18:56:43.401: CPU Name: Intel(R) Core(TM) i7-7700HQ CPU @ 2.80GHz
18:56:43.401: CPU Speed: 2808MHz
18:56:43.401: Physical Cores: 4, Logical Cores: 8
18:56:43.401: Physical Memory: 16242MB Total, 8819MB Free
18:56:43.401: Windows Version: 10.0 Build 19041 (release: 2004; revision: 630; 64-bit)
18:56:43.401: Running as administrator: false
18:56:43.401: Aero is Enabled (Aero is always on for windows 8 and above)
18:56:43.401: Windows 10 Gaming Features:
18:56:43.401: Game Bar: On
18:56:43.401: Game DVR: On
18:56:43.401: Game DVR Background Recording: Off
18:56:43.404: Sec. Software Status:
18:56:43.408: McAfee VirusScan: enabled (AV)
18:56:43.409: Microsoft Defender Antivirus: disabled (AV)
18:56:43.409: McAfee Firewall: enabled (FW)
18:56:43.409: Windows Firewall: disabled (FW)
18:56:43.411: Current Date/Time: 2020-11-26, 18:56:43
18:56:43.411: Browser Hardware Acceleration: true
18:56:43.411: Portable mode: false
18:56:44.199: OBS 26.0.2 (64-bit, windows)
18:56:44.199: ---------------------------------
18:56:44.235: ---------------------------------
18:56:44.235: audio settings reset:
18:56:44.235: samples per sec: 48000
18:56:44.235: speakers: 2
18:56:44.237: ---------------------------------
18:56:44.237: Initializing D3D11...
18:56:44.237: Available Video Adapters:
18:56:44.240: Adapter 0: Intel(R) HD Graphics 630
18:56:44.241:   Dedicated VRAM: 134217728
18:56:44.241:   Shared VRAM: 4220721152
18:56:44.241:   PCI ID: 8086:591b
18:56:44.242:   Driver Version: 22.20.16.4749
18:56:44.242:   output 0: pos={0, 0}, size={3840, 2160}, attached=true, refresh=60, name=
18:56:44.242: Adapter 1: NVIDIA GeForce GTX 1050
18:56:44.242:   Dedicated VRAM: 2075844608
18:56:44.242:   Shared VRAM: 4220721152
18:56:44.242:   PCI ID: 10de:1c8d
18:56:44.243:   Driver Version: 23.21.13.9125
18:56:44.247: Loading up D3D11 on adapter Intel(R) HD Graphics 630 (0)
18:56:44.263: D3D11 loaded successfully, feature level used: b000
18:56:44.263: DXGI increase maximum frame latency success
18:56:44.946: ---------------------------------
18:56:44.946: video settings reset:

18:56:44.946: base resolution: 1920x1080
18:56:44.946: output resolution: 1920x1080
18:56:44.946: downscale filter: Bicubic
18:56:44.946: fps: 60/1
18:56:44.946: format: NV12
18:56:44.946: YUV mode: 709/Partial
18:56:44.946: NV12 texture support not available
18:56:44.947: Audio monitoring device:
18:56:44.947: name: Default
18:56:44.947: id: default
18:56:44.947: ---------------------------------
18:56:44.957: [CoreAudio encoder]: CoreAudio AAC encoder not installed on the system or couldn't be loaded
18:56:44.959: Failed to load 'en-US' text for module: 'decklink-ouput-ui.dll'
18:56:45.014: [AMF] Unable to load 'amfrt64.dll', error code 126.
18:56:45.018: [AMF] AMF Test failed due to one or more errors.
18:56:45.018: Failed to initialize module 'enc-amf.dll'
18:56:45.063: [obs-browser]: Version 2.8.7
18:56:45.064: [obs-browser]: Blacklisted device detected, disabling browser source hardware acceleration.
