

Config error in Apparel\_CarniFleshArmor: description has leading whitespace  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Error (string)  
Verse.DefDatabase`1<Verse.BuildableDef>:ErrorCheckAllDefs ()  
System.Reflection.MonoMethod:Invoke  
(object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo)  
System.Reflection.MethodBase:Invoke (object,object[])  
Verse.GenGeneric:InvokeStaticMethodOnGenericType (System.Type,System.Type,string)  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_1 (System.Type)  
System.Threading.Tasks.Parallel/<>c\_\_DisplayClass31\_0`2<System.Type,  
object>:<ForEachWorker>b\_\_0 (int)  
System.Threading.Tasks.Parallel/<>c\_\_DisplayClass17\_0`1<object>:<ForWorker>b\_\_1 ()  
System.Threading.Tasks.Task:InnerInvoke ()  
System.Threading.Tasks.Task:InnerInvokeWithArg (System.Threading.Tasks.Task)  
System.Threading.Tasks.Task/<>c\_\_DisplayClass178\_0:<ExecuteSelfReplicating>b\_\_0 (object)  
System.Threading.Tasks.Task:InnerInvoke ()  
System.Threading.Tasks.Task:Execute ()  
System.Threading.Tasks.Task:ExecutionContextCallback (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.Tasks.Task:ExecuteWithThreadLocal (System.Threading.Tasks.Task&)  
System.Threading.Tasks.Task:ExecuteEntry (bool)  
System.Threading.Tasks.Task:System.Threading.IThreadPoolWorkItem.ExecuteWorkItem ()  
System.Threading.ThreadPoolWorkQueue:Dispatch ()  
System.Threading.\_ThreadPoolWaitCallback:PerformWaitCallback ()

Key binding conflict: OpenStatusWindow and Designator\_RotateLeft are both bound to Q.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.KeyPrefsData:ErrorCheckOn (Verse.KeyBindingDef,Verse.KeyPrefs/BindingSlot)  
Verse.KeyPrefsData:ErrorCheck ()  
Verse.KeyPrefs:Init ()  
Verse.PlayDataLoader:DoPlayLoad ()  
Verse.PlayDataLoader:LoadAllPlayData (bool)  
Verse.Root/<>c:<Start>b\_\_6\_1 ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)

System.Threading.ThreadHelper:ThreadStart ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile  
[F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的 贴图 重绘  
(CoF'slewdtexture)\Textures\Kurin\Body\Naked\_Female\_east.psd], Length 293585 and  
internal path: Kurin/Body/Naked\_Female\_east

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()

Verse.ModContentPack:ReloadContentInt ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile  
[F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的 贴图 重绘  
(CoF'slewdtexture)\Textures\Kurin\Body\Naked\_Female\_north.psd], Length 337233 and  
internal path: Kurin/Body/Naked\_Female\_north

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()

Verse.ModContentPack:ReloadContentInt ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile  
[F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的 贴图 重绘  
(CoF'slewdtexture)\Textures\Kurin\Body\Naked\_Female\_south.psd], Length 410462 and  
internal path: Kurin/Body/Naked\_Female\_south

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()

Verse.ModContentPack:ReloadContentInt ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile  
[F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的贴图重绘  
(CoF'slewdtexture)\Textures\Miho\Apparel\OnSkinOrnatedFighter\OnSkinOrnatedFighter\_F  
emale\_south.psd], Length 206561 and internal path:  
Miho/Apparel/OnSkinOrnatedFighter/OnSkinOrnatedFighter\_Female\_south  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()  
Verse.ModContentPack:ReloadContentInt ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile  
[F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的贴图重绘  
(CoF'slewdtexture)\Textures\Miho\Body\Naked\_Female\_east.psd], Length 468462 and  
internal path: Miho/Body/Naked\_Female\_east  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()  
Verse.ModContentPack:ReloadContentInt ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile  
[F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的贴图重绘  
(CoF'slewdtexture)\Textures\Miho\Body\Naked\_Female\_south.psd], Length 789474 and  
internal path: Miho/Body/Naked\_Female\_south  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()  
Verse.ModContentPack:ReloadContentInt ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile [F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的贴图重绘 (CoF'slewdtexture)\Textures\MinchoWitch\Body\Naked\_MinchoWitch\_Body\_Large\_Normal\_Humanlike\_south.psd], Length 95144 and internal path: MinchoWitch/Body/Naked\_MinchoWitch\_Body\_Large\_Normal\_Humanlike\_south  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()  
Verse.ModContentPack:ReloadContentInt ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile [F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的贴图重绘 (CoF'slewdtexture)\Textures\Rakkles\Bodies\Naked\_RakkleF\_south.psd], Length 280986 and internal path: Rakkles/Bodies/Naked\_RakkleF\_south  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()  
Verse.ModContentPack:ReloadContentInt ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Tried to load duplicate UnityEngine.Texture2D with path: FilesystemFile [F:\steam\steamapps\common\RimWorld\Mods\RJW- 贴图 -COF 的贴图重绘 (CoF'slewdtexture)\Textures\Things\Pawn\Nyaron\Bodies\Naked\_Female\_south.psd], Length 102343 and internal path: Things/Pawn/Nyaron/Bodies/Naked\_Female\_south  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.ModContentHolder`1<UnityEngine.Texture2D>:ReloadAll ()  
Verse.ModContentPack:ReloadContentInt ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Mod RJW-主题-萨姆丝"主题(Samus' Theme)

did not load any content. Following load folders were used:

- F:\steam\steamapps\common\RimWorld\Mods\RJW-主题-萨姆丝"主题(Samus' Theme)

v0.2

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Error (string)

Verse.LoadedModManager/<>c:<LoadModContent>b\_\_13\_1 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Texture MiGang\_north has dimensions of 256 x 256, but its mask has 128 x 128. This is not supported, texture will be excluded from atlas

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Verse.GlobalTextureAtlasManager:TryInsertStatic

(Verse.TextureAtlasGroup,UnityEngine.Texture2D,UnityEngine.Texture2D)

Verse.Graphic\_Multi:TryInsertIntoAtlas (Verse.TextureAtlasGroup)

Verse.ThingDef:<PostLoad>b\_\_349\_0 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Texture MiGang\_east has dimensions of 256 x 256, but its mask has 128 x 128. This is not supported, texture will be excluded from atlas

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Verse.GlobalTextureAtlasManager:TryInsertStatic

(Verse.TextureAtlasGroup,UnityEngine.Texture2D,UnityEngine.Texture2D)

Verse.Graphic\_Multi:TryInsertIntoAtlas (Verse.TextureAtlasGroup)

Verse.ThingDef:<PostLoad>b\_\_349\_0 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Texture MiGang\_north has dimensions of 256 x 256, but its mask has 128 x 128. This is not supported, texture will be excluded from atlas

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.GlobalTextureAtlasManager:TryInsertStatic  
(Verse.TextureAtlasGroup,UnityEngine.Texture2D,UnityEngine.Texture2D)  
Verse.Graphic\_Multi:TryInsertIntoAtlas (Verse.TextureAtlasGroup)  
Verse.ThingDef:<PostLoad>b\_\_349\_0 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Texture MiGang\_east has dimensions of 256 x 256, but its mask has 128 x 128. This is not supported, texture will be excluded from atlas

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.GlobalTextureAtlasManager:TryInsertStatic  
(Verse.TextureAtlasGroup,UnityEngine.Texture2D,UnityEngine.Texture2D)  
Verse.Graphic\_Multi:TryInsertIntoAtlas (Verse.TextureAtlasGroup)  
Verse.ThingDef:<PostLoad>b\_\_349\_0 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Texture ShuZhuangJing\_east has dimensions of 128 x 256, but its mask has 128 x 128. This is not supported, texture will be excluded from atlas

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.GlobalTextureAtlasManager:TryInsertStatic  
(Verse.TextureAtlasGroup,UnityEngine.Texture2D,UnityEngine.Texture2D)  
Verse.Graphic\_Multi:TryInsertIntoAtlas (Verse.TextureAtlasGroup)  
Verse.ThingDef:<PostLoad>b\_\_349\_0 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Translation data for language Simplified Chinese has 5502 errors. Generate translation report for more info.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)

Verse.LoadedLanguage:InjectIntoData\_AfterImpliedDefs ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_3 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Alien race successfully completed 221 patches with harmony.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
AlienRace.HarmonyPatches:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

initializing RELEASE version of Pawnmorpher

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_C for hediff EtherGoatHorns in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_C at severity 1 for hediff EtherGoatHorns  
in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_B at severity 0.5 for hediff EtherGoatHorns  
in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()



Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_A at severity 0.2 for hediff EtherGoatHorns in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_C for hediff EtherGoatHorns in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_C at severity 1 for hediff EtherGoatHorns in

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_B at severity 0.5 for hediff EtherGoatHorns  
in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

No hediff graphics found at Parts/Goat/GoatHorns\_A at severity 0.2 for hediff EtherGoatHorns  
in

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Pawnmorph.PawnmorpherModInit:AppendPools  
(AlienRace.AlienPartGenerator/ExtendedHediffGraphic,Pawnmorph.GraphicSys.TaggedBody  
Addon)  
Pawnmorph.PawnmorpherModInit:InjectGraphics ()  
Pawnmorph.PawnmorpherModInit:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Patched:

