 488946 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-03T23:56:05 10349.172 INF 488946 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-03T23:56:05 10349.172 INF 488946 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-03T23:56:05 10349.173 INF VehicleManager saved 1314 bytes  
2025-08-03T23:56:09 10352.904 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:56:15 10359.088 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-03T23:56:20 10363.458 INF 60sec delta: 0,current: 7289713,desired: 3839507  
2025-08-03T23:56:20 10363.459 INF [Backtrace] Updated Statistics  
2025-08-03T23:56:23 10366.545 INF Time: 132.79m FPS: 31.69 Heap: 3900.2MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 0 Ent: 4 (81) Items: 0 CO: 1 RSS: 5829.8MB  
2025-08-03T23:56:53 10396.592 INF Time: 133.29m FPS: 37.15 Heap: 3958.0MB Max: 4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (85) Items: 0 CO: 1 RSS: 5831.5MB



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2025-08-03T23:57:10 10413.640 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-03T23:57:19 10422.359 INF DroneManager saving 0 (0 + 0)  
2025-08-03T23:57:19 10422.360 INF TurretTracker saving 0 (0 + 0)  
2025-08-03T23:57:19 10422.361 INF DroneManager saved 9 bytes  
2025-08-03T23:57:19 10422.361 INF TurretTracker saved 9 bytes  
2025-08-03T23:57:20 10423.497 INF 60sec delta: 1365,current: 7291078,desired: 3693110  
2025-08-03T23:57:20 10423.498 INF [Backtrace] Updated Statistics  
2025-08-03T23:57:23 10426.512 INF Qnut WeatherBuffUpdate , indoors False







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2025-08-04T00:01:56 10699.368 INF Time: 138.29m FPS: 32.98 Heap: 3912.5MB Max:

4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (86) Items: 0 CO: 1 RSS: 5817.0MB

Prefixed BlockLight.GetActivationText()

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2025-08-04T00:02:08 10711.839 INF VehicleManager saving 3 (3 + 0)

2025-08-04T00:02:08 10711.839 INF 501080 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66

2025-08-04T00:02:08 10711.840 INF 501080 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-04T00:02:08 10711.840 INF 501080 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-04T00:02:08 10711.842 INF VehicleManager saved 1314 bytes

2025-08-04T00:02:22 10726.190 INF 60sec delta: 0,current: 7291078,desired: 3637680

2025-08-04T00:02:22 10726.190 INF [Backtrace] Updated Statistics

2025-08-04T00:02:26 10729.378 INF Time: 138.79m FPS: 25.23 Heap: 3973.2MB Max:

4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (86) Items: 0 CO: 1 RSS: 5812.8MB

Prefixed BlockLight.GetActivationText()

2025-08-04T00:02:56 10759.422 INF Time: 139.29m FPS: 26.91 Heap: 4067.9MB Max:

4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (86) Items: 0 CO: 1 RSS: 5776.6MB

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2025-08-04T00:03:21 10784.964 INF DroneManager saving 0 (0 + 0)

2025-08-04T00:03:21 10784.965 INF TurretTracker saving 0 (0 + 0)

2025-08-04T00:03:21 10784.966 INF DroneManager saved 9 bytes

2025-08-04T00:03:21 10784.967 INF TurretTracker saved 9 bytes

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2025-08-04T00:03:22 10786.224 INF 60sec delta: 0,current: 7291078,desired: 3715920

2025-08-04T00:03:22 10786.225 INF [Backtrace] Updated Statistics

2025-08-04T00:03:26 10789.446 INF Time: 139.79m FPS: 33.07 Heap: 4160.9MB Max:

4220.0MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (86) Items: 0 CO: 1 RSS: 5769.4MB

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2025-08-04T00:04:09 10833.241 INF VehicleManager saved 1314 bytes  
2025-08-04T00:04:24 10847.639 INF 60sec delta: 64,current: 7291142,desired: 3705400  
2025-08-04T00:04:24 10847.640 INF [Backtrace] Updated Statistics  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:04:27 10850.922 INF Time: 140.79m FPS: 34.68 Heap: 3919.9MB Max:  
4248.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (87) Items: 0 CO: 1 RSS: 5776.6MB  
2025-08-04T00:04:57 10880.948 INF Time: 141.29m FPS: 35.76 Heap: 4003.0MB Max:  
4248.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (87) Items: 0 CO: 1 RSS: 5777.3MB  
2025-08-04T00:05:23 10906.389 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:05:23 10906.390 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:05:23 10906.391 INF DroneManager saved 9 bytes  
2025-08-04T00:05:23 10906.391 INF TurretTracker saved 9 bytes  
2025-08-04T00:05:24 10907.645 INF 60sec delta: 1280,current: 7292422,desired: 3646276  
2025-08-04T00:05:24 10907.646 INF [Backtrace] Updated Statistics  
2025-08-04T00:05:27 10911.000 INF Time: 141.79m FPS: 28.81 Heap: 4111.9MB Max:  
4248.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (87) Items: 0 CO: 1 RSS: 5782.3MB  
Prefixed BlockLight.GetActivationText()  
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2025-08-04T00:05:57 10941.019 INF Time: 142.29m FPS: 30.10 Heap: 4212.3MB Max:  
4248.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (87) Items: 0 CO: 1 RSS: 5775.5MB  
2025-08-04T00:06:10 10953.270 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:06:10 10953.271 INF 508488 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:06:10 10953.272 INF 508488 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:06:10 10953.273 INF 508488 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:06:10 10953.274 INF VehicleManager saved 1314 bytes  
2025-08-04T00:06:24 10967.685 INF 60sec delta: 2048,current: 7294470,desired: 3644048  
2025-08-04T00:06:24 10967.686 INF [Backtrace] Updated Statistics  
2025-08-04T00:06:27 10971.048 INF Time: 142.80m FPS: 35.28 Heap: 4267.7MB Max:  
4267.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (87) Items: 0 CO: 1 RSS: 5780.6MB  
2025-08-04T00:06:57 11001.086 INF Time: 143.30m FPS: 35.68 Heap: 3939.8MB Max:

4267.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (87) Items: 0 CO: 1 RSS: 5792.5MB  
2025-08-04T00:07:24 11027.813 INF Entity zombieArlene 9375 killed by Qnut 172  
2025-08-04T00:07:24 11027.905 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:07:24 11027.905 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:07:24 11027.906 INF DroneManager saved 9 bytes  
2025-08-04T00:07:24 11027.907 INF TurretTracker saved 9 bytes  
2025-08-04T00:07:25 11029.130 INF 60sec delta: 14053,current: 7308524,desired: 3849521  
2025-08-04T00:07:25 11029.131 INF [Backtrace] Updated Statistics  
2025-08-04T00:07:29 11032.508 INF Time: 143.80m FPS: 23.58 Heap: 3990.2MB Max:  
4267.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 8 (88) Items: 1 CO: 1 RSS: 5914.5MB  
2025-08-04T00:07:32 11035.692 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:07:33 11036.265 INF Saving 194 of chunks took 269ms  
2025-08-04T00:13:04 11368.142 INF Qnut WeatherBuffUpdate , indoors False  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:13:25 11388.752 INF Time: 144.30m FPS: 36.88 Heap: 4260.0MB Max:  
4267.7MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (87) Items: 0 CO: 1 RSS: 5074.3MB  
2025-08-04T00:13:37 11400.953 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:13:37 11400.954 INF 526196 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:13:37 11400.955 INF 526196 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:13:37 11400.955 INF 526196 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:13:37 11400.956 INF VehicleManager saved 1314 bytes  
2025-08-04T00:13:44 11408.076 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:13:52 11415.401 INF 60sec delta: 3840,current: 7312364,desired: 3828633  
2025-08-04T00:13:52 11415.401 INF [Backtrace] Updated Statistics  
2025-08-04T00:13:55 11418.768 INF Time: 144.80m FPS: 39.54 Heap: 4315.8MB Max:  
4315.8MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (87) Items: 0 CO: 1 RSS: 5070.7MB  
2025-08-04T00:14:00 11423.553 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:14:02 11425.547 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:14:20 11443.490 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:14:25 11448.818 INF Time: 145.30m FPS: 30.40 Heap: 4374.8MB Max:  
4374.8MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (87) Items: 0 CO: 1 RSS: 5083.8MB  
2025-08-04T00:14:50 11474.196 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:14:50 11474.197 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:14:50 11474.197 INF DroneManager saved 9 bytes  
2025-08-04T00:14:50 11474.198 INF TurretTracker saved 9 bytes

2025-08-04T00:14:52 11475.422 INF 60sec delta: 2560,current: 7314924,desired: 3756089  
2025-08-04T00:14:52 11475.423 INF [Backtrace] Updated Statistics  
2025-08-04T00:14:55 11478.837 INF Time: 145.80m FPS: 33.97 Heap: 4444.3MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (87) Items: 0 CO: 1 RSS: 5153.9MB  
2025-08-04T00:15:09 11493.073 INF SectionType change from None to HomeNight  
2025-08-04T00:15:09 11493.074 INF Played HomeNight  
2025-08-04T00:15:09 11493.075 INF Fading in HomeNight  
2025-08-04T00:15:09 11493.075 INF Notified SectionSelector that music played  
2025-08-04T00:15:12 11496.133 INF fadeInCo complete on HomeNight  
2025-08-04T00:15:25 11508.867 INF Time: 146.30m FPS: 36.08 Heap: 3513.1MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (79) Items: 0 CO: 1 RSS: 5197.7MB  
2025-08-04T00:15:37 11520.956 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:15:37 11520.957 INF 530348 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:15:37 11520.957 INF 530348 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:15:37 11520.958 INF 530348 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:15:37 11520.959 INF VehicleManager saved 1314 bytes  
2025-08-04T00:15:52 11535.472 INF 60sec delta: 0,current: 7314924,desired: 3798457  
2025-08-04T00:15:52 11535.472 INF [Backtrace] Updated Statistics  
2025-08-04T00:15:55 11538.885 INF Time: 146.80m FPS: 27.31 Heap: 3578.4MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (79) Items: 0 CO: 1 RSS: 5209.9MB  
2025-08-04T00:16:25 11568.912 INF Time: 147.30m FPS: 33.29 Heap: 3648.7MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (80) Items: 0 CO: 1 RSS: 5222.4MB  
Prefixed BlockLight.GetActivationText()  
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Prefixed BlockLight.GetActivationText()  
2025-08-04T00:16:46 11590.050 INF SectionType change from HomeNight to Suspense  
2025-08-04T00:16:46 11590.051 INF Fading out HomeNight  
2025-08-04T00:16:46 11590.052 INF Loading new config for Suspense...  
2025-08-04T00:16:46 11590.052 INF Played Suspense

