

Initialize engine version: 4.3.3f1 (c8ca9b6b9936)

GfxDevice: creating device client; threaded=1

OpenGL:

Version: OpenGL 2.1 [2.1 INTEL-8.26.34]

Renderer: Intel HD Graphics 4000 OpenGL Engine

Vendor: Intel Inc.

VRAM: 1024 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_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_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_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_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_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_separate_stencil 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_SGIS_generate_mipmap GL_SGIS_texture_edge_clamp
GL_SGIS_texture_lod

Begin MonoManager ReloadAssembly

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/UnityEngine.dll (this message is harmless)

Loading /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/UnityEngine.dll into Unity Child Domain

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-CSharp-firstpass.dll (this message is harmless)

Loading /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-CSharp-firstpass.dll into Unity Child Domain

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-CSharp.dll (this message is harmless)

Loading /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-CSharp.dll into Unity Child Domain

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-UnityScript-firstpass.dll (this message is harmless)

Loading /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-UnityScript-firstpass.dll into Unity Child Domain

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-UnityScript.dll (this message is harmless)

Loading /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Assembly-UnityScript.dll into Unity Child Domain

- Completed reload, in 0.973 seconds

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/System.Xml.dll (this message is harmless)

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/System.dll (this message is harmless)

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/System.Core.dll (this

message is harmless)

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/UnityScript.Lang.dll (this message is harmless)

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/Boo.Lang.dll (this message is harmless)

Platform assembly: /Users/kittykat/Library/Application Support/Steam/SteamApps/common/Creeper World 3/CW3.app/Contents/Data/Managed/System.Xml.Linq.dll (this message is harmless)

Setting breakpad minidump AppID = 280220

Steam_SetMinidumpSteamID: Caching Steam ID: 76561197972023561 [API loaded no]

Steam Initialization: True

(Filename: /Applications/buildAgent/work/d3d49558e4d408f4/artifacts/MacStandalonePlayerGenerated/UnityEngineDebug.cpp Line: 53)

UnauthorizedAccessException: Access to the path "/Users/kittykat/.config/creeperworld3/" is denied.

at System.IO.Directory.CreateDirectoryInternal (System.String path) [0x00000] in <filename unknown>:0

at System.IO.Directory.CreateDirectory (System.String path) [0x00000] in <filename unknown>:0

at FileManager.GetAppDataDir () [0x00000] in <filename unknown>:0

at GameSettings..cctor () [0x00000] in <filename unknown>:0

Rethrow as TypeInitializationException: An exception was thrown by the type initializer for GameSettings

(Filename: Line: -1)

--ACHIEVEMENTS-----

[ACH_0] [Training Wheels] = False

[ACH_1] [Warp Ready] = False

[ACH_2] [Junior Officer] = False

[ACH_3] [Master Commander] = False

[ACH_4] [MacGyver] = False

[ACH_5] [Peak of Good Living] = False

[ACH_6] [Box Art Mission Master] = False

[ACH_7] [Failure Has Its Own Reward] = False

[ACH_8] [Better Late Than Never] = False

[ACH_9] [Patton Would Be Proud] = False

[ACH_10] [Dudley DoRight] = False

[ACH_11] [Rotten Apple] = False

[ACH_12] [Happily Ever Before] = False

[ACH_13] [The Dark Lord] = False

[ACH_14] [Surgical Strike] = False
[ACH_15] [Forty-Niner] = False
[ACH_16] [Dr. Jones] = False
[ACH_17] [Nihilist] = False
[ACH_18] [Uninhibited Nihilist] = False
[ACH_19] [Brainiac] = False
[ACH_20] [Positronic Brain] = False
[ACH_21] [Fine Wine] = False
[ACH_22] [Size Matters] = False
[ACH_23] [G-Man] = False
[ACH_24] [MadMag's Mansion] = False
[ACH_25] [Shhhh!] = False
[ACH_26] [Machine Lover] = False
[ACH_27] [Unlimited Possibilities] = False
[ACH_28] [Unlimited Potential] = False
[ACH_29] [Critic] = False
[ACH_30] [Architect] = False
[ACH_31] [Ejection Seat] = False
[ACH_32] [Rain Man] = False
[ACH_33] [Can't Touch This] = False
[ACH_34] [Nip in the Bud] = False
[ACH_35] [Turtler] = False
[ACH_36] [Many Machines on Ix] = False
[ACH_37] [Varro Hale Award] = False
[ACH_38] [Aliana Abraxis Award] = False
[ACH_39] [Dax Joven Award] = False
[ACH_40] [Arc Eternal Pioneer] = False
[ACH_41] [Prospector Zone Pioneer] = False
[ACH_42] [Tormented Space Pioneer] = False
[ACH_43] [Colonial Space Pioneer] = False
[ACH_44] [Projects Pioneer] = False
[ACH_45] [Alpha Sector Pioneer] = False
[ACH_46] [DMD Pioneer] = False
[ACH_47] [First Collector] = False
[ACH_48] [First Relay] = False
[ACH_49] [First Reactor] = False
[ACH_50] [First Shield] = False
[ACH_51] [First Ore Mine] = False
[ACH_52] [First Siphon] = False
[ACH_53] [First Terp] = False
[ACH_54] [First Guppy] = False
[ACH_55] [First Pulse Cannon] = False
[ACH_56] [First Mortar] = False
[ACH_57] [First Strafer] = False
[ACH_58] [First Bomber] = False
[ACH_59] [First Nullifier] = False
[ACH_60] [First Sprayer] = False