DoorsExpanded.Building\_DoorExpanded.PawnCanOpen  
RimWorld.RestUtility.CanUseBedEver  
Verse.WildManUtility.IsWildMan  
Verse.WildManUtility.AnimalOrWildMan  
Verse.WildManUtility.NonHumanlikeOrWildMan  
Verse.WildManUtility.WildManShouldReachOutsideNow  
RimWorld.Building\_Door.PawnCanOpen  
Verse.MapPawns.PawnsInFaction  
Verse.MapPawns.SpawnedPawnsInFaction  
Verse.MapPawns.FreeHumanlikesOfFaction  
Verse.MapPawns.FreeHumanlikesSpawnedOfFaction  
RimWorld.JobDriver\_Ingest.PrepareToIngestToils  
RimWorld.LordJob\_Joinable\_MarriageCeremony.IsGuest  
RimWorld.PawnDiedOrDownedThoughtsUtility.GetThoughts  
RimWorld.CompAnimalInsanityPulser.DoAnimalInsanityPulse  
RimWorld.IncidentWorker\_AnimalInsanitySingle+<>c\_\_DisplayClass3\_0.<TryFindRandomAnimal>b\_\_0  
RimWorld.HealthCardUtility.CreateSurgeryBill  
RimWorld.FloatMenuMakerMap.ChoicesAtFor  
RimWorld.FloatMenuMakerMap+<>c\_\_DisplayClass10\_7.<AddHumanlikeOrders>b\_\_6  
RimWorld.FloatMenuMakerMap+<>c\_\_DisplayClass10\_7.<AddHumanlikeOrders>b\_\_8  
RimWorld.FloatMenuMakerMap+<>c\_\_DisplayClass10\_11.<AddHumanlikeOrders>b\_\_11  
RimWorld.InteractionUtility.CanReceiveRandomInteraction  
RimWorld.InteractionUtility.CanInitiateRandomInteraction  
RimWorld.Pawn\_InteractionsTracker.SocialFightPossible  
RimWorld.Pawn\_InteractionsTracker.TryInteractWith  
RimWorld.Pawn\_RelationsTracker.OpinionOf  
RimWorld.Pawn\_RelationsTracker.OpinionExplanation  
RimWorld.Pawn\_RelationsTracker.Tick\_CheckStartMarriageCeremony  
RimWorld.Pawn\_RelationsTracker.CheckAppendBondedAnimalDiedInfo  
RimWorld.Pawn\_RelationsTracker.Notify\_RescuedBy  
RimWorld.SocialCardUtility.DrawMyOpinion  
RimWorld.SocialCardUtility.DrawHisOpinion

RimWorld.SocialCardUtility.Recache  
RimWorld.SocialCardUtility.GetPawnRowTooltip  
RimWorld.Pawn\_FoodRestrictionTracker.get\_Configurable  
Verse.Dialog\_InfoCard.DoWindowContents  
RimWorld.WorkGiver\_ReleaseAnimalsToWild.HasJobOnThing  
RimWorld.Designator\_ReleaseAnimalToWild.CanDesignateThing  
RimWorld.ThoughtWorker\_Precept\_IdeoDiversity\_Uniform.ShouldHaveThought  
RimWorld.PawnUtility+<SpawnedMasteredPawns>d\_\_15.MoveNext  
RimWorld.RitualOutcomeComp\_ParticipantCount.Counts  
RimWorld.JobDriver\_Scarify.AvailableOnNow  
RimWorld.Precept\_Ritual+<>c\_DisplayClass99\_0.<GetRitualBeginWindow>b\_\_1  
RimWorld.RitualRoleAssignments.CanEverSpectate  
RimWorld.RitualRolePrisoner.AppliesToPawn  
RimWorld.RitualRolePrisonerOrSlave.AppliesToPawn  
RimWorld.RitualRoleOrganizer.AppliesToPawn  
RimWorld.RitualRoleForced.AppliesToPawn  
RimWorld.RitualRoleAnimal.AppliesToPawn  
RimWorld.RitualRoleScarificationTarget.AppliesToPawn  
RimWorld.RitualRoleWarden.AppliesToPawn  
RimWorld.RitualRoleBlindingTarget.AppliesToPawn  
RimWorld.RitualRoleColonist.AppliesToPawn  
RimWorld.RitualRoleColonistConnectable.AppliesToPawn  
RimWorld.RitualRoleConvertee.AppliesToPawn  
RimWorld.RitualRoleAnimaLinker.AppliesToPawn  
RimWorld.RitualRoleIdeoRoleChanger.AppliesToPawn  
RimWorld.RitualRole\_Mother.AppliesToPawn  
RJWSexperience.Ideology.RitualRole\_RapeVictim.AppliesToPawn  
RJWSexperience.Ideology.RitualRole\_HumanBreeder.AppliesToPawn  
RJWSexperience.Ideology.RitualRole\_AnimalBreeder.AppliesToPawn  
RimWorld.RitualRoleAssignments.PawnNotAssignableReason  
RimWorld.SocialProperness.IsSociallyProper  
Verse.AI.MentalStateWorker\_Roaming.CanRoamNow  
Verse.AI.MentalState\_Manhunter.ForceHostileTo  
Verse.Pawn.ThreatDisabledBecauseNonAggressiveRoamer

UnityEngine.StackTraceUtility.ExtractStackTrace ()  
Verse.Log:Message (string)  
Pawnmorph.PawnmorphPatches:MassPatchFormerHumanChecks (HarmonyLib.Harmony)  
Pawnmorph.PawnmorphPatches:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers.RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility.CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler.ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()  
  
 [PM] Optional meal size patch enabled.  
 UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 Pawnmorph.HPatches.Optional.FoodStackMultiplier:Prepare (System.Reflection.MethodBase)  
 System.Reflection.MonoMethod:Invoke  
 (object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo)  
 System.Reflection.MethodBase:Invoke (object,object[])  
 HarmonyLib.PatchClassProcessor:RunMethod<HarmonyLib.HarmonyPrepare, bool>  
 (bool,bool,System.Func`2<bool, string>,object[])  
 HarmonyLib.PatchClassProcessor:Patch ()  
 HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
 HarmonyLib.CollectionExtensions:Do<System.Type>  
 (System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
 HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
 Pawnmorph.PawnmorphPatches:.cctor ()  
 System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
 (System.RuntimeTypeHandle)  
 Verse.StaticConstructorOnStartupUtility:CallAll ()  
 Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

Instruction insertion complete!  
 UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 Pawnmorph.HPatches.PlantPatches/PlantHarvestTPatch/<Transpiler>d\_\_3:MoveNext ()  
 System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
 (System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
 System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
 (System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
 HarmonyLib.CodeTranspiler:GetResult  
 (System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
 HarmonyLib.MethodBodyReader:FinalizeILCodes  
 (HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)

HarmonyLib.MethodCopier:Finalize  
 (HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
 HarmonyLib.MethodPatcher:CreateReplacement  
 (System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
 HarmonyLib.PatchFunctions:UpdateWrapper  
 (System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
 HarmonyLib.PatchClassProcessor:ProcessPatchJob  
 (HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
 HarmonyLib.PatchClassProcessor:BulkPatch  
 (System.Collections.Generic.List`1<System.Reflection.MethodBase>,System.Reflection.MethodBase&)  
 HarmonyLib.PatchClassProcessor:Patch ()  
 HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
 HarmonyLib.CollectionExtensions:Do<System.Type>  
 (System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
 HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
 Pawnmorph.PawnmorphPatches:.cctor ()  
 System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
 (System.RuntimeTypeHandle)  
 Verse.StaticConstructorOnStartupUtility:CallAll ()  
 Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

#### Patching WorkGiver Tamed

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 Pawnmorph.HPatches.WorkGiverPatches/TrainPatches:Transpiler  
 (System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
 System.Reflection.MonoMethod:Invoke  
 (object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo)  
 System.Reflection.MethodBase:Invoke (object,object[])  
 HarmonyLib.CodeTranspiler/<>c\_\_DisplayClass12\_0:<GetResult>b\_\_0  
 (System.Reflection.MethodInfo)  
 System.Collections.Generic.List`1<System.Reflection.MethodInfo>:ForEach  
 (System.Action`1<System.Reflection.MethodInfo>)  
 HarmonyLib.CodeTranspiler:GetResult  
 (System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
 HarmonyLib.MethodBodyReader:FinalizeILCodes  
 (HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System

m.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
Pawnmorph.PawnmorphPatches:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology: calculated personality correlation matrix  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.PersonalityNodeMatrix:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

bigFiveMatrix rows: 5, columns: 37  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.PersonalityNodeMatrix:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

bigFiveInverse rows: 37, columns: 5  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.PersonalityNodeMatrix:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: Human  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: SnakeMorph  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)



Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChjAndroid  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChjDroid  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChjBattleDroid  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: Alien\_Carniculus  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: Alien\_CarniMama  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: Alien\_Mucus  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: Vaporeon  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChookMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: TurkeyMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: DuckMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: GooseMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: CassowaryMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: EmuMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: OstrichMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: MegaslothMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ElephantMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: RhinocerosMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ThrumboMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: HuskyMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: LabradorRetrieverMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: TerrierMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ArcticWolfMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: WolfMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: PM\_HellhoundMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: WargMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()



Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: CougarMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: LynxMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: CatMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: PantherMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ArcticFoxMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: FennecFoxMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: FoxMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: RaccoonMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: HareMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: SnowhareMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: AlphabeaverMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: CapybaraMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: SquirrelMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: BoomratMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChinchillaMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: GuineaPigMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: RatMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: BearMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: PolarBearMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: IguanaMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: SnakeMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: TortoiseMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: MonkeyMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: CowMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: MuffaloMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()



Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: YakMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: BisonMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: AlpacaMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: DromedaryMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: GoatMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: IbexMorphRace\_Implied

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Psychology, registered species: SheepMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: CaribouMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ElkMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: BoomalopeMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: DeerMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: GazelleMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: BoarMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: PigMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: DonkeyMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: HorseMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChaocowMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChaoboomMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChaofoxMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology, registered species: ChaodinoMorphRace\_Implied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.SpeciesHelper::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Time for all patches: 14.8992  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.HarmonyInitialize::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology: implemented all vanilla patches  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.HarmonyInitialize::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

GetLovinMtbHoursTranspiler, start  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.LovePartnerRelationUtility\_GetLovinMtbHours/<GetLovinMtbHoursTranspiler>d\_\_0:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()