2025-08-04T00:16:46 11590.053 INF Fading in Suspense  
2025-08-04T00:16:46 11590.122 INF Loading new ClipSets for Suspense...  
2025-08-04T00:16:48 11592.228 INF Suspense loaded new config and clipsets  
2025-08-04T00:16:49 11593.000 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:16:49 11593.081 INF Paused HomeNight  
2025-08-04T00:16:49 11593.082 INF fadeInCo complete on Suspense  
2025-08-04T00:16:52 11595.592 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:16:52 11595.593 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:16:52 11595.593 INF DroneManager saved 9 bytes  
2025-08-04T00:16:52 11595.594 INF TurretTracker saved 9 bytes  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:16:53 11596.931 INF 60sec delta: 0,current: 7314924,desired: 3740306  
2025-08-04T00:16:53 11596.932 INF [Backtrace] Updated Statistics  
2025-08-04T00:16:57 11600.344 INF Time: 147.80m FPS: 38.15 Heap: 3722.1MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (80) Items: 0 CO: 1 RSS: 5223.3MB  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:17:04 11607.488 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:17:17 11620.383 INF 8889.225 SleeperVolume -995, 50, -1038: Restoring  
-992, 50, -1038 (-62, -65) 'zombieFemaleFat', count 4  
2025-08-04T00:17:17 11620.472 INF 8889.308 SleeperVolume -995, 50, -1038: Restoring  
-990, 50, -1030 (-62, -65) 'zombieYo', count 4  
2025-08-04T00:17:17 11620.584 INF 8889.424 SleeperVolume -995, 50, -1038: Restoring  
-983, 50, -1033 (-62, -65) 'zombieSteve', count 4  
2025-08-04T00:17:27 11630.374 INF Time: 148.30m FPS: 27.51 Heap: 3481.9MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 7 Ent: 11 (83) Items: 0 CO: 1 RSS: 5225.3MB  
2025-08-04T00:17:27 11630.695 INF Entity zombieSteve 9380 killed by Qnut 172  
2025-08-04T00:17:34 11637.690 INF SectionType change from Suspense to HomeNight  
2025-08-04T00:17:34 11637.691 INF Fading out Suspense  
2025-08-04T00:17:34 11637.691 INF Unpaused HomeNight  
2025-08-04T00:17:34 11637.692 INF Fading in HomeNight  
2025-08-04T00:17:37 11640.718 INF Paused Suspense  
2025-08-04T00:17:37 11640.719 INF fadeInCo complete on HomeNight  
2025-08-04T00:17:39 11642.407 INF VehicleManager saving 3 (3 + 0)

2025-08-04T00:17:39 11642.407 INF 534203 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66

2025-08-04T00:17:39 11642.408 INF 534203 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-04T00:17:39 11642.409 INF 534203 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-04T00:17:39 11642.410 INF VehicleManager saved 1314 bytes

2025-08-04T00:17:53 11656.966 INF 60sec delta: 31616,current: 7346540,desired: 3797635

2025-08-04T00:17:53 11656.967 INF [Backtrace] Updated Statistics

2025-08-04T00:17:57 11660.380 INF Time: 148.80m FPS: 33.29 Heap: 3525.6MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 11 (83) Items: 0 CO: 1 RSS: 5225.3MB

2025-08-04T00:18:27 11690.414 INF Time: 149.30m FPS: 33.29 Heap: 3577.1MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 10 (83) Items: 0 CO: 1 RSS: 5226.6MB

2025-08-04T00:18:37 11700.704 INF Stopped Suspense

2025-08-04T00:18:37 11700.705 INF fadeOutCo complete on Suspense

2025-08-04T00:18:37 11700.706 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-08-04T00:18:37 11700.706 INF unloaded ClipSets on Suspense

2025-08-04T00:18:52 11715.631 INF DroneManager saving 0 (0 + 0)

2025-08-04T00:18:52 11715.632 INF TurretTracker saving 0 (0 + 0)

2025-08-04T00:18:52 11715.633 INF DroneManager saved 9 bytes

2025-08-04T00:18:52 11715.633 INF TurretTracker saved 9 bytes

2025-08-04T00:18:53 11716.997 INF 60sec delta: 0,current: 7346540,desired: 3781363

2025-08-04T00:18:53 11716.998 INF [Backtrace] Updated Statistics

2025-08-04T00:18:57 11720.425 INF Time: 149.80m FPS: 27.81 Heap: 3626.9MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 10 (83) Items: 0 CO: 1 RSS: 5234.9MB

2025-08-04T00:19:27 11750.451 INF Time: 150.30m FPS: 28.81 Heap: 3702.2MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 10 (83) Items: 0 CO: 1 RSS: 5227.7MB

2025-08-04T00:19:39 11762.413 INF VehicleManager saving 3 (3 + 0)

2025-08-04T00:19:39 11762.414 INF 537918 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66

2025-08-04T00:19:39 11762.415 INF 537918 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-04T00:19:39 11762.415 INF 537918 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-04T00:19:39 11762.417 INF VehicleManager saved 1314 bytes

2025-08-04T00:19:53 11777.124 INF 60sec delta: 0,current: 7346540,desired: 3791435

2025-08-04T00:19:53 11777.125 INF [Backtrace] Updated Statistics  
2025-08-04T00:19:57 11780.468 INF Time: 150.80m FPS: 25.83 Heap: 3776.7MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 10 (83) Items: 0 CO: 1 RSS: 5232.3MB  
2025-08-04T00:20:27 11810.570 INF Time: 151.30m FPS: 27.02 Heap: 3522.7MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 6 Ent: 10 (83) Items: 0 CO: 1 RSS: 5238.9MB  
2025-08-04T00:20:33 11816.782 INF Stopped HomeNight  
2025-08-04T00:20:33 11816.858 INF Notified SectionSelector that music stopped  
2025-08-04T00:20:33 11816.859 INF SectionType change from HomeNight to None  
2025-08-04T00:20:37 11820.589 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:20:41 11824.682 INF UnloadUnusedAssets after 21.36889 m, took 0 ms  
Unloading 2 Unused Serialized files (Serialized files now loaded: 161)  
Unloading 631 unused Assets to reduce memory usage. Loaded Objects now: 984319.  
Total: 1336.325400 ms (FindLiveObjects: 127.506800 ms CreateObjectMapping: 45.486000 ms MarkObjects: 1158.149300 ms DeleteObjects: 5.182700 ms)  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:20:53 11836.697 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:20:53 11836.698 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:20:53 11836.698 INF DroneManager saved 9 bytes  
2025-08-04T00:20:53 11836.699 INF TurretTracker saved 9 bytes  
2025-08-04T00:20:54 11838.146 INF 60sec delta: 0,current: 7346540,desired: 3749453  
2025-08-04T00:20:54 11838.147 INF [Backtrace] Updated Statistics  
2025-08-04T00:20:58 11841.609 INF Time: 151.80m FPS: 30.10 Heap: 3573.5MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5235.8MB  
2025-08-04T00:20:58 11842.036 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:21:28 11871.637 INF Time: 152.30m FPS: 29.90 Heap: 3635.4MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5229.9MB  
2025-08-04T00:21:40 11883.475 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:21:40 11883.476 INF 541492 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:21:40 11883.477 INF 541492 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:21:40 11883.477 INF 541492 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:21:40 11883.478 INF VehicleManager saved 1314 bytes  
2025-08-04T00:21:41 11884.639 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:21:43 11886.480 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:21:44 11887.544 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:21:44 11887.886 INF Qnut WeatherBuffUpdate , indoors False

2025-08-04T00:21:54 11898.174 INF 60sec delta: 0,current: 7346540,desired: 3844758  
2025-08-04T00:21:54 11898.175 INF [Backtrace] Updated Statistics  
2025-08-04T00:21:58 11901.668 INF Time: 152.80m FPS: 34.09 Heap: 3711.0MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5234.7MB  
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2025-08-04T00:22:22 11925.799 INF SectionType change from None to HomeNight  
2025-08-04T00:22:22 11925.800 INF Played HomeNight  
2025-08-04T00:22:22 11925.801 INF Fading in HomeNight  
2025-08-04T00:22:22 11925.801 INF Notified SectionSelector that music played  
2025-08-04T00:22:25 11928.853 INF fadeInCo complete on HomeNight  
2025-08-04T00:22:28 11931.701 INF Time: 153.30m FPS: 28.90 Heap: 3785.2MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5237.9MB  
2025-08-04T00:22:53 11956.728 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:22:53 11956.729 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:22:53 11956.730 INF DroneManager saved 9 bytes  
2025-08-04T00:22:53 11956.731 INF TurretTracker saved 9 bytes  
2025-08-04T00:22:54 11958.190 INF 60sec delta: 0,current: 7346540,desired: 3738349



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2025-08-04T00:24:28 12051.825 INF Time: 155.31m FPS: 36.28 Heap: 3690.0MB Max:

4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5155.5MB

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2025-08-04T00:24:53 12076.732 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:24:53 12076.733 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:24:53 12076.734 INF DroneManager saved 9 bytes  
2025-08-04T00:24:53 12076.734 INF TurretTracker saved 9 bytes  
2025-08-04T00:24:55 12078.284 INF 60sec delta: 0,current: 7346540,desired: 3756501  
2025-08-04T00:24:55 12078.285 INF [Backtrace] Updated Statistics  
2025-08-04T00:24:58 12081.862 INF Time: 155.81m FPS: 27.22 Heap: 3743.3MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5154.2MB  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:25:28 12111.888 INF Time: 156.31m FPS: 31.59 Heap: 3815.8MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5151.7MB  
2025-08-04T00:25:40 12123.527 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:25:40 12123.528 INF 548865 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:25:40 12123.528 INF 548865 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:25:40 12123.529 INF 548865 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:25:40 12123.531 INF VehicleManager saved 1314 bytes  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:25:55 12138.269 INF 60sec delta: 0,current: 7346540,desired: 3755101  
2025-08-04T00:25:55 12138.270 INF [Backtrace] Updated Statistics  
2025-08-04T00:25:58 12141.886 INF Time: 156.81m FPS: 31.69 Heap: 3558.5MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5162.4MB  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:26:28 12171.922 INF Time: 157.31m FPS: 24.75 Heap: 3617.8MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5162.0MB