18:56:45.073: NVENC supported
18:56:45.121: Couldn't find VLC installation, VLC video source disabled
18:56:45.139: A DeckLink iterator could not be created. The DeckLink drivers may not be installed
18:56:45.144: No blackmagic support
18:56:45.159: ---------------------------------
18:56:45.159:   Loaded Modules:
18:56:45.159:   win-wasapi.dll
18:56:45.159:   win-mf.dll
18:56:45.159:   win-dshow.dll
18:56:45.159:   win-decklink.dll
18:56:45.159:   win-capture.dll
18:56:45.159:   vlc-video.dll
18:56:45.159:   text-freetype2.dll
18:56:45.159:   rtmp-services.dll
18:56:45.159:   obs-x264.dll
18:56:45.159:   obs-vst.dll
18:56:45.159:   obs-transitions.dll
18:56:45.159:   obs-text.dll
18:56:45.159:   obs-qsv11.dll
18:56:45.159:   obs-outputs.dll
18:56:45.159:   obs-filters.dll
18:56:45.159:   obs-ffmpeg.dll
18:56:45.160:   obs-browser.dll

18:56:45.160:   image-source.dll
18:56:45.160:   frontend-tools.dll
18:56:45.160:   enc-amf.dll
18:56:45.160:   decklink-ouput-ui.dll
18:56:45.160:   coreaudio-encoder.dll
18:56:45.160: ---------------------------------
18:56:45.160: ==== Startup complete
==
18:56:45.171: All scene data cleared
18:56:45.171: --
18:56:45.273: WASAPI: Device 'Speakers (Realtek High Definition Audio)' [48000 Hz] initialized
18:56:45.273: [Loaded global audio device]: 'Desktop Audio'
18:56:45.506: WASAPI: Device 'Microphone Array (Realtek High Definition Audio)' [48000 Hz] initialized
18:56:45.506: [Loaded global audio device]: 'Mic/Aux'
18:56:45.524: adding 42 milliseconds of audio buffering, total audio buffering is now 42 milliseconds (source: Mic/Aux)
18:56:45.524:
18:56:45.625: [duplicator-monitor-capture: 'Display Capture'] update settings:
18:56:45.625: display: 1 (3840x2160)
18:56:45.625: cursor: true
18:56:45.626: [window-capture: 'Window Capture'] update settings:
18:56:45.626: executable: bgb.exe
18:56:45.626: method selected: Automatic
18:56:45.626: method chosen: BitBlt
18:56:45.626:
18:56:45.627: Switched to scene 'Pokemon Blue'
18:56:45.627: --
18:56:45.627: Loaded scenes:
18:56:45.627: - scene 'Scene':
18:56:45.627:   - source: 'Display Capture' (monitor_capture)
18:56:45.627: - scene 'Game':
18:56:45.627:   - source: 'Game Capture' (game_capture)
18:56:45.627:   - source: 'Display Capture' (monitor_capture)
18:56:45.627: - scene 'Pokemon Blue':
18:56:45.630:   - source: 'Background' (image_source)
18:56:45.630:   - source: 'Teal Border' (image_source)
18:56:45.630:   - source: 'Teal Border' (image_source)
18:56:45.630:   - source: 'Webcam' (dshow_input)
18:56:45.630:   - source: 'Mic/Aux' (wasapi_input_capture)
18:56:45.630:   - source: 'Desktop Audio' (wasapi_output_capture)
18:56:45.630:   - source: 'Pikachu' (image_source)
18:56:45.630:   - source: 'Nidorina' (image_source)
18:56:45.630:   - source: 'Charmeleon' (image_source)

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18:56:45.630:     - source: 'Window Capture' (window_capture)
18:56:45.630:     - source: 'Blue Badge Square' (image_source)
18:56:45.630:     - source: '1 badge' (image_source)
18:56:45.630: ------------------------------------------------
18:56:45.931: ---------------------------------
18:56:45.932: [DShow Device: 'Webcam'] settings updated:
18:56:45.932:  video device: EasyCamera
18:56:45.932:  video path:
\\?\usb#vid_5986&pid_210d&mi_00#6&1028f4b0&0&0000#{65e8773d-8f56-11d0-a3b9-00a0c9
223196}\global
18:56:45.932:  resolution: 1280x720
18:56:45.932:  flip: 0
18:56:45.932:  fps: 30.00 (interval: 333333)
18:56:45.932:  format: YUY2
18:59:50.048: [jim-nvenc: 'simple_h264_stream'] nv12 not active, falling back to ffmpeg
18:59:50.048: ---------------------------------
18:59:50.048: [NVENC encoder: 'simple_h264_stream'] settings:
18:59:50.048:  rate_control: CBR
18:59:50.048:  bitrate:      6000
18:59:50.048:  cqp:          0
18:59:50.048:  keyint:       120
18:59:50.048:  preset:       hq
18:59:50.048:  profile:      high
18:59:50.048:  width:        1920
18:59:50.048:  height:       1080
18:59:50.048:  2-pass:       false
18:59:50.048:  b-frames:     2
18:59:50.048:  GPU:          0
18:59:50.048:
18:59:50.553: error:   Driver does not support the required nvenc API version. Required: 9.0
Found: 8.1
18:59:50.553: error:   The minimum required Nvidia driver for nvenc is 418.81 or newer
18:59:50.554: [NVENC encoder: 'simple_h264_stream'] Failed to open NVENC codec: Function
not implemented
18:59:50.555: Stream output type 'rtmp_output' failed to start!  Last Error: Failed to open
NVENC codec: Function not implemented
18:59:50.555:
18:59:50.555: Please check your video drivers are up to date.