GetLovinMtbHoursTranspiler, found code  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.LovePartnerRelationUtility\_GetLovinMtbHours/<GetLovinMtbHoursTra  
nspiler>d\_\_0:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,Syste  
m.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize::cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

GetLovinMtbHoursTranspiler, start invoke  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.LovePartnerRelationUtility\_GetLovinMtbHours/<GetLovinMtbHoursTra

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nspiler>d__0:MoveNext ()
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
HarmonyLib.CodeTranspiler:GetResult
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)
HarmonyLib.MethodBodyReader:FinalizeILCodes
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodCopier:Finalize
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodPatcher:CreateReplacement
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)
HarmonyLib.PatchFunctions:UpdateWrapper
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)
HarmonyLib.PatchClassProcessor:ProcessPatchJob
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)
HarmonyLib.PatchClassProcessor:Patch ()
HarmonyLib.Harmony:<PatchAll>b__10_0 (System.Type)
HarmonyLib.CollectionExtensions:Do<System.Type>
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)
HarmonyLib.Harmony:PatchAll ()
Psychology.Harmony.HarmonyInitialize:.cctor ()
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor
(System.RuntimeTypeHandle)
Verse.StaticConstructorOnStartupUtility:CallAll ()
Verse.PlayDataLoader/<>c:<DoPlayLoad>b__4_5 ()
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()

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GetLovinMtbHoursTranspiler, done invoke
UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Message (string)
Psychology.Harmony.LovePartnerRelationUtility_GetLovinMtbHours/<GetLovinMtbHoursTra
nspiler>d__0:MoveNext ()
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>

```

```

(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
HarmonyLib.CodeTranspiler:GetResult
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)
HarmonyLib.MethodBodyReader:FinalizeILCodes
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodCopier:Finalize
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodPatcher:CreateReplacement
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)
HarmonyLib.PatchFunctions:UpdateWrapper
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)
HarmonyLib.PatchClassProcessor:ProcessPatchJob
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)
HarmonyLib.PatchClassProcessor:Patch ()
HarmonyLib.Harmony:<PatchAll>b__10_0 (System.Type)
HarmonyLib.CollectionExtensions:Do<System.Type>
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)
HarmonyLib.Harmony:PatchAll ()
Psychology.Harmony.HarmonyInitialize:.cctor ()
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor
(System.RuntimeTypeHandle)
Verse.StaticConstructorOnStartupUtility:CallAll ()
Verse.PlayDataLoader/<>c:<DoPlayLoad>b__4_5 ()
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()

```

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GetLovinMtbHoursTranspiler, end
UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Message (string)
Psychology.Harmony.LovePartnerRelationUtility_GetLovinMtbHours/<GetLovinMtbHoursTra
nspiler>d__0:MoveNext ()
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
HarmonyLib.CodeTranspiler:GetResult
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)
HarmonyLib.MethodBodyReader:FinalizeILCodes

```

(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, start  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement

(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, load opCodePawn  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)

HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, load Ldc\_I4\_0  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)

HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, call SpeciesSettingsMinRomanceAge  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, end  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)



(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, start  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, load opCodePawn  
UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, load Ldc\_I4\_0  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>

(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

InterdictRomanceAges, call SpeciesSettingsMinRomanceAge  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System

m.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
 HarmonyLib.MethodCopier:Finalize  
 (HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
 HarmonyLib.MethodPatcher:CreateReplacement  
 (System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
 HarmonyLib.PatchFunctions:UpdateWrapper  
 (System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
 HarmonyLib.PatchClassProcessor:ProcessPatchJob  
 (HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
 HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
 HarmonyLib.PatchClassProcessor:Patch ()  
 HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
 HarmonyLib.CollectionExtensions:Do<System.Type>  
 (System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
 HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
 HarmonyLib.Harmony:PatchAll ()  
 Psychology.Harmony.HarmonyInitialize:.cctor ()  
 System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
 (System.RuntimeTypeHandle)  
 Verse.StaticConstructorOnStartupUtility:CallAll ()  
 Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

InterdictRomanceAges, end  
 UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 Psychology.RomanceUtility/<InterdictRomanceAges>d\_\_3:MoveNext ()  
 System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor  
 (System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
 System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>  
 (System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
 HarmonyLib.CodeTranspiler:GetResult  
 (System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
 HarmonyLib.MethodBodyReader:FinalizeILCodes  
 (HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
 HarmonyLib.MethodCopier:Finalize  
 (HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
 HarmonyLib.MethodPatcher:CreateReplacement  
 (System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)

HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)  
HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
Psychology.Harmony.HarmonyInitialize:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology: completed compability patches for Character Editor  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.CharacterEditor\_Patches:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Psychology: completed patches for compatibility with Pawnmorpher.  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Psychology.Harmony.PawnmorpherPatches:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Androids: Fixing surgery recipes for Droids.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Androids.PostDefFixer::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Androids: Fixing belts whitelist for AlienRace.ThingDef\_AlienRace with  
defName='ChjBattleDroid'.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Androids.PostDefFixer::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

MoharFW.MoharGfx patched Mote.SpawnSetup successfully.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
MoharGfx.HarmonyPatchAll::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

MoharFW OHFP - CompEggLayer\_Patch applied  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
OHFP.HarmonyPatchAll:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

MoharFW YAHA - successfully completed 7 harmony patches.  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
YAHA.HarmonyPatchAll:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

ApparelBodyTypeResolver Patched  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
ApparelBodyTypeResolver.HarmonyPatches:TryGetGraphicApparelTranspiler  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Reflection.MonoMethod:Invoke  
(object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo)  
System.Reflection.MethodBase:Invoke (object,object[])  
HarmonyLib.CodeTranspiler/<>c\_\_DisplayClass12\_0:<GetResult>b\_\_0  
(System.Reflection.MethodInfo)

```

System.Collections.Generic.List`1<System.Reflection.MethodInfo>:ForEach
(System.Action`1<System.Reflection.MethodInfo>)
HarmonyLib.CodeTranspiler:GetResult
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)
HarmonyLib.MethodBodyReader:FinalizeILCodes
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodCopier:Finalize
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodPatcher:CreateReplacement
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)
HarmonyLib.PatchFunctions:UpdateWrapper
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)
HarmonyLib.PatchProcessor:Patch ()
HarmonyLib.Harmony:Patch
(System.Reflection.MethodBase,HarmonyLib.HarmonyMethod,HarmonyLib.HarmonyMethod,HarmonyLib.HarmonyMethod,HarmonyLib.HarmonyMethod,HarmonyLib.HarmonyMethod)
ApparelBodyTypeResolver.HarmonyPatches:.cctor ()
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor
(System.RuntimeTypeHandle)
Verse.StaticConstructorOnStartupUtility:CallAll ()
Verse.PlayDataLoader/<>c:<DoPlayLoad>b__4_5 ()
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()

```

[RJW] Error when patching PregnancyUtility.CanEverProduceChild: Could not find assignment to local variable pawn2

```

UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Error (string)
rjw.ModLog:Error (string)
rjw.PregnancyUtility_CanEverProduceChild/<SkipGenderCheckAndMakeSterilityCheckNotSexist>d__2:MoveNext ()
System.Collections.Generic.List`1<HarmonyLib.CodeInstruction>:.ctor
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
System.Linq.Enumerable:ToList<HarmonyLib.CodeInstruction>
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)
HarmonyLib.CodeTranspiler:GetResult
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)
HarmonyLib.MethodBodyReader:FinalizeILCodes
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)

```



```

HarmonyLib.MethodCopier:Finalize
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)
HarmonyLib.MethodPatcher:CreateReplacement
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)
HarmonyLib.PatchFunctions:UpdateWrapper
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)
HarmonyLib.PatchClassProcessor:ProcessPatchJob
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)
HarmonyLib.PatchClassProcessor:Patch ()
HarmonyLib.Harmony:<PatchAll>b__10_0 (System.Type)
HarmonyLib.CollectionExtensions:Do<System.Type>
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)
rjw.First:.cctor ()
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor
(System.RuntimeTypeHandle)
Verse.StaticConstructorOnStartupUtility:CallAll ()
Verse.PlayDataLoader/<>c:<DoPlayLoad>b__4_5 ()
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()

```

Error in static constructor of RimNudeWorld.HarmonyPatchAll:  
 System.TypeInitializationException: The type initializer for 'RimNudeWorld.HarmonyPatchAll'  
 threw an exception. ---> System.TypeInitializationException: The type initializer for  
 'RimNudeWorld.PubesManager' threw an exception. ---> System.NullReferenceException:  
 Object reference not set to an instance of an object

```

at RimNudeWorld.PubesManager+<>c.<.cctor>b__5_0
(AlienRace.AlienPartGenerator+BodyAddon x) [0x00000] in
<3156032f57b14a7987a29999472883d3>:0
at System.Linq.Enumerable+WhereListIterator`1[TSource].ToList () [0x00017] in
<351e49e2a5bf4fd6beabb458ce2255f3>:0
at System.Linq.Enumerable.ToList[TSource] (System.Collections.Generic.IEnumerable`1[T]
source) [0x0001f] in <351e49e2a5bf4fd6beabb458ce2255f3>:0
at RimNudeWorld.PubesManager..cctor () [0x00099] in
<3156032f57b14a7987a29999472883d3>:0
--- End of inner exception stack trace ---
at RimNudeWorld.HarmonyPatchAll..cctor () [0x00018] in
<3156032f57b14a7987a29999472883d3>:0
--- End of inner exception stack trace ---
at (wrapper managed-to-native)

