

[2024-07-08 03:26:18 UTC] [error] could not open port: permission denied.
// the system is guarding its boundaries gently, not ready to be touched.

[2023-07-19 09:25:19 UTC] [info] wifi connection failed: unable to reach host.
// the network is feeling shy and doesn't want to speak first.

[2023-06-08 16:28:38 UTC] [warning] fetch failed: unexpected end of json input.
// the data arrived half-asleep, still mid-sentence.

[2022-04-15 01:30:07 UTC] [warning] syntaxerror: missing semicolon.
// the line paused gently, waiting for a small punctuation mark to help it breathe.

[2025-12-08 04:13:28 UTC] [info] 503 service unavailable.
// the server stepped out for air and hasn't returned yet.

[2025-06-09 02:16:20 UTC] [info] merge conflict in file main.c.
// two timelines of the same file collided and needed someone to decide what stayed.

[2024-03-06 11:34:31 UTC] [error] arduino serial: selected port not found.
// the device slipped briefly out of sight, wandering between states of being plugged in.

[2024-12-16 23:52:24 UTC] [info] pose detection failed: no keypoints found.
// the body hid its outline for a moment, unsure how much of itself to offer the camera.

[2022-12-08 17:20:29 UTC] [warning] out of memory: heap space exhausted.
// too many thoughts accumulated at once, and there was nowhere left to store another.

[2025-04-24 06:30:03 UTC] [info] nan encountered in computation.
// the math dissolved into uncertainty and needed a breath before continuing.

[2019-10-16 03:27:21 UTC] [warning] firmware update stalled at 12%.
// the board got tired halfway through becoming its next self.

[2025-05-11 23:52:31 UTC] [warning] cannot read property of undefined.
// the code reached out for something that wasn't there yet, its hand hovering gently in an empty space.

[2021-11-27 18:58:42 UTC] [info] bluetooth pairing failed.
// two devices reached for each other but missed by a few freckles of frequency.

[2021-12-22 02:37:20 UTC] [error] syntaxerror: unexpected token '<'.
// the parser stumbled over a stray symbol, unsure what story it belonged to.

[2019-01-27 12:19:19 UTC] [warning] runtime error: maximum call stack size exceeded.
// the program spiraled inward on itself, looping anxiously until it ran out of room to breathe.

[2019-10-04 03:49:29 UTC] [warning] http request timed out (status: none).
// the message drifted too slowly across the cloud and forgot where it was going.

[2025-06-01 05:02:20 UTC] [info] indexerror: list index out of range.
// it reached for an element just beyond the edge of what existed.

[2023-12-18 09:34:40 UTC] [error] race condition: inconsistent state observed.
// events arrived out of order, like messages shuffled in the post.

[2023-08-05 11:12:09 UTC] [error] warning: deprecated API in use.
// an older way of doing things lingered, not quite ready to be retired.

[2021-12-25 02:05:10 UTC] [warning] segmentation fault (core dumped).
// the program wandered into memory that didn't belong to it and was gently escorted out.

[2021-03-26 13:51:37 UTC] [info] p5.js: canvas is not defined.
// the drawing space had not yet decided what shape it wanted to take.

[2021-02-12 15:52:19 UTC] [error] wifiNINA: connection lost during transmission.
// the message slipped through a crack in the air, too delicate to hold its shape.

[2020-01-08 20:26:41 UTC] [warning] syntaxerror: unexpected end of input (missing bracket).
// the code opened a thought it never finished, leaving the idea slightly ajar.

[2025-08-07 13:46:44 UTC] [warning] typeerror: cannot convert 'int' object to str implicitly.
// two data types met without an introduction and didn't know how to speak to each other.

[2025-01-22 06:51:31 UTC] [info] deadlock detected: process waiting on resource.
// each thread waited politely for the other to move first, and nothing changed at all.

[2020-07-27 10:08:39 UTC] [info] null reference exception.
// a small memory space had quietly vanished, leaving the program unsure where to place its thoughts.