

xray_xxx.log

- * Detected CPU: Intel(R) Core(TM) i7 CPU 950 @ 3.07GHz [GenuineIntel], F6/M10/S5, 3073.00 mhz, 24-clk 'rdtsc'
- * CPU features: RDTSC, MMX, SSE, SSE2, SSE3, MONITOR/MWAIT, SSSE3, SSE4.1, SSE4.2
- * CPU threads: 8

Initializing File System...

using fs-ltx fsgame.ltx

FS: 53559 files cached 29 archives, 11072Kb memory used.

Init FileSystem 2.966503 sec

'xrCore' build 3967, Dec 14 2009

EH:

-----loading e:\program files (x86)\bitcomposer games\s.t.a.l.k.e.r. - call of pripyat\gamedata\configs\system.ltx

-----loading e:\program files (x86)\bitcomposer games\s.t.a.l.k.e.r. - call of pripyat\gamedata\configs\system.ltx

Initializing Engine...

Starting INPUT device...

Loading DLL: xrRender_R2.dll

Loading DLL: xrRender_R3.dll

xray_xxx.log

refCount:m_pAdapter 1

Loading DLL: xrRender_R4.dll

command line

Executing config-script "user.ltx"...

[c:\users\public\docume~1\stalke~1.-ca\user.ltx] successfully loaded.

Loading DLL: xrRender_R2.dll

Loading DLL: xrGame.dll

* [win32]: free[3868048 K], reserved[165460 K], committed[160732 K]

* [D3D]: textures[0 K]

* [x-ray]: crt heap[24667 K], process heap[9336 K], game lua[0 K], render[0 K]

* [x-ray]: economy: strings[27066 K], smem[0 K]

SOUND: OpenAL: enumerate devices...

SOUND: OpenAL: EnumerationExtension

Present

dir[0]=E:\Program Files (x86)\bitComposer Games\S.T.A.L.K.E.R. - Call Of Pripyat\bin\

dir[1]=E:\Program Files (x86)\bitComposer Games\S.T.A.L.K.E.R. - Call Of Pripyat\

dir[2]=E:\Program Files (x86)\bitComposer Games\S.T.A.L.K.E.R. - Call Of Pripyat\bin\

dir[3]=C:\Windows\system32\

CleanDeviceSpecifierList

CleanDeviceSpecifierList Generic Hardware

xray_xxx.log

devices Generic Hardware

SOUND: OpenAL: system default SndDevice
name is Lautsprecher (Sound Blaster X-F

SOUND: OpenAL: All available devices:

1. Generic Software, Spec Version 1.1 eax[0]
efx[no] xram[no]

2. Generic Software, Spec Version 1.1 eax[0]
efx[no] xram[no]

3. Lautsprecher (Sound Blaster X-Fi Xtreme
Audio), Spec Version 1.1 eax[4] efx[no]
xram[no]

4. Digitalaudio (S/PDIF) (Sound Blaster X-Fi
Xtreme Audio), Spec Version 1.1 eax[4]
efx[no] xram[no]

Executing config-script "e:\program files
(x86)\bitcomposer games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\configs\default_controls.ltx".

..

[e:\program files (x86)\bitcomposer
games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\configs\default_controls.ltx]
successfully loaded.

Executing config-script "user.ltx"...

Executing config-script "e:\program files
(x86)\bitcomposer games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\configs\rspec_extreme.ltx"...

[e:\program files (x86)\bitcomposer

xray_xxx.log

games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\configs\rspec_extreme.ltx]
successfully loaded.

Executing config-script "e:\program files
(x86)\bitcomposer games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\configs\default_controls.ltx".

..

[e:\program files (x86)\bitcomposer
games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\configs\default_controls.ltx]
successfully loaded.

~ Invalid syntax in call to 'r2_aa_break'

~ Valid arguments: vector3 in range

[0.000000e+000,0.000000e+000,0.000000e+
000]-[1.000000e+000,1.000000e+000,1.0000
00e+000]

~ Invalid syntax in call to 'r2_aa_weight'

~ Valid arguments: vector3 in range

[0.000000e+000,0.000000e+000,0.000000e+
000]-[1.000000e+000,1.000000e+000,1.0000
00e+000]

~ Invalid syntax in call to
'sv_adm_menu_ban_time'

~ Valid arguments:

ui_mp_am_10_minutes/ui_mp_am_30_minute
s/ui_mp_am_1_hour/ui_mp_am_6_hours/ui_m
p_am_1_day/ui_mp_am_1_week/ui_mp_am_1

xray_xxx.log
_month/ui_mp_am_3_monthes/ui_mp_am_for
ever
[c:\users\public\docume~1\stalke~1.-ca\user.l
tx] successfully loaded.
SOUND: Selected device is Lautsprecher
(Sound Blaster X-Fi Xtreme Audio)
* sound: EAX 2.0 extension: present
* sound: EAX 2.0 deferred: present
* sound : cache: 65537 kb, 4856 lines, 13820
bpl
Starting RENDER device...
* GPU [vendor:10DE]-[device:13C2]: NVIDIA
GeForce GTX 970
* GPU driver: 10.18.13.5582
* CREATE: DeviceREF: 1
* Vertex Processor: PURE HARDWARE
* Texture memory: 1676 M
* DDI-level: 9.0
* GPU shading: vs(fffe0300/3.0/30),
ps(ffff0300/3.0/30)
* GPU vertex cache: unrecognized, 16
* NVidia MGPU: Logical(1), Physical(1)
* Starting rendering as 2-GPU.
* DVB created: 1536K
* DIB created: 512K
! Renderer doesn't support blender
'effects\shadow_world'

xray_xxx.log

- * NULLRT supported
- * ...and used
- * HWDST/PCF supported and used
- * NV-DBT supported and used

compiling shader dumb
compiling shader dumb
compiling shader accum_mask
compiling shader accum_sun_mask
compiling shader copy_p
compiling shader accum_volume
compiling shader copy
compiling shader accum_sun_near
compiling shader accum_sun
compiling shader accum_sun_cascade
compiling shader accum_sun_cascade_far
compiling shader accum_volumetric_sun
compiling shader
accum_volumetric_sun_cascade
compiling shader accum_omni_unshadowed
compiling shader accum_omni_normal
compiling shader accum_omni_translucent
compiling shader accum_spot_unshadowed
compiling shader accum_spot_normal
compiling shader accum_spot_fullsize
compiling shader accum_volumetric
compiling shader accum_volumetric
compiling shader accum_indirect

xray_xxx.log

compiling shader bloom_build
compiling shader bloom_filter
compiling shader bloom_filter_f
compiling shader ssao_calc
compiling shader combine_1
compiling shader depth_downs
compiling shader bloom_luminance_1
compiling shader bloom_luminance_2
compiling shader bloom_luminance_3
compiling shader combine_1
compiling shader combine_2_AA
compiling shader combine_2_NAA
compiling shader combine_2_AA_D
compiling shader combine_2_NAA_D
compiling shader combine_volumetric
compiling shader postprocess
compiling shader postprocess_CM
compiling shader distort
compiling shader particle_distort
compiling shader particle
compiling shader particle
compiling shader particle_s-blend
compiling shader particle-clip
compiling shader particle_s-add
compiling shader particle_s-aadd
compiling shader deffer_particle
compiling shader deffer_particle

xray_xxx.log

- r__tf_aniso 16

- r2_tf_mipbias 0.

compiling shader portal

compiling shader portal

compiling shader simple_color

compiling shader editor

compiling shader sky2

compiling shader sky2

compiling shader clouds

compiling shader clouds

Starting engine...

compiling shader stub_default

compiling shader effects_sun

compiling shader hud_font

Loading DLL: xrGameSpy.dll

intro_start intro_logo

intro_delete ::update_logo_intro

compiling shader yuv2rgb

! Invalid ogg-comment version, file:

e:\program files (x86)\bitcomposer

games\s.t.a.l.k.e.r. - call of

pripyat\gamedata\sounds\music\menu_sig.ogg

* [win32]: free[3535856 K], reserved[209396 K], committed[448988 K]

* [D3D]: textures[64 K]

* [x-ray]: crt heap[125992 K], process

heap[30403 K], game lua[2702 K], render[258

xray_xxx.log

K]

* [x-ray]: economy: strings[27401 K], smem[0

K]

