

Out of the Park Baseball 22
Version 22.2 Build 39 (64 bit) (Mac)

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System info:

Uses async blit
Uses default image resize code
CPU: Intel or AMD, 4 CPUs, 2098 MHz
Free disk space: 31,438 MB
Physical memory: 8,192 MB
Free physical memory: 891 MB
Virtual memory: 4,839 MB
Free virtual memory: 891 MB
Desktop Resolution: -1 x -1, Window Resolution: 0 x 0

2021-04-21 11:08:37 startup: Starting game
2021-04-21 11:08:37 startup: OOTP does NOT support MySQL
(PLATFORM_SUPPORTS_MYSQL is NOT defined)
2021-04-21 11:08:37 startup: MOBILE_EDITION is false
2021-04-21 11:08:37 startup: Checking command line parameters:
2021-04-21 11:08:37 startup: Using custom back buffer allocation
function
2021-04-21 11:08:37 startup: Program started with command line
parameters: /Applications/OOTP Baseball 22.app/Contents/MacOS/OOTP
Baseball 22
2021-04-21 11:08:37 startup: Chilkat version: 9.5.0.76
2021-04-21 11:08:37 startup: Initial \$USERAPP: /Applications
2021-04-21 11:08:37 startup: \$USERDATA: /Applications/OOTP Baseball
22.app/Contents/data
2021-04-21 11:08:37 startup: \$USERPREFS: /Applications
2021-04-21 11:08:37 startup: \$USERSAVES: /Applications
2021-04-21 11:08:37 startup: \$SYSAPP: /Applications
2021-04-21 11:08:37 startup: \$SYSDATA: /Applications/OOTP Baseball
22.app/Contents/data
2021-04-21 11:08:37 startup: \$SYSPREFS: /Users/VineConcepts/Library/
Application Support/Out of the Park Developments/OOTP Baseball 22
2021-04-21 11:08:37 startup: single_folder_setup is FALSE
2021-04-21 11:08:37 startup: Folder for app.cfg file set to
config_files_path /Users/VineConcepts/Application Support/Out of the
Park Developments/OOTP Baseball 22/config
2021-04-21 11:08:37 startup: Folder for key.cfg file set to default: /
Users/VineConcepts/Application Support/Out of the Park Developments/
OOTP Baseball 22/config
2021-04-21 11:08:37 startup: Folder for engine.cfg file set to
config_files_path /Users/VineConcepts/Application Support/Out of the
Park Developments/OOTP Baseball 22/config
2021-04-21 11:08:37 startup: Folder for recent_paths.cfg file set to
config_files_path /Users/VineConcepts/Application Support/Out of the
Park Developments/OOTP Baseball 22/config

2021-04-21 11:08:37 startup: Folder for paths.cfg file set to
config_files_path /Users/VineConcepts/Application Support/Out of the
Park Developments/00TP Baseball 22/config
2021-04-21 11:08:37 startup: app.cfg file exists and contains thankyou
page status = 2
2021-04-21 11:08:37 check_cust_data_folder: Success: found all folders
and files
2021-04-21 11:08:37 startup: Successfully tried to open \$USERSAVES/
database, using /Users/VineConcepts/Application Support/Out of the
Park Developments/00TP Baseball 22 as DMPT_CUST_DATA now
2021-04-21 11:08:37 check_cust_data_folder: Success: found all folders
and files
2021-04-21 11:08:37 startup: request_install_basic_user_data NOT set
because all three ini files are missing
2021-04-21 11:08:37 check_cust_data_folder: Success: found all folders
and files
2021-04-21 11:08:37 startup: Successfully tried to open \$USERSAVES/
saved_games, using /Users/VineConcepts/Application Support/Out of the
Park Developments/00TP Baseball 22 as DMPT_USER_DATA now
2021-04-21 11:08:37 startup: Set DMPT_CUST_DATA_R0 to: /Users/
VineConcepts/Application Support/Out of the Park Developments/00TP
Baseball 22
2021-04-21 11:08:37 create_pt_folders: DMPT_ONLINE_DATA set to /Users/
VineConcepts/Application Support/Out of the Park Developments/00TP
Baseball 22/online_data
2021-04-21 11:08:37 startup: This is the DMPT_APP path now: /
Applications
2021-04-21 11:08:37 startup: This is the DMPT_APP_DATA path now: /
Applications/00TP Baseball 22.app/Contents/data
2021-04-21 11:08:37 startup: This is the DMPT_PREF_DATA path now: /
Users/VineConcepts/Application Support/Out of the Park Developments/
00TP Baseball 22/config
2021-04-21 11:08:37 startup: This is the DMPT_CUST_DATA path now: /
Users/VineConcepts/Application Support/Out of the Park Developments/
00TP Baseball 22
2021-04-21 11:08:37 startup: This is the DMPT_CUST_DATA_R0 path now: /
Users/VineConcepts/Application Support/Out of the Park Developments/
00TP Baseball 22
2021-04-21 11:08:37 startup: This is the DMPT_USER_DATA path now: /
Users/VineConcepts/Application Support/Out of the Park Developments/
00TP Baseball 22
2021-04-21 11:08:37 startup: This is the DMPT_SAVED_GAMES path now: /
Users/VineConcepts/Application Support/Out of the Park Developments/
00TP Baseball 22/saved_games
2021-04-21 11:08:37 open_graphics: Starting open_graphics with setting
window_size = 98
2021-04-21 11:08:37 open_graphics: get_desktop_width = 1440
2021-04-21 11:08:37 open_graphics: get_desktop_height = 900
2021-04-21 11:08:37 open_graphics: Determined window width = 1440
2021-04-21 11:08:37 open_graphics: Determined window height = 830

