Checking version of Box86/64

Current version of Box86: 0.3.7+20241124.b9d565f-1 Current version of Box64: 0.3.1+20241125.d8c16de-1

Updating the server...

WARNING: setlocale('en_US.UTF-8') failed, using locale: 'C'. International characters may not work.

Redirecting stderr to '/root/Steam/logs/stderr.txt'

Logging directory: '/root/Steam/logs'

[0%] Checking for available updates...

[----] Verifying installation...

UpdateUI: skip show logoSteam Console Client (c) Valve Corporation - version 1733269577 -- type 'quit' to exit --

Loading Steam API...IPC function call IClientUtils::GetSteamRealm took too long: 259 msec OK

"@sSteamCmdForcePlatformType" = "linux"

IPC function call IClientAppManager::ForceInstallDirOverride took too long: 67 msec

Connecting anonymously to Steam Public...OK

Waiting for client config...OK

Waiting for user info...OK

IPC function call IClientAppManager::InstallApp took too long: 47 msec

Update state (0x3) reconfiguring, progress: 0.00 (0 / 0)

IPC function call IClientAppManager::GetUpdateInfo took too long: 97 msec

Update state (0x3) reconfiguring, progress: 0.00 (0 / 0)

IPC function call IClientAppManager::GetUpdateInfo took too long: 194 msec

Update state (0x61) downloading, progress: 0.00 (0 / 2444757998)

Update state (0x61) downloading, progress: 0.30 (7340032 / 2444757998)

Update state (0x61) downloading, progress: 0.64 (15728640 / 2444757998)

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IPC function call IClientAppManager::GetUpdateInfo took too long: 46 msec
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Update state (0x61) downloading, progress: 99.06 (2421737902 / 2444757998)
Update state (0x61) downloading, progress: 99.14 (2423835054 / 2444757998)
touch: cannot touch '/data/logs/valheim-05.12.24': No such file or directory
/scripts/valheim.sh: line 66: /data/logs/log-link.txt: No such file or directory
Update state (0x61) downloading, progress: 99.36 (2429102718 / 24Starting server PRESS
CTRL-C to exit
Servername: stonetestserver
Serverpass: stonepwd
World: stoneworld
Public: disabled
Crossplay: disabled
No Build Cost: disabled
Player Events: disabled
Passive Mobs: disabled
No Map: disabled
Mod-Combat:
Mod-Deathpenalty:
tee: '/data/logs/valheim-05.12.24 - 11:19:08.log': No such file or directory
Mod-Resources:
```

[UnityMemory] Configuration Parameters - Can be set up in boot.config

Mod-Raids: Mod-Portals:

```
"memorysetup-bucket-allocator-granularity=16"
```

Mono path[0] = '/valheim/valheim server Data/Managed'

Mono config path = '/valheim/valheim server Data/MonoBleedingEdge/etc'

Preloaded 'libDiskSpacePlugin.so'

Preloaded 'libparty.so'

Preloaded 'libsteam api.so'

[PhysX] Initialized MultithreadedTaskDispatcher with 4 workers.

PlayerPrefs - Creating folder: /root/.config/unity3d/IronGate

PlayerPrefs - Creating folder: /root/.config/unity3d/IronGate/Valheim

Unable to load player prefs

Initialize engine version: 2022.3.50f1 (c3db7f8bf9b1)

[Subsystems] Discovering subsystems at path /valheim/valheim_server_Data/UnitySubsystems

Forcing GfxDevice: Null

GfxDevice: creating device client; threaded=0; jobified=0

NullGfxDevice:

Version: NULL 1.0 [1.0] Renderer: Null Device

Vendor: Unity Technologies
Begin MonoManager ReloadAssembly

[&]quot;memorysetup-bucket-allocator-bucket-count=8"

[&]quot;memorysetup-bucket-allocator-block-size=4194304"

[&]quot;memorysetup-bucket-allocator-block-count=1"

[&]quot;memorysetup-main-allocator-block-size=16777216"

[&]quot;memorysetup-thread-allocator-block-size=16777216"

[&]quot;memorysetup-gfx-main-allocator-block-size=16777216"

[&]quot;memorysetup-gfx-thread-allocator-block-size=16777216"

[&]quot;memorysetup-cache-allocator-block-size=4194304"

[&]quot;memorysetup-typetree-allocator-block-size=2097152"

[&]quot;memorysetup-profiler-bucket-allocator-granularity=16"

[&]quot;memorysetup-profiler-bucket-allocator-bucket-count=8"

[&]quot;memorysetup-profiler-bucket-allocator-block-size=4194304"

[&]quot;memorysetup-profiler-bucket-allocator-block-count=1"

[&]quot;memorysetup-profiler-allocator-block-size=16777216"

[&]quot;memorysetup-profiler-editor-allocator-block-size=1048576"

[&]quot;memorysetup-temp-allocator-size-main=4194304"

[&]quot;memorysetup-job-temp-allocator-block-size=2097152"

[&]quot;memorysetup-job-temp-allocator-block-size-background=1048576"

[&]quot;memorysetup-job-temp-allocator-reduction-small-platforms=262144"

[&]quot;memorysetup-allocator-temp-initial-block-size-main=262144"

[&]quot;memorysetup-allocator-temp-initial-block-size-worker=262144"

[&]quot;memorysetup-temp-allocator-size-background-worker=32768"

[&]quot;memorysetup-temp-allocator-size-job-worker=262144"

[&]quot;memorysetup-temp-allocator-size-preload-manager=262144"

[&]quot;memorysetup-temp-allocator-size-nav-mesh-worker=65536"

[&]quot;memorysetup-temp-allocator-size-audio-worker=65536"

[&]quot;memorysetup-temp-allocator-size-cloud-worker=32768"

[&]quot;memorysetup-temp-allocator-size-gfx=262144"

- Loaded All Assemblies, in 2.316 seconds
- Finished resetting the current domain, in 0.059 seconds

ERROR: Shader Sprites/Default shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Sprites/Mask shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

There is no texture data available to upload.

[PhysX] Initialized MultithreadedTaskDispatcher with 4 workers.

UnloadTime: 58.366000 ms

Privilege Multiplayer is not known on this platform. Privilege therefore is granted without check...

Privilege UserGeneratedContent is not known on this platform. Privilege therefore is granted without check...

Privilege CrossPlay is not known on this platform. Privilege therefore is granted without check...

12/05/2024 11:19:31: Set background loading budget to Low

ERROR: Shader TextMeshPro/Mobile/Distance Field shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader GUI/Text Shader shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'TextMeshPro/Distance Field' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader TextMeshPro/Distance Field shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'TextMeshPro/Distance Field' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

Unloading 5 Unused Serialized files (Serialized files now loaded: 9)

[PhysX] Initialized MultithreadedTaskDispatcher with 4 workers.

UnloadTime: 8.769741 ms

ERROR: Shader TextMeshPro/Mobile/Distance Field shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

12/05/2024 11:19:37: Fetching PlatformPrefs 'GuiScale' before loading defaults

12/05/2024 11:19:37: Fetching PlatformPrefs 'GuiScale' before loading defaults

Unloading 173 unused Assets to reduce memory usage. Loaded Objects now: 2254.

Total: 45.802926 ms (FindLiveObjects: 3.119426 ms CreateObjectMapping: 1.845519 ms MarkObjects: 33.994537 ms DeleteObjects: 6.499111 ms)

12/05/2024 11:19:38: Starting to load scene:start.unity

(169d7618616154c03be07e9ad3af5893)

12/05/2024 11:19:38: Set background loading budget to Normal

12/05/2024 11:19:43: Set background loading budget to High

The referenced script on this Behaviour (Game Object '<null>') is missing!

The referenced script on this Behaviour (Game Object '<null>') is missing!

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

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

The referenced script on this Behaviour (Game Object '<null>') is missing!

Unloading 2 Unused Serialized files (Serialized files now loaded: 1296)

ERROR: Shader Unlit/Color shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Unlit/Invis shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Legacy Shaders/VertexLit shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Legacy Shaders/Diffuse' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Legacy Shaders/Diffuse shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Legacy Shaders/Diffuse' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Blob' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Blob shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Blob' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Grass' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Grass shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Grass' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Autodesk Interactive' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Autodesk Interactive shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Autodesk Interactive' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Water' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Water shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Water' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/FlowOpaque shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Gradient Mapped Particle (Unlit) shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Lux Lit Particles/ Bumped shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Particles/Standard Surface2' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Particles/Standard Surface2 shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Particles/Standard Surface2' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Standard TwoSided' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Standard TwoSided shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Standard TwoSided' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Trilinearmap' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Trilinearmap shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Trilinearmap' - All subshaders removed WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Particle (Unlit) shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Lux Lit Particles/ Tess Bumped shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Flow shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Legacy Shaders/Particles/Additive shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader UI/Heat Distort shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/LitGui shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Legacy Shaders/Particles/Alpha Blended Premultiply shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader TextMeshPro/Distance Field (Surface) shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Decal shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/AlphaParticle shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Rug shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Unlit/Lighting shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/ShadowBlob' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/ShadowBlob shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/ShadowBlob' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Legacy Shaders/Particles/Alpha Blended shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Piece shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Mesh Flipbook Particle shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Unlit/WeaponGlow shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Yggdrasil root' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Yggdrasil_root shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Yggdrasil_root' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/SkyObject' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/SkyObject shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/SkyObject' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Standard (Specular setup)' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Standard (Specular setup) shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Standard (Specular setup)' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Creature shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Heightmap' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Heightmap shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Heightmap' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/ParticleDecal shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/Tar shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Custom/GuiScroll shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/LitParticles' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/LitParticles shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/LitParticles' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/StaticRock shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/WaterMask' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/WaterMask shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/WaterMask' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Player' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Player shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Player' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Hidden/RadialSegementShader shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

ERROR: Shader Unlit/BeaconBeam shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Particles/Standard Unlit2' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Particles/Standard Unlit2 shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Particles/Standard Unlit2' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Particles/Standard Unlit' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Particles/Standard Unlit shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Particles/Standard Unlit' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Vegetation' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Vegetation shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Vegetation' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Distortion' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Distortion shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Distortion' - All subshaders removed

WARNING: Shader Did you use #pragma only renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Bonemass' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Bonemass shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Bonemass' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Custom/Clouds' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

ERROR: Shader Custom/Clouds shader is not supported on this GPU (none of subshaders/fallbacks are suitable)

WARNING: Shader Unsupported: 'Custom/Clouds' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

WARNING: Shader Unsupported: 'Standard' - All subshaders removed

WARNING: Shader Did you use #pragma only_renderers and omit this platform?

WARNING: Shader If subshaders removal was intentional, you may have forgotten turning Fallback off?

