

[SMAPI] Patched game code

[SMAPI] -----

[SMAPI] These mods directly change the game code. They're more likely to cause errors or bugs in-game; if

[SMAPI] your game has issues, try removing these first. Otherwise you can ignore this warning.

[SMAPI] - Bigger Backpack

[SMAPI] - Fashion Sense

[SMAPI] - Portraiture

[SMAPI] - SpaceCore

[SMAPI] - StardewHack

[SMAPI] No update keys

[SMAPI] -----

[SMAPI] These mods have no update keys in their manifest. SMAPI may not notify you about updates for these

[SMAPI] mods. Consider notifying the mod authors about this problem.

[SMAPI] - (CP) - New Skin Tones

[SMAPI] - (FS) Matcha Cafe Clothes

[SMAPI] Launching mods...

[StardewHack] Loaded StardewHack library v7.3.0 using Harmony v2.2.2.0.

[Bigger Backpack] Applying bytecode patches for spacechase0.BiggerBackpack.

[SMAPI] Mods loaded and ready!

Setting breakpad minidump AppID = 413150

SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561199163218576 [API loaded no]

[SMAPI] You can update 3 mods:

[SMAPI] PyTK 1.24.2-alpha.20231110: <https://www.nexusmods.com/stardewvalley/mods/1726> (you have 1.23.2)

[SMAPI] SpaceCore 1.25.2: <https://www.nexusmods.com/stardewvalley/mods/1348> (you have 1.23.2)

[SMAPI] Yuriyuri's hairstyle 1.1.0: <https://www.nexusmods.com/stardewvalley/mods/2393> (you have 1.0.0)

[SMAPI] Type 'help' for help, or 'help <cmd>' for a command's usage

[Fashion Sense] Successfully hooked into Pathoschild.ContentPatcher.

[Fashion Sense] Loading data from pack: (FS) cozyyrose's Hairs (Set 1) 1.0.0 by cozyyrose

[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_001
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_002
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_003
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_004
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_005
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_006
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_007
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_008
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_009
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_010
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_011
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_012
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_013
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_014
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_015
[Fashion Sense] Content pack (FS) cozyyrose's Hairs (Set 1) is missing a hair.json under cozyyrose_016
[Fashion Sense] Loading data from pack: (FS) Matcha Cafe Clothes 1.0.0 by sugarmaples
[Fashion Sense] Loading data from pack: FS - Local Pack 6.6.0 by PeacefulEnd
[Content Patcher] Some content packs haven't been updated for Stardew Valley 1.6.0. Content Patcher will try to auto-migrate them, but compatibility isn't guaranteed.

Affected content packs:

- (CP) - New Skin Tones
- Yuriyuri's hairstyle

For mod authors, see how to update a mod: <https://smapi.io/cp-migrate>.

[game] deserializeTask failed with an exception.

