Initialize engine version: 5.3.6p1 (ef59fdfbd254)

GfxDevice: creating device client; threaded=1

OpenGL:

Version: OpenGL 2.1 [2.1 ATI-1.44.68]

Renderer: AMD Radeon R9 M290X OpenGL Engine

Vendor: ATI Technologies Inc.

VRAM: 2048 MB

Extensions: GL\_ARB\_color\_buffer\_float GL\_ARB\_depth\_buffer\_float GL\_ARB\_depth\_clamp GL\_ARB\_depth\_texture GL\_ARB\_draw\_buffers GL\_ARB\_draw\_elements\_base\_vertex GL\_ARB\_draw\_instanced GL\_ARB\_fragment\_program GL\_ARB\_fragment\_program\_shadow GL\_ARB\_fragment\_shader GL\_ARB\_framebuffer\_object GL\_ARB\_framebuffer\_sRGB GL\_ARB\_half\_float\_pixel GL\_ARB\_half\_float\_vertex GL\_ARB\_imaging GL\_ARB\_instanced\_arrays GL\_ARB\_multisample GL\_ARB\_multitexture GL\_ARB\_occlusion\_query GL\_ARB\_pixel\_buffer\_object GL\_ARB\_point\_parameters GL\_ARB\_point\_sprite GL\_ARB\_provoking\_vertex GL\_ARB\_seamless\_cube\_map GL\_ARB\_shader\_objects GL\_ARB\_shader\_texture\_lod GL\_ARB\_shading\_language\_100 GL\_ARB\_shadow GL\_ARB\_shadow\_ambient GL\_ARB\_sync GL\_ARB\_texture\_border\_clamp GL\_ARB\_texture\_compression GL\_ARB\_texture\_compression\_rgtc GL\_ARB\_texture\_cube\_map GL\_ARB\_texture\_env\_add GL\_ARB\_texture\_env\_combine GL\_ARB\_texture\_env\_crossbar GL\_ARB\_texture\_env\_dot3 GL\_ARB\_texture\_float GL\_ARB\_texture\_mirrored\_repeat GL\_ARB\_texture\_non\_power\_of\_two GL\_ARB\_texture\_rectangle GL\_ARB\_texture\_rg GL\_ARB\_transpose\_matrix GL\_ARB\_vertex\_array\_bgra GL\_ARB\_vertex\_blend GL\_ARB\_vertex\_buffer\_object GL\_ARB\_vertex\_program GL\_ARB\_vertex\_shader GL\_ARB\_window\_pos GL\_EXT\_abgr GL\_EXT\_bgra GL\_EXT\_bindable\_uniform GL\_EXT\_blend\_color GL\_EXT\_blend\_equation\_separate GL\_EXT\_blend\_func\_separate GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract GL\_EXT\_clip\_volume\_hint GL\_EXT\_debug\_label GL\_EXT\_debug\_marker GL\_EXT\_depth\_bounds\_test GL\_EXT\_draw\_buffers2 GL\_EXT\_draw\_range\_elements GL\_EXT\_fog\_coord GL\_EXT\_framebuffer\_blit GL\_EXT\_framebuffer\_multisample GL\_EXT\_framebuffer\_object GL\_EXT\_framebuffer\_sRGB GL\_EXT\_geometry\_shader4 GL\_EXT\_gpu\_program\_parameters GL\_EXT\_gpu\_shader4 GL\_EXT\_multi\_draw\_arrays GL\_EXT\_packed\_depth\_stencil GL\_EXT\_packed\_float GL\_EXT\_provoking\_vertex GL\_EXT\_rescale\_normal GL\_EXT\_secondary\_color GL\_EXT\_separate\_specular\_color GL\_EXT\_shadow\_funcs GL\_EXT\_stencil\_two\_side GL\_EXT\_stencil\_wrap GL\_EXT\_texture\_array GL\_EXT\_texture\_compression\_dxt1 GL\_EXT\_texture\_compression\_s3tc GL\_EXT\_texture\_env\_add GL\_EXT\_texture\_filter\_anisotropic GL\_EXT\_texture\_integer GL\_EXT\_texture\_lod\_bias GL\_EXT\_texture\_mirror\_clamp GL\_EXT\_texture\_rectangle GL\_EXT\_texture\_shared\_exponent GL\_EXT\_texture\_sRGB GL\_EXT\_texture\_sRGB\_decode GL\_EXT\_timer\_query GL\_EXT\_transform\_feedback GL\_EXT\_vertex\_array\_bgra GL\_APPLE\_aux\_depth\_stencil GL\_APPLE\_client\_storage GL\_APPLE\_element\_array GL\_APPLE\_fence GL\_APPLE\_float\_pixels GL\_APPLE\_flush\_buffer\_range GL\_APPLE\_flush\_render GL\_APPLE\_object\_purgeable GL\_APPLE\_packed\_pixels GL\_APPLE\_pixel\_buffer GL\_APPLE\_rgb\_422 GL\_APPLE\_row\_bytes GL\_APPLE\_specular\_vector GL\_APPLE\_texture\_range GL\_APPLE\_transform\_hint GL\_APPLE\_vertex\_array\_object GL\_APPLE\_vertex\_array\_range GL\_APPLE\_vertex\_point\_size GL\_APPLE\_vertex\_program\_evaluators GL\_APPLE\_ycbcr\_422 GL\_ATI\_blend\_equation\_separate GL\_ATI\_blend\_weighted\_minmax GL\_ATI\_separate\_stencil GL\_ATI\_texture\_compression\_3dc GL\_ATI\_texture\_env\_combine3 GL\_ATI\_texture\_float GL\_ATI\_texture\_mirror\_once GL\_IBM\_rasterpos\_clip GL\_NV\_blend\_square GL\_NV\_conditional\_render GL\_NV\_depth\_clamp GL\_NV\_fog\_distance GL\_NV\_light\_max\_exponent GL\_NV\_texgen\_reflection GL\_NV\_texture\_barrier GL\_SGI\_color\_matrix GL\_SGIS\_generate\_mipmap GL\_SGIS\_texture\_edge\_clamp GL\_SGIS\_texture\_lod