19:00:08.061: [jim-nvenc: 'simple_h264_stream'] nv12 not active, falling back to ffmpeg
19:00:08.061: ---------------------------------
19:00:08.062: [NVENC encoder: 'simple_h264_stream'] settings:
19:00:08.062:  rate_control: CBR
19:00:08.062:  bitrate:      6000
19:00:08.062:  cqp:          0
```

19:00:08.062: keyint: 120
19:00:08.062: preset: hq
19:00:08.062: profile: high
19:00:08.062: width: 1920
19:00:08.062: height: 1080
19:00:08.062: 2-pass: false
19:00:08.062: b-frames: 2
19:00:08.062: GPU: 0
19:00:08.062:
19:00:08.064: error: Driver does not support the required nvenc API version. Required: 9.0 Found: 8.1
19:00:08.064: error: The minimum required Nvidia driver for nvenc is 418.81 or newer
19:00:08.064: [NVENC encoder: 'simple_h264_stream'] Failed to open NVENC codec: Function not implemented
19:00:08.064: Stream output type 'rtmp_output' failed to start! Last Error: Failed to open NVENC codec: Function not implemented
19:00:08.064:
19:00:08.064: Please check your video drivers are up to date.
19:02:57.255: Settings changed (general, outputs)
19:02:57.255: --
19:03:13.935: ---------------------------------
19:03:13.935: [x264 encoder: 'simple_h264_stream'] preset: veryfast
19:03:13.936: [x264 encoder: 'simple_h264_stream'] settings:
19:03:13.936: rate_control: CBR
19:03:13.936: bitrate: 6000
19:03:13.936: buffer size: 6000
19:03:13.936: crf: 0
19:03:13.936: fps_num: 60
19:03:13.936: fps_den: 1
19:03:13.936: width: 1920
19:03:13.936: height: 1080
19:03:13.936: keyint: 120
19:03:13.936:
19:03:13.936: [x264 encoder: 'simple_h264_stream'] custom settings:
19:03:13.936: scenecut = 0
19:03:13.950: ---------------------------------
19:03:13.950: [FFmpeg aac encoder: 'simple_aac'] bitrate: 160, channels: 2, channel_layout: 3
19:03:13.950:
19:03:13.959: [rtmp stream: 'simple_stream'] Connecting to RTMP URL rtmp://live-ord03.twitch.tv/app...
