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javascriptengine_v8.cpp(590):      (turbulenz::ArrayBufferAllocator::ArrayBufferAllocator) Creating 14 fast allocators
win32entry.cpp(229):      (turbulenz::Win32NativeEngine::HostWndProc) erasing bg
tasks.cpp(17):      (Tasks::Initialize) Initializing TBB task scheduler. 9 threads
turbulenz.cpp(114):      (turbulenz::Turbulenz::StaticInitialize) Enabling ENGINELOG
winsysteminfo.cpp(408):      (turbulenz::GetSystemInfo) SystemInfo:
winsysteminfo.cpp(409):      (turbulenz::GetSystemInfo) cpuDescription : Intel(R) Core(TM) i7-4700MQ CPU @ 2.40GHz
winsysteminfo.cpp(410):      (turbulenz::GetSystemInfo) cpuVendor : GenuineIntel
winsysteminfo.cpp(411):      (turbulenz::GetSystemInfo) numPhysicalCores : 4
winsysteminfo.cpp(412):      (turbulenz::GetSystemInfo) numLogicalCores : 8
winsysteminfo.cpp(413):      (turbulenz::GetSystemInfo) ramInMegabytes : 8124
winsysteminfo.cpp(414):      (turbulenz::GetSystemInfo) frequencyInMHz : 2394
winsysteminfo.cpp(415):      (turbulenz::GetSystemInfo) architecture : x86_64
winsysteminfo.cpp(416):      (turbulenz::GetSystemInfo) osName : Windows 8.1
winsysteminfo.cpp(417):      (turbulenz::GetSystemInfo) osVersionMajor : 6
winsysteminfo.cpp(418):      (turbulenz::GetSystemInfo) osVersionMinor : 2
winsysteminfo.cpp(419):      (turbulenz::GetSystemInfo) osVersionBuild : 9200
winsysteminfo.cpp(420):      (turbulenz::GetSystemInfo) userLocale : en_US
standalone.cpp(168):      (turbulenz::oortonline::GameCodeStaticInitialize) --> ENTERED FUNCTION
standalone.cpp(169):      (turbulenz::oortonline::GameCodeStaticInitialize) GameCodeStaticInitialize
standalone.cpp(73):      (turbulenz::oortonline::NativeCode::StaticInitialize) STATIC INIT (TEMPLATE): NativeCode
standalone.cpp(-1):      (turbulenz::oortonline::GameCodeStaticInitialize) <-- LEAVING FUNCTION
javascriptengine_v8.h(3565):      (turbulenz::internal::V8TypeInitializeStatic) --> ENTERED FUNCTION
javascriptengine_v8.h(-1):      (turbulenz::internal::V8TypeInitializeStatic) <-- LEAVING FUNCTION
nativeplatform_steam.cpp(28):      (turbulenz::NativePlatform::SteamInitialize) --> ENTERED FUNCTION
nativeplatform_steam.cpp(36):      (turbulenz::NativePlatform::SteamInitialize) SteamServices::Initialize returned true
nativeplatform_steam.cpp(-1):      (turbulenz::NativePlatform::SteamInitialize) <-- LEAVING FUNCTION
steam.cpp(1033):      (turbulenz::SteamServices::GameOverlaySetNotificationCB) --> ENTERED FUNCTION
steam.cpp(-1):      (turbulenz::SteamServices::GameOverlaySetNotificationCB) <-- LEAVING FUNCTION
steam.cpp(245):      (turbulenz::SteamServices::GetUserDataDirectory) --> ENTERED FUNCTION
steam.cpp(-1):      (turbulenz::SteamServices::GetUserDataDirectory) <-- LEAVING FUNCTION
filecache.cpp(169):      (turbulenz::FileCache::Initialize) Cache dir: C:\Program Files (x86)\Steam\userdata\33708013\324510\local\static-cache\
standaloneplatformreaders.cpp(595):      (turbulenz::StandalonePlatform::SetHttpCachePath) HttpCache: enabled (C:\Program Files
(x86)\Steam\userdata\33708013\324510\local\static-cache)
steam.cpp(245):      (turbulenz::SteamServices::GetUserDataDirectory) --> ENTERED FUNCTION
steam.cpp(-1):      (turbulenz::SteamServices::GetUserDataDirectory) <-- LEAVING FUNCTION
standalone.cpp(186):      (turbulenz::oortonline::GameCodeInitialize) --> ENTERED FUNCTION
javascriptengine_v8.h(2352):      (turbulenz::JavaScriptEngine::CreateWrappedObject) --> ENTERED FUNCTION
javascriptengine_v8.h(2383):      (turbulenz::JavaScriptEngine::CreateWrappedObject) new Wrapped: 000000A5A77E2870
javascriptengine_v8.h(2417):      (turbulenz::JavaScriptEngine::CreateWrappedObject) Created Wrapped (oortonline::NativeCode): 000000A5A77E2870
javascriptengine_v8.h(-1):      (turbulenz::JavaScriptEngine::CreateWrappedObject) <-- LEAVING FUNCTION
