2022-12-07 20:19:33.922043; LOGGER; INFO; Log file path: './AppRLog\_2022-12-07\_20-19-33-919.txt'

2022-12-07 20:19:33.922158; ENGINE; INFO; Engine.Instance: creating new instance

2022-12-07 20:19:33.928110; ENGINE; INFO; WindowSubsystem.WindowSubsystem: creating subsystem

2022-12-07 20:19:33.943880; ENGINE; INFO; WindowSubsystem.CreateWindow: creating window [0] {x, y, w, h} = {0, 0, 2400, 1080}

2022-12-07 20:19:33.950373; SDL; INFO; pixel format wanted SDL\_PIXELFORMAT\_RGBX8888 (2), got SDL\_PIXELFORMAT\_RGBX8888 (2)

2022-12-07 20:19:34.451071; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2164xH1008

2022-12-07 20:19:34.451143; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2164xH1008

2022-12-07 20:19:34.451174; ENGINE; INFO; WindowSubsystem.WindowSubsystem: subsystem successfully created

2022-12-07 20:19:34.451199; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2318x1080

2022-12-07 20:19:34.451221; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2164xH1008

2022-12-07 20:19:34.451238; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2164xH1008

2022-12-07 20:19:34.452040; SDL; INFO; Created renderer: opengles2

2022-12-07 20:19:34.452085; ENGINE; INFO; SDLGraphicsImpl.SDLGraphicsImpl: renderer inf name = opengles2 max\_width = 16384 max\_height = 16384 flags = 14

2022-12-07 20:19:34.452120; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.29,0.00,2318.00,1080.00}

2022-12-07 20:19:34.452154; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2163.00,1008.00}

2022-12-07 20:19:34.452171; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2318.57,1080.00}

2022-12-07 20:19:34.455441; ENGINE; INFO; AudioSubsystem.AudioSubsystem: current audio driver 'AAudio'

2022-12-07 20:19:34.534308; ENGINE; INFO; No need call remove\_old\_files\_prev\_version

2022-12-07 20:19:34.534385; ENGINE; INFO; Build info: android-build-android/riverslot/stable/build-934.1e775f2d8155e8faf079da4b315bdb832fbba3a5

2022-12-07 20:19:34.534417; ENGINE; INFO; Platform:

version=12.0.0,

UUID1='34c6373d1ec6d82ebb117071726e6902a46fe4d2',

UUID2='34c6373d1ec6d82ebb117071726e6902a46fe4d2',

model='samsung SM-N981U1',

diagonal=6.7',

resolution=2400x1080,

RAM=7646M,

user\_agent=Mozilla/5.0 (Linux; Android 12; SM-N981U1 Build/SP1A.210812.016; wv) AppleWebKit/537.36 (KHTML, like Gecko) Version/4.0 Chrome/107.0.5304.141 Mobile Safari/537.36

2022-12-07 20:19:34.534441; ENGINE; INFO; Client version: 4.79.0

2022-12-07 20:19:34.535220; ENGINE; INFO; gShell\_PlugIns: Path to resources '/storage/emulated/0/Android/data/cl.rst.game.client/files/bin/../resources'

2022-12-07 20:19:34.553403; VNET; INFO; vnet.core.VNET\_AsioClientImpl.VNET\_AsioClientImpl; Root certificate 'ca.pem' loaded successfully.

2022-12-07 20:19:34.556377; ENGINE; INFO; SceneManager.InitScene: INIT\_SCENE

2022-12-07 20:19:34.606695; ENGINE; INFO; SceneManager.InitScene: scene='INIT\_SCENE', loaded to memory=6.36 MB, loading time=0.05 sec

2022-12-07 20:19:34.607437; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INIT\_SCENE

2022-12-07 20:19:34.607487; ENGINE; INFO; SceneManager.RestoreScene: INIT\_SCENE

2022-12-07 20:19:34.609033; VNET; INFO; VNET\_DownloadManagerImpl.VNET\_DownloadManagerImpl; DIST\_NAME=android

2022-12-07 20:19:34.609205; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:19:34.609243; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:19:34.609279; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:19:34.609316; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609347; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609381; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:19:34.609415; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609455; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609483; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:19:34.609521; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:19:34.609551; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:19:34.609583; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:19:34.609615; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609645; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609674; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:19:34.609706; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609737; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:19:34.609767; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:19:34.920190; VNET; INFO; VNET\_DownloadManagerImpl.InitializeAUSUpdateDB; Getting latest updates from server

2022-12-07 20:19:35.562984; VNET; INFO; VNET\_DownloadManagerImpl.InitializeAUSUpdateDB; Latest AUS Update.db version 4.79.0

2022-12-07 20:19:35.580813; VNET; INFO; VNET\_DownloadManagerImpl.InitializeAUSUpdateDB; Getting updates for version 4.79.0 from server

2022-12-07 20:19:35.825916; VNET; INFO; VNET\_DownloadManagerImpl.InitializeAUSUpdateDB; Getting patches for version 4.79.0 from server

2022-12-07 20:19:35.903461; VNET; INFO; VNET\_DownloadManagerImpl.InitializeAUSUpdateDB; Initialize AUS Update.db finished

