

user data folder: /Users/leo.sinning/Library/Application Support/Steam/userdata/  
207794096/1066780/local/

\_\_CRASHDB\_INIT\_\_  
language: de  
locale: de\_DE

=====  
Startup at Wed Dec 1 19:19:54 2021  
=====

seed: 1638382794

Requested instance extensions:

- VK\_KHR\_surface
- VK\_MVK\_macos\_surface
- VK\_KHR\_get\_physical\_device\_properties2

Requested layers:

Create Vulkan instance.

Supported depth resolve: { SampleZero }

Supported stencil resolve: { SampleZero }

Found device #0: Intel(R) Iris(TM) Graphics 6100 (id: 5675, vulkan version: 1.1.154, driver version: 10100 [0.2.1908], vendor id: 32902 [Intel])

-> Selected device #0

\_\_CRASHDB\_RENDERER\_\_ Vulkan|Intel|Intel(R) Iris(TM) Graphics 6100|1.1.154 0.2.1908|  
1.1.154|0.2.1908|

Count: 1

Flags: { Graphics | Compute | Transfer }

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Count: 1

Flags: { Graphics | Compute | Transfer }

Optional extension not found: 'VK\_AMD\_memory\_overallocation\_behavior'

Optional extension not found: 'VK\_EXT\_memory\_priority'

Requested device extensions:

- VK\_KHR\_swapchain
- VK\_KHR\_create\_renderpass2
- VK\_KHR\_depth\_stencil\_resolve
- VK\_KHR\_get\_memory\_requirements2
- VK\_KHR\_dedicated\_allocation
- VK\_KHR\_maintenance1

Feature 'memoryPriority' not available

Format support:

\* R8Unorm:

- linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc |  
TransferDst }

- optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend |  
BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }

\* R8G8Unorm:

- linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
- optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R8G8B8Unorm:
  - linear: {}
  - optimal: {}
- \* R8G8B8A8Unorm:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16Unorm:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16G16Unorm:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16G16B16Unorm:
  - linear: {}
  - optimal: {}
- \* R16G16B16A16Unorm:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R32Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R32G32Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R32G32B32Sfloat:
  - linear: {}
  - optimal: {}
- \* R32G32B32A32Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* B10G11R11UfloatPack32:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16G16B16A16Sfloat:

- linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
- optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16G16B16Sfloat:
  - linear: {}
  - optimal: {}
- \* D24UnormS8Uint:
  - linear: {}
  - optimal: {}
- \* D32SfloatS8Uint:
  - linear: {}
  - optimal: { SampledImage | DepthStencilAttachment | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* D16UnormS8Uint:
  - linear: {}
  - optimal: {}
- \* D16Unorm:
  - linear: {}
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Memory types:

- \* 0 { DeviceLocal }: heap #0
- \* 1 { DeviceLocal | HostVisible | HostCoherent | HostCached }: heap #0
- \* 2 { DeviceLocal | HostVisible | HostCached }: heap #0

Memory heaps:

- \* 0 { DeviceLocal } 8192 MB

Fifo

Immediate

Use present mode: Fifo

Swapchain size: 3 (requested 3: 2-3)

No pipeline cache to be read

opened device OpenAL Soft

sampling rate: 44100 Hz

Build: Build 34983 Mac 64-bit

Loaded 21 of 21 mod descriptions from disk

Update of mod descriptions: 28.892 ms

Settings:

- numSamples: 0
- textureQuality: 0
- terrainTextureResolution: 0

Loaded 0 of 21 mod descriptions from disk

Update of mod descriptions: 3.061 ms

Loaded 0 of 21 mod descriptions from disk

Update of mod descriptions: 1.846 ms

Swapchain size: 3 (requested 3: 2-3)

Saved settings to /Users/leo.sinning/Library/Application Support/Steam/userdata/207794096/1066780/local/settings.lua

language: de

locale: de\_DE

Saved pipeline cache to /Users/leo.sinning/Library/Application Support/Steam/userdata/207794096/1066780/local/shader\_cache/pipelines.cache