2021-04-21 11:08:37 open_graphics: Fullscreen = Off
2021-04-21 11:08:37 set_opengl_modes: setting_opengl_mode =
EGLM_USE_DEFAULT
2021-04-21 11:08:37 set_opengl_modes: Set opengl_mode to
EGLM_USE_OPENGL_ALL_THE_TIME because that's the default setting for
the Mac
2021-04-21 11:08:37 glGetString(GL_VERSION): 2.1 INTEL-12.10.25
2021-04-21 11:08:37 set_opengl_modes: Anisotropic filtering is
supported: 16
2021-04-21 11:08:37 set_opengl_modes: opengl_mode =
EGLM_USE_OPENGL_ALL_THE_TIME
2021-04-21 11:08:37 startup: Opened folder fonts
2021-04-21 11:08:37 startup: Opened folder font0 : /Applications/OOTP
Baseball 22.app/Contents/data/fonts/font0
2021-04-21 11:08:37 startup: \$FONTDATA is now /Applications/OOTP
Baseball 22.app/Contents/data/fonts/font0
2021-04-21 11:08:37 startup: Initializing threading: USE_CPP11_THREAD
is DISABLED.
2021-04-21 11:08:37 startup: Initializing threading: USE_CPP11_MUTEX
is active.
2021-04-21 11:08:37 startup: Initializing threading: USE_CPP11_CV is
active.
2021-04-21 11:08:37 startup: Initializing threading: Number of threads
is 4
2021-04-21 11:08:37 startup: Looking for app_data patches...
2021-04-21 11:08:37 news system: Usage tracker is enabled. Loaded
usage data from file.
2021-04-21 11:08:37 news system: News from server are enabled.
Dismissed IDs are ''. News requested.
2021-04-21 11:08:37 gui_skin: gui_skin is not loaded yet
2021-04-21 11:08:37 gui_skin: Try to load gui_skin ootp dark from
file
2021-04-21 11:08:38 GUI_SKIN::load: Loaded skin.bin file from /
Applications/OOTP Baseball 22.app/Contents/data/skins/ootp dark
2021-04-21 11:08:38 gui_skin: Successfully loaded gui_skin ootp dark
2021-04-21 11:08:38 startup: Called loading_skin_callback 1489 times
and blit_to_window 6 times while loading the skin
2021-04-21 11:08:38 startup: Number of fonts loaded: 22
2021-04-21 11:08:38 startup: Font # 0 : bb_bold
2021-04-21 11:08:38 startup: Font # 1 : bb_condensed
2021-04-21 11:08:38 startup: Font # 2 : bb_italic
2021-04-21 11:08:38 startup: Font # 3 : bb_light
2021-04-21 11:08:38 startup: Font # 4 : bb_medium
2021-04-21 11:08:38 startup: Font # 5 : bb_regular
2021-04-21 11:08:38 startup: Font # 6 : bold
2021-04-21 11:08:38 startup: Font # 7 : digit
2021-04-21 11:08:38 startup: Font # 8 : handwritten
2021-04-21 11:08:38 startup: Font # 9 : italic
2021-04-21 11:08:38 startup: Font # 10 : l_averia
2021-04-21 11:08:38 startup: Font # 11 : l_ball

