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error 21:16:38.561609-0800 kernel 1 duplicate report for Sandbox:
com.apple.quicklook.ThumbnailsA(889) deny(1) file-read-xattr /Users/luis/Desktop/
Valheim
default 21:16:46.933017-0800 lsd Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"Extensions" couldn't be opened because there is no such file."
UserInfo={NSURL=Extensions/ -- file:///Volumes/External/Building/valheim-macos-main/
build/Valheim.app/Contents/, NSFilePath=/Volumes/External/Building/valheim-macos-
main/build/Valheim.app/Contents/Extensions, NSUnderlyingError=0x7fa169620730
{Error Domain=NSPOSIXErrorDomain Code=2 "No such file or directory"}}
default 21:16:46.933123-0800 lsd - 45683955: Checking whether
application is managed at file:///Volumes/External/Building/valheim-macos-main/build/
Valheim.app//unity.IronGate.Valheim-macOS-Custom
default 21:16:46.935879-0800 lsd unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default 21:16:46.936063-0800 lsd unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default 21:16:46.939807-0800 lsd unity.IronGate.Valheim-macOS-Custom/
(null):5:4:2:1:_LSServerRegisterItemInfo result = 0
default 21:16:46.941342-0800 dmd Received xpc stream event (distributed
notification matching) with name: com.apple.LaunchServices.applicationRegistered user
info: {
    bundleIDs = (
        "unity.IronGate.Valheim-macOS-Custom"
    );
    isPlaceholder = 0;
}
default 21:16:46.944839-0800 lsd
SecTranslocateCreateSecureDirectoryForURL: created /private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app
default 21:16:46.957259-0800 runningboardd Launch request for
app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)> is using
uid 501 (divined from auid 501 euid 501)
default 21:16:46.957335-0800 runningboardd Acquiring assertion
targeting app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>
from originator [osservice<com.apple.Finder(501)>:421] with description
<RBSAssertionDescriptorl "LS launch unity.IronGate.Valheim-macOS-Custom"
ID:187-421-1944 target:app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)> attributes:[
    <RBSDomainAttribute1 domain:"com.apple.launchservicesd"
name:"LaunchRoleUserInteractive" sourceEnvironment:"(null)">
]
default 21:16:46.957416-0800 runningboardd Assertion 187-421-1944
(target:app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>)
will be created as active
default 21:16:46.957604-0800 runningboardd Executing launch request

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for app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)> (LS
launch unity.IronGate.Valheim-macOS-Custom)
default      21:16:46.957636-0800    runningboardd    Checking PreventLaunch:
global:0 exPath:/private/var/folders/n1/rn65n3lx7sdcmw877ty252dr0000gn/T/
AppTranslocation/CB841587-BF09-4253-84D7-B155B5559740/d/Valheim.app/
Contents/MacOS/Valheim predicates:(null) allow:(null)
default      21:16:46.957669-0800    runningboardd    Creating and launching job
for: app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>
default      21:16:46.957690-0800    runningboardd    _mutateContextIfNeeded
called for unity.IronGate.Valheim-macOS-Custom
default      21:16:46.957999-0800    runningboardd
app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>: -
[RBPersonaManager personaForIdentity:context:personaUID:personaUniqueString:]
required 0.000000 ms (wallclock); resolved to {4294967295, (null)}
default      21:16:46.958149-0800
runningboardd    'app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>' Constructed job description (context
<RBSLaunchContext: 0x7fe5afc524e0>):
<dictionary: 0x7fe5af911dd0> { count = 21, transaction: 0, voucher = 0x0, contents =
    "Platform" => <int64: 0x42fbcc62890e5ca3>: 1
    "ProcessType" => <string: 0x7fe5afa1d220> { length = 3, contents = "App" }
    "EnableTransactions" => <bool: 0x7ff8465de140>: false
    "_ManagedBy" => <string: 0x7fe5afa226f0> { length = 22, contents =
"com.apple.runningboard" }
    "CFBundleIdentifier" => <string: 0x7fe5afa39570> { length = 35, contents =
"unity.IronGate.Valheim-macOS-Custom" }
    "_ResourceCoalition" => <string: 0x7fe5afa2d080> { length = 71, contents =
"app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>" }
    "ThrottleInterval" => <int64: 0x42fbc9d76f1bca3>: 2147483647
    "MachServices" => <dictionary: 0x7fe5afa3f930> { count = 0, transaction: 0,
voucher = 0x0, contents =
    }
    "EnablePressuredExit" => <bool: 0x7ff8465de140>: false
    "LimitLoadToSessionType" => <array: 0x7fe5afa<...>
default      21:16:46.963778-0800    kernel AMFI: '/private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app/Contents/MacOS/Valheim' is adhoc signed.
default      21:16:46.967694-0800    amfid /private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app/Contents/MacOS/Valheim not valid: Error
Domain=AppleMobileFileIntegrityError Code=-423 "The file is adhoc signed or signed
by an unknown certificate chain" UserInfo={NSURL=file:///private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app/Contents/MacOS/Valheim, NSLocalizedDescription=The
file is adhoc signed or signed by an unknown certificate chain}
default      21:16:46.969192-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]

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Memory Limits: active 0 inactive 0

