

SteamVR System Report created Sat Apr 21 22:24:30 2018

<Report>

SteamVR Version: 1524162059

SteamVR Date: 2018-04-20

Steam: 公開

Steam Branch:

Steam AppID: 250820

Tracking: lighthouse

OS: Windows 10

OS Version: 10.0.0.16299

Direct Mode Vendor: AMD

Direct Mode Version: 1.0.12.0

Admin: No

AsyncReprojection: Enabled

AllowReprojection: Yes (Good)

ForceReprojection: No (Good)

Performance drops: 100/1 13/2 1/3 0/4 129/2381

Display Mode: Direct Mode

</Report>

<Displays>

DeviceName: \\.\DISPLAY1

DeviceDirectMode: No

DevicePrimary: Yes

DeviceRect: 1920x1080 @ (0, 0)

DeviceString: AMD Radeon (TM) R9 Fury Series

DeviceID: PCI\VEN_1002&DEV_7300&SUBSYS_04A01043&REV_C8

DeviceKey:

\Registry\Machine\System\CurrentControlSet\Control\Video\{4B0C3AB9-3D87-11E8-8310-D8CB8A148E5B}\0000

DeviceMonitorCount: 2

Monitor 0 DeviceName: \\.\DISPLAY1\Monitor0

Monitor 0 DeviceString: Generic PnP Monitor

Monitor 0 DeviceID: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013

Monitor 0 DeviceKey:

\Registry\Machine\System\CurrentControlSet\Control\Class\{4d36e96e-e325-

11ce-bfc1-08002be10318}\0013
Monitor 1 DeviceName: \\.\DISPLAY1\Monitor1
Monitor 1 DeviceString: Generic PnP Monitor
Monitor 1 DeviceID: MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014
Monitor 1 DeviceKey:
 \Registry\Machine\System\CurrentControlSet\Control\Class\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014

DeviceName: LiquidVR
DeviceDirectMode: Yes
DevicePrimary: No
DeviceRect: 2160x1200 @ (0, 0)
DeviceString: AMD
DeviceID:
DeviceKey:
DeviceMonitorCount: 0

</Displays>

<Devices>

Device 1 - LHR-2967B087 頭戴顯示器 VIVE_Pro MV HTC
Firmware: 1518508151 watchman@runner-watchman 2018-02-13 FPGA
531(2.19/0/2) BL 1517470641
Hardware Revision: product 133 rev 2.0.6 lot 2000/0/0 0
Hardware Id: 0x85020006
Watchman Firmware: 1518508151 / 1518508151 (2018-02-13)
Watchman FPGA: 531 / 531 (2.19)
Camera Firmware: 12884967859 / 12884967859 (Version: 03.01.1B3 Date: 2018.Jan.11)
Display Firmware: 2105635 / 2105635
Display FPGA: 6 / 6
Display Bootloader: 1056771 "0x00000000000102003"
Display HW Revision: 2 "0x2"
Audio Firmware: 6 / 6
Audio Bridge Firmware: 288 / 288
Image Bridge Firmware: 9 / 9
VSync to Photons: 0.0004

Display Frequency: 90
User IPD (m): 0.0655
Current Universe ID: 1479640794
Previous Universe ID: 0
Dongle Version: 80FE5EB304 Version: 1461100729 / 1461100729 (2016-04-20)
Dongle Version: E31912BCD1 Version: 1461100729 / 1461100729 (2016-04-20)

Device 2 - LHR-FF2C9F43 控制器 Vive Controller MV HTC

Firmware: 1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA

262(1.6/0/0) BL 0 VRC 1465809477 Radio 1466630404

Hardware Revision: product 129 rev 1.5.0 lot 2000/0/0 0

Hardware Id: 0x81010500

Watchman Firmware: 1465809478 / 0 (2016-06-13)

Watchman FPGA: 262 / 262 (1.6)

VRC Version: 1465809477 / 1465809477 (2016-06-13)

Radio Version: 1466630404 / 1466630404 (2016-06-23)

Dongle Version: 1461100729 / 1461100729 (2016-04-20)

Attached Device ID:

Supported Buttons:15032385543

Axis 0 Type: 1

Axis 1 Type: 3

Axis 2 Type: 0

Axis 3 Type: 0

Axis 4 Type: 0

Connected Dongle: E31912BCD1 Version: Unknown Version

Device 3 - LHR-F5E53B44 控制器 Vive Controller MV HTC

Firmware: 1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA

262(1.6/0/0) BL 0 VRC 1465809477 Radio 1466630404

Hardware Revision: product 129 rev 1.5.0 lot 2000/0/0 0

Hardware Id: 0x81010500

Watchman Firmware: 1465809478 / 0 (2016-06-13)

Watchman FPGA: 262 / 262 (1.6)

VRC Version: 1465809477 / 1465809477 (2016-06-13)

Radio Version: 1466630404 / 1466630404 (2016-06-23)

Dongle Version: 1461100729 / 1461100729 (2016-04-20)

Attached Device ID:

Supported Buttons:15032385543

Axis 0 Type: 1
Axis 1 Type: 3
Axis 2 Type: 0
Axis 3 Type: 0
Axis 4 Type: 0
Connected Dongle: 80FE5EB304 Version: Unknown Version

Device 4 - LHB-BE29E483 定位器 HTC V2-XD/XE HTC

Firmware: 436
Hardware Revision: 0x09000009
Hardware Id: 0x09000009
Firmware Version: 436 / 436
Radio Version: Not yet acquired. Should be 211
FOV Left: 60
FOV Right: 60
FOV Top: 60
FOV Bottom: 60
Range Minimum (m): 0.5
Range Maximum (m): 5

Device 5 - LHB-CF3A0E55 定位器 HTC V2-XD/XE HTC

Firmware: 436
Hardware Revision: 0x09000009
Hardware Id: 0x09000009
Firmware Version: 436 / 436
Radio Version: 211 / 211
FOV Left: 60
FOV Right: 60
FOV Top: 60
FOV Bottom: 60
Range Minimum (m): 0.5
Range Maximum (m): 5

</Devices>

<USB>

[HostController] Standard OpenHCD USB Host Controller

Manufacturer: (?D·C USB 𐄂D±±··i?1), Provider: Microsoft, 2006/6/21,

10.0.16299.15

Root Hub

[Port1]

[Port2]

[Port3]

[Port4]: Microsoft Mouse and Keyboard Detection Driver (USB)

(VID:045E PID:0800), Microsoft, Microsoft? Nano Transceiver v2.0

[HostController] Standard Enhanced PCI to USB Host Controller

Manufacturer: (D-C USB 3.0), Provider: Microsoft, 2006/6/21,

10.0.16299.15

Root Hub

[Port1]

[Port2]

[Port3]

[Port4]

[Port5]

[HostController] Renesas Electronics USB 3.0 Host Controller

Manufacturer: Renesas Electronics, Provider: Renesas Electronics, 2012/8/21,

3.0.23.0

Root Hub

[Port1]

[Port2]

[Port3]

[Port4]: Renesas Electronics USB 3.0 Hub

[Port1]: Renesas Electronics USB 3.0 Hub

[Port1]: USB Composite Device (VID:0BB4 PID:030C), HTC,

VIVE Pro Multimedia Camera

[Port2]

[Port3]

[Port4]: Renesas Electronics USB 3.0 Hub

[Port1]

[Port5]: Edimax nLite Wireless USB Adapter (VID:7392 PID:7711),

Ralink, 802.11 n WLAN, 1.0

[Port6]

[Port7]

[Port8]: Renesas Electronics USB 2.0 Hub

[Port1]: Renesas Electronics USB 2.0 Hub

[Port1]

[Port2]

[Port3]: USB Composite Device (VID:28DE PID:2300), Valve, LHR, LHR-2967B087

[Port4]: Renesas Electronics USB 2.0 Hub

[Port1]: USB ?e?J, E, m (VID:0BB4 PID:0309), HTC, VIVE Pro, 206739515952

[Port2]: USB Composite Device (VID:0BB4 PID:030B), HTC, VIVE Pro Multimedia Audio

[Port3]: USB ?e?J, E, m (VID:28DE PID:2101), Valve Software, Watchman Dongle, E31912BCD1

[Port4]: USB ?e?J, E, m (VID:28DE PID:2101), Valve Software, Watchman Dongle, 80FE5EB304

[Port2]: BCM20703 Bluetooth 4.1 USB Device (VID:0BB4 PID:0306), Broadcom Corp, BCM2045A0, 404E36DCB41C

[Port3]

[Port4]

[HostController] USB xHCI ?UReao?D?÷±±··i?1

Manufacturer: ax?? USB xHCI ?D?÷±±··i?1, Provider: Microsoft, 2018/2/21, 10.0.16299.251

Root Hub

[Port1]: Generic USB Hub

[Port1]

[Port2]

[Port3]

[Port4]

[Port2]

[Port3]

[Port4]

[Port5]

[HostController] Standard OpenHCD USB Host Controller

Manufacturer: (?D·C USB ?D±±··i?1), Provider: Microsoft, 2006/6/21, 10.0.16299.15

Root Hub

[Port1]

[Port4]
[Port5]: USB Composite Device (VID:046D PID:C52B), Logitech,
USB Receiver

[Port6]
[Port7]
[Port2]
[Port3]
[Port4]
[Port5]

[HostController] Standard OpenHCD USB Host Controller
Manufacturer: (?D·C USB ȲD±±· ·i?1), Provider: Microsoft, 2006/6/21,
10.0.16299.15

Root Hub
[Port1]
[Port2]

[HostController] Standard Enhanced PCI to USB Host Controller
Manufacturer: (?D·C USB ȲD±±· ·i?1), Provider: Microsoft, 2006/6/21,
10.0.16299.15

Root Hub
[Port1]
[Port2]
[Port3]
[Port4]

</USB>

<Logs>

=== vrserver.txt - H:/Steam/logs

Sat Apr 21 2018 19:55:54.770 -

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Sat Apr 21 2018 19:55:54.770 -

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Sat Apr 21 2018 19:55:54.770 - Runtime path was

H:\Steam\steamapps\common\SteamVR. Setting it to
H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe
Sat Apr 21 2018 19:55:54.773 - Setting shared memory namespace to 9956
Sat Apr 21 2018 19:55:54.773 - VR server (v1524162059) starting up with
config=H:\Steam\config
Sat Apr 21 2018 19:55:54.773 - VRServer will wait for VRMonitor before exiting
Sat Apr 21 2018 19:55:54.777 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 19:55:54.778 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 19:55:54.778 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:55:54.778 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:55:54.783 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:55:54.783 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Sat Apr 21 2018 19:55:54.784 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Sat Apr 21 2018 19:55:54.784 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Sat Apr 21 2018 19:55:54.784 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Sat Apr 21 2018 19:55:54.785 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:55:54.828 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware
Sat Apr 21 2018 19:55:54.828 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 5212
Sat Apr 21 2018 19:55:54.829 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware
Sat Apr 21 2018 19:55:54.838 - Creating builtin app for

H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)
Sat Apr 21 2018 19:55:54.838 - Setting app system.generated.vrstartup.exe PID to 5212
Sat Apr 21 2018 19:55:55.231 - driver 00vrwalkinplace implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_004 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_001
IVRDriverManager_001 IVRResources_001
Sat Apr 21 2018 19:55:55.231 - Loaded server driver 00vrwalkinplace
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\bin\win64\driver_00vrwalkinplace.dll
Sat Apr 21 2018 19:55:55.231 - Driver 00vrwalkinplace has no suitable devices.
Sat Apr 21 2018 19:55:55.234 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001
Sat Apr 21 2018 19:55:55.234 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamepad.dll
Sat Apr 21 2018 19:55:55.234 - Driver gamepad has no suitable devices.
Sat Apr 21 2018 19:55:55.299 - lighthouse: Attached HID Devices:
Sat Apr 21 2018 19:55:55.299 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Controller (interface 2)
Sat Apr 21 2018 19:55:55.299 - lighthouse: 28DE, 2101: s/n E31912BCD1:
Watchman Dongle (interface 0)
Sat Apr 21 2018 19:55:55.299 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
IMU (interface 0)
Sat Apr 21 2018 19:55:55.299 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Optical (interface 1)
Sat Apr 21 2018 19:55:55.299 - lighthouse: 28DE, 2101: s/n 80FE5EB304:
Watchman Dongle (interface 0)
Sat Apr 21 2018 19:55:55.299 - lighthouse: BB4, 309: s/n 206739515952: VIVE
Pro (interface 0)
Sat Apr 21 2018 19:55:55.299 - lighthouse: BB4, 30B: s/n

\\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Sat Apr 21 2018 19:55:55.579 - [Steam] Steam INIT.

Sat Apr 21 2018 19:55:55.608 - lighthouse: LHR-2967B087: Read config of 4153 bytes from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Sat Apr 21 2018 19:55:55.618 - lighthouse: HMD Model: HTC Vive Pro

Sat Apr 21 2018 19:55:55.618 - lighthouse: Parsing LighthouseDB from file H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:55:55.620 - lighthouse: Successfully parsed Lighthouse DB rev 2397 from H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:55:55.620 - lighthouse: LHR-2967B087 H: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 19:55:55.621 - lighthouse: Enumerating displays...

Sat Apr 21 2018 19:55:55.664 - lighthouse: Found two different DeviceIDs for monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014

Sat Apr 21 2018 19:55:56.353 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080

Sat Apr 21 2018 19:55:56.353 - lighthouse: <hidden>: 0, 0, 0, 0

Sat Apr 21 2018 19:55:56.353 - lighthouse: RecommendedRenderTargetSize: 1440, 1600 (viewport 2016, 2240 scaled by 1.40)

Sat Apr 21 2018 19:55:56.353 - lighthouse: Attempting HID Open IMU: LHR-2967B087

Sat Apr 21 2018 19:55:56.353 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:55:56.353 - lighthouse: TrackedCamera: OpenCamera()

Sat Apr 21 2018 19:55:56.354 - lighthouse: TrackedCamera: Expecting drivers at 'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Sat Apr 21 2018 19:55:56.357 - lighthouse: LHR-2967B087: Firmware Version 1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL 1517470641

Sat Apr 21 2018 19:55:56.363 - lighthouse: LHR-2967B087: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:1 AccelRangeMode:1

Sat Apr 21 2018 19:55:56.363 - lighthouse: Attempting HID Open Optical: LHR-2967B087

Sat Apr 21 2018 19:55:56.363 - lighthouse: Lighthouse Optical HID opened

Sat Apr 21 2018 19:55:56.363 - lighthouse: Attempting HID Open VrController: LHR-

2967B087

Sat Apr 21 2018 19:55:56.364 - lighthouse: Lighthouse VrController HID opened

Sat Apr 21 2018 19:55:56.448 - lighthouse: TrackedCamera: Found Dual Cameras at USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 19:55:56.463 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 19:55:56.527 - driver lighthouse implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:55:56.527 - Loaded server driver lighthouse
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 19:55:56.528 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 19:55:56.528 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:55:56.637 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 19:55:56.637 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:55:56.795 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Sat Apr 21 2018 19:55:56.796 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 19:55:56.796 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 19:55:56.798 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Sat Apr 21 2018 19:55:56.801 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 19:55:56.801 - lighthouse: Loading MC file

'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 19:55:56.839 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 19:55:56.840 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 19:55:56.845 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated

Sat Apr 21 2018 19:55:56.848 - lighthouse: Loading MC file
'H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'
Sat Apr 21 2018 19:55:56.881 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)
Sat Apr 21 2018 19:55:56.893 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" left eye
Sat Apr 21 2018 19:55:56.893 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" right eye
Sat Apr 21 2018 19:55:56.894 - Active HMD set to lighthouse.LHR-2967B087
Sat Apr 21 2018 19:55:56.894 - Guessing frequency of current display mode because
SDL failed us
Sat Apr 21 2018 19:55:56.894 - Initialized EyeToHead Left Translation -0.034100
0.000000 0.000000
Sat Apr 21 2018 19:55:56.895 - Initialized EyeToHead Right Translation 0.034100
0.000000 0.000000
Sat Apr 21 2018 19:55:56.895 - Adding controller type to vive_pro
Sat Apr 21 2018 19:55:56.897 - Processing message VRMsg_Connect from vrstartup
(5212) took 2.07 seconds
Sat Apr 21 2018 19:55:56.899 - DXGI thread failed to get SDL display index
Sat Apr 21 2018 19:55:56.923 - lighthouse: LHR-2967B087 H: tdm sync acquired
Sat Apr 21 2018 19:55:59.097 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe
(VRApplication_Background) (Args:) 8260
Sat Apr 21 2018 19:55:59.105 - Setting app openvr.component.vrcompositor PID to
8260
Sat Apr 21 2018 19:55:59.107 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_pro.json
Sat Apr 21 2018 19:55:59.107 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:55:59.107 - Processing message VRMsg_Connect from
vrcompositor (8260) took 0.0102 seconds
Sat Apr 21 2018 19:55:59.800 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2
Sat Apr 21 2018 19:55:59.800 - lighthouse: LHR-2967B087 H: SwSyncDetect selected
tdm
Sat Apr 21 2018 19:55:59.973 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 5.06m velocity 0.06m/s base pitch ~24.2 deg

roll ~-1.3 deg -----

Sat Apr 21 2018 19:56:00.392 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:56:01.643 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base
CF3A0E55 at pitch 21.92 deg roll -0.90 deg -----

Sat Apr 21 2018 19:56:01.643 - lighthouse: Updating tilt for CF3A0E55: Old= 22.02,
-0.94, 3.81281e-05 <- 0.11 deg -> new= 21.92, -0.90, 5.64562e-06 result=21.92, -
0.90, 5.64562e-06

Sat Apr 21 2018 19:56:01.643 - lighthouse: Best tilt from LHR-2967B087 for base
CF3A0E55 pitch 21.92 roll -0.90 score 2.79

Sat Apr 21 2018 19:56:01.643 - lighthouse: BootstrapFinished setting tilt base to
CF3A0E55

Sat Apr 21 2018 19:56:01.643 - lighthouse: Selected existing universe 1479640794
(CF3A0E55 is primary)

Sat Apr 21 2018 19:56:01.643 - lighthouse: Setting universe tilt from CF3A0E55 via
transform to global: pitch 21.92 deg roll -0.90 deg

Sat Apr 21 2018 19:56:01.657 - lighthouse: Saved LighthouseDB rev 2398 to
H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:56:01.755 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:56:01.755 - Processing message VRMsg_Settings_Sync from
vrcompositor (8260) took 0.0052 seconds

Sat Apr 21 2018 19:56:02.108 - Setting app openvr.tool.steamvr_environments PID to
6296

Sat Apr 21 2018 19:56:02.109 - Processing message VRMsg_LaunchApplication from
vrstartup (5212) took 0.0116 seconds

Sat Apr 21 2018 19:56:02.211 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe
(VRApplication_Overlay) (Args:) 9312

Sat Apr 21 2018 19:56:02.221 - Setting app openvr.component.vrdashboard PID to
9312

Sat Apr 21 2018 19:56:02.221 - VRDashboard watchdog enabled for pid:9312

Sat Apr 21 2018 19:56:02.221 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:56:02.221 - Processing message VRMsg_Connect from
vrdashboard (9312) took 0.00998 seconds

Sat Apr 21 2018 19:56:02.665 - lighthouse: LHR-2967B087 H: ----- SECONDARY base
BE29E483 distance 2.50m -----

Sat Apr 21 2018 19:56:02.800 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe
(VRApplication_VRMonitor) (Args: -nokillprocess) 11820
Sat Apr 21 2018 19:56:02.809 - Setting app openvr.component.vrmonitor PID to
11820
Sat Apr 21 2018 19:56:02.809 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:56:02.809 - Processing message VRMsg_Connect from vrmonitor
(11820) took 0.00935 seconds
Sat Apr 21 2018 19:56:03.114 - Closing pipe vrstartup (5212) because it was broken
from the other end
Sat Apr 21 2018 19:56:03.114 - Process vrstartup (5212) disconnected
(Thread(0x000001FA47923D20/0x000))
Sat Apr 21 2018 19:56:03.159 - New Connect message from
H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\wi
n64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid
SteamVRAppID -nowindow -vconport 29009) 6296
Sat Apr 21 2018 19:56:03.169 - Setting app openvr.tool.steamvr_environments PID to
6296
Sat Apr 21 2018 19:56:03.197 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_generic.json
Sat Apr 21 2018 19:56:03.197 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:56:03.197 - Processing message VRMsg_Connect from
steamtours (6296) took 0.0379 seconds
Sat Apr 21 2018 19:56:03.490 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP
bases CF3A0E55 <-> be29e483 distance 6.06m, angle 177.71 deg -----
Sat Apr 21 2018 19:56:03.490 - lighthouse: Moving base BE29E483 9mm and 0.0 deg
because of relationship with CF3A0E55, which is closer to the origin
Sat Apr 21 2018 19:56:03.491 - lighthouse: Updating tilt for BE29E483: Old= 15.56,
0.28, 3.16204e-06 <- 0.21 deg -> new= 15.77, 0.29, 7.6005e-05 result=15.77, 0.29,
7.6005e-05
Sat Apr 21 2018 19:56:03.504 - lighthouse: Saved LighthouseDB rev 2399 to
H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:56:03.790 - New Connect message from H:\Steam\Steam.exe
(VRApplication_Overlay) (Args: -silent) 11288
Sat Apr 21 2018 19:56:03.800 - Creating builtin app for H:\Steam\Steam.exe
(VRApplication_Overlay)

Sat Apr 21 2018 19:56:03.800 - Setting app system.generated.steam.exe PID to 11288

Sat Apr 21 2018 19:56:03.801 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:56:03.801 - Processing message VRMsg_Connect from Steam (11288) took 0.011 seconds

Sat Apr 21 2018 19:56:03.971 - Processing message VRMsg_AddApplicationManifest from Steam (11288) took 0.0182 seconds

Sat Apr 21 2018 19:56:04.594 - Setting app htc.vive.overlay PID to 14056

Sat Apr 21 2018 19:56:04.594 - Started autolaunch dashboard htc.vive.overlay.

Sat Apr 21 2018 19:56:04.598 - Setting app pottedmeat7.vrwalkinplace PID to 3976

Sat Apr 21 2018 19:56:04.598 - Started autolaunch dashboard pottedmeat7.vrwalkinplace.

Sat Apr 21 2018 19:56:04.598 - Processing message VRMsg_StartAutolaunchOverlays from vrdashboard (9312) took 0.0603 seconds

Sat Apr 21 2018 19:56:04.765 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 3976

Sat Apr 21 2018 19:56:04.776 - Setting app pottedmeat7.vrwalkinplace PID to 3976

Sat Apr 21 2018 19:56:04.777 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:56:04.777 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (3976) took 0.0115 seconds

Sat Apr 21 2018 19:56:07.473 - New Connect message from H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe (VRApplication_Overlay) (Args: -compositor) 14056

Sat Apr 21 2018 19:56:07.489 - Setting app htc.vive.overlay PID to 14056

Sat Apr 21 2018 19:56:07.490 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:56:07.490 - Processing message VRMsg_Connect from ViveDashboard (14056) took 0.0163 seconds

Sat Apr 21 2018 19:56:12.084 - lighthouse: Unknown Hmd Interrupt packet: report ID 2

Sat Apr 21 2018 19:56:12.930 - lighthouse: Unknown Hmd Interrupt packet: report ID 1

Sat Apr 21 2018 19:56:21.969 - lighthouse: E31912BCD1: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Sat Apr 21 2018 19:56:21.993 - lighthouse: LHR-FF2C9F43: Connected to receiver E31912BCD1

Sat Apr 21 2018 19:56:22.005 - lighthouse: E31912BCD1: Firmware Version

1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0
VRC 1465809477 Radio 1466630404

Sat Apr 21 2018 19:56:22.525 - lighthouse: E31912BCD1: Read config of 1931 bytes
from [vid:28de, pid:2101] (E31912BCD1) and inflated to 8197 bytes

Sat Apr 21 2018 19:56:22.547 - lighthouse: LHR-FF2C9F43 C: Source: auto
disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 19:56:22.557 - Adding controller type to vive_controller

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 21 2018 19:56:22.563 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 21 2018 19:56:22.564 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 21 2018 19:56:22.564 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 21 2018 19:56:22.565 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0

Sat Apr 21 2018 19:56:22.567 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 19:56:22.567 - App openvr.component.vrcompositor
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json

Sat Apr 21 2018 19:56:22.567 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 19:56:22.568 - App openvr.tool.steamvr_environments
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 19:56:22.632 - lighthouse: LHR-FF2C9F43 C: tdm sync acquired

Sat Apr 21 2018 19:56:22.913 - lighthouse: LHR-FF2C9F43 C: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 4.85m velocity 0.50m/s recorded pitch ~21.9
deg roll ~-0.9 deg -----

Sat Apr 21 2018 19:56:24.915 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 19:56:24.915 - App openvr.component.vrcompositor
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json

Sat Apr 21 2018 19:56:24.915 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 19:56:24.915 - App openvr.tool.steamvr_environments
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 19:56:25.440 - lighthouse: LHR-FF2C9F43 C: framer disambiguator
provided base configuration. Rotor count: 2

Sat Apr 21 2018 19:56:25.440 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect selected
tdm

Sat Apr 21 2018 19:56:26.995 - lighthouse: LHR-2967B087: Updated IMU calibration:
Accel bias change 0.08m/s/s

Sat Apr 21 2018 19:56:27.006 - lighthouse: Saved LighthouseDB rev 2400 to
H:\Steam\config\lighthouse\lighthouse.db.json

Sat Apr 21 2018 19:56:27.681 - lighthouse: TrackedCamera: ISP Sync: Enabled
(Divisor:15).