* 0.0 : [56] \$null
* 0.0 : [3] \$user\$accum
* 0.0 : [1] \$user\$accum_temp
* 0.0 : [6] \$user\$albedo
* 0.0 : [6] \$user\$bloom1
* 0.0 : [2] \$user\$bloom2
* 0.0 : [2] \$user\$cmap0
* 0.0 : [2] \$user\$cmap1
* 0.0 : [2] \$user\$env_s0
* 0.0 : [2] \$user\$env_s1
* 0.0 : [7] \$user\$generic0
* 0.0 : [5] \$user\$generic1
* 0.0 : [2] \$user\$generic2
* 0.0 : [2] \$user\$half_depth
* 0.0 : [3] \$user\$jitter_0
* 0.0 : [1] \$user\$jitter_1
* 0.0 : [1] \$user\$jitter_2
* 0.0 : [1] \$user\$jitter_3
* 0.0 : [2] \$user\$jitter_4
* 0.0 : [2] \$user\$lum_t64
* 0.0 : [3] \$user\$lum_t8
* 0.0 : [1] \$user\$luminance_0
* 0.0 : [1] \$user\$luminance_1
* 0.0 : [1] \$user\$luminance_2

xray_xxx.log

```
* 0.0 : [ 1] $user$luminance_3
* 0.0 : [ 9] $user$material
* 0.0 : [ 13] $user$normal
* 0.0 : [ 239] $user$position
* 0.0 : [ 1] $user$sky0
* 0.0 : [ 1] $user$sky1
* 0.0 : [ 5] $user$smmap_depth
* 0.0 : [ 3] $user$smmap_surf
* 0.0 : [ 7] $user$tonemap
* 0.0 : [ 2] $user$tonemap_src
* 0.0 : [ 2] act\act_controller_hit
* 0.0 : [ 2] act\act_controller_hit1
* 0.0 : [ 2] amik\anomaly\electric_radial
* 0.0 : [ 2] amik\explosions\anim_dirtexp_3
* 0.0 : [ 2] amik\explosions\boom_0
* 0.0 : [ 2] amik\explosions\boom_1
* 0.0 : [ 2] amik\explosions\boom_2
* 0.0 : [ 2] amik\explosions\decal_concrete
* 0.0 : [ 2] amik\explosions\explo_end
* 0.0 : [ 2]
amik\explosions\explosion_dynamite\explosion
_din
* 0.0 : [ 2]
amik\explosions\explosion_dynamite\flashlight
* 0.0 : [ 2]
amik\explosions\explosion_dynamite\smoke
* 0.0 : [ 2]
```

xray_xxx.log

amik\explosions\explosion_flash_atlas

* 0.0 : [2]

amik\explosions\explosion_fuelcan\boom_1

* 0.0 : [1]

amik\explosions\explosion_fuelcan\boom_3

* 0.0 : [2]

amik\explosions\explosion_fuelcan\grey_xpl

* 0.0 : [2]

amik\explosions\explosion_smoke03

* 0.0 : [2] amik\explosions\final_expl

* 0.0 : [2] amik\explosions\ring_grey

* 0.0 : [2] amik\explosions\smoke128_3w

* 0.0 : [2] amik\explosions\smoke2

* 0.0 : [2] amik\explosions\smoke_cannon

* 0.0 : [2]

amik\explosions\smoke_white_tiled3

* 0.0 : [2] amik\fly\fly

* 0.0 : [2] amik\hit_fx\blood\962e6155

* 0.0 : [2] amik\hit_fx\blood\blood

* 0.0 : [2] amik\hit_fx\blood\m

* 0.0 : [2]

amik\hit_fx\water_splash\water_splash_anim

* 0.0 : [2]

amik\hit_fx\water_splash\water_spurt

* 0.0 : [2] amik\mine\mine

* 0.0 : [2] amik\nature\list

* 0.0 : [2] amik\nature\stonedebris1

xray_xxx.log

* 0.0 : [2] amik\nature\wood_part
* 0.0 : [2]
amik\static\gas_light\flame_zippo
* 0.0 : [2] amik\weapons\00
* 0.0 : [2] amik\weapons\12x70
* 0.0 : [2] amik\weapons\6ways1
* 0.0 : [2] amik\weapons\6ways2
* 0.0 : [2] amik\weapons\9x39
* 0.0 : [2] amik\weapons\btr\muzzle
6ways1
* 0.0 : [2] amik\weapons\btr\muzzle
6ways2
* 0.0 : [2] amik\weapons\dtk_2
* 0.0 : [2] amik\weapons\dtk_3
* 0.0 : [2] amik\weapons\dtk_4
* 0.0 : [2] amik\weapons\dtk_4_1
* 0.0 : [2] amik\weapons\dtk_5
* 0.0 : [2] amik\weapons\dtk_6
* 0.0 : [2] amik\weapons\dtk_8
* 0.0 : [2]
amik\weapons\flame\flameshoot_1
* 0.0 : [2]
amik\weapons\flame\flameshoot_2
* 0.0 : [2]
amik\weapons\flame\flameshoot_3
* 0.0 : [2]
amik\weapons\flame\flameshoot_4

xray_xxx.log

* 0.0 : [2]
amik\weapons\flame\flameshoot_5
* 0.0 : [2] amik\weapons\flame\mg42out
* 0.0 : [2] amik\weapons\flame\trace
* 0.0 : [2] amik\weapons\flame\trace_01
* 0.0 : [2] amik\weapons\flame\trail
* 0.0 : [2] amik\weapons\flash_01
* 0.0 : [2] amik\weapons\flash_02
* 0.0 : [2] amik\weapons\flash_04
* 0.0 : [2] amik\weapons\flash_05
* 0.0 : [2] amik\weapons\grishik\357mag
* 0.0 : [2] amik\weapons\grishik\45
* 0.0 : [2] amik\weapons\grishik\50_ae
* 0.0 : [2] amik\weapons\grishik\5x45x39
* 0.0 : [2]
amik\weapons\grishik\5x45x39_00
* 0.0 : [2]
amik\weapons\grishik\5x45x39_01
* 0.0 : [2] amik\weapons\grishik\5x56x45
* 0.0 : [2]
amik\weapons\grishik\5x56x45_00
* 0.0 : [2] amik\weapons\grishik\5x7x28
* 0.0 : [2] amik\weapons\grishik\6x5x50
* 0.0 : [2]
amik\weapons\grishik\7x62x25_0
* 0.0 : [2]
amik\weapons\grishik\7x62x25_1

xray_xxx.log

* 0.0 : [2]
amik\weapons\grishik\7x62x25_2
* 0.0 : [2]
amik\weapons\grishik\7x62x25_3
* 0.0 : [2]
amik\weapons\grishik\7x62x25_4
* 0.0 : [2]
amik\weapons\grishik\7x62x39_00
* 0.0 : [2]
amik\weapons\grishik\7x62x39_01
* 0.0 : [2]
amik\weapons\grishik\7x62x39_02
* 0.0 : [2]
amik\weapons\grishik\7x62x39_03
* 0.0 : [2]
amik\weapons\grishik\7x62x51_1
* 0.0 : [2]
amik\weapons\grishik\7x62x51_2
* 0.0 : [2] amik\weapons\grishik\7x62x54
* 0.0 : [2] amik\weapons\grishik\7x7x57
* 0.0 : [2] amik\weapons\grishik\7x92x57
* 0.0 : [2] amik\weapons\grishik\9x18_1
* 0.0 : [2] amik\weapons\grishik\9x18_2
* 0.0 : [2] amik\weapons\grishik\9x18_3
* 0.0 : [2] amik\weapons\grishik\9x39
* 0.0 : [2] amik\weapons\mg42out
* 0.0 : [2] amik\weapons\shells_12x70

xray_xxx.log

- * 0.0 : [2] amik\weapons\shells_ak
- * 0.0 : [2] amik\weapons\shells_ak_01
- * 0.0 : [2] amik\weapons\smokeshoot_0
- * 0.0 : [2] amik\weapons\smokeshoot_1
- * 0.0 : [2] amik\weapons\trace
- * 0.0 : [2] amik\weapons\trace_01
- * 0.0 : [2] det\det_list
- * 0.0 : [2] flare\flare_04
- * 0.0 : [2] fx\fx_fire1_06
- * 0.0 : [2] fx\fx_fire1_13
- * 0.0 : [2] fx\fx_flare1
- * 0.0 : [1] fx\fx_flare2
- * 0.0 : [1] fx\fx_flare3
- * 0.0 : [2] fx\fx_gradient
- * 0.0 : [2] fx\fx_gradient1
- * 0.0 : [1] fx\fx_lightning
- * 0.0 : [1] fx\fx_moon_halo_phase_1
- * 0.0 : [1] fx\fx_moon_halo_phase_2
- * 0.0 : [1] fx\fx_moon_halo_phase_3
- * 0.0 : [1] fx\fx_moon_halo_phase_4
- * 0.0 : [1] fx\fx_moon_halo_phase_5
- * 0.0 : [1] fx\fx_moon_halo_phase_6
- * 0.0 : [1] fx\fx_moon_halo_phase_7
- * 0.0 : [1] fx\fx_moon_phase_1
- * 0.0 : [1] fx\fx_moon_phase_2
- * 0.0 : [1] fx\fx_moon_phase_3
- * 0.0 : [1] fx\fx_moon_phase_4

