

# warnings

RELICCOH started at 2017-07-31 20:58

OS NT 6.1 (sp1.0) x64, 7631MB Physical Memory, 5228 Physical Available, 3946 Virtual Available

RUN-OPTIONS

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

USER Max Piechotta

```

20:58:56.57 4 Logical Processors detected
20:58:56.57 Multithreading Enabled
20:58:56.58 THREAD: Hyper-Threading Technology Processors are not detected.
20:58:56.58 XTHREAD: Detected 4 core(s) with 4 hardware thread(s)
20:58:56.58 XTHREAD: Main thread now used as XThread 0
20:58:56.58 XTHREAD: Spawned thread on processor 1
20:58:56.58 XTHREAD: Spawned thread on processor 2
20:58:56.58 XTHREAD: Spawned thread on processor 3
20:58:56.58 MATHBOX -- Version=6, Cpu=unknown:f=21,m=0, Mode=SSE
20:58:57.25 GAME -- Company Of Heroes, 2.700.2, Build test.2.700.2, Type test,
Language german
20:58:57.27 MOD -- Mounting RelicDLC1, 1.0
20:58:57.28 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\DLC1\Movies\'
20:58:57.28 MOD -- Mounting RelicDLC2, 1.0
20:58:57.28 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\DLC2\Movies\'
20:58:57.28 MOD -- Mounting RelicDLC3, 1.0
20:58:57.28 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\DLC3\Movies\'
20:58:57.28 MOD -- Mounting RelicOps, 1.0
20:58:57.28 MOD -- Mounting RelicCoh, 1.0
20:58:57.31 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\Engine\Movies\'
20:58:57.31 FILESYSTEM -- filepath failure, path does not exist 'C:\Users\Max
Piechotta\Documents\My Games\Company of Heroes Relaunch\WW2\Movies\'
20:58:58.13 GAME -- Resetting fp control word.
20:59:00.99 WW2Mod -- PropertyBagManager Loaded in 2.854000s
20:59:01.08 AppInitNetwork::InitSteam: Initializing Steam...
20:59:01.08 AppInitNetwork::InitSteam: Steam has been initialized.
20:59:01.08 RLINK -- NetworkManager::Create - creating network manager
20:59:02.24 RLINK -- worldwideLoginService::worldwideLoginService -
initializing
20:59:02.24 RLINK -- RLink::worldwideLoginService::LongPoller::ThreadFunction
- Entering network thread function...
20:59:02.27 RLINK -- WinTransport - CreateSocket exclusive broadcast socket
was available.
20:59:02.27 RLINK -- WinTransport - CreateSocket listening for broadcasts on
default port
20:59:02.34 RLINK -- WinTransport - Host Name: MaxPiechotta-PC, aliases: ,
type=AF_INET, len=4
20:59:02.34 RLINK -- WinTransport - Host IP Address #0: 192.168.2.37
20:59:02.34 RLINK -- WinTransport - Interface #0: ip:192.168.2.37,
broadcast:192.168.2.37, flags=IFF_UP IFF_BROADCAST IFF_MULTICAST
20:59:02.34 RLINK -- WinTransport - Interface #1: ip:127.0.0.1,
broadcast:127.0.0.1, flags=IFF_UP IFF_LOOPBACK IFF_MULTICAST
20:59:02.34 RLINK -- Transport::OpenInternal request to
WINAddr:255.255.255.255:6112;
20:59:02.34 RLINK -- SessionManager - Peer Header Size = 15 bytes
20:59:02.34 RLINK -- SessionManager - Game Data overhead = 4 bytes
20:59:02.34 RLINK -- SessionManager - Proxy overhead = 7 bytes
20:59:02.34 RLINK -- AutomatchInternal: Instantiating
20:59:02.34 RLINK -- MessageInternal::CreateChannel: Created channel ffffffff
20:59:02.34 RLINK -- MessageInternal::CreateChannel: Created channel ffffffff
20:59:02.34 RLINK -- MessageInternal::CreateChannel: Created channel ffffffff
20:59:02.34 RLINK -- RLink::ThreadFunction - Entering network thread
function...
20:59:02.36 Loaded 589 badwords from data:OnlineConfig\Badwords.lua
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000000
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000001