2022-12-07 20:19:36.589967; ENGINE; INFO; SceneManager.ReleaseScene: INIT\_SCENE, release resources = 1

2022-12-07 20:19:36.590302; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:19:36.590350; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:19:36.688190; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=13.54 MB, loading time=0.10 sec

2022-12-07 20:19:36.688909; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:19:36.688959; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:19:36.691945; ENGINE; INFO; SceneManager.InitScene: ACCESS\_CODE\_SCENE

2022-12-07 20:19:36.797612; ENGINE; INFO; SceneManager.InitScene: scene='ACCESS\_CODE\_SCENE', loaded to memory=15.58 MB, loading time=0.10 sec

2022-12-07 20:19:36.799976; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:19:36.800260; ENGINE; INFO; SceneManager.FinalizeScenePreparation: ACCESS\_CODE\_SCENE

2022-12-07 20:19:36.800298; ENGINE; INFO; SceneManager.RestoreScene: ACCESS\_CODE\_SCENE

2022-12-07 20:19:36.802602; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:19:36.802665; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from disconnected to connecting

2022-12-07 20:19:36.990217; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from connecting to socket\_connected

2022-12-07 20:19:37.088765; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from socket\_connected to handshaked

2022-12-07 20:19:37.156299; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_NetworkProtocolVersion; Server ID: gs-5.127.134-rst-rc20-1-1129

2022-12-07 20:19:37.156425; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_NetworkProtocolVersion; Client version: 4.79.0

2022-12-07 20:19:37.341163; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_ConnectionInfo; Connection (id=10006509445) to the server has been established.

2022-12-07 20:19:37.341315; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from handshaked to connected

2022-12-07 20:19:38.699145; ENGINE; INFO; Vec2 input method: mouse

2022-12-07 20:19:43.762088; VNET; INFO; vnet.core.VNET\_AsioClientImpl.RequestAuthType; Requesting auth type...

2022-12-07 20:19:43.987303; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_AuthMethod; AuthMethod received.

2022-12-07 20:19:43.995271; ENGINE; WARNING; get\_key\_from\_string: invalid key size.

2022-12-07 20:19:43.995380; ENGINE; WARNING; get\_key\_from\_string: invalid key size.

2022-12-07 20:19:44.810627; ENGINE; WARNING; get\_key\_from\_string: invalid key size.

2022-12-07 20:19:44.810952; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Authorize; Client's authorization started...

2022-12-07 20:19:44.811050; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from connected to authorizing

2022-12-07 20:19:45.390111; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_Authorize; The client is now authorized.

2022-12-07 20:19:45.390421; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from authorizing to authorized

2022-12-07 20:19:45.394847; ENGINE; WARNING; get\_key\_from\_string: invalid key size.

2022-12-07 20:19:45.395472; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:19:45.395830; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:19:45.397175; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:19:45.398125; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:19:45.398196; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:19:45.420746; ENGINE; INFO; SceneManager.ReleaseScene: ACCESS\_CODE\_SCENE, release resources = 1

2022-12-07 20:19:45.422869; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:19:45.423158; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:19:45.423848; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:19:45.424297; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:19:45.424337; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:19:45.426711; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 1

2022-12-07 20:19:45.426915; ENGINE; INFO; SceneManager.InitScene: MainMenu

2022-12-07 20:19:47.235239; ENGINE; INFO; SceneManager.InitScene: scene='MainMenu', loaded to memory=151.58 MB, loading time=1.81 sec

2022-12-07 20:19:47.271005; ENGINE; INFO; SceneManager.FinalizeScenePreparation: MainMenu

2022-12-07 20:19:47.271106; ENGINE; INFO; SceneManager.RestoreScene: MainMenu

2022-12-07 20:19:47.283946; ENGINE; WARNING; ObjectFac::ConfigureAction: Action 'streak.wheel.icon.idle.action.prepare' not found!

2022-12-07 20:19:47.286031; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:19:47.289133; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:19:48.355753; ENGINE; INFO; CurlWrapper::PerformRequest: code=200

2022-12-07 20:20:21.343678; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 0

2022-12-07 20:20:21.353908; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:20:21.354072; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:20:21.355079; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:20:21.355584; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:20:21.355636; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:20:21.840076; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:20:21.873103; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:20:21.873198; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:20:21.883879; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:20:21.884174; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:20:21.884223; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:20:21.885061; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:20:21.954802; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:20:21.954971; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:20:22.058596; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:20:22.058687; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:20:22.058719; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:20:22.058759; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.058791; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.058821; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:20:22.058851; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.058882; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.058913; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:20:22.058950; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:20:22.058977; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:20:22.059009; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:20:22.059038; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059067; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059095; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:20:22.059125; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059153; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059181; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:20:22.059216; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:20:22.059246; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:20:22.059276; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:20:22.059298; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059324; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059355; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:20:22.059385; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059415; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:20:22.059443; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:20:22.109455; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=16.15 MB, loading time=0.15 sec

2022-12-07 20:20:22.110113; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:20:22.110157; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:20:22.138344; ENGINE; INFO; SceneManager.InitScene: 507.vertical

2022-12-07 20:20:24.483887; ENGINE; INFO; SceneManager.InitScene: scene='507.vertical', loaded to memory=385.91 MB, loading time=2.35 sec

2022-12-07 20:20:24.486180; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:20:24.486287; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:20:24.486331; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:20:24.486365; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:20:24.820990; VNET; INFO; vcore.VCORE\_GameImpl.OnGameLoad; The game has been loaded

2022-12-07 20:20:25.006012; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Packet Request | GameBuyItemData was not handled.

