

warnings

RELICCOH started at 2017-07-18 11:53

OS NT 6.1 (sp1.0) x64, 7631MB Physical Memory, 3478 Physical Available, 3948 Virtual Available

RUN-OPTIONS

WORKING-DIR C:\Program Files (x86)\Steam\steamapps\common\Company of Heroes Relaunch

USER Max Piechotta

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11:53:37.08 4 Logical Processors detected
11:53:37.08 Multithreading Enabled
11:53:37.08 THREAD: Hyper-Threading Technology Processors are not detected.
11:53:37.08 XTHREAD: Detected 4 core(s) with 4 hardware thread(s)
11:53:37.08 XTHREAD: Main thread now used as XThread 0
11:53:37.08 XTHREAD: Spawned thread on processor 1
11:53:37.08 XTHREAD: Spawned thread on processor 2
11:53:37.08 XTHREAD: Spawned thread on processor 3
11:53:37.10 MATHBOX -- Version=6, Cpu=unknown:f=21,m=0, Mode=SSE
11:53:38.15 GAME -- Company Of Heroes, 2.700.2, Build test.2.700.2, Type test,
Language german
11:53:38.23 MOD -- Mounting RelicDLC1, 1.0
11:53:38.29 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\DLC1\Movies\'
11:53:38.29 MOD -- Mounting RelicDLC2, 1.0
11:53:38.33 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\DLC2\Movies\'
11:53:38.33 MOD -- Mounting RelicDLC3, 1.0
11:53:38.35 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\DLC3\Movies\'
11:53:38.35 MOD -- Mounting RelicOps, 1.0
11:53:38.38 MOD -- Mounting RelicCoh, 1.0
11:53:38.64 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\Engine\Movies\'
11:53:38.64 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\WW2\Movies\'
11:53:38.74 GAME -- Resetting fp control word.
11:53:41.28 WW2Mod -- PropertyBagManager Loaded in 2.539000s
11:53:41.51 AppInitNetwork::InitSteam: Initializing Steam...
11:53:41.51 AppInitNetwork::InitSteam: Steam has been initialized.
11:53:41.51 RLINK -- NetworkManager::Create - creating network manager
11:53:42.63 RLINK -- worldwideLoginService::worldwideLoginService -
initializing
11:53:42.63 RLINK -- RLink::worldwideLoginService::LongPoller::ThreadFunction
- Entering network thread function...
11:53:42.63 RLINK -- WinTransport - CreateSocket exclusive broadcast socket
was available.
11:53:42.63 RLINK -- WinTransport - CreateSocket listening for broadcasts on
default port
11:53:42.73 RLINK -- WinTransport - Host Name: MaxPiechotta-PC, aliases: ,
type=AF_INET, len=4
11:53:42.73 RLINK -- WinTransport - Host IP Address #0: 192.168.2.37
11:53:42.74 RLINK -- WinTransport - Interface #0: ip:192.168.2.37,
broadcast:192.168.2.37, flags=IFF_UP IFF_BROADCAST IFF_MULTICAST
11:53:42.74 RLINK -- WinTransport - Interface #1: ip:127.0.0.1,
broadcast:127.0.0.1, flags=IFF_UP IFF_LOOPBACK IFF_MULTICAST
11:53:42.74 RLINK -- Transport::OpenInternal request to
WINAddr:255.255.255.255:6112;
11:53:42.74 RLINK -- SessionManager - Peer Header Size = 15 bytes
11:53:42.74 RLINK -- SessionManager - Game Data overhead = 4 bytes
11:53:42.74 RLINK -- SessionManager - Proxy overhead = 7 bytes
11:53:42.74 RLINK -- AutomatchInternal: Instantiating
11:53:42.74 RLINK -- MessageInternal::CreateChannel: Created channel ffffffff
11:53:42.74 RLINK -- MessageInternal::CreateChannel: Created channel ffffffff
11:53:42.74 RLINK -- MessageInternal::CreateChannel: Created channel ffffffff
11:53:42.74 RLINK -- RLink::ThreadFunction - Entering network thread
function...
11:53:42.78 Loaded 589 badwords from data:OnlineConfig\Badwords.lua
11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000000
11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000001