2021-04-21 11:08:38 startup: Font # 12 : l_black
2021-04-21 11:08:38 startup: Font # 13 : l_college
2021-04-21 11:08:38 startup: Font # 14 : l_college2
2021-04-21 11:08:38 startup: Font # 15 : l_emilio
2021-04-21 11:08:38 startup: Font # 16 : l_font
2021-04-21 11:08:38 startup: Font # 17 : l_staubach
2021-04-21 11:08:38 startup: Font # 18 : light
2021-04-21 11:08:38 startup: Font # 19 : medium
2021-04-21 11:08:38 startup: Font # 20 : merriweather
2021-04-21 11:08:38 startup: Font # 21 : regular
2021-04-21 11:08:38 load_ootp_style_sets: Starting to load the non-mobile style sets...
2021-04-21 11:08:38 load_ootp_style_sets: Starting to load the common style sets...
2021-04-21 11:08:38 get_style_set: Unable to load style set : CLEAR_BUTTON
2021-04-21 11:08:38 get_style_set: Unable to load style set : COMPLEX_MENU_SHADOW
2021-04-21 11:08:38 get_style_set: Unable to load style set : MOBILE_GAME_TOP
2021-04-21 11:08:38 get_style_set: Unable to load style set : TOP_MENU_EXIT
2021-04-21 11:08:38 get_style_set: Unable to load style set : GRID_ENTRY_BOLD
2021-04-21 11:08:38 load_ootp_style_sets: Finished loading of the style sets
2021-04-21 11:08:40 startup: starting reading settings from config file
2021-04-21 11:08:40 startup: creating online league interface
2021-04-21 11:08:40 startup: loading hints...
2021-04-21 11:08:40 startup: Looking for cust_data patches...
2021-04-21 11:08:40 startup: loading facegen & opengl...
2021-04-21 11:08:40 startup: ootp_enable_opengl() && is_opengl_enabled() = TRUE
2021-04-21 11:08:40 startup: Using OS X core GLEW
2021-04-21 11:08:40 startup: OpenGL caps

2021-04-21 11:08:40 startup: 2.1 INTEL-12.10.25
GL_MAJOR_VERSION: 2
GL_MINOR_VERSION: 1
Intel Inc.
Intel(R) HD Graphics 6000
GL_MAX_TEXTURE_SIZE: 16384
GL_MAX_TEXTURE_IMAGE_UNITS_ARB: 16
GL_MAX_TEXTURE_MAX_ANISOTROPY_EXT: 81441024
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_multisample_blit_scaled
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

GLSL Version: 1.20

GL_MAX_VERTEX_UNIFORM_COMPONENTS_ARB: 4096

GL_MAX_FRAGMENT_UNIFORM_COMPONENTS_ARB: 4096

GL_MAX_VARYING_FLOATS_ARB: 60

2021-04-21 11:08:40 startup: End of OpenGL caps

2021-04-21 11:08:40 startup: Going to initialize Facegen.

2021-04-21 11:08:40 startup: fg_opengl_init() succeeded

2021-04-21 11:08:40 myfacegen: myfacegen object created,
opengl_major_version = 2

2021-04-21 11:08:41 startup: myfacegen successfully initialized

2021-04-21 11:08:42 startup: myfacegen->load_modellists() successfully
executed

2021-04-21 11:08:42 startup: Beard textures loaded successfully

2021-04-21 11:08:43 startup: Hair textures loaded successfully

2021-04-21 11:08:43 startup: facegen has been loaded

2021-04-21 11:08:43 startup: Help engine loaded

2021-04-21 11:08:43 startup: Help engine ID list filled

2021-04-21 11:08:43 check_help_files: ok, html files found in
help_path

2021-04-21 11:08:43 startup: Help files checked

2021-04-21 11:08:43 startup: Creating db object from
local_user.current_game_path

