

2021-05-27T18:18:53 51494.654 INF Telnet connection from: 103.62.49.18:13687  
2021-05-27T18:18:53 51494.654 INF Started thread TelnetClient\_103.62.49.18:13687  
2021-05-27T18:18:53 51494.937 INF Executing command 'lpi' by Telnet from 103.62.49.18:13687  
2021-05-27T18:18:53 51494.937 INF Executing command 'lpi' by Telnet from 103.62.49.18:13687  
1. id=38560, Stormie  
2. id=147353, The\_Q  
Total of 2 in the game  
2021-05-27T18:19:03 51504.557 INF 1099106 EntityBackpack id 101181, plyrId 101118, (213.6, 70.7, -621.8) (13, -39), chunk True (13, 4, -39), items 31 resourceRockSmall, drinkJarGrainAlcohol at (0, 0, 0, xz 0 0) : OnEntityUnload markedForUnload False, IsDead True, IsDespawnd False  
2021-05-27T18:19:03 51504.575 ERR IOException in ReadLine for TelnetClient\_103.62.49.18:13687: Unable to write data to the transport connection: An established connection was aborted by the software in your host machine.  
.   
2021-05-27T18:19:03 51504.575 EXC Unable to write data to the transport connection: An established connection was aborted by the software in your host machine.  
.   
SocketException: An established connection was aborted by the software in your host machine.  
at System.Net.Sockets.Socket.Send (System.Byte[] buffer, System.Int32 offset, System.Int32 size, System.Net.Sockets.SocketFlags socketFlags) [0x00016] in <ae22a4e8f83c41d69684ae7f557133d9>:0  
at System.Net.Sockets.NetworkStream.Write (System.Byte[] buffer, System.Int32 offset, System.Int32 size) [0x0009b] in <ae22a4e8f83c41d69684ae7f557133d9>:0  
Rethrow as IOException: Unable to write data to the transport connection: An established connection was aborted by the software in your host machine.  
.   
at System.Net.Sockets.NetworkStream.Write (System.Byte[] buffer, System.Int32 offset, System.Int32 size) [0x000e2] in <ae22a4e8f83c41d69684ae7f557133d9>:0  
at TelnetConnection.HandlerThread (ThreadManager+ThreadInfo \_tInfo) [0x001e1] in <3e05fa90232744e9af23acbb44662871>:0  
UnityEngine.DebugLogHandler:Internal\_LogException(Exception, Object)  
UnityEngine.DebugLogHandler:LogException(Exception, Object)  
UnityEngine.Logger:LogException(Exception, Object)  
UnityEngine.Debug:LogException(Exception)  
Logger:masterLogException(Exception)  
Logger:Exception(Exception)  
Log:Exception(Exception)  
TelnetConnection:HandlerThread(ThreadInfo)  
ThreadManager:myThreadInvoke(Object)  
System.Threading.QueueUserWorkItemCallback:System.Threading.ThreadPoolWorkItem.ExecuteWorkItem()  
System.Threading.ThreadPoolWorkQueue:Dispatch()  
System.Threading.\_ThreadPoolWaitCallback:PerformWaitCallback()  
(Filename: <ae22a4e8f83c41d69684ae7f557133d9> Line: 0)  
2021-05-27T18:19:03 51504.605 ERR Exception in thread TelnetClient\_103.62.49.18:13687:  
2021-05-27T18:19:03 51504.605 EXC The operation is not allowed on non-connected sockets.  
InvalidOperationException: The operation is not allowed on non-connected sockets.  
at System.Net.Sockets.TcpClient.GetStream () [0x00036] in <ae22a4e8f83c41d69684ae7f557133d9>:0

at TelnetConnection.Close (System.Boolean kickedForLogins) [0x0001e] in  
<3e05fa90232744e9af23acbb44662871>:0  
at TelnetConnection.ThreadEnd (ThreadManager+ThreadInfo \_threadInfo, System.Boolean  
\_exitForException) [0x00000] in <3e05fa90232744e9af23acbb44662871>:0  
at ThreadManager.myThreadInvoke (System.Object \_threadInfo) [0x000ab] in  
<3e05fa90232744e9af23acbb44662871>:0  
UnityEngine.DebugLogHandler:Internal\_LogException(Exception, Object)  
UnityEngine.DebugLogHandler:LogException(Exception, Object)  
UnityEngine.Logger:LogException(Exception, Object)  
UnityEngine.Debug:LogException(Exception)  
Logger:masterLogException(Exception)  
Logger:Exception(Exception)  
Log:Exception(Exception)  
ThreadManager:myThreadInvoke(Object)  
System.Threading.QueueUserWorkItemCallback:System.Threading.IThreadPoolWorkItem.ExecuteWo  
rkItem()  
System.Threading.ThreadPoolWorkQueue:Dispatch()  
System.Threading.\_ThreadPoolWaitCallback:PerformWaitCallback()  
(Filename: <ae22a4e8f83c41d69684ae7f557133d9> Line: 0)  
2021-05-27T18:19:03 51504.605 INF Exited thread TelnetClient\_103.62.49.18:13687