2022-12-07 20:20:25.121644; ENGINE; INFO; SceneManager.FinalizeScenePreparation: 507.vertical

2022-12-07 20:20:25.122000; ENGINE; INFO; SceneManager.RestoreScene: 507.vertical

2022-12-07 20:20:25.163927; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:20:25.168825; ENGINE; INFO; Offers model doesn't exist for this game

2022-12-07 20:22:30.868308; VNET; INFO; vcore.VCORE\_GameImpl.OnGameQuit; The game has been unloaded

2022-12-07 20:22:30.869804; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:22:30.871854; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:22:30.873639; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:22:30.874762; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:22:30.874844; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:22:30.879572; ENGINE; INFO; SceneManager.ReleaseScene: 507.vertical, release resources = 1

2022-12-07 20:22:30.944163; ENGINE; INFO; SceneManager.ReleaseScene: 507.vertical, release resources = 1

2022-12-07 20:22:30.951610; ENGINE; INFO; SceneManager.ReleaseScene: 507.vertical, release resources = 1

2022-12-07 20:22:30.952085; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:22:30.999998; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:22:31.000168; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:22:31.001123; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:22:31.001722; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:22:31.001767; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:22:31.004369; ENGINE; INFO; SceneManager.InitScene: MainMenu

2022-12-07 20:22:31.005068; ENGINE; INFO; SceneManager.InitScene: scene='MainMenu', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:22:31.039621; ENGINE; INFO; SceneManager.FinalizeScenePreparation: MainMenu

2022-12-07 20:22:31.039710; ENGINE; INFO; SceneManager.RestoreScene: MainMenu

2022-12-07 20:22:31.052995; ENGINE; WARNING; ObjectFac::ConfigureAction: Action 'streak.wheel.icon.idle.action.prepare' not found!

2022-12-07 20:22:31.054968; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:22:31.057967; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:22:31.058028; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:22:31.058045; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:22:31.058064; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058078; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058101; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:22:31.058133; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058149; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058174; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:22:31.058205; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:22:31.058224; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:22:31.058237; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:22:31.058251; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058273; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058287; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:22:31.058302; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058321; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058335; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:22:31.058354; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:22:31.058368; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:22:31.058390; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:22:31.058406; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058428; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058443; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:22:31.058468; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058482; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:22:31.058507; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:22:32.074782; ENGINE; INFO; CurlWrapper::PerformRequest: code=200

2022-12-07 20:22:56.590406; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 0

2022-12-07 20:22:56.601183; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:22:56.602069; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:22:56.603174; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:22:56.603716; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:22:56.603767; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:22:56.822526; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:22:56.822737; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:22:56.822770; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:22:56.823809; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:22:56.824181; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:22:56.824256; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:22:56.829273; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:22:56.879340; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:22:56.879527; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:22:56.880339; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:22:56.880945; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:22:56.880992; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:22:56.910628; ENGINE; INFO; SceneManager.InitScene: 456.vertical

2022-12-07 20:22:56.995925; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:22:56.996035; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:22:56.996079; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:22:56.996110; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996139; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996160; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:22:56.996192; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996214; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996242; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:22:56.996269; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:22:56.996295; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:22:56.996316; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:22:56.996350; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996371; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996401; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:22:56.996425; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996455; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996480; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:22:56.996508; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:22:56.996530; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:22:56.996579; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:22:56.996607; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996636; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996658; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:22:56.996692; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996715; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:22:56.996737; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:22:58.465362; ENGINE; INFO; SceneManager.InitScene: scene='456.vertical', loaded to memory=138.49 MB, loading time=1.55 sec

2022-12-07 20:22:58.467206; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:22:58.467282; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:22:58.467357; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:22:58.467393; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:22:58.668109; VNET; INFO; vcore.VCORE\_GameImpl.OnGameLoad; The game has been loaded

2022-12-07 20:22:58.725888; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Packet Request | GameBuyItemData was not handled.

2022-12-07 20:22:58.834636; ENGINE; INFO; SceneManager.FinalizeScenePreparation: 456.vertical

2022-12-07 20:22:58.834768; ENGINE; INFO; SceneManager.RestoreScene: 456.vertical

2022-12-07 20:22:58.845859; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:22:58.848826; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:22:58.855032; ENGINE; INFO; Offers model doesn't exist for this game

2022-12-07 20:23:18.433514; VNET; INFO; vcore.VCORE\_GameImpl.OnGameQuit; The game has been unloaded

2022-12-07 20:23:18.433698; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:23:18.435573; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:23:18.437275; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:23:18.438454; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:23:18.438532; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:23:18.443569; ENGINE; INFO; SceneManager.ReleaseScene: 456.vertical, release resources = 1