xray_xxx.log

```
* 0.0 : [ 1] fx\fx_moon_phase_5
* 0.0 : [ 1] fx\fx_moon_phase_6
* 0.0 : [ 1] fx\fx_moon_phase_7
* 0.0 : [ 1] fx\fx_noise
* 0.0 : [ 2] fx\fx_noise2
* 0.0 : [ 1] fx\fx_rain
* 0.0 : [ 1] fx\fx_rainsplash1
* 0.0 : [ 2] fx\fx_sun
* 0.0 : [ 1] fx\fx_sun_fog
* 0.0 : [ 1] fx\fx_sun_gradient
* 0.0 : [ 1] fx\fx_sun_halo
* 0.0 : [ 1] fx\fx_sun_morning
* 0.0 : [ 1] fx\fx_sun_rise
* 0.0 : [ 1] fx\fx_thunderbolts_gradient
* 0.0 : [ 1]
fx\fx_thunderbolts_gradient_surge
* 0.0 : [ 2] fx\fx_volumefog1
* 0.0 : [ 2] glow\glow_04
* 0.0 : [ 2] glow\glow_anamorphic
* 0.0 : [ 2] glow\glow_blue
* 0.0 : [ 2] glow\glow_fire1
* 0.0 : [ 2] glow\glow_orange
* 0.0 : [ 2] glow\glow_orange2
* 0.0 : [ 2] glow\glow_orange_bright
* 0.0 : [ 2] glow\glow_rays
* 0.0 : [ 2] glow\glow_reddish1
* 0.0 : [ 2] glow\glow_white
```


xray_xxx.log

- * 0.0 : [2] lights\lights_flashlight2
- * 0.0 : [4] lights\lights_spot01
- * 0.0 : [2] pfx\pfx_ani-explosion-02
- * 0.0 : [2] pfx\pfx_ani-explosion-02-b-a
- * 0.0 : [2] pfx\pfx_ani-explosion-02a
- * 0.0 : [2] pfx\pfx_ani-fire01
- * 0.0 : [2] pfx\pfx_ani-smoke-01
- * 0.0 : [2] pfx\pfx_anomaly_1
- * 0.0 : [2] pfx\pfx_anomaly_16
- * 0.0 : [2] pfx\pfx_anomaly_18
- * 0.0 : [2] pfx\pfx_anomaly_19
- * 0.0 : [2] pfx\pfx_anomaly_2
- * 0.0 : [2] pfx\pfx_anomaly_21
- * 0.0 : [2] pfx\pfx_anomaly_23
- * 0.0 : [2] pfx\pfx_anomaly_2_green
- * 0.0 : [2] pfx\pfx_anomaly_3
- * 0.0 : [2] pfx\pfx_anomaly_4
- * 0.0 : [2] pfx\pfx_anomaly_5
- * 0.0 : [2] pfx\pfx_anomaly_6
- * 0.0 : [2] pfx\pfx_anomaly_7
- * 0.0 : [2] pfx\pfx_anomaly_8
- * 0.0 : [2] pfx\pfx_anomaly_88
- * 0.0 : [2] pfx\pfx_anomaly_9
- * 0.0 : [2] pfx\pfx_bloodsplash1
- * 0.0 : [2] pfx\pfx_bloodsplash2
- * 0.0 : [2] pfx\pfx_blurry_cloud
- * 0.0 : [2] pfx\pfx_brick

xray_xxx.log

- * 0.0 : [2] pfx\pfx_bubble
- * 0.0 : [2] pfx\pfx_bubble_1
- * 0.0 : [1] pfx\pfx_bubble_water
- * 0.0 : [2] pfx\pfx_cc_lighting_grad2
- * 0.0 : [2] pfx\pfx_cc_lightings
- * 0.0 : [2] pfx\pfx_concretedebris_01
- * 0.0 : [2] pfx\pfx_concretepuffs_01
- * 0.0 : [1] pfx\pfx_dist2
- * 0.0 : [1] pfx\pfx_dist2a
- * 0.0 : [1] pfx\pfx_dist2inv
- * 0.0 : [1] pfx\pfx_dist3
- * 0.0 : [1] pfx\pfx_dist4
- * 0.0 : [1] pfx\pfx_dist7
- * 0.0 : [1] pfx\pfx_dist8
- * 0.0 : [1] pfx\pfx_dist9
- * 0.0 : [1] pfx\pfx_dist_lens_base
- * 0.0 : [1] pfx\pfx_dist_lightning_02
- * 0.0 : [1] pfx\pfx_dist_teleport
- * 0.0 : [1] pfx\pfx_distort_anomaly
- * 0.0 : [2] pfx\pfx_distortion
- * 0.0 : [2] pfx\pfx_electrostatic
- * 0.0 : [2] pfx\pfx_expl_01
- * 0.0 : [2] pfx\pfx_expl_benzin
- * 0.0 : [2] pfx\pfx_explotions_2
- * 0.0 : [2] pfx\pfx_explotions_3
- * 0.0 : [2] pfx\pfx_explotions_4
- * 0.0 : [2] pfx\pfx_explotions_smoke

xray_xxx.log

* 0.0 : [2]
pfx\pfx_explotions_smoke_benzine
* 0.0 : [2] pfx\pfx_flame
* 0.0 : [2] pfx\pfx_flame_01
* 0.0 : [2] pfx\pfx_flamefx_01
* 0.0 : [2] pfx\pfx_flash_01
* 0.0 : [2] pfx\pfx_flash_02
* 0.0 : [1] pfx\pfx_flash_04
* 0.0 : [2] pfx\pfx_flash_05
* 0.0 : [2] pfx\pfx_flash_07
* 0.0 : [2] pfx\pfx_flash_08
* 0.0 : [2] pfx\pfx_g-smoke-01
* 0.0 : [2] pfx\pfx_gologramma
* 0.0 : [2] pfx\pfx_gradient
* 0.0 : [2] pfx\pfx_gradient1
* 0.0 : [2] pfx\pfx_intense2_a
* 0.0 : [2] pfx\pfx_leaves_01
* 0.0 : [2] pfx\pfx_leaves_02
* 0.0 : [2] pfx\pfx_light1
* 0.0 : [2] pfx\pfx_light3
* 0.0 : [2] pfx\pfx_light4
* 0.0 : [1] pfx\pfx_lighting_stancia_01
* 0.0 : [1] pfx\pfx_lighting_stancia_02
* 0.0 : [2] pfx\pfx_lightning_01
* 0.0 : [2] pfx\pfx_lightning_02
* 0.0 : [2] pfx\pfx_ligth_6
* 0.0 : [2] pfx\pfx_plasma

xray_xxx.log

- * 0.0 : [2] pfx\pfx_shells1
- * 0.0 : [2] pfx\pfx_shells2
- * 0.0 : [2] pfx\pfx_skinsplash1
- * 0.0 : [2] pfx\pfx_smoke_a
- * 0.0 : [2] pfx\pfx_smoke_b
- * 0.0 : [2] pfx\pfx_smokepuffs1
- * 0.0 : [2] pfx\pfx_smokepuffs2
- * 0.0 : [2] pfx\pfx_snow_10
- * 0.0 : [2] pfx\pfx_snow_100
- * 0.0 : [2] pfx\pfx_snow_20
- * 0.0 : [2] pfx\pfx_snow_30
- * 0.0 : [2] pfx\pfx_snow_40
- * 0.0 : [2] pfx\pfx_snow_50
- * 0.0 : [2] pfx\pfx_snow_60
- * 0.0 : [2] pfx\pfx_snow_70
- * 0.0 : [2] pfx\pfx_snow_80
- * 0.0 : [2] pfx\pfx_snow_90
- * 0.0 : [2] pfx\pfx_spark_01
- * 0.0 : [2] pfx\pfx_spark_02
- * 0.0 : [2] pfx\pfx_sparks
- * 0.0 : [2] pfx\pfx_sparks1
- * 0.0 : [2] pfx\pfx_sparks2
- * 0.0 : [2] pfx\pfx_specks
- * 0.0 : [2] pfx\pfx_specks_poison
- * 0.0 : [2] pfx\pfx_spikey_star
- * 0.0 : [2] pfx\pfx_splash3
- * 0.0 : [2] pfx\pfx_splash_01