```

```

System.Runtime.CompilerServices.RuntimeHelpers.RunClassConstructor(intptr)
    at System.Runtime.CompilerServices.RuntimeHelpers.RunClassConstructor
(System.RuntimeTypeHandle type) [0x0002a] in <eae584ce26bc40229c1b1aa476bfa589>:0
    at Verse.StaticConstructorOnStartupUtility.CallAll () [0x00025] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
UnityEngine.StackTraceUtility.ExtractStackTrace ()
Verse.Log:Error (string)
Verse.StaticConstructorOnStartupUtility.CallAll ()
Verse.PlayDataLoader/<>c:<DoPlayLoad>b__4_5 ()
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()

```

Error in static constructor of RimNudeWorld.PubesManager:  
System.TypeInitializationException: The type initializer for 'RimNudeWorld.PubesManager'  
threw an exception. ---> System.NullReferenceException: Object reference not set to an  
instance of an object

```

    at RimNudeWorld.PubesManager+<>c.<.cctor>b__5_0
(AlienRace.AlienPartGenerator+BodyAddon x) [0x00000] in
<3156032f57b14a7987a29999472883d3>:0
    at System.Linq.Enumerable+WhereListIterator`1[TSource].ToList () [0x00017] in
<351e49e2a5bf4fd6beabb458ce2255f3>:0
    at System.Linq.Enumerable.ToList[TSource] (System.Collections.Generic.IEnumerable`1[T]
source) [0x0001f] in <351e49e2a5bf4fd6beabb458ce2255f3>:0
    at RimNudeWorld.PubesManager..cctor () [0x00099] in
<3156032f57b14a7987a29999472883d3>:0

```

--- End of inner exception stack trace ---

```

    at (wrapper managed-to-native)
System.Runtime.CompilerServices.RuntimeHelpers.RunClassConstructor(intptr)
    at System.Runtime.CompilerServices.RuntimeHelpers.RunClassConstructor
(System.RuntimeTypeHandle type) [0x0002a] in <eae584ce26bc40229c1b1aa476bfa589>:0
    at Verse.StaticConstructorOnStartupUtility.CallAll () [0x00025] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
UnityEngine.StackTraceUtility.ExtractStackTrace ()
Verse.Log:Error (string)
Verse.StaticConstructorOnStartupUtility.CallAll ()
Verse.PlayDataLoader/<>c:<DoPlayLoad>b__4_5 ()
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()

```

[SizedApparel] start  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
SizedApparel.SizedApparelPatch::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

ApparelBodyTypeResolver Patched  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
ApparelBodyTypeResolver.HarmonyPatches:TryGetGraphicApparelTranspiler  
(System.Collections.Generic.IEnumerable`1<HarmonyLib.CodeInstruction>)  
System.Reflection.MonoMethod:Invoke  
(object,System.Reflection.BindingFlags,System.Reflection.Binder,object[],System.Globalization.CultureInfo)  
System.Reflection.MethodBase:Invoke (object,object[])  
HarmonyLib.CodeTranspiler/<>c\_\_DisplayClass12\_0:<GetResult>b\_\_0  
(System.Reflection.MethodInfo)  
System.Collections.Generic.List`1<System.Reflection.MethodInfo>:ForEach  
(System.Action`1<System.Reflection.MethodInfo>)  
HarmonyLib.CodeTranspiler:GetResult  
(System.Reflection.Emit.ILGenerator,System.Reflection.MethodBase)  
HarmonyLib.MethodBodyReader:FinalizeILCodes  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.MethodInfo>,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodCopier:Finalize  
(HarmonyLib.Emitter,System.Collections.Generic.List`1<System.Reflection.Emit.Label>,bool&)  
HarmonyLib.MethodPatcher:CreateReplacement  
(System.Collections.Generic.Dictionary`2<int, HarmonyLib.CodeInstruction>&)  
HarmonyLib.PatchFunctions:UpdateWrapper  
(System.Reflection.MethodBase,HarmonyLib.PatchInfo)  
HarmonyLib.PatchClassProcessor:ProcessPatchJob  
(HarmonyLib.PatchJobs`1/Job<System.Reflection.MethodInfo>)  
HarmonyLib.PatchClassProcessor:PatchWithAttributes (System.Reflection.MethodBase&)  
HarmonyLib.PatchClassProcessor:Patch ()  
HarmonyLib.Harmony:<PatchAll>b\_\_10\_0 (System.Type)

HarmonyLib.CollectionExtensions:Do<System.Type>  
(System.Collections.Generic.IEnumerable`1<System.Type>,System.Action`1<System.Type>)  
HarmonyLib.Harmony:PatchAll (System.Reflection.Assembly)  
HarmonyLib.Harmony:PatchAll ()  
SizedApparel.SizedApparelPatch::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[SizedApparel] RimJobWorld Found  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
SizedApparel.SizedApparelPatch/<>c\_\_DisplayClass10\_0:<.cctor>b\_\_17 ()  
SizedApparel.SizedApparelPatch::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[SizedApparel] RimJobWorld Patched  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
SizedApparel.SizedApparelPatch/<>c\_\_DisplayClass10\_0:<.cctor>b\_\_17 ()  
SizedApparel.SizedApparelPatch::.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[SizedApparel] RimworldAnimaion(rjw animation) Found  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
SizedApparel.SizedApparelPatch/<>c:\_\_DisplayClass10\_0:<.cctor>b\_\_18 ()  
SizedApparel.SizedApparelPatch:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[SizedApparel] RimworldAnimaion(rjw animation) Patched  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
SizedApparel.SizedApparelPatch/<>c:\_\_DisplayClass10\_0:<.cctor>b\_\_18 ()  
SizedApparel.SizedApparelPatch:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[SizedApparel] Activated RimNudeWorld version not match to patch!  
Some patch for RimNudeWorld may not work!  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
SizedApparel.SizedApparelPatch:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

[SizedApparel] Dubs Apparel Tweaks Patch canceled

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

SizedApparel.SizedApparelPatch/<>c:<.cctor>b\_\_10\_20 ()

SizedApparel.SizedApparelPatch:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

[SizedApparel] doing PawnRenderer Patch

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

SizedApparel.SizedApparelPatch/<>c\_\_DisplayClass10\_0:<.cctor>b\_\_21 ()

SizedApparel.SizedApparelPatch:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

[SizedApparel] PawnRenderer Patch complete

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

SizedApparel.SizedApparelPatch/<>c\_\_DisplayClass10\_0:<.cctor>b\_\_21 ()

SizedApparel.SizedApparelPatch:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)



Verse.Log:Message (string)  
 YR\_RJW.Harmony\_GetTraderCaravanRole:.cctor ()  
 System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
 (System.RuntimeTypeHandle)  
 Verse.StaticConstructorOnStartupUtility:CallAll ()  
 Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

[RJW]            [StaticConstructorOnStartup]            Added            1            rule            to  
 PartPreferenceDetectorService.\_partKindUsageRules

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 rjw.ModLog:Message (string)  
 rjw.Modules.Shared.Logs.LogManager/Logger:LogMessage (string)  
 rjw.Modules.Shared.Logs.LogManager/Logger:Message (string)  
 RJW\_Menstruation.First:InjectIntoRjwInteractionServices ()  
 RJW\_Menstruation.First:.cctor ()  
 System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
 (System.RuntimeTypeHandle)  
 Verse.StaticConstructorOnStartupUtility:CallAll ()  
 Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

RJW-Genes loaded  
 UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 BTE\_MMLA.RJW\_Genes:.cctor ()  
 System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
 (System.RuntimeTypeHandle)  
 Verse.StaticConstructorOnStartupUtility:CallAll ()  
 Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()



[INFO][LewdBt] - Lewd Biotech started successfully.  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
LewdBiotech.Helpers.LBTLogger:Message (string)  
LewdBiotech.LewdBiotechMod:.cctor ()  
System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor  
(System.RuntimeTypeHandle)  
Verse.StaticConstructorOnStartupUtility:CallAll ()  
Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

HediffApparel Harmony Patches:

Postfix:

Pawn\_ApparelTracker.Notify\_ApparelAdded

Pawn\_ApparelTracker.Notify\_ApparelRemoved

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

s16\_extension.HarmonyPatches:.cctor ()

System.Runtime.CompilerServices.RuntimeHelpers:RunClassConstructor

(System.RuntimeTypeHandle)

Verse.StaticConstructorOnStartupUtility:CallAll ()

Verse.PlayDataLoader/<>c:<DoPlayLoad>b\_\_4\_5 ()

Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()

Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

Type Building\_BaiJiuYaoNi probably needs a StaticConstructorOnStartup attribute, because it has a field BarUnfilledMat of type Material. All assets must be loaded in the main thread.

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Verse.StaticConstructorOnStartupUtility/<>c\_\_DisplayClass2\_0:<ReportProbablyMissingAttributes>b\_\_0 (System.Type)

System.Threading.Tasks.Parallel/<>c\_\_DisplayClass31\_0`2<System.Type, object>:<ForEachWorker>b\_\_0 (int)

System.Threading.Tasks.Parallel/<>c\_\_DisplayClass17\_0`1<object>:<ForWorker>b\_\_1 ()

System.Threading.Tasks.Task:InnerInvoke ()

System.Threading.Tasks.Task:InnerInvokeWithArg (System.Threading.Tasks.Task)

System.Threading.Tasks.Task/<>c\_\_DisplayClass178\_0:<ExecuteSelfReplicating>b\_\_0 (object)  
System.Threading.Tasks.Task:InnerInvoke ()  
System.Threading.Tasks.Task:Execute ()  
System.Threading.Tasks.Task:ExecutionContextCallback (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.Tasks.Task:ExecuteWithThreadLocal (System.Threading.Tasks.Task&)  
System.Threading.Tasks.Task:ExecuteEntry (bool)  
System.Threading.Tasks.Task:System.Threading.IThreadPoolWorkItem.ExecuteWorkItem ()  
System.Threading.ThreadPoolWorkQueue:Dispatch ()  
System.Threading.\_ThreadPoolWaitCallback:PerformWaitCallback ()

