

08:29:56: CLR host plugin strings not found, dynamically loading 4 strings
08:29:56: CLRHost::Initialize() attempting to load and start the .NET runtime (null)
08:29:56: CLRHost::Initialize() Found version v2.0.50727 .NET runtime
08:29:56: CLRHost::Initialize() Found version v4.0.30319 .NET runtime
08:29:56: CLRHost::Initialize() attempting to use v4.0.30319 .NET runtime
08:29:56: CLRHost::LoadInteropLibrary() load the assembly
plugins\CLRHostPlugin\CLRHost.Interop.dll
08:29:56: CLRHost::LoadPlugins() attempting to load the plugin assembly
CLRBrowseSourcePlugin
08:29:57: CLRHost:: Could not find/load browser settings at location
C:\Users\Анатолий\AppData\Roaming\OBS\pluginData\browser.json
08:29:57: CLRHost:: Exception: System.IO.FileNotFoundException: Файл
'C:\Users\Анатолий\AppData\Roaming\OBS\pluginData\browser.json' не найден.
08:29:57: Имя файла:
'C:\Users\Анатолий\AppData\Roaming\OBS\pluginData\browser.json'
08:29:57: в System.IO.__Error.WinIOError(Int32 errorCode, String maybeFullPath)
08:29:57: в System.IO.FileStream.Init(String path, FileMode mode, FileAccess access,
Int32 rights, Boolean useRights, FileShare share, Int32 bufferSize, FileOptions options,
SECURITY_ATTRIBUTES secAttrs, String msgPath, Boolean bFromProxy, Boolean
useLongPath, Boolean checkHost)
08:29:57: в System.IO.FileStream..ctor(String path, FileMode mode, FileAccess
access, FileShare share)
08:29:57: в CLRBrowseSourcePlugin.Shared.BrowserSettings.Reload()
08:29:57: CLRHost::LoadPlugins() successfully added CLR plugin [Type:
CLRBrowseSourcePlugin.CLRBrowseSourcePlugin, Name: CLR Browser Source Plugin]
08:30:17: No Intel graphics adapter visible in QSVHelper.exe, Optimus problem?
08:30:18: CUDA loaded successfully
08:30:18: 2 CUDA capable devices found
08:30:18: [GPU #0 - < GeForce GTX 970 > has Compute SM 5.2, NVENC Available]
08:30:18: [GPU #1 - < GeForce GTX 970 > has Compute SM 5.2, NVENC Available]
08:31:15: Open Broadcaster Software v0.658b - 32bit (´•ω•`)
08:31:15: -----
08:31:15: CPU Name: Intel(R) Core(TM) i5-4670K CPU @ 3.40GHz
08:31:15: CPU Speed: 3400MHz
08:31:15: Physical Memory: 4095MB Total, 4095MB Free
08:31:15: stepping id: 3, model 60, family 6, type 0, extmodel 1, extfamily 0, HTT 1,
logical cores 4, total cores 4
08:31:15: monitor 1: pos={0, 0}, size={1920, 1080}
08:31:15: monitor 2: pos={-1280, 0}, size={1280, 1024}
08:31:15: Windows Version: 10.0 Build 10586 (revision 0)
08:31:15: Aero is Enabled
08:31:15: -----

08:31:15: OBS Modules:

08:31:15: Base Address	Module
08:31:15: 00DC0000	OBS.exe
08:31:15: 63BC0000	OBSApi.dll
08:31:15: 64650000	CLRHostPlugin.dll
08:31:15: 645B0000	DShowPlugin.dll
08:31:15: 644F0000	GraphicsCapture.dll
08:31:15: 644C0000	NoiseGate.dll
08:31:15: 63FF0000	PSVPlugin.dll
08:31:15: 63FD0000	scenesw.dll

08:31:15: -----

08:31:15: Adapter 1

08:31:15: Video Adapter: NVIDIA GeForce GTX 970

08:31:15: Video Adapter Dedicated Video Memory: 3221225472

08:31:15: Video Adapter Shared System Memory: 1073676288

08:31:15: Video Adapter Output 1: pos={0, 0}, size={1920, 1080}, attached=true

08:31:15: Video Adapter Output 2: pos={-1280, 0}, size={1280, 1024}, attached=true

08:31:15: =====Stream Start: 2016-08-24,

08:31:15: =====

08:31:15: Multithreaded optimizations: Off

08:31:15: Base resolution: 1920x1080

08:31:15: Output resolution: 1920x1080

08:31:15: -----

08:31:15: Loading up D3D10 on NVIDIA GeForce GTX 970 (Adapter 1)...