xray_xxx.log

- * 0.0 : [2] pfx\pfx_splash_02
- * 0.0 : [2] pfx\pfx_step_blood
- * 0.0 : [2] pfx\pfx_stonedebris1
- * 0.0 : [2] pfx\pfx_stonedebris2
- * 0.0 : [2] pfx\pfx_synus
- * 0.0 : [2] pfx\pfx_teleport
- * 0.0 : [2] pfx\pfx_test_textures
- * 0.0 : [2] pfx\pfx_vehglassdebris_01
- * 0.0 : [2] pfx\pfx_vehmetaldebris_01
- * 0.0 : [2] pfx\pfx_water_wave
- * 0.0 : [2] pfx\pfx_woodchips1
- * 0.0 : [2] pfx\pfx_woodchips3
- * 0.0 : [2] prop\prop_fake_bed_fireplace
- * 0.0 : [2] prop\prop_provod_02
- * 0.0 : [14] sky\af1_cloudy\cloudy_1
- * 0.0 : [14] sky\af1_cloudy\cloudy_1#small
- * 0.0 : [40] sky\af1_cloudy\cloudy_2
- * 0.0 : [40] sky\af1_cloudy\cloudy_2#small
- * 0.0 : [18] sky\af1_cloudy\cloudy_3
- * 0.0 : [18] sky\af1_cloudy\cloudy_3#small
- * 0.0 : [14] sky\af1_cloudy\cloudy_5
- * 0.0 : [14] sky\af1_cloudy\cloudy_5#small
- * 0.0 : [56] sky\af1_foggy\foggy_1
- * 0.0 : [56] sky\af1_foggy\foggy_1#small
- * 0.0 : [30] sky\af1_foggy\foggy_2
- * 0.0 : [30] sky\af1_foggy\foggy_2#small
- * 0.0 : [48] sky\af1_foggy\foggy_3

xray_xxx.log

```
* 0.0 : [ 48] sky\af1_foggy\foggy_3#small
* 0.0 : [ 46] sky\af1_foggy\foggy_4
* 0.0 : [ 46] sky\af1_foggy\foggy_4#small
* 0.0 : [ 46] sky\af1_foggy\foggy_5
* 0.0 : [ 46] sky\af1_foggy\foggy_5#small
* 0.0 : [  6] sky\af3_blowout\blowout1
* 0.0 : [  6] sky\af3_blowout\blowout1#small
* 0.0 : [  2] sky\af3_blowout\blowout1_1
* 0.0 : [  2]
sky\af3_blowout\blowout1_1#small
* 0.0 : [  1] sky\af3_blowout\blowout2
* 0.0 : [  1] sky\af3_blowout\blowout2#small
* 0.0 : [  1] sky\af3_blowout\blowout2_night
* 0.0 : [  1]
sky\af3_blowout\blowout2_night#small
* 0.0 : [  1] sky\af3_blowout\blowout3
* 0.0 : [  1] sky\af3_blowout\blowout3#small
* 0.0 : [  2] sky\af3_blowout\blowout3_1
* 0.0 : [  2]
sky\af3_blowout\blowout3_1#small
* 0.0 : [  2]
sky\af3_blowout\blowout3_1_night
* 0.0 : [  2]
sky\af3_blowout\blowout3_1_night#small
* 0.0 : [  2] sky\af3_blowout\blowout3_2
* 0.0 : [  2]
sky\af3_blowout\blowout3_2#small
```

xray_xxx.log

```
* 0.0 : [ 2]
sky\af3_blowout\blowout3_2_night
* 0.0 : [ 2]
sky\af3_blowout\blowout3_2_night#small
* 0.0 : [ 2] sky\af3_blowout\blowout3_3
* 0.0 : [ 2]
sky\af3_blowout\blowout3_3#small
* 0.0 : [ 2]
sky\af3_blowout\blowout3_3_night
* 0.0 : [ 2]
sky\af3_blowout\blowout3_3_night#small
* 0.0 : [ 1] sky\af3_blowout\blowout3_night
* 0.0 : [ 1]
sky\af3_blowout\blowout3_night#small
* 0.0 : [ 1] sky\af3_blowout\blowout4
* 0.0 : [ 1] sky\af3_blowout\blowout4#small
* 0.0 : [ 3] sky\af3_blowout\blowout4_1
* 0.0 : [ 3]
sky\af3_blowout\blowout4_1#small
* 0.0 : [ 3]
sky\af3_blowout\blowout4_1_night
* 0.0 : [ 3]
sky\af3_blowout\blowout4_1_night#small
* 0.0 : [ 1] sky\af3_blowout\blowout4_night
* 0.0 : [ 1]
sky\af3_blowout\blowout4_night#small
* 0.0 : [ 1] sky\af3_blowout\blowout5
```

xray_xxx.log

```
* 0.0 : [ 1] sky\af3_blowout\blowout5#small
* 0.0 : [ 1] sky\af3_blowout\blowout5_night
* 0.0 : [ 1]
sky\af3_blowout\blowout5_night#small
* 0.0 : [ 7] sky\af3_blowout\blowout5psi
* 0.0 : [ 7]
sky\af3_blowout\blowout5psi#small
* 0.0 : [ 7]
sky\af3_blowout\blowout5psi_night
* 0.0 : [ 7]
sky\af3_blowout\blowout5psi_night#small
* 0.0 : [ 1] sky\af3_blowout\blowout6
* 0.0 : [ 1] sky\af3_blowout\blowout6#small
* 0.0 : [ 1] sky\af3_blowout\blowout6_night
* 0.0 : [ 1]
sky\af3_blowout\blowout6_night#small
* 0.0 : [ 3] sky\af3_blowout\blowout7
* 0.0 : [ 3] sky\af3_blowout\blowout7#small
* 0.0 : [ 4] sky\af3_blowout\blowout7_night
* 0.0 : [ 4]
sky\af3_blowout\blowout7_night#small
* 0.0 : [ 12] sky\af3_clear\00-00-fm
* 0.0 : [ 12] sky\af3_clear\00-00-fm#small
* 0.0 : [ 8] sky\af3_clear\00-00-hm
* 0.0 : [ 8] sky\af3_clear\00-00-hm#small
* 0.0 : [ 25] sky\af3_clear\00-00-nm
* 0.0 : [ 25] sky\af3_clear\00-00-nm#small
```


xray_xxx.log

* 0.0 : [12] sky\af3_clear\01-00-fm
* 0.0 : [12] sky\af3_clear\01-00-fm#small
* 0.0 : [8] sky\af3_clear\01-00-hm
* 0.0 : [8] sky\af3_clear\01-00-hm#small
* 0.0 : [37] sky\af3_clear\01-00-nm
* 0.0 : [37] sky\af3_clear\01-00-nm#small
* 0.0 : [12] sky\af3_clear\02-00-fm
* 0.0 : [12] sky\af3_clear\02-00-fm#small
* 0.0 : [8] sky\af3_clear\02-00-hm
* 0.0 : [8] sky\af3_clear\02-00-hm#small
* 0.0 : [25] sky\af3_clear\02-00-nm
* 0.0 : [25] sky\af3_clear\02-00-nm#small
* 0.0 : [12] sky\af3_clear\03-00-fm
* 0.0 : [12] sky\af3_clear\03-00-fm#small
* 0.0 : [8] sky\af3_clear\03-00-hm
* 0.0 : [8] sky\af3_clear\03-00-hm#small
* 0.0 : [12] sky\af3_clear\04-00-fm
* 0.0 : [12] sky\af3_clear\04-00-fm#small
* 0.0 : [8] sky\af3_clear\04-00-hm
* 0.0 : [8] sky\af3_clear\04-00-hm#small
* 0.0 : [33] sky\af3_clear\04-30
* 0.0 : [33] sky\af3_clear\04-30#small
* 0.0 : [33] sky\af3_clear\05-00
* 0.0 : [33] sky\af3_clear\05-00#small
* 0.0 : [33] sky\af3_clear\05-30
* 0.0 : [33] sky\af3_clear\05-30#small
* 0.0 : [66] sky\af3_clear\06-00