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11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000002
11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000003
11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000004
11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000005
11:53:42.78 RLINK -- MessageInternal::CreateChannel: Created channel 00000006
11:53:42.82 GAME -- Available memory: 7631MB Physical RAM, 7629MB Pagefile,
4095 Virtual Address Space
11:53:44.16 DLLDriverLinker -- Adding driver 'spDx10.dll'.
11:53:44.28 DLLDriverLinker -- Adding driver 'spDx9.dll'.
11:53:44.28 DLLDriverLinker -- 2 DLL drivers found.
11:53:44.28 Unable to find device tweek file [drivers\spDx10_config.txt].
11:53:44.62 SPDx10 -- Adapter [AMD Radeon HD 7560D]: 479MB dedicated video
memory, 0MB dedicated system memory and 3559MB shared system memory.
11:53:44.62 Unable to find device tweek file [drivers\spDx9_config.txt].
11:53:51.05 DLLDriverLinker -- 2 DLL drivers found.
11:53:51.10 SPOOGE - Driver[DirectX10 Rendering Device] version[4,36]
11:53:51.10 GAME -- Resolution set to 1024x768 (fullscreen).
11:53:51.15 SPDx10 -- Adapter Description = AMD Radeon HD 7560D
11:53:51.15 SPDx10 -- Driver Vendor = 0x00001002 Device = 0x00009904 SubSys
= 0x99011849 Rev = 0x00000000
11:53:51.15 SPDx10 -- Driver Version Product = 0x0008 Version = 0x0011
SubVersion = 0x00 Build = 14.04
11:53:51.15 SPDx10 -- Driver LUID = 0x00000000-0x00008c9a
11:53:51.15 SPDx10 -- 479MB dedicated video memory, 0MB dedicated system
memory and 3559MB shared system memory available.
11:53:51.15 ShaderDatabase: using shader profile [ps40]
11:53:51.70 FILESYSTEM -- filepath failure, missing alias
'TOOLSDATA:auto loddecimator.lua'
11:53:52.79 GameObjLoader 0fa4cca0 - resetting counters
11:53:52.79 GameObjLoader 0fa4cca0 - Created loader
11:53:52.79 GameObjLoader 0fa4ce00 - resetting counters
11:53:52.79 GameObjLoader 0fa4ce00 - Created loader
11:53:52.79 GAME -- Beginning FE
11:53:52.79 UIFrontEnd - Loading Front End
11:53:52.79 THREAD: Hyper-Threading Technology Processors are not detected.
11:53:53.92 SOUND -- Initializing ...
11:53:54.42 INNIMapDCA Key not found: sp_speechducker::time
11:53:57.71 SOUND -- Initialization completed!
11:53:57.71 UIFrontEnd - Initializing Forms
11:54:00.25 CampaignFilter::BindFilterSpecificWidgets()
11:54:00.72 Activating screen: MovieScreen
11:54:43.00 RLINK -- Transport - median kbps [hi/cur] sent = 0.0/0.0, recvd =
0.0/0.0, #p/sec[s/r] = 0.0/0.0, max unsent 0, version err 0, merge 0
11:55:12.77 SPDx10 -- Gamma Caps - Scale/Offset supported: no, Max: 1.00, Min:
0.00, Number of Control Points: 1024.
11:55:12.84 SPDx10 -- Gamma Caps - Scale/Offset supported: no, Max: 1.00, Min:
0.00, Number of Control Points: 1024.
11:55:16.78 Activating screen: AppLoadingForm
11:55:16.78 SetupProductLoadingArt - choosing bgArt = 4 (gold=0)
11:55:17.94 GAME -- Loaded campaign 'Invasion der Normandie'
(DATA:SCENARIOS\SP\COH.CAMP) with 15 missions, [coh]
11:55:17.94 GAME -- Loaded campaign 'Befreiung von Caen'
(DATA:SCENARIOS\SP\CXP1.CAMP) with 9 missions, [cxp1]
11:55:17.94 GAME -- Loaded campaign 'Operation Market Garden'
(DATA:SCENARIOS\SP\CXP2.CAMP) with 8 missions, [cxp2]
11:55:17.96 GAME -- Loaded campaign 'Kessel von Falaise'
(DATA:SCENARIOS\SP\DLC3.CAMP) with 3 missions, [dlc3]
11:55:17.97 GAME -- Loaded campaign 'Damm' (DATA:SCENARIOS\SP\DLC2.CAMP) with
3 missions, [dlc2]
11:55:17.97 GAME -- Loaded campaign 'Tigerass' (DATA:SCENARIOS\SP\DLC1.CAMP)
with 3 missions, [dlc1]
11:55:18.32 GAME -- Using player profile MAXPIECHOTTA-PC
11:55:19.17 Dx10Program : Unable to find shader script for 'fxshader_multiply'
in the ShaderDatabase.
11:55:19.44 Dx10Program : Unable to find shader script for
'fxshader_depthadditive' in the ShaderDatabase.
11:55:22.46 SetupProductLoadingArt - choosing bgArt = 4 (gold=0)
11:55:22.46 Activating screen: FEMovie

