

[00:00:00]:

System Memory:

Memory Load: 43%

Available Physical Memory: 6851m/12166m

Available Page File: 12394m/19674m

Available Virtual Memory: 134213459m/134217727m

Available Extended Virtual Memory: 0m

[00:00:00]:

Process Memory:

Peak Working Set Size: 32m

Working Set Size: 32m

Quota Peak Page Pool Usage: 248k

Quota Page Pool Usage: 246k

Quota Peak Non Paged Pool Usage: 18k

Quota Non Paged Pool Usage: 17k

Page File Usage: 6m

Peak Page File Usage: 6m

[00:00:00]: PersistRootStorage is now APP:Klei//DoNotStarveTogether/

[00:00:00]: Starting Up

[00:00:00]: Version: 474494

[00:00:00]: Current time: Thu Aug 12 19:42:39 2021

[00:00:00]: Don't Starve Together: 474494 WIN32_STEAM

[00:00:00]: Build Date: 162

[00:00:00]: Mode: 64-bit

[00:00:00]: Parsing command line

[00:00:00]: Command Line Arguments:

[00:00:00]: Initializing distribution platform

[00:00:00]: Initializing Minidump handler

[00:00:00]:Done

[00:00:00]: Steam AppBuildID: 7175942

[00:00:00]:Done

[00:00:00]: PersistUserStorage is now APP:Klei//DoNotStarveTogether/1039817490/

[00:00:00]: Fixing DPI

[00:00:00]: ...Done

[00:00:00]: THREAD - started 'GAClient' (6276)

[00:00:00]: CurlRequestManager::ClientThread::Main()

[00:00:00]: Mounting file system databundles/klump.zip successful.

[00:00:00]: Mounting file system databundles/shaders.zip successful.

[00:00:00]: Mounting file system databundles/fonts.zip successful.

[00:00:00]: Mounting file system databundles/anim_dynamic.zip successful.

[00:00:00]: Mounting file system databundles/bigportraits.zip successful.

[00:00:00]: Mounting file system databundles/images.zip successful.

[00:00:00]: Mounting file system databundles/scripts.zip successful.

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[00:00:00]: Texture Streaming: ENABLED
[00:00:00]: Threaded Renderer: ENABLED
[00:00:00]: ProfileIndex:4.86
[00:00:00]: THREAD - started 'SimUpdateThread' (7428)
[00:00:00]: THREAD - started 'RenderThread' (12712)
[00:00:00]: [Connect] PendingConnection::Reset(true)
[00:00:00]: THREAD - started 'Ping Job Thread' (6256)
[00:00:00]: Platform: 1
[00:00:00]: Network tick rate: U=15(2), D=0
[00:00:00]: Authorized application C:\Program Files (x86)\Steam\steamapps\common\Don't
Starve Together\bin64\dontstarve_steam_x64.exe is enabled in the firewall.
[00:00:00]: WindowsFirewall - Application already authorized
[00:00:00]: THREAD - started 'StreamInput' (13004)
[00:00:00]: loaded ping_cache
[00:00:00]: Offline user ID: OU_76561199000083218
[00:00:00]: SteamID: 76561199000083218
[00:00:00]: THREAD - started 'AsynTextureLoadthread' (11288)
[00:00:00]: THREAD - started 'AsynTextureLoadthread' (2216)
[00:00:00]: HardwareStats:
OS
  name          Microsoft Windows 10 Home
  version       10.0.19041
  platformSpecific  SP 0.0
  architecture  64-bit
CPU
  clockSpeed    2401
  name          Intel(R) Core(TM) i3-7100U CPU @ 2.40GHz
  manufacturer  GenuineIntel
  numCores      2
  features      SSE,SSE2,SSE3,SSSE3,SSE41,SSE42,AVX
RAM
  megsOfRam     12288
GPU
  megsOfRam     1024
  videoModeDescription  1920 x 1080 x 4294967296 colors
  name          Intel(R) HD Graphics 620
  driverVersion 26.20.100.7925
  driverDate    20200219000000.000000-000
  refreshRate   59

[00:00:00]: cGame::InitializeOnMainThread
[00:00:00]: WindowManager::Initialize
[00:00:00]: CreateWindow: Requesting 1920,1017 - 5/6/5 - -1/-1/-1 - 0
[00:00:00]: CreateEGLContext: 16 configs found