xray_xxx.log

* 0.0 : [66] sky\af3_clear\06-00#small
* 0.0 : [33] sky\af3_clear\07-00
* 0.0 : [33] sky\af3_clear\07-00#small
* 0.0 : [33] sky\af3_clear\08-00
* 0.0 : [33] sky\af3_clear\08-00#small
* 0.0 : [33] sky\af3_clear\09-00
* 0.0 : [33] sky\af3_clear\09-00#small
* 0.0 : [33] sky\af3_clear\10-00
* 0.0 : [33] sky\af3_clear\10-00#small
* 0.0 : [33] sky\af3_clear\11-00
* 0.0 : [33] sky\af3_clear\11-00#small
* 0.0 : [33] sky\af3_clear\12-00
* 0.0 : [33] sky\af3_clear\12-00#small
* 0.0 : [33] sky\af3_clear\13-00
* 0.0 : [33] sky\af3_clear\13-00#small
* 0.0 : [33] sky\af3_clear\14-00
* 0.0 : [33] sky\af3_clear\14-00#small
* 0.0 : [33] sky\af3_clear\15-00
* 0.0 : [33] sky\af3_clear\15-00#small
* 0.0 : [33] sky\af3_clear\16-00
* 0.0 : [33] sky\af3_clear\16-00#small
* 0.0 : [33] sky\af3_clear\17-00
* 0.0 : [33] sky\af3_clear\17-00#small
* 0.0 : [33] sky\af3_clear\18-00
* 0.0 : [33] sky\af3_clear\18-00#small
* 0.0 : [33] sky\af3_clear\19-00
* 0.0 : [33] sky\af3_clear\19-00#small

xray_xxx.log

* 0.0 : [66] sky\af3_clear\20-00
* 0.0 : [66] sky\af3_clear\20-00#small
* 0.0 : [33] sky\af3_clear\20-30
* 0.0 : [33] sky\af3_clear\20-30#small
* 0.0 : [33] sky\af3_clear\21-00
* 0.0 : [33] sky\af3_clear\21-00#small
* 0.0 : [33] sky\af3_clear\21-30
* 0.0 : [33] sky\af3_clear\21-30#small
* 0.0 : [12] sky\af3_clear\22-00-fm
* 0.0 : [12] sky\af3_clear\22-00-fm#small
* 0.0 : [8] sky\af3_clear\22-00-hm
* 0.0 : [8] sky\af3_clear\22-00-hm#small
* 0.0 : [12] sky\af3_clear\23-00-fm
* 0.0 : [12] sky\af3_clear\23-00-fm#small
* 0.0 : [8] sky\af3_clear\23-00-hm
* 0.0 : [8] sky\af3_clear\23-00-hm#small
* 0.0 : [5] sky\af3_cloudy\05-00
* 0.0 : [5] sky\af3_cloudy\05-00#small
* 0.0 : [10] sky\af3_cloudy\06-00
* 0.0 : [10] sky\af3_cloudy\06-00#small
* 0.0 : [10] sky\af3_cloudy\07-00
* 0.0 : [10] sky\af3_cloudy\07-00#small
* 0.0 : [18] sky\af3_cloudy\08-00
* 0.0 : [18] sky\af3_cloudy\08-00#small
* 0.0 : [23] sky\af3_cloudy\09-00
* 0.0 : [23] sky\af3_cloudy\09-00#small
* 0.0 : [11] sky\af3_cloudy\10-00

xray_xxx.log

* 0.0 : [11] sky\af3_cloudy\10-00#small
* 0.0 : [11] sky\af3_cloudy\11-00
* 0.0 : [11] sky\af3_cloudy\11-00#small
* 0.0 : [18] sky\af3_cloudy\12-00
* 0.0 : [18] sky\af3_cloudy\12-00#small
* 0.0 : [10] sky\af3_cloudy\13-00
* 0.0 : [10] sky\af3_cloudy\13-00#small
* 0.0 : [36] sky\af3_cloudy\14-00
* 0.0 : [36] sky\af3_cloudy\14-00#small
* 0.0 : [28] sky\af3_cloudy\15-00
* 0.0 : [28] sky\af3_cloudy\15-00#small
* 0.0 : [10] sky\af3_cloudy\16-00
* 0.0 : [10] sky\af3_cloudy\16-00#small
* 0.0 : [18] sky\af3_cloudy\17-00
* 0.0 : [18] sky\af3_cloudy\17-00#small
* 0.0 : [20] sky\af3_cloudy\18-00
* 0.0 : [20] sky\af3_cloudy\18-00#small
* 0.0 : [5] sky\af3_cloudy\19-00
* 0.0 : [5] sky\af3_cloudy\19-00#small
* 0.0 : [10] sky\af3_cloudy\20-00
* 0.0 : [10] sky\af3_cloudy\20-00#small
* 0.0 : [11] sky\af3_foggy\06-00
* 0.0 : [11] sky\af3_foggy\06-00#small
* 0.0 : [11] sky\af3_foggy\07-00
* 0.0 : [11] sky\af3_foggy\07-00#small
* 0.0 : [19] sky\af3_foggy\09-00
* 0.0 : [19] sky\af3_foggy\09-00#small

xray_xxx.log

* 0.0 : [40] sky\af3_foggy\10-00
* 0.0 : [40] sky\af3_foggy\10-00#small
* 0.0 : [10] sky\af3_foggy\11-00
* 0.0 : [10] sky\af3_foggy\11-00#small
* 0.0 : [11] sky\af3_foggy\12-00
* 0.0 : [11] sky\af3_foggy\12-00#small
* 0.0 : [27] sky\af3_foggy\13-00
* 0.0 : [27] sky\af3_foggy\13-00#small
* 0.0 : [11] sky\af3_foggy\14-00
* 0.0 : [11] sky\af3_foggy\14-00#small
* 0.0 : [19] sky\af3_foggy\15-00
* 0.0 : [19] sky\af3_foggy\15-00#small
* 0.0 : [19] sky\af3_foggy\16-00
* 0.0 : [19] sky\af3_foggy\16-00#small
* 0.0 : [11] sky\af3_foggy\17-00
* 0.0 : [11] sky\af3_foggy\17-00#small
* 0.0 : [19] sky\af3_foggy\18-00
* 0.0 : [19] sky\af3_foggy\18-00#small
* 0.0 : [11] sky\af3_foggy\19-00
* 0.0 : [11] sky\af3_foggy\19-00#small
* 0.0 : [22] sky\af3_foggy\20-00
* 0.0 : [22] sky\af3_foggy\20-00#small
* 0.0 : [12] sky\af3_partly\00-00-fm
* 0.0 : [12] sky\af3_partly\00-00-fm#small
* 0.0 : [8] sky\af3_partly\00-00-hm
* 0.0 : [8] sky\af3_partly\00-00-hm#small
* 0.0 : [25] sky\af3_partly\00-00-nm

xray_xxx.log

* 0.0 : [25] sky\af3_partly\00-00-nm#small
* 0.0 : [12] sky\af3_partly\01-00-fm
* 0.0 : [12] sky\af3_partly\01-00-fm#small
* 0.0 : [8] sky\af3_partly\01-00-hm
* 0.0 : [8] sky\af3_partly\01-00-hm#small
* 0.0 : [38] sky\af3_partly\01-00-nm
* 0.0 : [38] sky\af3_partly\01-00-nm#small
* 0.0 : [12] sky\af3_partly\02-00-fm
* 0.0 : [12] sky\af3_partly\02-00-fm#small
* 0.0 : [8] sky\af3_partly\02-00-hm
* 0.0 : [8] sky\af3_partly\02-00-hm#small
* 0.0 : [24] sky\af3_partly\02-00-nm
* 0.0 : [24] sky\af3_partly\02-00-nm#small
* 0.0 : [12] sky\af3_partly\03-00-fm
* 0.0 : [12] sky\af3_partly\03-00-fm#small
* 0.0 : [8] sky\af3_partly\03-00-hm
* 0.0 : [8] sky\af3_partly\03-00-hm#small
* 0.0 : [12] sky\af3_partly\04-00-fm
* 0.0 : [12] sky\af3_partly\04-00-fm#small
* 0.0 : [8] sky\af3_partly\04-00-hm
* 0.0 : [8] sky\af3_partly\04-00-hm#small
* 0.0 : [33] sky\af3_partly\04-30
* 0.0 : [33] sky\af3_partly\04-30#small
* 0.0 : [33] sky\af3_partly\05-00
* 0.0 : [33] sky\af3_partly\05-00#small
* 0.0 : [33] sky\af3_partly\05-30
* 0.0 : [33] sky\af3_partly\05-30#small