2021-04-21 11:08:43 startup: db object created successfully

2021-04-21 11:08:43 startup: saved games list updated

2021-04-21 11:08:43 startup: text file cache created

2021-04-21 11:08:43 startup: temporary player object created
2021-04-21 11:08:43 startup: browser history object created
2021-04-21 11:08:43 TEAM_NICK_NAMES::load_data: Successfully loaded /
Users/VineConcepts/Application Support/Out of the Park Developments/
OOTP Baseball 22/database/team_nick_names.xml
2021-04-21 11:08:43 startup: Successfully loaded team nick names
2021-04-21 11:08:43 startup: Importing WPA table
2021-04-21 11:08:43 startup: Loading Player Animations
2021-04-21 11:08:43 load_player_animations: Reading animations from /
Users/VineConcepts/Application Support/Out of the Park Developments/
OOTP Baseball 22/ballparks/models/misc/player/animations
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 100863
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1 from idle.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 66271
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 2 from walk.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 42471
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 3 from jog.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 40955
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 4 from run.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 56115
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 5 from slide.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 56105
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 7 from hit.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 27385
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 6 from hit_idle.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 189015
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 9 from pitch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 43863
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 12 from dive.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 87419
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 13 from stand_up.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 65031
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 14 from jump_catch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 13911
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 15 from ready.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 69671
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 16 from catch_low.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 125264
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 17 from pass_throw.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 49911
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 18 from catcher_pose.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 37399
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 32 from catch_first.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 94431
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 33 from fielding.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 126929
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 20 from bunt.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 99359
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 21 from catch_over_head.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 38160
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 31 from c_stand_up.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 117077
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 101 from CA_blocking_and_get_up_and_turn_around_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 130913
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 102 from CA_blocking_down_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD

size: 147537
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 103 from CA_crouch_get_up_and_throw_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 205853
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 104 from CA_crouch_throw_from_knees_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 152013
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 105 from CA_throw_back_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 183273
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 201 from G_1_hand_of.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 191929
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 202 from G_low_gb_catch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 160865
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 203 from G_one_hand_catch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 159309
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 204 from G_regular_throw_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 155009
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 205 from G_regular_throw_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 123357
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 206 from G_shuffle_step.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 126909
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 207 from G_side_arm_throw.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 126926
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 301 from HI_bunt_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 85682
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 302 from HI_Check_Swing_back.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 84182
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 303 from HI_Check_Swing_middle.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 114710
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 304 from HI_Check_Swing_front_trim_59.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 126890
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 305 from HI_Getting_HBP_back.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 210558
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 306 from HI_HR_admiring_swing_arms.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 210394
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 314 from HI_HR_admiring_swing_arms_lefty.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 85754
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 307 from HI_smaller_step_swing_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 146839
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 308 from HI_Step_swing_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 111667
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 309 from HI_Step_swing_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 130022
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 310 from HI_swing_1_0.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 83246
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 311 from HI_swing_1_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 103538
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 312 from HI_swing_run_RHB.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 108225
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 313 from HI_swing_run_LHB.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 187633
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 401 from IF_1B_High.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD

size: 130311
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 402 from IF_1B_low.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 150909
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 403 from IF_1B_stretch_and_catch_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 167773
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 404 from IF_bunt_field_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 203153
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 405 from IF_Charging_and_sidearming_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 186421
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 406 from IF_DP_catch_and_throw_in_place_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 145897
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 407 from IF_get_down_catch_left.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 158213
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 408 from IF_get_down_catch_right.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 124569
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 409 from IF_leaping_catch_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 205541
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 410 from IF_Low_pickup_and_sidearm_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 208673
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 411 from IF_low_pickup_and_throw_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 161301
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 412 from IF_mid_pickup_and_throw_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 181821
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 413 from IF_low_pickup_and_throw_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 147405
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 414 from IF_regular_catch_and_throw.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 183273
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 601 from OF_1_hand_head_level.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 200897
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 602 from OF_2_hands_of.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 165789
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 603 from OF_bending_knee_pickup.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 88233
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 604 from OF_diving_catch_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 165813
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 605 from OF_leaping_running_backward.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 162533
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 606 from OF_outfielder_turning_around.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 148937
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 607 from OF_over_the_shoulder.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 208841
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 608 from OF_sac_fly_motion.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 145861
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 609 from OF_shoestring_catch_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 138217
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 610 from OF_sliding_catch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 83094
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 801 from PI_pickoff_1st.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 109150
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 802 from PI_pickoff_2nd_base_left.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD

size: 194814
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 803 from PI_pickoff_2nd_base_right.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 104530
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 804 from PI_pickoff_3rd_nostep.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 193926
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 805 from PI_set_position_no_throw_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 119322
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 806 from PI_set_position_over_the_top.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 190270
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 807 from PI_set_position_sidearm.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 156678
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 808 from PI_set_position_submarine.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 150550
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 809 from PI_Stretch_3_4_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 216581
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 816 from PI_windup_3_4_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 147938
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 810 from PI_Stretch_OTT_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 207871
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 811 from PI_Windup_3_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 209390
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 812 from PI_Windup_OTT_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 238306
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 813 from PI_Windup_OTT_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 209397
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 814 from PI_Windup_sidearm.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 245890
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 815 from PI_Windup_submarine.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 61919
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 109 from CA_crouch_get_up_and_throw_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 61919
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 108 from CA_crouch_throw_1st.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 140139
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 208 from G_ready_crouch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 94239
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 209 from G_step_and_throw.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 146619
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 315 from HI_batter_tap_plate.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 84207
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 316 from HI_bunt_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 84183
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 317 from HI_Getting_HBP_fall.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 110259
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 318 from HI_Getting_HBP_jump.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 131523
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 319 from HI_Getting_HBP_leg.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 162063
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 320 from HI_HR_admiring_swing_dance.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 205767
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 321 from HI_HR_admiring_swing_jump.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD

size: 113103
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 322 from HI_HR_admiring_swing_short.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 131511
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 323 from HI_HR_admiring_swing_walk.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 207819
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 324 from HI_HR_admiring_swing_wave.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 116139
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 325 from HI_step_in.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 62895
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 326 from HI_Step_swing_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 79623
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 327 from HI_Step_swing_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 62591
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 328 from HI_swing_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 56739
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 329 from HI_swing_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 56763
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 330 from HI_swing_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 85755
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 331 from HI_swing_5.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 86935
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 422 from IF_1B_stretch_and_catch_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 97659
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 423 from IF_1B_stretch_and_catch_step.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 79407
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 424 from IF_1B_stretch_and_low.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 78239
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 425 from IF_1B_very_high.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 103763
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 427 from IF_DP_catch_and_leaping_throw.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 71051
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 428 from IF_DP_catch_and_throw_in_place_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 129799
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 429 from IF_leaping_catch_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 123863
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 430 from IF_low_pickup_and_sidearm_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 137555
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 431 from IF_low_pickup_and_throw_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 112595
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 432 from IF_low_pickup_and_throw_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 108183
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 612 from OF_1_hand_ready_catch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 115751
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 613 from OF_catch_roll.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 155639
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 614 from OF_charge_pick_up.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 142811
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 615 from OF_diving_catch_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 106051
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 616 from OF_holds_ball_laying.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD

size: 170507
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 617 from OF_leaping_running_backward2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 133339
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 618 from OF_leaping_running_backward3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 95435
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 619 from OF_pick_up.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 69763
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 620 from OF_sliding_catch_and_get_up2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 156151
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 621 from OF_waving_off_catch.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 153975
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 622 from OF_waving_off_catch2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 111039
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 817 from PI_Stretch_3_4_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 123359
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 818 from PI_Stretch_OTT_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 97691
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 819 from PI_Stretch_side.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 165575
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 820 from PI_Windup_OTT_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 27364
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 28 from hit_idle.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 56084
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 10 from hit.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 138859
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 11 from bunt.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 130621
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1001 from HI_B_bunt_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 87993
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1002 from HI_B_Check_Swing_back.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 86501
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1003 from HI_B_Check_Swing_middle.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 117849
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1004 from HI_B_Check_Swing_front_trim_59.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 130313
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1005 from HI_B_Getting_HBP_back.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 214905
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1006 from HI_B_HR_admiring_swing_arms.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 215002
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1014 from HI_B_HR_admiring_swing_arms_leftty.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 88065
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1007 from HI_B_smaller_step_swing_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 146794
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1008 from HI_B_Step_swing_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 114818
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1009 from HI_B_Step_swing_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 133401
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1010 from HI_B_swing_1_0.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 85737
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1011 from HI_B_swing_1_1.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD

size: 105769
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1012 from HI_B_swing_run_RHB.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 110508
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1013 from HI_B_swing_run_LHB.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 161977
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1015 from HI_B_batter_tap_plate.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 92861
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1016 from HI_B_bunt_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 92885
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1017 from HI_B_Getting_HBP_fall.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 121749
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1018 from HI_B_Getting_HBP_jump.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 145277
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1019 from HI_B_Getting_HBP_leg.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 178621
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1020 from HI_B_HR_admiring_swing_dance.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 226181
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1021 from HI_B_HR_admiring_swing_jump.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 124985
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1022 from HI_B_HR_admiring_swing_short.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 145077
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1023 from HI_B_HR_admiring_swing_walk.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 228953
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully loaded anim 1024 from HI_B_HR_admiring_swing_wave.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD size: 128265
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully

loaded anim 1025 from HI_B_step_in.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 69357
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1026 from HI_B_Step_swing_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 87765
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1027 from HI_B_Step_swing_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 69069
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1028 from HI_B_swing_2.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 62353
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1029 from HI_B_swing_3.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 62425
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1030 from HI_B_swing_4.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 94521
2021-04-21 11:08:43 OBJECT_MANAGER::load_animation: Successfully
loaded anim 1031 from HI_B_swing_5.pod
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 29633
2021-04-21 11:08:43 OBJECT_MANAGER::read_pod_file_no_texture: POD
size: 29637
2021-04-21 11:08:44 Searching sound folder (: sounds): 155
items .ogg
2021-04-21 11:08:44 game_sounds: Added Sound: ambient1.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient2.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient3.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient4.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient5.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient6.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient7.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient8.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient9.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_cc.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_hd.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_lemonade.ogg to
cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_p2.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_peanuts.ogg to
cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_programs.ogg to
cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_scorecard.ogg to

cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_snowcone.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: ambient_souvenir.ogg to cat 19
2021-04-21 11:08:44 game_sounds: Added Sound: antic_HR.ogg to cat 23
2021-04-21 11:08:44 game_sounds: Added Sound: antic_fail1.ogg to cat 24
2021-04-21 11:08:44 game_sounds: Added Sound: antic_fail2.ogg to cat 24
2021-04-21 11:08:44 game_sounds: Added Sound: antic_fail3.ogg to cat 24
2021-04-21 11:08:44 game_sounds: Added Sound: antic_fail4.ogg to cat 24
2021-04-21 11:08:44 game_sounds: Added Sound: antic_success.ogg to cat 25
2021-04-21 11:08:44 game_sounds: Added Sound: antic_success3.ogg to cat 25
2021-04-21 11:08:44 game_sounds: Added Sound: antic_success5.ogg to cat 25
2021-04-21 11:08:44 game_sounds: Added Sound: anticip1.ogg to cat 22
2021-04-21 11:08:44 game_sounds: Added Sound: anticip2.ogg to cat 22
2021-04-21 11:08:44 game_sounds: Added Sound: anticip3.ogg to cat 22
2021-04-21 11:08:44 game_sounds: Added Sound: anticip4.ogg to cat 22
2021-04-21 11:08:44 game_sounds: Added Sound: bballcrowd.ogg to intros
2021-04-21 11:08:44 game_sounds: Added Sound: boo_heavy1.ogg to cat 6
2021-04-21 11:08:44 game_sounds: Added Sound: boo_heavy2.ogg to cat 6
2021-04-21 11:08:44 game_sounds: Added Sound: boo_heavy3.ogg to cat 6
2021-04-21 11:08:44 game_sounds: Added Sound: boo_heavy4.ogg to cat 6
2021-04-21 11:08:44 game_sounds: Added Sound: boo_light1.ogg to cat 5
2021-04-21 11:08:44 game_sounds: Added Sound: boo_light2.ogg to cat 5
2021-04-21 11:08:44 game_sounds: Added Sound: boo_light4.ogg to cat 5
2021-04-21 11:08:44 game_sounds: Added Sound: boo_light5.ogg to cat 5
2021-04-21 11:08:44 game_sounds: Added Sound: bunt1.ogg to cat 8
2021-04-21 11:08:44 game_sounds: Added Sound: bunt2.ogg to cat 8
2021-04-21 11:08:44 game_sounds: Added Sound: bunt3.ogg to cat 8
2021-04-21 11:08:44 game_sounds: Added Sound: bunt4.ogg to cat 8
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball1.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball2.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball3.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball4.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball5.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball6.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: catch_ball7.ogg to cat 7
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy1.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy10.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy11.ogg to cat 4