2022-12-07 20:23:18.471199; ENGINE; INFO; SceneManager.ReleaseScene: 456.vertical, release resources = 1

2022-12-07 20:23:18.477745; ENGINE; INFO; SceneManager.ReleaseScene: 456.vertical, release resources = 1

2022-12-07 20:23:18.478363; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:23:18.524132; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:23:18.524352; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:23:18.525443; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:23:18.525960; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:23:18.526001; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:23:18.528744; ENGINE; INFO; SceneManager.InitScene: MainMenu

2022-12-07 20:23:18.529507; ENGINE; INFO; SceneManager.InitScene: scene='MainMenu', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:23:18.572244; ENGINE; INFO; SceneManager.FinalizeScenePreparation: MainMenu

2022-12-07 20:23:18.572342; ENGINE; INFO; SceneManager.RestoreScene: MainMenu

2022-12-07 20:23:18.590625; ENGINE; WARNING; ObjectFac::ConfigureAction: Action 'streak.wheel.icon.idle.action.prepare' not found!

2022-12-07 20:23:18.593712; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:23:18.596125; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:23:18.596219; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:23:18.596242; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:23:18.596270; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596290; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596312; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:23:18.596337; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596355; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596371; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:23:18.596433; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:23:18.596462; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:23:18.596480; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:23:18.596498; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596518; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596533; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:23:18.596579; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596598; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596611; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:23:18.596635; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:23:18.596652; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:23:18.596667; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:23:18.596681; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596695; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596708; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:23:18.596722; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596736; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:23:18.596750; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:23:19.892966; ENGINE; INFO; CurlWrapper::PerformRequest: code=200

2022-12-07 20:23:29.125284; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 0

2022-12-07 20:23:29.136895; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:23:29.137819; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:23:29.138820; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:23:29.139312; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:23:29.139359; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:23:29.354538; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:23:29.354741; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:23:29.354773; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:23:29.355674; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:23:29.356090; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:23:29.356173; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:23:29.361089; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:23:29.409256; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:23:29.409401; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:23:29.410230; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:23:29.410882; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:23:29.410940; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:23:29.445723; ENGINE; INFO; SceneManager.InitScene: 423.vertical

2022-12-07 20:23:29.540063; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:23:29.540201; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:23:29.540235; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:23:29.540269; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540295; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540317; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:23:29.540342; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540365; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540387; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:23:29.540420; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:23:29.540444; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:23:29.540468; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:23:29.540492; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540516; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540540; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:23:29.540591; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540612; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540632; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:23:29.540653; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:23:29.540673; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:23:29.540692; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:23:29.540714; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540734; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540753; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:23:29.540773; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540794; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:23:29.540813; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:23:31.134703; ENGINE; INFO; SceneManager.InitScene: scene='423.vertical', loaded to memory=168.40 MB, loading time=1.69 sec

2022-12-07 20:23:31.136203; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:23:31.136269; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:23:31.136294; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:23:31.136323; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:23:31.163851; ENGINE; WARNING; ImmediateLayout unknown tag anchor

2022-12-07 20:23:31.267537; VNET; INFO; vcore.VCORE\_GameImpl.OnGameLoad; The game has been loaded

2022-12-07 20:23:31.438525; ENGINE; WARNING; Subscriber is not of VEVT\_ProxySubscriber type.

2022-12-07 20:23:31.444830; ENGINE; INFO; SceneManager.FinalizeScenePreparation: 423.vertical

2022-12-07 20:23:31.445142; ENGINE; INFO; SceneManager.RestoreScene: 423.vertical

2022-12-07 20:23:31.479701; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:23:31.479949; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:23:31.480019; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:23:31.480077; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:23:31.480711; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:23:31.480898; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:23:31.488592; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:23:31.494561; ENGINE; WARNING; VGUI\_SpineView.GetSpineConfig: spine config for 'base\_idle' not found

2022-12-07 20:23:31.495905; ENGINE; INFO; Offers model doesn't exist for this game

2022-12-07 20:24:06.753877; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:24:13.162283; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:24:27.571859; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:24:58.163373; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:25:13.981700; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:25:26.159343; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:25:36.884510; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:25:49.885622; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:25:53.592167; VNET; INFO; vcore.VCORE\_GameImpl.OnGameQuit; The game has been unloaded

2022-12-07 20:25:53.592371; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:25:53.594891; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:25:53.596911; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:25:53.598650; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:25:53.598743; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:25:53.603436; ENGINE; INFO; SceneManager.ReleaseScene: 423.vertical, release resources = 1

2022-12-07 20:25:53.640028; ENGINE; INFO; SceneManager.ReleaseScene: 423.vertical, release resources = 1

2022-12-07 20:25:53.650652; ENGINE; INFO; SceneManager.ReleaseScene: 423.vertical, release resources = 1

2022-12-07 20:25:53.651150; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:25:53.699160; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:25:53.699330; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:25:53.700419; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:25:53.701050; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:25:53.701107; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:25:53.705747; ENGINE; INFO; SceneManager.InitScene: MainMenu

2022-12-07 20:25:53.706508; ENGINE; INFO; SceneManager.InitScene: scene='MainMenu', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:25:53.746405; ENGINE; INFO; SceneManager.FinalizeScenePreparation: MainMenu

2022-12-07 20:25:53.746489; ENGINE; INFO; SceneManager.RestoreScene: MainMenu

2022-12-07 20:25:53.763109; ENGINE; WARNING; ObjectFac::ConfigureAction: Action 'streak.wheel.icon.idle.action.prepare' not found!