xray_xxx.log

* 0.0 : [66] sky\af3_partly\06-00
* 0.0 : [66] sky\af3_partly\06-00#small
* 0.0 : [33] sky\af3_partly\07-00
* 0.0 : [33] sky\af3_partly\07-00#small
* 0.0 : [33] sky\af3_partly\08-00
* 0.0 : [33] sky\af3_partly\08-00#small
* 0.0 : [33] sky\af3_partly\09-00
* 0.0 : [33] sky\af3_partly\09-00#small
* 0.0 : [33] sky\af3_partly\10-00
* 0.0 : [33] sky\af3_partly\10-00#small
* 0.0 : [33] sky\af3_partly\11-00
* 0.0 : [33] sky\af3_partly\11-00#small
* 0.0 : [33] sky\af3_partly\12-00
* 0.0 : [33] sky\af3_partly\12-00#small
* 0.0 : [33] sky\af3_partly\13-00
* 0.0 : [33] sky\af3_partly\13-00#small
* 0.0 : [33] sky\af3_partly\14-00
* 0.0 : [33] sky\af3_partly\14-00#small
* 0.0 : [33] sky\af3_partly\15-00
* 0.0 : [33] sky\af3_partly\15-00#small
* 0.0 : [33] sky\af3_partly\16-00
* 0.0 : [33] sky\af3_partly\16-00#small
* 0.0 : [33] sky\af3_partly\17-00
* 0.0 : [33] sky\af3_partly\17-00#small
* 0.0 : [33] sky\af3_partly\18-00
* 0.0 : [33] sky\af3_partly\18-00#small
* 0.0 : [33] sky\af3_partly\19-00

xray_xxx.log

```
* 0.0 : [ 33] sky\af3_partly\19-00#small
* 0.0 : [ 66] sky\af3_partly\20-00
* 0.0 : [ 66] sky\af3_partly\20-00#small
* 0.0 : [ 33] sky\af3_partly\20-30
* 0.0 : [ 33] sky\af3_partly\20-30#small
* 0.0 : [ 33] sky\af3_partly\21-00
* 0.0 : [ 33] sky\af3_partly\21-00#small
* 0.0 : [ 33] sky\af3_partly\21-30
* 0.0 : [ 33] sky\af3_partly\21-30#small
* 0.0 : [ 12] sky\af3_partly\22-00-fm
* 0.0 : [ 12] sky\af3_partly\22-00-fm#small
* 0.0 : [  8] sky\af3_partly\22-00-hm
* 0.0 : [  8] sky\af3_partly\22-00-hm#small
* 0.0 : [ 12] sky\af3_partly\23-00-fm
* 0.0 : [ 12] sky\af3_partly\23-00-fm#small
* 0.0 : [  8] sky\af3_partly\23-00-hm
* 0.0 : [  8] sky\af3_partly\23-00-hm#small
* 0.0 : [ 26] sky\af3_rainy\07-00
* 0.0 : [ 26] sky\af3_rainy\07-00#small
* 0.0 : [ 30] sky\af3_rainy\09-00_19-00
* 0.0 : [ 30]
sky\af3_rainy\09-00_19-00#small
* 0.0 : [ 58] sky\af3_rainy\13-00
* 0.0 : [ 58] sky\af3_rainy\13-00#small
* 0.0 : [ 24] sky\af3_rainy\15-00
* 0.0 : [ 24] sky\af3_rainy\15-00#small
* 0.0 : [ 31] sky\af3_rainy\15-00-2
```


xray_xxx.log

* 0.0 : [31] sky\af3_rainy\15-00-2#small
* 0.0 : [44] sky\af3_rainy\16-00
* 0.0 : [44] sky\af3_rainy\16-00#small
* 0.0 : [32] sky\af3_rainy\20-00
* 0.0 : [32] sky\af3_rainy\20-00#small
* 0.0 : [5] sky\sky_12_vibros_cube
* 0.0 : [5] sky\sky_12_vibros_cube#small
* 0.0 : [24] sky\sky_13_cube
* 0.0 : [24] sky\sky_13_cube#small
* 0.0 : [22] sky\sky_13_cube_night
* 0.0 : [22] sky\sky_13_cube_night#small
* 0.0 : [14] sky\sky_13_vibros_cube
* 0.0 : [14] sky\sky_13_vibros_cube#small
* 0.0 : [10] sky\sky_14_cube
* 0.0 : [10] sky\sky_14_cube#small
* 0.0 : [4] sky\sky_17_clouds_cube
* 0.0 : [4] sky\sky_17_clouds_cube#small
* 0.0 : [4] sky\sky_17_cube
* 0.0 : [4] sky\sky_17_cube#small
* 0.0 : [8] sky\sky_18_cube
* 0.0 : [8] sky\sky_18_cube#small
* 0.0 : [8] sky\sky_19_cube
* 0.0 : [8] sky\sky_19_cube#small
* 0.0 : [3] sky\sky_1_clouds_cube
* 0.0 : [3] sky\sky_1_clouds_cube#small
* 0.0 : [4] sky\sky_20_clouds_cube
* 0.0 : [4] sky\sky_20_clouds_cube#small

xray_xxx.log

* 0.0 : [3] sky\sky_20_cube
* 0.0 : [3] sky\sky_20_cube#small
* 0.0 : [4] sky\sky_2_clouds_cube
* 0.0 : [4] sky\sky_2_clouds_cube#small
* 0.0 : [3] sky\sky_2_cube
* 0.0 : [3] sky\sky_2_cube#small
* 0.0 : [9] sky\sky_3_cube
* 0.0 : [9] sky\sky_3_cube#small
* 0.0 : [2] sky\sky_4_cube
* 0.0 : [2] sky\sky_4_cube#small
* 0.0 : [27] sky\sky_5_cube
* 0.0 : [27] sky\sky_5_cube#small
* 0.0 : [5] sky\sky_6_cube
* 0.0 : [5] sky\sky_6_cube#small
* 0.0 : [8] sky\sky_7_cube
* 0.0 : [8] sky\sky_7_cube#small
* 0.0 : [6] sky\sky_8_cube
* 0.0 : [6] sky\sky_8_cube#small
* 0.0 : [43] sky\sky_9_cube
* 0.0 : [43] sky\sky_9_cube#small
* 0.0 : [2] sky\sky_clear_1
* 0.0 : [2] sky\sky_clear_1#small
* 0.0 : [3] sky\sky_clear_10
* 0.0 : [3] sky\sky_clear_10#small
* 0.0 : [1] sky\sky_clear_12
* 0.0 : [1] sky\sky_clear_12#small
* 0.0 : [2] sky\sky_clear_2

xray_xxx.log

```
* 0.0 : [ 2] sky\sky_clear_2#small
* 0.0 : [ 1] sky\sky_clear_3
* 0.0 : [ 1] sky\sky_clear_3#small
* 0.0 : [ 1] sky\sky_clear_4
* 0.0 : [ 1] sky\sky_clear_4#small
* 0.0 : [ 2] sky\sky_clear_6
* 0.0 : [ 2] sky\sky_clear_6#small
* 0.0 : [ 2] sky\sky_clear_8
* 0.0 : [ 2] sky\sky_clear_8#small
* 0.0 : [ 6] sky\sky_clear_9
* 0.0 : [ 6] sky\sky_clear_9#small
* 0.0 : [ 3] sky\sky_cloudy_2
* 0.0 : [ 3] sky\sky_cloudy_2#small
* 0.0 : [ 3] sky\sky_cloudy_3
* 0.0 : [ 3] sky\sky_cloudy_3#small
* 0.0 : [ 1] sky\sky_cloudy_4
* 0.0 : [ 1] sky\sky_cloudy_4#small
* 0.0 : [ 1] sky\sky_cloudy_6
* 0.0 : [ 1] sky\sky_cloudy_6#small
* 0.0 : [ 1] sky\sky_cloudy_7
* 0.0 : [ 1] sky\sky_cloudy_7#small
* 0.0 : [ 1] sky\sky_cloudy_9
* 0.0 : [ 1] sky\sky_cloudy_9#small
* 0.0 : [3316] sky\sky_oblaka
* 0.0 : [ 1]
ui\ui_actor_multiplayer_game_menu
* 0.0 : [ 1] ui\ui_actor_sleep_screen
```