Sat Apr 21 2018 19:56:27.687 - lighthouse: TrackedCamera: Starting Video Stream.

Sat Apr 21 2018 19:56:27.884 - lighthouse: TrackedCamera: StartVideoStream() took
198 ms

Sat Apr 21 2018 19:56:42.260 - lighthouse: 80FE5EB304: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Sat Apr 21 2018 19:56:42.285 - lighthouse: LHR-F5E53B44: Connected to receiver
80FE5EB304

Sat Apr 21 2018 19:56:42.298 - lighthouse: 80FE5EB304: Firmware Version
1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0
VRC 1465809477 Radio 1466630404

Sat Apr 21 2018 19:56:42.823 - lighthouse: 80FE5EB304: Read config of 1936 bytes
from [vid:28de, pid:2101] (80FE5EB304) and inflated to 8209 bytes

Sat Apr 21 2018 19:56:42.825 - lighthouse: LHR-F5E53B44 C: Source: auto
disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 19:56:42.835 - lighthouse: LHR-F5E53B44 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0

Sat Apr 21 2018 19:56:42.916 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 19:56:45.081 - lighthouse: LHR-FF2C9F43 C: ----- CALIBRATED base
CF3A0E55 at pitch 21.26 deg roll -1.07 deg -----

Sat Apr 21 2018 19:56:45.081 - lighthouse: Updating tilt for CF3A0E55: Old= 21.92,
-0.90, 5.64562e-06 <- 0.04 deg -> new= 21.96, -0.91, 1.31551e-06 result=21.96, -
0.91, 1.31551e-06

Sat Apr 21 2018 19:56:45.097 - lighthouse: Saved LighthouseDB rev 2401 to

H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:56:45.121 - lighthouse: LHR-2967B087 H: IMU went off scale.

Sat Apr 21 2018 19:56:45.685 - lighthouse: LHR-F5E53B44 C: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 19:56:45.685 - lighthouse: LHR-F5E53B44 C: SwSyncDetect selected tdm

Sat Apr 21 2018 19:56:46.133 - lighthouse: LHR-FF2C9F43 C: ----- SECONDARY base BE29E483 distance 2.45m -----

Sat Apr 21 2018 19:56:47.692 - lighthouse: LHR-FF2C9F43 C: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.11m, angle 176.93 deg -----

Sat Apr 21 2018 19:56:47.831 - lighthouse: LHR-F5E53B44 C: Trying to start tracking from base BE29E483: Samples didn't yield successful bootstrap pose

Sat Apr 21 2018 19:56:47.831 - lighthouse: LHR-F5E53B44 C: Trying to start tracking from base CF3A0E55: Not enough contiguous samples for a bootstrap pose

Sat Apr 21 2018 19:56:58.998 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 140.863634 < filter at 140.926853

Sat Apr 21 2018 19:57:03.056 - lighthouse: LHR-FF2C9F43: Updated IMU calibration: Accel bias change 0.07m/s/s

Sat Apr 21 2018 19:57:03.071 - lighthouse: Saved LighthouseDB rev 2402 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:57:19.236 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 161.121875 < filter at 161.160267

Sat Apr 21 2018 19:58:08.698 - PowerOffTrackedDevice for 3

Sat Apr 21 2018 19:58:08.698 - lighthouse: Device LHR-FF2C9F43 powering off upon entering standby.

Sat Apr 21 2018 19:58:08.700 - PowerOffTrackedDevice for 4

Sat Apr 21 2018 19:58:08.700 - lighthouse: Device LHR-F5E53B44 powering off upon entering standby.

Sat Apr 21 2018 19:58:08.702 - Process vrmonitor (11820) has initiated a quit all

Sat Apr 21 2018 19:58:08.703 - lighthouse: Device LHR-FF2C9F43 powering off upon entering standby.

Sat Apr 21 2018 19:58:08.704 - lighthouse: Device LHR-F5E53B44 powering off upon entering standby.

Sat Apr 21 2018 19:58:08.710 - Sending Quit event to process vrdashboard (9312)

Sat Apr 21 2018 19:58:08.710 - Sending Quit event to process steamtours (6296)

Sat Apr 21 2018 19:58:08.710 - Sending Quit event to process Steam (11288)

Sat Apr 21 2018 19:58:08.710 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (3976)

Sat Apr 21 2018 19:58:08.710 - Sending Quit event to process ViveDashboard (14056)

Sat Apr 21 2018 19:58:08.779 - Closing pipe OpenVR-WalkInPlaceOverlay (3976) because it was broken from the other end

Sat Apr 21 2018 19:58:08.779 - Process OpenVR-WalkInPlaceOverlay (3976) disconnected (Thread(0x000001FA47B520F0/0x000))

Sat Apr 21 2018 19:58:08.940 - Closing pipe steamtours (6296) because it was broken from the other end

Sat Apr 21 2018 19:58:08.940 - Process steamtours (6296) disconnected (Thread(0x000001FA479D28A0/0x000))

Sat Apr 21 2018 19:58:09.319 - Closing pipe Steam (11288) because it was broken from the other end

Sat Apr 21 2018 19:58:09.319 - Process Steam (11288) disconnected (Thread(0x000001FA47B8D1B0/0x000))

Sat Apr 21 2018 19:58:09.355 - Closing pipe ViveDashboard (14056) because it was broken from the other end

Sat Apr 21 2018 19:58:09.355 - Process ViveDashboard (14056) disconnected (Thread(0x000001FA47B8D930/0x000))

Sat Apr 21 2018 19:58:09.384 - lighthouse: E31912BCD1: Wireless controller LHR-FF2C9F43 disconnected

Sat Apr 21 2018 19:58:09.384 - lighthouse: LHR-FF2C9F43: Disconnected from receiver E31912BCD1

Sat Apr 21 2018 19:58:09.384 - lighthouse: LHR-FF2C9F43 C: Dropped 3 rejected updates, 396 back-facing hits during the previous tracking session

Sat Apr 21 2018 19:58:09.394 - lighthouse: 80FE5EB304: Wireless controller LHR-F5E53B44 disconnected

Sat Apr 21 2018 19:58:09.394 - lighthouse: LHR-F5E53B44: Disconnected from receiver 80FE5EB304

Sat Apr 21 2018 19:58:10.258 - Closing pipe vrdashboard (9312) because it was broken from the other end

Sat Apr 21 2018 19:58:10.258 - Process vrdashboard (9312) disconnected (Thread(0x000001FA53C6EF30/0x000))

Sat Apr 21 2018 19:58:10.259 - Sending Quit event to process vrcompositor (8260)

Sat Apr 21 2018 19:58:10.259 - Sending Quit event to process vrmonitor (11820)

Sat Apr 21 2018 19:58:12.166 - Closing pipe vrmonitor (11820) because it was broken from the other end

Sat Apr 21 2018 19:58:12.166 - Process vrmonitor (11820) disconnected (Thread(0x000001FA53C6EE30/0x000))

Sat Apr 21 2018 19:58:12.350 - Closing pipe vrcompositor (8260) because it was broken from the other end

Sat Apr 21 2018 19:58:12.350 - Process vrcompositor (8260) disconnected (Thread(0x000001FA47B52B70/0x000))

Sat Apr 21 2018 19:58:12.370 - VR server shutting down

Sat Apr 21 2018 19:58:12.373 - Listener thread ending

Sat Apr 21 2018 19:58:12.500 - lighthouse: LHR-2967B087 H: Dropped 317 back-facing hits, 26 non-clustered hits during the previous tracking session

Sat Apr 21 2018 19:58:12.513 - lighthouse: TrackedCamera: Stopping Video Stream.

Sat Apr 21 2018 19:58:12.711 - lighthouse: Unable to set work state to 4 for HMD Hid device

Sat Apr 21 2018 19:58:12.711 - lighthouse: Unable to set work state to 4 for HMD Hid device

Sat Apr 21 2018 19:58:12.711 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.

Sat Apr 21 2018 19:58:13.077 - lighthouse: TrackedCamera: Video Stream Stopped.

Sat Apr 21 2018 19:58:13.093 - lighthouse: TrackedCamera: CloseCamera()

Sat Apr 21 2018 19:58:13.096 - lighthouse: Stopped tracking with universe 1479640794

Sat Apr 21 2018 19:58:13.106 - lighthouse: Saved LighthouseDB rev 2403 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:53:37.868 -

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Sat Apr 21 2018 20:53:37.868 -

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Sat Apr 21 2018 20:53:37.868 - Runtime path was H:\Steam\steamapps\common\SteamVR. Setting it to H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe

Sat Apr 21 2018 20:53:37.873 - Setting shared memory namespace to 15232

Sat Apr 21 2018 20:53:37.874 - VR server (v1524162059) starting up with config=H:\Steam\config

Sat Apr 21 2018 20:53:37.874 - VRServer will wait for VRMonitor before exiting

Sat Apr 21 2018 20:53:37.878 - Skipping external driver H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 20:53:37.878 - Skipping external driver H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 20:53:37.878 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 20:53:37.878 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 20:53:37.882 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:37.882 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:37.882 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:37.882 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:37.883 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 20:53:38.922 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware
Sat Apr 21 2018 20:53:38.922 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 12200
Sat Apr 21 2018 20:53:38.922 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware
Sat Apr 21 2018 20:53:38.928 - Creating builtin app for
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)
Sat Apr 21 2018 20:53:38.928 - Setting app system.generated.vrstartup.exe PID to
12200
Sat Apr 21 2018 20:53:38.934 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001
Sat Apr 21 2018 20:53:38.934 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamepad.dll

Sat Apr 21 2018 20:53:38.934 - Driver gamepad has no suitable devices.

Sat Apr 21 2018 20:53:39.135 - lighthouse: Attached HID Devices:

Sat Apr 21 2018 20:53:39.135 - lighthouse: 28DE, 2300: s/n LHR-2967B087: Controller (interface 2)

Sat Apr 21 2018 20:53:39.135 - lighthouse: 28DE, 2101: s/n E31912BCD1: Watchman Dongle (interface 0)

Sat Apr 21 2018 20:53:39.135 - lighthouse: 28DE, 2300: s/n LHR-2967B087: IMU (interface 0)

Sat Apr 21 2018 20:53:39.135 - lighthouse: 28DE, 2300: s/n LHR-2967B087: Optical (interface 1)

Sat Apr 21 2018 20:53:39.135 - lighthouse: 28DE, 2101: s/n 80FE5EB304: Watchman Dongle (interface 0)

Sat Apr 21 2018 20:53:39.135 - lighthouse: BB4, 309: s/n 206739515952: VIVE Pro (interface 0)

Sat Apr 21 2018 20:53:39.135 - lighthouse: BB4, 30B: s/n \\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Sat Apr 21 2018 20:53:39.442 - lighthouse: LHR-2967B087: Read config of 4153 bytes from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Sat Apr 21 2018 20:53:39.486 - lighthouse: HMD Model: HTC Vive Pro

Sat Apr 21 2018 20:53:39.504 - [Steam] Steam INIT.

Sat Apr 21 2018 20:53:39.512 - lighthouse: Parsing LighthouseDB from file H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:53:39.514 - lighthouse: Successfully parsed Lighthouse DB rev 2403 from H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:53:39.515 - lighthouse: LHR-2967B087 H: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 20:53:39.516 - lighthouse: Enumerating displays...

Sat Apr 21 2018 20:53:39.569 - lighthouse: Found two different DeviceIDs for monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014

Sat Apr 21 2018 20:53:40.289 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080

Sat Apr 21 2018 20:53:40.289 - lighthouse: <hidden>: 0, 0, 0, 0

Sat Apr 21 2018 20:53:40.289 - lighthouse: RecommendedRenderTargetSize: 1440, 1600 (viewport 2016, 2240 scaled by 1.40)

Sat Apr 21 2018 20:53:40.289 - lighthouse: Attempting HID Open IMU: LHR-

2967B087

Sat Apr 21 2018 20:53:40.289 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 20:53:40.289 - lighthouse: TrackedCamera: OpenCamera()

Sat Apr 21 2018 20:53:40.289 - lighthouse: TrackedCamera: Expecting drivers at
'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Sat Apr 21 2018 20:53:40.293 - lighthouse: LHR-2967B087: Firmware Version
1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL
1517470641

Sat Apr 21 2018 20:53:40.300 - lighthouse: LHR-2967B087: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:1
AccelRangeMode:1

Sat Apr 21 2018 20:53:40.300 - lighthouse: Attempting HID Open Optical: LHR-
2967B087

Sat Apr 21 2018 20:53:40.300 - lighthouse: Lighthouse Optical HID opened

Sat Apr 21 2018 20:53:40.300 - lighthouse: Attempting HID Open VrController: LHR-
2967B087

Sat Apr 21 2018 20:53:40.300 - lighthouse: Lighthouse VrController HID opened

Sat Apr 21 2018 20:53:40.529 - lighthouse: TrackedCamera: Found Dual Cameras at
USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 20:53:40.544 - lighthouse: InitTrackedCamera(): Opened tracked
camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date:
2018.Jan.11

Sat Apr 21 2018 20:53:40.544 - driver lighthouse implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 20:53:40.544 - Loaded server driver lighthouse
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighth
ouse.dll

Sat Apr 21 2018 20:53:40.545 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 20:53:40.545 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 20:53:40.652 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 20:53:40.653 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 20:53:40.761 - lighthouse: Setting Edid VendorID D222 and product
ID AA02 from json

Sat Apr 21 2018 20:53:40.763 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 20:53:40.763 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 20:53:40.766 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 20:53:40.766 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Sat Apr 21 2018 20:53:40.867 - lighthouse: LHR-2967B087 H: tdm sync acquired

Sat Apr 21 2018 20:53:40.880 - lighthouse: Loading MC file 'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 20:53:40.882 - lighthouse: VerifyUSBUserDataInDirectory: H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 20:53:40.899 - lighthouse: VerifyUSBUserDataInDirectory: H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated

Sat Apr 21 2018 20:53:40.929 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 20:53:40.938 - lighthouse: Loading MC file 'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'

Sat Apr 21 2018 20:53:40.979 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)

Sat Apr 21 2018 20:53:40.991 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" left eye

Sat Apr 21 2018 20:53:40.991 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" right eye

Sat Apr 21 2018 20:53:40.992 - Active HMD set to lighthouse.LHR-2967B087

Sat Apr 21 2018 20:53:40.992 - Guessing frequency of current display mode because SDL failed us

Sat Apr 21 2018 20:53:40.993 - Initialized EyeToHead Left Translation -0.034150 0.000000 0.000000

Sat Apr 21 2018 20:53:40.993 - Initialized EyeToHead Right Translation 0.034150 0.000000 0.000000

Sat Apr 21 2018 20:53:40.993 - Adding controller type to vive_pro

Sat Apr 21 2018 20:53:40.994 - Processing message VRMsg_Connect from vrstartup (12200) took 2.07 seconds

Sat Apr 21 2018 20:53:40.997 - DXGI thread failed to get SDL display index

Sat Apr 21 2018 20:53:42.875 - 0 - entering standby

Sat Apr 21 2018 20:53:43.582 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe

(VRApplication_Background) (Args:) 8784
Sat Apr 21 2018 20:53:43.589 - Setting app openvr.component.vrcompositor PID to 8784
Sat Apr 21 2018 20:53:43.590 - App openvr.component.vrcompositor (vive_pro) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json
Sat Apr 21 2018 20:53:43.590 - 0 - leaving standby
Sat Apr 21 2018 20:53:43.590 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 20:53:43.590 - Processing message VRMsg_Connect from vrcompositor (8784) took 0.00821 seconds
Sat Apr 21 2018 20:53:43.743 - lighthouse: LHR-2967B087 H: framer disambiguator provided base configuration. Rotor count: 2
Sat Apr 21 2018 20:53:43.743 - lighthouse: LHR-2967B087 H: SwSyncDetect selected tdm
Sat Apr 21 2018 20:53:43.859 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json
Sat Apr 21 2018 20:53:45.767 - lighthouse: LHR-2967B087 H: Trying to start tracking from base BE29E483: Samples didn't yield successful bootstrap pose
Sat Apr 21 2018 20:53:46.391 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 20:53:46.391 - Processing message VRMsg_Settings_Sync from vrcompositor (8784) took 0.00525 seconds
Sat Apr 21 2018 20:53:46.802 - Setting app openvr.tool.steamvr_environments PID to 16680
Sat Apr 21 2018 20:53:46.802 - Processing message VRMsg_LaunchApplication from vrstartup (12200) took 0.00861 seconds
Sat Apr 21 2018 20:53:47.370 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe (VRApplication_Overlay) (Args:) 12220
Sat Apr 21 2018 20:53:47.377 - Setting app openvr.component.vrdashboard PID to 12220
Sat Apr 21 2018 20:53:47.377 - VRDashboard watchdog enabled for pid:12220
Sat Apr 21 2018 20:53:47.377 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 20:53:47.377 - Processing message VRMsg_Connect from vrdashboard (12220) took 0.00654 seconds
Sat Apr 21 2018 20:53:47.586 - New Connect message from

H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\win64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid SteamVRAppID -nowindow -vconport 29009) 16680
Sat Apr 21 2018 20:53:47.594 - Setting app openvr.tool.steamvr_environments PID to 16680
Sat Apr 21 2018 20:53:47.595 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json
Sat Apr 21 2018 20:53:47.595 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 20:53:47.595 - Processing message VRMsg_Connect from steamtours (16680) took 0.00875 seconds
Sat Apr 21 2018 20:53:47.841 - Closing pipe vrstartup (12200) because it was broken from the other end
Sat Apr 21 2018 20:53:47.841 - Process vrstartup (12200) disconnected (Thread(0x000001545BB5A400/0x000))
Sat Apr 21 2018 20:53:48.390 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe (VRApplication_VRMonitor) (Args: -nokillprocess) 7088
Sat Apr 21 2018 20:53:48.398 - Setting app openvr.component.vrmonitor PID to 7088
Sat Apr 21 2018 20:53:48.399 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 20:53:48.399 - Processing message VRMsg_Connect from vrmonitor (7088) took 0.00821 seconds
Sat Apr 21 2018 20:53:49.237 - New Connect message from H:\Steam\Steam.exe (VRApplication_Overlay) (Args: -silent) 12680
Sat Apr 21 2018 20:53:49.246 - Creating builtin app for H:\Steam\Steam.exe (VRApplication_Overlay)
Sat Apr 21 2018 20:53:49.246 - Setting app system.generated.steam.exe PID to 12680
Sat Apr 21 2018 20:53:49.246 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 20:53:49.246 - Processing message VRMsg_Connect from Steam (12680) took 0.00946 seconds
Sat Apr 21 2018 20:53:49.605 - Processing message VRMsg_AddApplicationManifest from Steam (12680) took 0.0138 seconds
Sat Apr 21 2018 20:53:50.496 - Setting app htc.vive.overlay PID to 15620
Sat Apr 21 2018 20:53:50.497 - Started autolaunch dashboard htc.vive.overlay.
Sat Apr 21 2018 20:53:50.529 - Setting app pottedmeat7.vrwalkinplace PID to 11712
Sat Apr 21 2018 20:53:50.529 - Started autolaunch dashboard

pottedmeat7.vrwalkinplace.

Sat Apr 21 2018 20:53:50.529 - Processing message VRMsg_StartAutolaunchOverlays from vrdashboard (12220) took 0.219 seconds

Sat Apr 21 2018 20:53:51.148 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 11712

Sat Apr 21 2018 20:53:51.158 - Setting app pottedmeat7.vrwalkinplace PID to 11712

Sat Apr 21 2018 20:53:51.159 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:53:51.159 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (11712) took 0.0103 seconds

Sat Apr 21 2018 20:53:52.242 - Processing message VRMsg_ComputeDistortion from steamtours (16680) took 0.00659 seconds

Sat Apr 21 2018 20:53:55.133 - New Connect message from H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe (VRApplication_Overlay) (Args: -compositor) 15620

Sat Apr 21 2018 20:53:55.144 - Setting app htc.vive.overlay PID to 15620

Sat Apr 21 2018 20:53:55.145 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:53:55.145 - Processing message VRMsg_Connect from ViveDashboard (15620) took 0.0126 seconds

Sat Apr 21 2018 20:54:04.368 - lighthouse: Unknown Hmd Interrupt packet: report ID 2

Sat Apr 21 2018 20:54:04.668 - lighthouse: Unknown Hmd Interrupt packet: report ID 1

Sat Apr 21 2018 20:54:05.149 - 0 - entering standby

Sat Apr 21 2018 20:54:10.315 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED base CF3A0E55 (immediate) distance 5.12m velocity 0.08m/s base pitch ~24.2 deg roll ~-1.3 deg -----

Sat Apr 21 2018 20:54:10.319 - 0 - leaving standby

Sat Apr 21 2018 20:54:11.978 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base CF3A0E55 at pitch 21.64 deg roll -0.97 deg -----

Sat Apr 21 2018 20:54:11.978 - lighthouse: Updating tilt for CF3A0E55: Old= 21.96, -0.91, 39.4784 <- 0.32 deg -> new= 21.64, -0.97, 6.77246e-06 result=21.64, -0.97, 6.77246e-06

Sat Apr 21 2018 20:54:11.978 - lighthouse: Best tilt from LHR-2967B087 for base CF3A0E55 pitch 21.64 roll -0.97 score 2.74

Sat Apr 21 2018 20:54:11.978 - lighthouse: BootstrapFinished setting tilt base to CF3A0E55

Sat Apr 21 2018 20:54:11.978 - lighthouse: Selected existing universe 1479640794

(CF3A0E55 is primary)

Sat Apr 21 2018 20:54:11.978 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 21.64 deg roll -0.97 deg

Sat Apr 21 2018 20:54:11.990 - lighthouse: Saved LighthouseDB rev 2404 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:54:15.769 - lighthouse: LHR-2967B087 H: Trying to add a secondary base BE29E483: Samples didn't yield successful bootstrap pose

Sat Apr 21 2018 20:54:25.344 - 0 - entering standby

Sat Apr 21 2018 20:54:25.344 - 0 - entering standby

Sat Apr 21 2018 20:54:32.097 - lighthouse: LHR-2967B087 H: ----- SECONDARY base BE29E483 distance 2.45m -----

Sat Apr 21 2018 20:54:32.312 - 0 - leaving standby

Sat Apr 21 2018 20:54:32.988 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.07m, angle 177.58 deg -----

Sat Apr 21 2018 20:54:32.989 - lighthouse: Moving base BE29E483 32mm and 0.3 deg because of relationship with CF3A0E55, which is closer to the origin

Sat Apr 21 2018 20:54:32.989 - lighthouse: Updating tilt for BE29E483: Old= 15.77, 0.29, 7.6005e-05 <- 0.60 deg -> new= 15.56, -0.27, 7.5776e-05 result=15.56, -0.27, 7.5776e-05

Sat Apr 21 2018 20:54:33.010 - lighthouse: Saved LighthouseDB rev 2405 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:54:49.956 - lighthouse: TrackedCamera: ISP Sync: Enabled (Divisor:15).

Sat Apr 21 2018 20:54:49.969 - lighthouse: TrackedCamera: Starting Video Stream.

