

log.txt

GIANTS Engine Runtime 5.0.1 (build date: Oct 18 2012)
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Application: FarmingSimulator2013

Main System

Core(s): 1 @ 2.2 GHZ
OS: Windows NT 5.1 32-bit

Physics System

Driver: NVIDIA PhysX Runtime
Version: 2.8.3
Thread(s): 1

Input System

Keyboard enabled
Mouse enabled
Gamepad/Joystick enabled
Force Feedback disabled

Sound System

Driver: OpenAL
Version: 1.1
Device: Generic Software
Max. sources: 256

Render System

Driver: OpenGL
Card Vendor: NVIDIA Corporation
Renderer: GeForce 8800 GS/PCIe/SSE2/3DNOW!
Version: 3.3.0

max_texture_layers: 8

OpenGL initialization successful

Hardware Profile

Level: Medium (forced)
View Distance Coeff: 1.000000
Shadow Quality: 1.000000
Skip Mipmaps: 1
LOD Distance Coeff: 1.000000
Terrain LOD Distance Coeff: 1.000000
Foliage View Distance Coeff: 1.000000

Farming Simulator 2013

Version: 1.3.0.0 RC4
Available Languages: en fr es it
Language: fr

Game vehicle types loaded

Mod directory: C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods

Load mod: JOHN_DEERE_9630T

Load mod: OGM2013

Register vehicle type: JOHN_DEERE_9630T.JD7810

Warning: missing dailyUpkeep value in store item modDesc.storeItems.storeItem(0)

data/sky/sky_day_night.i3d (0.00mb in 2841.25 ms)

data/sky/rain.i3d (0.00mb in 2.84 ms)

data/sky/hail.i3d (0.00mb in 1.83 ms)

data/maps/map01.i3d (49.21mb in 17229.86 ms)

Warning (performance): Raw texture format

(data/maps/textures/terrain/asphalt_diffuse.png)

dataS2/character/pedestrians/casual15.i3d (0.40mb in 187.27 ms)

dataS2/character/pedestrians/casual07.i3d (0.32mb in 134.36 ms)

dataS2/character/pedestrians/casual02.i3d (0.31mb in 129.18 ms)

dataS2/character/pedestrians/casual03.i3d (0.33mb in 129.93 ms)

dataS2/character/pedestrians/casual08.i3d (0.53mb in 188.07 ms)

dataS2/character/pedestrians/executive03.i3d (0.27mb in 120.27 ms)

data/vehicles/steerable/lizard/golfCart.i3d (0.89mb in 700.23 ms)

data/character/farmer/farmer_player.i3d (1.75mb in 162.10 ms)

data/vehicles/trucks/milktruck.i3d (1.19mb in 600.55 ms)

data/vehicles/cars/car3.i3d (0.39mb in 120.45 ms)

data/vehicles/cars/car2.i3d (0.42mb in 101.85 ms)

data/vehicles/cars/car1.i3d (0.43mb in 175.40 ms)

data/vehicles/cars/car4.i3d (0.33mb in 66.34 ms)

Error: Can't load resource: C:/Documents and Settings/chris/Mes documents/My

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Games/FarmingSimulator2013/mods/JOHN_DEERE_9630T/brand_jd9030.dds
data/vehicles/cars/car6.i3d (0.38mb in 138.93 ms)
Lua: Unknown entity id: 0 method name: setOverlayColor
Call Stack:

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data/vehicles/cars/car7.i3d (0.47mb in 130.26 ms)
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(109) : draw
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(396) : draw
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/Gui.lua(295) : draw
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/main.lua(960) : draw
```

```
Lua: Unknown entity id: 0 method name: renderOverlay
```

```
Call Stack:
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(106) : renderOverlay
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(396) : draw
```

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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(109) : draw
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```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/Gui.lua(295) : draw
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/main.lua(960) : draw
```

```
Lua: Unknown entity id: 0 method name: setOverlayColor
```

```
Call Stack:
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(105) : setOverlayColor
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(396) : draw
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(109) : draw
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```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/main.lua(960) : draw
```

```
Lua: Unknown entity id: 0 method name: renderOverlay
```

```
Call Stack:
```

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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(106) : renderOverlay
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```

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Error loadVehicle: invalid vehicle config file 'C:/Documents and  
Settings/chris/Mes documents/My  
Games/FarmingSimulator2013/mods/JOHN_DEERE_9630T/JD9630T.xml', no type specified  
Lua: Unknown entity id: 0 method name: setOverlayColor  
Call Stack:
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```
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: draw
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/Gui.lua(295) : draw
D:/code/l1sim2013/build/finalbin/dataS/scripts/main.lua(960) : draw
data/vehicles/cars/car5.i3d (0.37mb in 113.81 ms)
Lua: Unknown entity id: 0 method name: setOverlayColor
Call Stack:
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(105)
) : setOverlayColor
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(396)
: draw
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(109)
) : draw
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(396)
: draw
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/Gui.lua(295) : draw
D:/code/l1sim2013/build/finalbin/dataS/scripts/main.lua(960) : draw
Lua: Unknown entity id: 0 method name: renderOverlay
Call Stack:
```

```
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(106)
) : renderOverlay
D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(396)
: draw
```

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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(109)
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log.txt

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