19:03:14.014: [rtmp stream: 'simple_stream'] Interface: ASIX AX88772 USB2.0 to Fast Ethernet Adapter (ethernet, 100 mbps)
19:03:14.847: [rtmp stream: 'simple_stream'] Connection to rtmp://live-ord03.twitch.tv/app successful

19:03:14.853: ==== Streaming Start
==
19:04:57.599: adding 21 milliseconds of audio buffering, total audio buffering is now 64 milliseconds (source: Mic/Aux)
19:04:57.599:
19:06:43.336: adding 21 milliseconds of audio buffering, total audio buffering is now 85 milliseconds (source: Mic/Aux)
19:06:43.336:
19:10:36.634: User added source 'is there noise' (text_gdiplus_v2) to scene 'Pokemon Blue'
19:22:15.345: adding 21 milliseconds of audio buffering, total audio buffering is now 106 milliseconds (source: Mic/Aux)
19:22:15.345:
19:48:19.626: [rtmp stream: 'simple_stream'] Stream shutdown timeout reached (30 second(s))
19:48:19.627: [rtmp stream: 'simple_stream'] User stopped the stream
19:48:19.627: Output 'simple_stream': stopping
19:48:19.627: Output 'simple_stream': Total frames output: 79149
19:48:19.627: Output 'simple_stream': Total drawn frames: 132789 (162339 attempted)
19:48:19.627: Output 'simple_stream': Number of lagged frames due to rendering lag/stalls: 29550 (18.2%)
19:48:19.645: ==== Streaming Stop
==
19:48:20.455: Video stopped, number of skipped frames due to encoding lag: 78621/79182 (99.3%)
19:48:21.592: warning: 2 frames left in the queue on closing
19:54:30.174: ==== Shutting down
==
19:54:30.525: WASAPI: Device 'Speakers (Realtek High Definition Audio)' Terminated
19:54:30.537: WASAPI: Device 'Microphone Array (Realtek High Definition Audio)' Terminated
19:54:30.581: All scene data cleared
19:54:30.581: --
19:54:30.820: [Scripting] Total detached callbacks: 0
19:54:30.831: Freeing OBS context data
19:54:30.950: == Profiler Results =============================
19:54:30.950: run_program_init: 3768.32 ms
19:54:30.950: ┣OBSApp::AppInit: 43.047 ms
19:54:30.950: ┃ ┗OBSApp::InitLocale: 1.946 ms
19:54:30.950: ┗OBSApp::OBSInit: 3533.06 ms
19:54:30.950: ┣obs_startup: 9.586 ms
19:54:30.950: ┗OBSBasic::OBSInit: 2699.41 ms
19:54:30.950: ┣OBSBasic::InitBasicConfig: 0.807 ms
19:54:30.950: ┣OBSBasic::ResetAudio: 0.254 ms
19:54:30.950: ┣OBSBasic::ResetVideo: 711.011 ms
19:54:30.950: ┣OBSBasic::InitOBSCallbacks: 0.009 ms
19:54:30.950: ┣OBSBasic::InitHotkeys: 0.053 ms

19:54:30.950: ├obs_load_all_modules: 212.217 ms
19:54:30.950: │ ├obs_init_module(coreaudio-encoder.dll): 4.336 ms
19:54:30.950: │ ├obs_init_module(decklink-ouput-ui.dll): 0.896 ms
19:54:30.950: │ ├obs_init_module(enc-amf.dll): 54.738 ms
19:54:30.950: │ ├obs_init_module(frontend-tools.dll): 8.694 ms
19:54:30.950: │ ├obs_init_module(image-source.dll): 0.01 ms
19:54:30.950: │ ├obs_init_module(obs-browser.dll): 0.671 ms
19:54:30.950: │ ├obs_init_module(obs-ffmpeg.dll): 2.329 ms
19:54:30.950: │ │ └nvenc_check: 2.257 ms
19:54:30.950: │ ├obs_init_module(obs-filters.dll): 0.024 ms
19:54:30.950: │ ├obs_init_module(obs-outputs.dll): 0.022 ms
19:54:30.950: │ ├obs_init_module(obs-qsv11.dll): 20.88 ms
19:54:30.950: │ ├obs_init_module(obs-text.dll): 0.336 ms
19:54:30.950: │ ├obs_init_module(obs-transitions.dll): 0.011 ms
19:54:30.950: │ ├obs_init_module(obs-vst.dll): 0.003 ms
19:54:30.950: │ ├obs_init_module(obs-x264.dll): 0.001 ms
19:54:30.950: │ ├obs_init_module(rtmp-services.dll): 2.726 ms
19:54:30.950: │ ├obs_init_module(text-freetype2.dll): 0.398 ms
19:54:30.950: │ ├obs_init_module(vlc-video.dll): 0.058 ms
19:54:30.950: │ ├obs_init_module(win-capture.dll): 7.337 ms
19:54:30.950: │ ├obs_init_module(win-decklink.dll): 11.315 ms