Sat Apr 21 2018 20:54:50.216 - lighthouse: TrackedCamera: StartVideoStream() took 248 ms

Sat Apr 21 2018 20:54:54.306 - lighthouse: LHR-2967B087: Updated IMU calibration: Accel bias change 0.04m/s/s

Sat Apr 21 2018 20:54:54.306 - lighthouse: Updating tilt for CF3A0E55: Old= 21.64, -0.97, 6.77246e-06 <- 0.29 deg -> new= 21.68, -1.26, 1.9271e-06 result=21.68, -1.26, 1.9271e-06

Sat Apr 21 2018 20:54:54.320 - lighthouse: Saved LighthouseDB rev 2406 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:55:22.756 - 0 - entering standby

Sat Apr 21 2018 20:55:22.756 - 0 - entering standby

Sat Apr 21 2018 20:56:29.673 - Closing pipe vrmonitor (7088) because it was broken from the other end

Sat Apr 21 2018 20:56:29.673 - Process vrmonitor (7088) disconnected

(Thread(0x00000154644033A0/0x000))
Sat Apr 21 2018 20:56:29.673 - 0 - leaving standby
Sat Apr 21 2018 20:56:29.675 - Quitting all OpenVR processes because master process 7088 disconnected
Sat Apr 21 2018 20:56:29.675 - Sending Quit event to process vrdashboard (12220)
Sat Apr 21 2018 20:56:29.675 - Sending Quit event to process steamtours (16680)
Sat Apr 21 2018 20:56:29.675 - Sending Quit event to process vrmonitor (7088)
Sat Apr 21 2018 20:56:29.675 - Sending Quit event to process Steam (12680)
Sat Apr 21 2018 20:56:29.675 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (11712)
Sat Apr 21 2018 20:56:29.675 - Sending Quit event to process ViveDashboard (15620)
Sat Apr 21 2018 20:56:29.751 - Closing pipe OpenVR-WalkInPlaceOverlay (11712) because it was broken from the other end
Sat Apr 21 2018 20:56:29.751 - Process OpenVR-WalkInPlaceOverlay (11712) disconnected (Thread(0x0000015458150D90/0x000))
Sat Apr 21 2018 20:56:30.014 - Closing pipe steamtours (16680) because it was broken from the other end
Sat Apr 21 2018 20:56:30.014 - Process steamtours (16680) disconnected (Thread(0x0000015464403420/0x000))
Sat Apr 21 2018 20:56:30.018 - Closing pipe Steam (12680) because it was broken from the other end
Sat Apr 21 2018 20:56:30.018 - Process Steam (12680) disconnected (Thread(0x0000015464403920/0x000))
Sat Apr 21 2018 20:56:31.079 - Closing pipe ViveDashboard (15620) because it was broken from the other end
Sat Apr 21 2018 20:56:31.079 - Process ViveDashboard (15620) disconnected (Thread(0x0000015464403B20/0x000))
Sat Apr 21 2018 20:56:31.686 - Closing pipe vrdashboard (12220) because it was broken from the other end
Sat Apr 21 2018 20:56:31.686 - Process vrdashboard (12220) disconnected (Thread(0x0000015464402720/0x000))
Sat Apr 21 2018 20:56:31.687 - Sending Quit event to process vrcompositor (8784)
Sat Apr 21 2018 20:56:31.849 - Closing pipe vrcompositor (8784) because it was broken from the other end
Sat Apr 21 2018 20:56:31.849 - Process vrcompositor (8784) disconnected (Thread(0x0000015464403D20/0x000))
Sat Apr 21 2018 20:56:31.859 - VR server shutting down

Sat Apr 21 2018 20:56:31.861 - lighthouse: LHR-2967B087 H: Dropped 2517 back-facing hits, 6 non-clustered hits during the previous tracking session

Sat Apr 21 2018 20:56:31.865 - lighthouse: TrackedCamera: Stopping Video Stream.

Sat Apr 21 2018 20:56:31.957 - Listener thread ending

Sat Apr 21 2018 20:56:31.964 - lighthouse: Unable to set work state to 4 for HMD Hid device

Sat Apr 21 2018 20:56:31.964 - lighthouse: Unable to set work state to 4 for HMD Hid device

Sat Apr 21 2018 20:56:31.964 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.

Sat Apr 21 2018 20:56:32.432 - lighthouse: TrackedCamera: Video Stream Stopped.

Sat Apr 21 2018 20:56:32.449 - lighthouse: TrackedCamera: CloseCamera()

Sat Apr 21 2018 20:56:32.452 - lighthouse: Stopped tracking with universe 1479640794

Sat Apr 21 2018 20:56:32.462 - lighthouse: Saved LighthouseDB rev 2407 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:57:35.688 -

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Sat Apr 21 2018 20:57:35.688 -

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Sat Apr 21 2018 20:57:35.688 - Runtime path was H:\Steam\steamapps\common\SteamVR. Setting it to H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe

Sat Apr 21 2018 20:57:35.691 - Setting shared memory namespace to 17120

Sat Apr 21 2018 20:57:35.692 - VR server (v1524162059) starting up with config=H:\Steam\config

Sat Apr 21 2018 20:57:35.692 - VRServer will wait for VRMonitor before exiting

Sat Apr 21 2018 20:57:35.694 - Skipping external driver H:\Steam\steamapps\common\DiscovrEgypt because it is not a directory

Sat Apr 21 2018 20:57:35.694 - Skipping external driver H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 20:57:35.694 - Skipping external driver H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 20:57:35.694 - Skipping external driver H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 20:57:35.698 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 20:57:35.698 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Apr 21 2018 20:57:35.699 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Apr 21 2018 20:57:35.699 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Apr 21 2018 20:57:35.699 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 20:57:35.737 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 11328
Sat Apr 21 2018 20:57:35.737 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware
Sat Apr 21 2018 20:57:35.738 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware
Sat Apr 21 2018 20:57:35.744 - Creating builtin app for
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)
Sat Apr 21 2018 20:57:35.744 - Setting app system.generated.vrstartup.exe PID to
11328
Sat Apr 21 2018 20:57:35.747 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001
Sat Apr 21 2018 20:57:35.747 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamepad.dll
Sat Apr 21 2018 20:57:35.747 - Driver gamepad has no suitable devices.
Sat Apr 21 2018 20:57:35.801 - lighthouse: Attached HID Devices:
Sat Apr 21 2018 20:57:35.801 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Controller (interface 2)
Sat Apr 21 2018 20:57:35.801 - lighthouse: 28DE, 2101: s/n E31912BCD1:

Watchman Dongle (interface 0)
Sat Apr 21 2018 20:57:35.802 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
IMU (interface 0)
Sat Apr 21 2018 20:57:35.802 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Optical (interface 1)
Sat Apr 21 2018 20:57:35.802 - lighthouse: 28DE, 2101: s/n 80FE5EB304:
Watchman Dongle (interface 0)
Sat Apr 21 2018 20:57:35.802 - lighthouse: BB4, 309: s/n 206739515952: VIVE
Pro (interface 0)
Sat Apr 21 2018 20:57:35.802 - lighthouse: BB4, 30B: s/n
\\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-
88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)
Sat Apr 21 2018 20:57:36.113 - lighthouse: LHR-2967B087: Read config of 4153 bytes
from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes
Sat Apr 21 2018 20:57:36.120 - lighthouse: HMD Model: HTC Vive Pro
Sat Apr 21 2018 20:57:36.120 - lighthouse: Parsing LighthouseDB from file
H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 20:57:36.121 - lighthouse: Successfully parsed Lighthouse DB rev
2407 from H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 20:57:36.122 - lighthouse: LHR-2967B087 H: Source: auto
disambiguator -- Preferred basestation 00000000
Sat Apr 21 2018 20:57:36.123 - lighthouse: Enumerating displays...
Sat Apr 21 2018 20:57:36.167 - lighthouse: Found two different DeviceIDs for
monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0014
Sat Apr 21 2018 20:57:36.409 - [Steam] Steam INIT.
Sat Apr 21 2018 20:57:36.816 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-
11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080
Sat Apr 21 2018 20:57:36.816 - lighthouse: <hidden>: 0, 0, 0, 0
Sat Apr 21 2018 20:57:36.816 - lighthouse: RecommendedRenderTargetSize: 1440,
1600 (viewport 2016, 2240 scaled by 1.40)
Sat Apr 21 2018 20:57:36.817 - lighthouse: Attempting HID Open IMU: LHR-
2967B087
Sat Apr 21 2018 20:57:36.817 - lighthouse: Lighthouse IMU HID opened
Sat Apr 21 2018 20:57:36.817 - lighthouse: TrackedCamera: OpenCamera()
Sat Apr 21 2018 20:57:36.817 - lighthouse: TrackedCamera: Expecting drivers at
'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Sat Apr 21 2018 20:57:36.821 - lighthouse: LHR-2967B087: Firmware Version 1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL 1517470641

Sat Apr 21 2018 20:57:36.827 - lighthouse: LHR-2967B087: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:1 AccelRangeMode:1

Sat Apr 21 2018 20:57:36.827 - lighthouse: Attempting HID Open Optical: LHR-2967B087

Sat Apr 21 2018 20:57:36.827 - lighthouse: Lighthouse Optical HID opened

Sat Apr 21 2018 20:57:36.827 - lighthouse: Attempting HID Open VrController: LHR-2967B087

Sat Apr 21 2018 20:57:36.827 - lighthouse: Lighthouse VrController HID opened

Sat Apr 21 2018 20:57:36.974 - lighthouse: TrackedCamera: Found Dual Cameras at USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 20:57:36.992 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 20:57:36.992 - driver lighthouse implements interfaces IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002 IVRDriverDirectModeComponent_005 IVRCameraComponent_002 IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002 IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 20:57:36.992 - Loaded server driver lighthouse (IServerTrackedDeviceProvider_004) from H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 20:57:36.994 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 20:57:36.994 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 20:57:37.103 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 20:57:37.103 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 20:57:37.210 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Sat Apr 21 2018 20:57:37.212 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 20:57:37.212 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 20:57:37.214 - lighthouse: HmdDeviceConnect(53794, 43522, 3154244, 2)

Sat Apr 21 2018 20:57:37.215 - lighthouse: Loading MC file 'H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 20:57:37.215 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 20:57:37.251 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 20:57:37.256 - lighthouse: VerifyUSBUserDataInDirectory: H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 20:57:37.260 - lighthouse: Loading MC file 'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'

Sat Apr 21 2018 20:57:37.261 - lighthouse: VerifyUSBUserDataInDirectory: H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated

Sat Apr 21 2018 20:57:37.294 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)

Sat Apr 21 2018 20:57:37.305 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" left eye

Sat Apr 21 2018 20:57:37.305 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" right eye

Sat Apr 21 2018 20:57:37.306 - Active HMD set to lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:37.307 - Guessing frequency of current display mode because SDL failed us

Sat Apr 21 2018 20:57:37.307 - Initialized EyeToHead Left Translation -0.031500 0.000000 0.000000

Sat Apr 21 2018 20:57:37.307 - Initialized EyeToHead Right Translation 0.031500 0.000000 0.000000

Sat Apr 21 2018 20:57:37.308 - Adding controller type to vive_pro

Sat Apr 21 2018 20:57:37.308 - Processing message VRMsg_Connect from vrstartup (11328) took 1.57 seconds

Sat Apr 21 2018 20:57:37.311 - DXGI thread failed to get SDL display index

Sat Apr 21 2018 20:57:37.321 - lighthouse: LHR-2967B087 H: tdm sync acquired

Sat Apr 21 2018 20:57:39.504 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe (VRApplication_Background) (Args:) 13232

Sat Apr 21 2018 20:57:39.511 - Setting app openvr.component.vrcompositor PID to 13232

Sat Apr 21 2018 20:57:39.513 - App openvr.component.vrcompositor (vive_pro) loaded default binding file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind

ings_vive_pro.json

Sat Apr 21 2018 20:57:39.513 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:39.513 - Processing message VRMsg_Connect from
vrcompositor (13232) took 0.0087 seconds

Sat Apr 21 2018 20:57:40.189 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2

Sat Apr 21 2018 20:57:40.189 - lighthouse: LHR-2967B087 H: SwSyncDetect selected
tdm

Sat Apr 21 2018 20:57:40.301 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 20:57:40.353 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 5.13m velocity 0.18m/s base pitch ~24.2 deg
roll ~-1.3 deg -----

Sat Apr 21 2018 20:57:41.616 - Processing message
VRMsg_TrackedCamera_GetDistortion from vrcompositor (13232) took 0.00534
seconds

Sat Apr 21 2018 20:57:41.631 - Processing message
VRMsg_TrackedCamera_GetDistortion from vrcompositor (13232) took 0.00516
seconds

Sat Apr 21 2018 20:57:41.693 - Processing message
VRMsg_TrackedCamera_GetDistortion from vrcompositor (13232) took 0.00555
seconds

Sat Apr 21 2018 20:57:42.021 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base
CF3A0E55 at pitch 21.43 deg roll -1.32 deg -----

Sat Apr 21 2018 20:57:42.021 - lighthouse: Updating tilt for CF3A0E55: Old= 21.68,
-1.26, 1.9271e-06 <- 0.25 deg -> new= 21.43, -1.32, 7.81873e-06 result=21.43, -
1.32, 7.81873e-06

Sat Apr 21 2018 20:57:42.021 - lighthouse: Best tilt from LHR-2967B087 for base
CF3A0E55 pitch 21.43 roll -1.32 score 2.68

Sat Apr 21 2018 20:57:42.022 - lighthouse: BootstrapFinished setting tilt base to
CF3A0E55

Sat Apr 21 2018 20:57:42.022 - lighthouse: Selected existing universe 1479640794
(CF3A0E55 is primary)

Sat Apr 21 2018 20:57:42.022 - lighthouse: Setting universe tilt from CF3A0E55 via
transform to global: pitch 21.43 deg roll -1.32 deg

Sat Apr 21 2018 20:57:42.039 - lighthouse: Saved LighthouseDB rev 2408 to
H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:57:42.131 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:57:42.131 - Processing message VRMsg_Settings_Sync from
vrcompositor (13232) took 0.00506 seconds

Sat Apr 21 2018 20:57:42.493 - Setting app openvr.tool.steamvr_environments PID to
852

Sat Apr 21 2018 20:57:42.493 - Processing message VRMsg_LaunchApplication from
vrstartup (11328) took 0.0158 seconds

Sat Apr 21 2018 20:57:42.591 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe
(VRApplication_Overlay) (Args:) 14184

Sat Apr 21 2018 20:57:42.600 - Setting app openvr.component.vrdashboard PID to
14184

Sat Apr 21 2018 20:57:42.600 - VRDashboard watchdog enabled for pid:14184

Sat Apr 21 2018 20:57:42.600 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:42.600 - Processing message VRMsg_Connect from
vrdashboard (14184) took 0.00949 seconds

Sat Apr 21 2018 20:57:43.037 - lighthouse: LHR-2967B087 H: ----- SECONDARY base
BE29E483 distance 2.45m -----

Sat Apr 21 2018 20:57:43.190 - New Connect message from
H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\wi
n64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid
SteamVRAppID -nowindow -vconport 29009) 852

Sat Apr 21 2018 20:57:43.197 - Setting app openvr.tool.steamvr_environments PID to
852

Sat Apr 21 2018 20:57:43.198 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 20:57:43.198 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:43.198 - Processing message VRMsg_Connect from
steamtours (852) took 0.00789 seconds

Sat Apr 21 2018 20:57:43.223 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe
(VRApplication_VRMonitor) (Args: -nokillprocess) 11696

Sat Apr 21 2018 20:57:43.230 - Setting app openvr.component.vrmonitor PID to
11696

Sat Apr 21 2018 20:57:43.230 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:43.230 - Processing message VRMsg_Connect from vrmonitor (11696) took 0.00701 seconds

Sat Apr 21 2018 20:57:43.501 - Closing pipe vrstartup (11328) because it was broken from the other end

Sat Apr 21 2018 20:57:43.501 - Process vrstartup (11328) disconnected (Thread(0x000001DCF1C78070/0x000))

Sat Apr 21 2018 20:57:44.124 - New Connect message from H:\Steam\Steam.exe (VRApplication_Overlay) (Args: -silent) 12680

Sat Apr 21 2018 20:57:44.133 - Creating builtin app for H:\Steam\Steam.exe (VRApplication_Overlay)

Sat Apr 21 2018 20:57:44.134 - Setting app system.generated.steam.exe PID to 12680

Sat Apr 21 2018 20:57:44.134 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:44.134 - Processing message VRMsg_Connect from Steam (12680) took 0.00936 seconds

Sat Apr 21 2018 20:57:44.297 - Processing message VRMsg_AddApplicationManifest from Steam (12680) took 0.0237 seconds

Sat Apr 21 2018 20:57:45.055 - Setting app htc.vive.overlay PID to 10900

Sat Apr 21 2018 20:57:45.055 - Started autolaunch dashboard htc.vive.overlay.

Sat Apr 21 2018 20:57:45.059 - Setting app pottedmeat7.vrwalkinplace PID to 8872

Sat Apr 21 2018 20:57:45.059 - Started autolaunch dashboard pottedmeat7.vrwalkinplace.

Sat Apr 21 2018 20:57:45.059 - Processing message VRMsg_StartAutolaunchOverlays from vrdashboard (14184) took 0.0906 seconds

Sat Apr 21 2018 20:57:45.234 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.08m, angle 178.21 deg -----

Sat Apr 21 2018 20:57:45.234 - lighthouse: Moving base BE29E483 22mm and 0.2 deg because of relationship with CF3A0E55, which is closer to the origin

Sat Apr 21 2018 20:57:45.234 - lighthouse: Updating tilt for BE29E483: Old= 15.56, -0.27, 7.5776e-05 <- 0.59 deg -> new= 15.77, 0.28, 7.64664e-05 result=15.77, 0.28, 7.64664e-05

Sat Apr 21 2018 20:57:45.250 - lighthouse: Saved LighthouseDB rev 2409 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 20:57:45.271 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 8872

Sat Apr 21 2018 20:57:45.284 - Setting app pottedmeat7.vrwalkinplace PID to 8872

Sat Apr 21 2018 20:57:45.284 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:45.284 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (8872) took 0.0133 seconds

Sat Apr 21 2018 20:57:48.318 - New Connect message from
H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe
(VRApplication_Overlay) (Args: -compositor) 10900

Sat Apr 21 2018 20:57:48.332 - Setting app htc.vive.overlay PID to 10900

Sat Apr 21 2018 20:57:48.332 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 20:57:48.332 - Processing message VRMsg_Connect from
ViveDashboard (10900) took 0.014 seconds

Sat Apr 21 2018 20:57:52.367 - lighthouse: Unknown Hmd Interrupt packet: report ID
2

Sat Apr 21 2018 20:57:53.714 - lighthouse: Unknown Hmd Interrupt packet: report ID
1

Sat Apr 21 2018 20:57:58.332 - 0 - entering standby

Sat Apr 21 2018 20:57:58.333 - 0 - entering standby

Sat Apr 21 2018 20:58:09.958 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:58:09.958 - Processing message VRMsg_Settings_Sync from
vrmonitor (11696) took 0.00543 seconds

Sat Apr 21 2018 20:58:12.644 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:58:35.894 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:58:35.894 - Processing message VRMsg_Settings_Sync from
vrmonitor (11696) took 0.00557 seconds

Sat Apr 21 2018 21:00:10.584 - 0 - leaving standby

Sat Apr 21 2018 21:00:24.463 - lighthouse: LHR-2967B087: Updated IMU calibration:
Accel bias change 0.03m/s/s

Sat Apr 21 2018 21:00:24.463 - lighthouse: Updating tilt for CF3A0E55: Old= 21.43,
-1.32, 7.81873e-06 <- 0.46 deg -> new= 21.88, -1.22, 1.22007e-06 result=21.88, -
1.22, 1.22007e-06

Sat Apr 21 2018 21:00:24.481 - lighthouse: Saved LighthouseDB rev 2410 to
H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 21:01:25.804 - lighthouse: 80FE5EB304: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Sat Apr 21 2018 21:01:25.821 - lighthouse: LHR-F5E53B44: Connected to receiver
80FE5EB304

Sat Apr 21 2018 21:01:25.835 - lighthouse: 80FE5EB304: Firmware Version
1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0
VRC 1465809477 Radio 1466630404

Sat Apr 21 2018 21:01:26.361 - lighthouse: 80FE5EB304: Read config of 1936 bytes
from [vid:28de, pid:2101] (80FE5EB304) and inflated to 8209 bytes

Sat Apr 21 2018 21:01:26.375 - lighthouse: LHR-F5E53B44 C: Source: auto
disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 21:01:26.379 - Adding controller type to vive_controller

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 21 2018 21:01:26.380 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=trackpad_scroll_cut

inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 21:01:26.381 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 21:01:26.381 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_generic.json
Sat Apr 21 2018 21:01:26.381 - App openvr.tool.steamvr_environments
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_vive_controller.json
Sat Apr 21 2018 21:01:26.381 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_pro.json
Sat Apr 21 2018 21:01:26.381 - App openvr.component.vrcompositor
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_controller.json
Sat Apr 21 2018 21:01:26.385 - lighthouse: LHR-F5E53B44 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0
Sat Apr 21 2018 21:01:26.462 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 21:01:26.639 - lighthouse: LHR-F5E53B44 C: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 4.00m velocity 0.15m/s recorded pitch ~21.9
deg roll ~-1.2 deg -----
Sat Apr 21 2018 21:01:27.079 - lighthouse: E31912BCD1: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2
Sat Apr 21 2018 21:01:27.101 - lighthouse: LHR-FF2C9F43: Connected to receiver
E31912BCD1
Sat Apr 21 2018 21:01:27.112 - lighthouse: E31912BCD1: Firmware Version
1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0
VRC 1465809477 Radio 1466630404
Sat Apr 21 2018 21:01:27.656 - lighthouse: E31912BCD1: Read config of 1931 bytes
from [vid:28de, pid:2101] (E31912BCD1) and inflated to 8197 bytes
Sat Apr 21 2018 21:01:27.657 - lighthouse: LHR-FF2C9F43 C: Source: auto

disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 21:01:27.668 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 0

Sat Apr 21 2018 21:01:27.730 - lighthouse: LHR-FF2C9F43 C: tdm sync acquired

Sat Apr 21 2018 21:01:28.260 - lighthouse: LHR-FF2C9F43 C: ----- BOOTSTRAPPED base BE29E483 (delayed) distance 2.17m velocity 1.42m/s recorded pitch ~15.8 deg roll ~0.3 deg -----

Sat Apr 21 2018 21:01:28.642 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 21:01:28.642 - App openvr.tool.steamvr_environments (vive_controller) loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 21:01:28.642 - App openvr.component.vrcompositor (vive_pro) loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 21:01:28.642 - App openvr.component.vrcompositor (vive_controller) loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json

Sat Apr 21 2018 21:01:28.762 - lighthouse: LHR-F5E53B44 C: ----- CALIBRATED base CF3A0E55 at pitch 21.52 deg roll -1.04 deg -----

Sat Apr 21 2018 21:01:29.290 - lighthouse: LHR-F5E53B44 C: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 21:01:29.290 - lighthouse: LHR-F5E53B44 C: SwSyncDetect selected tdm

Sat Apr 21 2018 21:01:29.922 - lighthouse: LHR-FF2C9F43 C: ----- CALIBRATED base BE29E483 at pitch 16.87 deg roll -0.16 deg -----

Sat Apr 21 2018 21:01:30.541 - lighthouse: LHR-FF2C9F43 C: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 21:01:30.541 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect selected tdm

Sat Apr 21 2018 21:01:30.988 - lighthouse: LHR-F5E53B44 C: ----- SECONDARY base BE29E483 distance 2.29m -----

Sat Apr 21 2018 21:01:31.784 - lighthouse: LHR-F5E53B44 C: ----- RELATIONSHIP

bases CF3A0E55 <-> be29e483 distance 6.11m, angle 177.42 deg -----

Sat Apr 21 2018 21:01:32.663 - lighthouse: LHR-FF2C9F43 C: Trying to add a secondary base CF3A0E55: Not enough contiguous samples for a bootstrap pose

Sat Apr 21 2018 21:01:37.663 - lighthouse: LHR-FF2C9F43 C: Trying to add a secondary base CF3A0E55: Not enough contiguous samples for a bootstrap pose

Sat Apr 21 2018 21:01:39.754 - lighthouse: TrackedCamera: ISP Sync: Enabled (Divisor:15).

Sat Apr 21 2018 21:01:39.766 - lighthouse: TrackedCamera: Starting Video Stream.

Sat Apr 21 2018 21:01:40.082 - lighthouse: TrackedCamera: StartVideoStream() took 316 ms

Sat Apr 21 2018 21:01:41.838 - lighthouse: LHR-FF2C9F43 C: ----- SECONDARY base CF3A0E55 distance 4.29m -----

Sat Apr 21 2018 21:01:43.331 - lighthouse: LHR-FF2C9F43 C: ----- RELATIONSHIP bases BE29E483 <-> cf3a0e55 distance 6.07m, angle 176.86 deg -----

Sat Apr 21 2018 21:01:43.331 - lighthouse: LHR-FF2C9F43 C: New primary tracking base CF3A0E55

Sat Apr 21 2018 21:01:49.096 - lighthouse: LHR-F5E53B44: Updated IMU calibration: Accel bias change 0.05m/s/s

Sat Apr 21 2018 21:01:49.114 - lighthouse: Saved LighthouseDB rev 2411 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 21:01:53.343 - lighthouse: LHR-FF2C9F43: Updated IMU calibration: Accel bias change 0.05m/s/s

Sat Apr 21 2018 21:01:53.365 - lighthouse: Saved LighthouseDB rev 2412 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 21:01:55.357 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 93.676377 < filter at 93.738491

Sat Apr 21 2018 21:01:59.992 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 21:01:59.992 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00778 seconds

Sat Apr 21 2018 21:02:06.966 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 21:02:17.820 - Sending Quit event to process steamtours (852)

Sat Apr 21 2018 21:02:17.820 - Processing message VRMsg_LaunchApplication from steamtours (852) took 0.0233 seconds

Sat Apr 21 2018 21:02:17.995 - Closing pipe steamtours (852) because it was broken from the other end

Sat Apr 21 2018 21:02:17.995 - Process steamtours (852) disconnected

(Thread(0x000001DCF74EE9A0/0x000))

Sat Apr 21 2018 21:02:18.194 - Clearing starting app 0 because it isn't running

Sat Apr 21 2018 21:02:18.194 - Aborting launch of 'steam.app.450540'

Sat Apr 21 2018 21:02:18.832 - Setting to LaunchingApp_ExternalLaunch because of prelaunch check for steam.app.450540

Sat Apr 21 2018 21:02:20.037 - Setting app steam.app.450540 PID to 11992

Sat Apr 21 2018 21:02:20.214 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 118.501224 < filter at 118.588421

Sat Apr 21 2018 21:02:21.248 - New Connect message from

H:\Steam\steamapps\common\H3VR\h3vr.exe (VRApplication_Scene) (Args:) 11992

Sat Apr 21 2018 21:02:21.256 - Setting app steam.app.450540 PID to 11992

Sat Apr 21 2018 21:02:21.256 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 21:02:21.256 - Processing message VRMsg_Connect from h3vr
(11992) took 0.00809 seconds

Sat Apr 21 2018 21:02:21.586 - Closing pipe h3vr (11992) because it was broken from
the other end

Sat Apr 21 2018 21:02:21.586 - Process h3vr (11992) disconnected

(Thread(0x000001DCFDFCAE20/0x000))

Sat Apr 21 2018 21:02:26.884 - New Connect message from

H:\Steam\steamapps\common\H3VR\h3vr.exe (VRApplication_Scene) (Args:) 11992

Sat Apr 21 2018 21:02:26.885 - Unable to create property container PC_700002ed8
because it already existed

Sat Apr 21 2018 21:02:26.885 - Unable to create property container for h3vr (11992).
Maybe it's a reconnect?