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<private>
default      21:16:46.969223-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
This process will not be managed.
default      21:16:46.969249-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
HOME is <private>
default      21:16:46.969264-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
TMPDIR is <private>
default      21:16:46.969281-0800    runningboardd    Now tracking process:
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
default      21:16:46.969403-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:
running-active (role: UserInteractive)
default      21:16:46.969842-0800    runningboardd    Using default underlying
assertion for app: [app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>:1389]
default      21:16:46.970223-0800    runningboardd    Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>:1389] from originator
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
with description <RBSAssertionDescriptorI "RB Underlying Assertion" ID:187-187-1945
target:1389 attributes:[
    <RBSDomainAttributeI domain:"com.apple.underlying"
name:"defaultUnderlyingAppAssertion" sourceEnvironment:"(null)">,
    <RBSAcquisitionCompletionAttributeI policy:AfterApplication>
]>
default      21:16:46.970396-0800    runningboardd    Assertion 187-187-1945
(target:[app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>:1389]) will be created as active
default      21:16:46.970531-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring jetsam update because this process is not memory-managed
default      21:16:46.970633-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring suspend because this process is not lifecycle managed
default      21:16:46.971024-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Set darwin role to: UserInteractive
default      21:16:46.971208-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring GPU update because this process is not GPU managed
default      21:16:46.971649-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring memory limit update because this process is not memory-managed
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default 21:16:46.971740-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
reported to RB as running
default 21:16:46.973961-0800 loginwindow -[PersistentAppsSupport
applicationReady:] | App: Valheim, ready, updating active tracking timer
default 21:16:46.972172-0800 runningboardd Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:
running-active (role: UserInteractive)
default 21:16:46.974004-0800 loginwindow -[ApplicationManager
checkInAppContext:eventData:] | ApplicationManager: Checked in app : Valheim
default 21:16:46.974977-0800 distnoted register name:
com.apple.sharedfilelist.change object:
com.apple.LSSharedFileList.ApplicationRecentDocuments/unity.irongate.valheim-
macos-custom token: 430000001d pid: 416
default 21:16:46.973685-0800 runningboardd Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>:1389] from originator
[osservice<com.apple.coreservices.launchservicesd>:136] with description
<RBSAssertionDescriptor| "foregroundApp:1389" ID:187-136-1946 target:1389
attributes:[
 <RBSDomainAttribute| domain:"com.apple.launchservicesd"
name:"RoleUserInteractiveNonFocal" sourceEnvironment:"(null)">
]>
default 21:16:46.974184-0800 runningboardd Assertion 187-136-1946
(target:[app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>:1389]) will be created as active
default 21:16:46.977412-0800 runningboardd Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:
running-active (role: UserInteractive)
default 21:16:46.980233-0800 runningboardd Invalidating assertion
187-421-1944 (target:app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>) from originator [osservice<com.apple.Finder(501)>:421]
default 21:16:46.994990-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring jetsam update because this process is not memory-managed
default 21:16:46.995071-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring suspend because this process is not lifecycle managed
default 21:16:46.995145-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring GPU update because this process is not GPU managed
default 21:16:46.995263-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring memory limit update because this process is not memory-managed
default 21:16:46.995354-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring jetsam update because this process is not memory-managed

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default      21:16:46.995409-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring suspend because this process is not lifecycle managed
default      21:16:46.995513-0800    runningboardd    Successfully acquired
underlying assertion for [app<application.unity.IronGate.Valheim-macOS-
Custom.311080.311094(501)>:1389]
default      21:16:46.995584-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring GPU update because this process is not GPU managed
default      21:16:46.996079-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring memory limit update because this process is not memory-managed
default      21:16:47.040672-0800    lsd    Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"Extensions" couldn't be opened because there is no such file."
UserInfo={NSURL=Extensions/ -- file:///private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app/Contents/, NSFilePath=/private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app/Contents/Extensions,
NSUnderlyingError=0x7f86ae726050 {Error Domain=NSPOSIXErrorDomain Code=2
"No such file or directory"}}
default      21:16:47.040921-0800    lsd    - 45683955: Checking whether
application is managed at file:///var/folders/n1/rn65n3lx7sdcmw877ty252dr0000gn/T/
AppTranslocation/CB841587-BF09-4253-84D7-B155B5559740/d/Valheim.app//
unity.IronGate.Valheim-macOS-Custom
default      21:16:47.045624-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default      21:16:47.045871-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default      21:16:47.048604-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:4:2:1:_LSServerRegisterItemInfo result = 0
default      21:16:47.052313-0800    nehelper    Handling an apps installed
notification with bundle IDs (
    "unity.IronGate.Valheim-macOS-Custom"
)
default      21:16:47.090121-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring jetsam update because this process is not memory-managed
default      21:16:47.090143-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:
running-active (role: UserInteractiveNonFocal)
default      21:16:47.090154-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring suspend because this process is not lifecycle managed
default      21:16:47.090190-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
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Set darwin role to: UserInteractiveNonFocal
default      21:16:47.090221-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring GPU update because this process is not GPU managed
default      21:16:47.090440-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.311080.311094(501)>:1389]
Ignoring memory limit update because this process is not memory-managed
default      21:16:48.917431-0800    tccd  AUTHREQ_ATTRIBUTION:
msgID=164.54, attribution={accessing={TCCDProcess:
identifier=UnityPlayer-55554944e18e02eebe723dc3a3adc6b11b6cf6a2, pid=1389,
aid=501, euid=501, binary_path=/private/var/folders/n1/
rn65n3lx7sdcmw877ty252dr0000gn/T/AppTranslocation/CB841587-BF09-4253-84D7-
B155B5559740/d/Valheim.app/Contents/MacOS/Valheim}, requesting={TCCDProcess:
identifier=com.apple.syspolicyd, pid=164, aid=0, euid=0, binary_path=/usr/libexec/
syspolicyd}, },
default      21:16:48.926978-0800    tccd  AUTHREQ_SUBJECT: msgID=164.54,
subject=unity.IronGate.Valheim-macOS-Custom,
default      21:16:48.936130-0800    loginwindow  -[PersistentAppsSupport
applicationQuit:] I for app:Valheim, _appTrackingState = 2
default      21:16:48.936157-0800    loginwindow  -[PersistentAppsSupport
applicationQuit:] I App: Valheim, quit, updating active tracking timer
default      21:19:58.759048-0800    lsd    Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"PlugIns" couldn't be opened because there is no such file." UserInfo={NSURL=PlugIns/
-- file:///Applications/Valheim.app/, NSFilePath=/Applications/Valheim.app/PlugIns,
NSUnderlyingError=0x7fa169727590 {Error Domain=NSPOSIXErrorDomain Code=2
"No such file or directory"}}
default      21:19:58.759423-0800    lsd    Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"Extensions" couldn't be opened because there is no such file."
UserInfo={NSURL=Extensions/ -- file:///Applications/Valheim.app/, NSFilePath=/
Applications/Valheim.app/Extensions, NSUnderlyingError=0x7fa1697148d0 {Error
Domain=NSPOSIXErrorDomain Code=2 "No such file or directory"}}
default      21:19:59.684437-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default      21:19:59.684588-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default      21:20:00.876959-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default      21:20:00.877119-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default      21:20:00.882437-0800    nehelper    Handling an apps installed
notification with bundle IDs (
    "unity.IronGate.Valheim-macOS-Custom"
)
default      21:20:00.893378-0800    lsd    Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file