xray_xxx.log

* 0.0 : [1] ui\ui_fog_of_war
* 0.0 : [1] wm\wm_blood_1
* 0.0 : [1] wm\wm_blood_1_1
* 0.0 : [1] wm\wm_blood_1_2
* 0.0 : [1] wm\wm_blood_1_3
* 0.0 : [1] wm\wm_blood_drop_4
* 0.0 : [1] wm\wm_bullet_asfalt_1
* 0.0 : [1] wm\wm_bullet_asfalt_2
* 0.0 : [1] wm\wm_bullet_asfalt_3
* 0.0 : [1] wm\wm_bullet_brick_1
* 0.0 : [1] wm\wm_bullet_brick_2
* 0.0 : [1] wm\wm_bullet_concrete
* 0.0 : [1] wm\wm_bullet_concrete_1
* 0.0 : [1] wm\wm_bullet_concrete_2
* 0.0 : [1] wm\wm_bullet_concrete_4
* 0.0 : [1] wm\wm_bullet_concrete_5
* 0.0 : [1] wm\wm_bullet_concrete_6
* 0.0 : [1] wm\wm_bullet_concrete_7
* 0.0 : [1] wm\wm_bullet_glass01
* 0.0 : [1] wm\wm_bullet_glass02
* 0.0 : [1] wm\wm_bullet_glass03
* 0.0 : [1] wm\wm_bullet_glass04
* 0.0 : [1] wm\wm_bullet_ground
* 0.0 : [1] wm\wm_bullet_ground_1
* 0.0 : [1] wm\wm_bullet_ground_2
* 0.0 : [1] wm\wm_bullet_metall_thik
* 0.0 : [1] wm\wm_bullet_metall_thik_1

xray_xxx.log

```
* 0.0 : [ 1] wm\wm_bullet_metall_thik_2
* 0.0 : [ 1] wm\wm_bullet_metall_thik_3
* 0.0 : [ 1] wm\wm_bullet_metall_thin
* 0.0 : [ 1] wm\wm_bullet_metall_thin_1
* 0.0 : [ 1] wm\wm_bullet_metall_thin_2
* 0.0 : [ 1] wm\wm_bullet_metall_thin_3
* 0.0 : [ 1] wm\wm_bullet_metall_thin_4
* 0.0 : [ 1] wm\wm_bullet_wood
* 0.0 : [ 1] wm\wm_bullet_wood_1
* 0.0 : [ 1] wm\wm_bullet_wood_2
* 0.0 : [ 1] wm\wm_bullet_wood_3
* 0.0 : [ 1] wm\wm_bullet_wood_4
* 0.0 : [ 1] wm\wm_bullet_wood_5
* 0.0 : [ 1] wm\wm_bullet_wood_6
* 0.0 : [ 1] wm\wm_bullet_wood_7
* 0.0 : [ 1] wm\wm_bullet_wood_8
* 0.0 : [ 1] wm\wm_bullet_wood_9
* 0.0 : [ 1] wm\wm_grenade
* 0.0 : [ 1] wm\wm_knife_dead
* 0.0 : [ 1] wm\wm_knife_horiz
* 0.0 : [ 1] wm\wm_knife_horiz_blood
* 0.0 : [ 1] wm\wm_knife_horiz_blood1
* 0.0 : [ 1] wm\wm_knife_horiz_metal
* 0.0 : [ 1] wm\wm_knife_horiz_ston
* 0.0 : [ 1] wm\wm_knife_wood
* 0.0 : [ 1] wm\wm_knife_wood1
* 0.0 : [ 1] wm\wm_knife_wood2
```

xray_xxx.log

* 8.1 : [1] xxx - unterwegs in einem gebiet
* 18.0 : [1] ui\ui_pda_menu_anims
* 32.1 : [1] ui\ui_font_arial_14_1600_west
* 33.0 : [1] ui\ui_ani_cursor
* 64.1 : [1] ui\ui_font_console_02
* 64.1 : [1] ui\ui_font_hud_01
* 64.1 : [1] ui\ui_font_letter_16_1600_west
* 64.1 : [1] ui\ui_font_letter_18_1600_west
* 128.1 : [1] ui\ui_font_graff_19_1600_west
* 128.1 : [1] ui\ui_font_graff_22_1600_west
* 128.1 : [1]
ui\ui_font_letter_25_1600_west
* 256.1 : [1] ui\ui_font_graff_32_1600_west
* 256.1 : [1] ui\ui_font_hud_02
* 270.0 : [1] ui\video_voroni_crop
* 512.1 : [1] ui\ui_font_graff_50_1600_west
* 936.0 : [1] ui\video_water_crop
* 1024.1 : [1] ui\ui_actor_hint_wnd
* 1024.1 : [1] ui\ui_actor_mp_screen
* 1024.1 : [1] ui\ui_actor_save_load
* 1024.1 : [1] ui\ui_common
* 1365.5 : [1] ui\ui_actor_main_menu
* 1365.5 : [1] ui\ui_mod_widescreen
compiling shader deffer_base_bump-hq
compiling shader deffer_model_bump-hq_3
compiling shader deffer_base_bump
compiling shader deffer_model_bump_3

xray_xxx.log
compiling shader shadow_direct_model_3
"e:\program files (x86)\bitcomposer
games\s.t.a.l.k.e.r. - call of
pripyat\bin\xrengine.exe"
* phase time: 0 ms
* phase cmem: 141044 K
Loading objects...
compiling shader deffer_base_flat
compiling shader deffer_model_flat_0
compiling shader shadow_direct_model_0
compiling shader deffer_model_bump-hq_0
compiling shader deffer_model_bump_0
compiling shader deffer_base_aref_bump-hq
compiling shader deffer_base_aref_bump
compiling shader shadow_direct_base_aref
compiling shader shadow_direct_model_aref_0
compiling shader deffer_model_bump-hq_1
compiling shader deffer_model_bump_1
compiling shader shadow_direct_model_1
compiling shader deffer_model_flat_1
! Invalid ogg-comment version, file:
e:\program files (x86)\bitcomposer
games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\sounds\weapons\wpn_colt19
11\colt1911_shoot.ogg
! Missing ogg-comment, file: e:\program files
(x86)\bitcomposer games\s.t.a.l.k.e.r. - call of

xray_xxx.log

pripyat\gamedata\sounds\weapons\wpn_groza
\groza_shoot_silence.ogg

! Invalid ogg-comment version, file:

e:\program files (x86)\bitcomposer

games\s.t.a.l.k.e.r. - call of

pripyat\gamedata\sounds\weapons\wpn_protecta\protecta_shoot.ogg

compiling shader deffer_base_bump_db-hq

compiling shader deffer_model_bump_d-hq_0

compiling shader deffer_model_bump-hq_2

compiling shader deffer_model_bump_2

compiling shader shadow_direct_model_2

! Invalid ogg-comment version, file:

e:\program files (x86)\bitcomposer

games\s.t.a.l.k.e.r. - call of

pripyat\gamedata\sounds\weapons\wpn_val\val_shoot.ogg

! Invalid ogg-comment version, file:

e:\program files (x86)\bitcomposer

games\s.t.a.l.k.e.r. - call of

pripyat\gamedata\sounds\weapons\wpn_vintorez\vintorez_shoot.ogg

Loading models...

compiling shader deffer_model_bump-hq_4

compiling shader deffer_model_bump_4

compiling shader shadow_direct_model_4

compiling shader deffer_model_flat_4

xray_xxx.log

compiling shader model_def_lq
compiling shader model_def_lq_0
compiling shader deffer_model_bump_d-hq_4
compiling shader deffer_base_aref_flat
compiling shader deffer_model_flat_2
compiling shader shadow_direct_model_aref_2
compiling shader deffer_model_bump_d-hq_3
compiling shader accum_emissive
compiling shader model_distort4glass_3
compiling shader shadow_direct_model_aref_3
compiling shader shadow_direct_model_aref_4
! Can't find texture 'glow\glow_anamorphic'
! Can't find texture 'glow\glow_blue'
! Can't find texture 'glow\glow_reddish1'
! Can't find texture 'pfx\pfx_dist2a'
! Can't find texture 'pfx\pfx_dist_lens_base'
! Can't find texture 'pfx\pfx_dist_lightning_02'
! Can't find texture 'pfx\pfx_intense2_a'
! Can't find texture 'pfx\pfx_snow_10'
! Can't find texture 'pfx\pfx_snow_100'
! Can't find texture 'pfx\pfx_snow_20'
! Can't find texture 'pfx\pfx_snow_30'
! Can't find texture 'pfx\pfx_snow_40'
! Can't find texture 'pfx\pfx_snow_50'
! Can't find texture 'pfx\pfx_snow_60'
! Can't find texture 'pfx\pfx_snow_70'
! Can't find texture 'pfx\pfx_snow_80'

xray_xxx.log

! Can't find texture 'pfx\pfx_snow_90'

! Can't find texture 'pfx\pfx_sparks1'

! Can't find texture 'pfx\pfx_sparks2'

! auto-generated bump map:

weapons_johann\w1200\body_bump#

* [prefetch] time: 2397 ms

* [prefetch] memory: 77848Kb

* phase time: 2505 ms

* phase cmem: 221477 K

* phase time: 7 ms

* phase cmem: 221477 K

* Loading spawn registry...

* 16152 spawn points are successfully loaded

* Loading objects...