javascriptengine_v8.h(2352):      (turbulenz::JavaScriptEngine::CreateWrappedObject) --> ENTERED FUNCTION

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javascriptengine_v8.h(2383):      (turbulenz::JavaScriptEngine::CreateWrappedObject) new Wrapped: 000000A5A77F5220
javascriptengine_v8.h(2417):      (turbulenz::JavaScriptEngine::CreateWrappedObject) Created Wrapped (oortonline::WebWorker): 000000A5A77F5220
javascriptengine_v8.h(-1):      (turbulenz::JavaScriptEngine::CreateWrappedObject) <-- LEAVING FUNCTION
javascriptengine_v8.h(2352):      (turbulenz::JavaScriptEngine::CreateWrappedObject) --> ENTERED FUNCTION
javascriptengine_v8.h(2383):      (turbulenz::JavaScriptEngine::CreateWrappedObject) new Wrapped: 000000A5A77DF9E0
javascriptengine_v8.h(2417):      (turbulenz::JavaScriptEngine::CreateWrappedObject) Created Wrapped (oortonline::StandaloneExtensions): 000000A5A77DF9E0
javascriptengine_v8.h(-1):      (turbulenz::JavaScriptEngine::CreateWrappedObject) <-- LEAVING FUNCTION
standalone.cpp(-1):      (turbulenz::oortonline::GameCodeInitialize) <-- LEAVING FUNCTION
engine.cpp(550):      (turbulenz::StandaloneEngine::Initialize) BUILD STAMP: 0.28.0-20150630-100027-75e0f02c
steam.cpp(245):      (turbulenz::SteamServices::GetUserDataDirectory) --> ENTERED FUNCTION
steam.cpp(-1):      (turbulenz::SteamServices::GetUserDataDirectory) <-- LEAVING FUNCTION
win32entry.cpp(229):      (turbulenz::Win32NativeEngine::HostWndProc) erasing bg
engine.cpp(701):      (turbulenz::StandaloneEngine::GetAndResolveLaunchURL) Using launch url: https://ga.me/games/oortonline-preview/play
uriutils.cpp(328):      (turbulenz::DecomposedURL::Initialize) URL https://ga.me/games/oortonline-preview/play:
uriutils.cpp(329):      (turbulenz::DecomposedURL::Initialize) url : https://ga.me/games/oortonline-preview/play
uriutils.cpp(330):      (turbulenz::DecomposedURL::Initialize) scheme : https
uriutils.cpp(331):      (turbulenz::DecomposedURL::Initialize) subscheme :
uriutils.cpp(332):      (turbulenz::DecomposedURL::Initialize) file_root :
uriutils.cpp(333):      (turbulenz::DecomposedURL::Initialize) game_slug : oortonline-preview
uriutils.cpp(334):      (turbulenz::DecomposedURL::Initialize) game_slug_and_version : oortonline-preview
uriutils.cpp(335):      (turbulenz::DecomposedURL::Initialize) use_http : true
uriutils.cpp(336):      (turbulenz::DecomposedURL::Initialize) http_server : ga.me
uriutils.cpp(337):      (turbulenz::DecomposedURL::Initialize) http_port : 443
uriutils.cpp(338):      (turbulenz::DecomposedURL::Initialize) http_server_root : https://ga.me
uriutils.cpp(339):      (turbulenz::DecomposedURL::Initialize) http_server_path : /games/oortonline-preview/
uriutils.cpp(340):      (turbulenz::DecomposedURL::Initialize) http_site : gamesite
uriutils.cpp(341):      (turbulenz::DecomposedURL::Initialize) http_multiplayer_session:
uriutils.cpp(342):      (turbulenz::DecomposedURL::Initialize) http_hub_project_version:
steam.cpp(989):      (turbulenz::SteamServices::GetUserID) --> ENTERED FUNCTION
steam.cpp(997):      (turbulenz::SteamServices::GetUserID) user id: 76561197993973741
steam.cpp(-1):      (turbulenz::SteamServices::GetUserID) <-- LEAVING FUNCTION
steam.cpp(876):      (turbulenz::SteamServices::GetAuthSessionTicket) --> ENTERED FUNCTION
steam.cpp(907):      (turbulenz::SteamServices::GetAuthSessionTicket) Got auth token (240 bytes)
steam.cpp(-1):      (turbulenz::SteamServices::GetAuthSessionTicket) <-- LEAVING FUNCTION
steam.cpp(801):      (turbulenz::SteamServices::UserStatsReceivedCB) got stats
steam.cpp(958):      (turbulenz::SteamServices::GetAuthSessionTicketResponseCB) --> ENTERED FUNCTION
steam.cpp(939):      (turbulenz::SteamServices::AuthSessionTicketMakeCallbacks) --> ENTERED FUNCTION
steam.cpp(944):      (turbulenz::SteamServices::AuthSessionTicketMakeCallbacks) making callback (true) ...