```

```

                                warnings
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000002
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000003
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000004
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000005
20:59:02.36 RLINK -- MessageInternal::CreateChannel: Created channel 00000006
20:59:02.41 GAME -- Available memory: 7631MB Physical RAM, 7629MB Pagefile,
4095 virtual Address Space
20:59:06.68 DLLDriverLinker -- Adding driver 'spDx10.dll'.
20:59:07.06 DLLDriverLinker -- Adding driver 'spDx9.dll'.
20:59:07.06 DLLDriverLinker -- 2 DLL drivers found.
20:59:07.06 Unable to find device tweak file [drivers\spDx10_config.txt].
20:59:07.19 SPDx10 -- Adapter [AMD Radeon HD 7560D]: 479MB dedicated video
memory, 0MB dedicated system memory and 3559MB shared system memory.
20:59:07.19 Unable to find device tweak file [drivers\spDx9_config.txt].
20:59:12.52 DLLDriverLinker -- 2 DLL drivers found.
20:59:12.61 SPOOGE - Driver[DirectX10 Rendering Device] version[4,36]
20:59:12.61 GAME -- Resolution set to 1024x768 (fullscreen).
20:59:12.78 SPDx10 -- Adapter Description = AMD Radeon HD 7560D
20:59:12.78 SPDx10 -- Driver Vendor = 0x00001002 Device = 0x00009904 SubSys
= 0x99011849 Rev = 0x00000000
20:59:12.78 SPDx10 -- Driver Version Product = 0x0008 Version = 0x0011
SubVersion = 0x00 Build = 14.04
20:59:12.78 SPDx10 -- Driver LUID = 0x00000000-0x00008cc7
20:59:12.78 SPDx10 -- 479MB dedicated video memory, 0MB dedicated system
memory and 3559MB shared system memory available.
20:59:12.85 ShaderDatabase: using shader profile [ps40]
20:59:13.84 SPDx10 -- Gamma Caps - Scale/Offset supported: no, Max: 1.00, Min:
0.00, Number of Control Points: 1024.
20:59:14.06 SPDx10 -- Gamma Caps - Scale/Offset supported: no, Max: 1.00, Min:
0.00, Number of Control Points: 1024.
20:59:14.09 FILESYSTEM -- filepath failure, missing alias
'TOOLSDATA:autoLODdecimator.lua'
20:59:14.83 GameObjLoader 13039278 - resetting counters
20:59:14.83 GameObjLoader 13039278 - Created loader
20:59:14.83 GameObjLoader 130cd838 - resetting counters
20:59:14.83 GameObjLoader 130cd838 - Created loader
20:59:14.83 GAME -- Beginning FE
20:59:14.83 UIFrontEnd - Loading Front End
20:59:14.83 THREAD: Hyper-Threading Technology Processors are not detected.
20:59:15.76 SOUND -- Initializing ...
20:59:15.84 INNIMapDCA Key not found: sp_speechducker::time
20:59:16.09 SOUND -- Initialization completed!
20:59:16.09 UIFrontEnd - Initializing Forms
20:59:17.32 CampaignFilter::BindFiltersSpecificWidgets()
20:59:17.37 Activating screen: MovieScreen
20:59:22.31 Activating screen: AppLoadingForm
20:59:22.31 SetupProductLoadingArt - choosing bgArt = 2 (gold=0)
20:59:26.35 GAME -- Loaded campaign 'Invasion der Normandie'
(DATA:SCENARIOS\SP\COH.CAMP) with 15 missions, [coh]
20:59:26.35 GAME -- Loaded campaign 'Befreiung von Caen'
(DATA:SCENARIOS\SP\CXP1.CAMP) with 9 missions, [cxp1]
20:59:26.35 GAME -- Loaded campaign 'Operation Market Garden'
(DATA:SCENARIOS\SP\CXP2.CAMP) with 8 missions, [cxp2]
20:59:26.39 GAME -- Loaded campaign 'Kessel von Falaise'
(DATA:SCENARIOS\SP\DLC3.CAMP) with 3 missions, [dlc3]
20:59:26.41 GAME -- Loaded campaign 'Damm' (DATA:SCENARIOS\SP\DLC2.CAMP) with
3 missions, [dlc2]
20:59:26.41 GAME -- Loaded campaign 'Tigerass' (DATA:SCENARIOS\SP\DLC1.CAMP)
with 3 missions, [dlc1]
20:59:26.91 RLINK -- NetworkManager::DispatchEvents() - warning - Time between
calls was 4600 ms
20:59:27.10 GAME -- Using player profile MAXPIECHOTTA-PC
20:59:29.02 Dx10Program : Unable to find shader script for 'fxshader_multiply'
in the ShaderDatabase.
20:59:29.83 Dx10Program : Unable to find shader script for
'fxshader_depthadditive' in the ShaderDatabase.
20:59:30.08 RLINK -- NetworkManager::DispatchEvents() - warning - Time between
calls was 2977 ms