08:31:15: -----

08:31:15: Audio Format: 48000 Hz

08:31:15: -----

08:31:15: Audio Channels: 2 Ch

08:31:15: Playback device Default

08:31:15: -----

08:31:15: Using desktop audio input: Динамики (Sound Blaster Z)

08:31:15: Global Audio time adjust: 0

08:31:15: Using 5.1 speaker setup

08:31:15: -----

08:31:15: Using auxiliary audio input: Микрофон (Razer Seiren)

08:31:15: Mic time offset: 0

08:31:15: -----

08:31:15: Audio Encoding: AAC

08:31:15: bitrate: 192

08:31:15: Using graphics capture

08:31:15: Trying to hook process: Overwatch.exe

08:31:15: Scene buffering time set to 2000

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08:31:15: -----
08:31:15: Video Encoding: x264
08:31:15:   fps: 30
08:31:15:   width: 1920, height: 1080
08:31:15:   preset: veryfast
08:31:15:   profile: main
08:31:15:   keyint: 60
08:31:15:   CBR: yes
08:31:15:   CFR: yes
08:31:15:   max bitrate: 3500
08:31:15:   buffer size: 3500
08:31:15: -----
08:31:15: SharedTexCapture hooked
08:31:41: FlushBufferedVideo: Flushing 43 packets over 1400 ms
08:31:42: Total frames encoded: 745, total frames duplicated: 36 (4.83%)
08:31:42: Number of frames skipped due to encoder lag: 17 (2.28%)
08:31:42: Total frames rendered: 746, number of late frames: 2 (0.27%) (it's okay for
some frames to be late)
08:31:42:
08:31:42: Profiler time results:
08:31:42:
08:31:42:
=====
08:31:42: video thread frame - [100%] [avg time: 1.588 ms] [children: 73.6%]
[unaccounted: 26.4%]
08:31:42: | scene->Preprocess - [0.063%] [avg time: 0.001 ms]
08:31:42: | GPU download and conversion - [73.5%] [avg time: 1.167 ms] [children:
75.9%] [unaccounted: -2.46%]
08:31:42: | | flush - [5.54%] [avg time: 0.088 ms]
08:31:42: | | CopyResource - [0.063%] [avg time: 0.001 ms]
08:31:42: | | conversion to 4:2:0 - [70.3%] [avg time: 1.117 ms] [children: 69.7%]
[unaccounted: 0.63%]
08:31:42: | | | Convert444toNV12 - [69.7%] [avg time: 1.107 ms]
08:31:42: encoder thread frame - [100%] [avg time: 4.657 ms] [children: 0.515%]
[unaccounted: 99.5%]
08:31:42: | sending stuff out - [0.515%] [avg time: 0.024 ms]
08:31:42:
=====
08:31:42:
08:31:42:
08:31:42: Profiler CPU results:
08:31:42:
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08:31:42:
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08:31:42: video thread frame - [cpu time: avg 1.361 ms, total 1015.63 ms] [avg calls per
frame: 1]
08:31:42: | scene->Preprocess - [cpu time: avg 0 ms, total 0 ms] [avg calls per frame: 1]
08:31:42: | GPU download and conversion - [cpu time: avg 1.277 ms, total 953.125 ms]
[avg calls per frame: 1]
08:31:42: | | flush - [cpu time: avg 0.02 ms, total 15.625 ms] [avg calls per frame: 1]
08:31:42: | | CopyResource - [cpu time: avg 0 ms, total 0 ms] [avg calls per frame: 1]
08:31:42: | | conversion to 4:2:0 - [cpu time: avg 1.372 ms, total 937.5 ms] [avg calls per
frame: 1]
08:31:42: | | Convert444toNV12 - [cpu time: avg 1.372 ms, total 937.5 ms] [avg calls
per frame: 1]
08:31:42: encoder thread frame - [cpu time: avg 1.179 ms, total 828.125 ms] [avg calls
per frame: 1]
08:31:42: | sending stuff out - [cpu time: avg 0 ms, total 0 ms] [avg calls per frame: 1]
08:31:42:
=====
08:31:42:
08:31:42: =====Stream End: 2016-08-24,
08:31:42=====
08:32:58: CLR host plugin instance deleted; removing dynamically loaded localization
strings
08:32:58: Terminating 0x19c0

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Last game capture log:
2016-08-24, 08:31:15: we're booting up:
08:31:15: CaptureThread: attached to process Overwatch.exe
08:31:15: DXGI Present
08:31:15: (half life scientist) everything.. seems to be in order
08:31:15: DXGI: Found D3D 11
08:31:15: setting up d3d11 data
08:31:15: ----- Cleared D3D11 Capture -----
08:31:15: found dxgi format (dx11) of: 28, size: {1920, 1080}, multisampled: false
08:31:15: DoD3D11Hook: success
08:31:15: successfully capturing d3d11 frames via GPU
08:31:42: stop requested, terminating d3d11 capture
08:31:42: ----- Cleared D3D11 Capture -----

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