Sat Apr 21 2018 21:02:26.885 - Creating builtin app for

H:\Steam\steamapps\common\H3VR\h3vr.exe (VRApplication_Scene)

Sat Apr 21 2018 21:02:26.892 - Unsetting system.generated.h3vr.exe PID because
SetApplicationPid came in with a different key

Sat Apr 21 2018 21:02:26.892 - Setting app steam.app.450540 PID to 11992

Sat Apr 21 2018 21:02:26.892 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 21:02:26.892 - Processing message VRMsg_Connect from h3vr
(11992) took 0.00739 seconds

Sat Apr 21 2018 21:03:05.811 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 164.333694 < filter at 164.396352

Sat Apr 21 2018 21:03:18.835 - AppTransition: Aborting external launch because of
timeout after 0.00350952 seconds

Sat Apr 21 2018 21:03:18.835 - Aborting launch of 'steam.app.450540'

Sat Apr 21 2018 21:03:44.850 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:03:49.367 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.
Sat Apr 21 2018 21:04:14.435 - lighthouse: LHR-F5E53B44 C: IMU went off scale.
Sat Apr 21 2018 21:04:24.324 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 242.845770 < filter at 242.903525
Sat Apr 21 2018 21:05:06.110 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 284.427225 < filter at 284.480549
Sat Apr 21 2018 21:05:22.751 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.
Sat Apr 21 2018 21:05:55.693 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 333.967110 < filter at 334.055525
Sat Apr 21 2018 21:06:17.213 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 355.526753 < filter at 355.576528
Sat Apr 21 2018 21:06:33.431 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 371.906924 < filter at 371.993557
Sat Apr 21 2018 21:06:51.816 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.
Sat Apr 21 2018 21:06:51.816 - lighthouse: LHR-F5E53B44 C: IMU went off scale.
Sat Apr 21 2018 21:07:01.931 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 400.242148 < filter at 400.296155
Sat Apr 21 2018 21:07:27.598 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 425.875404 < filter at 425.954821
Sat Apr 21 2018 21:07:44.174 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 442.480410 < filter at 442.536192
Sat Apr 21 2018 21:09:58.006 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 576.299503 < filter at 576.359253
Sat Apr 21 2018 21:10:21.034 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 599.338088 < filter at 599.386891
Sat Apr 21 2018 21:10:31.575 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 609.866053 < filter at 609.926299
Sat Apr 21 2018 21:12:42.152 - lighthouse: LHR-F5E53B44 C: IMU went off scale.
Sat Apr 21 2018 21:12:53.098 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 751.564288 < filter at 751.646139
Sat Apr 21 2018 21:13:14.932 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 773.388677 < filter at 773.477440
Sat Apr 21 2018 21:13:43.160 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 801.440588 < filter at 801.499771
Sat Apr 21 2018 21:14:46.337 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 864.822289 < filter at 864.884181
Sat Apr 21 2018 21:16:40.512 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 978.988258 < filter at 979.047152

Sat Apr 21 2018 21:17:04.901 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1003.366819 < filter at 1003.441168

Sat Apr 21 2018 21:18:15.633 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 1073.864549 < filter at 1073.958683

Sat Apr 21 2018 21:18:22.774 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1081.245104 < filter at 1081.304117

Sat Apr 21 2018 21:19:25.968 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:19:29.052 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:19:34.745 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:20:13.199 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:20:19.261 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:20:23.403 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 1201.638624 < filter at 1201.725243

Sat Apr 21 2018 21:20:27.854 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 1206.118536 < filter at 1206.174528

Sat Apr 21 2018 21:20:30.720 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1209.187170 < filter at 1209.247509

Sat Apr 21 2018 21:20:32.081 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 1210.309781 < filter at 1210.400149

Sat Apr 21 2018 21:21:17.442 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1255.910562 < filter at 1255.962032

Sat Apr 21 2018 21:21:59.627 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1298.094460 < filter at 1298.147925

Sat Apr 21 2018 21:22:08.558 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1307.023879 < filter at 1307.081563

Sat Apr 21 2018 21:23:36.737 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1395.194285 < filter at 1395.254960

Sat Apr 21 2018 21:23:52.298 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 1410.521778 < filter at 1410.603333

Sat Apr 21 2018 21:24:02.521 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 1420.976171 < filter at 1421.036715

Sat Apr 21 2018 21:24:41.706 - lighthouse: LHR-F5E53B44 C: Resetting tracking: no
optical samples for 2004ms

Sat Apr 21 2018 21:24:41.706 - lighthouse: LHR-F5E53B44 C: Dropped 475 back-
facing hits, 1 non-clustered hits during the previous tracking session

Sat Apr 21 2018 21:24:45.941 - lighthouse: LHR-F5E53B44 C: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 4.39m velocity 0.10m/s recorded pitch ~21.9
deg roll ~-1.2 deg -----

Sat Apr 21 2018 21:24:47.699 - lighthouse: LHR-F5E53B44 C: ----- CALIBRATED base CF3A0E55 at pitch 21.74 deg roll -1.27 deg -----

Sat Apr 21 2018 21:24:48.727 - lighthouse: LHR-F5E53B44 C: ----- SECONDARY base BE29E483 distance 2.52m -----

Sat Apr 21 2018 21:24:50.018 - lighthouse: LHR-F5E53B44 C: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.11m, angle 177.15 deg -----

Sat Apr 21 2018 21:25:22.935 - lighthouse: LHR-F5E53B44: Updated IMU calibration: Accel bias change 0.03m/s/s

Sat Apr 21 2018 21:25:22.951 - lighthouse: Saved LighthouseDB rev 2413 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 21:27:18.028 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:27:18.103 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:27:51.109 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1649.345118 < filter at 1649.407115

Sat Apr 21 2018 21:28:11.237 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1669.469707 < filter at 1669.529173

Sat Apr 21 2018 21:28:28.269 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1686.502802 < filter at 1686.563835

Sat Apr 21 2018 21:29:38.483 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1756.711264 < filter at 1756.771563

Sat Apr 21 2018 21:30:05.075 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1783.302531 < filter at 1783.364048

Sat Apr 21 2018 21:30:12.707 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:30:14.565 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:30:22.692 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:30:24.301 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:32:16.371 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1914.807094 < filter at 1914.859765

Sat Apr 21 2018 21:33:08.517 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1966.733955 < filter at 1966.796112

Sat Apr 21 2018 21:33:14.306 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1972.727974 < filter at 1972.791781

Sat Apr 21 2018 21:34:10.909 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 2029.306326 < filter at 2029.392821

Sat Apr 21 2018 21:34:49.494 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 2067.894089 < filter at 2067.966309

Sat Apr 21 2018 21:37:26.720 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 2224.925353 < filter at 2224.985056

Sat Apr 21 2018 21:37:44.661 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2243.051829 < filter at 2243.125797

Sat Apr 21 2018 21:38:03.827 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 2262.024471 < filter at 2262.085888

Sat Apr 21 2018 21:38:04.007 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2262.410044 < filter at 2262.472448

Sat Apr 21 2018 21:38:15.923 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2274.338556 < filter at 2274.392219

Sat Apr 21 2018 21:38:45.742 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2304.147642 < filter at 2304.207637

Sat Apr 21 2018 21:38:56.569 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2314.971271 < filter at 2315.032155

Sat Apr 21 2018 21:39:10.383 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2328.788871 < filter at 2328.850592

Sat Apr 21 2018 21:39:10.399 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2328.804500 < filter at 2328.866581

Sat Apr 21 2018 21:39:21.825 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2340.242532 < filter at 2340.290677

Sat Apr 21 2018 21:43:01.655 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 2559.841166 < filter at 2559.902075

Sat Apr 21 2018 21:44:15.482 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2633.861786 < filter at 2633.931499

Sat Apr 21 2018 21:45:03.191 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2681.568820 < filter at 2681.630571

Sat Apr 21 2018 21:45:04.428 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 2682.615568 < filter at 2682.667365

Sat Apr 21 2018 21:45:58.931 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2737.265660 < filter at 2737.368133

Sat Apr 21 2018 21:46:19.832 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2758.178622 < filter at 2758.269739

Sat Apr 21 2018 21:46:35.733 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2774.111704 < filter at 2774.170795

Sat Apr 21 2018 21:46:56.524 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2794.901556 < filter at 2794.964475

Sat Apr 21 2018 21:47:01.067 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 2799.444779 < filter at 2799.505349

Sat Apr 21 2018 21:49:23.890 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 2942.059524 < filter at 2942.118235

Sat Apr 21 2018 21:49:29.342 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 2947.514065 < filter at 2947.566155

Sat Apr 21 2018 21:49:47.325 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 2965.463332 < filter at 2965.547483

Sat Apr 21 2018 21:51:45.951 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3084.079811 < filter at 3084.163744

Sat Apr 21 2018 21:52:18.156 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3116.509526 < filter at 3116.579781

Sat Apr 21 2018 21:52:20.683 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3118.834054 < filter at 3118.896341

Sat Apr 21 2018 21:52:22.017 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3120.350935 < filter at 3120.437141

Sat Apr 21 2018 21:53:13.952 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3172.113229 < filter at 3172.165563

Sat Apr 21 2018 21:53:14.266 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3172.632903 < filter at 3172.685429

Sat Apr 21 2018 21:53:42.503 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3200.628131 < filter at 3200.711344

Sat Apr 21 2018 21:53:42.753 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3201.117091 < filter at 3201.169984

Sat Apr 21 2018 21:53:55.977 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:01.181 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:04.306 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:17.709 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:20.729 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:23.481 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3241.832577 < filter at 3241.894224

Sat Apr 21 2018 21:54:24.037 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:29.322 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:33.914 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3252.262237 < filter at 3252.327109

Sat Apr 21 2018 21:54:34.284 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 21:54:37.773 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3255.919747 < filter at 3255.981653

Sat Apr 21 2018 21:56:10.828 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3349.182849 < filter at 3349.233024

Sat Apr 21 2018 21:56:17.231 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3355.562072 < filter at 3355.641773

Sat Apr 21 2018 21:56:31.579 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3369.718470 < filter at 3369.781200

Sat Apr 21 2018 21:57:50.812 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3449.128182 < filter at 3449.208699

Sat Apr 21 2018 21:59:18.960 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3537.302245 < filter at 3537.360405

Sat Apr 21 2018 21:59:27.737 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3546.081664 < filter at 3546.134411

Sat Apr 21 2018 22:00:10.672 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3588.773377 < filter at 3588.856155

Sat Apr 21 2018 22:01:11.578 - lighthouse: LHR-F5E53B44 C: IMU went off scale.

Sat Apr 21 2018 22:01:24.426 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:02:05.580 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3703.906325 < filter at 3703.966491

Sat Apr 21 2018 22:02:08.661 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3706.963257 < filter at 3707.040395

Sat Apr 21 2018 22:02:10.244 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:02:24.899 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3723.217807 < filter at 3723.281291

Sat Apr 21 2018 22:02:40.743 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:03:03.025 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3761.347339 < filter at 3761.407243

Sat Apr 21 2018 22:03:03.988 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3762.314035 < filter at 3762.374581

Sat Apr 21 2018 22:03:53.884 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:04:17.141 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:05:00.780 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3879.095631 < filter at 3879.154805

Sat Apr 21 2018 22:05:02.776 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:05:46.624 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:05:48.990 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:05:52.760 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3930.876089 < filter at 3930.925621

Sat Apr 21 2018 22:05:57.857 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3936.171294 < filter at 3936.231835

Sat Apr 21 2018 22:06:30.506 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 3968.824713 < filter at 3968.881536

Sat Apr 21 2018 22:06:55.141 - lighthouse: LHR-2967B087 H: IMU went off scale.

Sat Apr 21 2018 22:06:59.936 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 3998.042417 < filter at 3998.102357

Sat Apr 21 2018 22:07:08.157 - lighthouse: LHR-2967B087 H: IMU went off scale.

Sat Apr 21 2018 22:07:15.124 - lighthouse: LHR-2967B087 H: IMU went off scale.

Sat Apr 21 2018 22:07:23.583 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 4021.885985 < filter at 4021.949221

Sat Apr 21 2018 22:07:24.922 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 4023.219571 < filter at 4023.288304

Sat Apr 21 2018 22:07:28.096 - lighthouse: LHR-F5E53B44 C: IMU went off scale.

Sat Apr 21 2018 22:08:12.266 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 4070.367366 < filter at 4070.427525

Sat Apr 21 2018 22:10:10.971 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 4189.231780 < filter at 4189.314597

Sat Apr 21 2018 22:10:36.719 - Sending Quit event to process h3vr (11992)

Sat Apr 21 2018 22:10:36.720 - Apps - Initiated simple quit transition for 11992

Sat Apr 21 2018 22:10:36.720 - Processing message VRMsg_QuitProcessRequest
from Steam (12680) took 0.0583 seconds

Sat Apr 21 2018 22:10:39.414 - Closing pipe h3vr (11992) because it was broken from
the other end

Sat Apr 21 2018 22:10:39.414 - Process h3vr (11992) disconnected
(Thread(0x000001DCFDEC4CF0/0x000))

Sat Apr 21 2018 22:10:39.414 - Apps - Completed simple quit transition with exit of
11992

Sat Apr 21 2018 22:10:39.414 - Attempting to start home app
openvr.tool.steamvr_environments

Sat Apr 21 2018 22:10:39.420 - Setting app openvr.tool.steamvr_environments PID to
14444

Sat Apr 21 2018 22:10:40.209 - New Connect message from
H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\wi
n64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid
SteamVRAppID -nowindow -vconport 29009) 14444

Sat Apr 21 2018 22:10:40.218 - Setting app openvr.tool.steamvr_environments PID to
14444

Sat Apr 21 2018 22:10:40.218 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 22:10:40.219 - App openvr.tool.steamvr_environments

(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json
Sat Apr 21 2018 22:10:40.219 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:10:40.219 - Processing message VRMsg_Connect from steamtours (14444) took 0.0101 seconds
Sat Apr 21 2018 22:10:40.258 - Not starting SteamVR Home launch on steam.app.450540 exit because it was not the most recent scene app
Sat Apr 21 2018 22:11:12.730 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 4250.789795 < filter at 4250.884848
Sat Apr 21 2018 22:11:25.386 - Sending Quit event to process steamtours (14444)
Sat Apr 21 2018 22:11:25.386 - Processing message VRMsg_LaunchApplication from steamtours (14444) took 0.048 seconds
Sat Apr 21 2018 22:11:25.744 - Closing pipe steamtours (14444) because it was broken from the other end
Sat Apr 21 2018 22:11:25.744 - Process steamtours (14444) disconnected (Thread(0x000001DCF54A99E0/0x000))
Sat Apr 21 2018 22:11:25.899 - Clearing starting app 0 because it isn't running
Sat Apr 21 2018 22:11:25.899 - Aborting launch of 'steam.app.613220'
Sat Apr 21 2018 22:11:27.428 - Setting to LaunchingApp_ExternalLaunch because of prelaunch check for steam.app.613220
Sat Apr 21 2018 22:11:27.434 - Processing message VRMsg_PerformApplicationPrelaunchCheck from Steam (12680) took 0.00576 seconds
Sat Apr 21 2018 22:11:28.540 - Setting app steam.app.613220 PID to 9660
Sat Apr 21 2018 22:11:29.629 - New Connect message from D:\SteamLibrary 2\steamapps\common\Steam360VideoPlayer\Steam360VideoPlayer.exe (VRApplication_Scene) (Args:) 9660
Sat Apr 21 2018 22:11:29.637 - Setting app steam.app.613220 PID to 9660
Sat Apr 21 2018 22:11:29.637 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:11:29.637 - Processing message VRMsg_Connect from Steam360VideoPlayer (9660) took 0.00795 seconds
Sat Apr 21 2018 22:11:29.954 - Closing pipe Steam360VideoPlayer (9660) because it was broken from the other end
Sat Apr 21 2018 22:11:29.954 - Process Steam360VideoPlayer (9660) disconnected (Thread(0x000001DCF74F4E60/0x000))
Sat Apr 21 2018 22:11:31.389 - New Connect message from D:\SteamLibrary 2\steamapps\common\Steam360VideoPlayer\Steam360VideoPlayer.exe

(VRApplication_Scene) (Args:) 9660
Sat Apr 21 2018 22:11:31.390 - Unable to create property container PC_7000025bc because it already existed
Sat Apr 21 2018 22:11:31.390 - Unable to create property container for Steam360VideoPlayer (9660). Maybe it's a reconnect?
Sat Apr 21 2018 22:11:31.390 - Creating builtin app for D:\SteamLibrary 2\steamapps\common\Steam360VideoPlayer\Steam360VideoPlayer.exe (VRApplication_Scene)
Sat Apr 21 2018 22:11:31.398 - Unsetting system.generated.steam360videoplayer.exe PID because SetApplicationPid came in with a different key
Sat Apr 21 2018 22:11:31.398 - Setting app steam.app.613220 PID to 9660
Sat Apr 21 2018 22:11:31.398 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:11:31.398 - Processing message VRMsg_Connect from Steam360VideoPlayer (9660) took 0.00855 seconds
Sat Apr 21 2018 22:12:07.115 - Sending Quit event to process Steam360VideoPlayer (9660)
Sat Apr 21 2018 22:12:07.115 - Processing message VRMsg_LaunchApplication from Steam (12680) took 0.0574 seconds
Sat Apr 21 2018 22:12:07.191 - Closing pipe Steam360VideoPlayer (9660) because it was broken from the other end
Sat Apr 21 2018 22:12:07.191 - Process Steam360VideoPlayer (9660) disconnected (Thread(0x000001DCFD3D9B0/0x000))
Sat Apr 21 2018 22:12:07.962 - Setting app openvr.tool.steamvr_media_player PID to 9392
Sat Apr 21 2018 22:12:11.464 - New Connect message from H:\Steam\steamapps\common\SteamVR\tools\steamvr_media_player\win64\steamvr_media_player.exe (VRApplication_Scene) (Args:) 9392
Sat Apr 21 2018 22:12:11.474 - Setting app openvr.tool.steamvr_media_player PID to 9392
Sat Apr 21 2018 22:12:11.475 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:12:11.475 - Processing message VRMsg_Connect from steamvr_media_player (9392) took 0.0107 seconds
Sat Apr 21 2018 22:12:33.268 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 4331.525788 < filter at 4331.621008
Sat Apr 21 2018 22:12:50.077 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 4348.343503 < filter at 4348.429504
Sat Apr 21 2018 22:13:07.004 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:

Optical data at time 4365.292462 < filter at 4365.353931
Sat Apr 21 2018 22:13:57.096 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 4415.155403 < filter at 4415.238331
Sat Apr 21 2018 22:15:36.729 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 4514.975866 < filter at 4515.071771
Sat Apr 21 2018 22:16:07.163 - Sending Quit event to process steamvr_media_player
(9392)
Sat Apr 21 2018 22:16:07.163 - Processing message
VRMsg_PerformApplicationPrelaunchCheck from Steam (12680) took 0.063 seconds
Sat Apr 21 2018 22:16:07.945 - Closing pipe steamvr_media_player (9392) because it
was broken from the other end
Sat Apr 21 2018 22:16:07.945 - Process steamvr_media_player (9392) disconnected
(Thread(0x000001DCFDE7DEA0/0x000))
Sat Apr 21 2018 22:16:08.107 - Setting app steam.app.452710 PID to 9036
Sat Apr 21 2018 22:16:15.033 - New Connect message from
H:\Steam\steamapps\common\Realities\rioBeta\Binaries\Win64\rioBeta-Win64-
Shipping.exe (VRApplication_Scene) (Args: rioBeta -fullscreen) 4464
Sat Apr 21 2018 22:16:15.040 - Setting app steam.app.452710 PID to 4464
Sat Apr 21 2018 22:16:15.041 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:16:15.041 - Processing message VRMsg_Connect from rioBeta-
Win64-Shipping (4464) took 0.00774 seconds
Sat Apr 21 2018 22:16:20.433 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 4558.472420 < filter at 4558.567504
Sat Apr 21 2018 22:16:29.512 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 4567.554948 < filter at 4567.650165
Sat Apr 21 2018 22:17:07.946 - AppTransition: Aborting external launch because of
timeout after 0.000976563 seconds
Sat Apr 21 2018 22:17:07.946 - Aborting launch of "
Sat Apr 21 2018 22:17:46.683 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 4644.948904 < filter at 4645.015531
Sat Apr 21 2018 22:19:30.108 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect:
Optical data at time 4748.171954 < filter at 4748.233163
Sat Apr 21 2018 22:20:32.313 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 22:20:32.313 - Processing message VRMsg_Settings_Sync from
vrdashboard (14184) took 0.00617 seconds
Sat Apr 21 2018 22:20:32.928 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:32.928 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00549 seconds

Sat Apr 21 2018 22:20:33.540 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:33.540 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.0122 seconds

Sat Apr 21 2018 22:20:34.272 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:34.272 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00545 seconds

Sat Apr 21 2018 22:20:34.997 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:38.293 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:38.293 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00557 seconds

Sat Apr 21 2018 22:20:39.643 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:39.643 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00555 seconds

Sat Apr 21 2018 22:20:39.899 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:39.899 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00811 seconds

Sat Apr 21 2018 22:20:40.004 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:40.004 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00559 seconds

Sat Apr 21 2018 22:20:40.121 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:40.121 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00577 seconds

Sat Apr 21 2018 22:20:40.229 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:40.229 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.0061 seconds

Sat Apr 21 2018 22:20:40.342 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:40.343 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00588 seconds

Sat Apr 21 2018 22:20:40.454 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:40.455 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.0109 seconds

Sat Apr 21 2018 22:20:40.565 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:40.565 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00912 seconds

Sat Apr 21 2018 22:20:41.133 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:41.133 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00599 seconds

Sat Apr 21 2018 22:20:41.237 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:41.237 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00619 seconds

Sat Apr 21 2018 22:20:41.355 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:41.355 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00971 seconds

Sat Apr 21 2018 22:20:41.466 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:41.466 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00751 seconds

Sat Apr 21 2018 22:20:41.576 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:41.576 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00562 seconds

Sat Apr 21 2018 22:20:41.689 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:41.689 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00661 seconds

Sat Apr 21 2018 22:20:41.798 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:45.365 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:45.365 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00556 seconds

Sat Apr 21 2018 22:20:47.448 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:50.923 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:51.183 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:51.183 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00622 seconds

Sat Apr 21 2018 22:20:51.407 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:52.195 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:52.195 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00638 seconds

Sat Apr 21 2018 22:20:52.305 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:52.305 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00731 seconds

Sat Apr 21 2018 22:20:52.409 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:57.015 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:20:57.015 - Processing message VRMsg_Settings_Sync from vrdashboard (14184) took 0.00574 seconds

Sat Apr 21 2018 22:21:01.261 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:21:33.021 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 4871.086692 < filter at 4871.140667

Sat Apr 21 2018 22:21:44.073 - Sending Quit event to process rioBeta-Win64-Shipping (4464)

Sat Apr 21 2018 22:21:44.073 - Processing message VRMsg_LaunchApplication from vrdashboard (14184) took 0.0549 seconds

Sat Apr 21 2018 22:21:47.220 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 4885.253160 < filter at 4885.339824

Sat Apr 21 2018 22:21:48.083 - Closing pipe rioBeta-Win64-Shipping (4464) because it was broken from the other end

Sat Apr 21 2018 22:21:48.083 - Process rioBeta-Win64-Shipping (4464) disconnected (Thread(0x000001DCFEC3C790/0x000))

Sat Apr 21 2018 22:21:48.091 - Setting app openvr.tool.steamvr_environments PID to 6308

Sat Apr 21 2018 22:21:48.708 - New Connect message from
H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\win64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid SteamVRAppID -nowindow -vconport 29009) 6308

Sat Apr 21 2018 22:21:48.720 - Setting app openvr.tool.steamvr_environments PID to 6308

Sat Apr 21 2018 22:21:48.722 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 22:21:48.722 - App openvr.tool.steamvr_environments (vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 22:21:48.723 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 22:21:48.723 - Processing message VRMsg_Connect from steamtours (6308) took 0.0145 seconds

Sat Apr 21 2018 22:21:50.062 - Not starting SteamVR Home launch on steam.app.452710 exit because it was not the most recent scene app

Sat Apr 21 2018 22:22:15.838 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 4914.081020 < filter at 4914.148907

Sat Apr 21 2018 22:23:00.165 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 4958.414121 < filter at 4958.482501

Sat Apr 21 2018 22:23:08.986 - Closing pipe vrmonitor (11696) because it was broken from the other end

Sat Apr 21 2018 22:23:08.986 - Process vrmonitor (11696) disconnected (Thread(0x000001DCFDE14D80/0x000))

Sat Apr 21 2018 22:23:08.987 - Quitting all OpenVR processes because master process 11696 disconnected

Sat Apr 21 2018 22:23:08.987 - Sending Quit event to process vrdashboard (14184)

Sat Apr 21 2018 22:23:08.987 - Sending Quit event to process vrmonitor (11696)

Sat Apr 21 2018 22:23:08.987 - Sending Quit event to process Steam (12680)

Sat Apr 21 2018 22:23:08.987 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (8872)

Sat Apr 21 2018 22:23:08.987 - Sending Quit event to process ViveDashboard (10900)

Sat Apr 21 2018 22:23:08.987 - Sending Quit event to process steamtours (6308)

Sat Apr 21 2018 22:23:09.096 - Closing pipe OpenVR-WalkInPlaceOverlay (8872) because it was broken from the other end

Sat Apr 21 2018 22:23:09.096 - Process OpenVR-WalkInPlaceOverlay (8872) disconnected (Thread(0x000001DCF1C78EF0/0x000))

Sat Apr 21 2018 22:23:09.218 - Closing pipe steamtours (6308) because it was broken from the other end

Sat Apr 21 2018 22:23:09.218 - Process steamtours (6308) disconnected (Thread(0x000001DCFDF870A0/0x000))

Sat Apr 21 2018 22:23:09.978 - Closing pipe ViveDashboard (10900) because it was broken from the other end

Sat Apr 21 2018 22:23:09.978 - Process ViveDashboard (10900) disconnected (Thread(0x000001DCFDEC4FF0/0x000))

Sat Apr 21 2018 22:23:10.426 - Closing pipe Steam (12680) because it was broken from the other end

Sat Apr 21 2018 22:23:10.426 - Process Steam (12680) disconnected (Thread(0x000001DCFDE15300/0x000))

Sat Apr 21 2018 22:23:11.875 - lighthouse: Unknown Hmd Interrupt packet: report ID 1

Sat Apr 21 2018 22:23:12.100 - Closing pipe vrdashboard (14184) because it was broken from the other end

Sat Apr 21 2018 22:23:12.100 - Process vrdashboard (14184) disconnected (Thread(0x000001DCF74EFC20/0x000))

Sat Apr 21 2018 22:23:12.101 - Sending Quit event to process vrcompositor (13232)

Sat Apr 21 2018 22:23:12.333 - Closing pipe vrcompositor (13232) because it was broken from the other end

Sat Apr 21 2018 22:23:12.333 - Process vrcompositor (13232) disconnected (Thread(0x000001DCF74EECA0/0x000))

Sat Apr 21 2018 22:23:12.353 - VR server shutting down

Sat Apr 21 2018 22:23:12.354 - lighthouse: LHR-FF2C9F43 C: Dropped 2231 back-facing hits, 9 non-clustered hits during the previous tracking session

Sat Apr 21 2018 22:23:12.358 - lighthouse: LHR-F5E53B44 C: Dropped 4617 back-facing hits, 2 non-clustered hits during the previous tracking session

Sat Apr 21 2018 22:23:12.360 - lighthouse: LHR-2967B087 H: Dropped 31594 back-facing hits during the previous tracking session

Sat Apr 21 2018 22:23:12.366 - lighthouse: TrackedCamera: Stopping Video Stream.