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[00:00:00]: 0: 8/8/8 - 0/ 0/ 0 - 0
[00:00:00]: 1: 8/8/8 - 0/16/ 0 - 0
[00:00:00]: 2: 8/8/8 - 0/24/ 0 - 0
[00:00:00]: 3: 8/8/8 - 0/24/ 8 - 0
[00:00:00]: 4: 5/5/5 - 0/ 0/ 0 - 0
[00:00:00]: 5: 5/5/5 - 1/ 0/ 0 - 0
[00:00:00]: 6: 5/5/5 - 0/16/ 0 - 0
[00:00:00]: 7: 5/5/5 - 1/16/ 0 - 0
[00:00:00]: 8: 5/5/5 - 0/24/ 0 - 0
[00:00:00]: 9: 5/5/5 - 1/24/ 0 - 0
[00:00:00]: 10: 5/5/5 - 0/24/ 8 - 0
[00:00:00]: 11: 5/5/5 - 1/24/ 8 - 0
[00:00:00]: 12: 8/8/8 - 8/ 0/ 0 - 0
[00:00:00]: 13: 8/8/8 - 8/16/ 0 - 0
[00:00:00]: 14: 8/8/8 - 8/24/ 0 - 0
[00:00:00]: 15: 8/8/8 - 8/24/ 8 - 0
[00:00:00]: RestoreWindowPosition
[00:00:00]: Saved Client Pos (0 x 23)
[00:00:00]: Adjusted Window Pos (-8 x -8)
[00:00:00]: EnsureWindowOnScreen
[00:00:00]: All good.
[00:00:00]: GLInfo
[00:00:00]: ~~~~~~
[00:00:00]: GL_VENDOR: Google Inc.
[00:00:00]: GL_RENDERER: ANGLE (Intel(R) HD Graphics 620)
[00:00:00]: GL_VERSION: OpenGL ES 2.0 (ANGLE 1.0.0.2249)
[00:00:00]: GL_SHADING_LANGUAGE_VERSION: OpenGL ES GLSL ES 1.00 (ANGLE
1.0.0.2249)
[00:00:00]: THREAD - started 'WindowsInputManager' (11548)
[00:00:00]: OpenGL extensions (19, 19):
[00:00:00]: GL_ANGLE_depth_texture
[00:00:00]: GL_ANGLE_framebuffer_blit
[00:00:00]: GL_ANGLE_framebuffer_multisample
[00:00:00]: GL_ANGLE_instanced_arrays
[00:00:00]: GL_ANGLE_pack_reverse_row_order
[00:00:00]: GL_ANGLE_texture_compression_dxt3
[00:00:00]: GL_ANGLE_texture_compression_dxt5
[00:00:00]: GL_ANGLE_texture_usage
[00:00:00]: GL_ANGLE_translated_shader_source
[00:00:00]: GL_EXT_read_format_bgra
[00:00:00]: GL_EXT_robustness
[00:00:00]: GL_EXT_texture_compression_dxt1
[00:00:00]: GL_EXT_texture_format_BGRA8888
[00:00:00]: GL_EXT_texture_storage

[00:00:00]: GL_OES_get_program_binary
[00:00:00]: GL_OES_packed_depth_stencil
[00:00:00]: GL_OES_rgb8_rgba8
[00:00:00]: GL_OES_standard_derivatives
[00:00:00]: GL_OES_texture_npot
[00:00:00]: GL_MAX_TEXTURE_SIZE = 8192
[00:00:00]: GL_MAX_TEXTURE_IMAGE_UNITS = 16
[00:00:00]: GL_MAX_RENDERBUFFER_SIZE = 8192
[00:00:00]: GL_MAX_VIEWPORT_DIMS = 8192, 8192
[00:00:00]: GL_MAX_VARYING_VECTORS = 10
[00:00:00]: GL_MAX_VERTEX_ATTRIBS = 16
[00:00:00]: GL_MAX_VERTEX_UNIFORM_VECTORS = 254
[00:00:00]: GL_MAX_VERTEX_TEXTURE_IMAGE_UNITS = 4
[00:00:00]: GL_MAX_FRAGMENT_UNIFORM_VECTORS = 221
[00:00:00]: 4 compressed texture formats
[00:00:00]: texture format 0x83f0
[00:00:00]: texture format 0x83f1
[00:00:00]: texture format 0x83f2
[00:00:00]: texture format 0x83f3
[00:00:01]: Renderer initialize: Okay
[00:00:01]: AnimManager initialize: Okay
[00:00:01]: Buffers initialize: Okay
[00:00:01]: cDontStarveGame::DoGameSpecificInitialize()
[00:00:02]: GameSpecific initialize: Okay
[00:00:02]: cGame::StartPlaying
[00:00:02]: AppVersion::GetArchitecture() x64
[00:00:02]: LOADING LUA
[00:00:02]: DoLuaFile scripts/main.lua
[00:00:02]: DoLuaFile loading buffer scripts/main.lua
[00:00:02]: taskgrouplist: default Together
[00:00:02]: taskgrouplist: classic Classic
[00:00:02]: taskgrouplist: cave_default Underground
[00:00:02]: taskgrouplist: lavaarena_taskset The Forge
[00:00:02]: taskgrouplist: quagmire_taskset The Gorge
[00:00:02]: running main.lua

