

ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (wrong ELF class: ELFCLASS32): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (wrong ELF class: ELFCLASS32): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (wrong ELF class: ELFCLASS32): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (wrong ELF class: ELFCLASS32): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (cannot open shared object file): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_64/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (cannot open shared object file): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (cannot open shared object file): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_64/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (cannot open shared object file): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (cannot open shared object file): ignored.
ERROR: ld.so: object
'/home/deck/.local/share/Steam/ubuntu12_64/gameoverlayrenderer.so' from LD_PRELOAD
cannot be preloaded (cannot open shared object file): ignored.
GZDoom g4.12.2-m - 2024-04-26 15:12:47 -0400 - SDL version
Compiled on Apr 29 2024

OS: Freedesktop SDK 23.08 (Flatpak runtime), Linux
6.5.0-valve5-1-neptune-65-g6efe817cc486 on x86_64
GZDoom version g4.12.2-m
W_Init: Init WADfiles.
adding /app/share/games/doom/gzdoom.pk3, 679 lumps
adding /app/share/games/doom/game_support.pk3, 3308 lumps
adding /home/deck/.var/app/org.zdoom.GZDoom/.config/gzdoom/DOOM2.WAD, 2919 lumps
adding /app/share/games/doom/game_widescreen_gfx.pk3, 214 lumps
adding
/home/deck/.var/app/org.zdoom.GZDoom/.config/gzdoom/Mods/BrutalDoomRampageBrutali
ty/Rampage_brutality_Staging.pk3, 57484 lumps
adding
/home/deck/.var/app/org.zdoom.GZDoom/.config/gzdoom/Mods/BrutalDoomRampageBrutali
ty/Rampage_brutality_Staging.pk3:hpbar.wad, 22 lumps

adding
/home/deck/.var/app/org.zdoom.GZDoom/.config/gzdoom/Mods/BrutalDoomRampageBrutality/Rampage_brutality_Staging.pk3:testmaps.wad, 26 lumps
adding
/home/deck/.var/app/org.zdoom.GZDoom/.config/gzdoom/Mods/BrutalDoomRampageBrutality/Rampage_brutality_Staging.pk3:titlemap.wad, 6 lumps
S_Init: Setting up sound.
I_InitSound: Initializing OpenAL
Opened device ACP/ACP3X/ACP6x Audio Coprocessor Speaker
EFX enabled
Music "STARTUP" not found
Using video driver x11
Number of detected displays 1 .
Creating window [1280x800] on adapter 0
Vulkan device: AMD Custom GPU 0405 (RADV VANGOGH)
Vulkan device type: integrated gpu
Vulkan version: 1.3.274 (api) 24.0.7 (driver)
Max. texture size: 16384
Max. uniform buffer range: -1
Min. uniform buffer offset alignment: 4
Resolution: 1280 x 800
I_Init: Setting up machine state.
CPU Vendor ID: AuthenticAMD
Name: AMD Custom APU 0405
Family 23 (23), Model 144, Stepping 2
Features: SSE2 SSE3 SSSE3 SSE4.1 SSE4.2 AVX AVX2 F16C FMA3 BMI1 BMI2
HyperThreading
V_Init: allocate screen.
ST_Init: Init startup screen.
Checking cmd-line parameters...
S_InitData: Load sound definitions.
G_ParseMapInfo: Load map definitions.
Texman.Init: Init texture manager.
ParseTeamInfo: Load team definitions.
LoadActors: Load actor definitions.
Attempt to get invalid state Rest1 from actor LMGBulletBeltLink2.
Attempt to get invalid state Execution_Zombieman3B from actor RB_Weapon.
Attempt to get invalid state FinishExecution from actor RIFLE.
Script warning, "Rampage_brutality_Staging.pk3:actors/monsters/t3-floaters/lostsoul.dec"
line 51:
Bad hex number: no
Script warning, "Rampage_brutality_Staging.pk3:actors/monsters/t3-floaters/phantasm.dec"
line 31:
Bad hex number: no
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3726:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3726:
Truncation of floating point constant 0.300000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3729:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3729:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3753:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3753:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3756:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3756:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3782:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3782:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3785:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3785:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3811:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3811:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3814:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3814:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3838:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3838:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3840:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3840:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3866:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3866:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3868:
Truncation of floating point constant -0.350000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/rbrifle.dec" line 3868:
Truncation of floating point constant 0.300000
Script warning, "Rampage_brutality_Staging.pk3:actors/monsters/t4-nobles/baron.dec" line 497:
Unknown class name 'ThrowedBarrel' of type 'Actor'