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"Extensions" couldn't be opened because there is no such file."
UserInfo={NSURL=Extensions/ -- file:///Applications/Valheim.app/Contents/,
NSFilePath=/Applications/Valheim.app/Contents/Extensions,
NSUnderlyingError=0x7f86ae704760 {Error Domain=NSPOSIXErrorDomain Code=2
"No such file or directory"}}
default      21:20:00.893498-0800    lsd      - 45683955: Checking whether
application is managed at file:///System/Volumes/Data/Applications/Valheim.app//
unity.IronGate.Valheim-macOS-Custom
default      21:20:00.901108-0800    nehelper    Handling an apps installed
notification with bundle IDs (
    "unity.IronGate.Valheim-macOS-Custom"
)
default      21:20:05.636512-0800    lsd      Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"Extensions" couldn't be opened because there is no such file."
UserInfo={NSURL=Extensions/ -- file:///Applications/Valheim.app/Contents/,
NSFilePath=/Applications/Valheim.app/Contents/Extensions,
NSUnderlyingError=0x7fa16973bdc0 {Error Domain=NSPOSIXErrorDomain Code=2
"No such file or directory"}}
default      21:20:05.636631-0800    lsd      - 45683955: Checking whether
application is managed at file:///Applications/Valheim.app//unity.IronGate.Valheim-
macOS-Custom
default      21:20:05.638772-0800    lsd      unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default      21:20:05.638958-0800    lsd      unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default      21:20:05.641833-0800    lsd      unity.IronGate.Valheim-macOS-Custom/
(null):5:4:2:1:_LSServerRegisterItemInfo result = 0
default      21:20:05.642945-0800    dmd      Received xpc stream event (distributed
notification matching) with name: com.apple.LaunchServices.applicationRegistered user
info: {
    bundleIDs = (
        "unity.IronGate.Valheim-macOS-Custom"
    );
    isPlaceholder = 0;
}
default      21:20:05.647237-0800    runningboardd    Launch request for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)> is
using uid 501 (divined from auid 501 euid 501)
default      21:20:05.647310-0800    runningboardd    Acquiring assertion
targeting app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)> from originator
[osservice<com.apple.Finder(501)>:421] with description <RBSAssertionDescriptorl "LS
launch unity.IronGate.Valheim-macOS-Custom" ID:187-421-2027
target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)> attributes:[
    <RBSDomainAttribute1 domain:"com.apple.launchservicesd"