Prefixed BlockLight.GetActivationText()

2025-08-04T00:26:53 12196.772 INF DroneManager saving 0 (0 + 0)

2025-08-04T00:26:53 12196.773 INF TurretTracker saving 0 (0 + 0)

2025-08-04T00:26:53 12196.774 INF DroneManager saved 9 bytes

2025-08-04T00:26:53 12196.775 INF TurretTracker saved 9 bytes

2025-08-04T00:26:55 12198.295 INF 60sec delta: 0,current: 7346540,desired: 3735091

2025-08-04T00:26:55 12198.296 INF [Backtrace] Updated Statistics

2025-08-04T00:26:58 12201.954 INF Time: 157.81m FPS: 31.30 Heap: 3668.0MB Max:

4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5147.2MB

2025-08-04T00:27:01 12204.854 INF Stopped HomeNight

2025-08-04T00:27:01 12204.882 INF Notified SectionSelector that music stopped

2025-08-04T00:27:01 12204.883 INF SectionType change from HomeNight to None

Prefixed BlockLight.GetActivationText()

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2025-08-04T00:27:28 12232.005 INF Time: 158.31m FPS: 32.69 Heap: 3722.7MB Max:

4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5165.5MB

2025-08-04T00:27:40 12243.531 INF VehicleManager saving 3 (3 + 0)

2025-08-04T00:27:40 12243.532 INF 552562 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66

2025-08-04T00:27:40 12243.532 INF 552562 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-04T00:27:40 12243.533 INF 552562 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-04T00:27:40 12243.534 INF VehicleManager saved 1314 bytes

2025-08-04T00:27:55 12258.325 INF 60sec delta: 0,current: 7346540,desired: 3654037

2025-08-04T00:27:55 12258.326 INF [Backtrace] Updated Statistics

2025-08-04T00:27:58 12262.023 INF Time: 158.81m FPS: 29.30 Heap: 3775.5MB Max:

4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5094.9MB

2025-08-04T00:28:28 12292.033 INF Time: 159.31m FPS: 29.50 Heap: 3832.9MB Max:

4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5096.1MB

Prefixed BlockLight.GetActivationText()

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2025-08-04T00:28:50 12313.842 INF SectionType change from None to HomeNight

2025-08-04T00:28:50 12313.843 INF Played HomeNight

2025-08-04T00:28:50 12313.843 INF Fading in HomeNight

2025-08-04T00:28:50 12313.844 INF Notified SectionSelector that music played

Prefixed BlockLight.GetActivationText()

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Prefixed BlockLight.GetActivationText()

2025-08-04T00:28:53 12316.877 INF fadeInCo complete on HomeNight

Prefixed BlockLight.GetActivationText()

Prefixed BlockLight.GetActivationText()

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2025-08-04T00:28:55 12318.368 INF 60sec delta: 0,current: 7346540,desired: 3750813

2025-08-04T00:28:55 12318.368 INF [Backtrace] Updated Statistics

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2025-08-04T00:28:58 12322.063 INF Time: 159.81m FPS: 31.19 Heap: 3575.8MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5102.0MB

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2025-08-04T00:29:28 12352.083 INF Time: 160.31m FPS: 30.50 Heap: 3623.1MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (83) Items: 0 CO: 1 RSS: 5090.4MB  
2025-08-04T00:29:40 12363.567 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:29:40 12363.568 INF 556359 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:29:40 12363.569 INF 556359 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:29:40 12363.569 INF 556359 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:29:40 12363.570 INF VehicleManager saved 1314 bytes  
2025-08-04T00:29:55 12378.389 INF 60sec delta: 0,current: 7346540,desired: 3661785  
2025-08-04T00:29:55 12378.389 INF [Backtrace] Updated Statistics  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:29:58 12382.120 INF Time: 160.81m FPS: 33.09 Heap: 3673.2MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (84) Items: 0 CO: 1 RSS: 5113.2MB  
2025-08-04T00:30:06 12389.536 INF Saving 195 of chunks took 251ms  
2025-08-04T00:30:06 12389.537 INF Paused HomeNight  
2025-08-04T00:30:51 12434.833 INF Unpaused HomeNight  
2025-08-04T00:31:14 12457.801 INF Time: 161.31m FPS: 32.29 Heap: 3850.6MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (84) Items: 0 CO: 1 RSS: 5120.6MB  
2025-08-04T00:31:39 12482.516 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:31:39 12482.516 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:31:39 12482.517 INF DroneManager saved 9 bytes  
2025-08-04T00:31:39 12482.518 INF TurretTracker saved 9 bytes  
2025-08-04T00:31:40 12484.086 INF 60sec delta: 0,current: 7346540,desired: 3751937

2025-08-04T00:31:40 12484.087 INF [Backtrace] Updated Statistics  
2025-08-04T00:31:44 12487.823 INF Time: 161.81m FPS: 26.03 Heap: 3904.3MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (84) Items: 0 CO: 1 RSS: 5121.5MB  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:32:14 12517.868 INF Time: 162.31m FPS: 33.84 Heap: 3643.0MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (85) Items: 0 CO: 1 RSS: 5129.2MB  
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2025-08-04T00:32:26 12529.274 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:32:26 12529.275 INF 561836 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:32:26 12529.275 INF 561836 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:32:26 12529.276 INF 561836 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:32:26 12529.277 INF VehicleManager saved 1314 bytes  
Prefixed BlockLight.GetActivationText()  
Prefixed BlockLight.GetActivationText()  
2025-08-04T00:32:40 12544.108 INF 60sec delta: 21,current: 7346561,desired: 3668155  
2025-08-04T00:32:40 12544.109 INF [Backtrace] Updated Statistics  
2025-08-04T00:32:44 12547.890 INF Time: 162.81m FPS: 33.09 Heap: 3688.9MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (85) Items: 0 CO: 1 RSS: 5127.8MB  
2025-08-04T00:33:14 12577.917 INF Time: 163.31m FPS: 37.35 Heap: 3743.1MB Max:



Prefixed BlockLight.GetActivationText()

2025-08-04T00:35:14 12698.031 INF Time: 165.32m FPS: 34.40 Heap: 3649.7MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (85) Items: 0 CO: 1 RSS: 5114.3MB

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2025-08-04T00:35:39 12722.575 INF DroneManager saving 0 (0 + 0)

2025-08-04T00:35:39 12722.576 INF TurretTracker saving 0 (0 + 0)

2025-08-04T00:35:39 12722.576 INF DroneManager saved 9 bytes

2025-08-04T00:35:39 12722.577 INF TurretTracker saved 9 bytes

2025-08-04T00:35:40 12724.200 INF 60sec delta: 0,current: 7346561,desired: 3631525

2025-08-04T00:35:40 12724.201 INF [Backtrace] Updated Statistics

Prefixed BlockLight.GetActivationText()

2025-08-04T00:35:44 12728.051 INF Time: 165.82m FPS: 33.60 Heap: 3723.1MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (85) Items: 0 CO: 1 RSS: 5112.5MB

2025-08-04T00:36:03 12747.198 INF SectionType change from None to HomeNight

2025-08-04T00:36:03 12747.199 INF Played HomeNight

2025-08-04T00:36:03 12747.200 INF Fading in HomeNight

2025-08-04T00:36:03 12747.200 INF Notified SectionSelector that music played

2025-08-04T00:36:06 12750.261 INF fadeInCo complete on HomeNight

2025-08-04T00:36:14 12758.077 INF Time: 166.32m FPS: 36.40 Heap: 3814.8MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 4 Ent: 8 (85) Items: 0 CO: 1 RSS: 5117.9MB

2025-08-04T00:36:17 12760.597 INF SectionType change from HomeNight to None

2025-08-04T00:36:17 12760.598 INF Fading out HomeNight

Prefixed BlockLight.GetActivationText()





Prefixed BlockLight.GetActivationText()

2025-08-04T00:39:14 12938.182 INF Time: 169.32m FPS: 37.87 Heap: 3958.9MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5060.1MB  
2025-08-04T00:39:39 12962.613 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:39:39 12962.614 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:39:39 12962.615 INF DroneManager saved 9 bytes  
2025-08-04T00:39:39 12962.615 INF TurretTracker saved 9 bytes  
2025-08-04T00:39:41 12964.279 INF 60sec delta: 0,current: 7346561,desired: 3762089  
2025-08-04T00:39:41 12964.280 INF [Backtrace] Updated Statistics  
2025-08-04T00:39:44 12968.209 INF Time: 169.82m FPS: 36.88 Heap: 3699.2MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5051.3MB  
2025-08-04T00:40:14 12998.225 INF Time: 170.32m FPS: 33.89 Heap: 3748.2MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5063.8MB  
2025-08-04T00:40:26 13009.394 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:40:26 13009.395 INF 578756 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:40:26 13009.396 INF 578756 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:40:26 13009.396 INF 578756 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:40:26 13009.398 INF VehicleManager saved 1314 bytes  
2025-08-04T00:40:41 13024.294 INF 60sec delta: 0,current: 7346561,desired: 3715337  
2025-08-04T00:40:41 13024.295 INF [Backtrace] Updated Statistics  
2025-08-04T00:40:44 13028.234 INF Time: 170.82m FPS: 32.69 Heap: 3803.0MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5066.2MB  
2025-08-04T00:41:17 13061.077 INF Time: 171.32m FPS: 26.71 Heap: 3848.7MB Max: 4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5065.7MB  
2025-08-04T00:41:37 13080.552 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:41:41 13084.554 INF UnloadUnusedAssets after 20.14825 m, took 0 ms  
Unloading 1 Unused Serialized files (Serialized files now loaded: 161)  
Unloading 402 unused Assets to reduce memory usage. Loaded Objects now: 983826.  
Total: 1327.746800 ms (FindLiveObjects: 125.115900 ms CreateObjectMapping: 44.463700 ms MarkObjects: 1153.739100 ms DeleteObjects: 4.427800 ms)  
2025-08-04T00:41:44 13087.879 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:41:44 13087.880 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:41:44 13087.881 INF DroneManager saved 9 bytes  
2025-08-04T00:41:44 13087.881 INF TurretTracker saved 9 bytes  
2025-08-04T00:41:46 13089.558 INF 60sec delta: 0,current: 7346561,desired: 3687307  
2025-08-04T00:41:46 13089.559 INF [Backtrace] Updated Statistics