Type Building\_SuanCaiTong probably needs a StaticConstructorOnStartup attribute, because it has a field BarUnfilledMat of type Material. All assets must be loaded in the main thread.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Verse.StaticConstructorOnStartupUtility/<>c\_\_DisplayClass2\_0:<ReportProbablyMissingAttributes>b\_\_0 (System.Type)  
System.Threading.Tasks.Parallel/<>c\_\_DisplayClass31\_0`2<System.Type, object>:<ForEachWorker>b\_\_0 (int)  
System.Threading.Tasks.Parallel/<>c\_\_DisplayClass17\_0`1<object>:<ForWorker>b\_\_1 ()  
System.Threading.Tasks.Task:InnerInvoke ()  
System.Threading.Tasks.Task:InnerInvokeWithArg (System.Threading.Tasks.Task)  
System.Threading.Tasks.Task/<>c\_\_DisplayClass178\_0:<ExecuteSelfReplicating>b\_\_0 (object)  
System.Threading.Tasks.Task:InnerInvoke ()  
System.Threading.Tasks.Task:Execute ()  
System.Threading.Tasks.Task:ExecutionContextCallback (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.Tasks.Task:ExecuteWithThreadLocal (System.Threading.Tasks.Task&)  
System.Threading.Tasks.Task:ExecuteEntry (bool)  
System.Threading.Tasks.Task:System.Threading.IThreadPoolWorkItem.ExecuteWorkItem ()  
System.Threading.ThreadPoolWorkQueue:Dispatch ()  
System.Threading.\_ThreadPoolWaitCallback:PerformWaitCallback ()

Type Building\_HuangJiuYaoNi probably needs a StaticConstructorOnStartup attribute, because it has a field BarUnfilledMat of type Material. All assets must be loaded in the main thread.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)

Verse.StaticConstructorOnStartupUtility/<>c\_\_DisplayClass2\_0:<ReportProbablyMissingAttributes>b\_\_0 (System.Type)  
 System.Threading.Tasks.Parallel/<>c\_\_DisplayClass31\_0`2<System.Type, object>:<ForEachWorker>b\_\_0 (int)  
 System.Threading.Tasks.Parallel/<>c\_\_DisplayClass17\_0`1<object>:<ForWorker>b\_\_1 ()  
 System.Threading.Tasks.Task:InnerInvoke ()  
 System.Threading.Tasks.Task:InnerInvokeWithArg (System.Threading.Tasks.Task)  
 System.Threading.Tasks.Task/<>c\_\_DisplayClass178\_0:<ExecuteSelfReplicating>b\_\_0 (object)  
 System.Threading.Tasks.Task:InnerInvoke ()  
 System.Threading.Tasks.Task:Execute ()  
 System.Threading.Tasks.Task:ExecutionContextCallback (object)  
 System.Threading.ExecutionContext:RunInternal  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.Tasks.Task:ExecuteWithThreadLocal (System.Threading.Tasks.Task&)  
 System.Threading.Tasks.Task:ExecuteEntry (bool)  
 System.Threading.Tasks.Task:System.Threading.IThreadPoolWorkItem.ExecuteWorkItem ()  
 System.Threading.ThreadPoolWorkQueue:Dispatch ()  
 System.Threading.\_ThreadPoolWaitCallback:PerformWaitCallback ()

MVCF successfully applied 35 patches

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Message (string)  
 MVCF.Patch:PrintSummary ()  
 MVCF.MVCF/<>c:<CollectFeatureData>b\_\_16\_0 ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

[net.pardeike.rimworld.mods.achtung] Patches on methods annotated as Obsolete were detected by HugsLib: Verse.Game.DeinitAndRemoveMap

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Warning (string)  
 HugsLib.Utills.HarmonyUtility:LogObsoleteMethodPatchErrors ()  
 HugsLib.Utills.HarmonyUtility:LogHarmonyPatchIssueErrors ()  
 Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
 Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
 Verse.LongEventHandler:LongEventsUpdate (bool&)  
 (wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
 Verse.Root\_Entry:Update ()

[UnlimitedHugs.HugsLib] Patches on methods annotated as Obsolete were detected by  
HugsLib: Verse.Game.DeinitAndRemoveMap  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
HugsLib.Utills.HarmonyUtility:LogObsoleteMethodPatchErrors ()  
HugsLib.Utills.HarmonyUtility:LogHarmonyPatchIssueErrors ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[OskarPotocki.VFECore] Patches on methods annotated as Obsolete were detected by  
HugsLib: Verse.MapDeiniter.Deinit  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
HugsLib.Utills.HarmonyUtility:LogObsoleteMethodPatchErrors ()  
HugsLib.Utills.HarmonyUtility:LogHarmonyPatchIssueErrors ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[com.pawnmorpher.mod] Patches on methods annotated as Obsolete were detected by  
HugsLib: RimWorld.FoodUtility.BestFoodSourceOnMap  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
HugsLib.Utills.HarmonyUtility:LogObsoleteMethodPatchErrors ()  
HugsLib.Utills.HarmonyUtility:LogHarmonyPatchIssueErrors ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

[Polarisbloc] SurgeriesDefPatch applied.  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
Polarisbloc.SurgeriesDefPatch:SurgeriesPatch ()  
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()  
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

CharacterEditor v1.4.1240 initializing...

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

CharacterEditor.CEditor:.ctor ()

CharacterEditor.CEditor:OnMainMenuInit ()

(wrapper dynamic-method)

RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()

Verse.UIRoot\_Entry:Init ()

Verse.Root:<Start>b\_\_6\_0 ()

Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

updating labels for simplified chinese...

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

bc:a ()

CharacterEditor.CEditor/a:l ()

CharacterEditor.CEditor/a:.ctor ()

CharacterEditor.CEditor/b:b (CharacterEditor.EType)

CharacterEditor.CEditor/b:a<CharacterEditor.CEditor/a> (CharacterEditor.EType)

CharacterEditor.CEditor/b:.ctor ()

CharacterEditor.CEditor:.ctor ()

CharacterEditor.CEditor:OnMainMenuInit ()

(wrapper dynamic-method)

RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()

Verse.UIRoot\_Entry:Init ()

Verse.Root:<Start>b\_\_6\_0 ()

Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)

Verse.LongEventHandler:LongEventsUpdate (bool&)

(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)

Verse.Root\_Entry:Update ()

loading pawn slot content from file...

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Message (string)

CharacterEditor.CEditor/a:d (string)

CharacterEditor.CEditor/a:l ()

CharacterEditor.CEditor/a:.ctor ()

CharacterEditor.CEditor/b:b (CharacterEditor.EType)

CharacterEditor.CEditor/b:a<CharacterEditor.CEditor/a> (CharacterEditor.EType)

CharacterEditor.CEditor/b:.ctor ()  
CharacterEditor.CEditor:.ctor ()  
CharacterEditor.CEditor:OnMainMenuInit ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()  
Verse.UIRoot\_Entry:Init ()  
Verse.Root:<Start>b\_\_6\_0 ()  
Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

character editor instance created  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor:.ctor ()  
CharacterEditor.CEditor:OnMainMenuInit ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()  
Verse.UIRoot\_Entry:Init ()  
Verse.Root:<Start>b\_\_6\_0 ()  
Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

checking editor settings...  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor/b:a (bool,bool)  
CharacterEditor.CEditor:OnSettingsChanged (bool,bool)  
CharacterEditor.CEditor:OnMainMenuInit ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()  
Verse.UIRoot\_Entry:Init ()  
Verse.Root:<Start>b\_\_6\_0 ()  
Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

body sizes genes are active  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)

a8:a ()  
CharacterEditor.CEditor/b:a (bool,bool)  
CharacterEditor.CEditor:OnSettingsChanged (bool,bool)  
CharacterEditor.CEditor:OnMainMenuInit ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()  
Verse.UIRoot\_Entry:Init ()  
Verse.Root:<Start>b\_\_6\_0 ()  
Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

CharacterEditor v1.4.1240 ...done  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor:OnMainMenuInit ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.Init\_Patch1 ()  
Verse.UIRoot\_Entry:Init ()  
Verse.Root:<Start>b\_\_6\_0 ()  
Verse.LongEventHandler:UpdateCurrentSynchronousEvent (bool&)  
Verse.LongEventHandler:LongEventsUpdate (bool&)  
(wrapper dynamic-method) Verse.Root:Verse.Root.Update\_Patch1 (Verse.Root)  
Verse.Root\_Entry:Update ()

Shenanigans starting up!  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
NugurumonsShenanigans.Shenanigans:.ctor ()  
System.Reflection.MonoCMethod:InternalInvoke (object,object[])  
System.RuntimeType:CreateInstanceMono (bool)  
System.RuntimeType:CreateInstanceSlow  
(bool,bool,bool,System.Threading.StackCrawlMark&)  
System.RuntimeType:CreateInstanceDefaultCtor  
(bool,bool,bool,System.Threading.StackCrawlMark&)  
System.Activator:CreateInstance (System.Type,bool)  
HugsLib.HugsLibController:EnumerateChildMods (bool)  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

nugerumons RJW stuff starting up!  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
NugerumonsRJWStuff.NugerumonsRJWStuff:.ctor ()  
System.Reflection.MonoCMethod:InternalInvoke (object,object[])  
System.RuntimeType:CreateInstanceMono (bool)  
System.RuntimeType:CreateInstanceSlow  
(bool,bool,bool,System.Threading.StackCrawlMark&)  
System.RuntimeType:CreateInstanceDefaultCtor  
(bool,bool,bool,System.Threading.StackCrawlMark&)  
System.Activator:CreateInstance (System.Type,bool)  
HugsLib.HugsLibController:EnumerateChildMods (bool)  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

[HugsLib] initializing Hospitality, Therapy, TerraformRimworld, RJW, MilkableColonists,  
nugerumon.shenanigans, nugerumon.rjw.stuff, RJW\_Cum  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
HugsLib.Utls.ModLogger:Message (string,object[])  
HugsLib.HugsLibController:EnumerateChildMods (bool)  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)



System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

Not creating guest beds for yuran glory hole from RJW-悠兰 RJW 补丁(Yuran RJW addon)

. It does not have a CompAssignableToPawn\_Bed.