```
ERROR: Shader Standard shader is not supported on this GPU (none of
subshaders/fallbacks are suitable)
WARNING: Shader Unsupported: 'Standard' - All subshaders removed
WARNING: Shader Did you use #pragma only_renderers and omit this platform?
WARNING: Shader If subshaders removal was intentional, you may have forgotten turning
12/05/2024 11:22:12: Set background loading budget to Low
[PhysX] Initialized MultithreadedTaskDispatcher with 4 workers.
UnloadTime: 264.564537 ms
Only custom filters can be played. Please add a custom filter or an audioclip to the
audiosource (Amb MainMenu).
HDR Render Texture not supported, disabling HDR on reflection probe.
12/05/2024 11:22:13: Missing audio clip in music respawn
12/05/2024 11:22:13: Setting -savedir to: /data
12/05/2024 11:22:13: Get create world stoneworld
12/05/2024 11:22:14: creating
12/05/2024 11:22:15: Considering autobackup. World time: 0, short time: 7200, long time:
43200, backup count: 4
12/05/2024 11:22:15: Creating first autobackup
12/05/2024 11:22:15: Saving backup at: stoneworld_backup_auto-20241205112214
12/05/2024 11:22:16: Using environment steamid 892970
12/05/2024 11:22:16: Using steam APPID:892970
12/05/2024 11:22:18: Server ID 90071992547409920
______
     Native Crash Reporting
_____
Got a SIGSEGV while executing native code. This usually indicates
a fatal error in the mono runtime or one of the native libraries
used by your application.
______
______
     Native stacktrace:
______
     0x3f0311565a -
/valheim/valheim_server_Data/MonoBleedingEdge/x86_64/libmonobdwgc-2.0.so:
mono breakpoint clean code
     0x3f030be049 -
/valheim/valheim server Data/MonoBleedingEdge/x86 64/libmonobdwgc-2.0.so:
mono_unity_backtrace_from_context
     0x3f030434d0 -
/valheim/valheim server Data/MonoBleedingEdge/x86 64/libmonobdwgc-2.0.so:
mono_jit_set_domain
     0x30000080 - Unknown
     0x19d06ee388b6f2f9 - Unknown
______
```

Telemetry Dumper:

Thread 0x7f4ac80f20 may have been prematurely finalized* Assertion at mono-threads.c:702, condition `info' not met, function:mono_thread_info_current,

An error has occured in the native fault reporting. Some diagnostic information will be unavailable.

Native stacktrace:

0x3f0311565a -

/valheim/valheim_server_Data/MonoBleedingEdge/x86_64/libmonobdwgc-2.0.so : mono_breakpoint_clean_code

0x3f03261ad2 -

 $/valheim/valheim_server_Data/MonoBleedingEdge/x86_64/libmonobdwgc-2.0.so: mono_assertion_message_disabled$

0x7f4ae80498 - Unknown

Exiting early due to double fault.