Sat Apr 21 2018 22:23:12.386 - Listener thread ending
Sat Apr 21 2018 22:23:12.492 - lighthouse: Unable to set work state to 4 for HMD Hid device
Sat Apr 21 2018 22:23:12.492 - lighthouse: Unable to set work state to 4 for HMD Hid device
Sat Apr 21 2018 22:23:12.492 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.
Sat Apr 21 2018 22:23:12.927 - lighthouse: TrackedCamera: Video Stream Stopped.
Sat Apr 21 2018 22:23:12.943 - lighthouse: TrackedCamera: CloseCamera()
Sat Apr 21 2018 22:23:12.946 - lighthouse: Stopped tracking with universe 1479640794
Sat Apr 21 2018 22:23:12.955 - lighthouse: Saved LighthouseDB rev 2414 to H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 22:23:36.214 -
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Sat Apr 21 2018 22:23:36.214 -
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Sat Apr 21 2018 22:23:36.214 - Runtime path was
H:\Steam\steamapps\common\SteamVR. Setting it to
H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe
Sat Apr 21 2018 22:23:36.217 - Setting shared memory namespace, but it is already set to 17120. Process is NOT running
Sat Apr 21 2018 22:23:36.217 - Setting shared memory namespace to 17576
Sat Apr 21 2018 22:23:36.217 - VR server (v1524162059) starting up with config=H:\Steam\config
Sat Apr 21 2018 22:23:36.217 - VRServer will wait for VRMonitor before exiting
Sat Apr 21 2018 22:23:36.220 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 22:23:36.220 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 22:23:36.220 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 22:23:36.220 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 22:23:36.224 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.224 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.224 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.224 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.225 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:23:36.265 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware

Sat Apr 21 2018 22:23:36.265 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware

Sat Apr 21 2018 22:23:36.276 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 9692

Sat Apr 21 2018 22:23:36.282 - Creating builtin app for
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)

Sat Apr 21 2018 22:23:36.283 - Setting app system.generated.vrstartup.exe PID to
9692

Sat Apr 21 2018 22:23:36.294 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 22:23:36.294 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamepad.dll

Sat Apr 21 2018 22:23:36.294 - Driver gamepad has no suitable devices.

Sat Apr 21 2018 22:23:36.451 - lighthouse: Attached HID Devices:

Sat Apr 21 2018 22:23:36.452 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Controller (interface 2)

Sat Apr 21 2018 22:23:36.452 - lighthouse: 28DE, 2101: s/n E31912BCD1:
Watchman Dongle (interface 0)

Sat Apr 21 2018 22:23:36.452 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
IMU (interface 0)

Sat Apr 21 2018 22:23:36.452 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Optical (interface 1)

Sat Apr 21 2018 22:23:36.452 - lighthouse: 28DE, 2101: s/n 80FE5EB304:
Watchman Dongle (interface 0)

Sat Apr 21 2018 22:23:36.452 - lighthouse: BB4, 309: s/n 206739515952: VIVE
Pro (interface 0)

Sat Apr 21 2018 22:23:36.452 - lighthouse: BB4, 30B: s/n
\\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-
88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Sat Apr 21 2018 22:23:36.767 - lighthouse: LHR-2967B087: Read config of 4153 bytes
from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Sat Apr 21 2018 22:23:36.774 - lighthouse: HMD Model: HTC Vive Pro

Sat Apr 21 2018 22:23:36.774 - lighthouse: Parsing LighthouseDB from file
H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 22:23:36.775 - lighthouse: Successfully parsed Lighthouse DB rev
2414 from H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 22:23:36.776 - lighthouse: LHR-2967B087 H: Source: auto
disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 22:23:36.777 - lighthouse: Enumerating displays...

Sat Apr 21 2018 22:23:36.824 - lighthouse: Found two different DeviceIDs for
monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0014

Sat Apr 21 2018 22:23:37.003 - [Steam] Steam INIT.

Sat Apr 21 2018 22:23:37.570 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-
11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080

Sat Apr 21 2018 22:23:37.570 - lighthouse: <hidden>: 0, 0, 0, 0

Sat Apr 21 2018 22:23:37.571 - lighthouse: RecommendedRenderTargetSize: 1440,
1600 (viewport 2016, 2240 scaled by 1.40)

Sat Apr 21 2018 22:23:37.571 - lighthouse: Attempting HID Open IMU: LHR-
2967B087

Sat Apr 21 2018 22:23:37.571 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 22:23:37.571 - lighthouse: TrackedCamera: OpenCamera()

Sat Apr 21 2018 22:23:37.571 - lighthouse: TrackedCamera: Expecting drivers at
'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Sat Apr 21 2018 22:23:37.575 - lighthouse: LHR-2967B087: Firmware Version

1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL
1517470641

Sat Apr 21 2018 22:23:37.581 - lighthouse: LHR-2967B087: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:1
AccelRangeMode:1

Sat Apr 21 2018 22:23:37.582 - lighthouse: Attempting HID Open Optical: LHR-2967B087

Sat Apr 21 2018 22:23:37.582 - lighthouse: Lighthouse Optical HID opened

Sat Apr 21 2018 22:23:37.582 - lighthouse: Attempting HID Open VrController: LHR-2967B087

Sat Apr 21 2018 22:23:37.582 - lighthouse: Lighthouse VrController HID opened

Sat Apr 21 2018 22:23:37.727 - lighthouse: TrackedCamera: Found Dual Cameras at USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 22:23:37.745 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 22:23:37.745 - driver lighthouse implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 22:23:37.745 - Loaded server driver lighthouse (IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 22:23:37.747 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 22:23:37.747 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 22:23:37.760 - lighthouse: E31912BCD1: Firmware Version 1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0

Sat Apr 21 2018 22:23:37.777 - lighthouse: LHR-FF2C9F43: Connected to receiver E31912BCD1

Sat Apr 21 2018 22:23:37.792 - lighthouse: E31912BCD1: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Sat Apr 21 2018 22:23:37.792 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 22:23:37.792 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 22:23:37.805 - lighthouse: 80FE5EB304: Firmware Version 1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0

Sat Apr 21 2018 22:23:37.822 - lighthouse: LHR-F5E53B44: Connected to receiver 80FE5EB304

Sat Apr 21 2018 22:23:37.836 - lighthouse: 80FE5EB304: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Sat Apr 21 2018 22:23:37.836 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Sat Apr 21 2018 22:23:37.838 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 22:23:37.838 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 22:23:37.840 - lighthouse: HmdDeviceConnect(53794, 43522, 3154244, 2)

Sat Apr 21 2018 22:23:37.842 - lighthouse: Loading MC file
'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 22:23:37.842 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 22:23:37.884 - lighthouse: VerifyUSBUserDataInDirectory:
H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 22:23:37.889 - lighthouse: VerifyUSBUserDataInDirectory:
H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated

Sat Apr 21 2018 22:23:37.891 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 22:23:37.905 - lighthouse: Loading MC file
'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'

Sat Apr 21 2018 22:23:37.936 - lighthouse: LHR-2967B087 H: tdm sync acquired

Sat Apr 21 2018 22:23:37.944 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)

Sat Apr 21 2018 22:23:37.956 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" left eye

Sat Apr 21 2018 22:23:37.956 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" right eye

Sat Apr 21 2018 22:23:37.957 - Active HMD set to lighthouse.LHR-2967B087

Sat Apr 21 2018 22:23:37.958 - Guessing frequency of current display mode because SDL failed us

Sat Apr 21 2018 22:23:37.958 - Initialized EyeToHead Left Translation -0.032750 0.000000 0.000000

Sat Apr 21 2018 22:23:37.958 - Initialized EyeToHead Right Translation 0.032750

0.000000 0.000000

Sat Apr 21 2018 22:23:37.958 - Adding controller type to vive_pro

Sat Apr 21 2018 22:23:37.959 - Processing message VRMsg_Connect from vrstartup (9692) took 1.68 seconds

Sat Apr 21 2018 22:23:37.962 - DXGI thread failed to get SDL display index

Sat Apr 21 2018 22:23:38.514 - lighthouse: E31912BCD1: Read config of 1931 bytes from [vid:28de, pid:2101] (E31912BCD1) and inflated to 8197 bytes

Sat Apr 21 2018 22:23:38.517 - lighthouse: LHR-FF2C9F43 C: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 22:23:39.084 - lighthouse: 80FE5EB304: Read config of 1936 bytes from [vid:28de, pid:2101] (80FE5EB304) and inflated to 8209 bytes

Sat Apr 21 2018 22:23:39.085 - lighthouse: LHR-F5E53B44 C: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 22:23:39.090 - Adding controller type to vive_controller

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=base inputRouting=0 filename=

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=sys_button

inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 22:23:39.091 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 22:23:39.094 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0
Sat Apr 21 2018 22:23:39.099 - lighthouse: LHR-F5E53B44 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0
Sat Apr 21 2018 22:23:39.180 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:23:39.210 - lighthouse: LHR-FF2C9F43 C: tdm sync acquired
Sat Apr 21 2018 22:23:40.204 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe
(VRApplication_Background) (Args:) 11732
Sat Apr 21 2018 22:23:40.211 - Setting app openvr.component.vrcompositor PID to
11732
Sat Apr 21 2018 22:23:40.213 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json
Sat Apr 21 2018 22:23:40.213 - App openvr.component.vrcompositor
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json
Sat Apr 21 2018 22:23:40.213 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:23:40.213 - Processing message VRMsg_Connect from
vrcompositor (11732) took 0.00838 seconds
Sat Apr 21 2018 22:23:40.814 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2
Sat Apr 21 2018 22:23:40.814 - lighthouse: LHR-2967B087 H: SwSyncDetect selected
tdm
Sat Apr 21 2018 22:23:40.929 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 22:23:40.979 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED base CF3A0E55 (immediate) distance 4.02m velocity 0.02m/s base pitch ~24.2 deg roll ~-1.3 deg -----

Sat Apr 21 2018 22:23:41.958 - lighthouse: LHR-F5E53B44 C: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 22:23:41.958 - lighthouse: LHR-F5E53B44 C: SwSyncDetect selected tdm

Sat Apr 21 2018 22:23:42.078 - lighthouse: LHR-FF2C9F43 C: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 22:23:42.078 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect selected tdm

Sat Apr 21 2018 22:23:42.373 - Processing message

VRMsg_TrackedCamera_GetDistortion from vrcompositor (11732) took 0.00676 seconds

Sat Apr 21 2018 22:23:42.452 - Processing message

VRMsg_TrackedCamera_GetDistortion from vrcompositor (11732) took 0.00609 seconds

Sat Apr 21 2018 22:23:42.644 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base CF3A0E55 at pitch 20.79 deg roll -1.54 deg -----

Sat Apr 21 2018 22:23:42.644 - lighthouse: Updating tilt for CF3A0E55: Old= 21.88, -1.22, 1.22007e-06 <- 1.13 deg -> new= 20.79, -1.54, 7.82779e-06 result=20.79, -1.54, 7.82779e-06

Sat Apr 21 2018 22:23:42.644 - lighthouse: Best tilt from LHR-2967B087 for base CF3A0E55 pitch 20.79 roll -1.54 score 2.59

Sat Apr 21 2018 22:23:42.644 - lighthouse: BootstrapFinished setting tilt base to CF3A0E55

Sat Apr 21 2018 22:23:42.644 - lighthouse: Selected existing universe 1479640794 (CF3A0E55 is primary)

Sat Apr 21 2018 22:23:42.644 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 20.79 deg roll -1.54 deg

Sat Apr 21 2018 22:23:42.667 - lighthouse: Saved LighthouseDB rev 2415 to

H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 22:23:42.885 - [Settings] Save Json Settings to

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:23:42.885 - Processing message VRMsg_Settings_Sync from vrcompositor (11732) took 0.00537 seconds

Sat Apr 21 2018 22:23:43.229 - Setting app openvr.tool.steamvr_environments PID to 14236

Sat Apr 21 2018 22:23:43.229 - Processing message VRMsg_LaunchApplication from vrstartup (9692) took 0.0112 seconds

Sat Apr 21 2018 22:23:43.536 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe (VRApplication_Overlay) (Args:) 9896

Sat Apr 21 2018 22:23:43.544 - Setting app openvr.component.vrdashboard PID to 9896

Sat Apr 21 2018 22:23:43.544 - VRDashboard watchdog enabled for pid:9896

Sat Apr 21 2018 22:23:43.544 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 22:23:43.544 - Processing message VRMsg_Connect from vrdashboard (9896) took 0.00843 seconds

Sat Apr 21 2018 22:23:44.072 - New Connect message from H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\win64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid SteamVRAppID -nowindow -vconport 29009) 14236

Sat Apr 21 2018 22:23:44.082 - Setting app openvr.tool.steamvr_environments PID to 14236

Sat Apr 21 2018 22:23:44.082 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 22:23:44.082 - App openvr.tool.steamvr_environments (vive_controller) loaded default binding file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 22:23:44.082 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 22:23:44.082 - Processing message VRMsg_Connect from steamtours (14236) took 0.0101 seconds

Sat Apr 21 2018 22:23:44.094 - lighthouse: LHR-FF2C9F43 C: Trying to start tracking from base CF3A0E55: Samples didn't yield successful bootstrap pose

Sat Apr 21 2018 22:23:44.098 - lighthouse: LHR-F5E53B44 C: Trying to start tracking from base CF3A0E55: Samples didn't yield successful bootstrap pose

Sat Apr 21 2018 22:23:44.185 - lighthouse: LHR-FF2C9F43 C: ----- BOOTSTRAPPED base CF3A0E55 (immediate) distance 4.58m velocity 0.36m/s recorded pitch ~20.8 deg roll ~-1.5 deg -----

Sat Apr 21 2018 22:23:44.322 - Closing pipe vrstartup (9692) because it was broken

from the other end

Sat Apr 21 2018 22:23:44.322 - Process vrstartup (9692) disconnected

(Thread(0x000001FE1A8FD190/0x000))

Sat Apr 21 2018 22:23:44.343 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Sat Apr 21 2018 22:23:44.512 - New Connect message from

H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe

(VRApplication_VRMonitor) (Args: -nokillprocess) 6472

Sat Apr 21 2018 22:23:44.520 - Setting app openvr.component.vrmonitor PID to 6472

Sat Apr 21 2018 22:23:44.520 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 22:23:44.520 - Processing message VRMsg_Connect from vrmonitor (6472) took 0.00839 seconds

Sat Apr 21 2018 22:23:45.275 - New Connect message from H:\Steam\Steam.exe

(VRApplication_Overlay) (Args: -silent) 12680

Sat Apr 21 2018 22:23:45.286 - Creating builtin app for H:\Steam\Steam.exe

(VRApplication_Overlay)

Sat Apr 21 2018 22:23:45.286 - Setting app system.generated.steam.exe PID to 12680

Sat Apr 21 2018 22:23:45.286 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 22:23:45.286 - Processing message VRMsg_Connect from Steam (12680) took 0.0116 seconds

Sat Apr 21 2018 22:23:45.468 - Processing message VRMsg_AddApplicationManifest from Steam (12680) took 0.0264 seconds

Sat Apr 21 2018 22:23:45.877 - lighthouse: LHR-FF2C9F43 C: ----- CALIBRATED base CF3A0E55 at pitch 22.55 deg roll 0.79 deg -----

Sat Apr 21 2018 22:23:45.877 - lighthouse: Updating tilt for CF3A0E55: Old= 20.79, -1.54, 7.82779e-06 <- 2.87 deg -> new= 22.55, 0.79, 6.12682e-06 result=22.55, 0.79, 6.12682e-06

Sat Apr 21 2018 22:23:45.878 - lighthouse: Best tilt from LHR-FF2C9F43 for base CF3A0E55 pitch 22.55 roll 0.79 score 2.89

Sat Apr 21 2018 22:23:45.878 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 22.55 deg roll 0.79 deg

Sat Apr 21 2018 22:23:45.912 - lighthouse: Saved LighthouseDB rev 2416 to

H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 22:23:46.193 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 22:23:46.193 - App openvr.tool.steamvr_environments

(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json
Sat Apr 21 2018 22:23:46.194 - App openvr.component.vrcompositor (vive_pro) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json
Sat Apr 21 2018 22:23:46.194 - App openvr.component.vrcompositor (vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json
Sat Apr 21 2018 22:23:46.550 - Setting app htc.vive.overlay PID to 2120
Sat Apr 21 2018 22:23:46.550 - Started autolaunch dashboard htc.vive.overlay.
Sat Apr 21 2018 22:23:46.556 - Setting app pottedmeat7.vrwalkinplace PID to 13508
Sat Apr 21 2018 22:23:46.556 - Started autolaunch dashboard pottedmeat7.vrwalkinplace.
Sat Apr 21 2018 22:23:46.556 - Processing message VRMsg_StartAutolaunchOverlays from vrdashboard (9896) took 0.0708 seconds
Sat Apr 21 2018 22:23:46.755 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 13508
Sat Apr 21 2018 22:23:46.767 - Setting app pottedmeat7.vrwalkinplace PID to 13508
Sat Apr 21 2018 22:23:46.768 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 22:23:46.768 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (13508) took 0.0127 seconds
Sat Apr 21 2018 22:23:46.819 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 22:23:46.819 - Processing message VRMsg_Settings_Sync from vrcompositor (11732) took 0.007 seconds
Sat Apr 21 2018 22:23:47.844 - lighthouse: LHR-2967B087 H: Trying to add a secondary base BE29E483: Not enough contiguous samples for a bootstrap pose
Sat Apr 21 2018 22:23:47.953 - Processing message VRMsg_ComputeDistortion from steamtours (14236) took 0.00504 seconds
Sat Apr 21 2018 22:23:50.239 - New Connect message from H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe (VRApplication_Overlay) (Args: -compositor) 2120
Sat Apr 21 2018 22:23:50.250 - Setting app htc.vive.overlay PID to 2120
Sat Apr 21 2018 22:23:50.251 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 22:23:50.251 - Processing message VRMsg_Connect from
ViveDashboard (2120) took 0.0119 seconds

Sat Apr 21 2018 22:23:54.533 - lighthouse: Unknown Hmd Interrupt packet: report ID
2

Sat Apr 21 2018 22:23:55.680 - lighthouse: Unknown Hmd Interrupt packet: report ID
1

Sat Apr 21 2018 22:24:04.547 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:04.676 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:04.842 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:04.968 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:05.383 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:05.511 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:06.183 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:06.312 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:06.388 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:06.511 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:07.010 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:07.136 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:07.849 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:07.976 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:08.378 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:08.502 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:08.543 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:08.667 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:09.278 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:09.404 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:09.512 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:09.636 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:10.279 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:10.404 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:11.316 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:11.445 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:12.289 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:12.412 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:12.642 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:12.772 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:12.982 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:13.105 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:13.717 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:13.842 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:13.917 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:14.041 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:15.184 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:15.306 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:15.314 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:15.442 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:15.983 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:16.107 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:16.417 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:16.539 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:16.683 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:16.809 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:17.049 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:17.176 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:17.708 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:17.832 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:17.917 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:18.046 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:18.149 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:18.276 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:18.789 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:18.912 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:18.980 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:19.107 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:19.518 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:19.642 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:19.855 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:19.976 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:20.044 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:20.170 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:20.183 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:20.308 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:20.708 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:20.837 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:20.848 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:20.978 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:21.083 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:21.209 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:21.253 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:21.379 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:21.415 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:21.546 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:21.742 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:21.871 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:22.422 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:22.547 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:22.656 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:22.778 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:22.982 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:23.107 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:23.484 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:23.612 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:23.747 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:23.870 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:23.883 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:24.009 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:24.074 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:24.201 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:24.223 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:24.346 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:24.682 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:24.813 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Sat Apr 21 2018 22:24:24.882 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000

Sat Apr 21 2018 22:24:25.014 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:25.182 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:25.305 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:25.316 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:25.444 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:25.518 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:25.643 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:25.816 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:25.941 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:26.012 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:26.138 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:26.644 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:26.768 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:26.813 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:26.938 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:27.151 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:27.280 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:27.351 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:27.473 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:27.883 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:28.013 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:28.356 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:28.478 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:28.550 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:28.678 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:28.716 - lighthouse: LHR-F5E53B44 C: Panic in TDM.

basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:28.846 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:28.951 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:29.078 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:29.446 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:29.572 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:29.717 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:29.843 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:29.923 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:30.046 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:30.082 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:30.212 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:30.289 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:30.411 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:31.085 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:31.211 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 22:24:31.916 - lighthouse: LHR-F5E53B44 C: Panic in TDM.
basestation offset is invalid: -19.000000
Sat Apr 21 2018 22:24:32.042 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
--- vrserver.txt - H:/Steam/logs

=== vrmonitor.txt - H:/Steam/logs

Sat Apr 21 2018 22:23:43.550 -
=====

Sat Apr 21 2018 22:23:43.550 -
=====

Sat Apr 21 2018 22:23:43.550 -
=====

Sat Apr 21 2018 22:23:43.550 - Unable to figure out runtime path from context. Not

setting anything.

Sat Apr 21 2018 22:23:43.550 -

Sat Apr 21 2018 22:23:43.550 - vrmonitor starting up with config=H:\Steam\config

Sat Apr 21 2018 22:23:43.550 - Runtime: H:\Steam\steamapps\common\SteamVR\

Sat Apr 21 2018 22:23:43.551 - Tools Path:

H:\Steam\steamapps\common\SteamVR\tools exists.

Sat Apr 21 2018 22:23:43.551 - Demo Path:

H:\Steam\steamapps\common\SteamVR\demo not found.