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- VK\_KHR\_maintenance1

Feature 'memoryPriority' not available

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\* R8G8Unorm:

- linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }

- optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }

\* R8G8B8Unorm:

- linear: { }

- optimal: { }

\* R8G8B8A8Unorm:

- linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }

- optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }

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- \* R16G16Unorm:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
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- \* R16G16B16Unorm:
  - linear: {}
  - optimal: {}
- \* R16G16B16A16Unorm:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
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- \* R32Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R32G32Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R32G32B32Sfloat:
  - linear: {}
  - optimal: {}
- \* R32G32B32A32Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* B10G11R11UfloatPack32:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16G16B16A16Sfloat:
  - linear: { SampledImage | StorageImage | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
  - optimal: { SampledImage | StorageImage | ColorAttachment | ColorAttachmentBlend | BlitSrc | BlitDst | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* R16G16B16Sfloat:
  - linear: {}
  - optimal: {}
- \* D24UnormS8Uint:
  - linear: {}
  - optimal: {}
- \* D32SfloatS8Uint:
  - linear: {}
  - optimal: { SampledImage | DepthStencilAttachment | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }
- \* D16UnormS8Uint:
  - linear: {}
  - optimal: {}

\* D16Unorm:  
- linear: {}  
- optimal: { SampledImage | DepthStencilAttachment | BlitSrc | SampledImageFilterLinear | TransferSrc | TransferDst }

Memory types:

\* 0 { DeviceLocal }: heap #0  
\* 1 { DeviceLocal | HostVisible | HostCoherent | HostCached }: heap #0  
\* 2 { DeviceLocal | HostVisible | HostCached }: heap #0

Memory heaps:

\* 0 { DeviceLocal } 8192 MB

Fifo

Immediate

Use present mode: Immediate

Swapchain size: 3 (requested 3: 2-3)

Successfully read pipeline cache /Users/leo.sinning/Library/Application Support/Steam/userdata/207794096/1066780/local/shader\_cache/pipelines.cache

opened device OpenAL Soft

sampling rate: 44100 Hz

Build: Build 34983 Mac 64-bit

Loaded 0 of 21 mod descriptions from disk

Update of mod descriptions: 1.772 ms

Settings:

- numSamples: 0  
- textureQuality: 0  
- terrainTextureResolution: 0

Loaded 0 of 21 mod descriptions from disk

Update of mod descriptions: 2.038 ms

Loaded 0 of 21 mod descriptions from disk

Update of mod descriptions: 2.289 ms

Pipeline generation: 24.558 ms

place\_assets: 45.17 ms

\* Terrain toolkit used 10 maps and 167 MB...

Pipeline took: 3.00896s

begin adding 4 locations..

requested 4 locations and

added 4 locations. took 0.009411 s.

minValue = 0.621052

Average town size: 0.831347

Town size sum: 332

begin adding 21 locations..

requested 21 locations and

added 21 locations. took 0.064166 s.

minValue = 5.74845

Found 21 of 21 locations

Swapchain size: 3 (requested 3: 2-3)

Saved settings to /Users/leo.sinning/Library/Application Support/Steam/userdata/207794096/1066780/local/settings.lua