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Hospitality.Hospitality\_SpecialInjector:CreateGuestBedDefs

(Verse.ThingDef[],RimWorld.CompProperties\_Facility[])

Hospitality.Hospitality\_SpecialInjector:Inject ()

Hospitality.HospitalityModBase:Initialize ()

HugsLib.HugsLibController:LoadReloadInitialize ()

Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)

Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()

System.Threading.ThreadHelper:ThreadStart\_Context (object)

System.Threading.ExecutionContext:RunInternal

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)

System.Threading.ThreadHelper:ThreadStart ()

Not creating guest beds for yuran glory hole(face) from RJW-悠兰 RJW 补丁(Yuran RJW addon)

. It does not have a CompAssignableToPawn\_Bed.

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Hospitality.Hospitality\_SpecialInjector:CreateGuestBedDefs

(Verse.ThingDef[],RimWorld.CompProperties\_Facility[])

Hospitality.Hospitality\_SpecialInjector:Inject ()

Hospitality.HospitalityModBase:Initialize ()

HugsLib.HugsLibController:LoadReloadInitialize ()

Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)

Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()

System.Threading.ThreadHelper:ThreadStart\_Context (object)

System.Threading.ExecutionContext:RunInternal

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)

System.Threading.ThreadHelper:ThreadStart ()

Not creating guest beds for yuran glory hole(cask) from RJW-悠兰 RJW 补丁(Yuran RJW addon)

. It does not have a CompAssignableToPawn\_Bed.

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Hospitality.Hospitality\_SpecialInjector:CreateGuestBedDefs

(Verse.ThingDef[],RimWorld.CompProperties\_Facility[])

Hospitality.Hospitality\_SpecialInjector:Inject ()

Hospitality.HospitalityModBase:Initialize ()

HugsLib.HugsLibController:LoadReloadInitialize ()

Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)

Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()

System.Threading.ThreadHelper:ThreadStart\_Context (object)

System.Threading.ExecutionContext:RunInternal

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)

System.Threading.ThreadHelper:ThreadStart ()

Not creating guest beds for yuran milking machine from RJW-悠兰 RJW 补丁(Yuran RJW addon)

. It does not have a CompAssignableToPawn\_Bed.

UnityEngine.StackTraceUtility:ExtractStackTrace ()

Verse.Log:Warning (string)

Hospitality.Hospitality\_SpecialInjector:CreateGuestBedDefs

(Verse.ThingDef[],RimWorld.CompProperties\_Facility[])

Hospitality.Hospitality\_SpecialInjector:Inject ()

Hospitality.HospitalityModBase:Initialize ()

HugsLib.HugsLibController:LoadReloadInitialize ()

Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)

Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()

System.Threading.ThreadHelper:ThreadStart\_Context (object)

System.Threading.ExecutionContext:RunInternal

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)

System.Threading.ExecutionContext:Run

(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)

System.Threading.ThreadHelper:ThreadStart ()

Not creating guest beds for evil tree(bed) from RJW-悠兰 RJW 补丁(Yuran RJW addon)

. It does not have a CompAssignableToPawn\_Bed.  
 UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Warning (string)  
 Hospitality.Hospitality\_SpecialInjector:CreateGuestBedDefs  
 (Verse.ThingDef[],RimWorld.CompProperties\_Facility[])  
 Hospitality.Hospitality\_SpecialInjector:Inject ()  
 Hospitality.HospitalityModBase:Initialize ()  
 HugsLib.HugsLibController:LoadReloadInitialize ()  
 Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
 Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
 System.Threading.ThreadHelper:ThreadStart\_Context (object)  
 System.Threading.ExecutionContext:RunInternal  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
 System.Threading.ThreadHelper:ThreadStart ()

ThingDef YR\_Building\_GloryHole must have a 'CompAssignableToPawn\_Bed' in comps. This is a misconfiguration in RJW-悠兰 RJW 补丁(Yuran RJW addon)

.  
 UnityEngine.StackTraceUtility:ExtractStackTrace ()  
 Verse.Log:Warning (string)  
 Hospitality.Utilities.DefsUtility:LogMisconfiguration (Verse.Def,string)  
 Hospitality.Utilities.DefsUtility:CheckBedDefs ()  
 Hospitality.Utilities.DefsUtility:CheckForInvalidDefs ()  
 Hospitality.HospitalityModBase:DefsLoaded ()  
 HugsLib.HugsLibController:OnDefsLoaded ()  
 HugsLib.HugsLibController:LoadReloadInitialize ()  
 Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
 Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
 System.Threading.ThreadHelper:ThreadStart\_Context (object)  
 System.Threading.ExecutionContext:RunInternal  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
 System.Threading.ThreadHelper:ThreadStart ()

ThingDef YR\_Building\_GloryHole\_Face must have a 'CompAssignableToPawn\_Bed' in comps. This is a misconfiguration in RJW-悠兰 RJW 补丁(Yuran RJW addon)

.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Hospitality.Utilities.DefsUtility:LogMisconfiguration (Verse.Def,string)  
Hospitality.Utilities.DefsUtility:CheckBedDefs ()  
Hospitality.Utilities.DefsUtility:CheckForInvalidDefs ()  
Hospitality.HospitalityModBase:DefsLoaded ()  
HugsLib.HugsLibController:OnDefsLoaded ()  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

ThingDef YR\_Building\_GloryHole\_Cask must have a 'CompAssignableToPawn\_Bed' in comps.  
This is a misconfiguration in RJW-悠兰 RJW 补丁(Yuran RJW addon)

.  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Hospitality.Utilities.DefsUtility:LogMisconfiguration (Verse.Def,string)  
Hospitality.Utilities.DefsUtility:CheckBedDefs ()  
Hospitality.Utilities.DefsUtility:CheckForInvalidDefs ()  
Hospitality.HospitalityModBase:DefsLoaded ()  
HugsLib.HugsLibController:OnDefsLoaded ()  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

ThingDef YR\_Building\_MilkingMachine must have a 'CompAssignableToPawn\_Bed' in comps.  
This is a misconfiguration in RJW-悠兰 RJW 补丁(Yuran RJW addon)

.

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Hospitality.Utilities.DefsUtility:LogMisconfiguration (Verse.Def,string)  
Hospitality.Utilities.DefsUtility:CheckBedDefs ()  
Hospitality.Utilities.DefsUtility:CheckForInvalidDefs ()  
Hospitality.HospitalityModBase:DefsLoaded ()  
HugsLib.HugsLibController:OnDefsLoaded ()  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

ThingDef YR\_Building\_Tentacle must have a 'CompAssignableToPawn\_Bed' in comps. This is a misconfiguration in RJW-悠兰 RJW 补丁(Yuran RJW addon)

.  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Warning (string)  
Hospitality.Utilities.DefsUtility:LogMisconfiguration (Verse.Def,string)  
Hospitality.Utilities.DefsUtility:CheckBedDefs ()  
Hospitality.Utilities.DefsUtility:CheckForInvalidDefs ()  
Hospitality.HospitalityModBase:DefsLoaded ()  
HugsLib.HugsLibController:OnDefsLoaded ()  
HugsLib.HugsLibController:LoadReloadInitialize ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

CE is trying to create default parameter lists ...  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)

CharacterEditor.CEditor/a:c ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

creating default parameter list for genes...

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor/b:b (CharacterEditor.EType)  
CharacterEditor.CEditor/b:a<System.Collections.Generic.Dictionary`2<string, q>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor:b<System.Collections.Generic.Dictionary`2<string, q>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor/a:c ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

341 default entities for genes created

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
o:a<q, Verse.GeneDef>  
(System.Collections.Generic.HashSet`1<Verse.GeneDef>,System.Func`2<Verse.GeneDef,  
string>,System.Func`2<Verse.GeneDef, q>,string)  
q:d ()  
CharacterEditor.CEditor/b:b (CharacterEditor.EType)  
CharacterEditor.CEditor/b:a<System.Collections.Generic.Dictionary`2<string, q>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor:b<System.Collections.Generic.Dictionary`2<string, q>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor/a:c ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)

```

Verse.UIRoot_Entry:UIRootOnGUI ()
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI_Patch2 (Verse.Root)

creating default parameter list for objects...
UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Message (string)
CharacterEditor.CEditor/b:b (CharacterEditor.EType)
CharacterEditor.CEditor/b:a<System.Collections.Generic.Dictionary`2<string,
(CharacterEditor.EType)                                p>>
CharacterEditor.CEditor:b<System.Collections.Generic.Dictionary`2<string,
(CharacterEditor.EType)                                p>>
CharacterEditor.CEditor/a:c ()
CharacterEditor.CEditor:OnMainMenuOnGUI ()
(wrapper                                                    dynamic-method)
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI_Patch1 ()
(wrapper dynamic-method) Verse.UIRoot_Entry:Verse.UIRoot_Entry.DoMainMenu_Patch1
(Verse.UIRoot_Entry)
Verse.UIRoot_Entry:UIRootOnGUI ()
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI_Patch2 (Verse.Root)

```

```

4526 default entities for objects created
UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Message (string)
o:a<p,                                                    Verse.ThingDef>
(System.Collections.Generic.HashSet`1<Verse.ThingDef>,System.Func`2<Verse.ThingDef,
string>,System.Func`2<Verse.ThingDef, p>,string)
p:h ()
CharacterEditor.CEditor/b:b (CharacterEditor.EType)
CharacterEditor.CEditor/b:a<System.Collections.Generic.Dictionary`2<string,
(CharacterEditor.EType)                                p>>
CharacterEditor.CEditor:b<System.Collections.Generic.Dictionary`2<string,
(CharacterEditor.EType)                                p>>
CharacterEditor.CEditor/a:c ()
CharacterEditor.CEditor:OnMainMenuOnGUI ()
(wrapper                                                    dynamic-method)
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI_Patch1 ()
(wrapper dynamic-method) Verse.UIRoot_Entry:Verse.UIRoot_Entry.DoMainMenu_Patch1
(Verse.UIRoot_Entry)
Verse.UIRoot_Entry:UIRootOnGUI ()
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI_Patch2 (Verse.Root)

```

```

creating default parameter list for turrets...
UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Message (string)

```

CharacterEditor.CEditor/b:b (CharacterEditor.EType)  
CharacterEditor.CEditor/b:a<System.Collections.Generic.Dictionary`2<string, p>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor:b<System.Collections.Generic.Dictionary`2<string, p>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor/a:c ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

40 default entities for turrets created

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
o:a<p, Verse.ThingDef>  
(System.Collections.Generic.HashSet`1<Verse.ThingDef>,System.Func`2<Verse.ThingDef,  
string>,System.Func`2<Verse.ThingDef, p>,string)  
p:g ()  
CharacterEditor.CEditor/b:b (CharacterEditor.EType)  
CharacterEditor.CEditor/b:a<System.Collections.Generic.Dictionary`2<string, p>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor:b<System.Collections.Generic.Dictionary`2<string, p>>  
(CharacterEditor.EType)  
CharacterEditor.CEditor/a:c ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

...lists created

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor/a:c ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)



Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

CE is trying to apply modified parameters...

