

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: aClaasVario660

Load mod: Agroliner50\_tral

Load mod: Arcusin\_RB\_Autostack

Load mod: ClaasHeaderTrailer

Load mod: ClaasLexion\_770\_MW1

Load mod: ClaasScorpion7040

Load mod: Claas\_Arion900

Load mod: CLAAS\_LEXION\_550

Load mod: Fendt828Variov2\_11

Load mod: Fendt9460R

Load mod: FendtCutter12M

Load mod: FrontloaderCutters

Load mod: Goldhofer\_Tieflader\_by\_NAS

Load mod: JCB\_526

Load mod: JD9420\_H\_track

Load mod: JohnDeere\_8360Rv1\_5FH

Load mod: JOHN\_DEERE\_9630T

Load mod: LoadStatus

Load mod: Ogm2013

Load mod: QUICKE\_Ballengabel

Load mod: RekordiaXXL

Load mod: Scania\_R560\_Segers\_LS13

Load mod: Schneidwerksregal

Load mod: schvitz\_bale\_t

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Load mod: Towbar\_v2  
Register vehicle type: aClaasVario660.Claas\_v660  
specialization beleuchtung v3 by Sven777b  
Register vehicle type: Arcusin\_RB\_Autostack.Arcusin  
Register vehicle type: ClaasHeaderTrailer.headerTrailer  
specialization beleuchtung v3 by Sven777b  
Register vehicle type: ClaasScorpion7040.ClaasScorpion7040  
Register vehicle type: Claas\_Arion900.claas  
Register vehicle type: CLAAS\_LEXION\_550.Lexion550  
Register vehicle type: Fendt828VarioV2\_11.Vario828  
Register vehicle type: Fendt828VarioV2\_11.BuyableTwinWheels  
Register vehicle type: Fendt9460R.fendt9460  
Register vehicle type: FrontloaderCutters.FrontloaderCutter  
Warning: missing dailyUpkeep value in store item modDesc.storeItems.storeItem(0)  
Register vehicle type: Goldhofer\_Tiefloader\_by\_NAS.Goldhofer  
Register vehicle type: JCB\_526.JCB\_526  
Error: vehicle types unknown specialization JD9420\_H\_track.frontloader  
Warning: missing dailyUpkeep value in store item modDesc.storeItems.storeItem(0)  
Register vehicle type: JohnDeere\_8360Rv1\_5FH.JohnDeere  
Register vehicle type: JOHN\_DEERE\_9630T.JD7810  
Warning: missing dailyUpkeep value in store item modDesc.storeItems.storeItem(0)  
Warning: missing machineType value in store item modDesc.storeItems.storeItem(0)  
LoadStatus 0.8.6 by WLKe loaded  
Register vehicle type: QUICKE\_Ballengabel.StrawFork  
specialization beleuchtung v3 by Sven777b  
Register vehicle type: RekordiaXXL.RekordiaXXL  
Register vehicle type: Scania\_R560\_Segers\_LS13.scania  
Register vehicle type: Schneidwerksregal.heber  
Warning: missing dailyUpkeep value in store item modDesc.storeItems.storeItem(0)  
Register vehicle type: schvitz\_bale\_t.schvitz\_bale\_t  
Register vehicle type: Towbar\_v2.abschleppstange  
Warning: missing dailyUpkeep value in store item modDesc.storeItems.storeItem(0)  
Warning: missing machineType value in store item modDesc.storeItems.storeItem(0)  
data/sky/sky\_day\_night.i3d (0.00mb in 4024.39 ms)  
data/sky/rain.i3d (0.00mb in 8.29 ms)  
data/sky/hail.i3d (0.00mb in 1.91 ms)  
data/maps/map01.i3d (49.21mb in 19036.43 ms)  
Warning (performance): Raw texture format  
(data/maps/textures/terrain/asphalt\_diffuse.png)  
dataS2/character/pedestrians/casual15.i3d (0.40mb in 238.02 ms)  
dataS2/character/pedestrians/casual08.i3d (0.53mb in 243.10 ms)  
dataS2/character/pedestrians/casual02.i3d (0.31mb in 158.11 ms)  
dataS2/character/pedestrians/casual03.i3d (0.33mb in 143.08 ms)  
dataS2/character/pedestrians/casual07.i3d (0.32mb in 149.71 ms)  
dataS2/character/pedestrians/executive03.i3d (0.27mb in 128.88 ms)  
data/vehicles/steerable/lizard/golfCart.i3d (0.89mb in 816.80 ms)  
Error: Failed to open xml file C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/B\_ALexion770TT/Spezi/Lexion770special/Lexion770specialCombine.xml'  
Error loadVehicle: invalid vehicle config file 'C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/B\_ALexion770TT/Spezi/Lexion770special/Lexion770specialCombine.xml', no type specified  
data/character/farmer/farmer\_player.i3d (1.75mb in 201.06 ms)  
data/vehicles/trucks/milktruck.i3d (1.19mb in 690.20 ms)  
data/vehicles/cars/car1.i3d (0.43mb in 210.07 ms)  
data/vehicles/cars/car4.i3d (0.33mb in 115.63 ms)  
data/vehicles/cars/car6.i3d (0.38mb in 123.58 ms)  
data/vehicles/cars/car7.i3d (0.47mb in 165.07 ms)  
Warning (performance): Raw texture format (C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/Agroliner50\_tral/store.png)  
Warning (performance): Raw texture format (C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/Agroliner50\_tral/brand\_kroeger.png)  
data/vehicles/cars/car3.i3d (0.39mb in 140.40 ms)  
data/vehicles/cars/car2.i3d (0.42mb in 134.91 ms)  
Warning (compatibility): Texture width or height doesn't equal 2^n (C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/FrontloaderCutters/store.dds)  
data/vehicles/cars/car5.i3d (0.37mb in 123.20 ms)