steam.cpp(-1):      (turbulenz::SteamServices::AuthSessionTicketMakeCallbacks) <-- LEAVING FUNCTION
steam.cpp(-1):      (turbulenz::SteamServices::GetAuthSessionTicketResponseCB) <-- LEAVING FUNCTION

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engine.cpp(1732):      (turbulenz::StandaloneEngine::DownloadCode) GameCodeURL      :
https://d36kx37nk0bz9z.cloudfront.net/UmphmlBEptbV_zL9/iixEz-lzg-IDV2dwI8BELkG7PVqMGLjVVRyH4Sf8VPMQ8105d.tzo
engine.cpp(1764):      (turbulenz::StandaloneEngine::RunCode) Code data is .tzo
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: standalone startup...
turbulenz.cpp(783):      (turbulenz::Turbulenz::SetProperty) VMath object set. MathDevice will be overridden.
turbulenz.cpp(805):      (turbulenz::Turbulenz::SetProperty) createTechniqueParameterBuffer set.
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: Running from domain ga.me
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: multiplayer.session.join
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: StandaloneBridge._initialize: starting.
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: _initialize: calling _handleFetchStoreMeta to prime meta data
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeHandleFetchStoreMetaFn: enter
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeAjaxFn: url: /api/v1/store/items/read/oortonline-preview
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeAjaxFn: method: GET
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeAjaxFn: url: /api/v1/store/currency-list
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeAjaxFn: method: GET
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: nativeOnReadyFn: ready: true
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: checkMetaAndNative: not ready (metaReady: false, nativeReady: true)
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: StandaloneBridge._initialize: finished init
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: config.set
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeEmitFn: config.request()
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeHandleConfigRequestFn: enter
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeEmitToGameFn: emitting: config.set, {"mode":"plugin"}
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: bridgeservices.response
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: bridgeservices.sync.start
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: bridgeservices.sync.end
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: bridgeservices.offline.start
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeOnFn: setting callback for signal: bridgeservices.offline.end
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: Game version: 0.28.0-20150630-100027-75e0f02c 111.15 (cff61bb6)
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: onStoreItemsFn: got item data: {"items":{},"resources":{}}
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: onCurrencyInfoFn: got currency: {"currencyName":"US
Dollar","alphabeticCode":"USD","numericCode":840,"minorUnitPrecision":2}
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeEmitToGameFn: no listener for store.meta.v2 adding to pending
list
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: onMetaReadyFn: meta data is ready
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: nativeOnReadyFn: ready: true
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: checkMetaAndNative: meta and native ready
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: onMetaAndNativeReady: all ready. consuming purchases ...
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: checkMetaAndNative: meta and native ready
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: onMetaAndNativeReady: all ready. consuming purchases ...
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: nativePurchasesQueryFn: 0 nativePurchases: []
consoleobject.cpp(274):      (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: _consumeExistingNativePurchases: 0 purchases remaining

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consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: _consumeExistingNativePurchases: finished
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: nativePurchasesQueryFn: 0 nativePurchases: []
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: _consumeExistingNativePurchases: 0 purchases remaining
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/P: _consumeExistingNativePurchases: finished
d3d11graphicsdriver.cpp(2806): (turbulenz::D3D11GraphicsDriver::Initialize) D3D11Info:
d3d11graphicsdriver.cpp(2826): (turbulenz::D3D11GraphicsDriver::Initialize) Adapter : Intel(R) HD Graphics 4600
d3d11graphicsdriver.cpp(2827): (turbulenz::D3D11GraphicsDriver::Initialize) VRAM : 0
d3d11graphicsdriver.cpp(2828): (turbulenz::D3D11GraphicsDriver::Initialize) DriverConcurrentCreates : TRUE
d3d11graphicsdriver.cpp(2829): (turbulenz::D3D11GraphicsDriver::Initialize) DriverCommandLists : FALSE
networkdevice.cpp(215): (turbulenz::NetworkDevice::Initialize) certificate path: C:\Program Files (x86)\Steam\steamapps\common\Oort Online\ca-bundle.crt
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: turbulenzBridgeEmitFn: game.session.created(4271a35d49b4c4e4aa5fcf55)
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone/L: _handleGameSessionCreated: id: 4271a35d49b4c4e4aa5fcf55
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: standalone - fake worker
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: Using standalone worker[object Object]
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: MeshWorkerManager onMessage WORKER_CREATED
consoleobject.cpp(274): (turbulenz::ConsoleObject::LogCB) CONSOLE LOG: WORKER_CREATED
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