2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy2.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy3.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy4.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy5.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy6.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy7.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy8.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_heavy9.ogg to cat 4
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light1.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light10.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light11.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light12.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light13.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light14.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light15.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light2.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light3.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light4.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light5.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light6.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light7.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light8.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: cheer_light9.ogg to cat 3
2021-04-21 11:08:44 game_sounds: Added Sound: crowd_game1.ogg to cat 2
2021-04-21 11:08:44 game_sounds: Added Sound: crowd_main1.ogg to cat 1
2021-04-21 11:08:44 game_sounds: Added Sound: foul1.ogg to cat 20
2021-04-21 11:08:44 game_sounds: Added Sound: foul2.ogg to cat 20

2021-04-21 11:08:44 game_sounds: Added Sound: foul3.ogg to cat 20
2021-04-21 11:08:44 game_sounds: Added Sound: foul4.ogg to cat 20
2021-04-21 11:08:44 game_sounds: Added Sound: foul5.ogg to cat 20
2021-04-21 11:08:44 game_sounds: Added Sound: foul6.ogg to cat 20
2021-04-21 11:08:44 game_sounds: Added Sound: foul7.ogg to cat 20
2021-04-21 11:08:44 game_sounds: Added Sound: hit_hard1.ogg to cat 10
2021-04-21 11:08:44 game_sounds: Added Sound: hit_hard2.ogg to cat 10
2021-04-21 11:08:44 game_sounds: Added Sound: hit_hard3.ogg to cat 10
2021-04-21 11:08:44 game_sounds: Added Sound: hit_hard4.ogg to cat 10
2021-04-21 11:08:44 game_sounds: Added Sound: hit_normal1.ogg to cat 9
2021-04-21 11:08:44 game_sounds: Added Sound: hit_normal2.ogg to cat 9
2021-04-21 11:08:44 game_sounds: Added Sound: hit_normal4.ogg to cat 9
2021-04-21 11:08:44 game_sounds: Added Sound: hit_normal5.ogg to cat 9
2021-04-21 11:08:44 game_sounds: Added Sound: hit_normal6.ogg to cat 9
2021-04-21 11:08:44 game_sounds: Added Sound: hit_normal7.ogg to cat 9
2021-04-21 11:08:44 game_sounds: Added Sound: homeloudfade.ogg to
intros
2021-04-21 11:08:44 game_sounds: Added Sound: horn.ogg to cat 27
2021-04-21 11:08:44 game_sounds: Added Sound: intro1.ogg to cat 13
2021-04-21 11:08:44 game_sounds: Added Sound: intro2.ogg to cat 13
2021-04-21 11:08:44 game_sounds: Added Sound: intro3.ogg to cat 13
2021-04-21 11:08:44 game_sounds: Added Sound: intro4.ogg to cat 13
2021-04-21 11:08:44 game_sounds: Added Sound: notification.ogg to cat
21
2021-04-21 11:08:44 game_sounds: Added Sound: ooh1.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh10.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh11.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh12.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh13.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh14.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh15.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh16.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh17.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh18.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh19.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh2.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh3.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh4.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh5.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh8.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: ooh9.ogg to cat 11
2021-04-21 11:08:44 game_sounds: Added Sound: out1.ogg to cat 14
2021-04-21 11:08:44 game_sounds: Added Sound: out2.ogg to cat 14
2021-04-21 11:08:44 game_sounds: Added Sound: rally1.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally10.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally11.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally12.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally13.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally16.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally17.ogg to cat 12