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name:"LaunchRoleUserInteractive" sourceEnvironment:"(null)">
  ]>
default      21:20:05.647392-0800    runningboardd    Assertion 187-421-2027
(target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>) will be created as active
default      21:20:05.647572-0800    runningboardd    Executing launch request
for app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>
(LS launch unity.IronGate.Valheim-macOS-Custom)
default      21:20:05.647603-0800    runningboardd    Checking PreventLaunch:
global:0 exPath:/Applications/Valheim.app/Contents/MacOS/Valheim predicates:(null)
allow:(null)
default      21:20:05.647635-0800    runningboardd    Creating and launching job
for: app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>
default      21:20:05.647722-0800    runningboardd    _mutateContextIfNeeded
called for unity.IronGate.Valheim-macOS-Custom
default      21:20:05.647871-0800    runningboardd
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>: -
[RBPersonaManager personaForIdentity:context:personaUID:personaUniqueString:]
required 0.000000 ms (wallclock); resolved to {4294967295, (null)}
default      21:20:05.647983-0800
runningboardd    'app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>' Constructed job description (context
<RBSLaunchContext: 0x7fe5afb4fb20>):
<dictionary: 0x7fe5b1033dd0> { count = 21, transaction: 0, voucher = 0x0, contents =
  "Platform" => <int64: 0x42fbcc62890e5ca3>: 1
  "ProcessType" => <string: 0x7fe5afa2d170> { length = 3, contents = "App" }
  "EnableTransactions" => <bool: 0x7ff8465de140>: false
  "_ManagedBy" => <string: 0x7fe5afa24460> { length = 22, contents =
"com.apple.runningboard" }
  "CFBundleIdentifier" => <string: 0x7fe5afa24b40> { length = 35, contents =
"unity.IronGate.Valheim-macOS-Custom" }
  "_ResourceCoalition" => <string: 0x7fe5afa251a0> { length = 75, contents =
"app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>" }
  "ThrottleInterval" => <int64: 0x42fbc9d76f1bca3>: 2147483647
  "MachServices" => <dictionary: 0x7fe5afa331d0> { count = 0, transaction: 0,
voucher = 0x0, contents =
  }
  "EnablePressuredExit" => <bool: 0x7ff8465de140>: false
  "LimitLoadToSessionType" => <array: 0<...>
default      21:20:05.653351-0800    kernel AMFI: '/Applications/Valheim.app/
Contents/MacOS/Valheim' is adhoc signed.
default      21:20:05.656091-0800    amfid /Applications/Valheim.app/Contents/
MacOS/Valheim not valid: Error Domain=AppleMobileFileIntegrityError Code=-423 "The
file is adhoc signed or signed by an unknown certificate chain" UserInfo={NSURL=file:///
Applications/Valheim.app/Contents/MacOS/Valheim, NSLocalizedDescription=The file is
adhoc signed or signed by an unknown certificate chain}
default      21:20:05.657315-0800    runningboardd

```


[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Memory Limits: active 0 inactive 0
<private>
default 21:20:05.657344-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] This process will not be managed.
default 21:20:05.657362-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] HOME is <private>
default 21:20:05.657380-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] TMPDIR is <private>
default 21:20:05.657397-0800 runningboardd Now tracking process:
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428]
default 21:20:05.657497-0800 runningboardd Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default 21:20:05.657665-0800 runningboardd Using default underlying
assertion for app: [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428]
default 21:20:05.657861-0800 runningboardd Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] from originator
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] with description <RBSAssertionDescriptorI
"RB Underlying Assertion" ID:187-187-2028 target:1428 attributes:[
 <RBSDomainAttributeI domain:"com.apple.underlying"
 name:"defaultUnderlyingAppAssertion" sourceEnvironment:"(null)">,
 <RBSAcquisitionCompletionAttributeI policy:AfterApplication>
]>
default 21:20:05.658025-0800 runningboardd Assertion 187-187-2028
(target:[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428]) will be created as active
default 21:20:05.658149-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring jetsam update because this process
is not memory-managed
default 21:20:05.658196-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring suspend because this process is not
lifecycle managed
default 21:20:05.658278-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Set darwin role to: UserInteractive
default 21:20:05.658344-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-

Custom.73304593.73304599(501)>:1428] reported to RB as running
default 21:20:05.658421-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428] Ignoring GPU update because this process is
not GPU managed
default 21:20:05.658812-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428] Ignoring memory limit update because this
process is not memory-managed
default 21:20:05.659513-0800 runningboardd Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default 21:20:05.661020-0800 loginwindow -[PersistentAppsSupport
applicationReady:] | App: Valheim, ready, updating active tracking timer
default 21:20:05.661067-0800 loginwindow -[ApplicationManager
checkInAppContext:eventData:] | ApplicationManager: Checked in app : Valheim
default 21:20:05.660336-0800 runningboardd Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428] from originator
[oservice<com.apple.coreservices.launchservicesd>:136] with description
<RBSAssertionDescriptor| "foregroundApp:1428" ID:187-136-2029 target:1428
attributes:[
 <RBSDomainAttribute| domain:"com.apple.launchservicesd"
name:"RoleUserInteractiveNonFocal" sourceEnvironment:"(null)">
]>
default 21:20:05.660778-0800 runningboardd Assertion 187-136-2029
(target:[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428]) will be created as active
default 21:20:05.662959-0800 runningboardd Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default 21:20:05.665163-0800 runningboardd Invalidating assertion
187-421-2027 (target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>) from originator
[oservice<com.apple.Finder(501)>:421]
default 21:20:05.677920-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428] Ignoring jetsam update because this process
is not memory-managed
default 21:20:05.677963-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428] Ignoring suspend because this process is not
lifecycle managed
default 21:20:05.677993-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428] Ignoring GPU update because this process is
not GPU managed

default 21:20:05.678042-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring memory limit update because this process is not memory-managed

default 21:20:05.678081-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring jetsam update because this process is not memory-managed

default 21:20:05.678108-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring suspend because this process is not lifecycle managed

default 21:20:05.678133-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring GPU update because this process is not GPU managed

default 21:20:05.678177-0800 runningboardd Successfully acquired underlying assertion for [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428]

default 21:20:05.678483-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring memory limit update because this process is not memory-managed

default 21:20:05.686402-0800 distnoted register name:
com.apple.sharedfilelist.change object:
com.apple.LSSharedFileList.ApplicationRecentDocuments/unity.irongate.valheim-macos-custom token: 450000001c pid: 416

default 21:20:05.770221-0800 runningboardd Calculated state for app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>: running-active (role: UserInteractiveNonFocal)

default 21:20:05.770297-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring jetsam update because this process is not memory-managed

default 21:20:05.770422-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring suspend because this process is not lifecycle managed

default 21:20:05.770531-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Set darwin role to: UserInteractiveNonFocal

default 21:20:05.770637-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring GPU update because this process is not GPU managed

default 21:20:05.770878-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-

Custom.73304593.73304599(501)>:1428] Ignoring memory limit update because this process is not memory-managed
default 21:20:10.657191-0800 runningboardd Assertion did invalidate due to timeout: 187-187-2028 (target:[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428])
default 21:20:10.857641-0800 runningboardd [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring jetsam update because this process is not memory-managed
default 21:20:10.857655-0800 runningboardd Calculated state for app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>: running-active (role: UserInteractiveNonFocal)
default 21:20:10.857676-0800 runningboardd [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring suspend because this process is not lifecycle managed
default 21:20:10.857707-0800 runningboardd [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring GPU update because this process is not GPU managed
default 21:20:10.858004-0800 runningboardd [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1428] Ignoring memory limit update because this process is not memory-managed
default 21:20:11.716053-0800 syspolicyd GK evaluateScanResult: 0, PST: (vuid: 72815991-7194-44AF-A7B7-78B90DAE9FE3), (objid: 73304593), (team: (null)), (id: UnityPlayer-55554944e18e02eebe723dc3a3adc6b11b6cf6a2), (bundle_id: unity.IronGate.Valheim-macOS-Custom), 1, 0, 1, 0, 8, 0, 0
default 21:20:11.716279-0800 syspolicyd Prompt shown (1, 0), waiting for response: PST: (vuid: 72815991-7194-44AF-A7B7-78B90DAE9FE3), (objid: 73304593), (team: (null)), (id: UnityPlayer-55554944e18e02eebe723dc3a3adc6b11b6cf6a2), (bundle_id: unity.IronGate.Valheim-macOS-Custom)
default 21:20:14.080280-0800 tccd AUTHREQ_ATTRIBUTION: msgID=164.55, attribution={accessing={TCCDProcess: identifier=UnityPlayer-55554944e18e02eebe723dc3a3adc6b11b6cf6a2, pid=1428, auid=501, euid=501, binary_path=/Applications/Valheim.app/Contents/MacOS/Valheim}, requesting={TCCDProcess: identifier=com.apple.syspolicyd, pid=164, auid=0, euid=0, binary_path=/usr/libexec/syspolicyd}, },
default 21:20:14.090725-0800 tccd AUTHREQ_SUBJECT: msgID=164.55, subject=unity.IronGate.Valheim-macOS-Custom,
default 21:20:14.091628-0800 tccd -[TCCDAccessIdentity staticCode]: static code for: identifier unity.IronGate.Valheim-macOS-Custom, type: 0: 0x7fcfa642f830 at /Applications/Valheim.app
default 21:20:14.092974-0800 kernel ASP: Security policy would not allow process: 1428, /Applications/Valheim.app/Contents/MacOS/Valheim
default 21:20:14.093198-0800 runningboardd [app<application.unity.IronGate.Valheim-macOS-