GL: buggy packed depth stencil; Deferred rendering will use slower rendering path

GL: Detected 2048 MB VRAM

Begin MonoManager ReloadAssembly

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/UnityEngine.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/UnityEngine.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Assembly-CSharp-firstpass.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Assembly-CSharp-firstpass.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Assembly-CSharp.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Assembly-CSharp.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Assembly-UnityScript-firstpass.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Assembly-UnityScript-firstpass.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/UnityEngine.UI.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/UnityEngine.UI.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/UnityEngine.Networking.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/UnityEngine.Networking.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.Endless.Fantasy.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.Endless.Fantasy.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.WorldGenerator.Embedded.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.WorldGenerator.Embedded.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.WorldGenerator.Generator.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.WorldGenerator.Generator.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.WorldGenerator.Graphs.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.WorldGenerator.Graphs.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/clipper\_library.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/clipper\_library.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Amplitude.dll into Unity Child Domain

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/ICSharpCode.SharpZipLib.dll (this message is harmless)

Loading /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/ICSharpCode.SharpZipLib.dll into Unity Child Domain

- Completed reload, in 0.047 seconds

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/System.Core.dll (this message is harmless)

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/System.dll (this message is harmless)

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/System.Xml.dll (this message is harmless)

UnloadTime: 0.743035 ms

Default codepage number is 437.

(Filename: /Users/builduser/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 37)

Checking mono.framework installation...

(Filename: /Users/builduser/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 37)

Checking directory '/Library/Frameworks/Mono.framework/Versions/3.4.0'...

(Filename: /Users/builduser/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 37)

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Mono.Security.dll (this message is harmless)

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/System.Configuration.dll (this message is harmless)

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/System.Drawing.dll (this message is harmless)

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api

Setting breakpad minidump AppID = 289130

Steam\_SetMinidumpSteamID: Caching Steam ID: 76561198077778288 [API loaded no]

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Unloading 4 Unused Serialized files (Serialized files now loaded: 0)

UnloadTime: 0.289800 ms

Unloading 3 unused Assets to reduce memory usage. Loaded Objects now: 4468.

Total: 0.516268 ms (FindLiveObjects: 0.073176 ms CreateObjectMapping: 0.188968 ms MarkObjects: 0.246774 ms DeleteObjects: 0.007198 ms)

LoadMoveData got NULL!

(Filename: Line: 308)

Error: Cannot create FMOD::Sound instance for resource (null), (An invalid parameter was passed to this function. )

(Filename: Line: 882)

LoadMoveData got NULL!

(Filename: Line: 308)

Error: Cannot create FMOD::Sound instance for resource (null), (An invalid parameter was passed to this function. )

(Filename: Line: 882)

LoadMoveData got NULL!

(Filename: Line: 308)

Error: Cannot create FMOD::Sound instance for resource (null), (An invalid parameter was passed to this function. )

(Filename: Line: 882)

Unloading 3 Unused Serialized files (Serialized files now loaded: 0)

UnloadTime: 0.529360 ms

Unloading 7 unused Assets to reduce memory usage. Loaded Objects now: 4508.

Total: 0.482073 ms (FindLiveObjects: 0.076291 ms CreateObjectMapping: 0.077196 ms MarkObjects: 0.318698 ms DeleteObjects: 0.009666 ms)

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api

DontDestroyOnLoad only work for root GameObjects or components on root GameObjects.

(Filename: Line: 374)

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodevent

Platform assembly: /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Resources/Data/Managed/Boo.Lang.dll (this message is harmless)

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodex

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodex

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodevent

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodevent

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodevent

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net.dll

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll.bundle

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net.dll.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net.dll.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./fmod\_event\_net.dll

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll.bundle

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./fmod\_event\_net.dll.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./fmod\_event\_net.dll.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net.dll

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.bundle

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./fmod\_event\_net

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.bundle

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./fmod\_event\_net.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./fmod\_event\_net.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/fmod\_event\_net

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll.bundle

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll.dylib

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll.so

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/./libfmod\_event\_net.dll.bundle

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmod\_event\_net.dll

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libfmodevent

Fmod error reported: ERR\_FILE\_BAD - Error loading file.

(Filename: /Users/builduser/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 37)

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

Fallback handler could not load library /Users/jeffreydanielson/Library/Application Support/Steam/steamapps/common/Endless Legend/EndlessLegend.app/Contents/Frameworks/MonoEmbedRuntime/osx/libsteam\_api\_dotnetwrapper

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Setting up 2 worker threads for Enlighten.

Thread -> id: b0828000 -> priority: 1

Thread -> id: b08aa000 -> priority: 1

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KQ: Error reading KQ:Bad file descriptor

Disposing(False)...

(Filename: /Users/builduser/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 37)

Disposing(False)...

(Filename: /Users/builduser/buildslave/unity/build/artifacts/generated/common/runtime/UnityEngineDebugBindings.gen.cpp Line: 37)