2025-08-04T00:41:47 13090.847 INF MinEventLogMessage: Drink  
2025-08-04T00:41:49 13093.036 INF MinEventLogMessage: Drink  
2025-08-04T00:41:50 13093.502 INF Time: 171.82m FPS: 39.27 Heap: 3900.0MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5070.6MB  
2025-08-04T00:41:51 13094.586 INF MinEventLogMessage: Drink  
2025-08-04T00:41:52 13095.680 INF MinEventLogMessage: Drink  
2025-08-04T00:41:53 13096.837 INF MinEventLogMessage: Drink  
2025-08-04T00:41:54 13097.830 INF MinEventLogMessage: Drink  
2025-08-04T00:41:55 13098.848 INF MinEventLogMessage: Drink  
2025-08-04T00:41:56 13099.897 INF MinEventLogMessage: Drink  
2025-08-04T00:41:57 13101.097 INF MinEventLogMessage: Drink  
2025-08-04T00:41:58 13102.130 INF MinEventLogMessage: Drink  
2025-08-04T00:41:59 13103.177 INF MinEventLogMessage: Drink  
2025-08-04T00:42:08 13112.191 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:42:19 13123.148 INF Stopped HomeDay  
2025-08-04T00:42:19 13123.203 INF Notified SectionSelector that music stopped  
2025-08-04T00:42:19 13123.204 INF SectionType change from HomeDay to None  
2025-08-04T00:42:20 13123.524 INF Time: 172.32m FPS: 29.30 Heap: 3966.4MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5070.0MB  
2025-08-04T00:42:31 13134.644 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:42:31 13134.644 INF 582581 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:42:31 13134.645 INF 582581 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:42:31 13134.645 INF 582581 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:42:31 13134.647 INF VehicleManager saved 1314 bytes  
2025-08-04T00:42:46 13149.583 INF 60sec delta: 0,current: 7346561,desired: 3750099  
2025-08-04T00:42:46 13149.584 INF [Backtrace] Updated Statistics  
2025-08-04T00:42:50 13153.549 INF Time: 172.82m FPS: 29.10 Heap: 4024.1MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5078.9MB  
2025-08-04T00:43:20 13183.547 INF Time: 173.32m FPS: 33.66 Heap: 3731.1MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 3 Ent: 7 (85) Items: 0 CO: 1 RSS: 5030.2MB  
2025-08-04T00:43:35 13198.501 INF AIDirector: Wandering StartSpawning Horde  
2025-08-04T00:43:35 13198.502 INF AIDirector: FindWanderingTargets at player  
'[type=EntityPlayerLocal, name=Qnut, id=172]', dist 42.62968  
2025-08-04T00:43:35 13198.502 INF Party of 1, GS 38 (38), scaling 1, enemy max 5, bonus  
every 12  
2025-08-04T00:43:35 13198.503 INF Party members:

2025-08-04T00:43:35 13198.503 INF Player id 172, gameStage 88  
2025-08-04T00:43:35 13198.560 INF AIDirector: Spawned wandering horde (group  
ZombieAnimalsGroup, zombie [type=EntityZombieDog, name=animalZombieDog, id=9388])  
2025-08-04T00:43:36 13199.580 INF AIDirector: Spawned wandering horde (group  
ZombieAnimalsGroup, zombie [type=EntityZombieDog, name=animalZombieDog, id=9389])  
2025-08-04T00:43:37 13200.597 INF AIDirector: Spawned wandering horde (group  
ZombieAnimalsGroup, zombie [type=EntityZombieDog, name=animalZombieDog, id=9390])  
2025-08-04T00:43:38 13201.677 INF AIDirector: Spawned wandering horde (group  
ZombieAnimalsGroup, zombie [type=EntityZombieDog, name=animalZombieDog, id=9391])  
2025-08-04T00:43:39 13202.690 INF AIDirector: Spawned wandering horde (group  
ZombieAnimalsGroup, zombie [type=EntityZombieDog, name=animalZombieDog, id=9392])  
2025-08-04T00:43:39 13202.748 INF AIDirectorGameStagePartySpawner: groups done (1)  
2025-08-04T00:43:44 13207.941 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:43:44 13207.942 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:43:44 13207.943 INF DroneManager saved 9 bytes  
2025-08-04T00:43:44 13207.944 INF TurretTracker saved 9 bytes  
2025-08-04T00:43:46 13209.586 INF 60sec delta: 0,current: 7346561,desired: 3804779  
2025-08-04T00:43:46 13209.587 INF [Backtrace] Updated Statistics  
2025-08-04T00:43:49 13213.036 INF 10429.94 SleeperVolume -1006, 45, -1038: Restoring  
-1006, 45, -1035 (-63, -65) 'zombieDarlene', count 8  
2025-08-04T00:43:49 13213.152 INF 10430.05 SleeperVolume -1006, 45, -1038: Restoring  
-992, 45, -1037 (-62, -65) 'zombieTomClark', count 8  
2025-08-04T00:43:50 13213.593 INF Time: 173.82m FPS: 29.50 Heap: 3787.7MB Max:  
4444.3MB Chunks: 498 CGO: 251 Ply: 1 Zom: 8 Ent: 14 (92) Items: 0 CO: 4 RSS: 5052.2MB  
2025-08-04T00:43:59 13222.540 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:44:08 13232.142 INF SectionType change from None to HomeDay  
2025-08-04T00:44:08 13232.143 INF Played HomeDay  
2025-08-04T00:44:08 13232.143 INF Fading in HomeDay  
2025-08-04T00:44:08 13232.144 INF Notified SectionSelector that music played  
2025-08-04T00:44:11 13234.545 INF Entity zombieSpider 9372 killed by Qnut 172  
2025-08-04T00:44:11 13235.219 INF fadeInCo complete on HomeDay  
2025-08-04T00:44:13 13237.211 INF AIDirector: Wandering horde zombie  
'[type=EntityZombieDog, name=animalZombieDog, id=9389]' removed from control  
2025-08-04T00:44:15 13238.305 INF AIDirector: Wandering horde zombie  
'[type=EntityZombieDog, name=animalZombieDog, id=9392]' removed from control  
2025-08-04T00:44:15 13238.391 INF AIDirector: Wandering horde zombie  
'[type=EntityZombieDog, name=animalZombieDog, id=9391]' removed from control  
2025-08-04T00:44:20 13243.705 INF Time: 174.32m FPS: 27.81 Heap: 3842.6MB Max:  
4444.3MB Chunks: 498 CGO: 256 Ply: 1 Zom: 7 Ent: 12 (92) Items: 0 CO: 2 RSS: 5145.7MB

2025-08-04T00:44:27 13250.573 INF Entity zombieLumberjack 9374 killed by Qnut 172  
2025-08-04T00:44:31 13254.775 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:44:31 13254.775 INF 586307 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:44:31 13254.776 INF 586307 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:44:31 13254.777 INF 586307 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:44:31 13254.778 INF VehicleManager saved 1314 bytes  
2025-08-04T00:44:33 13256.796 INF AIDirector: Wandering horde zombie  
'[type=EntityZombieDog, name=animalZombieDog, id=9390]' removed from control  
2025-08-04T00:44:35 13258.684 INF AIDirector: Wandering horde zombie  
'[type=EntityZombieDog, name=animalZombieDog, id=9388]' removed from horde control.  
Was killed or investigating  
2025-08-04T00:44:35 13258.685 INF AIDirector: Wandering horde zombie  
'[type=EntityZombieDog, name=animalZombieDog, id=9388]' removed from control  
2025-08-04T00:44:35 13258.741 INF AIDirector: Wandering spawner finished Horde  
2025-08-04T00:44:35 13258.944 INF SectionType change from HomeDay to Combat  
2025-08-04T00:44:35 13258.945 INF Fading out HomeDay  
2025-08-04T00:44:35 13258.946 INF Loading new config for Combat...  
2025-08-04T00:44:35 13258.946 INF Played Combat  
2025-08-04T00:44:35 13258.947 INF Fading in Combat  
2025-08-04T00:44:35 13258.977 INF Loading new ClipSets for Combat...  
2025-08-04T00:44:36 13259.292 INF Entity animalZombieDog 9388 killed by Qnut 172  
2025-08-04T00:44:36 13259.321 INF Combat loaded new config and clipsets  
2025-08-04T00:44:37 13261.008 INF Entity animalZombieDog 9389 killed by Qnut 172  
2025-08-04T00:44:38 13261.994 INF Paused HomeDay  
2025-08-04T00:44:38 13261.995 INF fadeInCo complete on Combat  
2025-08-04T00:44:44 13267.560 INF Entity animalZombieDog 9392 killed by Qnut 172  
2025-08-04T00:44:46 13269.702 INF 60sec delta: 24190,current: 7370752,desired: 3613012  
2025-08-04T00:44:46 13269.703 INF [Backtrace] Updated Statistics  
2025-08-04T00:44:47 13270.369 INF Entity animalZombieDog 9390 killed by Qnut 172  
2025-08-04T00:44:47 13270.436 INF SectionType change from Combat to Exploration  
2025-08-04T00:44:47 13270.437 INF Fading out Combat  
2025-08-04T00:44:47 13270.437 INF Loading new config for Exploration...  
2025-08-04T00:44:47 13270.438 INF Played Exploration  
2025-08-04T00:44:47 13270.438 INF Fading in Exploration  
2025-08-04T00:44:47 13270.465 INF Loading new ClipSets for Exploration...  
2025-08-04T00:44:47 13270.908 INF Exploration loaded new config and clipsets

2025-08-04T00:44:50 13273.462 INF Paused Combat  
2025-08-04T00:44:50 13273.463 INF fadeInCo complete on Exploration  
2025-08-04T00:44:50 13273.734 INF Time: 174.82m FPS: 42.66 Heap: 3907.8MB Max:  
4444.3MB Chunks: 498 CGO: 249 Ply: 1 Zom: 2 Ent: 11 (93) Items: 0 CO: 1 RSS: 5386.7MB  
2025-08-04T00:45:10 13293.988 INF SectionType change from Exploration to Suspense  
2025-08-04T00:45:10 13293.988 INF Fading out Exploration  
2025-08-04T00:45:10 13293.989 INF Loading new config for Suspense...  
2025-08-04T00:45:10 13293.990 INF Played Suspense  
2025-08-04T00:45:10 13293.990 INF Fading in Suspense  
2025-08-04T00:45:10 13294.023 INF Loading new ClipSets for Suspense...  
2025-08-04T00:45:10 13294.199 INF Suspense loaded new config and clipsets  
2025-08-04T00:45:11 13295.086 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:45:11 13295.152 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:45:13 13297.002 INF Paused Exploration  
2025-08-04T00:45:13 13297.003 INF fadeInCo complete on Suspense  
2025-08-04T00:45:20 13303.746 INF Time: 175.32m FPS: 56.01 Heap: 3989.9MB Max:  
4444.3MB Chunks: 498 CGO: 250 Ply: 1 Zom: 2 Ent: 8 (93) Items: 0 CO: 1 RSS: 5404.3MB  
2025-08-04T00:45:38 13322.019 INF Stopped HomeDay  
2025-08-04T00:45:38 13322.020 INF fadeOutCo complete on HomeDay  
2025-08-04T00:45:44 13328.080 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:45:44 13328.081 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:45:44 13328.082 INF DroneManager saved 9 bytes  
2025-08-04T00:45:44 13328.082 INF TurretTracker saved 9 bytes  
2025-08-04T00:45:46 13329.726 INF 60sec delta: 2560,current: 7373312,desired: 3643469  
2025-08-04T00:45:46 13329.727 INF [Backtrace] Updated Statistics  
2025-08-04T00:45:50 13333.496 INF Stopped Combat  
2025-08-04T00:45:50 13333.497 INF fadeOutCo complete on Combat  
2025-08-04T00:45:50 13333.498 INF unloaded ClipSets on Combat  
2025-08-04T00:45:51 13335.218 INF Time: 175.82m FPS: 16.33 Heap: 3746.1MB Max:  
4444.3MB Chunks: 498 CGO: 254 Ply: 1 Zom: 2 Ent: 6 (94) Items: 0 CO: 1 RSS: 5484.3MB  
2025-08-04T00:45:59 13342.886 INF SectionType change from Suspense to HomeDay  
2025-08-04T00:45:59 13342.886 INF Fading out Suspense  
2025-08-04T00:45:59 13342.887 INF Played HomeDay  
2025-08-04T00:45:59 13342.888 INF Fading in HomeDay  
2025-08-04T00:46:02 13345.971 INF Paused Suspense  
2025-08-04T00:46:02 13345.972 INF fadeInCo complete on HomeDay  
2025-08-04T00:46:05 13349.186 INF SectionType change from HomeDay to Exploration  
2025-08-04T00:46:05 13349.187 INF Fading out HomeDay  
2025-08-04T00:46:05 13349.188 INF Unpaused Exploration

2025-08-04T00:46:05 13349.188 INF Fading in Exploration  
2025-08-04T00:46:07 13351.196 INF 10566.55 SleeperVolume -1006, 45, -1038: Restoring  
-1006, 45, -1035 (-63, -65) 'zombieDarlene', count 2  
2025-08-04T00:46:08 13351.293 INF 10566.65 SleeperVolume -1006, 45, -1038: Restoring  
-992, 45, -1037 (-62, -65) 'zombieTomClark', count 2  
2025-08-04T00:46:08 13351.335 INF SectionType change from Exploration to HomeDay  
2025-08-04T00:46:08 13351.336 INF Fading out Exploration  
2025-08-04T00:46:08 13351.337 INF Unpaused HomeDay  
2025-08-04T00:46:08 13351.337 INF Fading in HomeDay  
2025-08-04T00:46:11 13354.367 INF Paused Exploration  
2025-08-04T00:46:11 13354.368 INF fadeInCo complete on HomeDay  
2025-08-04T00:46:21 13365.229 INF Time: 176.32m FPS: 31.39 Heap: 3791.8MB Max:  
4444.3MB Chunks: 498 CGO: 252 Ply: 1 Zom: 3 Ent: 7 (98) Items: 0 CO: 1 RSS: 5561.4MB  
2025-08-04T00:46:23 13366.743 INF Qnut WeatherBuffUpdate , indoors True  
2025-08-04T00:46:32 13376.232 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:46:32 13376.233 INF 591221 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:46:32 13376.234 INF 591221 VehicleManager write #1, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:46:32 13376.234 INF 591221 VehicleManager write #2, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:46:32 13376.236 INF VehicleManager saved 1314 bytes  
2025-08-04T00:46:47 13391.185 INF 60sec delta: 13616,current: 7386928,desired: 3826973  
2025-08-04T00:46:47 13391.186 INF [Backtrace] Updated Statistics  
2025-08-04T00:46:52 13395.270 INF Time: 176.82m FPS: 35.36 Heap: 3837.6MB Max:  
4444.3MB Chunks: 498 CGO: 247 Ply: 1 Zom: 3 Ent: 7 (98) Items: 0 CO: 1 RSS: 5552.6MB  
2025-08-04T00:47:02 13406.001 INF Stopped Suspense  
2025-08-04T00:47:02 13406.002 INF fadeOutCo complete on Suspense  
2025-08-04T00:47:02 13406.002 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False  
2025-08-04T00:47:02 13406.003 INF unloaded ClipSets on Suspense  
2025-08-04T00:47:11 13414.386 INF Stopped Exploration  
2025-08-04T00:47:11 13414.387 INF fadeOutCo complete on Exploration  
2025-08-04T00:47:11 13414.387 INF Mixer IsFinished: False  
AudioSource is not playing: True  
IsPaused: False  
IsPlaying: False

2025-08-04T00:47:11 13414.388 INF unloaded ClipSets on Exploration  
2025-08-04T00:47:22 13425.294 INF Time: 177.32m FPS: 27.22 Heap: 3890.6MB Max: 4444.3MB Chunks: 498 CGO: 247 Ply: 1 Zom: 3 Ent: 7 (98) Items: 0 CO: 1 RSS: 5548.0MB  
2025-08-04T00:47:46 13449.556 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:47:46 13449.557 INF TurretTracker saving 0 (0 + 0)  
2025-08-04T00:47:46 13449.558 INF DroneManager saved 9 bytes  
2025-08-04T00:47:46 13449.559 INF TurretTracker saved 9 bytes  
2025-08-04T00:47:47 13451.197 INF 60sec delta: 0,current: 7386928,desired: 3775845  
2025-08-04T00:47:47 13451.198 INF [Backtrace] Updated Statistics  
2025-08-04T00:47:52 13455.323 INF Time: 177.82m FPS: 31.99 Heap: 3951.6MB Max: 4444.3MB Chunks: 498 CGO: 247 Ply: 1 Zom: 1 Ent: 5 (98) Items: 0 CO: 1 RSS: 5553.0MB  
2025-08-04T00:48:22 13485.340 INF Time: 178.32m FPS: 30.00 Heap: 4015.5MB Max: 4444.3MB Chunks: 498 CGO: 247 Ply: 1 Zom: 1 Ent: 5 (98) Items: 0 CO: 1 RSS: 5462.6MB  
2025-08-04T00:48:33 13496.278 INF VehicleManager saving 3 (3 + 0)  
2025-08-04T00:48:33 13496.279 INF 595055 VehicleManager write #0, id 6443, vehicleMotorcycle, (-965.7, 38.1, -1043.3), chunk -61, -66  
2025-08-04T00:48:33 13496.279 INF 595055 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:48:33 13496.280 INF 595055 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:48:33 13496.282 INF VehicleManager saved 1314 bytes  
2025-08-04T00:48:47 13511.214 INF 60sec delta: 0,current: 7386928,desired: 3827317  
2025-08-04T00:48:47 13511.215 INF [Backtrace] Updated Statistics  
2025-08-04T00:48:52 13515.362 INF Time: 178.82m FPS: 35.88 Heap: 4083.5MB Max: 4444.3MB Chunks: 498 CGO: 247 Ply: 1 Zom: 1 Ent: 5 (98) Items: 0 CO: 1 RSS: 5468.4MB  
2025-08-04T00:49:22 13545.381 INF Time: 179.33m FPS: 32.69 Heap: 3791.3MB Max: 4444.3MB Chunks: 498 CGO: 247 Ply: 1 Zom: 1 Ent: 5 (98) Items: 0 CO: 1 RSS: 5492.0MB  
2025-08-04T00:49:26 13549.892 INF Qnut WeatherBuffUpdate , indoors False  
2025-08-04T00:49:35 13558.855 INF SectionType change from HomeDay to Exploration  
2025-08-04T00:49:35 13558.856 INF Fading out HomeDay  
2025-08-04T00:49:35 13558.857 INF Loading new config for Exploration...  
2025-08-04T00:49:35 13558.857 INF Played Exploration  
2025-08-04T00:49:35 13558.858 INF Fading in Exploration  
2025-08-04T00:49:35 13558.897 INF Loading new ClipSets for Exploration...  
2025-08-04T00:49:36 13559.582 INF Exploration loaded new config and clipsets  
2025-08-04T00:49:38 13561.884 INF Paused HomeDay  
2025-08-04T00:49:38 13561.918 INF fadeInCo complete on Exploration  
SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons from bodyGear(Clone)

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

2025-08-04T00:49:46 13569.582 INF DroneManager saving 0 (0 + 0)

2025-08-04T00:49:46 13569.582 INF TurretTracker saving 0 (0 + 0)

2025-08-04T00:49:46 13569.583 INF DroneManager saved 9 bytes

2025-08-04T00:49:46 13569.584 INF TurretTracker saved 9 bytes

2025-08-04T00:49:47 13571.214 INF 60sec delta: 0,current: 7386928,desired: 3548439

2025-08-04T00:49:47 13571.215 INF [Backtrace] Updated Statistics

2025-08-04T00:49:52 13575.394 INF Time: 179.83m FPS: 44.45 Heap: 3845.0MB Max: 4444.3MB Chunks: 498 CGO: 250 Ply: 1 Zom: 1 Ent: 5 (98) Items: 0 CO: 1 RSS: 5623.9MB

2025-08-04T00:50:22 13605.421 INF Time: 180.33m FPS: 46.25 Heap: 3930.6MB Max: 4444.3MB Chunks: 498 CGO: 253 Ply: 1 Zom: 1 Ent: 5 (98) Items: 0 CO: 1 RSS: 5638.5MB

2025-08-04T00:50:33 13616.285 INF VehicleManager saving 3 (3 + 0)

2025-08-04T00:50:33 13616.286 INF 599749 VehicleManager write #0, id 6443, vehicleMotorcycle, (-923.7, 38.1, -988.5), chunk -58, -62

2025-08-04T00:50:33 13616.286 INF 599749 VehicleManager write #1, id 3965, vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66

2025-08-04T00:50:33 13616.287 INF 599749 VehicleManager write #2, id 4680, vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66

2025-08-04T00:50:33 13616.288 INF VehicleManager saved 1314 bytes

2025-08-04T00:50:38 13621.884 INF Stopped HomeDay

2025-08-04T00:50:38 13621.885 INF fadeOutCo complete on HomeDay

2025-08-04T00:50:47 13631.240 INF 60sec delta: 0,current: 7386928,desired: 3317187

2025-08-04T00:50:47 13631.241 INF [Backtrace] Updated Statistics

2025-08-04T00:50:50 13633.533 INF SectionType change from Exploration to HomeDay

2025-08-04T00:50:50 13633.534 INF Fading out Exploration

2025-08-04T00:50:50 13633.534 INF Played HomeDay

2025-08-04T00:50:50 13633.535 INF Fading in HomeDay

2025-08-04T00:50:51 13635.090 INF 10850.45 SleeperVolume -950, 37, -1050: Restoring -949, 38, -1044 (-60, -66) 'zombieJoe', count 1

2025-08-04T00:50:51 13635.094 INF 10850.45 SleeperVolume -950, 37, -1053: Restoring -948, 38, -1051 (-60, -66) 'zombieYo', count 1

2025-08-04T00:50:51 13635.166 INF 10850.53 SleeperVolume -935, 37, -1042: Restoring -934, 38, -1042 (-59, -66) 'zombieSoldier', count 1

2025-08-04T00:50:52 13635.480 INF Time: 180.83m FPS: 33.49 Heap: 4037.0MB Max: 4444.3MB Chunks: 498 CGO: 241 Ply: 1 Zom: 1 Ent: 8 (101) Items: 0 CO: 1 RSS: 5668.3MB

2025-08-04T00:50:53 13636.590 INF Paused Exploration

2025-08-04T00:50:53 13636.591 INF fadeInCo complete on HomeDay

SDCSUtils::RemoveFPViewObstructingGearPolygons -> Removed 4165 obstructing polygons

from bodyGear(Clone)

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

2025-08-04T00:51:20 13663.728 INF Qnut WeatherBuffUpdate , indoors True

2025-08-04T00:51:22 13665.514 INF Time: 181.33m FPS: 29.10 Heap: 4114.3MB Max:

4444.3MB Chunks: 498 CGO: 254 Ply: 1 Zom: 1 Ent: 5 (101) Items: 0 CO: 1 RSS: 5681.0MB

2025-08-04T00:51:28 13671.663 INF Saving 195 of chunks took 268ms

2025-08-04T00:51:28 13671.664 INF Paused HomeDay

2025-08-04T00:51:53 13696.601 INF Stopped Exploration

2025-08-04T00:51:53 13696.601 INF fadeOutCo complete on Exploration

2025-08-04T00:51:53 13696.602 INF Mixer IsFinished: False

AudioSource is not playing: True

IsPaused: False

IsPlaying: False

2025-08-04T00:51:53 13696.602 INF unloaded ClipSets on Exploration

2025-08-04T00:58:48 14112.076 INF Unpaused HomeDay

2025-08-04T00:58:51 14115.263 INF Saving 192 of chunks took 245ms

2025-08-04T00:58:51 14115.264 INF Paused HomeDay

2025-08-04T00:58:54 14117.364 INF Disconnect

2025-08-04T00:58:54 14117.365 INF Unpaused HomeDay

2025-08-04T00:58:54 14117.437 INF [NET] ServerShutdown

2025-08-04T00:58:54 14117.438 INF NET: Stopping server protocols

2025-08-04T00:58:54 14117.447 INF SaveAndCleanupWorld

2025-08-04T00:58:54 14117.848 INF Saving 192 of chunks took 266ms

2025-08-04T00:58:54 14118.007 INF [Steamworks.NET] Exiting Lobby

2025-08-04T00:58:54 14118.028 INF [Steamworks.NET] Stopping server

2025-08-04T00:58:54 14118.031 INF [PlayerInteractions] Shutdown, record disconnect for all currently connected players

2025-08-04T00:58:54 14118.039 INF [PartyQuests] Player unregistered

2025-08-04T00:58:54 14118.159 INF [Torch] [PerfGameLightManager] Cleaning up LightManager

2025-08-04T00:58:55 14118.853 INF [MODS] Loading localization from mod: cedar\_creek

2025-08-04T00:58:55 14118.867 INF [MODS] Loading localization from mod: GW71\_FoundationBlock

2025-08-04T00:58:55 14118.893 INF [MODS] Loading localization from mod: MJCMethLab

2025-08-04T00:58:55 14118.907 INF [MODS] Loading localization from mod: MPLogue\_Better\_Biomes\_7D2D\_v2\_0\_1

2025-08-04T00:58:55 14118.957 INF [MODS] Loading localization from mod:

QAdditionalBlocks

2025-08-04T00:58:55 14118.972 INF [MODS] Loading localization from mod: QPOIs  
2025-08-04T00:58:55 14119.009 INF [MODS] Loading localization from mod: SG1o9POIs  
2025-08-04T00:58:55 14119.023 INF [MODS] Loading localization from mod: SvariiPOIs  
2025-08-04T00:58:55 14119.051 INF [MODS] Loading localization from mod: Torch  
2025-08-04T00:58:55 14119.117 INF [EOS] Created RFS Request: NewsFeatured.xml  
2025-08-04T00:58:55 14119.118 INF [EOS] Created RFS Request: News.xml  
2025-08-04T00:58:55 14119.119 INF [EOS] Created RFS Request: eula\_german  
2025-08-04T00:58:55 14119.124 INF [EOS] Created RFS Request: PlatformOverrides  
2025-08-04T00:58:55 14119.129 INF AstarManager Cleanup  
2025-08-04T00:58:55 14119.225 INF Clearing queues.  
2025-08-04T00:58:55 14119.226 INF Cleared queues.  
2025-08-04T00:58:56 14120.167 INF Clearing queues.  
2025-08-04T00:58:56 14120.168 INF Cleared queues.  
2025-08-04T00:58:56 14120.188 INF World.Unload  
2025-08-04T00:58:56 14120.200 INF Exited thread GenerateChunks  
2025-08-04T00:58:56 14120.231 INF 615482 VehicleManager RemoveTrackedVehicle  
[type=EntityMotorcycle, name=vehicleMotorcycle, id=6443], Unloaded  
2025-08-04T00:58:56 14120.235 INF 615482 VehicleManager RemoveTrackedVehicle  
[type=EntityMinibike, name=vehicleMinibike, id=4680], Unloaded  
2025-08-04T00:58:56 14120.236 INF 615482 VehicleManager RemoveTrackedVehicle  
[type=EntityBicycle, name=vehicleBicycle, id=3965], Unloaded  
2025-08-04T00:58:57 14120.610 INF Exited thread SaveChunks E:\GameData\7 Days To  
Die\Saves\Tehayiza Valley\Horizons\Region  
2025-08-04T00:58:57 14120.764 INF World.Cleanup  
2025-08-04T00:58:57 14120.765 INF Exited thread ChunkRegeneration  
2025-08-04T00:58:57 14120.771 INF Exited thread ChunkCalc  
2025-08-04T00:58:57 14120.772 INF Exited thread ChunkMeshBake  
2025-08-04T00:58:57 14120.789 INF Exited thread WaterSimulationApplyChanges  
2025-08-04T00:58:57 14120.830 INF VehicleManager saving 3 (0 + 3)  
2025-08-04T00:58:57 14120.831 INF 615482 VehicleManager write #0, id 6443,  
vehicleMotorcycle, (-965.4, 38.1, -1045.0), chunk -61, -66  
2025-08-04T00:58:57 14120.831 INF 615482 VehicleManager write #1, id 4680,  
vehicleMinibike, (-987.0, 34.0, -1050.7), chunk -62, -66  
2025-08-04T00:58:57 14120.832 INF 615482 VehicleManager write #2, id 3965,  
vehicleBicycle, (-989.8, 34.0, -1050.5), chunk -62, -66  
2025-08-04T00:58:57 14120.833 INF VehicleManager saved 1314 bytes  
2025-08-04T00:58:57 14120.834 INF DroneManager saving 0 (0 + 0)  
2025-08-04T00:58:57 14120.835 INF DroneManager saved 9 bytes  
2025-08-04T00:58:57 14120.836 INF TurretTracker saving 0 (0 + 0)

2025-08-04T00:58:57 14120.838 INF TurretTracker saved 9 bytes  
2025-08-04T00:58:57 14120.972 INF Persistent GamePrefs saved  
2025-08-04T00:59:00 14123.357 INF [EOS] Read (NewsFeatured.xml) completed: Success, received 2168 bytes  
2025-08-04T00:59:00 14123.358 INF [EOS] Created RFS Request: news\_featured\_bm3.jpg  
2025-08-04T00:59:00 14123.359 INF [EOS] Created RFS Request: news\_features\_ytftp.jpg  
2025-08-04T00:59:00 14123.359 INF [EOS] Created RFS Request: news\_featured\_tfpmerch.jpg  
2025-08-04T00:59:00 14123.457 INF [EOS] Read (News.xml) completed: Success, received 5333 bytes  
2025-08-04T00:59:00 14123.458 INF [EOS] Created RFS Request: news\_game\_2.1\_stable.jpg  
2025-08-04T00:59:00 14123.459 INF [EOS] Created RFS Request: news\_game\_06\_2.0\_stable.jpg  
2025-08-04T00:59:00 14123.459 INF [EOS] Created RFS Request: news\_game\_06\_b294exp.jpg  
2025-08-04T00:59:00 14123.574 INF [EOS] Read (BlockedPlayerList) completed: Success, received 8 bytes  
2025-08-04T00:59:01 14124.457 INF [EOS] Read (eula\_german) completed: Success, received 41283 bytes  
2025-08-04T00:59:01 14124.459 INF [EOS] Created RFS Request: backtraceconfig.xml  
2025-08-04T00:59:01 14125.024 INF [EOS] Read (PlatformOverrides) completed: Success, received 532 bytes  
2025-08-04T00:59:01 14125.025 INF [TitleStorageOverridesManager] Successfully retrieved overrides.  
2025-08-04T00:59:02 14125.558 INF [EOS] Read (news\_features\_ytftp.jpg) completed: Success, received 102985 bytes  
2025-08-04T00:59:02 14125.559 INF [EOS] Created RFS Request: news\_featured\_soundtrack.jpg  
2025-08-04T00:59:02 14125.657 INF [EOS] Read (news\_featured\_tfpmerch.jpg) completed: Success, received 78916 bytes  
2025-08-04T00:59:02 14125.774 INF [EOS] Read (news\_game\_2.1\_stable.jpg) completed: Success, received 95868 bytes  
2025-08-04T00:59:02 14125.775 INF [EOS] Created RFS Request: news\_game\_06\_b292exp.jpg  
2025-08-04T00:59:02 14126.007 INF [EOS] Read (news\_game\_06\_2.0\_stable.jpg) completed: Success, received 96807 bytes  
2025-08-04T00:59:02 14126.010 INF [EOS] Created RFS Request: news\_game\_\_06\_b289exp.jpg