```

```

                                warnings
20:59:37.02 SetupProductLoadingArt - choosing bgArt = 2 (gold=0)
20:59:37.03 Activating screen: FEMovie
20:59:37.03 Activating screen: Onlinewidget
20:59:37.22 CRC & Version Info : 000002bc:924f95e6:dc49d0cb
reliccoh:700:ww2mod.dll 0
20:59:37.22 Logging in using Steam credentials...
20:59:37.22 Activating screen: FE_mm_01
20:59:37.37 SetupProductLoadingArt - choosing bgArt = 2 (gold=0)
20:59:37.37 RLINK -- Requesting ticket
20:59:37.37 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.43 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.47 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.47 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.48 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.49 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.51 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.52 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.54 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.56 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.57 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.59 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.61 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.62 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.64 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.66 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.67 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.69 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.71 RLINK -- SteamAuthManager::GetAuthToken state ID : 1
20:59:37.72 RLINK -- OnRequest app ticket returned N
20:59:37.72 RLINK -- SteamAuth received ticket at t=35388
20:59:37.72 RLINK -- SteamAuthManager::GetAuthToken state ID : 2
20:59:38.58 RLINK -- Found 1 profiles for account /steam/76561198091634110
20:59:38.58 RLINK -- Found profile: /steam/76561198091634110
20:59:38.58 THREAD: Hyper-Threading Technology Processors are not detected.
20:59:48.67 FILESYSTEM -- filepath failure, missing alias 'C:\USERS\MAX
PIECHOTTA\DOCUMENTS\MY GAMES\COMPANY OF HEROES
RELAUNCH\cache\data\ui\949420681.jpg'
20:59:49.75 FILESYSTEM -- filepath failure, missing alias 'C:\USERS\MAX
PIECHOTTA\DOCUMENTS\MY GAMES\COMPANY OF HEROES
RELAUNCH\cache\data\ui\940541111.jpg'
21:00:03.00 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
21:00:46.03 Activating screen: QuitPromptDialog
21:00:47.32 GameApp::Quit( exitValue = 0 )
21:00:47.34 GameApp::ShutFrontEnd
21:00:47.35 GAME -- Ending FE
21:00:47.35 UIFrontEnd - Unloading Front End
21:00:47.37 SOUND -- Shutting down ...
21:00:47.45 SOUND -- Shutdown completed!
21:00:47.54 ~FEAppListener - Flushing queued online notifications
21:00:47.55 SPDx10 -- Gamma Caps - Scale/Offset supported: no, Max: 1.00, Min:
0.00, Number of Control Points: 1024.
21:00:48.51 DLLDriverLinker -- 2 DLL drivers found.
21:00:48.51 ActionDatabase : [2343] global actions, [0] dummy actions.
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000000
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000001
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000002
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000003
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000004
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000005
21:00:48.51 RLINK -- MessageInternal::DestroyChannel: Destroyed channel
00000006

```

warnings

```
21:00:48.51 RLINK -- NetworkManager::~Destroy - exit allocation counts Network
(cur/max) = 0 / 0, Session = 0 / 0
21:00:48.51 RLINK -- MessageInternal::~DestroyChannel: Destroyed channel
fffffffffd
21:00:48.51 RLINK -- AutomatchInternal: Fade to black
21:00:48.51 RLINK -- SessionManager::~~SessionManager - uninitializing
21:00:48.52 RLINK -- RLink::ThreadFunction - Returning from the network thread
function...
21:00:48.53 RLINK -- Transport::~~Transport - shutting down transport
21:00:48.53 RLINK -- Transport::~~Connection - closing
WINAddr:255.255.255.255:6112;;WINAddr:255.255.255.255:6112;
21:00:48.53 RLINK -- AsyncJobDriver::~~AsyncJobDriver() - dynamically allocated
job LogoutAsync is still running
21:00:48.53 RLINK -- worldwideLoginService::~~worldwideLoginService -
uninitializing
21:00:48.58 RLINK -- RLink::worldwideLoginService::LongPoller::ThreadFunction
- Returning from the network thread function...
21:00:48.58 RLINK -- AsyncJobDriver::~~AsyncJobDriver() - dynamically allocated
job HttpRequestAsync is still running
21:00:48.58 MOD -- Shutting down

Application closed without errors
```