[ACH_61] [First Beam] = False
[ACH_62] [First Sniper] = False
[ACH_63] [First Forge] = False
[ACH_64] [First Bertha] = False
[ACH_65] [First Thor] = False
[ACH_66] [Collector Lover] = False
[ACH_67] [Relay Lover] = False
[ACH_68] [Reactor Lover] = False
[ACH_69] [Shield Lover] = False
[ACH_70] [Ore Mine Lover] = False
[ACH_71] [Siphon Lover] = False
[ACH_72] [Terp Lover] = False
[ACH_73] [Guppy Lover] = False
[ACH_74] [Pulse Cannon Lover] = False
[ACH_75] [Mortar Lover] = False
[ACH_76] [Strafer Lover] = False
[ACH_77] [Bomber Lover] = False
[ACH_78] [Nullifier Lover] = False
[ACH_79] [Sprayer Lover] = False
[ACH_80] [Beam Lover] = False
[ACH_81] [Sniper Lover] = False
[ACH_82] [Whoops!] = False
[ACH_83] [Bertha Lover] = False
[ACH_84] [Thor Lover] = False
[ACH_85] [Collector Master] = False
[ACH_86] [Relay Master] = False
[ACH_87] [Reactor Master] = False
[ACH_88] [Shield Master] = False
[ACH_89] [Ore Mine Master] = False
[ACH_90] [Siphon Master] = False
[ACH_91] [Terp Master] = False
[ACH_92] [Guppy Master] = False
[ACH_93] [Pulse Cannon Master] = False
[ACH_94] [Mortar Master] = False
[ACH_95] [Strafer Master] = False
[ACH_96] [Bomber Master] = False
[ACH_97] [Nullifier Master] = False
[ACH_98] [Sprayer Master] = False
[ACH_99] [Beam Master] = False
[ACH_100] [Sniper Master] = False
[ACH_101] [Forge Master] = False
[ACH_102] [Bertha Master] = False
[ACH_103] [Thor Master] = False
[ACH_104] [First Emitter] = False
[ACH_105] [First Spore Tower] = False
[ACH_106] [First Runner] = False
[ACH_107] [First Runner Nest] = False

[ACH_108] [First Air Exclusion Tower] = False
[ACH_109] [Emitter Assassin] = False
[ACH_110] [Spore Tower Assassin] = False
[ACH_111] [Runner Assassin] = False
[ACH_112] [Runner Nest Assassin] = False
[ACH_113] [Air Exclusion Tower Assassin] = False
[ACH_114] [Emitter Ender] = False
[ACH_115] [Spore Tower Ender] = False
[ACH_116] [Runner Ender] = False
[ACH_117] [Runner Nest Ender] = False
[ACH_118] [Air Exclusion Tower Ender] = False
[ACH_119] [First Inhibitor] = False
[ACH_120] [Inhibitor Ender] = False
[ACH_121] [Mobility Award] = False
[ACH_122] [Upwardly Mobile] = False
[ACH_123] [Vagrant] = False
[ACH_124] [Gunslinger] = False
[ACH_125] [Fire in the Hole] = False
[ACH_126] [R.I.P] = False
[ACH_127] [Industrial Nightmare] = False
[ACH_128] [Strategic Reserve] = False
[ACH_129] [Rainy Day Reserve] = False
[ACH_130] [Self Improvement] = False
[ACH_131] [Focused] = False
[ACH_132] [Wrath of the Gods] = False
[ACH_133] [Apexian] = False
[ACH_134] [Hawking Achievement] = False
[ACH_135] [No Fly] = False
[ACH_136] [Area Denial] = False
[ACH_137] [Not gonna Vapen] = False
[ACH_138] [Born Leader] = False

--STATS-----

[STAT_AOO] = 0
[STAT_INHIBITORS] = 0
[STAT_COMPLETEDDDMD] = 0
[STAT_MISSIONSCOMPLETE] = 0
[STAT_BUILTCOLLECTORS] = 0
[STAT_BUILTRELAYS] = 0
[STAT_BUILTREACTORS] = 0
[STAT_BUILTSHIELDS] = 0
[STAT_BUILTTOREMINE] = 0
[STAT_BUILTSIPHONS] = 0
[STAT_BUILTTERPS] = 0
[STAT_BUILTguppies] = 0
[STAT_BUILTPULSECANNONS] = 0
[STAT_BUILTmortars] = 0

[STAT_BUILTSTRAFERS] = 0
[STAT_BUILTBOMBERS] = 0
[STAT_BUILTNULLIFIERS] = 0
[STAT_BUILTSPRAYERS] = 0
[STAT_BUILTBEAMS] = 0
[STAT_BUILTSNIPERS] = 0
[STAT_BUILTFORGES] = 0
[STAT_BUILTBERTHAS] = 0
[STAT_BUILTTHORS] = 0
[STAT_KILLEDEMITTERS] = 0
[STAT_KILLEDSPORETOWERS] = 0
[STAT_KILLEDRunners] = 0
[STAT_KILLEDRunNERNESTS] = 0
[STAT_KILLEDAIREXCLUSIONTOWERS] = 0
[STAT_KILLEDINHIBITORS] = 0

(Filename: /Applications/buildAgent/work/d3d49558e4d408f4/artifacts/
MacStandalonePlayerGenerated/UnityEngineDebug.cpp Line: 53)

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[STAT_BUILTTHORS] = 0
[STAT_KILLEDEMITTERS] = 0
[STAT_KILLEDSPORETOWERS] = 0

[STAT_KILLEDRunners] = 0
[STAT_KILLEDRunnerNests] = 0
[STAT_KILLEDaiExclusionTowers] = 0
[STAT_KILLEDInhibitors] = 0

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MacStandalonePlayerGenerated/UnityEngineDebug.cpp Line: 53)

KQ: Error reading KQ:Interrupted system call