```

Custom.73304593.73304599(501)>:1428] termination reported by launchd (9, 8, 9)
default      21:20:14.093240-0800    runningboardd    Removing process:
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428]
default      21:20:14.093471-0800    runningboardd    Removing launch job for:
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428]
default      21:20:14.093635-0800    runningboardd    Removed job for
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428]
default      21:20:14.093655-0800    runningboardd    Removing assertions for
terminated process: [app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428]
default      21:20:14.095882-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
none (role: None)
default      21:20:14.096052-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
none (role: None)
default      21:20:14.096563-0800    launchservicesd  Hit the server for a
process handle 1619e6ec00000594 that resolved to:
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1428]
default      21:20:14.097860-0800    loginwindow    -[PersistentAppsSupport
applicationQuit:] I for app:Valheim, _appTrackingState = 2
default      21:20:14.097884-0800    loginwindow    -[PersistentAppsSupport
applicationQuit:] I App: Valheim, quit, updating active tracking timer
default      21:22:32.169549-0800    lsd    Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"Extensions" couldn't be opened because there is no such file."
UserInfo={NSURL=Extensions/ -- file:///Applications/Valheim.app/Contents/,
NSFilePath=/Applications/Valheim.app/Contents/Extensions,
NSUnderlyingError=0x7fa16911d010 {Error Domain=NSPOSIXErrorDomain Code=2
"No such file or directory"}}
default      21:22:32.169663-0800    lsd    - 45683955: Checking whether
application is managed at file:///Applications/Valheim.app//unity.IronGate.Valheim-
macOS-Custom
default      21:22:32.172085-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default      21:22:32.172287-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default      21:22:32.175542-0800    lsd    unity.IronGate.Valheim-macOS-Custom/
(null):5:4:2:1:_LSServerRegisterItemInfo result = 0
default      21:22:32.176665-0800    dmd    Received xpc stream event (distributed
notification matching) with name: com.apple.LaunchServices.applicationRegistered user
info: {
    bundleIDs = (

```