2022-12-07 20:25:53.765874; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:25:53.768064; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:25:53.768120; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:25:53.768140; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:25:53.768165; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768184; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768203; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:53.768221; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768239; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768257; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:53.768293; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:25:53.768308; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:25:53.768324; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:25:53.768341; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768357; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768373; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:53.768392; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768410; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768428; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:53.768449; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:25:53.768468; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:25:53.768485; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:25:53.768503; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768521; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768537; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:53.768578; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768594; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:53.768610; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:54.646597; ENGINE; INFO; CurlWrapper::PerformRequest: code=200

2022-12-07 20:25:56.862836; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:25:56.862931; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:25:56.862958; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:25:56.862990; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:56.863018; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:56.863042; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:25:56.863069; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:56.863091; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:25:56.863115; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:26:03.633111; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 0

2022-12-07 20:26:03.647372; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:26:03.648228; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:26:03.649296; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:26:03.649795; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:26:03.649845; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:26:03.991490; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:26:03.991742; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:26:03.991777; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:26:03.992690; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:26:03.993085; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:26:03.993156; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:26:03.998268; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:26:04.047321; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:26:04.047463; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:26:04.048281; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:26:04.048926; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:26:04.048973; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:26:04.078547; ENGINE; INFO; SceneManager.InitScene: 398.vertical

2022-12-07 20:26:04.170717; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:26:04.170804; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:26:04.170830; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:26:04.170859; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.170888; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.170913; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:26:04.170940; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.170967; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.170993; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:26:04.171024; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:26:04.171047; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:26:04.171069; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:26:04.171094; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171119; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171144; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:26:04.171172; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171197; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171235; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:26:04.171261; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:26:04.171284; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:26:04.171304; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:26:04.171326; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171346; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171367; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:26:04.171388; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171408; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:26:04.171428; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:26:05.938232; ENGINE; INFO; SceneManager.InitScene: scene='398.vertical', loaded to memory=221.20 MB, loading time=1.86 sec

2022-12-07 20:26:05.940365; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:26:05.940427; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:26:05.940464; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:26:05.940489; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:26:06.075425; VNET; INFO; vcore.VCORE\_GameImpl.OnGameLoad; The game has been loaded

2022-12-07 20:26:06.362412; ENGINE; INFO; SceneManager.FinalizeScenePreparation: 398.vertical

2022-12-07 20:26:06.362587; ENGINE; INFO; SceneManager.RestoreScene: 398.vertical

2022-12-07 20:26:06.379838; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380065; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380166; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380213; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380327; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380376; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380428; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380570; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380627; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380663; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380820; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.380896; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381058; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381133; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381219; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381491; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381583; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381729; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381782; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.381922; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.382157; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.382356; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.382641; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.382731; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.382823; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.382911; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383081; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383221; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383288; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383369; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383490; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383600; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383710; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383777; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383843; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383931; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.383997; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384061; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384123; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384407; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384479; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384598; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384673; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384888; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.384977; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385064; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385312; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385384; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385488; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385576; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385774; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385892; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.385953; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386050; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386194; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386269; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386327; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386392; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386452; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386507; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386668; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386746; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386814; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386901; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.386971; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387035; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387100; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387177; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387296; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387543; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387612; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387672; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387757; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387856; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.387934; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388002; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388103; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388309; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388660; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388772; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388828; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388881; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388931; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.388982; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.389032; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.389081; ENGINE; WARNING; Action.AddObserver Action has more than 1 observer!!!

2022-12-07 20:26:06.394398; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:26:06.399331; ENGINE; INFO; Offers model doesn't exist for this game

2022-12-07 20:30:03.083211; VNET; INFO; vcore.VCORE\_GameImpl.OnGameQuit; The game has been unloaded

2022-12-07 20:30:03.083396; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:30:03.086577; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:30:03.088432; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:30:03.089624; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:30:03.089695; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:30:03.094557; ENGINE; INFO; SceneManager.ReleaseScene: 398.vertical, release resources = 1

2022-12-07 20:30:03.157621; ENGINE; INFO; SceneManager.ReleaseScene: 398.vertical, release resources = 1

2022-12-07 20:30:03.167797; ENGINE; INFO; SceneManager.ReleaseScene: 398.vertical, release resources = 1

2022-12-07 20:30:03.168329; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:30:03.217670; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:30:03.217805; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:30:03.218733; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:30:03.219257; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:30:03.220471; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:30:03.223383; ENGINE; INFO; SceneManager.InitScene: MainMenu

2022-12-07 20:30:03.224131; ENGINE; INFO; SceneManager.InitScene: scene='MainMenu', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:30:03.255850; ENGINE; INFO; SceneManager.FinalizeScenePreparation: MainMenu

2022-12-07 20:30:03.255931; ENGINE; INFO; SceneManager.RestoreScene: MainMenu

2022-12-07 20:30:03.270090; ENGINE; WARNING; ObjectFac::ConfigureAction: Action 'streak.wheel.icon.idle.action.prepare' not found!

