

OUTPUT_LOG

Initialize engine version: 5.6.7f1 (e80cc3114ac1)

GfxDevice: creating device client; threaded=1

Direct3D:

Version: Direct3D 11.0 [level 11.1]

Renderer: NVIDIA GeForce MX330 (ID=0x1d16)

Vendor: NVIDIA

VRAM: 1983 MB

Driver: 27.21.14.5763

Begin MonoManager ReloadAssembly

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\UnityEngine.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\UnityEngine.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\Assembly-CSharp-firstpass.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\Assembly-CSharp-firstpass.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\Assembly-CSharp.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\Assembly-CSharp.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\UnityEngine.UI.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\UnityEngine.UI.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\UnityEngine.Networking.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\UnityEngine.Networking.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\ColossalManaged.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\ColossalManaged.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\ICSharpCode.SharpZipLib.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\ICSharpCode.SharpZipLib.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\ICities.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\ICities.dll into Unity Child Domain

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\PopsApiWrapper.dll (this message is harmless)

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\PopsApiWrapper.dll into Unity Child Domain

- Completed reload, in 0.069 seconds

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\System.Core.dll (this message is harmless)

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\System.dll (this message is harmless)

<RI> Initializing input.
<RI> Input initialized.
desktop: 1920x1080 60Hz; virtual: 1920x1080 at 0,0
<RI> Initialized touch support.
UnloadTime: 1.569200 ms
Game mode

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

Unloading 4 Unused Serialized files (Serialized files now loaded: 0)
UnloadTime: 0.355600 ms
Loading Mono
Steamworks_RegisterMonoInterface()
Successfully Hooked RenderAPI_D3D11 [Message]
Machine ID: f5b6474e43d227d03bba1f2625d510fa33b026fc
Model: HP Laptop 17-by3xxx (HP)
OS: Windows 10 (10.0.0) 64bit
Language: Italian
CPU: Intel(R) Core(TM) i7-1065G7 CPU @ 1.30GHz (8 core(s))
System Memory: 16072
Gfx Device: NVIDIA GeForce MX330
Gfx Version: Direct3D 11.0 [level 11.1]
Gfx Memory: 1983
Gfx Shader Model: 50
Game Version: 1.13.1-f1-steam-win

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

Loading Steamworks
Setting breakpad minidump AppID = 255710
Steam_SetMinidumpSteamID: Caching Steam ID: 76561198323352679 [API loaded no]
DLC status: 73
dlc 'Cities: Skylines - Preorder Pack' id: '340160' available: 'false'
dlc 'Cities: Skylines - Deluxe Edition Upgrade Pack' id: '346791' available: 'false'
dlc 'Cities: Skylines - Soundtrack' id: '352510' available: 'false'
dlc 'Cities: Skylines - The Architecture Artbook' id: '352511' available: 'false'
dlc 'Cities: Skylines - The Monuments Booklet' id: '352512' available: 'false'
dlc 'Cities: Skylines - Post Cards' id: '355600' available: 'false'
dlc 'Cities: Skylines - Korean language' id: '365040' available: 'false'
dlc 'Cities: Skylines - After Dark' id: '369150' available: 'true'
dlc 'Cities: Skylines - Snowfall' id: '420610' available: 'true'
dlc 'Cities: Skylines - Match Day' id: '456200' available: 'true'
dlc 'Cities: Skylines - Content Creator Pack: Art Deco' id: '515190' available: 'true'
dlc 'Cities: Skylines - Natural Disasters' id: '515191' available: 'true'
dlc 'Cities: Skylines - Juventus F.C Club Pack' id: '525940' available: 'false'
dlc 'Cities: Skylines - Chelsea F.C Club Pack' id: '526610' available: 'false'
dlc 'Cities: Skylines - FC Barcelona Club Pack' id: '526611' available: 'false'
dlc 'Cities: Skylines - Paris Saint-Germain F.C.' id: '526612' available: 'false'
dlc 'Cities: Skylines - Stadiums: European Club Pack' id: '536610' available: 'false'

dlc 'Cities: Skylines - Content Creator Pack: High-Tech Buildings' id: '547500' available: 'true'
dlc 'Cities: Skylines - Relaxation Station' id: '547501' available: 'true'
dlc 'Cities: Skylines - Mass Transit' id: '547502' available: 'true'
dlc 'Cities: Skylines - Pearls From the East' id: '563850' available: 'true'
dlc 'Cities: Skylines - Green Cities' id: '614580' available: 'true'
dlc 'Cities: Skylines - Concerts' id: '614581' available: 'true'
dlc 'Cities: Skylines - Content Creator Pack: European Suburbia' id: '715190' available: 'true'
dlc 'Cities: Skylines - Carols, Candles and Candy' id: '715192' available: 'true'
dlc 'Cities: Skylines - Parklife' id: '715191' available: 'true'
dlc 'Cities: Skylines - Country Road Radio' id: '815380' available: 'true'
dlc 'Cities: Skylines - Industries' id: '715194' available: 'true'
dlc 'Cities: Skylines - Synthetic Dawn Radio' id: '944070' available: 'true'
dlc 'Cities: Skylines - Content Creator Pack: University City' id: '1059820' available: 'true'
dlc 'Cities: Skylines - Content Creator Pack: Modern Japan' id: '1148022' available: 'true'
Steam ID: 255710 [Message]
Timed out waiting for game mapping!
API: Steam Type: Steam

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

Setting initial resolution to 1680 1050 False [Core]

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

Setting vsync to 1 [Core]

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

Raw Command Line: Cities.exe --pdx-launcher-session-token 54c9322a-a9bf-42ac-9592-c11736061cdb --paradox-account-userid 23845586-f4e8-49e0-a576-c5eb5e7af0fd
Arguments: Cities.exe, --pdx-launcher-session-token, 54c9322a-a9bf-42ac-9592-c11736061cdb, --paradox-account-userid, 23845586-f4e8-49e0-a576-c5eb5e7af0fd
[CommandLine - Internal]

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

Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\Mono.Security.dll (this message is harmless)
Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\System.Configuration.dll (this message is harmless)
Platform assembly: C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Cities_Data\Managed\System.Xml.dll (this message is harmless)
Adding package 'CL Marin Bay' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\CL Marin Bay.crp] [Packer - Internal]

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

Adding package 'CL Murky Coast' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\CL Murky Coast.crp] [Packer - Internal]

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

Adding package 'CL Northwood Hills' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\CL Northwood Hills.crp] [Packer - Internal]

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

Adding package 'CL Roslyn Peninsula' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\CL Roslyn Peninsula.crp] [Packer - Internal]

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

Adding package 'CL Wolf Creek' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\CL Wolf Creek.crp] [Packer - Internal]

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

Adding package 'Cliffside Bay' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\Cliffside Bay.crp] [Packer - Internal]

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

Adding package 'System' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\CO.crp] [Packer - Internal]

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

Adding package 'DN Azure Gulf' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\DN Azure Gulf.crp] [Packer - Internal]

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

Adding package 'DN Crater Falls' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\DN Crater Falls.crp] [Packer - Internal]

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

Adding package 'DN Desert Oasis' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\DN Desert Oasis.crp] [Packer - Internal]

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

Adding package 'DN Fisher Enclave' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\DN Fisher Enclave.crp] [Packer - Internal]

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

Adding package 'DN Swamplands' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\DN Swamplands.crp] [Packer - Internal]

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

Adding package 'Eden Valley2' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Eden Valley2.crp] [Packer - Internal]

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

Adding package 'Foggy Hills' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Foggy Hills.crp] [Packer - Internal]

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

Adding package 'Garden Rivers2' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Garden Rivers2.crp] [Packer - Internal]

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

Adding package 'Grand River' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Grand River.crp] [Packer - Internal]

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

Adding package 'IN Green Peaks' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\IN Green Peaks.crp] [Packer - Internal]

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

Adding package 'IN Marble Canyon' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\IN Marble Canyon.crp] [Packer - Internal]

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

Adding package 'IN Pearl Bay' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\IN Pearl Bay.crp] [Packer - Internal]

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

Adding package 'IN Twin Fjords' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\IN Twin Fjords.crp] [Packer - Internal]

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

Adding package 'IN Woodgarden' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\IN Woodgarden.crp] [Packer - Internal]

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

Adding package 'Lavender Lake2' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\Lavender Lake2.crp] [Packer - Internal]

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

Adding package 'MT Ferry Empire' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\MT Ferry Empire.crp] [Packer - Internal]

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

Adding package 'MT Fix The Traffic' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\MT Fix The Traffic.crp] [Packer - Internal]

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

Adding package 'MT Trains' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\MT Trains.crp] [Packer - Internal]

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

Adding package 'ND Alpine Villages' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\ND Alpine Villages.crp] [Packer - Internal]

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

Adding package 'ND By The Dam' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\ND By The Dam.crp] [Packer - Internal]

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

Adding package 'ND Floodland' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\ND Floodland.crp] [Packer - Internal]

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

Adding package 'ND Island Hopping' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\ND Island Hopping.crp] [Packer - Internal]

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

Adding package 'ND Tornado Country' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\ND Tornado Country.crp] [Packer - Internal]

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

Adding package 'NorthEurope1FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\NorthEurope1FINAL.crp] [Packer - Internal]

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

Adding package 'NorthEurope2FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\NorthEurope2FINAL.crp] [Packer - Internal]

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

Adding package 'NorthEurope3FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\NorthEurope3FINAL.crp] [Packer - Internal]

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

Adding package 'PL Cavern Coast' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\PL Cavern Coast.crp] [Packer - Internal]

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

Adding package 'PL Honu Island' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\PL Honu Island.crp] [Packer - Internal]

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

Adding package 'PL Mountain Meadows' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\PL Mountain Meadows.crp] [Packer - Internal]

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

Adding package 'PL Pine Rivers' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\PL Pine Rivers.crp] [Packer - Internal]

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

Adding package 'PL Windfield' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\PL Windfield.crp] [Packer - Internal]

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

Adding package 'SouthEurope1FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\SouthEurope1FINAL.crp] [Packer - Internal]

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

Adding package 'SouthEurope2FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\SouthEurope2FINAL.crp] [Packer - Internal]

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

Adding package 'SouthEurope3FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\SouthEurope3FINAL.crp] [Packer - Internal]

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

Adding package 'Tropical1FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\Tropical1FINAL.crp] [Packer - Internal]

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

Adding package 'Tropical2FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\Tropical2FINAL.crp] [Packer - Internal]

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

Adding package 'Tropical3FINAL' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Maps\Tropical3FINAL.crp] [Packer - Internal]

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

Adding package 'Winter1Final' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Winter1Final.crp] [Packer - Internal]

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

Adding package 'Winter2Final' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Winter2Final.crp] [Packer - Internal]

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

Adding package 'Winter3Final' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Winter3Final.crp] [Packer - Internal]

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

Adding package 'Winter4Final' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Winter4Final.crp] [Packer - Internal]

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

Adding package 'Winter5Final' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Maps\Winter5Final.crp] [Packer - Internal]

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

Adding package 'Alpine Villages' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Scenarios\Alpine Villages.crp] [Packer - Internal]

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

Adding package 'By The Dam' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Scenarios\By The Dam.crp] [Packer - Internal]

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

Adding package 'City of Gardens' [C:\Users\luigi\GAMES\STEAM\steamapps\common\
Cities_Skylines\Files\Scenarios\City of Gardens.crp] [Packer - Internal]

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

Adding package 'Clean Up Crew' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Clean Up Crew.crp] [Packer - Internal]

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

Adding package 'Ferry Empire' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Ferry Empire.crp] [Packer - Internal]

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

Adding package 'Fix the Traffic' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Fix the Traffic.crp] [Packer - Internal]

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

Adding package 'Floodland' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Floodland.crp] [Packer - Internal]

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

Adding package 'Green Power' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Green Power.crp] [Packer - Internal]

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

Adding package 'Island Hopping' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Island Hopping.crp] [Packer - Internal]

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

Adding package 'Tornado Country' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Tornado Country.crp] [Packer - Internal]

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

Adding package 'Trains' [C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Scenarios\Trains.crp] [Packer - Internal]

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

Adding package '1649596820' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1649596820\hino-selega-hd-TKK.crp] [Packer - Internal]

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

Adding package '135555577' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\135555577\2017 SKYLINE EXP MCI D4505 Coach.crp] [Packer - Internal]

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

Adding package '2421132147' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2421132147\Ryde - E200XLB - Airport Connect.crp] [Packer - Internal]

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

Adding package '2018776137' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2018776137\Kaeru's QKZ5 CAE(M).crp] [Packer - Internal]

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

Adding package '1680430855' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1680430855\JR_East_E259_Series_NEX2.crp] [Packer - Internal]

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

Adding package '2376118710' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2376118710\Ryde E500 - Airport Express.crp] [Packer - Internal]

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

Adding package '2014403571' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2014403571\Kaeru's QKZ5 CAE(T).crp] [Packer - Internal]

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

Adding package '2341847881' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2341847881\Ryde Airport Terminal K270.crp] [Packer - Internal]

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

Adding package '522247377' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\522247377\Mumbai ATC Tower2.crp] [Packer - Internal]

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

Adding package '1137159926' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1137159926\Newark Part One.crp] [Packer - Internal]

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

Adding package '856217718' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\856217718\Heathrow Airport.crp] [Packer - Internal]

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

Adding package '2020353747' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2020353747\KoreanAirAirportRampBus.crp] [Packer - Internal]

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

Adding package '1863766741' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1863766741\Daxing International Airport.crp] [Packer - Internal]

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

Adding package '1268677496' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1268677496\2018 Airport Gillig Low Floor Hy.crp] [Packer - Internal]

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

Adding package '852859106' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\852859106\Atlanta Airport.crp] [Packer - Internal]

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

Adding package '751852965' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\751852965\Amsterdam Airport.crp] [Packer - Internal]

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

Adding package '527231177' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\527231177\ItalianAirportPanel.crp] [Packer - Internal]

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

Adding package '1832341452' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1832341452\International Airport Road.crp] [Packer - Internal]

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

Adding package '1234903578' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1234903578\POMPIER 17 - Unité forestière.crp] [Packer - Internal]

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

Adding package '1964080248' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1964080248\Hauptfeuerwache Mannheim ND.crp] [Packer - Internal]

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

Adding package '1938549923' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1938549923\112 logo.crp] [Packer - Internal]

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

Adding package '1938549923' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1938549923\Hauptfeuerwache logo .crp] [Packer - Internal]

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

Adding package '692276259' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\692276259\Police Headquarter 12x12.crp] [Packer - Internal]

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

Adding package '727755831' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\727755831\joaks_2track_train_station.crp] [Packer - Internal]

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

Adding package '723742558' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\723742558\joaks_4track_train_station.crp] [Packer - Internal]

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

Adding package '695866068' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\695866068\ticket machine Deutsche Bahn.crp] [Packer - Internal]

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

Adding package '1504957589' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1504957589\69.crp] [Packer - Internal]

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

Adding package '550535777' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\550535777\4wayhybrid.crp] [Packer - Internal]

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

Adding package '510170955' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\510170955\3wiaee.crp] [Packer - Internal]

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

Adding package '413566741' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\413566741\4-Way Pinavia Interchange U.crp] [Packer - Internal]

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

Adding package '1743909444' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1743909444\Small Interchange.crp] [Packer - Internal]

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

Adding package '411371344' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\411371344\stackinterchange forunevenground.crp] [Packer - Internal]

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

Adding package '1748347088' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1748347088\Small Turbine.crp] [Packer - Internal]

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

Adding package '527725679' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\527725679\Timboh's Turbine-Stack Interch%002E.crp] [Packer - Internal]

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

Adding package '423439787' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\423439787\Pinavia IC (Flying, Large).crp] [Packer - Internal]

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

Adding package '2248351919' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2248351919\Train-Mono-Metro Roundabout.crp] [Packer - Internal]

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

Adding package '1819178654' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1819178654\Dual Track TripleStacked Trumpet.crp] [Packer - Internal]

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

Adding package '1308324754' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1308324754\Train Intersection Elevated Smal.crp] [Packer - Internal]

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

Adding package '2045719787' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2045719787\train roundabout 4 way.crp] [Packer - Internal]

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

Adding package '557239356' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\557239356\3-Way Rail and Highway Y-Shape.crp] [Packer - Internal]

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

Adding package '419795234' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\419795234\Highway Crossing +Train Tracks1.crp] [Packer - Internal]

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

Adding package '556666570' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\556666570\4-Way Rail and 4-Way Highway.crp] [Packer - Internal]

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

Adding package '868543426' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\868543426\River_port.crp] [Packer - Internal]

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

Adding package '528991062' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\528991062\Timboh's Diverging Windmill Int%002E.crp] [Packer - Internal]

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

Adding package '1173882928' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1173882928\BP 6 Lane Road with Trams.crp] [Packer - Internal]

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

Adding package '1177566109' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1177566109\BP 4 Lane Tram Bike Boulevard.crp] [Packer - Internal]

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

Adding package '1178479321' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1178479321\BP 4 Lane Boulevard with Bikes.crp] [Packer - Internal]

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

Adding package '1270405359' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1270405359\BP 12lane Arterial Rd wTBB.crp] [Packer - Internal]

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

Adding package '2231028483' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2231028483\RWY US Pony Plate Bridge Mid.crp] [Packer - Internal]

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

Adding package '2231028483' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2231028483\RWY US Pony Plate Bridge Outer.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2425212696\WQ Monorail over Road 1W 16m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2425212696\WQ Monorail over Road 1W 8m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail over Road 2W 16m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail over Road 2W 24m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail over Road 2W 32m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail over Road 2W 8m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail Pillars 16m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail Pillars 24m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail Pillars 32m.crp] [Packer - Internal]

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

Adding package '2425212696' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2425212696\WQ Monorail Pillars 8m.crp] [Packer - Internal]

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

Adding package '2167308567' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2167308567\r0railway-w-grco-2x2-abr-main-n.crp] [Packer - Internal]

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

Adding package '2167308567' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2167308567\r0railway-w-grco-2x2-abr-main.crp] [Packer - Internal]

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

Adding package '1198637669' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1198637669\Great Wall.crp] [Packer - Internal]

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

Adding package '1226044004' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1226044004\LRGrassBikeBusTram.crp] [Packer - Internal]

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

Adding package '1226045581' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1226045581\LRTreesBikeBusTram.crp] [Packer - Internal]

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

Adding package '1211714603' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1211714603\TramTorino2.crp] [Packer - Internal]

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

Adding package '898243879' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\898243879\Leafy Tree.crp] [Packer - Internal]

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

Adding package '1714125506' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1714125506\Elevata_Treno_v3_1.crp] [Packer - Internal]

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

Adding package '1241372591' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1241372591\RuralElectricWires.crp] [Packer - Internal]

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

Adding package '1522214722' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1522214722\HSCT (6).crp] [Packer - Internal]

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

Adding package '1648239756' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1648239756\flirt-dbr-4.crp] [Packer - Internal]

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

Adding package '1350456136' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1350456136\Smarttron Cont.crp] [Packer - Internal]

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

Adding package '569054638' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\569054638\Green Cargo Blue Rc4.crp] [Packer - Internal]

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

Adding package '766804056' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\766804056\Train - (Zug FLIRT)%003A Eurobahn.crp] [Packer - Internal]

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

Adding package '1884871030' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1884871030\KLIA Transit (CSLRail).crp] [Packer - Internal]

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

Adding package '450586233' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\450586233\JR500 Shinkansen Trainset.crp] [Packer - Internal]

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

Adding package '501974754' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\501974754\Virm 4 car EMU.crp] [Packer - Internal]

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

Adding package '837286514' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\837286514\Copenhagen_S-Train_Litra_SA.crp] [Packer - Internal]

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

Adding package '583559942' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\583559942\NS1200_ACTS_Falns.crp] [Packer - Internal]

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

Adding package '746260008' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\746260008\US Med Distance Pasenger Train.crp] [Packer - Internal]

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

Adding package '589626664' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\589626664\US Long Distance Passenger Train.crp] [Packer - Internal]

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

Adding package '746261346' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\746261346\Corridor Regional.crp] [Packer - Internal]

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

Adding package '535271727' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\535271727\Oil Tank Train Aral update.crp] [Packer - Internal]

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

Adding package '887334701' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\887334701\Container train 2.crp] [Packer - Internal]

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

Adding package '623288164' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\623288164\Freccia Rossa.crp] [Packer - Internal]

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

Adding package '1715306047' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1715306047\altransc-08.crp] [Packer - Internal]

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

Adding package '1213611393' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1213611393\Firefly Altrans (8).crp] [Packer - Internal]

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

Adding package '1210704996' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1210704996\CR400AFT.crp] [Packer - Internal]

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

Adding package '1205449814' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1205449814\试验 400.crp] [Packer - Internal]

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

Adding package '2442490059' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2442490059\iceduplex-26.crp] [Packer - Internal]

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

Adding package '2436373825' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2436373825\ice3-duo3-16.crp] [Packer - Internal]

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

Adding package '1459002263' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1459002263\Shinkansen N700 CA (16).crp] [Packer - Internal]

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

Adding package '1380545185' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1380545185\DB ICE 1 (8).crp] [Packer - Internal]

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

Adding package '1088387153' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1088387153\ETR610 Trenitalia (7).crp] [Packer - Internal]

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

Adding package '1243160003' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1243160003\Testcargo2.crp] [Packer - Internal]

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

Adding package '618580477' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\618580477\City-Station.crp] [Packer - Internal]

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

Adding package '1985055040' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1985055040\agv-italo-09.crp] [Packer - Internal]

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

Adding package '2422084946' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2422084946\berlin-2021-v42-CSUR.crp] [Packer - Internal]

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

Adding package '1710447128' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1710447128\A321-251NX_TAP.crp] [Packer - Internal]

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

Adding package '1710447128' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1710447128\A321-251NX_TAP_prop.crp] [Packer - Internal]

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

Adding package '1711528475' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1711528475\A320-251N_WOW.crp] [Packer - Internal]

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

Adding package '1711528475' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1711528475\A320-251N_WOW_prop.crp] [Packer - Internal]

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

Adding package '1667313702' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1667313702\A320-214_Finnair.crp] [Packer - Internal]

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

Adding package '1667313702' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1667313702\A320-214_Finnair_prop.crp] [Packer - Internal]

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

Adding package '1304996801' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1304996801\A350-900_AirMauritius.crp] [Packer - Internal]

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

Adding package '1304996801' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1304996801\A350-900_AirMauritius_prop.crp] [Packer - Internal]

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

Adding package '1117661635' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1117661635\B787-8_Qatar.crp] [Packer - Internal]

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

Adding package '1117661635' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1117661635\B787-8_Qatar_prop.crp] [Packer - Internal]

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

Adding package '1877758074' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1877758074\B] B707-320C Qantas 1965.crp] [Packer - Internal]

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

Adding package '1877758074' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1877758074[V] B707-320C Qantas 1965.crp] [Packer - Internal]

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

Adding package '1360355043' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1360355043\B787-9_Air_Tahiti_Nui.crp] [Packer - Internal]

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

Adding package '1177287338' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1177287338\Dash8Q400_Ethiopian_DoorClosed.crp] [Packer - Internal]

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

Adding package '1177287338' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1177287338\Dash8Q400_Ethiopian_DoorOpen.crp] [Packer - Internal]

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

Adding package '1124802608' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1124802608\A320-200_Brussels.crp] [Packer - Internal]

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

Adding package '1124802608' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1124802608\A320-200_Brussels_prop.crp] [Packer - Internal]

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

Adding package '1109890079' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1109890079\B787-9_Virgin_Atlantic.crp] [Packer - Internal]

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

Adding package '1109890079' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1109890079\B787-9_Virgin_Atlantic_prop.crp] [Packer - Internal]

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

Adding package '974762530' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\974762530\B757_Icelandair.crp] [Packer - Internal]

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

Adding package '1875261892' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1875261892\[B] B707-320C American Airlines.crp] [Packer - Internal]

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

Adding package '1875261892' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1875261892\[V] B707-320C American Airlines.crp] [Packer - Internal]

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

Adding package '1119647194' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1119647194\B777_Thai.crp] [Packer - Internal]

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

Adding package '1119647194' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1119647194\B777_Thai_prop.crp] [Packer - Internal]

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

Adding package '2350758176' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\2350758176\San Jouvior INT.crp] [Packer - Internal]

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

Adding package '1141229991' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1141229991\Newark Interchange Part 4 .crp] [Packer - Internal]

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

Adding package '1084584585' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1084584585\B777-3_Air_India.crp] [Packer - Internal]

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

Adding package '1289346394' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1289346394\A320-200_Eurowings.crp] [Packer - Internal]

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

Adding package '1289346394' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1289346394\A320-200_Eurowings_prop.crp] [Packer - Internal]

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

Adding package '1625193241' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1625193241\Shamal [GTA VC].crp] [Packer - Internal]

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

Adding package '1107208952' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1107208952\Iberia_A320_sharklets.crp] [Packer - Internal]

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

Adding package '1107208952' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1107208952\Iberia_A320_sharklets_prop_v2.crp] [Packer - Internal]

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

Adding package '1107208952' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1107208952\Iberia_A330_prop.crp] [Packer - Internal]

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

Adding package '1107208952' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1107208952\Iberia_A330_vehicle.crp] [Packer - Internal]

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

Adding package '2236073286' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\2236073286\Dreamlifter.crp] [Packer - Internal]

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

Adding package '460547955' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\460547955\747 BA Passenger 2.crp] [Packer - Internal]

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

Adding package '1878413614' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1878413614\B B707-320 Pan-Am.crp] [Packer - Internal]

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

Adding package '1878413614' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1878413614\B707-320C Pan-Am.crp] [Packer - Internal]

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

Adding package '1202610931' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1202610931\MD80_Delta.crp] [Packer - Internal]

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

Adding package '1202610931' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1202610931\MD80_Delta_prop.crp] [Packer - Internal]

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

Adding package '460544168' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\460544168\747 VA Passenger.crp] [Packer - Internal]

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

Adding package '1977470039' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1977470039\RCI RA0060 [JAL].crp] [Packer - Internal]

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

Adding package '1372581212' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1372581212\CSeries300_airBaltic.crp] [Packer - Internal]

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

Adding package '1372581212' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1372581212\CSeries300_airBaltic_prop.crp] [Packer - Internal]

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

Adding package '501756645' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\501756645\Learjet 60.crp] [Packer - Internal]

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

Adding package '502016075' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\502016075\Boeing 717-200 Hawaiian.crp] [Packer - Internal]

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

Adding package '502017152' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\502017152\Boeing 717-200 Quantas Link.crp] [Packer - Internal]

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

Adding package '502014479' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\502014479\Boeing 717-200 Blue1 purple.crp] [Packer - Internal]

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

Adding package '1384446756' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1384446756\B777-3_ANA_All Nippon.crp] [Packer - Internal]

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

Adding package '1384446756' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1384446756\B777-3_ANA_All Nippon_Prop.crp] [Packer - Internal]

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

Adding package '1137392921' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1137392921\CRJ-900_Lufthansa.crp] [Packer - Internal]

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

Adding package '1137392921' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1137392921\CRJ-900_Lufthansa_prop.crp] [Packer - Internal]

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

Adding package '1137392921' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1137392921\CRJ-900_Lufthansa_propDO.crp] [Packer - Internal]

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

Adding package '1233436428' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1233436428\TSV_Air_IL-76TD_passenger.crp] [Packer - Internal]

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

Adding package '914124933' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\914124933\Cessna 172 Paint Scheme 1.crp] [Packer - Internal]

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

Adding package '502018203' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\502018203\Boeing 717-200 Star Alliance.crp] [Packer - Internal]

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

Adding package '1408013359' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1408013359\A332_Air_Greenland.crp] [Packer - Internal]

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

Adding package '1408013359' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1408013359\A332_Air_Greenland_Prop.crp] [Packer - Internal]

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

Adding package '1101444949' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1101444949\A321_Wizzair.crp] [Packer - Internal]

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

Adding package '1546151553' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1546151553\B777F_Lufthansa_Cargo_New.crp] [Packer - Internal]

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

Adding package '1183648542' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1183648542\Qatar_A350900.crp] [Packer - Internal]

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

Adding package '1183648542' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1183648542\Qatar_A350900_prop.crp] [Packer - Internal]

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

Adding package '975539706' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\975539706\B757_Finnair.crp] [Packer - Internal]

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

Adding package '1117660337' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1117660337\A350-900_SingaporeV2.crp] [Packer - Internal]

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

Adding package '1117660337' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1117660337\A350-900_Singapore_prop.crp] [Packer - Internal]

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

Adding package '1157782391' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1157782391\A350-900_Vietnam.crp] [Packer - Internal]

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

Adding package '1157782391' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1157782391\A350-900_Vietnam_prop.crp] [Packer - Internal]

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

Adding package '1083291218' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1083291218\B777-3_Air_France.crp] [Packer - Internal]

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

Adding package '1087822131' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1087822131\ERJ-195_Lufthansa.crp] [Packer - Internal]

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

Adding package '1101417181' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1101417181\A321_Aeroflot.crp] [Packer - Internal]

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

Adding package '1318394644' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1318394644\B757_Eastern_Airlines.crp] [Packer - Internal]

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

Adding package '1237758583' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1237758583\A350MAS.crp] [Packer - Internal]

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

Adding package '1220506974' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1220506974\B737_Delta.crp] [Packer - Internal]

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

Adding package '1220506974' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1220506974\B737_Delta_prop.crp] [Packer - Internal]

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

Adding package '1353027599' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1353027599\B757-200_IcelandairAurora.crp] [Packer - Internal]

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

Adding package '1353027599' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1353027599\B757-200_IcelandairAurora_prop.crp] [Packer - Internal]

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

Adding package '1287356413' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1287356413\A321-200_Turkish.crp] [Packer - Internal]

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

Adding package '1287356413' [C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1287356413\A321-200_Turkish_prop.crp] [Packer - Internal]

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

Adding package 'RIVER RUN europ 76%' [cloud:RIVER RUN europ 76%.crp] [Packer - Internal]

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

Adding package 'Berlin' [cloud:Berlin.crp] [Packer - Internal]

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

Adding package 'Berlin' [C:\Users\luigi\AppData\Local\Colossal Order\Cities_Skylines\Saves\
Berlin.crp] [Packer - Internal]

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

Adding package 'PL PINE RIVERS temp 84% edf' [C:\Users\luigi\AppData\Local\Colossal Order\
Cities_Skylines\Saves\PL PINE RIVERS temp 84% edf.crp] [Packer - Internal]

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

Adding package 'RIVER RUN europ 76%' [C:\Users\luigi\AppData\Local\Colossal Order\Cities_Skylines\Saves\RIVER RUN europ 76%.crp] [Packer - Internal]

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

Loading C:\Users\luigi\AppData\Local\Colossal Order\Cities_Skylines\userGameState.cgs
[Settings - Internal]

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

No source files found: ModsList [Mods - Internal]

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

Non platform assembly: data-00000000153AC390 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000153AC390.dll

Non platform assembly: data-000000001823B920 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001823B920.dll

Non platform assembly: data-0000000013249030 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000013249030.dll

Non platform assembly: data-0000000015221D70 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000015221D70.dll

Non platform assembly: data-000000001911FF60 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001911FF60.dll

Non platform assembly: data-00000000188FC2A0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000188FC2A0.dll

Non platform assembly: data-00000000155703C0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000155703C0.dll

Non platform assembly: data-000000001901A020 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001901A020.dll

Non platform assembly: data-000000001C5E2010 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C5E2010.dll
Non platform assembly: data-000000001C69C020 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C69C020.dll
Non platform assembly: data-000000001C756030 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C756030.dll
Non platform assembly: data-0000000015573800 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000015573800.dll
Non platform assembly: data-000000001C810040 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C810040.dll
Non platform assembly: data-0000000019056030 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000019056030.dll
Non platform assembly: data-0000000018754D60 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018754D60.dll
Non platform assembly: data-00000000186EFFC0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000186EFFC0.dll
Non platform assembly: data-00000000189BF9C0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000189BF9C0.dll
Non platform assembly: data-000000001DAA2040 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001DAA2040.dll
Non platform assembly: data-0000000018685DB0 (this message is harmless)
Non platform assembly: data-0000000018F96020 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018F96020.dll
Non platform assembly: data-00000000187FDF90 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000187FDF90.dll
Non platform assembly: data-000000001876BBB0 (this message is harmless)

Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001876BBB0.dll
Non platform assembly: data-000000001886AF40 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001886AF40.dll
Non platform assembly: data-0000000018685DB0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018685DB0.dll
Non platform assembly: data-000000001C8CA050 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C8CA050.dll
Non platform assembly: data-00000000151C1010 (this message is harmless)
Non platform assembly: data-0000000006ED9730 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000006ED9730.dll
Non platform assembly: data-0000000019058A70 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000019058A70.dll
Non platform assembly: data-0000000018978020 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018978020.dll
Non platform assembly: data-0000000018870B50 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018870B50.dll
Non platform assembly: data-000000001875AB70 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001875AB70.dll
Non platform assembly: data-000000002130D040 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000002130D040.dll
Non platform assembly: data-0000000018A003B0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018A003B0.dll
Non platform assembly: data-000000001C51C020 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C51C020.dll
Loading C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Files/Mods/HardMode/HardMode.dll [Mods - Internal]

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

Non platform assembly: data-0000000013BD3020 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000013BD3020.dll

Assembly HardMode0, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Mods\UnlimitedMoney\UnlimitedMoney.dll [Mods - Internal]

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

Non platform assembly: data-00000000153F6090 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000153F6090.dll

Assembly UnlimitedMoney2, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Mods\UnlimitedOilAndOre\UnlimitedOilAndOre.dll [Mods - Internal]

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

Non platform assembly: data-000000000755E9F0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000000755E9F0.dll

Assembly UnlimitedOilAndOre, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\common\Cities_Skylines\Files\Mods\UnlimitedSoil\UnlimitedSoil.dll [Mods - Internal]

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

Non platform assembly: data-000000001916BCF0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001916BCF0.dll

Assembly UnlimitedSoil, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Files/Mods/UnlockAll/UnlockAll.dll [Mods - Internal]

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

Non platform assembly: data-000000001C5668A0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C5668A0.dll

Assembly UnlockAll0, Version=0.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1410003347/AdditiveShader.dll [Mods - Internal]

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

Non platform assembly: data-0000000018D2F1E0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018D2F1E0.dll

Assembly AdditiveShader, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1440928803/0RedirectionFramework.dll [Mods - Internal]

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

Non platform assembly: data-0000000018D36230 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018D36230.dll

Assembly RedirectionFramework, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/
255710/1440928803/1ParallelRoadTool.dll [Mods - Internal]

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

Non platform assembly: data-0000000018D7D010 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
0000000018D7D010.dll
Assembly ParallelRoadTool, Version=2.0.7435.24167, Culture=neutral, PublicKeyToken=null
loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/
255710/2040656402/0Harmony-2.0.1.0_impostor.dll [Mods - Internal]

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

Non platform assembly: data-000000001C9919D0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001C9919D0.dll
Assembly 0Harmony, Version=2.0.1.0, Culture=neutral, PublicKeyToken=null loaded. [Mods -
Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/
255710/2040656402/0Harmony_2.0.0.8_impostor.dll [Mods - Internal]

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

Non platform assembly: data-000000001CA4CDC0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001CA4CDC0.dll
Assembly 0Harmony, Version=2.0.0.8, Culture=neutral, PublicKeyToken=null loaded. [Mods -
Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/
255710/2040656402/0Harmony_2.0.0.9_impостor.dll [Mods - Internal]

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

Non platform assembly: data-000000001CB06DD0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001CB06DD0.dll
Assembly 0Harmony, Version=2.0.0.9, Culture=neutral, PublicKeyToken=null loaded. [Mods -
Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/2040656402/
CitiesHarmony.Harmony.dll [Mods - Internal]

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

Non platform assembly: data-000000001CC4D1E0 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001CC4D1E0.dll
Assembly CitiesHarmony.Harmony, Version=2.0.4.0, Culture=neutral, PublicKeyToken=null
loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/2040656402/
CitiesHarmony.dll [Mods - Internal]

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

Non platform assembly: data-0000000018826B10 (this message is harmless)
Fallback handler could not load library
C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
0000000018826B10.dll
Assembly CitiesHarmony, Version=1.0.7744.698, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1620588636\
Safenets.dll [Mods - Internal]

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

Non platform assembly: data-0000000018783560 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
0000000018783560.dll

Assembly Safenets, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods -
Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\529129546\
SaveOurSaves.dll [Mods - Internal]

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

Non platform assembly: data-000000001C3E91D0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001C3E91D0.dll

Assembly SaveOurSaves, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods -
Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\672248733\
UltimateEyecandy.dll [Mods - Internal]

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

Non platform assembly: data-000000001C3FEFF0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001C3FEFF0.dll

Assembly UltimateEyecandy, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\
255710\1637663252\0TMPE.Harmony.dll [Mods - Internal]

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

Non platform assembly: data-000000001C424220 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C424220.dll

Assembly 0Harmony, Version=1.2.0.1, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1312767991\TransportLinesManager.dll [Mods - Internal]

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

Non platform assembly: data-000000001DC1F040 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001DC1F040.dll

Assembly TransportLinesManager, Version=13.5.0.10003, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1420955187\SkyTools.Common.dll [Mods - Internal]

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

Non platform assembly: data-00000000181F40C0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000181F40C0.dll

Assembly SkyTools.Common, Version=2.1.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1420955187\SkyTools.Patching.dll [Mods - Internal]

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

Non platform assembly: data-00000000190E8E10 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-00000000190E8E10.dll

Assembly SkyTools.Patching, Version=2.1.0.0, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1420955187/
RealTime.dll [Mods - Internal]

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

Non platform assembly: data-000000001CD2B010 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001CD2B010.dll

Assembly RealTime, Version=1.20.3.0, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/611254368/
EnvironmentChanger.dll [Mods - Internal]

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

Non platform assembly: data-000000001C3D4E50 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001C3D4E50.dll

Assembly EnvironmentChanger, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1548831935/
AdvancedVehicleOptions.dll [Mods - Internal]

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

Non platform assembly: data-0000000018E06010 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018E06010.dll

Assembly AdvancedVehicleOptions, Version=1.0.7436.35467, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1844440354/FineRoadAnarchy.dll [Mods - Internal]

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

Non platform assembly: data-000000001CF10390 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001CF10390.dll

Assembly FineRoadAnarchy, Version=2.0.2.1, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1637663252/CSUtil.CameraControl.dll [Mods - Internal]

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

Non platform assembly: data-000000001521FFD0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-000000001521FFD0.dll

Assembly CSUtil.CameraControl, Version=1.0.7630.2191, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1637663252/CSUtil.Commons.dll [Mods - Internal]

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

Non platform assembly: data-0000000018761210 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-0000000018761210.dll

Assembly CSUtil.Commons, Version=1.0.7630.2191, Culture=neutral, PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1637663252/
TMPE.GenericGameBridge.dll [Mods - Internal]

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

Non platform assembly: data-0000000015436520 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
0000000015436520.dll

Assembly TMPE.GenericGameBridge, Version=11.5.1.2191, Culture=neutral,
PublicKeyToken=null loaded. [Mods - Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1637663252/
TMPE.API.dll [Mods - Internal]

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

Non platform assembly: data-00000000189F03B0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
00000000189F03B0.dll

Assembly TMPE.API, Version=11.5.1.2192, Culture=neutral, PublicKeyToken=null loaded. [Mods
- Internal]

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

Loading C:/Users/luigi/GAMES/STEAM/steamapps/workshop/content/255710/1637663252/
TMPE.CitiesGameBridge.dll [Mods - Internal]

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

Non platform assembly: data-000000001849A530 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001849A530.dll

Assembly TMPE.CitiesGameBridge, Version=11.5.1.2192, Culture=neutral, PublicKeyToken=null
loaded. [Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\1637663252\
TrafficManager.dll [Mods - Internal]

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

Non platform assembly: data-0000000021849040 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
0000000021849040.dll

Assembly TrafficManager, Version=11.5.1.2192, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\667342976\
LoadingScreenMod.dll [Mods - Internal]

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

Non platform assembly: data-000000001D0C51A0 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001D0C51A0.dll

Assembly LoadingScreenMod, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded.
[Mods - Internal]

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

Loading C:\Users\luigi\GAMES\STEAM\steamapps\workshop\content\255710\576327847\
EightyOne.dll [Mods - Internal]

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

Non platform assembly: data-000000001D134010 (this message is harmless)

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/data-
000000001D134010.dll

Assembly EightyOne, Version=1.0.0.0, Culture=neutral, PublicKeyToken=null loaded. [Mods -
Internal]

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

GameSettings: 'ParallelRoadTool' is not found or cannot be loaded. Make sure to call
GameSettings.AddSettingsFile() to register a settings file before using SavedValue(). [Settings -
Internal]

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

Loading C:\Users\luigi\AppData\Local\Colossal Order\Cities_Skylines\ParallelRoadTool.cgs
[Settings - Internal]

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

TLMv13.5 Patching all: com.klyte.redirectors.TLM

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

The 'Real Time' mod has been enabled, version: 1.20.3

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

Redirecting LoadSavePanelBase`1#RebuildThemeDictionary...

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

Redirecting NewGamePanel#StartNewGameRoutine...

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

Redirecting NewScenarioGamePanel#StartNewGameRoutine...

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

Loading C:\Users\luigi\AppData\Local\Colossal Order\Cities_Skylines\FineRoadAnarchy.cgs
[Settings - Internal]

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

Loading locale: en

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

Simulation started [Core]

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

PopsApi: Initializing file IO

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

PopsApi: Init complete

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

PopsApi: Pushing task: 1

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

Unloading 3 unused Assets to reduce memory usage. Loaded Objects now: 2377.
Total: 8.287300 ms (FindLiveObjects: 0.156600 ms CreateObjectMapping: 0.163800 ms
MarkObjects: 7.956200 ms DeleteObjects: 0.009600 ms)

OnUserStatsReceived()
Received stats and achievements
GfxDevice: creating device client; threaded=1
GfxDevice: creating device client; threaded=1
Unloading 4 Unused Serialized files (Serialized files now loaded: 0)
UnloadTime: 0.263600 ms

Unloading 6 unused Assets to reduce memory usage. Loaded Objects now: 2402.
Total: 32.299702 ms (FindLiveObjects: 0.123000 ms CreateObjectMapping: 0.106300 ms
MarkObjects: 32.050201 ms DeleteObjects: 0.019400 ms)

PopsApi: Popping task: 1

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

PopsApi: Pushing task: 2

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

PopsApi: Pushing task: 3

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

PopsApi: Popping task: 3

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

Title: Terms-of-use-2019-04-05

PopsApi: Popping task: 2

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

Title: privacy-policy-2018-11-02

Cannot set relative position without a parent Transform.

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

Cannot set relative position without a parent Transform.

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

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Line: 51)

Cannot set relative position without a parent Transform.

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

PNG
Loading locale: en

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

PopsApi: Pushing task: 4

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

Error with K45_MOD_CONTROLLING_LOCALE:0: The id was not found in the localization files. [Localization - Internal]

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

PopsApi: Pushing task: 5

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

Error with KEYMAPPING[]:0: The id was not found in the localization files. [Localization - Internal]

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

PopsApi: Popping task: 4

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

PopsApi: Popping task: 5

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

TLMv13.5 FallBackDefaultFile

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

Error with K45_CMNS_USE_LOW_SATURATED_BUTTON:0: The id was not found in the localization files. [Localization - Internal]

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

GameSettings: 'TMPE_Keybinds' is not found or cannot be loaded. Make sure to call GameSettings.AddSettingsFile() to register a settings file before using SavedValue(). [Settings - Internal]

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

[illegible]

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PopsApi: Pushing task: 6

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

QueryUGCCContent

PopsApi: [CDiskstorage] Error: Root path is empty

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

PopsApi: [CDiskstorage] Error reading failed achievement calls cache, file IO or root path not set

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

PopsApi: Popping task: 6

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

RequestItemDetails

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

Error downloading image: 404 Not Found

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

Error downloading image: 404 Not Found

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

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Loading 'previewfile_2453831600.png' for 2453831600
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PopsApi: Popping task: 11

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

PopsApi: Pushing task: 12

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

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PopsApi: Popping task: 10

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

Title: Terms-of-use-2019-04-05
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Loading 'previewfile_2458068731.png' for 2458068731
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PopsApi: Popping task: 9

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

Title: privacy-policy-2018-11-02
PopsApi: Popping task: 8

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

Title: Terms-of-use-2019-04-05

Loading 'previewfile_2456980535.png' for 2456980535

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Loading 'previewfile_2456536855.png' for 2456536855

PNG

libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

RequestItemDetails

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PopsApi: Popping task: 7

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

Title: privacy-policy-2018-11-02

RequestItemDetails

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Loading 'previewfile_2453586620.png' for 2453586620

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RequestItemDetails

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Loading 'previewfile_2458226222.png' for 2458226222

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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

Loading 'previewfile_2452499512.png' for 2452499512

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RequestItemDetails

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Loading 'previewfile_2452461101.png' for 2452461101

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Loading 'previewfile_2454302667.png' for 2454302667

PNG

Loading 'previewfile_2452720158.png' for 2452720158

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Loading 'previewfile_2453723646.png' for 2453723646

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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

Loading 'previewfile_2453806030.png' for 2453806030

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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

Loading 'previewfile_2452038713.png' for 2452038713

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Loading 'previewfile_2455811208.png' for 2455811208

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Loading 'previewfile_2458543477.png' for 2458543477

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Loading 'previewfile_2452938363.png' for 2452938363

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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

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Loading 'previewfile_2457084182.png' for 2457084182

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Loading 'previewfile_2452951680.png' for 2452951680

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Loading 'previewfile_2457985841.png' for 2457985841

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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited

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Loading 'previewfile_2455682701.png' for 2455682701

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Loading 'previewfile_2458836240.png' for 2458836240

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Loading 'previewfile_2458325272.png' for 2458325272

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Loading 'previewfile_2454331035.png' for 2454331035
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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
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Loading 'previewfile_2453588547.png' for 2453588547
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Loading 'previewfile_2452034874.png' for 2452034874
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Loading 'previewfile_2455604856.png' for 2455604856
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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
Loading 'previewfile_2457765815.png' for 2457765815
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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
Loading 'previewfile_2456940656.png' for 2456940656
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Loading 'previewfile_2452647596.png' for 2452647596
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Loading 'previewfile_2455356365.png' for 2455356365
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Loading 'previewfile_2457886156.png' for 2457886156
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Loading 'previewfile_2454573390.png' for 2454573390
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Loading 'previewfile_2453643531.png' for 2453643531
PNG
Loading 'previewfile_2457842124.png' for 2457842124
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Loading 'previewfile_2454928718.png' for 2454928718
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[LSM] Options: 3110 True True True True True True False False False False True
Loading simulation data from: RIVER RUN europ 76%_Data [Serialization]

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

Unloading 7 Unused Serialized files (Serialized files now loaded: 0)
UnloadTime: 4251.928711 ms
Redirecting BuildingManager#CalculateGroupData...

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

Redirecting BuildingManager#PopulateGroupData...

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

Redirecting BuildingManager#FindBuilding...

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

Redirecting NetManager#CalculateGroupData...

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

Redirecting NetManager#PopulateGroupData...

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

Redirecting PropInstance#CalculateGroupData...

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

Redirecting PropInstance#PopulateGroupData...

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

Redirecting PropInstance#PopulateGroupData...

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

Redirecting LoadingProfiler#EndAfterDeserialize...

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

Unloading 253 unused Assets to reduce memory usage. Loaded Objects now: 13492.
Total: 59.817299 ms (FindLiveObjects: 0.338100 ms CreateObjectMapping: 0.447200 ms
MarkObjects: 58.771698 ms DeleteObjects: 0.259500 ms)

GfxDevice: creating device client; threaded=1

GfxDevice: creating device client; threaded=1

Tyre array is null or zero size: ChirpX Crawler [Core]

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

Tyre array is null or zero size: ChirpX Rocket [Core]

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

No base generated: ChirpX Vehicles Parking [Core]

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

No props placed: ChirpX Vehicles Parking [Core]

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

No props placed: Oneway Toll Booth Large 01 Sub [Core]

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

No props placed: Twoway Toll Booth Large 01 Sub [Core]

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

No props placed: Twoway Toll Booth Medium 01 Sub [Core]

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

No base generated: Castle Of Lord Chirpwick Sub 01 [Core]

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

No props placed: Dry Dock 01 Sub 04 Gate [Core]

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

No base generated: Tree Plantation Beech 01 [Core]

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

No base generated: Tree Plantation Conifer 01 [Core]

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

No base generated: Ore Mine 03 Sub 1 [Core]

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

No props placed: Dry Dock 01 Sub 04 Gate 2 [Core]

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

No props placed: Dry Dock 01 02 [Core]

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

No props placed: Dry Dock 01 Sub 01 02 [Core]

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

No base generated: Tree Plantation Conifer 02 Sub 01 [Core]

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

No base generated: Tree Plantation Alder 02 Sub 01 [Core]

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

No base generated: Tree Plantation Beech 02 Sub 01 [Core]

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

No base generated: Slaughter House 01 [Core]

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

No base generated: Slaughter House Sub 01 [Core]

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

No base generated: Tree Plantation Beech 03 Sub 01 [Core]

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

No base generated: Tree Plantation Beech 03 Sub 02 [Core]

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

No base generated: Tree Plantation Alder 03 Sub 01 [Core]

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

No base generated: Tree Plantation Alder 03 Sub 02 [Core]

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

No base generated: Tree Plantation Conifer 03 Sub 01 [Core]

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

No base generated: Tree Plantation Conifer 03 Sub 02 [Core]

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

No base generated: Tree Plantation Conifer 03 Sub 03 [Core]

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

No props placed: Car Factory 01 Sub 10 [Core]

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

No base generated: Tree Sapling Field 01 [Core]

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

No base generated: Tree Sapling Field 02 Sub 01 [Core]

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

No base generated: Tree Sapling Field 02 Sub 02 [Core]

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

No base generated: Fruit Field Apple 01 [Core]

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

No base generated: Fruit Field Apple 02 Sub 01 [Core]

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

No base generated: Fruit Field Apple 02 Sub 02 [Core]

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

No base generated: Fruit Field Orange 01 [Core]

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

No base generated: Fruit Field Orange 02 Sub 01 [Core]

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

No base generated: Fruit Field Orange 02 Sub 02 [Core]

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

No base generated: Fruit Field Pear 01 [Core]

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

No base generated: Fruit Field Pear 02 Sub 01 [Core]

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

No base generated: Fruit Field Pear 02 Sub 02 [Core]

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

No props placed: PDX17_Five Story Pagora [Core]

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

[LSM] Mem 26941 7383 9639 0 0 0 0

[LSM] LoadQueue 324 27095

[LSM] Mem 0: 27097 7384 9641 0 0 0 0

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[LSM] Missing: 1530239308.R69Railway Fishplate_Data

[LSM] Missing: 1530376523.r69rwp-buff_Data

[LSM] Missing: 1530376523.r69rwp-sigr_Data

[LSM] Missing: 1530376523.r69rwp-sigl_Data

[LSM] Missing: 1530376523.r69rwp-cat2n_Data

[LSM] Missing: 1530376523.r69rwp-cat2e_Data

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d3d11: failed to create staging 2D texture w=6 h=32 d3dfmt=71 [80070057]

d3d11: failed to create staging 2D texture w=3 h=16 d3dfmt=71 [80070057]

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d3d11: failed to create staging 2D texture w=6 h=32 d3dfmt=71 [80070057]

d3d11: failed to create staging 2D texture w=3 h=16 d3dfmt=71 [80070057]

[LSM] Missing: 1530239308.R69Railway Fence Beam_Data

d3d11: failed to create staging 2D texture w=6 h=32 d3dfmt=77 [80070057]

d3d11: failed to create staging 2D texture w=3 h=16 d3dfmt=77 [80070057]

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[LSM] Missing: 1530376523.r69rwp-cat2t_Data

[LSM] Missing: 1530239308.R69Railway Tunnel Darkener_Data

Segment diffuse is DXT5: 2167308567.R0RailwayA W CGrCo BrMain 2x2 S1 [Core]

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

Node diffuse is DXT5: 2167308567.R0RailwayA W CGrCo BrMain 2x2 S1 [Core]

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

[LSM] Mem 64: 27622 7947 10215 144 615 10 24

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Segment diffuse is DXT5: 2167308567.R0RailwayA W CGrCo BrMain 2x2N S0 [Core]

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

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[LSM] Missing: 634222512.camin2_150cm_Data

[LSM] Missing: 634183211.camin1_100cm_Data

[LSM] Missing: 1230588890.crates5_Data

[LSM] Missing: 1230588890.crates1_Data

[LSM] Missing: 1230588890.crates4_Data

[LSM] Missing: 1230588890.crates2_Data

[LSM] Missing: 1230588890.crates3_Data

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No props placed: 1875261892.B707-320C American Airlines_Data [Core]

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

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No props placed: 1877758074.B707-320C Qantas 1965_Data [Core]

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

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No props placed: 1878413614.B707-320 Pan-Am_Data [Core]

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

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LOD has different shader: 1964080248.Katastrophenschutz Mannheim 1_Data [Core]

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

No base generated: 1964080248.Katastrophenschutz Mannheim 1_Data [Core]

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

LOD has different shader: 1964080248.Feuerwache Deco Building 1_Data [Core]

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

No base generated: 1964080248.Feuerwache Deco Building 1_Data [Core]

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp
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No props placed: 1964080248.Antennenmast Mannheim _Data [Core]

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

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LOD has different shader: 1964080248.Hauptfeuerwache Mannheim ND_Data [Core]

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

No base generated: 1964080248.Hauptfeuerwache Mannheim ND_Data [Core]

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp
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[LSM] Missing: 536876187.Train Station Timetable_Data

[LSM] Missing: 536877340.Train Station Display (single)_Data

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No props placed: 868543426.Riverport4_Data [Core]

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Line: 51)

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[LSM] Mem 192: 28424 8454 10749 317 700 10 18

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Diffuse is DXT5: 1985055040.Traileragv-italo-091 [Core]

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

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Diffuse is DXT5: 1985055040.Traileragv-italo-092 [Core]

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

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Diffuse is DXT5: 1985055040.Traileragv-italo-093 [Core]

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

PNG

Diffuse is DXT5: 1985055040.Traileragv-italo-094 [Core]

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

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[LSM] Mem 320: 29310 9145 11488 136 100 10 4

[LSM] 324 custom assets loaded in 2225

[LSM] Mem 29322 9158 11500 110 0 10 0

[LSM] Textures / Materials / Meshes shared: 822 / 220 / 465 pre-loaded: 1916 / 992 / 625 loaded:
0 / 10 / 0

[LSM] Max cache 456

Unknown prefab: VS Team 01 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 02 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 03 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 04 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 05 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 06 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 07 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 01 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 02 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 03 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 04 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 05 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 06 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 07 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 01 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 02 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 03 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 04 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 05 Billboard Large 01 [Serialization]

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp
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Unknown prefab: VS Team 06 Billboard Large 01 [Serialization]

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp
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Unknown prefab: VS Team 07 Billboard Large 01 [Serialization]

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp
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Unknown prefab: VS Team 01 Billboard Large 01 [Serialization]

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Unknown prefab: VS Team 02 Billboard Large 01 [Serialization]

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Unknown prefab: VS Team 07 Billboard Large 01 [Serialization]

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

Unknown prefab: VS Team 01 Billboard Medium 01 [Serialization]

(Filename: C:/buildslave/unity/build/artifacts/generated/common/runtime/DebugBindings.gen.cpp
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Unknown prefab: VS Team 02 Billboard Medium 01 [Serialization]

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Unknown prefab: VS Team 03 Billboard Medium 01 [Serialization]

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

Unknown prefab: VS Team 07 Billboard Large 01 [Serialization]

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

[LSM] !ProcessAtlas 2020353747.KoreanAirAirportRampBus_Data

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There is no building that would upgrade to: H3 3x3 Shop17 [Core]

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

Building cannot upgrade to next level: ATM 01 2x2 L2 [Core]

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

Building cannot upgrade to next level: Bookstore B [Core]

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

Building cannot upgrade to next level: RCI 3x2 Corner [Core]

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

Building cannot upgrade to next level: RCI2 3x3 [Core]

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

Building cannot upgrade to next level: Skybar Corner [Core]

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

Building cannot upgrade to next level: Zombie Lake Tap House [Core]

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

Loaded simulation data from: RIVER RUN europ 76%_Data [Serialization]

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

Resizing terrain detail buffers [Core]

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

LOD has no base: 1964080248.Katastrophenschutz Mannheim 1_Data [Core]

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

LOD has no base: 1964080248.Feuerwache Deco Building 1_Data [Core]

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

LOD has no base: 1964080248.Hauptfeuerwache Mannheim ND_Data [Core]

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

LOD has no base: 868543426.Riverport4_Data [Core]

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

LOD has no base: ChirpX Vehicles Parking [Core]

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

LOD has no base: Central Park [Core]

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

LOD has no base: Central Park 2 [Core]

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

LOD has no base: Castle Of Lord Chirpwick Sub 01 [Core]

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

LOD has no base: Warehouse Content Crop 02 [Core]

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

LOD has no base: Warehouse Content Crop 03 [Core]

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

LOD has no base: Tree Plantation Alder 01 [Core]

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

LOD has no base: Tree Plantation Beech 01 [Core]

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

LOD has no base: Ore Mine 03 Sub 1 [Core]

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

LOD has no base: Sand Storage Content 01 [Core]

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

LOD has no base: Sand Storage Content 02 [Core]

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

LOD has no base: Tree Plantation Conifer 02 Sub 01 [Core]

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

LOD has no base: Tree Plantation Alder 02 Sub 01 [Core]

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

LOD has no base: Tree Plantation Beech 02 Sub 01 [Core]

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

LOD has no base: Tree Plantation Beech 03 Sub 01 [Core]

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

LOD has no base: Tree Plantation Beech 03 Sub 02 [Core]

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

LOD has no base: Tree Plantation Alder 03 Sub 01 [Core]

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

LOD has no base: Tree Plantation Alder 03 Sub 02 [Core]

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

LOD has no base: Tree Plantation Conifer 03 Sub 01 [Core]

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

LOD has no base: Tree Plantation Conifer 03 Sub 02 [Core]

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

LOD has no base: Tree Plantation Conifer 03 Sub 03 [Core]

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

LOD has no base: Dry Dock 01 Content 01 [Core]

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

LOD has no base: Dry Dock 01 Content 02 [Core]

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

LOD has no base: Dry Dock 01 Content 03 [Core]

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

LOD has no base: Tree Sapling Field 01 [Core]

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

LOD has no base: Tree Sapling Field 02 Sub 01 [Core]

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

LOD has no base: Tree Sapling Field 02 Sub 02 [Core]

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

LOD has no base: Fruit Field Apple 01 [Core]

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

LOD has no base: Fruit Field Orange 01 [Core]

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

LOD has no base: Fruit Field Pear 01 [Core]

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

LOD has no base: Fruit Field Pear 02 Sub 01 [Core]

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

LOD has no base: Fruit Field Pear 02 Sub 02 [Core]

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

LOD has no base: 1875261892.B707-320C American Airlines_Data [Core]

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

LOD has no base: 1877758074.B707-320C Qantas 1965_Data [Core]

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

LOD has no base: 1878413614.B707-320 Pan-Am_Data [Core]

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

LOD has no base: 692276259.Police Headquarter 12x12_Data [Core]

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

LOD vertex count high (1458 > 1440): 868543426.Riverport2nd_Data [Core]

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

LOD vertex count high (3339 > 1840): 868543426.Riverport_Data [Core]

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

Cannot set relative position without a parent Transform.

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

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Error with K45_CMNS_USE_LOW_SATURATED_BUTTON:0: The id was not found in the
localization files. [Localization - Internal]

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

Achievement image idx 6 Pioneer now loading
Achievement image idx 256 Decorator now loading
Achievement image idx 257 Terraformer now loading
Achievement image idx 258 WellInformed now loading
Achievement image idx 13 CityPlanner now loading
Achievement image idx 16 Lawmaker now loading
Achievement image idx 9 PowerAtYourFingertips now loading
Achievement image idx 259 HeavenlyCity now loading
Achievement image idx 260 Medic now loading
Achievement image idx 261 AHugeHadron now loading
Achievement image idx 262 BeamMeUp now loading
Achievement image idx 263 NewEden now loading
Achievement image idx 264 ShortFuse now loading
Achievement image idx 265 IWantItAll now loading
Achievement image idx 266 Metropolis now loading
Achievement image idx 267 Destroy now loading
Achievement image idx 268 CityInMotion now loading
Achievement image idx 269 CityInMotion2 now loading
Achievement image idx 14 ClimbingTheSocialLadder now loading
Achievement image idx 11 UnpopularMayor now loading
Achievement image idx 12 RollingInDough now loading

Achievement image idx 270 FreneticPlayer now loading
Achievement image idx 271 HappyTown now loading
Achievement image idx 272 ToughCity now loading
Achievement image idx 273 FireWatch now loading
Achievement image idx 274 TheSafestTown now loading
Achievement image idx 275 ProfessionalDumper now loading
Achievement image idx 276 EarthlovingCity now loading
Achievement image idx 277 HigherEducation now loading
Achievement image idx 278 SIMulatedCity now loading
Achievement image idx 15 SafeCity now loading
Achievement image idx 279 PowerToThePeople now loading
Achievement image idx 280 MakeThemPay now loading
Achievement image idx 281 LeisureSuites now loading
Achievement image idx 282 PlayingWithTheBoys now loading
Achievement image idx 283 PrisonBreak now loading
Achievement image idx 284 1001Nights now loading
Achievement image idx 285 DoesMyBumLookBigInThis now loading
Achievement image idx 7 SingingInThe now loading
Achievement image idx 8 FoggyWeather now loading
Achievement image idx 286 Brrr now loading
Achievement image idx 287 GetYourSnowshoesReady now loading
Achievement image idx 288 HeresATram now loading
Achievement image idx 289 ILoveTrams now loading
Achievement image idx 290 AreTheyNakedInThere now loading
Achievement image idx 291 ItsWintertime now loading
Achievement image idx 292 Speedup now loading
Achievement image idx 293 ThePlowmaster now loading
Achievement image idx 17 QuayKing now loading
Achievement image idx 294 WithCanalsYouCan now loading
Achievement image idx 295 WeNeedSnorkels now loading
Achievement image idx 296 ShakeItUp now loading
Achievement image idx 297 ItsHeadingRightForUs now loading
Achievement image idx 298 DropTheBase now loading
Achievement image idx 299 RunBambi now loading
Achievement image idx 300 ThunderAndLightning now loading
Achievement image idx 301 TwistAndShout now loading
Achievement image idx 302 WhatThe now loading
Achievement image idx 303 EternalCity now loading
Achievement image idx 304 Creator now loading
Achievement image idx 305 WeHaveAWinner now loading
Achievement image idx 306 TheUnderdog now loading
Achievement image idx 307 RejoiceAndBeFerry now loading
Achievement image idx 308 FerryFaerie now loading
Achievement image idx 309 Triorail now loading
Achievement image idx 310 NotSoMono now loading
Achievement image idx 311 ClarkCable now loading
Achievement image idx 312 CablesGalore now loading
Achievement image idx 313 BlimpBlimp now loading
Achievement image idx 314 PutSomeBlimpInYourBlimp now loading
Achievement image idx 315 ComboBreaker now loading
Achievement image idx 316 NomenEstOmen now loading
Achievement image idx 317 Centurion now loading

Achievement image idx 318 ItsCalledSteve now loading
Achievement image idx 319 TotallyInMotion now loading
Achievement image idx 320 Reporting now loading
Achievement image idx 321 SuperSelfSufficient now loading
Achievement image idx 322 IToTheT now loading
Achievement image idx 323 Organistic now loading
Achievement image idx 10 GreenEnergy now loading
Achievement image idx 324 FriendlyTeaching now loading
Achievement image idx 325 GreenestCity now loading
Achievement image idx 326 TheParkToRuleAllParks now loading
Achievement image idx 327 ParkingNotForbidden now loading
Achievement image idx 328 Z00 now loading
Achievement image idx 329 Ambulare now loading
Achievement image idx 330 MaintainThatPark now loading
Achievement image idx 331 CoasterTycoon now loading
Achievement image idx 332 Naturally now loading
Achievement image idx 333 SightsToBeSeen now loading
Achievement image idx 334 FullCapacity now loading
Achievement image idx 335 SerialInvestor now loading
Achievement image idx 336 OffshoreAssets now loading
Achievement image idx 337 IndustryTycoon now loading
Achievement image idx 338 Postman now loading
Achievement image idx 339 JustTolling now loading
Achievement image idx 340 ScalingUp now loading
Achievement image idx 341 StudentHousingProject now loading
Achievement image idx 342 GraduationNation now loading
Achievement image idx 343 DistinguishedAcademics now loading
Achievement image idx 344 VarsitySportsPatron now loading
Achievement image idx 345 HigherLearning now loading
Achievement image idx 346 AcademicScholar now loading
Achievement image idx 347 ForForProfitEducation now loading
Achievement image idx 348 Aquaculture now loading
Achievement image idx 349 FisherKing now loading
Achievement image idx 350 MultidisciplinaryTransportTycoon now loading
Achievement image idx 351 Trolleyface now loading
Achievement image idx 352 WorldOfRotorcraft now loading
Achievement image idx 353 ComeFlyWithMe now loading
Achievement image idx 354 TheWatersOfOurLives now loading
Achievement DoesMyBumLookBigInThis skipped - Already registered
Unknown prefab: Tsunami [Serialization]

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

Unknown prefab: Earthquake [Serialization]

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

Unknown prefab: Sinkhole [Serialization]

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

Unknown prefab: Meteor Strike [Serialization]

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

Unknown prefab: Thunderstorm [Serialization]

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

Unknown prefab: Forest Fire [Serialization]

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

Unknown prefab: Tornado [Serialization]

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

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/libc

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/.libc

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/libc

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/libc

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/.libc

Fallback handler could not load library

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Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/libc

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/.libc

Fallback handler could not load library

C:/Users/luigi/GAMES/STEAM/steamapps/common/Cities_Skylines/Cities_Data/Mono/libc

System.TypeInitializationException: An exception was thrown by the type initializer for
Mono.CSharp.CSharpCodeCompiler ---> System.IO.FileNotFoundException: Windows mono path
not found: C:\Users\luigi\GAMES\STEAM\steamapps\mono\mono\mini\mono.exe

at Mono.CSharp.CSharpCodeCompiler..cctor () [0x00000] in <filename unknown>:0

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

at Microsoft.CSharp.CSharpCodeProvider.CreateCompiler () [0x00000] in <filename unknown>:0

at System.Xml.Serialization.XmlSerializer.GenerateSerializers

(System.Xml.Serialization.GenerationBatch batch,

System.CodeDom.Compiler.CompilerParameters cp) [0x00000] in <filename unknown>:0

at System.Xml.Serialization.XmlSerializer.RunSerializerGeneration (System.Object obj)

[0x00000] in <filename unknown>:0 System.TypeInitializationException: An exception was thrown

by the type initializer for Mono.CSharp.CSharpCodeCompiler --->
System.IO.FileNotFoundException: Windows mono path not found: C:\Users\luigi\GAMES\STEAM\steamapps\mono\mono\mini\mono.exe
at Mono.CSharp.CSharpCodeCompiler..cctor () [0x00000] in <filename unknown>:0
--- End of inner exception stack trace ---
at Microsoft.CSharp.CSharpCodeProvider.CreateCompiler () [0x00000] in <filename unknown>:0
at System.Xml.Serialization.XmlSerializer.GenerateSerializers
(System.Xml.Serialization.GenerationBatch batch,
System.CodeDom.Compiler.CompilerParameters cp) [0x00000] in <filename unknown>:0
at System.Xml.Serialization.XmlSerializer.RunSerializerGeneration (System.Object obj)
[0x00000] in <filename unknown>:0

System.TypeInitializationException: An exception was thrown by the type initializer for Mono.CSharp.CSharpCodeCompiler ---> System.IO.FileNotFoundException: Windows mono path not found: C:\Users\luigi\GAMES\STEAM\steamapps\mono\mono\mini\mono.exe
at Mono.CSharp.CSharpCodeCompiler..cctor () [0x00000] in <filename unknown>:0
--- End of inner exception stack trace ---
at Microsoft.CSharp.CSharpCodeProvider.CreateCompiler () [0x00000] in <filename unknown>:0
at System.Xml.Serialization.XmlSerializer.GenerateSerializers
(System.Xml.Serialization.GenerationBatch batch,
System.CodeDom.Compiler.CompilerParameters cp) [0x00000] in <filename unknown>:0
at System.Xml.Serialization.XmlSerializer.RunSerializerGeneration (System.Object obj)
[0x00000] in <filename unknown>:0
Colossal Handler caught: Could not find a part of the path "C:\Users\luigi\AppData\Local\Temp\3e4fc08b\19f53b2e.cs".
at System.IO.File.Delete (System.String path) [0x00000] in <filename unknown>:0
at System.CodeDom.Compiler.TempFileCollection.Delete () [0x00000] in <filename unknown>:0
at System.CodeDom.Compiler.TempFileCollection.Dispose (Boolean disposing) [0x00000] in <filename unknown>:0
at System.CodeDom.Compiler.TempFileCollection.Finalize () [0x00000] in <filename unknown>:0

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

Runtime terminating: True

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

The game will now crash. Sorry for the inconvenience...

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

Colossal Handler caught: Could not find a part of the path "C:\Users\luigi\AppData\Local\Temp\3e4fc08b\72862b9d.cs".
at System.IO.File.Delete (System.String path) [0x00000] in <filename unknown>:0
at System.CodeDom.Compiler.TempFileCollection.Delete () [0x00000] in <filename unknown>:0
at System.CodeDom.Compiler.TempFileCollection.Dispose (Boolean disposing) [0x00000] in <filename unknown>:0

at System.CodeDom.Compiler.TempFileCollection.Finalize () [0x00000] in <filename unknown>:0

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

Runtime terminating: True

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

The game will now crash. Sorry for the inconvenience...

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

[LSM] Mem 46754 8719 13821

Saving C:/Users/luigi/AppData/Local/Colossal Order/Cities_Skylines/userGameState.cgs [Settings
- Internal]

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

[Ultimate Eyecandy 1.5.2] Currently used config File: CSL_UltimateEyecandy.xml.

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

[Ultimate Eyecandy 1.5.2] MainButton created.

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

[Ultimate Eyecandy 1.5.2] MainPanel created.

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

The 'Real Time' mod starts, game mode LoadGame.

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

29 Harmony method patches with ID 'com.cities_skylines.dymanoid.realtime' successfully applied.

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

[AdditiveShader] : Loaded a vehicle sub mesh marked as having the AdditiveShader

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Line: 51)

81 Tiles - DontUpdateNodeFlags enabled

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

Resizing terrain detail buffers [Core]

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

[LSM] Mem 51362 9553 14727

[LSM] All completed at 51364

81 Tiles - DontUpdateNodeFlags disabled

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

GfxDevice: creating device client; threaded=1

GfxDevice: creating device client; threaded=1

GfxDevice: creating device client; threaded=1