Map generation

\* Map gen parameters:

```
{  
    forest = 0,  
    hilliness = 0,  
    water = 0,
```

```

}
* Size:          32 x 32
* Climate:       temperate.clima.lua
* Generator:     temperate.gen.lua
* Town freq.:   1
* Industry freq.: 0
Loaded 0 of 21 mod descriptions from disk
Update of mod descriptions: 1.826 ms
Saved settings to /Users/leo.sinning/Library/Application Support/Steam/userdata/
207794096/1066780/local/settings.lua
Game settings
* Date:         2000-01-01
seedText: zAeZMgGMBSQO
Loaded 0 of 21 mod descriptions from disk
Update of mod descriptions: 1.694 ms
active mods:
config dict:
  climate: temperate
  vehicles: europe
  nameList: europe
  environment: temperate
  difficulty: easy
mod params:
achievements earnable: 1
init version: 307
map seed text: zAeZMgGMBSQO
adding archive res/models/models.zip
ModelRep: 9145.74 ms
placementSamples: 3
placing industry/food_processing_plant.con at 2275.58
  adding tag: INPUT_GRAIN
placing industry/farm.con at 2600.56
placing industry/farm.con at 3497.3
placing industry/construction_material.con at 1633.42
  adding tag: INPUT_STONE
placing industry/quarry.con at 238.24
placing industry/tools_factory.con at 2266.32
  adding tag: INPUT_PLANKS
placing industry/machines_factory.con at -3005.3
  adding tag: INPUT_PLANKS
  adding tag: INPUT_STEEL
placing industry/saw_mill.con at 2918.22
  adding tag: INPUT_LOGS
placing industry/forest.con at 3619.77
placing industry/forest.con at -2965.49
placing industry/goods_factory.con at -309.324
  adding tag: INPUT_PLASTIC
  adding tag: INPUT_STEEL
placing industry/steel_mill.con at 2199.35
  adding tag: INPUT_IRON_ORE
  adding tag: INPUT_COAL
placing industry/coal_mine.con at -204.565
placing industry/coal_mine.con at 543.088
placing industry/iron_ore_mine.con at -1589.85

```

placing industry/iron\_ore\_mine.con at 1388.52  
placing industry/fuel\_refinery.con at 1500.01  
adding tag: INPUT\_OIL  
placing industry/chemical\_plant.con at -9761.57  
adding tag: INPUT\_OIL  
placing industry/oil\_refinery.con at 1604.28  
adding tag: INPUT\_CRUDE  
placing industry/oil\_well.con at 3869.9  
placing industry/oil\_well.con at 6202.55  
Towns 'Ottersberg' and 'Dickendorf': connected (ref. time 215.449s)  
Towns 'Bachhagel' and 'Dickendorf': connected (ref. time 197.318s)  
Towns 'Wallstawe' and 'Ottersberg': connected (ref. time 221.505s)  
Towns: 3/3 town connections  
Industry 'Wallstawe Lebensmittelfabrik': connected  
Industry 'Dickendorf Bauernhof': connected  
Industry 'Ottersberg Bauernhof': connected  
Industry 'Dickendorf Baumaterialfabrik': connected  
Industry 'Wallstawe Steinbruch': connected  
Industry 'Dickendorf Werkzeugfabrik': connected  
Industry 'Bachhagel Maschinenfabrik': connected  
Industry 'Bachhagel Sägewerk': connected  
Industry 'Ottersberg Wald': connected  
Industry 'Wallstawe Wald': connected  
Industry 'Bachhagel Warenfabrik': connected  
Industry 'Wallstawe Stahlwerk': connected  
Industry 'Wallstawe Kohlebergwerk': connected  
Industry 'Wallstawe Kohlebergwerk #2': connected  
Industry 'Wallstawe Eisenerzbergwerk': connected  
Industry 'Ottersberg Eisenerzbergwerk': connected  
Industry 'Ottersberg Treibstoffraffinerie': connected  
Industry 'Bachhagel Chemiefabrik': connected  
Industry 'Bachhagel Öltraffinerie': connected  
Industry 'Wallstawe Ölquelle': connected  
Industry 'Wallstawe Ölquelle #2': connected  
Industries: 21/21 connected  
InitGame: 8467.24 ms  
Create Fields: 92.516 ms  
Shader reload took : 4.319 ms  
prepare material ubo's: 471.683 ms  
Using 200 UBOs, total 0 bytes  
Initial material index generation: 3308.26 ms  
MinidumpCallback: dumpPath "/Users/leo.sinning/Library/Application Support/Steam/userdata/207794096/1066780/local/crash\_dump/", minidumpId  
"69112E84-8D57-40D9-9F05-60D79720A5A8", succeeded 1  
local time is Wed Dec 1 19:21:55 2021

An error just occurred.