19:54:30.950: │ ├obs_init_module(win-dshow.dll): 7.807 ms
19:54:30.950: │ ├obs_init_module(win-mf.dll): 0 ms
19:54:30.951: │ ├obs_init_module(win-wasapi.dll): 0.015 ms
19:54:30.951: │ └reset_win32_symbol_paths: 0.355 ms
19:54:30.951: ├OBSBasic::ResetOutputs: 0.588 ms
19:54:30.951: ├OBSBasic::CreateHotkeys: 0.107 ms
19:54:30.951: ├OBSBasic::InitService: 3.839 ms
19:54:30.951: ├OBSBasic::InitPrimitives: 0.463 ms
19:54:30.951: └OBSBasic::Load: 499.876 ms
19:54:30.951: obs_hotkey_thread(25 ms): min=0.006 ms, median=0.032 ms, max=201.458 ms, 99th percentile=15.169 ms, 99.721% below 25 ms
19:54:30.951: audio_thread(Audio): min=0 ms, median=3.147 ms, max=181.66 ms, 99th percentile=32.227 ms
19:54:30.951: └receive_audio: min=0.024 ms, median=2.839 ms, max=108.261 ms, 99th percentile=18.888 ms
19:54:30.951: ├buffer_audio: min=0.001 ms, median=0.004 ms, max=9.527 ms, 99th percentile=0.029 ms
19:54:30.951: └do_encode: min=0.422 ms, median=2.815 ms, max=108.225 ms, 99th percentile=18.79 ms
19:54:30.951: └encode(simple_aac): min=0.402 ms, median=0.938 ms, max=51.205 ms, 99th percentile=7.373 ms
19:54:30.951: obs_graphics_thread(16.6667 ms): min=0.086 ms, median=11.459 ms, max=530.79 ms, 99th percentile=53.35 ms, 67.9122% below 16.667 ms

19:54:30.951: ├tick_sources: min=0.002 ms, median=1.483 ms, max=526.802 ms, 99th percentile=31.301 ms
19:54:30.951: ├output_frame: min=0.068 ms, median=3.871 ms, max=176.48 ms, 99th percentile=28.409 ms
19:54:30.951: │ ├gs_context(video->graphics): min=0.067 ms, median=3.842 ms, max=176.461 ms, 99th percentile=28.322 ms
19:54:30.951: │ │ ├render_video: min=0.014 ms, median=1.621 ms, max=150.049 ms, 99th percentile=19.395 ms
19:54:30.951: │ │ │ ├render_main_texture: min=0.009 ms, median=1.296 ms, max=149.576 ms, 99th percentile=18.333 ms
19:54:30.951: │ │ │ ├render_convert_texture: min=0.025 ms, median=0.141 ms, max=72.658 ms, 99th percentile=3.262 ms, 0.746261 calls per parent call
19:54:30.951: │ │ │ └stage_output_texture: min=0.015 ms, median=0.076 ms, max=43.769 ms, 99th percentile=1.323 ms, 0.746261 calls per parent call
19:54:30.951: │ │ ├gs_flush: min=0.032 ms, median=0.146 ms, max=58.438 ms, 99th percentile=3.43 ms
19:54:30.952: │ │ └download_frame: min=0 ms, median=0.073 ms, max=164.607 ms, 99th percentile=22.803 ms, 0.746261 calls per parent call
19:54:30.952: │ └output_video_data: min=0 ms, median=0.004 ms, max=39.665 ms, 99th percentile=0.07 ms, 0.746256 calls per parent call
19:54:30.952: └render_displays: min=0 ms, median=2.048 ms, max=205.503 ms, 99th percentile=27.288 ms
19:54:30.952: OBSBasic::ResetOutputs: 0.986 ms
19:54:30.952: video_thread(video): min=0.038 ms, median=7.011 ms, max=1.3166e+06 ms, 99th percentile=33066.5 ms
19:54:30.952: └receive_video: min=2.253 ms, median=13.965 ms, max=4841.56 ms, 99th percentile=286.434 ms, 157.421 calls per parent call
19:54:30.952: └do_encode: min=2.252 ms, median=13.951 ms, max=4841.55 ms, 99th percentile=286.427 ms
19:54:30.952: └encode(simple_h264_stream): min=2.134 ms, median=9.072 ms, max=4834.2 ms, 99th percentile=282.525 ms
19:54:30.952: ==
19:54:30.952: == Profiler Time Between Calls ==================
19:54:30.952: obs_hotkey_thread(25 ms): min=24.084 ms, median=25.977 ms, max=383.881 ms, 28.8055% within ±2% of 25 ms (1.26398% lower, 69.9305% higher)
19:54:30.952: obs_graphics_thread(16.6667 ms): min=1.689 ms, median=16.669 ms, max=530.907 ms, 32.083% within ±2% of 16.667 ms (26.1341% lower, 41.7829% higher)
19:54:30.952: ==
19:54:33.221: Number of memory leaks: 0