2021-04-21 11:08:44 game_sounds: Added Sound: rally18.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally19.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally2.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally20.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally21.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally22.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally23.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally24.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally25.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally26.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally3.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally4.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally5.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally6.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally7.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally8.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: rally9.ogg to cat 12
2021-04-21 11:08:44 game_sounds: Added Sound: safe1.ogg to cat 15
2021-04-21 11:08:44 game_sounds: Added Sound: safe2.ogg to cat 15
2021-04-21 11:08:44 game_sounds: Added Sound: safe3.ogg to cat 15
2021-04-21 11:08:44 game_sounds: Added Sound: slide1.ogg to cat 17
2021-04-21 11:08:44 game_sounds: Added Sound: stretch2.ogg to cat 18
2021-04-21 11:08:44 game_sounds: Added Sound: stretch3.ogg to cat 18
2021-04-21 11:08:44 game_sounds: Added Sound: stretch4.ogg to cat 18
2021-04-21 11:08:44 game_sounds: Added Sound: strike_three1.ogg to cat 16
2021-04-21 11:08:44 game_sounds: Added Sound: strike_three2.ogg to cat 16
2021-04-21 11:08:44 game_sounds: Added Sound: strike_three3.ogg to cat 16
2021-04-21 11:08:44 Searching sound folder (: sounds): 0 items .wav
2021-04-21 11:08:44 news system: News article loaded:
ID: 1377, Pop-up, Exp. date 2021-04-27
ID: 1374, PT news, Exp. date 2021-04-25
ID: 1371, PT news, Pop-up, Exp. date 2021-04-19
ID: 1367, PT news, Pop-up, Exp. date 2021-04-19
ID: 1364, PT news, Exp. date 2021-04-18
ID: 1358, PT news, Pop-up, Exp. date 2021-04-12
ID: 1355, PT news, Pop-up, Exp. date 2021-04-09
ID: 1352, PT news, Pop-up, Exp. date 2021-04-05
ID: 1349, PT news, Pop-up, Exp. date 2021-04-04
ID: 1333, PT news, Pop-up, Exp. date 2021-03-29
ID: 1327, PT news, Pop-up, Exp. date 2021-03-29
ID: 1314, PT news, Pop-up, Exp. date 2021-03-28
2021-04-21 11:08:44 news system: News article total count: 12
2021-04-21 11:08:44 news system: News article active non-PT news: 1
2021-04-21 11:08:44 news system: News article active non-PT pop-up news: 1
2021-04-21 11:08:44 news system: News article active PT news: 1

2021-04-21 11:08:44 news system: News article active PT pop-up news: 0
2021-04-21 11:08:44 news system: Usage tracker and/or news system run
successful.
2021-04-21 11:08:44 news system: Closing data transfer object.
2021-04-21 11:08:44 news system: Data transfer object closed.
2021-04-21 11:08:44 ENTRY_PAGE::create: Creating online_backend
object...
2021-04-21 11:08:44 online backend: Online backend is trying to
connect...
2021-04-21 11:08:44 online backend: GS initialize
2021-04-21 11:08:44 ENTRY_PAGE::create: Adding online backend
listener...
2021-04-21 11:08:44 ENTRY_PAGE::create: Online backend - continue...
2021-04-21 11:08:45 entry_page: Called request_check_write_permission
2021-04-21 11:08:45 entry_page: request_check_write_permission was
successful. We have write permission.
2021-04-21 11:08:48 online backend: GSAvailable
2021-04-21 11:08:48 online backend: State change to t/t/f
2021-04-21 11:08:56 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_FIRST
2021-04-21 11:08:56 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_FIRST_NO_SUBS
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_MID
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_LAST
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_FIRST_BG_SELECTED
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_FIRST_NEXT_SELECTED
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_MID_BG_SELECTED
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_MID_NEXT_SELECTED
2021-04-21 11:08:57 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_MID_PREV_SELECTED
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_FIRST
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_FIRST_NO_SUBS
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_MID
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_TOP_SUB_LAST
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_FIRST_BG_SELECTED
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_FIRST_NEXT_SELECTED
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_MID_BG_SELECTED

2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_MID_NEXT_SELECTED
2021-04-21 11:09:01 get_style_set: Unable to load style set :
PANEL_FRAME_SUB_MID_PREV_SELECTED