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11:55:22.46   Activating screen: Onlinewidget
11:55:22.49   CRC & Version Info : 000002bc:924f95e6:dc49d0cb
relicco:700:www2mod.dll 0
11:55:22.49   Logging in using Steam credentials...
11:55:22.49   Activating screen: FE_mm_01
11:55:22.55   SetupProductLoadingArt - choosing bgArt = 4 (gold=0)
11:55:22.55   RLINK -- Requesting ticket
11:55:22.55   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.65   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.66   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.66   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.68   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.69   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.71   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.73   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.74   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.76   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.78   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.79   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.81   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.83   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.84   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.86   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.88   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.89   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.91   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.93   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.94   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.96   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.98   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:22.99   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:23.01   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:23.03   RLINK -- SteamAuthManager::GetAuthToken state ID : 1
11:55:23.04   RLINK -- OnRequest app ticket returned N
11:55:23.04   RLINK -- SteamAuth received ticket at t=100285
11:55:23.04   RLINK -- SteamAuthManager::GetAuthToken state ID : 2
11:55:23.91   RLINK -- Found 1 profiles for account /steam/76561198091634110
11:55:23.91   RLINK -- Found profile: /steam/76561198091634110
11:55:23.91   THREAD: Hyper-Threading Technology Processors are not detected.
11:55:34.39   Activating screen: QuitPromptDialog
11:55:35.62   GameApp::Quit( exitValue = 0 )
11:55:35.64   GameApp::ShutFrontEnd
11:55:35.65   GAME -- Ending FE
11:55:35.65   UIFrontEnd - Unloading Front End
11:55:35.67   SOUND -- Shutting down ...
11:55:35.73   SOUND -- Shutdown completed!
11:55:35.82   ~FEAppListener - Flushing queued online notifications
11:55:35.83   SPDx10 -- Gamma Caps - Scale/Offset supported: no, Max: 1.00, Min:
0.00, Number of Control Points: 1024.
11:55:36.87   DLLDriverLinker -- 2 DLL drivers found.
11:55:36.87   ActionDatabase : [2343] global actions, [0] dummy actions.
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000000
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000001
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000002
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000003
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000004
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000005
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000006
11:55:36.87   RLINK -- NetworkManager::Destroy - exit allocation counts Network
(cur/max) = 0 / 0, Session = 0 / 0
11:55:36.87   RLINK -- MessageInternal::DestroyChannel: Destroyed channel

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11:55:36.87 RLINK -- AutomatchInternal: Fade to black
11:55:36.87 RLINK -- SessionManager::~SessionManager - uninitialized
11:55:36.88 RLINK -- RLink::ThreadFunction - Returning from the network thread
function...
11:55:36.88 RLINK -- Transport::~Transport - shutting down transport
11:55:36.88 RLINK -- Transport::~Connection - closing
WINaddr:255.255.255.255:6112;WINaddr:255.255.255.255:6112;
11:55:36.88 RLINK -- AsyncJobDriver::~AsyncJobDriver() - dynamically allocated
job LogoutAsync is still running
11:55:36.88 RLINK -- worldwideLoginService::~worldwideLoginService -
uninitializing
11:55:36.90 RLINK -- RLink::worldwideLoginService::LongPoller::ThreadFunction
- Returning from the network thread function...
11:55:36.90 RLINK -- AsyncJobDriver::~AsyncJobDriver() - dynamically allocated
job HttpRequestAsync is still running
11:55:36.90 MOD -- Shutting down

Application closed without errors