2022-12-07 20:30:03.272808; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:30:03.276378; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:30:03.276448; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:30:03.276466; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:30:03.276487; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276504; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276519; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:30:03.276534; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276570; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276586; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:30:03.276626; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:30:03.276642; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:30:03.276657; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:30:03.276673; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276689; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276704; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:30:03.276720; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276735; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276750; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:30:03.276771; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:30:03.276786; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:30:03.276801; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:30:03.276815; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276830; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276843; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:30:03.276859; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276874; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:30:03.276889; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:30:04.387176; ENGINE; INFO; CurlWrapper::PerformRequest: code=200

2022-12-07 20:30:11.495395; ENGINE; INFO; CashBackWheel's play start data - Win sector: 17; Percent : 10; Amount : 2.500000

2022-12-07 20:30:40.479695; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 0

2022-12-07 20:30:40.494951; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:30:40.495861; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:30:40.496973; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:30:40.497501; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:30:40.497551; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:30:40.526108; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:30:40.526349; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:30:40.526384; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:30:40.527156; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/FishingCommon.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:30:40.527517; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_grey.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:30:40.527600; VNET; ERROR; VNET\_DownloadManagerImpl.GetItem; file resources/GameUI\_blue.vertical.hd.res doesn't exist on AUS.

2022-12-07 20:30:40.527787; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:30:40.585036; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:30:40.585258; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:30:40.587626; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:30:40.588360; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:30:40.588416; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:30:40.621513; ENGINE; INFO; SceneManager.InitScene: 507.vertical

2022-12-07 20:30:40.731548; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:30:40.731655; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:30:40.731686; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:30:40.731721; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.731750; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.731777; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:30:40.731809; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.731843; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.731876; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:30:40.731916; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:30:40.731971; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:30:40.731997; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:30:40.732036; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732061; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732095; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:30:40.732120; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732145; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732168; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:30:40.732194; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=1080x2308

2022-12-07 20:30:40.732245; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W1080xH2308

2022-12-07 20:30:40.732267; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W1080xH2308

2022-12-07 20:30:40.732290; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732329; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732381; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:30:40.732432; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732476; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,1080.00,2308.00}

2022-12-07 20:30:40.732525; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={1080.00,2308.00}

2022-12-07 20:30:42.936433; ENGINE; INFO; SceneManager.InitScene: scene='507.vertical', loaded to memory=385.91 MB, loading time=2.31 sec

2022-12-07 20:30:42.938422; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:30:42.938517; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:30:42.938551; ENGINE; WARNING; SetupFac: SLOT KEY UNDEFINED []

2022-12-07 20:30:42.938606; ENGINE; WARNING; SetupFac: MNEMONIC UNDEFINED []

2022-12-07 20:30:43.056172; VNET; INFO; vcore.VCORE\_GameImpl.OnGameLoad; The game has been loaded

2022-12-07 20:30:43.119819; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Packet Request | GameBuyItemData was not handled.

2022-12-07 20:30:43.289347; ENGINE; INFO; SceneManager.FinalizeScenePreparation: 507.vertical

2022-12-07 20:30:43.289479; ENGINE; INFO; SceneManager.RestoreScene: 507.vertical

2022-12-07 20:30:43.305364; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:30:43.310170; ENGINE; INFO; Offers model doesn't exist for this game

2022-12-07 20:31:46.725322; VNET; INFO; vcore.VCORE\_GameImpl.OnGameQuit; The game has been unloaded

2022-12-07 20:31:46.725508; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:31:46.728214; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:31:46.730036; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE.vertical', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:31:46.731127; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:31:46.731196; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE.vertical

2022-12-07 20:31:46.736874; ENGINE; INFO; SceneManager.ReleaseScene: 507.vertical, release resources = 1

2022-12-07 20:31:46.807706; ENGINE; INFO; SceneManager.ReleaseScene: 507.vertical, release resources = 1

2022-12-07 20:31:46.813245; ENGINE; INFO; SceneManager.ReleaseScene: 507.vertical, release resources = 1

2022-12-07 20:31:46.813771; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE.vertical, release resources = 0

2022-12-07 20:31:46.854645; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:31:46.854852; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:31:46.855841; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:31:46.856298; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:31:46.856325; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:31:46.858871; ENGINE; INFO; SceneManager.InitScene: MainMenu

2022-12-07 20:31:46.859582; ENGINE; INFO; SceneManager.InitScene: scene='MainMenu', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:31:46.890901; ENGINE; INFO; SceneManager.FinalizeScenePreparation: MainMenu

2022-12-07 20:31:46.891001; ENGINE; INFO; SceneManager.RestoreScene: MainMenu

2022-12-07 20:31:46.905380; ENGINE; WARNING; ObjectFac::ConfigureAction: Action 'streak.wheel.icon.idle.action.prepare' not found!