[00:00:02]: loaded modindex
[00:00:02]: ModIndex: Beginning normal load sequence.

[00:00:02]: Event data unavailable:
lavaarena_event_server/lavaarena_achievement_quest_defs
[00:00:06]: LOADING LUA SUCCESS
[00:00:07]: PlayerDeaths loaded morgue 6978
[00:00:07]: PlayerHistory loaded player_history (v2) len:4997

[00:00:07]: ServerPreferences loaded server_preferences 2
[00:00:07]: bloom_enabled true
[00:00:07]: OnLoad slot 3 : World options was nil! Populating with default.
[00:00:07]: loaded saveindex
[00:00:07]: loaded shardsaveindex
[00:00:07]: Saving upgraded shardindex
[00:00:07]: OnFilesLoaded()
[00:00:07]: Saving upgraded shardindex
[00:00:07]: Saving upgraded shardindex
[00:00:07]: OnUpdatePurchaseStateComplete
[00:00:07]: Klump load on boot started.
[00:00:07]: Klump files loaded: 0
[00:00:09]: Load FE
[00:00:10]: Load FE: done
[00:00:10]: THREAD - started 'FilesExistAsyncThread' (7800)
[00:00:10]: FilesExistAsyncThread started (18563 files)...
[00:00:10]: OnLoadPermissionList:
APP:Klei//DoNotStarveTogether/1039817490/client_save/blocklist.txt (Success)
[00:00:10]: OnLoadPermissionList:
APP:Klei//DoNotStarveTogether/1039817490/client_save/adminlist.txt (Failure)
[00:00:10]: OnLoadUserIdList:
APP:Klei//DoNotStarveTogether/1039817490/client_save/whitelist.txt (Failure)
[00:00:10]: [MOTD] Downloading info from
<https://motd.klei.com/motd.json/?game=dst&platform=STEAM&locale=CA&lang=english&version=474494>
[00:00:10]: SimLuaProxy::QueryServer()
[00:00:10]: Check for write access: TRUE
[00:00:10]: Check for read access: TRUE
[00:00:10]: Available disk space for save files: 344266 MB
[00:00:10]: ModIndex: Load sequence finished successfully.
[00:00:10]: Reset() returning
[00:00:10]: Do AutoLogin
[00:00:10]: [Steam] Auth Session Ticket requested...
[00:00:10]: [Steam] Got Auth Session Ticket
[00:00:11]: [MOTD] Done Loading.
[00:00:12]: [200] Account Communication Success (3)
[00:00:12]: Logging in as KU_84Tfuas8
[00:00:12]: There is no active event to get the status of.
[00:00:13]: loaded inventory_cache_prod
[00:00:13]: using inventory state token from cached file
[00:00:14]: saved
APP:Klei//DoNotStarveTogether/1039817490/client_save/inventory_cache_prod
[00:00:14]: saved
APP:Klei//DoNotStarveTogether/1039817490/client_save/inventory_cache_prod_sig

[00:00:28]: AnimationFile::LoadDynamicTextures Failed to open
anim/dynamic/webber_magma.dyn

[00:00:28]: AnimationFile::LoadDynamicTextures Failed to open
anim/dynamic/webber_punk.dyn