Initialize engine version: 5.6.1f1 (2860b30f0b54)

GfxDevice: creating device client; threaded=1

Direct3D:

Version: Direct3D 11.0 [level 11.0]

Renderer: NVIDIA GeForce GT 650M (ID=0xfd1)

Vendor: NVIDIA

VRAM: 2017 MB

Driver: 21.21.13.7654

Begin MonoManager ReloadAssembly

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\UnityEngine.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\UnityEngine.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\Assembly-CSharp-firstpass.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\Assembly-CSharp-firstpass.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\Assembly-CSharp.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\Assembly-CSharp.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\UnityEngine.UI.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\UnityEngine.UI.dll into Unity Child Domain

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\UnityEngine.Networking.dll (this message is harmless)

Loading C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\UnityEngine.Networking.dll into Unity Child Domain

- Completed reload, in 0.032 seconds

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\System.Core.dll (this message is harmless)

Platform assembly: C:\Users\Jack\Desktop\Mountain Manager\Mountain Manager\Builds\Build0001\Build0001\_Data\Managed\System.dll (this message is harmless)

desktop: 1920x1080 59Hz; virtual: 1920x1080 at 0,0

<RI> Initializing input.

<RI> Input initialized.

<RI> Initialized touch support.

UnloadTime: 1.368000 ms

Unloading 5 Unused Serialized files (Serialized files now loaded: 0)

UnloadTime: 7.185528 ms

Unloading 7 unused Assets to reduce memory usage. Loaded Objects now: 1139.

Total: 1.034873 ms (FindLiveObjects: 0.124441 ms CreateObjectMapping: 0.044473 ms MarkObjects: 0.842866 ms DeleteObjects: 0.021809 ms)

Initial FF: 0

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

New FF: 25

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Resort: True

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Initial FF: 25

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

New FF: 35

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Initial FF: 35

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

New FF: 40

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

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(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

parkingGravel

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

parkingGravel

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

parkingGravel

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

campsite

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

campsite

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

campsite

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Initial FF: 40

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

New FF: 60

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

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Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

resort

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Failure of QMeter's switch statement

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Initial FF: 60

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

New FF: 80

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 1

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 26

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

26 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Failure of QMeter's switch statement

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 2

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 90

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

90 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 3

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 53

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

53 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 4

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 66

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

66 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 5

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 34

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

34 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 6

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 86

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

86 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 7

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 80

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

80 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 8

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 54

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

54 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 9

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 20

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

20 vs 20 flood dampening = no flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 10

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 97

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

97 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 11

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 34

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

34 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 12

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 43

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

43 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 13

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 81

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

81 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 14

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 84

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

84 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 15

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 88

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

88 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 16

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 66

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

66 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 17

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 21

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

21 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 18

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 29

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

29 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 19

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 16

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

16 vs 20 flood dampening = no flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 20

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 58

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

58 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 21

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 56

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

56 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 22

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 7

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

7 vs 20 flood dampening = no flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Turn: 23

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

This season's rainfall: 64

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

64 vs 20 flood dampening = flood

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

flood, y'all

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Pressed left click, casting ray.

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp Line: 51)

Setting up 4 worker threads for Enlighten.

Thread -> id: 60f4 -> priority: 1

Thread -> id: 5bc -> priority: 1

Thread -> id: 18fc -> priority: 1

Thread -> id: 6b74 -> priority: 1