Sat Apr 21 2018 22:23:43.591 - [Translator] Failed to load

vrmonitor_issues_tchinese.txt

Sat Apr 21 2018 22:23:43.633 - AUDIO: Refreshing audio devices

Sat Apr 21 2018 22:23:43.671 - AUDIO: Detected 21 playback and 17 record devices

Sat Apr 21 2018 22:23:43.674 - Default Playback Audio Device:

{0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 22:23:43.674 - 訾唾 (S/PDIF) (High Definition Audio 鋆 蔭),0,
訾唾 (S/PDIF),High Definition Audio 鋆 蔭,{0.0.0.000000000}.{1bf42998-6caf-4cb9-
a86b-17ac81eef68b}

Sat Apr 21 2018 22:23:43.674 - 5 - S275HL (AMD High Definition Audio Device),0,5
- S275HL,AMD High Definition Audio Device,{0.0.0.000000000}.{20bd0bd3-08a6-46fe-
b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:43.674 - -->2 - VIVE Pro (AMD High Definition Audio
Device),0,2 - VIVE Pro,AMD High Definition Audio
Device,{0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 22:23:43.674 - (4- VIVE Pro Multimedia Audio),0, ,4-
VIVE Pro Multimedia Audio,{0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-
0024f1514a93}

Sat Apr 21 2018 22:23:43.674 - 訾唾 (S/PDIF) (High Definition Audio 鋆 蔭),0,
訾唾 (S/PDIF),High Definition Audio 鋆 蔭,{0.0.0.000000000}.{9b6f0c8b-3046-
4654-b217-7b49617610bb}

Sat Apr 21 2018 22:23:43.674 - 哟漸搭 單 (Corsair VOID RGB Wireless Gaming
Headset),0,哟漸搭 單,Corsair VOID RGB Wireless Gaming
Headset,{0.0.0.000000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:43.674 - 4 - H6510BD (AMD High Definition Audio
Device),0,4 - H6510BD,AMD High Definition Audio
Device,{0.0.0.000000000}.{e98ff8d0-4428-4a24-85b2-a2a50889a0e8}

Sat Apr 21 2018 22:23:43.674 - Default Record Audio Device:
{0.0.1.000000000}.{86075005-5aaa-4071-a870-bf6006ca0d21}

Sat Apr 21 2018 22:23:43.674 - 哟漸搭 漸 ▲ (Corsair VOID RGB Wireless

Gaming Headset),0,啲漸搭 漸 ▲,Corsair VOID RGB Wireless Gaming Headset,{0.0.1.000000000}.{7f9dcc59-5677-407c-96a0-cffa2b1e948a}

Sat Apr 21 2018 22:23:43.674 - -->曝互檢(4- VIVE Pro Mutimedia Audio),0,曝互檢 4- VIVE Pro Mutimedia Audio,{0.0.1.000000000}.{86075005-5aaa-4071-a870-bf6006ca0d21}

Sat Apr 21 2018 22:23:43.761 - [System] Prepare operating system environment

Sat Apr 21 2018 22:23:43.761 - [System] Setting power settings to minimum power savings.

Sat Apr 21 2018 22:23:43.788 - [Settings] Load Default Json Settings from H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:43.789 - [Settings] Load Json Settings from H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:23:44.143 - [System] Transition from '??' to '???'.

Sat Apr 21 2018 22:23:44.179 - [System] Runtime: 1524162059 250820 SteamVR

Sat Apr 21 2018 22:23:44.623 - VR_Init successful

Sat Apr 21 2018 22:23:44.935 - [System] Set VRMonitor PID to 6472

Sat Apr 21 2018 22:23:44.937 - [Steam] Attempt to connect to Steam

Sat Apr 21 2018 22:23:44.937 - Add Json firmware manifest from {htc}/firmware/manifest.vrfirmware

Sat Apr 21 2018 22:23:44.938 - Add Json firmware manifest from {lighthouse}/firmware/manifest.vrfirmware

Sat Apr 21 2018 22:23:44.938 - [Bluetooth Controller] BaseStation Controller Init.

Sat Apr 21 2018 22:23:44.938 - [Bluetooth Controller] Activate Basestation Controller.

Sat Apr 21 2018 22:23:44.943 - [Audio] Audio init

Sat Apr 21 2018 22:23:44.943 - [System] Check for dismissable warnings at init.

Sat Apr 21 2018 22:23:45.059 - [System] Display \\.\DISPLAY1 had 2 monitors attached

Sat Apr 21 2018 22:23:45.059 - Device: 0 DirectDevice: 0 Primary: 1

Sat Apr 21 2018 22:23:45.059 - MonitorRect: 1920x1080 @ (0, 0)

Sat Apr 21 2018 22:23:45.059 - DeviceName : \\.\DISPLAY1

Sat Apr 21 2018 22:23:45.059 - DeviceString: AMD Radeon (TM) R9 Fury Series

Sat Apr 21 2018 22:23:45.059 - DeviceID :

PCI\VEN_1002&DEV_7300&SUBSYS_04A01043&REV_C8

Sat Apr 21 2018 22:23:45.059 - DeviceKey :

\Registry\Machine\System\CurrentControlSet\Control\Video\{4B0C3AB9-3D87-11E8-8310-D8CB8A148E5B}\0000

Sat Apr 21 2018 22:23:45.059 - Monitor 0 DeviceName: \\.\DISPLAY1\Monitor0

Sat Apr 21 2018 22:23:45.059 - Monitor 0 DeviceString: Generic PnP Monitor
Sat Apr 21 2018 22:23:45.059 - Monitor 0 DeviceID: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013
Sat Apr 21 2018 22:23:45.059 - Monitor 0 DeviceKey:
\Registry\Machine\System\CurrentControlSet\Control\Class\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013
Sat Apr 21 2018 22:23:45.059 - Monitor 1 DeviceName: \\.\\DISPLAY1\Monitor1
Sat Apr 21 2018 22:23:45.059 - Monitor 1 DeviceString: Generic PnP Monitor
Sat Apr 21 2018 22:23:45.059 - Monitor 1 DeviceID: MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014
Sat Apr 21 2018 22:23:45.059 - Monitor 1 DeviceKey:
\Registry\Machine\System\CurrentControlSet\Control\Class\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014
Sat Apr 21 2018 22:23:45.059 - Device: 1 DirectDevice: 1 Primary: 0
Sat Apr 21 2018 22:23:45.059 - MonitorRect: 2160x1200 @ (0, 0)
Sat Apr 21 2018 22:23:45.059 - DeviceName : LiquidVR
Sat Apr 21 2018 22:23:45.059 - DeviceString: AMD
Sat Apr 21 2018 22:23:45.059 - DeviceID :
Sat Apr 21 2018 22:23:45.059 - DeviceKey :
Sat Apr 21 2018 22:23:45.060 - [Dismissable Warning Added] ????????0x1000?
Sat Apr 21 2018 22:23:45.067 - [System] Chaperone Universe changes for the first time
Sat Apr 21 2018 22:23:45.067 - [System] Chaperone does not indicate room setup (100)
Sat Apr 21 2018 22:23:45.090 - [Bluetooth Controller] Bluetooth Link Version: 1.0.51.0
Sat Apr 21 2018 22:23:45.162 - [Steam] Connected to Steam in 0.12 seconds.
Sat Apr 21 2018 22:23:45.166 - [System] Runtime: 1524162059 250820 SteamVR
Sat Apr 21 2018 22:23:45.172 - [Steam] Connect to Steam finished: check for dismissable warnings
Sat Apr 21 2018 22:23:45.173 - [Bluetooth Controller] Added Base Station LHB-BE29E483 (Index:3)
Sat Apr 21 2018 22:23:45.173 - [Bluetooth Controller] Added Base Station LHB-CF3A0E55 (Index:4)
Sat Apr 21 2018 22:23:45.174 - [Status] Graphics driver version is 1.0.12.0.
Sat Apr 21 2018 22:23:45.236 - [System] Transition from '???' to '????'.
Sat Apr 21 2018 22:23:45.272 - [System] Transition from '????' to '??'.
Sat Apr 21 2018 22:23:45.358 - [Bluetooth Controller] Driver version: 12.0.1.1050

Sat Apr 21 2018 22:23:45.358 - [Bluetooth Controller] Starting Bluetooth Link:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win64\vivelink.exe

Sat Apr 21 2018 22:23:45.684 - [Bluetooth Controller] Bluetooth Link communication initialize.

Sat Apr 21 2018 22:23:45.684 - [Bluetooth]
CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) failed! (系統找不到指定的檔案。 Error:2)

Sat Apr 21 2018 22:23:45.684 - [Bluetooth] InitLinkToService(): Client Pipe not available. Retry in 200 milliseconds.

Sat Apr 21 2018 22:23:45.891 - [Bluetooth]
CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) success.

Sat Apr 21 2018 22:23:45.891 - [Bluetooth] Pipelnit(1) completed.

Sat Apr 21 2018 22:23:45.891 - [Bluetooth] InitLinkToService(): Client Pipe init Success.

Sat Apr 21 2018 22:23:45.891 - [Bluetooth] Send MSG_SCAN to BS FFFFFFFF

Sat Apr 21 2018 22:23:45.991 - [Bluetooth] Receive MSG_SCAN : 0 (RSP_SUCCESS)

Sat Apr 21 2018 22:23:45.991 - [Bluetooth] InitLinkToService(): Found LinkBox Device Address 404E36DCB41C

Sat Apr 21 2018 22:23:45.992 - [Bluetooth] InitLinkToService(): Init Success.

Sat Apr 21 2018 22:23:45.992 - [Bluetooth Controller] Bluetooth Link communication initialize (Success) (0.31 seconds)

Sat Apr 21 2018 22:23:45.993 - [Bluetooth Controller] Found power managed base station LHB-CF3A0E55. Sending initial Wake Up.

Sat Apr 21 2018 22:23:45.993 - [Bluetooth Controller] Found power managed base station LHB-BE29E483. Sending initial Wake Up.

Sat Apr 21 2018 22:23:45.993 - [Bluetooth]
CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) success.

Sat Apr 21 2018 22:23:45.993 - [Bluetooth] Pipelnit(1) completed.

Sat Apr 21 2018 22:23:45.993 - [Bluetooth Controller] Pinging for Bluetooth data.

Sat Apr 21 2018 22:23:45.993 - [Bluetooth] Send MSG_WAKE_UP to BS CF3A0E55

Sat Apr 21 2018 22:23:46.278 - [System] Distance between basestations is 6.075227 meters.

Sat Apr 21 2018 22:23:46.279 - [Dismissable Warning Added] ?????????0x0002?

Sat Apr 21 2018 22:23:46.280 - [Dismissable Warning] ?????????0x0002? not shown: the warning is dismissed.

Sat Apr 21 2018 22:23:47.559 - [Bluetooth] Receive MSG_WAKE_UP : 0 (RSP_SUCCESS)

Sat Apr 21 2018 22:23:47.559 - [Bluetooth Controller] Send 'Wake up' to LHB-

CF3A0E55 (Success) (1.57 seconds)

Sat Apr 21 2018 22:23:47.559 - [Bluetooth]

CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) success.

Sat Apr 21 2018 22:23:47.559 - [Bluetooth] Pipelnit(1) completed.

Sat Apr 21 2018 22:23:47.559 - [Bluetooth] Send MSG_WAKE_UP to BS BE29E483

Sat Apr 21 2018 22:23:49.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.163 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.163 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.163 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.163 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.178 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.179 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eCommunications, device = {0.0.0.00000000}.{e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:53.761 - [System] System is running for 10 seconds.

Sat Apr 21 2018 22:23:53.761 - [System] Check for dismissable warnings at startup.

Sat Apr 21 2018 22:23:53.764 - Checking for Vive wireless receivers. 2 detected.

Sat Apr 21 2018 22:23:54.199 - [Status Warning Added LHR-F5E53B44 ???(2)] ????????0x0008?

Sat Apr 21 2018 22:23:57.534 - AUDIO: Refreshing audio devices

Sat Apr 21 2018 22:23:57.574 - AUDIO: Detected 21 playback and 17 record devices

Sat Apr 21 2018 22:24:00.357 - [Bluetooth] Receive MSG_WAKE_UP : 1

(RSP_VERSION_INVALID)

Sat Apr 21 2018 22:24:00.357 - [Bluetooth] ProcessCommand(MSG_WAKE_UP) for serial number BE29E483 failed! (error:1)

Sat Apr 21 2018 22:24:00.357 - [Bluetooth Controller] Send 'Wake up' to LHB-BE29E483 (Failed) (12.80 seconds)

Sat Apr 21 2018 22:24:00.458 - [Bluetooth]

CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) success.

Sat Apr 21 2018 22:24:00.458 - [Bluetooth] Pipelnit(1) completed.

Sat Apr 21 2018 22:24:00.458 - [Bluetooth] Send MSG_EXTEND_TIMEOUT to BS BE29E483

Sat Apr 21 2018 22:24:07.242 - [Dismissable Warning Removed] ??????????0x1000?

Sat Apr 21 2018 22:24:13.242 - [Bluetooth] Receive MSG_EXTEND_TIMEOUT : 1

(RSP_VERSION_INVALID)

Sat Apr 21 2018 22:24:13.242 - [Bluetooth]

ProcessCommand(MSG_EXTEND_TIMEOUT) for serial number BE29E483 failed! (error:1)

Sat Apr 21 2018 22:24:13.242 - [Bluetooth Controller] Send 'Extend timeout' to LHB-BE29E483 (Failed) (12.88 seconds)

Sat Apr 21 2018 22:24:13.242 - [Bluetooth]

CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) success.

Sat Apr 21 2018 22:24:13.242 - [Bluetooth] Pipelnit(1) completed.

Sat Apr 21 2018 22:24:13.242 - [Bluetooth] Send MSG_EXTEND_TIMEOUT to BS CF3A0E55

Sat Apr 21 2018 22:24:13.533 - [Bluetooth] Receive MSG_EXTEND_TIMEOUT : 0

(RSP_SUCCESS)

Sat Apr 21 2018 22:24:13.533 - [Bluetooth Controller] Send 'Extend timeout' to LHB-CF3A0E55 (Success) (0.29 seconds)

Sat Apr 21 2018 22:24:13.533 - [Bluetooth]

CreateFile(\\.\pipe\BaseStationFirmwareUpgrade) success.

Sat Apr 21 2018 22:24:13.533 - [Bluetooth] Pipelnit(3) completed.

Sat Apr 21 2018 22:24:13.533 - [Bluetooth] Send Command Prefix Length: 40 (length:4, send_bytes:4)

Sat Apr 21 2018 22:24:13.533 - [Bluetooth] Send Command:

CMD=BASE_STATION_BS_BLE_VERSION BE29E483 (length:40, send_bytes:40)

Sat Apr 21 2018 22:24:26.221 - [Bluetooth] Receive result: 0

Sat Apr 21 2018 22:24:26.221 - [Bluetooth Controller] Send 'Query BLE Firmware Version' to LHB-BE29E483 (Version:0) (Failed) (12.69 seconds)

Sat Apr 21 2018 22:24:26.221 - [Bluetooth Controller] LHB-BE29E483

HardwareID:0x09000009 BLE:0 MCU(OOTX):436
Sat Apr 21 2018 22:24:26.221 - [Bluetooth]
CreateFile(\\.\pipe\BaseStationFirmwareUpgrade) success.
Sat Apr 21 2018 22:24:26.221 - [Bluetooth] Pipelnit(3) completed.
Sat Apr 21 2018 22:24:26.221 - [Bluetooth] Send Command Prefix Length: 40
(length:4, send_bytes:4)
Sat Apr 21 2018 22:24:26.221 - [Bluetooth] Send Command:
CMD=BASE_STATION_BS_BLE_VERSION CF3A0E55 (length:40, send_bytes:40)
Sat Apr 21 2018 22:24:26.421 - [Bluetooth] Receive result: 211
Sat Apr 21 2018 22:24:26.421 - [Bluetooth Controller] Send 'Query BLE Firmware
Version' to LHB-CF3A0E55 (Version:211) (Success) (0.20 seconds)
Sat Apr 21 2018 22:24:26.421 - [Bluetooth Controller] LHB-CF3A0E55
HardwareID:0x09000009 BLE:211 MCU(OOTX):436
Sat Apr 21 2018 22:24:26.422 - [Bluetooth]
CreateFile(\\.\pipe\VIVE_PIPE_BS_PM_MESSAGE) success.
Sat Apr 21 2018 22:24:26.422 - [Bluetooth] Pipelnit(1) completed.
Sat Apr 21 2018 22:24:26.422 - [Bluetooth] Send MSG_EXTEND_TIMEOUT to BS
BE29E483
Sat Apr 21 2018 22:24:30.314 - [System Report] Could not retrieve dongle version
E31912BCD1 from
Sat Apr 21 2018 22:24:30.314 - [System Report] Could not retrieve dongle version
80FE5EB304 from
Sat Apr 21 2018 22:24:31.100 - [System Report] Discover USB Topology: Took 0.79
seconds
Sat Apr 21 2018 22:24:32.578 - [System Report] Iterate USB Topology: Took 1.48
seconds
--- vrmonitor.txt - H:/Steam/logs

=== vrclient_vrmonitor.txt - H:/Steam/logs

Wed Apr 18 2018 20:58:16.978 -
//=====

=====

Wed Apr 18 2018 20:58:16.979 - vrclient startup with PID=4236,
type=VRApplication_VRMonitor, config=H:\Steam\config
Wed Apr 18 2018 20:58:16.982 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Wed Apr 18 2018 20:58:16.982 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory
Wed Apr 18 2018 20:58:16.982 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Wed Apr 18 2018 20:58:16.982 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Wed Apr 18 2018 20:58:16.984 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Wed Apr 18 2018 20:58:16.984 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Wed Apr 18 2018 20:58:16.984 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Wed Apr 18 2018 20:58:16.984 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Wed Apr 18 2018 20:58:16.985 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Wed Apr 18 2018 20:58:16.985 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Wed Apr 18 2018 20:58:17.007 - Received success response from vrserver connect
Wed Apr 18 2018 20:58:17.008 - App key after connect
message:openvr.component.vrmonitor
Wed Apr 18 2018 20:58:17.015 - Received success response from vrcompositor connect
Wed Apr 18 2018 20:58:17.015 - Initializing the limited version of
CVRCompositorClient
Wed Apr 18 2018 20:58:17.113 - Skipping VRWebHelper startup because of settings.
Wed Apr 18 2018 20:58:17.525 - [Chaperone] Universe changed from 0 to
1479640794.
Wed Apr 18 2018 21:01:03.008 - [Chaperone] Universe changed from 1479640794 to
0.
Wed Apr 18 2018 21:01:10.269 - [Chaperone] Universe changed from 0 to
1479640794.
Wed Apr 18 2018 21:04:08.101 - VR_Shutdown called
Wed Apr 18 2018 21:05:13.740 -
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Wed Apr 18 2018 21:05:13.740 - vrclient startup with PID=10320,
type=VRApplication_VRMonitor, config=H:\Steam\config

Wed Apr 18 2018 21:05:13.742 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Wed Apr 18 2018 21:05:13.742 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Wed Apr 18 2018 21:05:13.743 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Wed Apr 18 2018 21:05:13.743 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Wed Apr 18 2018 21:05:13.744 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Wed Apr 18 2018 21:05:13.744 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Wed Apr 18 2018 21:05:13.744 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Wed Apr 18 2018 21:05:13.744 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Wed Apr 18 2018 21:05:13.744 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Wed Apr 18 2018 21:05:13.745 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Wed Apr 18 2018 21:05:13.764 - Received success response from vrserver connect

Wed Apr 18 2018 21:05:13.765 - App key after connect
message:openvr.component.vrmonitor

Wed Apr 18 2018 21:05:13.775 - Received success response from vrcompositor connect

Wed Apr 18 2018 21:05:13.775 - Initializing the limited version of
CVRCompositorClient

Wed Apr 18 2018 21:05:13.870 - Skipping VRWebHelper startup because of settings.

Wed Apr 18 2018 21:05:14.270 - [Chaperone] Universe changed from 0 to
1479640794.

Wed Apr 18 2018 21:37:59.397 - [Chaperone] Universe changed from 1479640794 to

0.

Wed Apr 18 2018 21:38:01.493 - [Chaperone] Universe changed from 0 to 1479640794.

Wed Apr 18 2018 21:38:26.650 - [Chaperone] Universe changed from 1479640794 to 0.

Wed Apr 18 2018 21:38:27.179 - [Chaperone] Universe changed from 0 to 1479640794.

Wed Apr 18 2018 21:38:57.273 - [Chaperone] Universe changed from 1479640794 to 0.

Wed Apr 18 2018 21:38:58.866 - [Chaperone] Universe changed from 0 to 1479640794.

Wed Apr 18 2018 21:39:18.928 - [Chaperone] Universe changed from 1479640794 to 0.

Wed Apr 18 2018 21:39:19.932 - [Chaperone] Universe changed from 0 to 1479640794.

Wed Apr 18 2018 21:39:24.932 - [Chaperone] Universe changed from 1479640794 to 0.

Wed Apr 18 2018 21:39:27.522 - [Chaperone] Universe changed from 0 to 1479640794.

Wed Apr 18 2018 22:40:13.880 - VR_Shutdown called

Wed Apr 18 2018 22:41:09.873 -

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Wed Apr 18 2018 22:41:09.873 - vrclient startup with PID=11372, type=VRApplication_VRMonitor, config=H:\Steam\config

Wed Apr 18 2018 22:41:09.876 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Wed Apr 18 2018 22:41:09.877 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Wed Apr 18 2018 22:41:09.877 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Wed Apr 18 2018 22:41:09.877 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Wed Apr 18 2018 22:41:09.878 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Wed Apr 18 2018 22:41:09.878 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Wed Apr 18 2018 22:41:09.878 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Wed Apr 18 2018 22:41:09.878 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Wed Apr 18 2018 22:41:09.879 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Wed Apr 18 2018 22:41:09.880 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Wed Apr 18 2018 22:41:09.896 - Received success response from vrserver connect

Wed Apr 18 2018 22:41:09.896 - App key after connect
message:openvr.component.vrmonitor

Wed Apr 18 2018 22:41:09.904 - Received success response from vrcompositor
connect

Wed Apr 18 2018 22:41:09.904 - Initializing the limited version of
CVRCompositorClient

Wed Apr 18 2018 22:41:10.038 - Skipping VRWebHelper startup because of settings.

Wed Apr 18 2018 22:41:10.533 - [Chaperone] Universe changed from 0 to
1479640794.