* 25070 objects are successfully loaded

* Game xxx - unterwegs in einem gebiet is
successfully loaded from file

'c:\users\public\docume~1\stalke~1.-ca\saved
games\xxx - unterwegs in einem gebiet.scop'
(2.940s)

* phase time: 2939 ms

* phase cmem: 314362 K

* phase time: 58 ms

* phase cmem: 314404 K

* phase time: 10 ms

* phase cmem: 314404 K

* WARNING: player not logged in

xray_xxx.log

* client : connection accepted - <All Ok>

* phase time: 9 ms

* phase cmem: 314453 K

* phase time: 8 ms

* phase cmem: 314453 K

* phase time: 4732 ms

* phase cmem: 437910 K

compiling shader deffer_base_bump_d-hq

compiling shader deffer_base_bump

compiling shader shadow_direct_base

compiling shader base_lplanes

compiling shader base_lplanes

compiling shader deffer_base_flat

compiling shader deffer_base_steep_db-hq

compiling shader shadow_direct_base_aref

compiling shader deffer_base_bump-hq

compiling shader deffer_base_flat_d

compiling shader deffer_base_flat_d

compiling shader deffer_base_steep-hq

compiling shader vert

compiling shader vert

compiling shader deffer_base_aref_flat_d

compiling shader simple

compiling shader wmark

compiling shader

deffer_base_lmh_bump_db-hq

compiling shader deffer_base_lmh_bump_d-hq

xray_xxx.log

compiling shader deffer_base_lmh_bump
compiling shader deffer_base_lmh_bump
compiling shader deffer_base_lmh_flat
compiling shader deffer_base_lmh_flat
compiling shader
deffer_base_lmh_steep_db-hq
compiling shader deffer_base_lmh_bump-hq
compiling shader deffer_base_lmh_bump-hq
compiling shader
deffer_base_lmh_aref_bump_db-hq
compiling shader deffer_base_lmh_aref_bump
compiling shader deffer_base_lmh_flat_d
compiling shader deffer_base_lmh_flat_d
compiling shader deffer_base_lmh_aref_flat
compiling shader
deffer_base_lmh_aref_steep_db-hq
compiling shader lmapE
compiling shader lmapE
compiling shader
deffer_base_lmh_aref_bump-hq
compiling shader deffer_impl_flat_d
compiling shader deffer_impl_flat_d
compiling shader deffer_impl_flat
compiling shader
deffer_base_aref_bump_db-hq
compiling shader water_soft
compiling shader water_soft

xray_xxx.log

compiling shader waterd_soft
compiling shader waterd_soft
compiling shader deffer_tree_s_bump_d-hq
compiling shader deffer_tree_s_bump
compiling shader shadow_direct_base
compiling shader shadow_direct_tree_s
compiling shader lod
compiling shader lod
compiling shader deffer_tree_bump_d-hq
compiling shader deffer_tree_bump
compiling shader shadow_direct_tree
compiling shader deffer_tree_flat
* phase time: 128 ms
* phase cmem: 439122 K
* [Loading VB] 65529 verts, 2047 Kb
* [Loading VB] 65514 verts, 2047 Kb
* [Loading VB] 65530 verts, 2047 Kb
* [Loading VB] 65528 verts, 2047 Kb
* [Loading VB] 30185 verts, 943 Kb
* [Loading VB] 65534 verts, 2047 Kb
* [Loading VB] 65535 verts, 2047 Kb
* [Loading VB] 65533 verts, 2047 Kb
* [Loading VB] 65535 verts, 2047 Kb
* [Loading VB] 65534 verts, 2047 Kb
* [Loading VB] 65534 verts, 2047 Kb
* [Loading VB] 65535 verts, 2047 Kb
* [Loading VB] 65534 verts, 2047 Kb

xray_xxx.log

- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65533 verts, 2047 Kb
- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65533 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65533 verts, 2047 Kb
- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65532 verts, 2047 Kb
- * [Loading VB] 65534 verts, 2047 Kb
- * [Loading VB] 65532 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65530 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 65535 verts, 2047 Kb
- * [Loading VB] 61949 verts, 1935 Kb
- * [Loading VB] 65532 verts, 2047 Kb
- * [Loading VB] 65532 verts, 2047 Kb
- * [Loading VB] 65533 verts, 2047 Kb
- * [Loading VB] 17768 verts, 555 Kb
- * [Loading IB] 1048575 indices, 2047 Kb

xray_xxx.log

- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048572 indices, 2047 Kb
- * [Loading IB] 1048572 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048572 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 517158 indices, 1010 Kb
- * [Loading VB] 65533 verts, 767 Kb
- * [Loading VB] 65534 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65534 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65533 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65533 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65535 verts, 767 Kb
- * [Loading VB] 65533 verts, 767 Kb
- * [Loading VB] 65532 verts, 767 Kb

xray_xxx.log

- * [Loading VB] 65532 verts, 767 Kb
- * [Loading VB] 65534 verts, 767 Kb
- * [Loading VB] 65533 verts, 767 Kb
- * [Loading VB] 53005 verts, 621 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048575 indices, 2047 Kb
- * [Loading IB] 1048572 indices, 2047 Kb
- * [Loading IB] 1048572 indices, 2047 Kb
- * [Loading IB] 664383 indices, 1297 Kb
- * phase time: 73 ms
- * phase cmem: 439248 K
- * phase time: 60 ms
- * phase cmem: 448919 K
- compiling shader deffer_detail_w_flat
- compiling shader deffer_detail_s_flat
- * [DETAILS] VertexConsts(256), Batch(61)
- * [DETAILS] 40199 v(20), 21716 p
- * [DETAILS] Batch(61), VB(785K), IB(127K)
- * phase time: 20 ms
- * phase cmem: 449015 K
- * Loading HOM: e:\program files

xray_xxx.log

(x86)\bitcomposer games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\levels\zaton\level.hom

* phase time: 82 ms

* phase cmem: 449713 K

* phase time: 10 ms

* phase cmem: 449713 K

* phase time: 9 ms

* phase cmem: 449713 K

* t-report - base: 1997, 1375006 K

* t-report - lmap: 17, 17410 K

* WARNING: player not logged in

! Invalid ogg-comment version, file:

e:\program files (x86)\bitcomposer

games\s.t.a.l.k.e.r. - call of

pripyat\gamedata\sounds\interface\inv_belt.ogg

! default LevelMap used for level[digger_stash]

! default LevelMap used for level[l04u_labx18]

* phase time: 981 ms

* phase cmem: 491536 K

* phase time: 14 ms

* phase cmem: 491536 K

* [win32]: free[1291108 K], reserved[209812
K], committed[2693320 K]

* [D3D]: textures[1447053 K]

* [x-ray]: crt heap[491498 K], process
heap[69979 K], game lua[49233 K],

xray_xxx.log

render[129 K]

* [x-ray]: economy: strings[62971 K],

smem[9989 K]

compiling shader model_def_lplanes_0

compiling shader model_env_lq

compiling shader model_env_lq_1

! Missing ogg-comment, file: e:\program files (x86)\bitcomposer games\s.t.a.l.k.e.r. - call of pripyat\gamedata\sounds\characters_voice\human_01\bandit\help\wounded\kill_wounded_5.ogg

compiling shader model_def_lplanes_1

compiling shader model_env_lq_0

compiling shader deffer_model_bump_d-hq_1

compiling shader model_distort_1

compiling shader accum_emissivel

compiling shader shadow_direct_model_aref_1

compiling shader deffer_model_bump_d-hq_2

! Missing ogg-comment, file: e:\program files (x86)\bitcomposer games\s.t.a.l.k.e.r. - call of pripyat\gamedata\sounds\weapons\wpn_fnfal\fnfal_shoot_silence.ogg

! Missing ogg-comment, file: e:\program files (x86)\bitcomposer games\s.t.a.l.k.e.r. - call of pripyat\gamedata\sounds\weapons\wpn_grom\grom_shoot_silence.ogg

! Invalid ogg-comment version, file:

xray_xxx.log
e:\program files (x86)\bitcomposer
games\s.t.a.l.k.e.r. - call of
pripyat\gamedata\sounds\weapons\wpn_m82\
m82_shoot.ogg
compiling shader model_distort_2
compiling shader particle_alphaonly
! Unknown command: dump_infos

FATAL ERROR

[error]Expression : !m_error_code
[error]Function : raii_guard::~~raii_guard
[error]File :
D:\prog_repository\sources\trunk\xrServerEntit
ies\script_storage.cpp
[error]Line : 748
[error]Description : ... - call of
pripyat\gamedata\scripts\sgm_utils.script:105:
attempt to compare number with nil

stack trace: