```
Tue Feb 02 23:03:49 2021 UTC - Module file name: C:\Program Files
(x86)\Steam\gameoverlayrenderer64.dll
Tue Feb 02 23:03:49 2021 UTC - GameID = 1066780, OverlayGameID = 1066780
Tue Feb 02 23:03:49 2021 UTC - System page size: 4096
Tue Feb 02 23:03:49 2021 UTC - Hooking SetCursorPos, GetCursorPos, ShowCursor,
SetCursor, and GetCursor
Tue Feb 02 23:03:49 2021 UTC - Game is using opengl32.dll... hooking.
Tue Feb 02 23:03:49 2021 UTC - Modules at GameOverlayRenderer.dll attach
Tue Feb 02 23:03:49 2021 UTC - 01: TransportFever2.exe - (00007FF60A460000 to
00007FF60DCDF000)
Tue Feb 02 23:03:49 2021 UTC - 02: ntdll.dll - (00007FFBB7670000 to
00007FFBB7866000)
Tue Feb 02 23:03:49 2021 UTC - 03: KERNEL32.DLL - (00007FFBB62E0000 to
00007FFBB639D000)
Tue Feb 02 23:03:49 2021 UTC - 04: KERNELBASE.dll - (00007FFBB52D0000 to
00007FFBB5599000)
Tue Feb 02 23:03:49 2021 UTC - 05: SHELL32.dll - (00007FFBB6940000 to
00007FFBB7083000)
Tue Feb 02 23:03:49 2021 UTC - 06: msvcp_win.dll - (00007FFBB5230000 to
00007FFBB52CD000)
Tue Feb 02 23:03:49 2021 UTC - 07: ucrtbase.dll - (00007FFBB55A0000 to
00007FFBB56A0000)
Tue Feb 02 23:03:49 2021 UTC - 08: freetype.dll - (00007FFB7A320000 to
00007FFB7A3EB000)
Tue Feb 02 23:03:49 2021 UTC - 09: libvorbisfile.dll - (00007FFBB0C70000 to
00007FFBB0C7E000)
Tue Feb 02 23:03:49 2021 UTC - 10: alut.dll - (00007FFB8D060000 to
00007FFB8D075000)
Tue Feb 02 23:03:49 2021 UTC - 11: USER32.dll - (00007FFBB5CF0000 to
00007FFBB5E90000)
Tue Feb 02 23:03:49 2021 UTC - 12: win32u.dll - (00007FFBB50A0000 to
00007FFBB50C2000)
Tue Feb 02 23:03:49 2021 UTC - 13: GDI32.dll - (00007FFBB5F00000 to
00007FFBB5F2A000)
Tue Feb 02 23:03:49 2021 UTC - 14: gdi32full.dll - (00007FFBB4E60000 to
00007FFBB4F6B000)
Tue Feb 02 23:03:49 2021 UTC - 15: WS2_32.dll - (00007FFBB6620000 to
00007FFBB668B000)
Tue Feb 02 23:03:49 2021 UTC - 16: RPCRT4.dll - (00007FFBB61B0000 to
00007FFBB62DB000)
Tue Feb 02 23:03:49 2021 UTC - 17: nvtt.dll - (0000000180000000 to
00000001800B2000)
Tue Feb 02 23:03:49 2021 UTC - 18: OpenAL32.dll - (00007FFB45270000 to
00007FFB45343000)
Tue Feb 02 23:03:49 2021 UTC - 19: SDL2.dll - (00007FFB44250000 to
00007FFB4438A000)
Tue Feb 02 23:03:49 2021 UTC - 20: ole32.dll - (00007FFBB5F30000 to
00007FFBB605A000)
Tue Feb 02 23:03:49 2021 UTC - 21: SETUPAPI.dll - (00007FFBB5880000 to
00007FFBB5CE7000)
Tue Feb 02 23:03:49 2021 UTC - 22: msvcrt.dll - (00007FFBB6690000 to
00007FFBB672E000)
Tue Feb 02 23:03:49 2021 UTC - 23: combase.dll - (00007FFBB7230000 to
00007FFBB7586000)
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Tue Feb 02 23:03:49 2021 UTC - 24: cfgmgr32.dll - (00007FFBB4E10000 to
00007FFBB4E5E000)
Tue Feb 02 23:03:49 2021 UTC - 25: bcrypt.dll - (00007FFBB56A0000 to
00007FFBB56C7000)
Tue Feb 02 23:03:49 2021 UTC - 26: IMM32.dll - (00007FFBB6860000 to
00007FFBB6890000)
Tue Feb 02 23:03:49 2021 UTC - 27: OPENGL32.dll - (00007FFB9A0E0000 to
00007FFB9A205000)
Tue Feb 02 23:03:49 2021 UTC - 28: steam_api64.dll - (00007FFB8ACC0000 to
00007FFB8AD0A000)
Tue Feb 02 23:03:49 2021 UTC - 29: ADVAPI32.dll - (00007FFBB6890000 to
00007FFBB693C000)
Tue Feb 02 23:03:49 2021 UTC - 30: sechost.dll - (00007FFBB7590000 to
00007FFBB762C000)
Tue Feb 02 23:03:49 2021 UTC - 31: OLEAUT32.dll - (00007FFBB56D0000 to
00007FFBB579D000)
Tue Feb 02 23:03:49 2021 UTC - 32: MSVCP140.dll - (00007FFB4C140000 to
00007FFB4C1E6000)
Tue Feb 02 23:03:49 2021 UTC - 33: VCRUNTIME140.dll - (00007FFB8D040000 to
00007FFB8D056000)
Tue Feb 02 23:03:49 2021 UTC - 34: libogg.dll - (00007FFBB0B60000 to
00007FFBB0B6B000)
Tue Feb 02 23:03:49 2021 UTC - 35: icuin61.dll - (000000005B840000 to
000000005BB17000)
Tue Feb 02 23:03:49 2021 UTC - 36: icuuc61.dll - (000000005B650000 to
000000005B83E000)
Tue Feb 02 23:03:49 2021 UTC - 37: libvorbis.dll - (00007FFB47360000 to
00007FFB4741C000)
Tue Feb 02 23:03:49 2021 UTC - 38: dbghelp.dll - (00007FFBAA6A0000 to
00007FFBAA884000)
Tue Feb 02 23:03:49 2021 UTC - 39: WINMM.dll - (00007FFB9C9D0000 to
00007FFB9C9F7000)
Tue Feb 02 23:03:49 2021 UTC - 40: VERSION.dll - (00007FFBAE700000 to
00007FFBAE70A000)
Tue Feb 02 23:03:49 2021 UTC - 41: GLU32.dll - (00007FFBA20B0000 to
00007FFBA20DC000)
Tue Feb 02 23:03:49 2021 UTC - 42: dbgcore.DLL - (00007FFB9C120000 to
00007FFB9C14C000)
Tue Feb 02 23:03:49 2021 UTC - 43: icudt61.dll - (0000020CBDD50000 to
0000020CBF6F7000)
Tue Feb 02 23:03:49 2021 UTC - 44: gameoverlayrenderer64.dll - (00007FFB3B1C0000
to 00007FFB3B3A8000)
Tue Feb 02 23:03:49 2021 UTC - 45: PSAPI.DLL - (00007FFBB6060000 to
00007FFBB6068000)
Tue Feb 02 23:03:49 2021 UTC - ---------------------------
Tue Feb 02 23:03:50 2021 UTC - Game is using dxgi (dx10/dx11), preparing to
hook.
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
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IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
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Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - Game is using dinput8, preparing to hook.
Tue Feb 02 23:03:50 2021 UTC - XInput Hooked XInputGetCapabilities Version 10
Tue Feb 02 23:03:50 2021 UTC - XInput Hooked XInputGetDSoundAudioDeviceGuids
Version 10
Tue Feb 02 23:03:50 2021 UTC - XInput Hooked XInputGetState Version 10
Tue Feb 02 23:03:50 2021 UTC - XInput Hooked XInputSetState Version 10
Tue Feb 02 23:03:50 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:50 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:50 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:50 2021 UTC - Initializing Audio...
Tue Feb 02 23:03:51 2021 UTC - IAudioClient_Initialize - SUCCEEDED
Tue Feb 02 23:03:51 2021 UTC - Audio client initialized: 0x0000020CD8EFEDA0
Tue Feb 02 23:03:51 2021 UTC - Device:
Tue Feb 02 23:03:51 2021 UTC - Audio client mix format:
Tue Feb 02 23:03:51 2021 UTC -  format: 65534
Tue Feb 02 23:03:51 2021 UTC -  channels: 8
Tue Feb 02 23:03:51 2021 UTC -  samples/sec: 48000
Tue Feb 02 23:03:51 2021 UTC -  bytes/sec: 1536000
Tue Feb 02 23:03:51 2021 UTC -  alignment: 32
Tue Feb 02 23:03:51 2021 UTC -  bits/sample: 32
Tue Feb 02 23:03:51 2021 UTC -  channel mask: 0x63f
Tue Feb 02 23:03:51 2021 UTC -  data format:
{00000003-0000-0010-8000-00AA00389B71}
Tue Feb 02 23:03:51 2021 UTC - Audio client started: 0x0000020CD8EFEDA0, 1
Tue Feb 02 23:03:51 2021 UTC - Audio hooked
Tue Feb 02 23:03:52 2021 UTC - Trying to setup input hook...
Tue Feb 02 23:03:52 2021 UTC - Set input hook...
Tue Feb 02 23:03:53 2021 UTC - hookCreateDXGIFactory1 called
Tue Feb 02 23:03:53 2021 UTC - Hooking vtable for factory
Tue Feb 02 23:03:53 2021 UTC - DXGIFactory2_CreateSwapChain already hooked via
IDXGIFactory or IDXGIFactory1
Tue Feb 02 23:03:53 2021 UTC -
IWrapDXGIFactory2::IDXGIFactory2_CreateSwapChainForHWND called
Tue Feb 02 23:03:53 2021 UTC - Hooking vtable for swap chain
Tue Feb 02 23:03:53 2021 UTC - Trying to detour d3d11 device
Tue Feb 02 23:03:53 2021 UTC - Hooking vtable for device
Tue Feb 02 23:03:53 2021 UTC - Tracking new device: e6b18f88
Tue Feb 02 23:03:53 2021 UTC - Tracking new swap chain: e6d3d900 (with device:
e6b18f88)
Tue Feb 02 23:03:53 2021 UTC - Creating D3D11 renderer
Tue Feb 02 23:03:53 2021 UTC - Hooking vtable for swap chain1
Tue Feb 02 23:08:51 2021 UTC - DeleteD3D11RendererForSwapChain called for:
0000020CE6D3D900
Tue Feb 02 23:08:51 2021 UTC - Releasing all resources for device:
0000020CE6B18F88
Tue Feb 02 23:08:51 2021 UTC - Detaching input hook...
Tue Feb 02 23:08:51 2021 UTC - DeleteDevice called for: 0000020CE6B18F88
Tue Feb 02 23:08:51 2021 UTC - No renderer for this device
Tue Feb 02 23:08:51 2021 UTC - GameOverlayRenderer.dll detaching
```