```

    "unity.IronGate.Valheim-macOS-Custom"
  );
  isPlaceholder = 0;
}
default      21:22:32.181673-0800    runningboardd    Launch request for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)> is
using uid 501 (divined from auid 501 euid 501)
default      21:22:32.181751-0800    runningboardd    Acquiring assertion
targeting app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)> from originator
[osservice<com.apple.Finder(501)>:421] with description <RBSAssertionDescriptorl "LS
launch unity.IronGate.Valheim-macOS-Custom" ID:187-421-2191
target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)> attributes:[
  <RBSDomainAttribute1 domain:"com.apple.launchservicesd"
name:"LaunchRoleUserInteractive" sourceEnvironment:"(null)">
]
default      21:22:32.181827-0800    runningboardd    Assertion 187-421-2191
(target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>) will be created as active
default      21:22:32.182001-0800    runningboardd    Executing launch request
for app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>
(LS launch unity.IronGate.Valheim-macOS-Custom)
default      21:22:32.182038-0800    runningboardd    Checking PreventLaunch:
global:0 exPath:/Applications/Valheim.app/Contents/MacOS/Valheim predicates:(null)
allow:(null)
default      21:22:32.182235-0800    runningboardd    Creating and launching job
for: app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>
default      21:22:32.182486-0800    runningboardd    _mutateContextIfNeeded
called for unity.IronGate.Valheim-macOS-Custom
default      21:22:32.182921-0800    runningboardd
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>: -
[RBPersonaManager personaForIdentity:context:personaUID:personaUniqueString:]
required 0.000000 ms (wallclock); resolved to {4294967295, (null)}
default      21:22:32.183047-0800
runningboardd    'app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>' Constructed job description (context
<RBSLaunchContext: 0x7fe5b1027620>):
<dictionary: 0x7fe5b12290b0> { count = 21, transaction: 0, voucher = 0x0, contents =
  "Platform" => <int64: 0x42fbcc62890e5ca3>: 1
  "ProcessType" => <string: 0x7fe5afb4dff0> { length = 3, contents = "App" }
  "EnableTransactions" => <bool: 0x7ff8465de140>: false
  "_ManagedBy" => <string: 0x7fe5afb40a10> { length = 22, contents =
"com.apple.runningboard" }
  "CFBundleIdentifier" => <string: 0x7fe5afb3bd90> { length = 35, contents =
"unity.IronGate.Valheim-macOS-Custom" }
  "_ResourceCoalition" => <string: 0x7fe5afb4e060> { length = 75, contents =

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"app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>" }
  "ThrottleInterval" => <int64: 0x42fbc9d76f1bca3>: 2147483647
  "MachServices" => <dictionary: 0x7fe5afb3be00> { count = 0, transaction: 0,
voucher = 0x0, contents =
  }
  "EnablePressuredExit" => <bool: 0x7ff8465de140>: false
  "LimitLoadToSessionType" => <array: 0<...>
default      21:22:32.189415-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Memory Limits: active 0 inactive 0
<private>
default      21:22:32.189448-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] This process will not be managed.
default      21:22:32.189471-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] HOME is <private>
default      21:22:32.189487-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] TMPDIR is <private>
default      21:22:32.189503-0800    runningboardd    Now tracking process:
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516]
default      21:22:32.189585-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default      21:22:32.189768-0800    runningboardd    Using default underlying
assertion for app: [app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516]
default      21:22:32.189862-0800    runningboardd    Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] from originator
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] with description <RBSAssertionDescriptorI
"RB Underlying Assertion" ID:187-187-2192 target:1516 attributes:[
  <RBSDomainAttributeI domain:"com.apple.underlying"
name:"defaultUnderlyingAppAssertion" sourceEnvironment:"(null)">,
  <RBSAcquisitionCompletionAttributeI policy:AfterApplication>
]>
default      21:22:32.190002-0800    runningboardd    Assertion 187-187-2192
(target:[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516]) will be created as active
default      21:22:32.190154-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Ignoring jetsam update because this process
is not memory-managed
default      21:22:32.190217-0800    runningboardd
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[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Ignoring suspend because this process is not
lifecycle managed
default      21:22:32.190305-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Set darwin role to: UserInteractive
default      21:22:32.190397-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Ignoring GPU update because this process is
not GPU managed
default      21:22:32.190637-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Ignoring memory limit update because this
process is not memory-managed
default      21:22:32.191024-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] reported to RB as running
default      21:22:32.192526-0800    loginwindow  -[PersistentAppsSupport
applicationReady:] | App: Valheim, ready, updating active tracking timer
default      21:22:32.192567-0800    loginwindow  -[ApplicationManager
checkInAppContext:eventData:] | ApplicationManager: Checked in app : Valheim
default      21:22:32.191149-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default      21:22:32.193989-0800    runningboardd    Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] from originator
[oservice<com.apple.coreservices.launchservicesd>:136] with description
<RBSAssertionDescriptorl "foregroundApp:1516" ID:187-136-2193 target:1516
attributes:[
    <RBSDomainAttribute domain:"com.apple.launchservicesd"
name:"RoleUserInteractiveNonFocal" sourceEnvironment:"(null)">
    ]>
default      21:22:32.194288-0800    runningboardd    Assertion 187-136-2193
(target:[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516]) will be created as active
default      21:22:32.196225-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default      21:22:32.197838-0800    runningboardd    Invalidating assertion
187-421-2191 (target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>) from originator
[oservice<com.apple.Finder(501)>:421]
default      21:22:32.210200-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1516] Ignoring jetsam update because this process
is not memory-managed