Wed Apr 18 2018 22:44:58.821 - VR_Shutdown called

Thu Apr 19 2018 19:57:53.660 -
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Thu Apr 19 2018 19:57:53.660 - vrclient startup with PID=5188,
type=VRApplication_VRMonitor, config=H:\Steam\config

Thu Apr 19 2018 19:57:53.664 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Thu Apr 19 2018 19:57:53.664 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Thu Apr 19 2018 19:57:53.664 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Thu Apr 19 2018 19:57:53.664 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Thu Apr 19 2018 19:57:53.665 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Thu Apr 19 2018 19:57:53.665 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Thu Apr 19 2018 19:57:53.665 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Thu Apr 19 2018 19:57:53.666 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Apr 19 2018 19:57:53.666 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Apr 19 2018 19:57:53.666 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Thu Apr 19 2018 19:57:53.670 - Starting vrserver process:

H:\Steam\steamapps\common\SteamVR\bin\win64\vrserver.exe

Thu Apr 19 2018 19:57:54.049 - Received success response from vrserver connect

Thu Apr 19 2018 19:57:54.050 - App key after connect

message:openvr.component.vrmonitor

Thu Apr 19 2018 19:57:54.224 - Starting vrcompositor process:

H:\Steam\steamapps\common\SteamVR\bin\win64\vrcompositor.exe

Thu Apr 19 2018 19:57:59.322 - Giving up compositor connection after 50 attempts

Thu Apr 19 2018 19:58:57.550 - Starting vrcompositor process:

H:\Steam\steamapps\common\SteamVR\bin\win64\vrcompositor.exe

Thu Apr 19 2018 19:58:57.776 - VR_Shutdown called

Thu Apr 19 2018 19:59:19.811 -

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Thu Apr 19 2018 19:59:19.811 - vrclient startup with PID=18272,

type=VRApplication_VRMonitor, config=H:\Steam\config

Thu Apr 19 2018 19:59:19.815 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Thu Apr 19 2018 19:59:19.815 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Thu Apr 19 2018 19:59:19.815 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Thu Apr 19 2018 19:59:19.815 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Thu Apr 19 2018 19:59:19.816 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 19:59:19.817 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Thu Apr 19 2018 19:59:19.817 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Thu Apr 19 2018 19:59:19.817 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Thu Apr 19 2018 19:59:19.817 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Thu Apr 19 2018 19:59:19.818 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 19:59:19.843 - Received success response from vrserver connect
Thu Apr 19 2018 19:59:19.844 - App key after connect
message:openvr.component.vrmonitor
Thu Apr 19 2018 19:59:19.850 - Received success response from vrcompositor
connect
Thu Apr 19 2018 19:59:19.850 - Initializing the limited version of
CVRCompositorClient
Thu Apr 19 2018 19:59:19.945 - Skipping VRWebHelper startup because of settings.
Thu Apr 19 2018 19:59:20.594 - [Chaperone] Universe changed from 0 to
1479640794.
Thu Apr 19 2018 20:08:57.803 - [Chaperone] Universe changed from 1479640794 to
0.
Thu Apr 19 2018 20:09:05.586 - VR_Shutdown called
Thu Apr 19 2018 20:09:36.316 -
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Thu Apr 19 2018 20:09:36.316 - vrclient startup with PID=8100,
type=VRApplication_VRMonitor, config=H:\Steam\config
Thu Apr 19 2018 20:09:36.318 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 20:09:36.318 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Apr 19 2018 20:09:36.318 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 20:09:36.318 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 20:09:36.319 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 20:09:36.320 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Thu Apr 19 2018 20:09:36.320 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Thu Apr 19 2018 20:09:36.320 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Thu Apr 19 2018 20:09:36.320 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Thu Apr 19 2018 20:09:36.321 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 20:09:36.346 - Received success response from vrserver connect
Thu Apr 19 2018 20:09:36.346 - App key after connect
message:openvr.component.vrmonitor
Thu Apr 19 2018 20:09:36.360 - Received success response from vrcompositor connect
Thu Apr 19 2018 20:09:36.360 - Initializing the limited version of
CVRCompositorClient
Thu Apr 19 2018 20:09:36.635 - Skipping VRWebHelper startup because of settings.
Thu Apr 19 2018 20:09:37.156 - [Chaperone] Universe changed from 0 to
1479640794.
Thu Apr 19 2018 20:30:47.717 - VR_Shutdown called
Thu Apr 19 2018 20:31:08.177 -
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Thu Apr 19 2018 20:31:08.177 - vrclient startup with PID=6300,
type=VRApplication_VRMonitor, config=H:\Steam\config
Thu Apr 19 2018 20:31:08.179 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 20:31:08.179 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory
Thu Apr 19 2018 20:31:08.179 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 20:31:08.179 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 20:31:08.180 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:08.181 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:08.181 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:08.181 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:08.181 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:08.182 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 20:31:08.201 - Received success response from vrserver connect
Thu Apr 19 2018 20:31:08.202 - App key after connect
message:openvr.component.vrmonitor
Thu Apr 19 2018 20:31:08.215 - Received success response from vrcompositor
connect
Thu Apr 19 2018 20:31:08.215 - Initializing the limited version of
CVRCompositorClient
Thu Apr 19 2018 20:31:08.311 - Skipping VRWebHelper startup because of settings.
Thu Apr 19 2018 20:31:31.631 - [Chaperone] Universe changed from 0 to
1479640794.
Thu Apr 19 2018 21:42:13.249 - VR_Shutdown called
Fri Apr 20 2018 18:09:03.158 -
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Fri Apr 20 2018 18:09:03.158 - vrclient startup with PID=15100,
type=VRApplication_VRMonitor, config=H:\Steam\config
Fri Apr 20 2018 18:09:03.161 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 18:09:03.161 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Apr 20 2018 18:09:03.161 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 18:09:03.161 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 18:09:03.162 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 18:09:03.162 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 18:09:03.163 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 18:09:03.163 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 18:09:03.163 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 18:09:03.164 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 18:09:03.190 - Received success response from vrserver connect
Fri Apr 20 2018 18:09:03.191 - App key after connect
message:openvr.component.vrmonitor
Fri Apr 20 2018 18:09:03.200 - Received success response from vrcompositor connect
Fri Apr 20 2018 18:09:03.200 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 18:09:03.302 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 18:09:03.825 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 18:34:59.233 - VR_Shutdown called
Fri Apr 20 2018 19:10:05.409 -
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Fri Apr 20 2018 19:10:05.410 - vrclient startup with PID=9384,
type=VRApplication_VRMonitor, config=H:\Steam\config
Fri Apr 20 2018 19:10:05.412 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:10:05.412 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Apr 20 2018 19:10:05.412 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:10:05.412 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:10:05.413 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:10:05.413 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 19:10:05.414 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 19:10:05.414 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 19:10:05.414 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 19:10:05.415 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 19:10:05.432 - Received success response from vrserver connect
Fri Apr 20 2018 19:10:05.432 - App key after connect
message:openvr.component.vrmonitor
Fri Apr 20 2018 19:10:05.445 - Received success response from vrcompositor connect
Fri Apr 20 2018 19:10:05.445 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 19:10:05.547 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 19:10:05.977 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 19:18:50.512 - VR_Shutdown called
Fri Apr 20 2018 19:19:26.610 -
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Fri Apr 20 2018 19:19:26.610 - vrclient startup with PID=11896,
type=VRApplication_VRMonitor, config=H:\Steam\config
Fri Apr 20 2018 19:19:26.614 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:19:26.615 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Apr 20 2018 19:19:26.615 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:19:26.615 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:19:26.616 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:26.616 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:26.617 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:26.617 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:26.617 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:26.618 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 19:19:26.645 - Received success response from vrserver connect
Fri Apr 20 2018 19:19:26.646 - App key after connect
message:openvr.component.vrmonitor
Fri Apr 20 2018 19:19:26.662 - Received success response from vrcompositor connect
Fri Apr 20 2018 19:19:26.662 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 19:19:26.856 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 19:19:27.390 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 20:02:16.527 - [Chaperone] Universe changed from 1479640794 to 0.
Fri Apr 20 2018 20:05:31.369 - VR_Shutdown called
Fri Apr 20 2018 21:51:33.389 -
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Fri Apr 20 2018 21:51:33.389 - vrclient startup with PID=12804,
type=VRApplication_VRMonitor, config=H:\Steam\config

Fri Apr 20 2018 21:51:33.392 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 21:51:33.392 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 21:51:33.392 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 21:51:33.392 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 21:51:33.393 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:33.393 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:33.393 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:33.394 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:33.394 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:33.395 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 21:51:33.416 - Received success response from vrserver connect
Fri Apr 20 2018 21:51:33.416 - App key after connect
message:openvr.component.vrmonitor
Fri Apr 20 2018 21:51:33.427 - Received success response from vrcompositor connect
Fri Apr 20 2018 21:51:33.427 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 21:51:33.702 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 21:51:34.143 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 22:22:48.648 - VR_Shutdown called
Fri Apr 20 2018 22:23:19.480 -
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Fri Apr 20 2018 22:23:19.480 - vrclient startup with PID=3808,
type=VRApplication_VRMonitor, config=H:\Steam\config

Fri Apr 20 2018 22:23:19.483 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 22:23:19.483 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 22:23:19.483 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 22:23:19.483 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 22:23:19.484 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.485 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.485 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.485 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.486 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.486 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 22:23:19.511 - Received success response from vrserver connect
Fri Apr 20 2018 22:23:19.511 - App key after connect
message:openvr.component.vrmonitor
Fri Apr 20 2018 22:23:19.520 - Received success response from vrcompositor connect
Fri Apr 20 2018 22:23:19.520 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 22:23:19.619 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 22:23:20.161 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 22:57:20.377 - VR_Shutdown called
Sat Apr 21 2018 19:39:38.674 -
//=====
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Sat Apr 21 2018 19:39:38.674 - vrclient startup with PID=16256,
type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 19:39:38.677 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 19:39:38.677 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 19:39:38.677 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:39:38.677 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:39:38.679 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:38.679 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:38.679 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:38.679 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:38.680 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:38.681 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:39:38.702 - Received success response from vrserver connect
Sat Apr 21 2018 19:39:38.702 - App key after connect
message:openvr.component.vrmonitor
Sat Apr 21 2018 19:39:38.715 - Received success response from vrcompositor connect
Sat Apr 21 2018 19:39:38.715 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 19:39:38.806 - Skipping VRWebHelper startup because of settings.
Sat Apr 21 2018 19:39:39.250 - [Chaperone] Universe changed from 0 to
1479640794.
Sat Apr 21 2018 19:41:21.608 - VR_Shutdown called
Sat Apr 21 2018 19:41:57.216 -
//=====

Sat Apr 21 2018 19:41:57.216 - vrclient startup with PID=1760,
type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 19:41:57.219 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:41:57.219 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Sat Apr 21 2018 19:41:57.219 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:41:57.219 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:41:57.220 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:57.220 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:57.221 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:57.221 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:57.221 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:57.222 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:41:57.241 - Received success response from vrserver connect

Sat Apr 21 2018 19:41:57.242 - App key after connect
message:openvr.component.vrmonitor

Sat Apr 21 2018 19:41:57.254 - Received success response from vrcompositor connect

Sat Apr 21 2018 19:41:57.254 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 19:41:57.512 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 19:41:57.887 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 19:43:56.243 - VR_Shutdown called

Sat Apr 21 2018 19:44:03.180 -

//=====

Sat Apr 21 2018 19:44:03.180 - vrclient startup with PID=12240,
type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 19:44:03.182 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:44:03.182 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:44:03.183 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:44:03.183 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:44:03.183 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:44:03.184 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Sat Apr 21 2018 19:44:03.184 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Sat Apr 21 2018 19:44:03.184 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Sat Apr 21 2018 19:44:03.184 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:44:03.185 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:44:03.189 - Starting vrserver process:
H:\Steam\steamapps\common\SteamVR\bin\win64\vrserver.exe

Sat Apr 21 2018 19:44:05.434 - Received success response from vrserver connect

Sat Apr 21 2018 19:44:05.434 - App key after connect
message:openvr.component.vrmonitor

Sat Apr 21 2018 19:44:05.441 - Starting vrcompositor process:
H:\Steam\steamapps\common\SteamVR\bin\win64\vrcompositor.exe

Sat Apr 21 2018 19:44:08.027 - Received success response from vrcompositor
connect

Sat Apr 21 2018 19:44:08.027 - Initializing the limited version of

CVRCompositorClient

Sat Apr 21 2018 19:44:08.131 - Started

H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe with pid
11760

Sat Apr 21 2018 19:44:08.131 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 19:44:10.160 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 19:45:59.041 - VR_Shutdown called

Sat Apr 21 2018 19:54:47.344 -

//=====

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Sat Apr 21 2018 19:54:47.344 - vrclient startup with PID=3756,
type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 19:54:47.347 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:54:47.347 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:54:47.347 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:54:47.347 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:54:47.348 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:47.348 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Sat Apr 21 2018 19:54:47.349 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Sat Apr 21 2018 19:54:47.349 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Sat Apr 21 2018 19:54:47.349 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:54:47.350 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:54:47.364 - Received success response from vrserver connect

Sat Apr 21 2018 19:54:47.365 - App key after connect
message:openvr.component.vrmonitor
Sat Apr 21 2018 19:54:47.374 - Starting vrcompositor process:
H:\Steam\steamapps\common\SteamVR\bin\win64\vrcompositor.exe
Sat Apr 21 2018 19:54:50.519 - Received success response from vrcompositor
connect
Sat Apr 21 2018 19:54:50.519 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 19:54:51.023 - Started
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe with pid
15492
Sat Apr 21 2018 19:54:51.023 - Skipping VRWebHelper startup because of settings.
Sat Apr 21 2018 19:54:51.120 - [Chaperone] Universe changed from 0 to
1479640794.
Sat Apr 21 2018 19:55:08.746 - Received success response from vrcompositor
connect
Sat Apr 21 2018 19:55:08.746 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 19:55:52.671 - VR_Shutdown called
Sat Apr 21 2018 19:56:02.781 -
//=====

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Sat Apr 21 2018 19:56:02.781 - vrclient startup with PID=11820,
type=VRApplication_VRMonitor, config=H:\Steam\config
Sat Apr 21 2018 19:56:02.783 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 19:56:02.783 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 19:56:02.784 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:56:02.784 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:56:02.785 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:56:02.785 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Sat Apr 21 2018 19:56:02.785 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:56:02.785 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:56:02.786 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:56:02.786 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:56:02.809 - Received success response from vrserver connect

Sat Apr 21 2018 19:56:02.810 - App key after connect

message:openvr.component.vrmonitor

Sat Apr 21 2018 19:56:02.823 - Received success response from vrcompositor connect

Sat Apr 21 2018 19:56:02.823 - Initializing the limited version of CVRCompositorClient

Sat Apr 21 2018 19:56:02.943 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 19:56:03.616 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 19:58:12.166 - VR_Shutdown called

Sat Apr 21 2018 20:53:48.378 -

//=====

Sat Apr 21 2018 20:53:48.378 - vrclient startup with PID=7088, type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 20:53:48.380 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 20:53:48.380 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 20:53:48.380 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 20:53:48.380 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 20:53:48.381 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 20:53:48.381 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse

tings

Sat Apr 21 2018 20:53:48.382 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 20:53:48.382 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 20:53:48.382 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:53:48.399 - Received success response from vrserver connect

Sat Apr 21 2018 20:53:48.399 - App key after connect
message:openvr.component.vrmonitor

Sat Apr 21 2018 20:53:48.412 - Received success response from vrcompositor
connect

Sat Apr 21 2018 20:53:48.412 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 20:53:48.509 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 20:54:12.370 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 20:56:29.673 - VR_Shutdown called

Sat Apr 21 2018 20:57:43.201 -
//=====

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Sat Apr 21 2018 20:57:43.201 - vrclient startup with PID=11696,
type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 20:57:43.204 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 20:57:43.204 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 20:57:43.204 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 20:57:43.204 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 20:57:43.205 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:43.205 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

tings

Sat Apr 21 2018 20:57:43.206 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:43.206 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:43.206 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:57:43.230 - Received success response from vrserver connect

Sat Apr 21 2018 20:57:43.230 - App key after connect
message:openvr.component.vrmonitor

Sat Apr 21 2018 20:57:43.236 - Received success response from vrcompositor
connect

Sat Apr 21 2018 20:57:43.236 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 20:57:43.463 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 20:57:43.950 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 22:23:08.986 - VR_Shutdown called

Sat Apr 21 2018 22:23:44.494 -

//=====

Sat Apr 21 2018 22:23:44.494 - vrclient startup with PID=6472,
type=VRApplication_VRMonitor, config=H:\Steam\config

Sat Apr 21 2018 22:23:44.497 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 22:23:44.497 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 22:23:44.497 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 22:23:44.497 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 22:23:44.498 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:44.499 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:44.499 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:44.499 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:44.500 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:23:44.520 - Received success response from vrserver connect

Sat Apr 21 2018 22:23:44.521 - App key after connect

message:openvr.component.vrmonitor

Sat Apr 21 2018 22:23:44.529 - Received success response from vrcompositor connect

Sat Apr 21 2018 22:23:44.529 - Initializing the limited version of CVRCompositorClient

Sat Apr 21 2018 22:23:44.623 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 22:23:45.067 - [Chaperone] Universe changed from 0 to 1479640794.

--- vrclient_vrmonitor.txt - H:/Steam/logs

=== vrcompositor.txt - H:/Steam/logs

Fri Apr 20 2018 21:51:29.348 -

//=====

Fri Apr 20 2018 21:51:29.348 - VR compositor (v1524162059) starting up

Fri Apr 20 2018 21:51:29.348 - RuntimePath :

H:\Steam\steamapps\common\SteamVR\

Fri Apr 20 2018 21:51:29.389 - Events created

Fri Apr 20 2018 21:51:29.437 - Initializing generic graphics device resources...

Fri Apr 20 2018 21:51:29.725 - Headset is using direct mode

Fri Apr 20 2018 21:51:29.848 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)

Fri Apr 20 2018 21:51:30.815 - LiquidVR: Driver version 23.20.15033.5003

Fri Apr 20 2018 21:51:30.830 - Creating liquidvr display

Fri Apr 20 2018 21:51:30.830 - Loading fonts/debug.spritefont

Fri Apr 20 2018 21:51:30.831 - Creating samplers

Fri Apr 20 2018 21:51:30.832 - Creating util resources

Fri Apr 20 2018 21:51:30.832 - Creating/Updating distortion surfaces

Fri Apr 20 2018 21:51:31.008 - Warp mesh (left eye) covers 88.30% of its viewport

(shrink wrap saved 1.46%)
Fri Apr 20 2018 21:51:31.184 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Fri Apr 20 2018 21:51:31.512 - Creating constant buffers
Fri Apr 20 2018 21:51:31.512 - Creating layer texture (w=2016,h=2240)
Fri Apr 20 2018 21:51:31.513 - Loading MC resources
Fri Apr 20 2018 21:51:31.528 - Loading GC resources
Fri Apr 20 2018 21:51:31.530 - Successfully loaded GC image: gc\250_v0.gc
Fri Apr 20 2018 21:51:31.530 - Initializing timing resources
Fri Apr 20 2018 21:51:31.530 - Initializing camera
Fri Apr 20 2018 21:51:31.530 - Creating static resources for tracked camera
Fri Apr 20 2018 21:51:31.629 - Creating camera roomview...
Fri Apr 20 2018 21:51:31.629 - Finished creating camera roomview. (Success)
Fri Apr 20 2018 21:51:31.629 - Done initializing generic graphics device resources
Fri Apr 20 2018 21:51:31.696 - Distort initialized
Fri Apr 20 2018 21:51:31.696 - *****
Begin GPU speed *****
Fri Apr 20 2018 21:51:32.003 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.31 seconds.
Fri Apr 20 2018 21:51:32.080 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Fri Apr 20 2018 21:51:32.081 - GPU speed from average of 6 median samples: 513
Fri Apr 20 2018 21:51:32.082 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Fri Apr 20 2018 21:51:32.083 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.39 seconds.
Fri Apr 20 2018 21:51:32.083 - *****
End GPU speed *****
Fri Apr 20 2018 21:51:32.098 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}
Fri Apr 20 2018 21:51:32.107 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}
Fri Apr 20 2018 21:51:32.107 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-
8e31829844ec}
Fri Apr 20 2018 21:51:32.107 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}
Fri Apr 20 2018 21:51:32.107 - AUDIO: OnDefaultDeviceChanged: flow = eRender,

role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Fri Apr 20 2018 21:51:32.111 - AUDIO: Creating playback mirror thread for device {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Fri Apr 20 2018 21:51:32.111 - External connection from 4520

Fri Apr 20 2018 21:51:32.114 - Compositor render thread started

Fri Apr 20 2018 21:51:32.114 - Startup Complete (2.726322 seconds)

Fri Apr 20 2018 21:51:32.118 - AUDIO: IAudioClient::GetDevicePeriod
hnsDefaultDevicePeriod = 10.00ms

Fri Apr 20 2018 21:51:32.118 - AUDIO: IAudioClient::GetDevicePeriod
hnsMinimumDevicePeriod = 3.00ms

Fri Apr 20 2018 21:51:32.128 - Found 4 quads for Collision Bounds

Fri Apr 20 2018 21:51:32.128 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Fri Apr 20 2018 21:51:32.128 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Fri Apr 20 2018 21:51:32.128 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Fri Apr 20 2018 21:51:32.128 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Fri Apr 20 2018 21:51:32.128 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Fri Apr 20 2018 21:51:32.129 - Creating solid play area quad for compositor
construct: 3.40 x 3.40

Fri Apr 20 2018 21:51:32.590 - External connection from 8428

Fri Apr 20 2018 21:51:33.330 - External connection from 11792

Fri Apr 20 2018 21:51:33.427 - External connection from 12804

Fri Apr 20 2018 21:51:33.551 - Closing pipe VR_CompositorPipe_8780 because it was broken from the other end

Fri Apr 20 2018 21:51:33.551 - Lost IPC connection

Fri Apr 20 2018 21:51:33.746 - AUDIO:
AUDCLNT_BUFFERFLAGS_DATA_DISCONTINUITY

Fri Apr 20 2018 21:51:35.449 - External connection from 15476

Fri Apr 20 2018 21:51:38.585 - External connection from 7496

Fri Apr 20 2018 21:53:15.887 - Closing pipe VR_CompositorPipe_8780 because it was broken from the other end

Fri Apr 20 2018 21:53:15.888 - Clearing forced interleaved reprojection on (pid=11792)

Fri Apr 20 2018 21:53:15.888 -

Fri Apr 20 2018 21:53:15.888 - Cumulative stats for pid: 11792
Fri Apr 20 2018 21:53:15.888 - Total..... 8963 presents. 235 dropped.
3862 reprojected
Fri Apr 20 2018 21:53:15.888 - Startup..... 1092 presents. 59 dropped.
322 reprojected
Fri Apr 20 2018 21:53:15.888 - Loading... 0 total.... 0 presents. 0 dropped.
0 reprojected
Fri Apr 20 2018 21:53:15.888 - Timed out. 4 total.... 22 presents. 1
dropped. 11 reprojected
Fri Apr 20 2018 21:53:15.888 -

Fri Apr 20 2018 21:53:15.888 - Total dropped frames: 0
Fri Apr 20 2018 21:53:15.888 - Lost IPC connection
Fri Apr 20 2018 21:53:20.843 - External connection from 12628
Fri Apr 20 2018 22:21:02.780 - Closing pipe VR_CompositorPipe_8780 because it was
broken from the other end
Fri Apr 20 2018 22:21:02.780 -

Fri Apr 20 2018 22:21:02.780 - Cumulative stats for pid: 12628
Fri Apr 20 2018 22:21:02.780 - Total.....133966 presents. 15175 dropped.
141 reprojected
Fri Apr 20 2018 22:21:02.780 - Startup..... 163 presents. 33 dropped.
4 reprojected
Fri Apr 20 2018 22:21:02.780 - Loading... 0 total.... 0 presents. 0 dropped.
0 reprojected
Fri Apr 20 2018 22:21:02.780 - Timed out. 55 total.... 1048 presents. 254
dropped. 0 reprojected
Fri Apr 20 2018 22:21:02.780 -

Fri Apr 20 2018 22:21:02.781 - Total dropped frames: 0
Fri Apr 20 2018 22:21:02.781 - Lost IPC connection
Fri Apr 20 2018 22:21:04.656 - External connection from 1232

Fri Apr 20 2018 22:21:22.523 - Closing pipe VR_CompositorPipe_8780 because it was broken from the other end

Fri Apr 20 2018 22:21:22.523 - Clearing forced interleaved reprojection on (pid=1232)

Fri Apr 20 2018 22:21:22.523 -

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Fri Apr 20 2018 22:21:22.523 - Cumulative stats for pid: 1232

Fri Apr 20 2018 22:21:22.523 - Total..... 1396 presents. 182 dropped. 449 reprojected

Fri Apr 20 2018 22:21:22.523 - Startup..... 1226 presents. 144 dropped. 364 reprojected

Fri Apr 20 2018 22:21:22.523 - Loading... 0 total.... 0 presents. 0 dropped. 0 reprojected

Fri Apr 20 2018 22:21:22.523 - Timed out. 11 total.... 42 presents. 3 dropped. 21 reprojected

Fri Apr 20 2018 22:21:22.523 -

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Fri Apr 20 2018 22:21:22.523 - Total dropped frames: 0

Fri Apr 20 2018 22:21:22.523 - Lost IPC connection

Fri Apr 20 2018 22:22:30.361 - External connection from 4848

Fri Apr 20 2018 22:22:30.714 - Screenshot: HookScreenshot, 1 types

Fri Apr 20 2018 22:22:44.197 - Closing pipe VR_CompositorPipe_8780 because it was broken from the other end

Fri Apr 20 2018 22:22:44.197 - Destroying overlay 290000001C unity_overlay.GT_Texture (GT_Texture)from pid 4848 because that process disconnected

Fri Apr 20 2018 22:22:44.197 -

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Fri Apr 20 2018 22:22:44.197 - Cumulative stats for pid: 4848

Fri Apr 20 2018 22:22:44.197 - Total..... 1116 presents. 22 dropped. 0 reprojected

Fri Apr 20 2018 22:22:44.197 - Startup..... 1116 presents. 22 dropped. 0 reprojected

Fri Apr 20 2018 22:22:44.197 - Loading... 0 total.... 0 presents. 0 dropped. 0 reprojected

Fri Apr 20 2018 22:22:44.197 - Timed out. 0 total.... 0 presents. 0
dropped. 0 reprojected
Fri Apr 20 2018 22:22:44.197 -

Fri Apr 20 2018 22:22:44.197 - Total dropped frames: 36
Fri Apr 20 2018 22:22:44.197 - Lost IPC connection
Fri Apr 20 2018 22:22:44.260 - Closing pipe VR_CompositorPipe_8780 because it was
broken from the other end
Fri Apr 20 2018 22:22:44.260 - Destroying overlay 2300000016
pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 15476 because that
process disconnected
Fri Apr 20 2018 22:22:44.260 - Destroying overlay 2400000017
pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 15476
because that process disconnected
Fri Apr 20 2018 22:22:44.260 - Lost IPC connection
Fri Apr 20 2018 22:22:45.063 - Closing pipe VR_CompositorPipe_8780 because it was
broken from the other end
Fri Apr 20 2018 22:22:45.063 - Destroying overlay 2500000018 htc_vive_overlay
(VIVE)from pid 7496 because that process disconnected
Fri Apr 20 2018 22:22:45.063 - Destroying overlay 2600000019
htc_vive_overlay.thumb (VIVE (Thumb))from pid 7496 because that process
disconnected
Fri Apr 20 2018 22:22:45.063 - Lost IPC connection
Fri Apr 20 2018 22:22:46.635 - Closing pipe VR_CompositorPipe_8780 because it was
broken from the other end
Fri Apr 20 2018 22:22:46.635 - Destroying overlay 1200000005 system.vrdashboard
(VR Dashboard)from pid 8428 because that process disconnected
Fri Apr 20 2018 22:22:46.635 - Destroying overlay 1300000006 system.powermenu
(Power Menu)from pid 8428 because that process disconnected
Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1400000007
system.powermenu.thumb (Power Menu (Thumb))from pid 8428 because that
process disconnected
Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1500000008
system.notificationhistory (History)from pid 8428 because that process disconnected
Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1600000009
system.notificationhistory.thumb (History (Thumb))from pid 8428 because that
process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 170000000A system.settings (Settings)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 180000000B system.settings.thumb (Settings (Thumb))from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 190000000C system.keyboard (Keyboard)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1A0000000D system.messageoverlay (Message Overlay)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1B0000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1C0000000F system.IPDValue (IPD Setting)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1D00000010 system.ScreenshotProgress (Screenshot Progress)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1E00000011 system.CameraSurfaceUI (Camera Surface UI)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 1F00000012 system.DefaultTransition (Default Transition)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 2000000013 system.dashboardfade (Fades the world for the dashboard)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 2100000014 system.dashboard.controls.background (Sits behind dashboard controls)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 2200000015 system.dashboard.active.background (Sits behind active dashboard)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 270000001A system.controllerstatus.3 (system.controllerstatus.3)from pid 8428 because that process disconnected