InvalidOperationException: There is an error in XML document (1, 3421575).

```
---> Microsoft.Xna.Framework.Content.ContentLoadException: The content file was not found.
---> FileNotFoundException: Content\Portraits\Gil.xnb
---> DirectoryNotFoundException: Could not find a part of the path 'C:\Program Files
(x86)\Steam\steamapps\common\Stardew Valley\Content\Portraits\Gil.xnb'.
    at Microsoft.Win32.SafeHandles.SafeFileHandle.CreateFile(String fullPath, FileMode mode,
FileAccess access, FileShare share, FileOptions options)
    at Microsoft.Win32.SafeHandles.SafeFileHandle.Open(String fullPath, FileMode mode,
FileAccess access, FileShare share, FileOptions options, Int64 preallocationSize)
    at System.IO.Strategies.OSFileStreamStrategy..ctor(String path, FileMode mode, FileAccess
access, FileShare share, FileOptions options, Int64 preallocationSize)
    at Microsoft.Xna.Framework.TitleContainer.PlatformOpenStream(String safeName) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\Platform\TitleContainer.Desktop.cs:line 29
    at Microsoft.Xna.Framework.TitleContainer.OpenStream(String name) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\TitleContainer.cs:line 37
    at Microsoft.Xna.Framework.TitleContainer.OpenStream(String name) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\TitleContainer.cs:line 58
    at Microsoft.Xna.Framework.Content.ContentManager.OpenStream(String assetName) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\Content\ContentManager.cs:line 276
    --- End of inner exception stack trace ---
    at Microsoft.Xna.Framework.Content.ContentManager.OpenStream(String assetName) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\Content\ContentManager.cs:line 289
    at Microsoft.Xna.Framework.Content.ContentManager.ReadAsset[T](String assetName,
Action`1 recordDisposableObject) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\Content\ContentManager.cs:line 319
    at Microsoft.Xna.Framework.Content.ContentManager.Load[T](String assetName) in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoG
ame.Framework\Content\ContentManager.cs:line 255
    at
StardewModdingAPI.Framework.ContentManagers.BaseContentManager.RawLoad[T](IAssetN
ame assetName, Boolean useCache) in
SMAPI\Framework\ContentManagers\BaseContentManager.cs:line 340
    at
StardewModdingAPI.Framework.ContentManagers.GameContentManager.<>c__DisplayClass6
_0`1.<LoadExact>b__0() in SMAPI\Framework\ContentManagers\GameContentManager.cs:line
127
    at StardewModdingAPI.Framework.Utilities.ContextHash`1.Track[TResult](T key, Func`1
action) in SMAPI\Framework\Utilities\ContextHash.cs:line 53
```

```
at
StardewModdingAPI.Framework.ContentManagers.GameContentManager.LoadExact[T](IAsset
Name assetName, Boolean useCache)
at
StardewModdingAPI.Framework.ContentManagers.BaseContentManager.LoadLocalized[T](IAs
setName assetName, LanguageCode language, Boolean useCache) in
SMAPI\Framework\ContentManagers\BaseContentManager.cs:line 154
at StardewModdingAPI.Framework.ContentManagers.BaseContentManager.Load[T](String
assetName, LanguageCode language) in
SMAPI\Framework\ContentManagers\BaseContentManager.cs:line 136
at StardewValley.Locations.AdventureGuild..ctor() in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\Farmer\Farmer\Locations\Ad
ventureGuild.cs:line 13
at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read184_A
dventureGuild(Boolean isNullable, Boolean checkType)
at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read245_G
ameLocation(Boolean isNullable, Boolean checkType)
at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read273_S
aveGame(Boolean isNullable, Boolean checkType)
at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read274_S
aveGame()
--- End of inner exception stack trace ---
at System.Xml.Serialization.XmlSerializer.Deserialize(XmlReader xmlReader, String
encodingStyle, XmlDeserializationEvents events)
at SpaceCore.Patches.SaveGamePatcher.DeserializeProxy(XmlSerializer serializer, Stream
stream, String farmerPath, Boolean fromSaveGame) in
C:\Users\space\Programming\StardewValley\StardewValleyMods\SpaceCore\Patches\SaveGa
mePatcher.cs:line 347
at
StardewValley.SaveGame+c__DisplayClass96_0.<getLoadEnumerator>b__1_PatchedBy<spac
echase0.SpaceCore>(<>c__DisplayClass96_0 this)
at System.Threading.Tasks.Task.InnerInvoke()
at System.Threading.Tasks.Task.<>c.<.cctor>b__272_0(Object obj)
at System.Threading.ExecutionContext.RunInternal(ExecutionContext executionContext,
ContextCallback callback, Object state)
--- End of stack trace from previous location ---
at System.Threading.ExecutionContext.RunInternal(ExecutionContext executionContext,
ContextCallback callback, Object state)
at System.Threading.Tasks.Task.ExecuteWithThreadLocal(Task& currentTaskSlot, Thread
threadPoolThread)
```

[SMAPI] An error occurred in the overridden update loop: InvalidOperationException: There is an error in XML document (1, 3421575).

---> Microsoft.Xna.Framework.Content.ContentLoadException: The content file was not found.