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot3/autoshotgun.dec" line 330:

Truncation of floating point constant -0.650000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot3/autoshotgun.dec" line 330:

Truncation of floating point constant 0.500000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot3/autoshotgun.dec" line 365:

Truncation of floating point constant -0.650000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot3/autoshotgun.dec" line 365:

Truncation of floating point constant 0.500000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot3/autoshotgun.dec" line 579:

Truncation of floating point constant -0.650000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot3/autoshotgun.dec" line 579:

Truncation of floating point constant 0.500000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 384:

Truncation of floating point constant -0.170000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 384:

Truncation of floating point constant 0.120000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 415:

Truncation of floating point constant -0.050000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 415:

Truncation of floating point constant 0.130000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 447:

Truncation of floating point constant -0.080000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 447:

Truncation of floating point constant 0.160000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 465:

Truncation of floating point constant -0.120000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 465:

Truncation of floating point constant 0.180000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 482:

Truncation of floating point constant -0.150000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 482:

Truncation of floating point constadv/amdgpu: Not enough memory for command submission.

ERROR: ld.so: object

'/home/deck/.local/share/Steam/ubuntu12_32/gameoverlayrenderer.so' from LD_PRELOAD cannot be preloaded (cannot open shared object file): ignored.

ERROR: ld.so: object

'/home/deck/.local/share/Steam/ubuntu12_64/gameoverlayrenderer.so' from LD_PRELOAD cannot be preloaded (cannot open shared object file): ignored.

Gtk-Message: 14:57:27.537: Failed to load module "canberra-gtk-module"
ant 0.200000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 590:

Truncation of floating point constant -0.015000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 590:
Truncation of floating point constant 0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 595:
Truncation of floating point constant -0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 595:
Truncation of floating point constant 0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 617:
Truncation of floating point constant -0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 617:
Truncation of floating point constant 0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 621:
Truncation of floating point constant -0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot4/carbine.dec" line 621:
Truncation of floating point constant 0.010000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot8/bfgmkiv.dec" line 2592:
Unknown class name 'BHSmoke' of type 'Actor'
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 378:
Truncation of floating point constant -0.150000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 378:
Truncation of floating point constant -0.250000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 393:
Truncation of floating point constant -3.500000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 393:
Truncation of floating point constant 3.500000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 393:
Truncation of floating point constant -1.600000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 393:
Truncation of floating point constant 1.600000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 395:
Truncation of floating point constant -0.150000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 395:
Truncation of floating point constant -0.250000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 455:
Truncation of floating point constant -0.150000
Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/slot9/demontech.dec" line 455:
Truncation of floating point constant -0.250000

Script warning, "Rampage_brutality_Staging.pk3:actors/weapons/demonrunebaron.dec" line 767:

Unknown class name 'ThrownBarrel' of type 'Actor'

script parsing took 6960.28 ms

R_Init: Init Doom refresh subsystem.

DecalLibrary: Load decals.

DistX in slider decal Drops is unsupported

M_Init: Init menus.

P_Init: Init Playloop state.

ParseSBarInfo: Loading custom status bar definition.

D_CheckNetGame: Checking network game status.

player 1 of 1 (1 nodes)

TITLEMAP - PB_Introduction

MAP01 - Entryway