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor/a:b ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

no modifications for genes

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
o:a (string,System.Action`1<string>,string)  
q:c (string)  
CharacterEditor.CEditor/a:b ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

no modifications for objects

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
o:a (string,System.Action`1<string>,string)  
p:c (string)  
CharacterEditor.CEditor/a:b ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

no modifications for lifestages

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
o:a (string,System.Action`1<string>,string)  
r:c (string)  
CharacterEditor.CEditor/a:b ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

...done

UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Message (string)  
CharacterEditor.CEditor/a:b ()  
CharacterEditor.CEditor:OnMainMenuOnGUI ()  
(wrapper dynamic-method)  
RimWorld.MainMenuDrawer:RimWorld.MainMenuDrawer.MainMenuOnGUI\_Patch1 ()  
(wrapper dynamic-method) Verse.UIRoot\_Entry:Verse.UIRoot\_Entry.DoMainMenu\_Patch1  
(Verse.UIRoot\_Entry)  
Verse.UIRoot\_Entry:UIRootOnGUI ()  
(wrapper dynamic-method) Verse.Root:Verse.Root.OnGUI\_Patch2 (Verse.Root)

GainTrait\_KinseyEnabledPrefix was used for TraitDefOf.Gay for pawn = 许  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Error (string)  
Psychology.Harmony.TraitSet\_ManualPatches:GainTrait\_KinseyEnabledPrefix  
(RimWorld.Trait,Verse.Pawn)  
(wrapper dynamic-method) RimWorld.TraitSet:RimWorld.TraitSet.GainTrait\_Patch3  
(RimWorld.TraitSet,RimWorld.Trait,bool)  
RationalRomance\_Code.ExtraTraits:AssignOrientation (Verse.Pawn)  
RationalRomance\_Code.PawnGenerator\_GenerateTraits:Postfix (Verse.Pawn)  
(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.GenerateTraits\_Patch3  
(Verse.Pawn,Verse.PawnGenerationRequest)  
(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.TryGenerateNewPawnInternal\_Patch2  
(Verse.PawnGenerationRequest&,string&,bool,bool)  
(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.GenerateNewPawnInternal\_Patch5  
(Verse.PawnGenerationRequest&)  
Verse.PawnGenerator:GenerateOrRedressPawnInternal (Verse.PawnGenerationRequest)

(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.GeneratePawn\_Patch5  
(Verse.PawnGenerationRequest)  
RimWorld.Faction:TryGenerateNewLeader ()  
RimWorld.FactionGenerator:NewGeneratedFaction (RimWorld.FactionGeneratorParms)  
(wrapper dynamic-method)  
RimWorld.FactionGenerator:RimWorld.FactionGenerator.GenerateFactionsIntoWorld\_Patch0  
(System.Collections.Generic.List`1<RimWorld.FactionDef>)  
RimWorld.Planet.WorldGenStep\_Factions:GenerateFresh (string)  
RimWorld.Planet.WorldGenerator:GenerateWorld  
(single,string,RimWorld.Planet.OverallRainfall,RimWorld.Planet.OverallTemperature,RimWorld.Planet.OverallPopulation,System.Collections.Generic.List`1<RimWorld.FactionDef>,single)  
RimWorld.Page\_CreateWorldParams:<CanDoNext>b\_\_19\_0 ()  
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
System.Threading.ThreadHelper:ThreadStart\_Context (object)  
System.Threading.ExecutionContext:RunInternal  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
System.Threading.ExecutionContext:Run  
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
System.Threading.ThreadHelper:ThreadStart ()

GainTrait\_KinseyEnabledPrefix was used for TraitDefOf.Bisexual for pawn = 邦百  
UnityEngine.StackTraceUtility:ExtractStackTrace ()  
Verse.Log:Error (string)  
Psychology.Harmony.TraitSet\_ManualPatches:GainTrait\_KinseyEnabledPrefix  
(RimWorld.Trait,Verse.Pawn)  
(wrapper dynamic-method) RimWorld.TraitSet:RimWorld.TraitSet.GainTrait\_Patch3  
(RimWorld.TraitSet,RimWorld.Trait,bool)  
RationalRomance\_Code.ExtraTraits:AssignOrientation (Verse.Pawn)  
RationalRomance\_Code.PawnGenerator\_GenerateTraits:Postfix (Verse.Pawn)  
(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.GenerateTraits\_Patch3  
(Verse.Pawn,Verse.PawnGenerationRequest)  
(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.TryGenerateNewPawnInternal\_Patch2  
(Verse.PawnGenerationRequest&,string&,bool,bool)  
(wrapper dynamic-method)  
Verse.PawnGenerator:Verse.PawnGenerator.GenerateNewPawnInternal\_Patch5  
(Verse.PawnGenerationRequest&)  
Verse.PawnGenerator:GenerateOrRedressPawnInternal (Verse.PawnGenerationRequest)  
(wrapper dynamic-method)

Verse.PawnGenerator:Verse.PawnGenerator.GeneratePawn\_Patch5  
 (Verse.PawnGenerationRequest)  
 RimWorld.Faction:TryGenerateNewLeader ()  
 RimWorld.FactionGenerator:NewGeneratedFaction (RimWorld.FactionGeneratorParms)  
 (wrapper dynamic-method)  
 RimWorld.FactionGenerator:RimWorld.FactionGenerator.GenerateFactionsIntoWorld\_Patch0  
 (System.Collections.Generic.List`1<RimWorld.FactionDef>)  
 RimWorld.Planet.WorldGenStep\_Factions:GenerateFresh (string)  
 RimWorld.Planet.WorldGenerator:GenerateWorld  
 (single,string,RimWorld.Planet.OverallRainfall,RimWorld.Planet.OverallTemperature,RimWorld.Planet.OverallPopulation,System.Collections.Generic.List`1<RimWorld.FactionDef>,single)  
 RimWorld.Page\_CreateWorldParams:<CanDoNext>b\_\_19\_0 ()  
 Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)  
 Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b\_\_27\_0 ()  
 System.Threading.ThreadHelper:ThreadStart\_Context (object)  
 System.Threading.ExecutionContext:RunInternal  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)  
 System.Threading.ExecutionContext:Run  
 (System.Threading.ExecutionContext,System.Threading.ContextCallback,object)  
 System.Threading.ThreadHelper:ThreadStart ()

Error while generating pawn. Rethrowing. Exception: System.NullReferenceException: Object reference not set to an instance of an object