2022-12-07 20:31:46.908285; ENGINE; WARNING; SpineAnimation.ClearTrack: track number > total tracks count

2022-12-07 20:31:46.910484; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:31:46.910549; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:31:46.910567; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:31:46.910589; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910605; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910622; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:31:46.910642; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910661; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910678; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:31:46.910717; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:31:46.910737; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:31:46.910755; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:31:46.910773; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910790; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910808; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:31:46.910825; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910842; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910858; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:31:46.910878; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:31:46.910895; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:31:46.910911; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:31:46.910930; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910946; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910962; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:31:46.910979; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.910995; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:31:46.911011; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:31:47.903642; ENGINE; INFO; CurlWrapper::PerformRequest: code=200

2022-12-07 20:32:46.533172; ENGINE; INFO; SceneManager.ReleaseScene: MainMenu, release resources = 0

2022-12-07 20:32:46.544049; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:32:46.545057; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.546057; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:32:46.546557; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.546631; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.568464; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:32:46.570590; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:32:46.570732; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.570851; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from authorized to loggingoff

2022-12-07 20:32:46.571671; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:32:46.572094; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.572124; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.673803; VNET; INFO; vnet.core.VNET\_ClientImpl.Status; Connection status changed from loggingoff to loggedoff

2022-12-07 20:32:46.673979; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_LogOut; The client has logged off

2022-12-07 20:32:46.691187; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:32:46.691827; ENGINE; INFO; SceneManager.InitScene: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.693474; ENGINE; INFO; SceneManager.InitScene: scene='INTERMIDIATE\_SCENE', loaded to memory=0.00 MB, loading time=0.00 sec

2022-12-07 20:32:46.694273; ENGINE; INFO; SceneManager.FinalizeScenePreparation: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.694347; ENGINE; INFO; SceneManager.RestoreScene: INTERMIDIATE\_SCENE

2022-12-07 20:32:46.698943; ENGINE; INFO; SceneManager.InitScene: ACCESS\_CODE\_SCENE

2022-12-07 20:32:46.857522; ENGINE; INFO; SceneManager.InitScene: scene='ACCESS\_CODE\_SCENE', loaded to memory=15.58 MB, loading time=0.16 sec

2022-12-07 20:32:46.861256; ENGINE; INFO; SceneManager.ReleaseScene: INTERMIDIATE\_SCENE, release resources = 0

2022-12-07 20:32:46.861734; ENGINE; INFO; SceneManager.FinalizeScenePreparation: ACCESS\_CODE\_SCENE

2022-12-07 20:32:46.861777; ENGINE; INFO; SceneManager.RestoreScene: ACCESS\_CODE\_SCENE

2022-12-07 20:32:50.920474; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:32:50.920804; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:32:50.920917; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:32:50.921016; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.921127; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.921212; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:32:50.921328; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.921424; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.921527; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:32:50.921637; ENGINE; INFO; Engine.AdjustDesignResolution: new design WxH=2308x1080

2022-12-07 20:32:50.921732; ENGINE; INFO; WindowSubsystem.ResizeWindow: SDL\_GetWindowSize [0] return size W2308xH1080

2022-12-07 20:32:50.921826; ENGINE; INFO; WindowSubsystem.ResizeWindow: window new size W2308xH1080

2022-12-07 20:32:50.921914; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.922011; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.922103; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:32:50.922197; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: logical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.922301; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: physical\_vport={0.00,0.00,2308.00,1080.00}

2022-12-07 20:32:50.922405; ENGINE; INFO; SDLGraphicsImpl.UpdateViewports: virtual\_window\_size={2308.00,1080.00}

2022-12-07 20:36:55.975028; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Failed to receive packet: Software caused connection abort

2022-12-07 20:36:55.981726; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 3s...

2022-12-07 20:36:58.986002; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:36:58.994090; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:36:58.998040; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-07 20:36:58.998207; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 6s...

2022-12-07 20:37:05.002728; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-07 20:37:05.003591; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:37:05.004685; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:37:05.014214; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-07 20:37:05.014410; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-07 20:37:15.022341; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-07 20:37:15.023723; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:37:15.025072; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:37:15.035655; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-07 20:37:15.035910; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-07 20:37:25.045915; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-07 20:37:25.046728; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:37:25.048003; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:37:25.053840; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-07 20:37:25.053954; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-07 20:37:35.060720; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-07 20:37:35.061138; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:37:35.061538; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:37:35.863726; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_Reconnect; RECONNECTED TO SERVER

2022-12-07 20:40:39.899621; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Failed to receive packet: Software caused connection abort

2022-12-07 20:40:39.901295; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 3s...

2022-12-07 20:40:39.901776; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleSendPacket; Failed to send the packet Request | Ping <0xb400007766191470>. Broken pipe

2022-12-07 20:40:42.904278; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:40:42.905504; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:40:43.375161; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_Reconnect; RECONNECTED TO SERVER

2022-12-07 20:44:25.058649; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Failed to receive packet: Software caused connection abort

2022-12-07 20:44:25.061715; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 6s...

2022-12-07 20:44:25.063723; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleSendPacket; Failed to send the packet Request | Ping <0xb4000077661ccff0>. Broken pipe

2022-12-07 20:44:31.068481; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 20:44:31.070073; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 20:44:31.484888; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Handle\_Reconnect; RECONNECTED TO SERVER

2022-12-07 21:36:48.794113; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleReceivePacket; Failed to receive packet: Software caused connection abort

2022-12-07 21:36:48.802304; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 6s...