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default 21:22:32.210233-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring suspend because this process is not lifecycle managed

default 21:22:32.210261-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring GPU update because this process is not GPU managed

default 21:22:32.210315-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring memory limit update because this process is not memory-managed

default 21:22:32.210355-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring jetsam update because this process is not memory-managed

default 21:22:32.210385-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring suspend because this process is not lifecycle managed

default 21:22:32.211242-0800 distnoted register name:
com.apple.sharedfilelist.change object:
com.apple.LSSharedFileList.ApplicationRecentDocuments/unity.irongate.valheim-macos-custom token: 4b0000001c pid: 416

default 21:22:32.210412-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring GPU update because this process is not GPU managed

default 21:22:32.210485-0800 runningboardd Successfully acquired
underlying assertion for [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516]

default 21:22:32.210906-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1516] Ignoring memory limit update because this process is not memory-managed

default 21:22:33.673271-0800 tccd AUTHREQ_SUBJECT: msgID=164.58,
subject=unity.IronGate.Valheim-macOS-Custom,

default 21:22:33.675651-0800 tccd -[TCCDAccessIdentity staticCode]:
static code for: identifier unity.IronGate.Valheim-macOS-Custom, type: 0:
0x7fcf96320d30 at /Applications/Valheim.app

default 21:22:33.684262-0800 loginwindow -[PersistentAppsSupport
applicationQuit:] | for app:Valheim, _appTrackingState = 2

default 21:22:33.684292-0800 loginwindow -[PersistentAppsSupport
applicationQuit:] | App: Valheim, quit, updating active tracking timer

default 21:23:17.728663-0800 lsd Non-fatal error enumerating at
<private>, continuing: Error Domain=NSCocoaErrorDomain Code=260 "The file
"Extensions" couldn't be opened because there is no such file."

```

UserInfo={NSURL=Extensions/ -- file:///Applications/Valheim.app/Contents/,
NSFilePath=/Applications/Valheim.app/Contents/Extensions,
NSUnderlyingError=0x7fa16911ca60 {Error Domain=NSPOSIXErrorDomain Code=2
"No such file or directory"}}
default      21:23:17.728765-0800    lsd      - 45683955: Checking whether
application is managed at file:///Applications/Valheim.app//unity.IronGate.Valheim-
macOS-Custom
default      21:23:17.730918-0800    lsd      unity.IronGate.Valheim-macOS-Custom/
(null):5:5:1:1:Building bundle record for app
default      21:23:17.731125-0800    lsd      unity.IronGate.Valheim-macOS-Custom/
(null):5:5:2:1:Built bundle record for app
default      21:23:17.734363-0800    lsd      unity.IronGate.Valheim-macOS-Custom/
(null):5:4:2:1:_LSServerRegisterItemInfo result = 0
default      21:23:17.735522-0800    dmd      Received xpc stream event (distributed
notification matching) with name: com.apple.LaunchServices.applicationRegistered user
info: {
    bundleIDs = (
        "unity.IronGate.Valheim-macOS-Custom"
    );
    isPlaceholder = 0;
}
default      21:23:17.740684-0800    runningboardd    Launch request for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)> is
using uid 501 (divined from auid 501 euid 501)
default      21:23:17.740767-0800    runningboardd    Acquiring assertion
targeting app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)> from originator
[osservice<com.apple.Finder(501)>:421] with description <RBSAssertionDescriptorl "LS
launch unity.IronGate.Valheim-macOS-Custom" ID:187-421-2251
target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)> attributes:[
    <RBSDomainAttribute1 domain:"com.apple.launchservicesd"
name:"LaunchRoleUserInteractive" sourceEnvironment:"(null)">
]
default      21:23:17.740845-0800    runningboardd    Assertion 187-421-2251
(target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>) will be created as active
default      21:23:17.741029-0800    runningboardd    Executing launch request
for app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>
(LS launch unity.IronGate.Valheim-macOS-Custom)
default      21:23:17.741058-0800    runningboardd    Checking PreventLaunch:
global:0 exPath:/Applications/Valheim.app/Contents/MacOS/Valheim predicates:(null)
allow:(null)
default      21:23:17.741091-0800    runningboardd    Creating and launching job
for: app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>
default      21:23:17.741180-0800    runningboardd    _mutateContextIfNeeded
called for unity.IronGate.Valheim-macOS-Custom

```

```

default      21:23:17.741291-0800    runningboardd
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>: -
[RBPersonaManager personaForIdentity:context:personaUID:personaUniqueString:]
required 0.000000 ms (wallclock); resolved to {4294967295, (null)}
default      21:23:17.741395-0800
runningboardd 'app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>' Constructed job description (context
<RBSLaunchContext: 0x7fe5b11238e0>):
<dictionary: 0x7fe5afb57d60> { count = 21, transaction: 0, voucher = 0x0, contents =
    "Platform" => <int64: 0x42fbcc62890e5ca3>: 1
    "ProcessType" => <string: 0x7fe5afb325c0> { length = 3, contents = "App" }
    "EnableTransactions" => <bool: 0x7ff8465de140>: false
    "_ManagedBy" => <string: 0x7fe5afb20670> { length = 22, contents =
"com.apple.runningboardd" }
    "CFBundleIdentifier" => <string: 0x7fe5afb46f00> { length = 35, contents =
"unity.IronGate.Valheim-macOS-Custom" }
    "_ResourceCoalition" => <string: 0x7fe5afb325f0> { length = 75, contents =
"app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>" }
    "ThrottleInterval" => <int64: 0x42fbc9d76f1bca3>: 2147483647
    "MachServices" => <dictionary: 0x7fe5afb1aaf0> { count = 0, transaction: 0,
voucher = 0x0, contents =
    }
    "EnablePressuredExit" => <bool: 0x7ff8465de140>: false
    "LimitLoadToSessionType" => <array: 0<...>
default      21:23:17.748393-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Memory Limits: active 0 inactive 0
<private>
default      21:23:17.748424-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] This process will not be managed.
default      21:23:17.748442-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] HOME is <private>
default      21:23:17.748459-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] TMPDIR is <private>
default      21:23:17.748476-0800    runningboardd    Now tracking process:
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536]
default      21:23:17.748586-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default      21:23:17.748805-0800    runningboardd    Using default underlying
assertion for app: [app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536]
default      21:23:17.749000-0800    runningboardd    Acquiring assertion