at NugerumonsRJWStuff.Fluids.MultiplySemenOutput (rjw.CompHediffBodyPart \_\_instance, Verse.Pawn pawn, System.Boolean reroll) [0x0009b] in <36ff3c2bda354d3287d1902e8e4290e2>:0  
 at (wrapper dynamic-method) rjw.CompHediffBodyPart.rjw.CompHediffBodyPart.initComp\_Patch1(rjw.CompHediffBodyPart,Verse.Pawn,bool)  
 at rjw.RacePartDef\_Helper.MakePart (Verse.HediffDef hediffDef, Verse.Pawn pawn, Verse.BodyPartRecord bodyPartRecord, rjw.RacePartDef racePartDef) [0x00016] in <b865d8a5c47a446ab20f714e88ce5c23>:0  
 at rjw.RaceGroupDef\_Helper.TryAddRacePart (Verse.Pawn pawn, rjw.SexPartType sexPartType) [0x000b4] in <b865d8a5c47a446ab20f714e88ce5c23>:0  
 at rjw.PawnExtensions.TryAddRacePart (Verse.Pawn pawn, rjw.SexPartType sexPartType) [0x00000] in <b865d8a5c47a446ab20f714e88ce5c23>:0  
 at rjw.SexPartAdder.add\_genitals (Verse.Pawn pawn, Verse.Pawn parent, Verse.Gender gender) [0x00087] in <b865d8a5c47a446ab20f714e88ce5c23>:0  
 at rjw.Sexualizer.SexualizeGenderedPawn (Verse.Pawn pawn) [0x00000] in <b865d8a5c47a446ab20f714e88ce5c23>:0  
 at (wrapper dynamic-method) rjw.Sexualizer.rjw.Sexualizer.sexualize\_pawn\_Patch1(Verse.Pawn)

```

    at rjw.CompRJW.Sexualize (Verse.Pawn pawn, System.Boolean reroll) [0x000c3] in
<b865d8a5c47a446ab20f714e88ce5c23>:0
    at rjw.Patch_PawnGenerator.Sexualize_GenerateNewPawnInternal
(Verse.PawnGenerationRequest& request, Verse.Pawn& __result) [0x0001e] in
<b865d8a5c47a446ab20f714e88ce5c23>:0
    at (wrapper dynamic-method)
Verse.PawnGenerator.Verse.PawnGenerator.GenerateNewPawnInternal_Patch5(Verse.PawnG
enerationRequest&)
    at Verse.PawnGenerator.GenerateOrRedressPawnInternal (Verse.PawnGenerationRequest
request) [0x00188] in <3cca3e6203e64b109fd8ce21f7120d03>:0
    at (wrapper dynamic-method)
Verse.PawnGenerator.Verse.PawnGenerator.GeneratePawn_Patch5(Verse.PawnGenerationRe
quest)
UnityEngine.StackTraceUtility.ExtractStackTrace ()
Verse.Log:Error (string)
(wrapper dynamic-method)
Verse.PawnGenerator:Verse.PawnGenerator.GeneratePawn_Patch5
(Verse.PawnGenerationRequest)
RimWorld.Faction:TryGenerateNewLeader ()
RimWorld.FactionGenerator:NewGeneratedFaction (RimWorld.FactionGeneratorParms)
(wrapper dynamic-method)
RimWorld.FactionGenerator:RimWorld.FactionGenerator.GenerateFactionsIntoWorld_Patch0
(System.Collections.Generic.List`1<RimWorld.FactionDef>)
RimWorld.Planet.WorldGenStep_Factions:GenerateFresh (string)
RimWorld.Planet.WorldGenerator:GenerateWorld
(single,string,RimWorld.Planet.OverallRainfall,RimWorld.Planet.OverallTemperature,RimWorl
d.Planet.OverallPopulation,System.Collections.Generic.List`1<RimWorld.FactionDef>,single)
RimWorld.Page_CreateWorldParams:<CanDoNext>b__19_0 ()
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b__27_0 ()
System.Threading.ThreadHelper:ThreadStart_Context (object)
System.Threading.ExecutionContext:RunInternal
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)
System.Threading.ExecutionContext:Run
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)
System.Threading.ExecutionContext:Run
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)
System.Threading.ThreadHelper:ThreadStart ()

```

Error in WorldGenStep: System.NullReferenceException: Object reference not set to an instance of an object

```

    at NugerumonsRJWStuff.Fluids.MultiplySemenOutput (rjw.CompHediffBodyPart __instance,
Verse.Pawn pawn, System.Boolean reroll) [0x0009b] in
<36ff3c2bda354d3287d1902e8e4290e2>:0

```

```

    at                                     (wrapper                                dynamic-method)
rjw.CompHediffBodyPart.rjw.CompHediffBodyPart.initComp_Patch1(rjw.CompHediffBodyPar
t,Verse.Pawn,bool)
    at rjw.RacePartDef_Helper.MakePart (Verse.HediffDef hediffDef, Verse.Pawn pawn,
Verse.BodyPartRecord bodyPartRecord, rjw.RacePartDef racePartDef) [0x00016] in
<b865d8a5c47a446ab20f714e88ce5c23>:0
    at rjw.RaceGroupDef_Helper.TryAddRacePart (Verse.Pawn pawn, rjw.SexPartType
sexPartType) [0x000b4] in <b865d8a5c47a446ab20f714e88ce5c23>:0
    at rjw.PawnExtensions.TryAddRacePart (Verse.Pawn pawn, rjw.SexPartType sexPartType)
[0x00000] in <b865d8a5c47a446ab20f714e88ce5c23>:0
    at rjw.SexPartAdder.add_genitals (Verse.Pawn pawn, Verse.Pawn parent, Verse.Gender
gender) [0x00087] in <b865d8a5c47a446ab20f714e88ce5c23>:0
    at rjw.Sexualizer.SexualizeGenderedPawn (Verse.Pawn pawn) [0x00000] in
<b865d8a5c47a446ab20f714e88ce5c23>:0
    at                                     (wrapper                                dynamic-method)
rjw.Sexualizer.rjw.Sexualizer.sexualize_pawn_Patch1(Verse.Pawn)
    at rjw.CompRJW.Sexualize (Verse.Pawn pawn, System.Boolean reroll) [0x000c3] in
<b865d8a5c47a446ab20f714e88ce5c23>:0
    at                                     rjw.Patch_PawnGenerator.Sexualize_GenerateNewPawnInternal
(Verse.PawnGenerationRequest& request, Verse.Pawn& __result) [0x0001e] in
<b865d8a5c47a446ab20f714e88ce5c23>:0
    at                                     (wrapper                                dynamic-method)
Verse.PawnGenerator.Verse.PawnGenerator.GenerateNewPawnInternal_Patch5(Verse.PawnG
enerationRequest&)
    at Verse.PawnGenerator.GenerateOrRedressPawnInternal (Verse.PawnGenerationRequest
request) [0x00188] in <3cca3e6203e64b109fd8ce21f7120d03>:0
    at                                     (wrapper                                dynamic-method)
Verse.PawnGenerator.Verse.PawnGenerator.GeneratePawn_Patch5(Verse.PawnGenerationRe
quest)
    at RimWorld.Faction.TryGenerateNewLeader () [0x00254] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
    at RimWorld.FactionGenerator.NewGeneratedFaction (RimWorld.FactionGeneratorParms
parms) [0x001f0] in <3cca3e6203e64b109fd8ce21f7120d03>:0
    at                                     (wrapper                                dynamic-method)
RimWorld.FactionGenerator.RimWorld.FactionGenerator.GenerateFactionsIntoWorld_Patch0
(System.Collections.Generic.List`1<RimWorld.FactionDef>)
    at RimWorld.Planet.WorldGenStep_Factions.GenerateFresh (System.String seed) [0x00005]
in <3cca3e6203e64b109fd8ce21f7120d03>:0
    at RimWorld.Planet.WorldGenerator.GenerateWorld (System.Single planetCoverage,
System.String seedString, RimWorld.Planet.OverallRainfall overallRainfall,
RimWorld.Planet.OverallTemperature overallTemperature,
RimWorld.Planet.OverallPopulation population, System.Collections.Generic.List`1[T] factions,
System.Single pollution) [0x0010e] in <3cca3e6203e64b109fd8ce21f7120d03>:0
UnityEngine.StackTraceUtility.ExtractStackTrace ()

```

```

Verse.Log:Error (string)
RimWorld.Planet.WorldGenerator:GenerateWorld
(single,string,RimWorld.Planet.OverallRainfall,RimWorld.Planet.OverallTemperature,RimWorld.Planet.OverallPopulation,System.Collections.Generic.List`1<RimWorld.FactionDef>,single)
RimWorld.Page_CreateWorldParams:<CanDoNext>b__19_0 ()
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b__27_0 ()
System.Threading.ThreadHelper:ThreadStart_Context (object)
System.Threading.ExecutionContext:RunInternal
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)
System.Threading.ExecutionContext:Run
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)
System.Threading.ExecutionContext:Run
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)
System.Threading.ThreadHelper:ThreadStart ()

```

Achtung v3.5.2.0 Info: To make Achtung log some performance info, create an empty 'AchtungPerformance.txt' file in same directory as Player.log

```

UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Message (string)
AchtungMod.World_FinalizeInit_Patch:Prefix ()
(wrapper dynamic-method)
RimWorld.Planet.World:RimWorld.Planet.World.FinalizeInit_Patch1 (RimWorld.Planet.World)
RimWorld.Planet.WorldGenerator:GenerateWorld
(single,string,RimWorld.Planet.OverallRainfall,RimWorld.Planet.OverallTemperature,RimWorld.Planet.OverallPopulation,System.Collections.Generic.List`1<RimWorld.FactionDef>,single)
RimWorld.Page_CreateWorldParams:<CanDoNext>b__19_0 ()
Verse.LongEventHandler:RunEventFromAnotherThread (System.Action)
Verse.LongEventHandler/<>c:<UpdateCurrentAsynchronousEvent>b__27_0 ()
System.Threading.ThreadHelper:ThreadStart_Context (object)
System.Threading.ExecutionContext:RunInternal
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)
System.Threading.ExecutionContext:Run
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object,bool)
System.Threading.ExecutionContext:Run
(System.Threading.ExecutionContext,System.Threading.ContextCallback,object)
System.Threading.ThreadHelper:ThreadStart ()

```

Could not execute post-long-event action. Exception: System.NullReferenceException: Object reference not set to an instance of an object  
at RimWorld.Planet.Settlement.get\_Material () [0x00015] in <3cca3e6203e64b109fd8ce21f7120d03>:0  
at RimWorld.Planet.WorldLayer\_WorldObjects+<Regenerate>d\_\_1.MoveNext () [0x000b8] in <3cca3e6203e64b109fd8ce21f7120d03>:0

```
    at Verse.GenCollection.ExecuteEnumerable (System.Collections.IEnumerable enumerable)
[0x00010] in <3cca3e6203e64b109fd8ce21f7120d03>:0
    at RimWorld.Planet.WorldLayer.RegenerateNow () [0x0000d] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
    at RimWorld.Planet.WorldRenderer.RegenerateAllLayersNow () [0x00010] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
    at RimWorld.Page_CreateWorldParams.<CanDoNext>b__19_1 () [0x00022] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
    at Verse.LongEventHandler.ExecuteToExecuteWhenFinished () [0x0007c] in
<3cca3e6203e64b109fd8ce21f7120d03>:0
UnityEngine.StackTraceUtility:ExtractStackTrace ()
Verse.Log:Error (string)
Verse.LongEventHandler:ExecuteToExecuteWhenFinished ()
Verse.LongEventHandler:UpdateCurrentAsynchronousEvent ()
Verse.LongEventHandler:LongEventsUpdate (bool&)
(wrapper dynamic-method) Verse.Root:Verse.Root.Update_Patch1 (Verse.Root)
Verse.Root_Entry:Update ()
```