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Error: Can't load resource: C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/JD9420\_H\_track/brand\_JD9420htrack.dds  
Lua: Unknown entity id: 0 method name: setOverlayColor  
Call Stack:

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Lua: Unknown entity id: 0 method name: renderOverlay
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(106) : renderOverlay
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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: 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)  
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(109)  
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(105)  
) : setOverlayColor  
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(106)  
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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)  
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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  
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(106)  
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Warning: converting 'C:/Documents and Settings/chris/Mes documents/My
Games/FarmingSimulator2013/mods/JD9420_H_track/JD9420htrack.xml' to utf8
Warning: converting 'C:/Documents and Settings/chris/Mes documents/My
Games/FarmingSimulator2013/mods/JD9420_H_track/JD9420htrack.xml' to utf8
Error loadVehicle: unknown type 'JD9420_H_track.JD9030htrack' in 'C:/Documents
and Settings/chris/Mes documents/My
Games/FarmingSimulator2013/mods/JD9420_H_track/JD9420htrack.xml'
Lua: Unknown entity id: 0 method name: setOverlayColor
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D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(105) : setOverlayColor
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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)  
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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)  
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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
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

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

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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
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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
```

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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: delete

Call Stack:

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(80)  
: delete

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(586) :  
setImageFilename

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(355) :  
updateMainPanel

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(233)  
: onSelectionChanged

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(209)  
: \_setSelectedOrPreselectedRow

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(362)  
: setSelectedRow

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(354)  
: mouseEvent

=(tail call)(-1)

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(354)

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/Gui.lua(226) : mouseEvent

D:/code/l1sim2013/build/finalbin/dataS/scripts/main.lua(904) : mouseEvent

Error: Can't load resource: C:/Documents and Settings/chris/Mes documents/My  
Games/FarmingSimulator2013/mods/JD9420\_H\_track/brand\_JD9420htrack.dds

Lua: Unknown entity id: 0 method name: delete

Call Stack:

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/BitmapElement.lua(80)  
: delete

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(586) :  
setImageFilename

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(355) :  
updateMainPanel

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(233)  
: onSelectionChanged

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(209)  
: \_setSelectedOrPreselectedRow

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(291)  
: setSelectedRow

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(34)  
: removeElement

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/GameListItemElement.lua(27) : delete

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/ListElement.lua(313)  
: delete

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(200) :  
deleteListItems

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(500) :  
updateShopItemList

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/ShopScreen.lua(345) :  
onSubCategorySelectionChanged

D:/code/l1sim2013/build/finalbin/dataS/scripts/gui/elements/MultiTextOptionElement

t.lua(186) : onClick

```
D:/code/lsim2013/build/finalbin/dataS/scripts/gui/elements/ButtonElement.lua(465) : onClick
D:/code/lsim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(354) : mouseEvent
=(tail call)(-1)
D:/code/lsim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(354)
=(tail call)(-1)
D:/code/lsim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(354)
=(tail call)(-1)
D:/code/lsim2013/build/finalbin/dataS/scripts/gui/elements/GuiElement.lua(354)
D:/code/lsim2013/build/finalbin/dataS/scripts/gui/Gui.lua(226) : mouseEvent
D:/code/lsim2013/build/finalbin/dataS/scripts/main.lua(904) : mouseEvent
Warning (performance): Raw texture format (C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/Agroliner50_tral/store.png)
Warning (performance): Raw texture format (C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/Agroliner50_tral/brand_kroeger.png)
Warning (performance): Raw texture format (C:/Documents and Settings/chris/Mes documents/My Games/FarmingSimulator2013/mods/JOHN_DEERE_9630T/store.png)
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
```