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user@ubuntu:~/steam/steam/SteamApps/common/X3 - Reunion$ ./X3R_main --help
../src/X3/s_linux/sdl2/sio.cpp : main : 1250 : dPStub: atexit (_quit);
*** X3 version 2.5 (Mar 27 2015 13:36:23) ***
../src/X3/s_linux/init.cpp : XMenuInit : 254 : dStub
Found lang.dat with ID 44
../src/X3/s_linux/simd_float.cpp : lgp_get_cpu_flags : 12 : dStub
ERROR: CUID is not supported, can't detect CPU features
Trying to continue anyway with minimal settings
Video category:
Monitor Idx = 0
Width = 3840
Height = 1024
Bits Per Pixel = 32
Vertical Sync = 0
Border Less = 0
Texture Quality = 2
Shader Quality = 2
AA Mode = -1
AF Mode = -1
Gamma = 127
Frame Finish = 0
Hack FPS Replace Text = 0
Lower AQC FrameRate = 10.000000
Upper AQC FrameRate = 25.000000
Memory = 128
Audio category:
Master Volume = 255
SFX Volume = 255
Voice Volume = 205
Music Volume = 215
Input category:
Mouse Grab = 1
Joy Index = 0
Joy 1X Src = 0
Joy 1Y Src = 1
Joy 2X Src = 2
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Joy 2Y Src = 3
Joy Rudder Src = 5
Joy Throttle Src = 4
Joy 1X Scale = 1.000000
Joy 1Y Scale = 1.000000
Joy 2X Scale = 1.000000
Joy 2Y Scale = 1.000000
Joy Rudder Scale = 1.000000
Joy Throttle Scale = 1.000000
Joy Button0 Src = 0
Joy Button1 Src = 1
Joy Button2 Src = 2
Joy Button3 Src = 3
Joy Button4 Src = 4
Joy Button5 Src = 5
Joy Button6 Src = 6
Joy Button7 Src = 7
Joy Button8 Src = 8
Joy Button9 Src = 9
Joy Button10 Src = 10
Joy Button11 Src = 11
Joy Button12 Src = 12
Joy Button13 Src = 13
Joy Button14 Src = 14
Joy Button15 Src = 15
Joy Button16 Src = 16
Joy Button17 Src = 17
Joy Button18 Src = 18
Joy Button19 Src = 19
Joy Button20 Src = 20
Joy Button21 Src = 21
Joy Button22 Src = 22
Joy Button23 Src = 23
Joy Button24 Src = 24
Joy Button25 Src = 25
Joy Button26 Src = 26
Joy Button27 Src = 27
Joy Button28 Src = 28
Joy Button29 Src = 29

Other category:

Mod Name = (null)

Capture Folder = screenshots

Profile = default

Player Logo Number = 0

Player Logo Name = (null)

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 211 : dPStub: Setting
D3DF_ALPHATRANS to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 214 : dStub

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 216 : dPStub: Setting
D3DF_MODULATEALPHA to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 219 : dStub

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 221 : dPStub: Setting
D3DF_MULTITEXTURE to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 224 : dStub

../src/X3/s_linux/init.cpp : S_GetCPUSpeed : 341 : dStub

No dump, because DEBUG disabled

SB_LoadLocation() loading story file x3config

No dump, because DEBUG disabled

Xlib: extension "RANDR" missing on display ":0.0".

../src/X3/s_linux/sdl2/svideo.cpp : S_InitVideo : 1091 : SDL ERROR: Invalid renderer

../src/X3/s_linux/sdl2/svideo.cpp : S_InitVideo : 1109 : dPStub: SDL_WM_SetIcon(icon, NULL
);

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 211 : dPStub: Setting
D3DF_ALPHATRANS to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 214 : dStub

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 216 : dPStub: Setting
D3DF_MODULATEALPHA to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 219 : dStub

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 221 : dPStub: Setting
D3DF_MULTITEXTURE to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 224 : dStub

../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 379 : dStub

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../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 382 : glGetString(GL_VENDOR) =  
NVIDIA Corporation  
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 383 : glGetString(GL_RENDERER) =  
GeForce GTX 960/PCIe/SSE2  
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 384 : glGetString(GL_VERSION) =  
4.5.0 NVIDIA 352.30  
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 385 :  
glGetString(GL_SHADING_LANGUAGE_VERSION) = 4.50 NVIDIA  
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 421 : dPStub: Need to detect if  
postprocess must be turned off  
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 436 : dPStub: Not sure if we don't  
need to load some LightMaps here?  
../src/X3/s_linux/sdl2/svideo.cpp : W_RectFill : 1430 : dStub  
[S_LockDDSurfaces] invalid input EBM!  
[S_LockDDSurfaces] invalid input EBM!  
=====  
S_DiCreateJoystick() CreateDevice() failed  
=====  
../src/X3/s_linux/init.cpp : Int_OpenAL_Init : 906 : al first err 0  
=====  
PROGRAM: 16 0x0 RenderPrimitive: compiled  
=====  
=====  
PROGRAM: 0 0x0 scenebuffer: compiled  
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PROGRAM: 1 0x0 BaseNormalShip: compiled  
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PROGRAM: 1 0x1 BaseNormalShip: compiled  
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PROGRAM: 1 0x2 BaseNormalShip: compiled  
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PROGRAM: 1 0x3 BaseNormalShip: compiled  
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PROGRAM: 1 0x4 BaseNormalShip: compiled
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PROGRAM: 1 0x5 BaseNormalShip: compiled

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PROGRAM: 1 0x6 BaseNormalShip: compiled

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PROGRAM: 1 0x7 BaseNormalShip: compiled

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PROGRAM: 1 0x8 BaseNormalShip: compiled

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PROGRAM: 1 0x9 BaseNormalShip: compiled

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PROGRAM: 1 0xa BaseNormalShip: compiled

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PROGRAM: 1 0xb BaseNormalShip: compiled

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PROGRAM: 1 0xc BaseNormalShip: compiled

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PROGRAM: 1 0xd BaseNormalShip: compiled

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PROGRAM: 1 0xe BaseNormalShip: compiled

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PROGRAM: 1 0xf BaseNormalShip: compiled

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PROGRAM: 1 0x10 BaseNormalShip: compiled

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PROGRAM: 1 0x11 BaseNormalShip: compiled

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PROGRAM: 1 0x12 BaseNormalShip: compiled

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PROGRAM: 1 0x13 BaseNormalShip: compiled

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PROGRAM: 1 0x14 BaseNormalShip: compiled

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PROGRAM: 1 0x15 BaseNormalShip: compiled

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PROGRAM: 1 0x16 BaseNormalShip: compiled

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PROGRAM: 1 0x17 BaseNormalShip: compiled

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PROGRAM: 1 0x20 BaseNormalShip: compiled

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PROGRAM: 1 0x22 BaseNormalShip: compiled

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PROGRAM: 1 0x23 BaseNormalShip: compiled

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PROGRAM: 1 0x24 BaseNormalShip: compiled

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PROGRAM: 1 0x25 BaseNormalShip: compiled

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PROGRAM: 1 0x26 BaseNormalShip: compiled

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PROGRAM: 1 0x27 BaseNormalShip: compiled

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PROGRAM: 2 0x0 BaseNormalShipBumpOld: compiled

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PROGRAM: 3 0x0 boron: compiled

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PROGRAM: 3 0x1 boron: compiled

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PROGRAM: 3 0x2 boron: compiled

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PROGRAM: 3 0x3 boron: compiled

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PROGRAM: 3 0x4 boron: compiled

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PROGRAM: 3 0x5 boron: compiled

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PROGRAM: 3 0x6 boron: compiled

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PROGRAM: 3 0x7 boron: compiled

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PROGRAM: 3 0x8 boron: compiled

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PROGRAM: 3 0x9 boron: compiled

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PROGRAM: 3 0xa boron: compiled

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PROGRAM: 3 0xb boron: compiled

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PROGRAM: 3 0xc boron: compiled

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PROGRAM: 3 0xd boron: compiled

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PROGRAM: 3 0xe boron: compiled

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PROGRAM: 3 0xf boron: compiled

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PROGRAM: 3 0x10 boron: compiled

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PROGRAM: 3 0x11 boron: compiled

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PROGRAM: 3 0x12 boron: compiled

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PROGRAM: 3 0x25 boron: compiled
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PROGRAM: 3 0x26 boron: compiled
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PROGRAM: 3 0x27 boron: compiled
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PROGRAM: 4 0x0 paranid: compiled
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PROGRAM: 4 0x1 paranid: compiled
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PROGRAM: 4 0x2 paranid: compiled
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PROGRAM: 4 0x3 paranid: compiled
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PROGRAM: 4 0x4 paranid: compiled
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PROGRAM: 4 0x5 paranid: compiled
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PROGRAM: 4 0x7 paranid: compiled
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PROGRAM: 4 0x9 paranid: compiled
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PROGRAM: 4 0xa paranid: compiled
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PROGRAM: 4 0xb paranid: compiled
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PROGRAM: 4 0xc paranid: compiled
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PROGRAM: 4 0xd paranid: compiled
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PROGRAM: 4 0xe paranid: compiled
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PROGRAM: 4 0xf paranid: compiled
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PROGRAM: 4 0x10 paranid: compiled
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PROGRAM: 4 0x11 paranid: compiled
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PROGRAM: 4 0x12 paranid: compiled

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PROGRAM: 4 0x14 paranid: compiled

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PROGRAM: 4 0x15 paranid: compiled

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PROGRAM: 4 0x16 paranid: compiled

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PROGRAM: 4 0x17 paranid: compiled

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PROGRAM: 4 0x20 paranid: compiled

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PROGRAM: 4 0x21 paranid: compiled

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PROGRAM: 4 0x22 paranid: compiled

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PROGRAM: 4 0x23 paranid: compiled

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PROGRAM: 4 0x24 paranid: compiled

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PROGRAM: 4 0x25 paranid: compiled

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PROGRAM: 4 0x26 paranid: compiled

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PROGRAM: 4 0x27 paranid: compiled
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PROGRAM: 5 0x0 Asteroid: compiled
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PROGRAM: 5 0x1 Asteroid: compiled
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PROGRAM: 5 0x2 Asteroid: compiled
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PROGRAM: 5 0x3 Asteroid: compiled
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PROGRAM: 5 0x8 Asteroid: compiled
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PROGRAM: 5 0x9 Asteroid: compiled
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PROGRAM: 5 0xa Asteroid: compiled
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PROGRAM: 5 0xb Asteroid: compiled
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PROGRAM: 5 0x10 Asteroid: compiled
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PROGRAM: 5 0x11 Asteroid: compiled
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PROGRAM: 5 0x12 Asteroid: compiled
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PROGRAM: 5 0x13 Asteroid: compiled
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PROGRAM: 5 0x20 Asteroid: compiled
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PROGRAM: 5 0x21 Asteroid: compiled
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PROGRAM: 5 0x22 Asteroid: compiled
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PROGRAM: 5 0x23 Asteroid: compiled
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PROGRAM: 6 0x0 Planet: compiled
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PROGRAM: 6 0x4 Planet: compiled
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PROGRAM: 7 0x0 PlanetHaze: compiled
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PROGRAM: 8 0x0 NebulaFog: compiled
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PROGRAM: 9 0x0 ZOnly: compiled
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PROGRAM: 10 0x0 Particle: compiled
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PROGRAM: 11 0x0 Bloom_normalize: compiled
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PROGRAM: 12 0x0 Bloom_bloom: compiled
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PROGRAM: 13 0x0 Bloom_combine: compiled
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PROGRAM: 14 0x0 texenv: compiled

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PROGRAM: 15 0x0 adeffects: compiled

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PROGRAM: 17 0x0 tag: compiled

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dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)

J3D_LoadCut2: Loaded embedded body 901000003

J3D_LoadCut2: Loaded embedded body 901000004

J3D_LoadCut2: Loaded embedded body 901300000

J3D_LoadCut2: Loaded embedded body 901300001

J3D_LoadCut2: Loaded embedded body 901300003

J3D_LoadCut2: Loaded embedded body 901400003

J3D_LoadCut2: Loaded embedded body 901400004

J3D_LoadCut2: Loaded embedded body 901400005

No dump, because DEBUG disabled

J3D_FreeCut() freeing cut 50177

J3D_FreeCut() freeing cut 4097

J3D_FreeCut() freeing cut 50179

J3D_FreeCut() freeing cut 50183

J3D_FreeCut() freeing cut 50185

J3D_FreeCut() freeing cut 50187

J3D_FreeCut() freeing cut 50189

J3D_FreeCut() freeing cut 50191

J3D_FreeCut() freeing cut 50193

J3D_FreeCut() freeing cut 50197

J3D_FreeCut() freeing cut 50199

J3D_FreeCut() freeing cut 50201

J3D_FreeCut() freeing cut 50203

J3D_FreeCut() freeing cut 50205

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J3D_FreeCut() freeing cut 50231
J3D_FreeCut() freeing cut 50232
J3D_FreeCut() freeing cut 50234
J3D_FreeCut() freeing cut 50236
J3D_FreeCut() freeing cut 50238
J3D_FreeCut() freeing cut 50240
J3D_FreeCut() freeing cut 4161
J3D_FreeCut() freeing cut 50241
J3D_FreeCut() freeing cut 4162
J3D_FreeCut() freeing cut 50242
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J3D_FreeCut() freeing cut 50248
J3D_FreeCut() freeing cut 4169
J3D_FreeCut() freeing cut 50249
J3D_FreeCut() freeing cut 50250
J3D_FreeCut() freeing cut 50251
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J3D_FreeCut() freeing cut 50256
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J3D_FreeCut() freeing cut 50269
J3D_FreeCut() freeing cut 4702
J3D_FreeCut() freeing cut 50270
J3D_FreeCut() freeing cut 4191
J3D_FreeCut() freeing cut 50271
J3D_FreeCut() freeing cut 4704
J3D_FreeCut() freeing cut 50272
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J3D_FreeCut() freeing cut 4706
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J3D_FreeCut() freeing cut 4200
J3D_FreeCut() freeing cut 50280
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J3D_FreeCut() freeing cut 50305
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J3D_FreeCut() freeing cut 4228
J3D_FreeCut() freeing cut 50308
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J3D_FreeCut() freeing cut 4906
J3D_FreeCut() freeing cut 9008
J3D_FreeCut() freeing cut 9009
J3D_FreeCut() freeing cut 9010
J3D_FreeCut() freeing cut 9013
J3D_FreeCut() freeing cut 9014
J3D_FreeCut() freeing cut 50000
J3D_FreeCut() freeing cut 50001
J3D_FreeCut() freeing cut 50002
J3D_FreeCut() freeing cut 50003
J3D_FreeCut() freeing cut 50004
J3D_FreeCut() freeing cut 50005
J3D_FreeCut() freeing cut 50006
J3D_FreeCut() freeing cut 4438
J3D_FreeCut() freeing cut 50007
J3D_FreeCut() freeing cut 50008
J3D_FreeCut() freeing cut 50009
J3D_FreeCut() freeing cut 50010
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J3D_FreeCut() freeing cut 50012
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J3D_FreeCut() freeing cut 50098
J3D_FreeCut() freeing cut 4026
J3D_FreeCut() freeing cut 50134
J3D_FreeCut() freeing cut 50136
J3D_FreeCut() freeing cut 50138
J3D_FreeCut() freeing cut 50140
J3D_FreeCut() freeing cut 50142
J3D_FreeCut() freeing cut 50144
J3D_FreeCut() freeing cut 4064
J3D_FreeCut() freeing cut 50146
J3D_FreeCut() freeing cut 50149
J3D_FreeCut() freeing cut 50151
J3D_FreeCut() freeing cut 50153
J3D_FreeCut() freeing cut 50155
J3D_FreeCut() freeing cut 50157
J3D_FreeCut() freeing cut 50159
J3D_FreeCut() freeing cut 50161
J3D_FreeCut() freeing cut 50163
J3D_FreeCut() freeing cut 50165
J3D_FreeCut() freeing cut 50167
J3D_FreeCut() freeing cut 4089
J3D_FreeCut() freeing cut 50169
J3D_FreeCut() freeing cut 4090
J3D_FreeCut() freeing cut 4091
J3D_FreeCut() freeing cut 50171
J3D_FreeCut() freeing cut 4092
J3D_FreeCut() freeing cut 4093
J3D_FreeCut() freeing cut 50173
J3D_FreeCut() freeing cut 50175
MOV_FreeVoices() 0 pages with total 0 voices entries freed.
SB_LoadLocation() loading story file x3intro
=====

SE_ReadFile: Can't load file types\fonts.txt
=====

Version=5
FontHeight=15.000000
TopPadding=0.000000
BottomPadding=2.000000
FontYAdvance=13.000000

MaxGlyph=1169
NumGlyphs=612
max char height=14 (user supplied font height=13)
Version=5
FontHeight=33.000000
TopPadding=0.000000
BottomPadding=0.000000
FontYAdvance=33.000000
MaxGlyph=512
NumGlyphs=274
max char height=25 (user supplied font height=26)

=====

WARNING: Unable to load texture F\bz22, using dummy texture

=====

X_ReadBMP(F\bz22.bmp) image size 256x256x1

data offset=3e

Version=4

Fonteffheight=22

TexWidth=256

TexHeight=256

TexBPP=16

Start=32

End=127

Num=96

max char height=23 (user supplied font height=22)

LoadVoices(44)

movloadmovie success: reply=1 (1 / 3)

[mpegvideo @ 0xbc6d580] max_analyze_duration 5000000 reached at 5000000

[mpegvideo @ 0xbc6d580] Estimating duration from bitrate, this may be inaccurate

movloadmovie success: reply=1 (1 / 3)

../src/X3/s_linux/s3d.cpp : S_3DCleanAndOptimizeMesh : 3217 : dStub

Autofreeing texture 775 [NULL]

=====

WARNING: Unable to load texture

textures\environments\backgrounds\background_stars_blue, using dummy texture

=====

=====

WARNING: Unable to load texture

textures\environments\backgrounds\background_blue_details_02, using dummy texture

=====
=====

WARNING: Unable to load texture

textures\environments\backgrounds\background_blue_ambient_02, using dummy texture

=====

J3D_LoadCut2: Loaded embedded body 600500001

J3D_LoadCut2: Loaded embedded body 600500002

ST_LoadCut() cut 6005 loaded

ST_StartFromIndex(6005, 1) found starttime 0, endtime 12000

Switching to Camera Camera01

Sent CutEvent t=0 fadein 200

movloadmovie success: reply=1 (1 / 13)

Sent CutEvent t=0 startmovie 10 11

movloadmovie success: reply=1 (1 / 15)

Sent CutEvent t=0 startmusic 11

../src/X3/s_linux/s3d.cpp : S_3DRenderInit : 11936 : dStub

../src/X3/s_linux/s3d.cpp : S3D_CheckVisibility : 15567 : dPStub: What SHOULD this be, no documentation Ive found shows [] operators for this - Confirmed it is the nth float so 8 would be m[1][3]

../src/X3/s_linux/s3d.cpp : S_3DRenderExit : 11975 : dStub

No dump, because DEBUG disabled

Autofreeing texture 11 [NULL]

J3D_FreeCut() freeing cut 7005

J3D_FreeCut() freeing cut 6005

MOV_FreeVoices() 128 pages with total 8765 voices entries freed.

No dump, because DEBUG disabled

MOV_FreeVoices() 0 pages with total 0 voices entries freed.

SB_LoadLocation() loading story file x3intro

=====

SE_ReadFile: Can't load file types\fonts.txt

=====

LoadVoices(44)

movloadmovie success: reply=1 (1 / 183)

[mpegvideo @ 0xbc6d580] max_analyze_duration 5000000 reached at 5000000

[mpegvideo @ 0xbc6d580] Estimating duration from bitrate, this may be inaccurate

movloadmovie success: reply=1 (1 / 183)

[mpegvideo @ 0xb9fa3a0] max_analyze_duration 5000000 reached at 5000000

[mpegvideo @ 0xb9fa3a0] Estimating duration from bitrate, this may be inaccurate

movloadmovie success: reply=1 (1 / 185)

ST_LoadCut() cut 948 loaded

Warning! Some triangles have zero area!

movloadmovie success: reply=1 (1 / 2207)

No dump, because DEBUG disabled

Autofreeing texture 1118 [NULL]

Autofreeing texture 1121 [NULL]

Autofreeing texture 1119 [NULL]

Autofreeing texture 1122 [NULL]

Autofreeing texture 1120 [NULL]

Autofreeing texture 1117 [NULL]

Autofreeing texture 1123 [NULL]

Autofreeing texture 1124 [NULL]

J3D_FreeCut() freeing cut 1950

J3D_FreeCut() freeing cut 948

J3D_FreeCut() freeing cut 969

MOV_FreeVoices() 128 pages with total 8765 voices entries freed.

No dump, because DEBUG disabled

MOV_FreeVoices() 0 pages with total 0 voices entries freed.

MOV_FreeVoices() 0 pages with total 0 voices entries freed.

../src/X3/s_linux/sys_sfx.cpp : S_CloseAudio : 1196 : dStub

=====

EXIT(0)!!!

=====

AL lib: (EE) alc_cleanup: 1 device not closed