2022-12-07 21:36:48.819989; VNET; WARNING; vnet.core.VNET\_AsioClientImpl.HandleSendPacket; Failed to send the packet Request | Ping <0xb40000776602efb0>. Broken pipe

2022-12-07 22:28:00.274170; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 22:28:00.293359; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 22:28:00.302366; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-07 22:28:00.302556; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-07 23:20:04.116789; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-07 23:20:04.118353; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-07 23:20:04.119288; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-07 23:20:04.123505; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-07 23:20:04.123826; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 00:37:00.806870; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 00:37:00.810968; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 00:37:00.811694; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 00:37:00.829112; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 00:37:00.829393; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 00:37:10.838069; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 00:37:10.838469; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 00:37:10.839273; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 00:37:10.843698; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 00:37:10.843819; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 01:25:00.088668; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 01:25:00.095910; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 01:25:00.108118; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 01:25:00.121277; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 01:25:00.124248; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 02:32:00.844877; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 02:32:00.845162; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 02:32:00.845707; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 02:32:00.857942; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 02:32:00.858163; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 03:47:00.089249; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 03:47:00.090921; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 03:47:00.091591; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 03:47:00.106251; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 03:47:00.106477; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 03:47:10.115229; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 03:47:10.115740; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 03:47:10.116695; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 03:47:10.121477; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 03:47:10.121639; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 05:04:40.633136; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 05:04:40.633601; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 05:04:40.634419; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 05:04:40.654714; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 05:04:40.654915; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 05:54:16.890744; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 05:54:16.897599; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 05:54:16.910087; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 05:54:16.917863; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 05:54:16.921505; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:01:23.839929; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:01:23.840245; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:01:23.840828; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:01:23.845667; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:01:23.845846; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:01:33.852701; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:01:33.853024; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:01:33.853649; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:01:33.857562; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:01:33.857710; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:26:00.807414; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:26:00.808752; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:26:00.809468; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:26:00.815125; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:26:00.815495; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:41:29.778045; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:41:29.785051; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:41:29.796382; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:41:29.804145; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:41:29.805677; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:41:39.806927; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:41:39.807364; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:41:39.808009; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:41:39.812725; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:41:39.812974; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:41:49.822872; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:41:49.823670; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:41:49.827740; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:41:49.837277; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:41:49.837590; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:41:59.839327; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:41:59.840281; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:41:59.841610; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:41:59.849655; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:41:59.849827; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:42:09.851096; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:42:09.851569; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:42:09.852199; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:42:09.856093; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:42:09.856269; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:42:19.858963; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:42:19.859488; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:42:19.860117; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:42:19.863556; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:42:19.863728; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:42:29.873450; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:42:29.874133; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:42:29.874728; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:42:29.880903; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:42:29.881169; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:42:39.888830; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:42:39.889436; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:42:39.890486; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:42:39.896247; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:42:39.896403; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:42:49.904980; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:42:49.905673; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:42:49.906798; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:42:49.914183; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:42:49.914409; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:42:59.917662; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:42:59.918592; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:42:59.919618; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:42:59.926626; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:42:59.926858; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:43:09.936507; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:43:09.936867; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:43:09.937427; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:43:09.939752; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:43:09.939908; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:43:19.942891; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:43:19.943288; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:43:19.943917; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:43:19.949380; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:43:19.949629; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:43:29.956694; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:43:29.957147; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:43:29.957772; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:43:29.963535; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:43:29.963822; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:43:39.972089; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:43:39.972658; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:43:39.973775; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:43:39.979317; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:43:39.979514; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:43:49.989214; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:43:49.989781; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:43:49.990837; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:43:49.998676; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:43:49.998881; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:44:00.010870; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:44:00.011271; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:44:00.011942; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:44:00.014986; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:44:00.015178; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:44:10.024918; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:44:10.025528; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:44:10.026707; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:44:10.035318; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:44:10.035556; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:44:20.043002; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:44:20.044218; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:44:20.045405; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:44:20.053007; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:44:20.053178; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:44:30.060732; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:44:30.061234; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:44:30.061788; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:44:30.066454; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:44:30.066595; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:44:40.076722; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:44:40.077769; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:44:40.078757; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:44:40.093034; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:44:40.093347; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:44:50.100991; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:44:50.101752; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:44:50.102783; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:44:50.114196; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:44:50.114472; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:45:00.125956; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:45:00.126605; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:45:00.127400; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:45:00.139691; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:45:00.139921; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...

2022-12-08 07:48:36.958265; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Filed to cancel async socket operations with error: Bad file descriptor

2022-12-08 07:48:36.958547; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.CloseSocket; Failed to shut down the socket.

2022-12-08 07:48:36.958918; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Connect; Trying to establish connection to gs.servupdate.com:3004

2022-12-08 07:48:36.965859; VNET; ERROR; vnet.core.VNET\_AsioClientImpl.HandleResolve; Host not found (authoritative)

2022-12-08 07:48:36.966040; VNET; INFO; vnet.core.VNET\_AsioClientImpl.Reconnect; Trying to reconnect in 10s...