```

targeting [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] from originator
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] with description <RBSAssertionDescriptorI
"RB Underlying Assertion" ID:187-187-2252 target:1536 attributes:[
 <RBSDomainAttributeI domain:"com.apple.underlying"
name:"defaultUnderlyingAppAssertion" sourceEnvironment:"(null)">,
 <RBSAcquisitionCompletionAttributeI policy:AfterApplication>
]>
default 21:23:17.749171-0800 runningboardd Assertion 187-187-2252
(target:[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536]) will be created as active
default 21:23:17.749389-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] Ignoring jetsam update because this process
is not memory-managed
default 21:23:17.749613-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] Ignoring suspend because this process is not
lifecycle managed
default 21:23:17.750117-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] Set darwin role to: UserInteractive
default 21:23:17.750336-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] Ignoring GPU update because this process is
not GPU managed
default 21:23:17.750754-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] Ignoring memory limit update because this
process is not memory-managed
default 21:23:17.751960-0800 loginwindow -[PersistentAppsSupport
applicationReady:] | App: Valheim, ready, updating active tracking timer
default 21:23:17.751997-0800 loginwindow -[ApplicationManager
checkInAppContext:eventData:] | ApplicationManager: Checked in app : Valheim
default 21:23:17.751353-0800 runningboardd Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default 21:23:17.751451-0800 runningboardd
[app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] reported to RB as running
default 21:23:17.754198-0800 runningboardd Acquiring assertion
targeting [app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:1536] from originator
[oservice<com.apple.coreservices.launchservicesd>:136] with description
<RBSAssertionDescriptorI "foregroundApp:1536" ID:187-136-2253 target:1536
attributes:[

```
<RBSDomainAttribute1 domain:"com.apple.launchservicesd"
name:"RoleUserInteractiveNonFocal" sourceEnvironment:"(null)">
]>
default      21:23:17.754367-0800    runningboardd    Assertion 187-136-2253
(target:[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536]) will be created as active
default      21:23:17.755851-0800    runningboardd    Calculated state for
app<application.unity.IronGate.Valheim-macOS-Custom.73304593.73304599(501)>:
running-active (role: UserInteractive)
default      21:23:17.757210-0800    runningboardd    Invalidating assertion
187-421-2251 (target:app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>) from originator
[osservice<com.apple.Finder(501)>:421]
default      21:23:17.771071-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring jetsam update because this process
is not memory-managed
default      21:23:17.771114-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring suspend because this process is not
lifecycle managed
default      21:23:17.771145-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring GPU update because this process is
not GPU managed
default      21:23:17.771454-0800    distnoted       register name:
com.apple.sharedfilelist.change object:
com.apple.LSSharedFileList.ApplicationRecentDocuments/unity.irongate.valheim-
macos-custom token: 4d0000001d pid: 416
default      21:23:17.771199-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring memory limit update because this
process is not memory-managed
default      21:23:17.771238-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring jetsam update because this process
is not memory-managed
default      21:23:17.771265-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring suspend because this process is not
lifecycle managed
default      21:23:17.771292-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring GPU update because this process is
not GPU managed
default      21:23:17.771507-0800    runningboardd    Successfully acquired
underlying assertion for [app<application.unity.IronGate.Valheim-macOS-
```

```
Custom.73304593.73304599(501)>:1536]
default      21:23:17.771578-0800    runningboardd
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536] Ignoring memory limit update because this
process is not memory-managed
default      21:23:19.365051-0800    tccd  AUTHREQ_ATTRIBUTION:
msgID=164.59, attribution={accessing={TCCDProcess:
identifier=UnityPlayer-55554944e18e02eebe723dc3a3adc6b11b6cf6a2, pid=1536,
aid=501, euid=501, binary_path=/Applications/Valheim.app/Contents/MacOS/Valheim},
requesting={TCCDProcess: identifier=com.apple.syspolicyd, pid=164, aid=0, euid=0,
binary_path=/usr/libexec/syspolicyd}, },
default      21:23:19.376107-0800    tccd  -[TCCDAccessIdentity staticCode]:
static code for: identifier unity.IronGate.Valheim-macOS-Custom, type: 0:
0x7fcfa642e930 at /Applications/Valheim.app
default      21:23:19.381659-0800    launchservicesd  Hit the server for a
process handle 1b791d2400000600 that resolved to:
[app<application.unity.IronGate.Valheim-macOS-
Custom.73304593.73304599(501)>:1536]
default      21:23:19.383480-0800    loginwindow  -[PersistentAppsSupport
applicationQuit:] | for app:Valheim, _appTrackingState = 2
default      21:23:19.383507-0800    loginwindow  -[PersistentAppsSupport
applicationQuit:] | App: Valheim, quit, updating active tracking timer
```