2025-08-04T00:59:02 14126.076 INF Preparing quit  
2025-08-04T00:59:02 14126.081 INF Persistent GamePrefs saved  
2025-08-04T00:59:02 14126.082 INF Cleanup  
2025-08-04T00:59:02 14126.179 INF [Discord] Saving settings with DiscordDisabled=True  
2025-08-04T00:59:03 14126.354 WRN [EOS] [LogHttp - Warning] Request cancelled on  
[https://d2hjvmnsrtrg65.cloudfront.net/c9ccbd00333f4dd6995beb7c75000942%2Ftitlestorage%2Fdefault%2Fbacktraceconfig.xml?version=d45b248fbcdf03182d992090c881269c&Policy=eyJTdGF0ZWw1bnQiOiBbeyJSZXRvdXJzSI6Imh0dHBzOi8vZDJoanZtbnNydHJnNjUuY2xvdWRmcm9udC5uZXQvYzljY2JkMDAzMzNmNGRkNjk5NWJlYjdjNzUwMDA5NDIIMkZ0aXRzZXN0b3JhZ2UIMkZkZWZhdWx0JTJGYmFja3RyYWNIY29uZmlnLnhtbD92ZXJzaW9uPWQ0NWlyNDhmYmNkZjAzMTgyZDk5MjA5MG M4ODEyNjlljiwiQ29uZGI0aW9uUlp7IkRhdGVMZXNzVGhhbil6eyJBV1M6RXBvY2hUaW1lIjoxNzU0MjYyMjQxfSwiSXBBZGRyZXNzIjlp7IkFXUzpTb3VyY2VJcCI6IjAuMC4wLjAvMCJ9fX1dfQ\\_\\_&Signature=HzvqE7jFjAO281kTAZjo7LQJn4OCd1cXKY46g7wwrqnsZp0wOwlsfAlmDoA49N Oug2Ih4Avr3Gqt566RAgoBWP6vI3WcCVeUxDPaRHZgAlzVJckEvio0S7lrjiQZuN6w4t3bhb12n 18OmDU1D1y0W3kP9F2WIUPckYUJfu9m10vxYNiXP1~SU9cFwNBW-mlhCN0p2Kp3uzy5r5pXZsV67CWdvLix5jfUQGzHprnurrBq1He2djsDFcQFhOpUPidITCjK0gk mkn7WjINcPUUYvi7yhSxJONRXIh8j8xUtg8GI24jZZ69awo-eVwecfEL0CBlr9wRzkuxq5rxl0Q5LWQ\\_\\_&Key-Pair-Id=APKAJQMTYOIXEXXNMKRQ](https://d2hjvmnsrtrg65.cloudfront.net/c9ccbd00333f4dd6995beb7c75000942%2Ftitlestorage%2Fdefault%2Fbacktraceconfig.xml?version=d45b248fbcdf03182d992090c881269c&Policy=eyJTdGF0ZWw1bnQiOiBbeyJSZXRvdXJzSI6Imh0dHBzOi8vZDJoanZtbnNydHJnNjUuY2xvdWRmcm9udC5uZXQvYzljY2JkMDAzMzNmNGRkNjk5NWJlYjdjNzUwMDA5NDIIMkZ0aXRzZXN0b3JhZ2UIMkZkZWZhdWx0JTJGYmFja3RyYWNIY29uZmlnLnhtbD92ZXJzaW9uPWQ0NWlyNDhmYmNkZjAzMTgyZDk5MjA5MG M4ODEyNjlljiwiQ29uZGI0aW9uUlp7IkRhdGVMZXNzVGhhbil6eyJBV1M6RXBvY2hUaW1lIjoxNzU0MjYyMjQxfSwiSXBBZGRyZXNzIjlp7IkFXUzpTb3VyY2VJcCI6IjAuMC4wLjAvMCJ9fX1dfQ__&Signature=HzvqE7jFjAO281kTAZjo7LQJn4OCd1cXKY46g7wwrqnsZp0wOwlsfAlmDoA49N Oug2Ih4Avr3Gqt566RAgoBWP6vI3WcCVeUxDPaRHZgAlzVJckEvio0S7lrjiQZuN6w4t3bhb12n 18OmDU1D1y0W3kP9F2WIUPckYUJfu9m10vxYNiXP1~SU9cFwNBW-mlhCN0p2Kp3uzy5r5pXZsV67CWdvLix5jfUQGzHprnurrBq1He2djsDFcQFhOpUPidITCjK0gk mkn7WjINcPUUYvi7yhSxJONRXIh8j8xUtg8GI24jZZ69awo-eVwecfEL0CBlr9wRzkuxq5rxl0Q5LWQ__&Key-Pair-Id=APKAJQMTYOIXEXXNMKRQ)  
2025-08-04T00:59:03 14126.355 WRN [EOS] [LogEOSTitleStorage - Warning] Deleting local  
scratch file due to failed download. ScratchFilename=[E:/GameData/7 Days To  
Die/titlestorage/scratch/8a44365d5ccb43328b4df2f8ca199e43/backtraceconfig.xml]  
2025-08-04T00:59:03 14126.356 WRN [EOS] [LogEOSTitleStorage - Warning] Downloading  
file failed. Filename=[backtraceconfig.xml] Result=[EOS\_Canceled]  
2025-08-04T00:59:03 14126.395 WRN [EOS] [LogHttp - Warning] 0000018FE6F7BD90:  
request was cancelled  
2025-08-04T00:59:03 14126.492 WRN [EOS] [LogEOSTitleStorage - Warning] Attempted to  
read file but not allowed.  
2025-08-04T00:59:03 14126.493 WRN [EOS] [LogEOSTitleStorage - Warning] Attempted to  
read file but not allowed.  
2025-08-04T00:59:03 14126.493 WRN [EOS] [LogEOSTitleStorage - Warning] Attempted to  
read file but not allowed.  
2025-08-04T00:59:04 14127.338 INF AchievementManager.Cleanup  
2025-08-04T00:59:04 14127.873 INF Terminating threads  
2025-08-04T00:59:04 14127.874 INF OnApplicationQuit  
2025-08-04T00:59:04 14127.881 INF Terminating threads  
2025-08-04T00:59:04 14127.881 INF OnApplicationQuit  
Memory Statistics:  
[ALLOC\_TEMP\_TLS] TLS Allocator

StackAllocators :

[ALLOC\_TEMP\_MAIN]

Peak usage frame count: [0-1.0 KB]: 12462 frames, [1.0 KB-2.0 KB]: 406 frames, [2.0 KB-4.0 KB]: 21 frames, [4.0 KB-8.0 KB]: 3 frames, [8.0 KB-16.0 KB]: 13128 frames, [16.0 KB-32.0 KB]: 15 frames, [32.0 KB-64.0 KB]: 42 frames, [64.0 KB-128.0 KB]: 79 frames, [128.0 KB-256.0 KB]: 70650 frames, [256.0 KB-0.5 MB]: 122786 frames, [0.5 MB-1.0 MB]: 132653 frames, [1.0 MB-2.0 MB]: 249922 frames, [2.0 MB-4.0 MB]: 13490 frames, [4.0 MB-8.0 MB]: 22 frames

Initial Block Size 4.0 MB

Current Block Size 8.0 MB

Peak Allocated Bytes 7.7 MB

Overflow Count 21903

[ALLOC\_TEMP>Loading.AsyncRead]

Initial Block Size 64.0 KB

Current Block Size 128.0 KB

Peak Allocated Bytes 128.0 KB

Overflow Count 0

[ALLOC\_TEMP>Loading.PreloadManager]

Initial Block Size 256.0 KB

Current Block Size 0.5 MB

Peak Allocated Bytes 511.6 KB

Overflow Count 21468

[ALLOC\_TEMP\_Background Job.Worker 8]

Initial Block Size 32.0 KB

Current Block Size 32.0 KB

Peak Allocated Bytes 27.1 KB

Overflow Count 1

[ALLOC\_TEMP\_Job.Worker 6]

Initial Block Size 256.0 KB

Current Block Size 280.0 KB

Peak Allocated Bytes 232.4 KB

Overflow Count 1

[ALLOC\_TEMP\_Job.Worker 0]

Initial Block Size 256.0 KB

Current Block Size 256.0 KB

Peak Allocated Bytes 147.1 KB

Overflow Count 0

[ALLOC\_TEMP\_Background Job.Worker 10]

Initial Block Size 32.0 KB

Current Block Size 56.0 KB  
Peak Allocated Bytes 53.0 KB  
Overflow Count 0

[ALLOC\_TEMP\_Background Job.Worker 9]

Initial Block Size 32.0 KB  
Current Block Size 56.0 KB  
Peak Allocated Bytes 53.7 KB  
Overflow Count 0

[ALLOC\_TEMP\_Job.Worker 5]

Initial Block Size 256.0 KB  
Current Block Size 256.0 KB  
Peak Allocated Bytes 147.4 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 2.4 KB  
Overflow Count 0

[ALLOC\_TEMP\_Background Job.Worker 6]

Initial Block Size 32.0 KB  
Current Block Size 52.0 KB  
Peak Allocated Bytes 50.1 KB  
Overflow Count 0

[ALLOC\_TEMP\_Job.Worker 4]

Initial Block Size 256.0 KB  
Current Block Size 364.0 KB  
Peak Allocated Bytes 360.1 KB  
Overflow Count 1

[ALLOC\_TEMP\_Job.Worker 3]

Initial Block Size 256.0 KB  
Current Block Size 416.0 KB  
Peak Allocated Bytes 365.5 KB  
Overflow Count 2

[ALLOC\_TEMP\_Background Job.Worker 12]