---> FileNotFoundException: Content\Portraits\Gil.xnb

---> DirectoryNotFoundException: Could not find a part of the path 'C:\Program Files (x86)\Steam\steamapps\common\Stardew Valley\Content\Portraits\Gil.xnb'.

at Microsoft.Win32.SafeHandles.SafeFileHandle.CreateFile(String fullPath, FileMode mode, FileAccess access, FileShare share, FileOptions options)

at Microsoft.Win32.SafeHandles.SafeFileHandle.Open(String fullPath, FileMode mode, FileAccess access, FileShare share, FileOptions options, Int64 preallocationSize)

at System.IO.Strategies.OSFileStreamStrategy..ctor(String path, FileMode mode, FileAccess access, FileShare share, FileOptions options, Int64 preallocationSize)

at Microsoft.Xna.Framework.TitleContainer.PlatformOpenStream(String safeName) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\Platform\TitleContainer.Desktop.cs:line 29

at Microsoft.Xna.Framework.TitleContainer.OpenStream(String name) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\TitleContainer.cs:line 37

at Microsoft.Xna.Framework.TitleContainer.OpenStream(String name) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\TitleContainer.cs:line 58

at Microsoft.Xna.Framework.Content.ContentManager.OpenStream(String assetName) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\Content\ContentManager.cs:line 276

--- End of inner exception stack trace ---

at Microsoft.Xna.Framework.Content.ContentManager.OpenStream(String assetName) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\Content\ContentManager.cs:line 289

at Microsoft.Xna.Framework.Content.ContentManager.ReadAsset[T](String assetName, Action`1 recordDisposableObject) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\Content\ContentManager.cs:line 319

at Microsoft.Xna.Framework.Content.ContentManager.Load[T](String assetName) in D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\MonoGame.Desktop\MonoGame.Framework\Content\ContentManager.cs:line 255

at StardewModdingAPI.Framework.ContentManagers.BaseContentManager.RawLoad[T](IAssetName assetName, Boolean useCache) in SMAPI\Framework\ContentManagers\BaseContentManager.cs:line 340

at StardewModdingAPI.Framework.ContentManagers.GameContentManager.<>c__DisplayClass6_0`1.<LoadExact>b__0() in SMAPI\Framework\ContentManagers\GameContentManager.cs:line 127

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    at StardewModdingAPI.Framework.Utilities.ContextHash`1.Track[TResult](T key, Func`1
action) in SMAPI\Framework\Utilities\ContextHash.cs:line 53
    at
StardewModdingAPI.Framework.ContentManagers.GameContentManager.LoadExact[T](IAsset
Name assetName, Boolean useCache)
    at
StardewModdingAPI.Framework.ContentManagers.BaseContentManager.LoadLocalized[T](IAs
setName assetName, LanguageCode language, Boolean useCache) in
SMAPI\Framework\ContentManagers\BaseContentManager.cs:line 154
    at StardewModdingAPI.Framework.ContentManagers.BaseContentManager.Load[T](String
assetName, LanguageCode language) in
SMAPI\Framework\ContentManagers\BaseContentManager.cs:line 136
    at StardewValley.Locations.AdventureGuild..ctor() in
D:\GitlabRunner\builds\Gq5qA5P4\0\ConcernedApe\stardewvalley\Farmer\Farmer\Locations\Ad
ventureGuild.cs:line 13
    at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read184_A
dventureGuild(Boolean isNullable, Boolean checkType)
    at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read245_G
ameLocation(Boolean isNullable, Boolean checkType)
    at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read273_S
aveGame(Boolean isNullable, Boolean checkType)
    at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read274_S
aveGame()
    --- End of inner exception stack trace ---
    at
StardewValley.SaveGame+<getLoadEnumerator>d__96.MoveNext_PatchedBy<spacechase0.S
paceCore>(<getLoadEnumerator>d__96 this)
    at StardewModdingAPI.Framework.SCore.OnPlayerInstanceUpdating(SGame instance,
GameTime gameTime, Action runUpdate)
```