Initial Block Size 32.0 KB  
Current Block Size 32.0 KB  
Peak Allocated Bytes 17.1 KB  
Overflow Count 0

[ALLOC\_TEMP\_EnlightenWorker] x 4

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 10.4 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\_Background Job.Worker 2]

Initial Block Size 32.0 KB  
Current Block Size 32.0 KB  
Peak Allocated Bytes 23.9 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 23.8 KB  
Overflow Count 1

[ALLOC\_TEMP\_UnityGfxDeviceWorker]

Initial Block Size 256.0 KB  
Current Block Size 256.0 KB  
Peak Allocated Bytes 192.0 KB  
Overflow Count 8

[ALLOC\_TEMP\_AssetGarbageCollectorHelper] x 7

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 22.0 KB  
Overflow Count 1

[ALLOC\_TEMP\_Background Job.Worker 13]

Initial Block Size 32.0 KB  
Current Block Size 32.0 KB  
Peak Allocated Bytes 2.5 KB  
Overflow Count 0

[ALLOC\_TEMP\_Job.Worker 1]

Initial Block Size 256.0 KB  
Current Block Size 256.0 KB  
Peak Allocated Bytes 192.0 KB  
Overflow Count 0

[ALLOC\_TEMP\_Job.Worker 2]

Initial Block Size 256.0 KB  
Current Block Size 504.0 KB  
Peak Allocated Bytes 499.1 KB  
Overflow Count 53

[ALLOC\_TEMP\_Background Job.Worker 3]

Initial Block Size 32.0 KB  
Current Block Size 32.0 KB  
Peak Allocated Bytes 20.7 KB  
Overflow Count 0

[ALLOC\_TEMP\_Background Job.Worker 11]

Initial Block Size 32.0 KB  
Current Block Size 44.0 KB  
Peak Allocated Bytes 39.9 KB  
Overflow Count 0

[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\_Background Job.Worker 4]

Initial Block Size 32.0 KB  
Current Block Size 40.0 KB  
Peak Allocated Bytes 35.9 KB  
Overflow Count 1

[ALLOC\_TEMP\_BatchDeleteObjects]

Initial Block Size 64.0 KB  
Current Block Size 64.0 KB  
Peak Allocated Bytes 54 B

Overflow Count 0

[ALLOC\_DEFAULT] Dual Thread Allocator

Peak main deferred allocation count 154218

[ALLOC\_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 4 Subsections = 4096 buckets. Failed count: 92124906

32B: 34 Subsections = 17408 buckets. Failed count: 14561013

48B: 27 Subsections = 9216 buckets. Failed count: 22382709

64B: 25 Subsections = 6400 buckets. Failed count: 13094998

80B: 74 Subsections = 15155 buckets. Failed count: 4013339

96B: 74 Subsections = 12629 buckets. Failed count: 2260929

112B: 11 Subsections = 1609 buckets. Failed count: 5830335

128B: 7 Subsections = 896 buckets. Failed count: 5588086

[ALLOC\_DEFAULT\_MAIN]

Peak usage frame count: [16.0 MB-32.0 MB]: 1054 frames, [32.0 MB-64.0 MB]: 1313 frames, [64.0 MB-128.0 MB]: 641 frames, [128.0 MB-256.0 MB]: 23367 frames, [256.0 MB-0.50 GB]: 139472 frames, [0.50 GB-1.00 GB]: 449832 frames

Requested Block Size 16.0 MB

Peak Block count 49

Peak Allocated memory 0.80 GB

Peak Large allocation bytes 432.0 MB

[ALLOC\_DEFAULT\_THREAD]

Peak usage frame count: [8.0 MB-16.0 MB]: 1038 frames, [16.0 MB-32.0 MB]: 1422 frames, [32.0 MB-64.0 MB]: 112 frames, [64.0 MB-128.0 MB]: 23354 frames, [128.0 MB-256.0 MB]: 25631 frames, [256.0 MB-0.50 GB]: 564122 frames

Requested Block Size 16.0 MB

Peak Block count 30

Peak Allocated memory 432.2 MB

Peak Large allocation bytes 135.7 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) 21

Overflow Count (full) 0

[ALLOC\_TEMP\_JOB\_ASYNC (Background)]

Initial Block Size 1.0 MB

Used Block Count 1

Overflow Count (too large) 3

Overflow Count (full) 0

[ALLOC\_GFX] Dual Thread Allocator

Peak main deferred allocation count 53

[ALLOC\_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 4 Subsections = 4096 buckets. Failed count: 92124906

32B: 34 Subsections = 17408 buckets. Failed count: 14561013

48B: 27 Subsections = 9216 buckets. Failed count: 22382709

64B: 25 Subsections = 6400 buckets. Failed count: 13094998

80B: 74 Subsections = 15155 buckets. Failed count: 4013339

96B: 74 Subsections = 12629 buckets. Failed count: 2260929

112B: 11 Subsections = 1609 buckets. Failed count: 5830335

128B: 7 Subsections = 896 buckets. Failed count: 5588086

[ALLOC\_GFX\_MAIN]

Peak usage frame count: [32.0 KB-64.0 KB]: 1030 frames, [64.0 KB-128.0 KB]: 21 frames, [256.0 KB-0.5 MB]: 39 frames, [0.5 MB-1.0 MB]: 13 frames, [1.0 MB-2.0 MB]: 1359 frames, [2.0 MB-4.0 MB]: 6 frames, [4.0 MB-8.0 MB]: 162 frames, [8.0 MB-16.0 MB]: 1 frames, [16.0 MB-32.0 MB]: 3 frames, [32.0 MB-64.0 MB]: 66 frames, [64.0 MB-128.0 MB]: 277447 frames, [128.0 MB-256.0 MB]: 335480 frames, [256.0 MB-0.50 GB]: 3 frames, [0.50 GB-1.00 GB]: 49 frames

Requested Block Size 16.0 MB

Peak Block count 10

Peak Allocated memory 0.90 GB

Peak Large allocation bytes 0.80 GB

[ALLOC\_GFX\_THREAD]

Peak usage frame count: [128.0 KB-256.0 KB]: 1044 frames, [1.0 MB-2.0 MB]: 4 frames, [2.0 MB-4.0 MB]: 2 frames, [4.0 MB-8.0 MB]: 32 frames, [8.0 MB-16.0 MB]: 24 frames, [16.0 MB-32.0 MB]: 1415 frames, [32.0 MB-64.0 MB]: 35 frames, [64.0 MB-128.0 MB]: 23505 frames, [128.0 MB-256.0 MB]: 562 frames, [256.0 MB-0.50 GB]: 350093 frames, [0.50 GB-1.00 GB]: 238963 frames

Requested Block Size 16.0 MB

Peak Block count 38

Peak Allocated memory 0.54 GB

Peak Large allocation bytes 0 B

[ALLOC\_CACHEOBJECTS] Dual Thread Allocator

Peak main deferred allocation count 17618

[ALLOC\_BUCKET]

Large Block size 4.0 MB

Used Block count 1

Peak Allocated bytes 4.0 MB

Failed Allocations. Bucket layout:

16B: 4 Subsections = 4096 buckets. Failed count: 92124906

32B: 34 Subsections = 17408 buckets. Failed count: 14561013

48B: 27 Subsections = 9216 buckets. Failed count: 22382709

64B: 25 Subsections = 6400 buckets. Failed count: 13094998

80B: 74 Subsections = 15155 buckets. Failed count: 4013339

96B: 74 Subsections = 12629 buckets. Failed count: 2260929

112B: 11 Subsections = 1609 buckets. Failed count: 5830335

128B: 7 Subsections = 896 buckets. Failed count: 5588086

[ALLOC\_CACHEOBJECTS\_MAIN]

Peak usage frame count: [2.0 MB-4.0 MB]: 1030 frames, [4.0 MB-8.0 MB]: 1077 frames, [8.0 MB-16.0 MB]: 366 frames, [32.0 MB-64.0 MB]: 155 frames, [64.0 MB-128.0 MB]: 38 frames, [128.0 MB-256.0 MB]: 613013 frames

Requested Block Size 4.0 MB

Peak Block count 55

Peak Allocated memory 213.5 MB

Peak Large allocation bytes 47.0 MB

[ALLOC\_CACHEOBJECTS\_THREAD]

Peak usage frame count: [64.0 KB-128.0 KB]: 1030 frames, [128.0 KB-256.0 KB]: 1 frames, [16.0 MB-32.0 MB]: 7 frames, [32.0 MB-64.0 MB]: 1 frames, [64.0 MB-128.0 MB]: 2 frames, [128.0 MB-256.0 MB]: 1388 frames, [256.0 MB-0.50 GB]: 99857 frames, [0.50 GB-1.00 GB]: 513393 frames

Requested Block Size 4.0 MB

Peak Block count 119

Peak Allocated memory 0.54 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: 4 Subsections = 4096 buckets. Failed count: 92124906

32B: 34 Subsections = 17408 buckets. Failed count: 14561013

48B: 27 Subsections = 9216 buckets. Failed count: 22382709

64B: 25 Subsections = 6400 buckets. Failed count: 13094998

80B: 74 Subsections = 15155 buckets. Failed count: 4013339

96B: 74 Subsections = 12629 buckets. Failed count: 2260929

112B: 11 Subsections = 1609 buckets. Failed count: 5830335

128B: 7 Subsections = 896 buckets. Failed count: 5588086

[ALLOC\_TYPETREE\_MAIN]

Peak usage frame count: [4.0 KB-8.0 KB]: 1031 frames, [8.0 KB-16.0 KB]: 1442 frames, [256.0 KB-0.5 MB]: 185 frames, [0.5 MB-1.0 MB]: 8 frames, [1.0 MB-2.0 MB]: 35 frames, [2.0 MB-4.0 MB]: 612978 frames

Requested Block Size 2.0 MB

Peak Block count 2

Peak Allocated memory 2.0 MB

Peak Large allocation bytes 0 B

[ALLOC\_TYPETREE\_THREAD]

Peak usage frame count: [0-1.0 KB]: 1031 frames, [256.0 KB-0.5 MB]: 1 frames, [0.5 MB-1.0 MB]: 5 frames, [1.0 MB-2.0 MB]: 1 frames, [2.0 MB-4.0 MB]: 1 frames, [4.0 MB-8.0 MB]: 1482 frames, [8.0 MB-16.0 MB]: 613158 frames

Requested Block Size 2.0 MB

Peak Block count 8

Peak Allocated memory 14.7 MB

Peak Large allocation bytes 0 B