Fri Apr 20 2018 22:22:46.636 - Destroying overlay 280000001B system.controllerstatus.4 (system.controllerstatus.4)from pid 8428 because that

process disconnected
Fri Apr 20 2018 22:22:46.636 - Lost IPC connection
Fri Apr 20 2018 22:22:48.685 - Closing pipe VR_CompositorPipe_8780 because it was broken from the other end
Fri Apr 20 2018 22:22:48.685 - Lost IPC connection
Fri Apr 20 2018 22:22:48.692 - Shutting down compositor: m_bHasHadConnection is true
Fri Apr 20 2018 22:22:48.692 - VR compositor shutting down
Fri Apr 20 2018 22:22:48.696 - Render thread ending
Fri Apr 20 2018 22:22:48.728 - Listener thread ending
Fri Apr 20 2018 22:22:48.728 - Cleaning up
Fri Apr 20 2018 22:22:48.728 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Fri Apr 20 2018 22:22:48.732 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Fri Apr 20 2018 22:22:48.732 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Fri Apr 20 2018 22:22:48.733 - AUDIO: Received stop event after 187622 passes, 178247040 samples
Fri Apr 20 2018 22:23:14.994 -
//=====
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Fri Apr 20 2018 22:23:14.994 - VR compositor (v1524162059) starting up
Fri Apr 20 2018 22:23:14.994 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Fri Apr 20 2018 22:23:15.032 - Events created
Fri Apr 20 2018 22:23:15.086 - Initializing generic graphics device resources...
Fri Apr 20 2018 22:23:15.418 - Headset is using direct mode
Fri Apr 20 2018 22:23:15.538 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Fri Apr 20 2018 22:23:16.529 - LiquidVR: Driver version 23.20.15033.5003
Fri Apr 20 2018 22:23:16.542 - Creating liquidvr display
Fri Apr 20 2018 22:23:16.542 - Loading fonts/debug.spritefont
Fri Apr 20 2018 22:23:16.543 - Creating samplers
Fri Apr 20 2018 22:23:16.544 - Creating util resources
Fri Apr 20 2018 22:23:16.544 - Creating/Updating distortion surfaces
Fri Apr 20 2018 22:23:16.718 - Warp mesh (left eye) covers 88.30% of its viewport (shrink wrap saved 1.46%)

Fri Apr 20 2018 22:23:16.901 - Warp mesh (right eye) covers 88.01% of its viewport (shrink wrap saved 1.42%)

Fri Apr 20 2018 22:23:17.231 - Creating constant buffers

Fri Apr 20 2018 22:23:17.231 - Creating layer texture (w=2016,h=2240)

Fri Apr 20 2018 22:23:17.232 - Loading MC resources

Fri Apr 20 2018 22:23:17.242 - Loading GC resources

Fri Apr 20 2018 22:23:17.244 - Successfully loaded GC image: gc\250_v0.gc

Fri Apr 20 2018 22:23:17.245 - Initializing timing resources

Fri Apr 20 2018 22:23:17.245 - Initializing camera

Fri Apr 20 2018 22:23:17.245 - Creating static resources for tracked camera

Fri Apr 20 2018 22:23:17.335 - Creating camera roomview...

Fri Apr 20 2018 22:23:17.335 - Finished creating camera roomview. (Success)

Fri Apr 20 2018 22:23:17.335 - Done initializing generic graphics device resources

Fri Apr 20 2018 22:23:17.385 - Distort initialized

Fri Apr 20 2018 22:23:17.385 - *****

Begin GPU speed *****

Fri Apr 20 2018 22:23:17.712 - MeasureGpuMegaPixelsPerSecond(): Returning 507 MP/sec. Total CPU time 0.33 seconds.

Fri Apr 20 2018 22:23:17.784 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU Driver: "1.0.12.0"

Fri Apr 20 2018 22:23:17.786 - GPU speed from average of 6 median samples: 513

Fri Apr 20 2018 22:23:17.787 - HMD driver recommended: 2016x2240 90.0Hz

HiddenArea(13.75%) = 701 MP/sec

Fri Apr 20 2018 22:23:17.787 - New render target scale = 0.74 = 1734x1927. Total CPU time 0.40 seconds.

Fri Apr 20 2018 22:23:17.787 - *****

End GPU speed *****

Fri Apr 20 2018 22:23:17.806 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Fri Apr 20 2018 22:23:17.816 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Fri Apr 20 2018 22:23:17.816 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Fri Apr 20 2018 22:23:17.816 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Fri Apr 20 2018 22:23:17.816 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-

8e31829844ec}

Fri Apr 20 2018 22:23:17.820 - AUDIO: Creating playback mirror thread for device {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Fri Apr 20 2018 22:23:17.821 - External connection from 16364

Fri Apr 20 2018 22:23:17.824 - Compositor render thread started

Fri Apr 20 2018 22:23:17.824 - Startup Complete (2.792751 seconds)

Fri Apr 20 2018 22:23:17.827 - AUDIO: IAudioClient::GetDevicePeriod
hnsDefaultDevicePeriod = 10.00ms

Fri Apr 20 2018 22:23:17.827 - AUDIO: IAudioClient::GetDevicePeriod
hnsMinimumDevicePeriod = 3.00ms

Fri Apr 20 2018 22:23:17.831 - Found 4 quads for Collision Bounds

Fri Apr 20 2018 22:23:17.831 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Fri Apr 20 2018 22:23:17.831 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Fri Apr 20 2018 22:23:17.831 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Fri Apr 20 2018 22:23:17.831 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Fri Apr 20 2018 22:23:17.831 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Fri Apr 20 2018 22:23:17.832 - Creating solid play area quad for compositor
construct: 3.40 x 3.40

Fri Apr 20 2018 22:23:18.374 - External connection from 13532

Fri Apr 20 2018 22:23:19.040 - External connection from 1240

Fri Apr 20 2018 22:23:19.280 - Closing pipe VR_CompositorPipe_13768 because it was broken from the other end

Fri Apr 20 2018 22:23:19.280 - Lost IPC connection

Fri Apr 20 2018 22:23:19.519 - External connection from 3808

Fri Apr 20 2018 22:23:19.609 - AUDIO:
AUDCLNT_BUFFERFLAGS_DATA_DISCONTINUITY

Fri Apr 20 2018 22:23:20.413 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.413 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.414 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.414 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.428 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.428 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.428 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.428 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.440 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:20.440 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eCommunications, device = {0.0.0.00000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Fri Apr 20 2018 22:23:21.653 - External connection from 4892

Fri Apr 20 2018 22:23:24.840 - External connection from 3180

Fri Apr 20 2018 22:23:31.406 - External connection from 5628

Fri Apr 20 2018 22:25:55.177 - Closing pipe VR_CompositorPipe_13768 because it was broken from the other end

Fri Apr 20 2018 22:25:55.178 - Clearing forced interleaved reprojection on (pid=1240)

Fri Apr 20 2018 22:25:55.178 -

#

Fri Apr 20 2018 22:25:55.178 - Cumulative stats for pid: 1240

Fri Apr 20 2018 22:25:55.178 - Total..... 13891 presents. 128 dropped. 6682 reprojected

Fri Apr 20 2018 22:25:55.178 - Startup..... 1202 presents. 44 dropped. 344 reprojected

Fri Apr 20 2018 22:25:55.178 - Loading... 0 total.... 0 presents. 0 dropped. 0 reprojected

Fri Apr 20 2018 22:25:55.178 - Timed out. 13 total.... 22 presents. 7 dropped. 11 reprojected

Fri Apr 20 2018 22:25:55.178 -

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Fri Apr 20 2018 22:25:55.178 - Total dropped frames: 139

Fri Apr 20 2018 22:25:55.178 - Lost IPC connection

Fri Apr 20 2018 22:27:00.817 - External connection from 10392

Fri Apr 20 2018 22:27:01.190 - Screenshot: HookScreenshot, 1 types

Fri Apr 20 2018 22:27:10.915 - AUDIO: Refreshing audio devices

Fri Apr 20 2018 22:27:10.940 - AUDIO: Detected 20 playback and 16 record devices

Fri Apr 20 2018 22:56:38.486 - Closing pipe VR_CompositorPipe_13768 because it was broken from the other end

Fri Apr 20 2018 22:56:38.486 -

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Fri Apr 20 2018 22:56:38.486 - Cumulative stats for pid: 10392

Fri Apr 20 2018 22:56:38.486 - Total.....134609 presents. 25367 dropped.
1215 reprojected

Fri Apr 20 2018 22:56:38.486 - Startup..... 478 presents. 8 dropped.
0 reprojected

Fri Apr 20 2018 22:56:38.486 - Loading... 0 total.... 0 presents. 0 dropped.
0 reprojected

Fri Apr 20 2018 22:56:38.486 - Timed out. 90 total.... 2190 presents. 203
dropped. 0 reprojected

Fri Apr 20 2018 22:56:38.486 -

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Fri Apr 20 2018 22:56:38.486 - Total dropped frames: 0

Fri Apr 20 2018 22:56:38.486 - Lost IPC connection

Fri Apr 20 2018 22:56:39.189 - External connection from 1948

Fri Apr 20 2018 22:57:13.594 - Closing pipe VR_CompositorPipe_13768 because it was broken from the other end

Fri Apr 20 2018 22:57:13.594 - Destroying overlay 1D00000016
pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 4892 because that process disconnected

Fri Apr 20 2018 22:57:13.594 - Destroying overlay 1E00000017
pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 4892 because that process disconnected

Fri Apr 20 2018 22:57:13.594 - Lost IPC connection

Fri Apr 20 2018 22:57:13.940 - Closing pipe VR_CompositorPipe_13768 because it

was broken from the other end

Fri Apr 20 2018 22:57:13.940 - Clearing forced interleaved reprojection on
(pid=1948)

Fri Apr 20 2018 22:57:13.940 -

#

Fri Apr 20 2018 22:57:13.940 - Cumulative stats for pid: 1948

Fri Apr 20 2018 22:57:13.940 - Total..... 2911 presents. 179 dropped.
1199 reprojected

Fri Apr 20 2018 22:57:13.940 - Startup..... 1171 presents. 155 dropped.
329 reprojected

Fri Apr 20 2018 22:57:13.940 - Loading... 0 total.... 0 presents. 0 dropped.
0 reprojected

Fri Apr 20 2018 22:57:13.940 - Timed out. 16 total.... 260 presents. 17
dropped. 130 reprojected

Fri Apr 20 2018 22:57:13.940 -

#

Fri Apr 20 2018 22:57:13.940 - Total dropped frames: 0

Fri Apr 20 2018 22:57:13.940 - Lost IPC connection

Fri Apr 20 2018 22:57:14.294 - Closing pipe VR_CompositorPipe_13768 because it
was broken from the other end

Fri Apr 20 2018 22:57:14.294 - Destroying overlay 1F00000018 htc_vive_overlay
(VIVE)from pid 3180 because that process disconnected

Fri Apr 20 2018 22:57:14.294 - Destroying overlay 2000000019
htc_vive_overlay.thumb (VIVE (Thumb))from pid 3180 because that process
disconnected

Fri Apr 20 2018 22:57:14.294 - Lost IPC connection

Fri Apr 20 2018 22:57:14.456 - Closing pipe VR_CompositorPipe_13768 because it
was broken from the other end

Fri Apr 20 2018 22:57:14.456 - Destroying overlay 210000001A
valve.steam.bigpicture (Steam)from pid 5628 because that process disconnected

Fri Apr 20 2018 22:57:14.456 - Destroying overlay 220000001B
valve.steam.bigpicture.thumb (Steam (Thumb))from pid 5628 because that process
disconnected

Fri Apr 20 2018 22:57:14.456 - Destroying overlay 230000001C valve.steam.desktop
(Desktop)from pid 5628 because that process disconnected

Fri Apr 20 2018 22:57:14.456 - Destroying overlay 240000001D

valve.steam.desktop.thumb (Desktop (Thumb))from pid 5628 because that process disconnected

Fri Apr 20 2018 22:57:14.456 - Lost IPC connection

Fri Apr 20 2018 22:57:16.723 - Closing pipe VR_CompositorPipe_13768 because it was broken from the other end

Fri Apr 20 2018 22:57:16.723 - Destroying overlay C00000005 system.vrdashboard (VR Dashboard)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.723 - Destroying overlay D00000006 system.powermenu (Power Menu)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.723 - Destroying overlay E00000007 system.powermenu.thumb (Power Menu (Thumb))from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.723 - Destroying overlay F00000008 system.notificationhistory (History)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.723 - Destroying overlay 100000009 system.notificationhistory.thumb (History (Thumb))from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 110000000A system.settings (Settings)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 120000000B system.settings.thumb (Settings (Thumb))from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 130000000C system.keyboard (Keyboard)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 140000000D system.messageoverlay (Message Overlay)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 150000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 160000000F system.IPDValue (IPD Setting)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 1700000010 system.ScreenshotProgress (Screenshot Progress)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 1800000011 system.CameraSurfaceUI (Camera Surface UI)from pid 13532 because that process

disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 1900000012

system.DefaultTransition (Default Transition)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 1A00000013

system.dashboardfade (Fades the world for the dashboard)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 1B00000014

system.dashboard.controls.background (Sits behind dashboard controls)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 1C00000015

system.dashboard.active.background (Sits behind active dashboard)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 250000001E

system.controllerstatus.3 (system.controllerstatus.3)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Destroying overlay 260000001F

system.controllerstatus.4 (system.controllerstatus.4)from pid 13532 because that process disconnected

Fri Apr 20 2018 22:57:16.724 - Lost IPC connection

Fri Apr 20 2018 22:57:20.409 - Closing pipe VR_CompositorPipe_13768 because it was broken from the other end

Fri Apr 20 2018 22:57:20.409 - Lost IPC connection

Fri Apr 20 2018 22:57:20.428 - Shutting down compositor: m_bHasHadConnection is true

Fri Apr 20 2018 22:57:20.428 - VR compositor shutting down

Fri Apr 20 2018 22:57:20.435 - Render thread ending

Fri Apr 20 2018 22:57:20.730 - Listener thread ending

Fri Apr 20 2018 22:57:20.757 - Cleaning up

Fri Apr 20 2018 22:57:20.758 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Fri Apr 20 2018 22:57:20.765 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Fri Apr 20 2018 22:57:20.765 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Fri Apr 20 2018 22:57:20.765 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Fri Apr 20 2018 22:57:20.765 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-
d13bc0422a32}

Fri Apr 20 2018 22:57:20.765 - AUDIO: Received stop event after 204288 passes,
116160 samples

Sat Apr 21 2018 19:39:30.946 -
//=====

Sat Apr 21 2018 19:39:30.946 - VR compositor (v1524162059) starting up

Sat Apr 21 2018 19:39:30.946 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\

Sat Apr 21 2018 19:39:31.093 - Events created

Sat Apr 21 2018 19:39:31.109 - Initializing generic graphics device resources...

Sat Apr 21 2018 19:39:31.386 - Headset is using direct mode

Sat Apr 21 2018 19:39:31.498 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)

Sat Apr 21 2018 19:39:32.794 - LiquidVR: Driver version 23.20.15033.5003

Sat Apr 21 2018 19:39:32.808 - Creating liquidvr display

Sat Apr 21 2018 19:39:32.808 - Loading fonts/debug.spritefont

Sat Apr 21 2018 19:39:32.815 - Creating samplers

Sat Apr 21 2018 19:39:32.816 - Creating util resources

Sat Apr 21 2018 19:39:32.816 - Creating/Updating distortion surfaces

Sat Apr 21 2018 19:39:32.990 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)

Sat Apr 21 2018 19:39:33.167 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)

Sat Apr 21 2018 19:39:33.483 - Creating constant buffers

Sat Apr 21 2018 19:39:33.483 - Creating layer texture (w=2016,h=2240)

Sat Apr 21 2018 19:39:33.484 - Loading MC resources

Sat Apr 21 2018 19:39:33.499 - Loading GC resources

Sat Apr 21 2018 19:39:33.502 - Successfully loaded GC image: gc\250_v0.gc

Sat Apr 21 2018 19:39:33.502 - Initializing timing resources

Sat Apr 21 2018 19:39:33.502 - Initializing camera

Sat Apr 21 2018 19:39:33.502 - Creating static resources for tracked camera

Sat Apr 21 2018 19:39:33.600 - Creating camera roomview...

Sat Apr 21 2018 19:39:33.600 - Finished creating camera roomview. (Success)

Sat Apr 21 2018 19:39:33.600 - Done initializing generic graphics device resources

Sat Apr 21 2018 19:39:33.647 - Distort initialized

Sat Apr 21 2018 19:39:33.647 - *****

```

Begin GPU speed *****
Sat Apr 21 2018 19:39:33.943 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.30 seconds.
Sat Apr 21 2018 19:39:33.991 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 19:39:33.992 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 19:39:33.993 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 19:39:33.993 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.35 seconds.
Sat Apr 21 2018 19:39:33.993 - *****
End GPU speed *****
Sat Apr 21 2018 19:39:34.008 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:39:34.016 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:39:34.016 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 19:39:34.016 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:39:34.016 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.000000000}.{1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 19:39:34.021 - AUDIO: Creating playback mirror thread for device
{0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:39:34.021 - External connection from 10196
Sat Apr 21 2018 19:39:34.024 - Compositor render thread started
Sat Apr 21 2018 19:39:34.024 - Startup Complete (2.931294 seconds)
Sat Apr 21 2018 19:39:34.027 - AUDIO: IAudioClient::GetDevicePeriod
hnsDefaultDevicePeriod = 10.00ms
Sat Apr 21 2018 19:39:34.027 - AUDIO: IAudioClient::GetDevicePeriod
hnsMinimumDevicePeriod = 3.00ms
Sat Apr 21 2018 19:39:34.038 - Found 4 quads for Collision Bounds
Sat Apr 21 2018 19:39:34.038 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo( nQuadCount = 4 )
Sat Apr 21 2018 19:39:34.038 - Collision Bounds 0 = -1.885333, 0.000000, -
1.696413

```

Sat Apr 21 2018 19:39:34.038 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 19:39:34.038 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 19:39:34.038 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 19:39:34.039 - Creating solid play area quad for compositor construct: 3.40 x 3.40

Sat Apr 21 2018 19:39:36.541 - External connection from 13396

Sat Apr 21 2018 19:39:37.069 - External connection from 10020

Sat Apr 21 2018 19:39:37.470 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:39:37.470 - Lost IPC connection

Sat Apr 21 2018 19:39:38.715 - External connection from 16256

Sat Apr 21 2018 19:39:39.524 - External connection from 10412

Sat Apr 21 2018 19:40:15.821 - External connection from 2284

Sat Apr 21 2018 19:40:20.960 - External connection from 11188

Sat Apr 21 2018 19:41:21.609 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:41:21.609 - Lost IPC connection

Sat Apr 21 2018 19:41:21.684 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:41:21.684 - Destroying overlay 270000001B pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 2284 because that process disconnected

Sat Apr 21 2018 19:41:21.684 - Destroying overlay 280000001C pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 2284 because that process disconnected

Sat Apr 21 2018 19:41:21.684 - Lost IPC connection

Sat Apr 21 2018 19:41:21.809 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:41:21.809 - Clearing forced interleaved reprojection on (pid=10020)

Sat Apr 21 2018 19:41:21.809 - #####

#

Sat Apr 21 2018 19:41:21.809 - Cumulative stats for pid: 10020

Sat Apr 21 2018 19:41:21.810 - Total..... 9135 presents. 268 dropped.

3934 reprojected

Sat Apr 21 2018 19:41:21.810 - Startup..... 2489 presents. 32 dropped.

801 reprojected

Sat Apr 21 2018 19:41:21.810 - Loading... 0 total.... 0 presents. 0

dropped. 0 reprojected

Sat Apr 21 2018 19:41:21.810 - Timed out. 9 total.... 14 presents. 7

dropped. 7 reprojected

Sat Apr 21 2018 19:41:21.810 -

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#

Sat Apr 21 2018 19:41:21.810 - Total dropped frames: 273

Sat Apr 21 2018 19:41:21.810 - Lost IPC connection

Sat Apr 21 2018 19:41:22.197 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:41:22.198 - Destroying overlay 290000001D htc_vive_overlay (VIVE)from pid 11188 because that process disconnected

Sat Apr 21 2018 19:41:22.198 - Destroying overlay 2A0000001E htc_vive_overlay.thumb (VIVE (Thumb))from pid 11188 because that process disconnected

Sat Apr 21 2018 19:41:22.198 - Lost IPC connection

Sat Apr 21 2018 19:41:23.660 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:41:23.660 - Destroying overlay 1F00000013 valve.steam.bigpicture (Steam)from pid 10412 because that process disconnected

Sat Apr 21 2018 19:41:23.660 - Destroying overlay 2000000014 valve.steam.bigpicture.thumb (Steam (Thumb))from pid 10412 because that process disconnected

Sat Apr 21 2018 19:41:23.660 - Destroying overlay 2100000015 valve.steam.desktop (Desktop)from pid 10412 because that process disconnected

Sat Apr 21 2018 19:41:23.660 - Destroying overlay 2200000016 valve.steam.desktop.thumb (Desktop (Thumb))from pid 10412 because that process disconnected

Sat Apr 21 2018 19:41:23.661 - Lost IPC connection

Sat Apr 21 2018 19:41:23.864 - Closing pipe VR_CompositorPipe_6436 because it was broken from the other end

Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1100000005 system.vrdashboard (VR Dashboard)from pid 13396 because that process disconnected

Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1200000006 system.powermenu

(Power Menu)from pid 13396 because that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1300000007
system.powermenu.thumb (Power Menu (Thumb))from pid 13396 because that
process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1400000008
system.notificationhistory (History)from pid 13396 because that process
disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1500000009
system.notificationhistory.thumb (History (Thumb))from pid 13396 because that
process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 160000000A system.settings
(Settings)from pid 13396 because that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 170000000B
system.settings.thumb (Settings (Thumb))from pid 13396 because that process
disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 180000000C system.keyboard
(Keyboard)from pid 13396 because that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 190000000D
system.messageoverlay (Message Overlay)from pid 13396 because that process
disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1A0000000E
system.messageoverlay.thumb (Message Overlay (Thumb))from pid 13396 because
that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1B0000000F system.IPDValue (IPD
Setting)from pid 13396 because that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1C00000010
system.ScreenshotProgress (Screenshot Progress)from pid 13396 because that
process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1D00000011
system.CameraSurfaceUI (Camera Surface UI)from pid 13396 because that process
disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 1E00000012
system.DefaultTransition (Default Transition)from pid 13396 because that process
disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 2300000017
system.controllerstatus.3 (system.controllerstatus.3)from pid 13396 because that
process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 2400000018

system.dashboardfade (Fades the world for the dashboard)from pid 13396 because
that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 2500000019
system.dashboard.controls.background (Sits behind dashboard controls)from pid
13396 because that process disconnected
Sat Apr 21 2018 19:41:23.865 - Destroying overlay 260000001A
system.dashboard.active.background (Sits behind active dashboard)from pid 13396
because that process disconnected
Sat Apr 21 2018 19:41:23.865 - Lost IPC connection
Sat Apr 21 2018 19:41:23.874 - Shutting down compositor: m_bHasHadConnection is
true
Sat Apr 21 2018 19:41:23.874 - VR compositor shutting down
Sat Apr 21 2018 19:41:23.879 - Render thread ending
Sat Apr 21 2018 19:41:23.927 - Listener thread ending
Sat Apr 21 2018 19:41:23.927 - Cleaning up
Sat Apr 21 2018 19:41:23.927 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:41:23.932 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:41:23.932 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-
d13bc0422a32}
Sat Apr 21 2018 19:41:23.932 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:41:23.932 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-
d13bc0422a32}
Sat Apr 21 2018 19:41:23.932 - AUDIO: Received stop event after 10985 passes,
4916160 samples
Sat Apr 21 2018 19:41:53.625 -
//=====
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Sat Apr 21 2018 19:41:53.625 - VR compositor (v1524162059) starting up
Sat Apr 21 2018 19:41:53.625 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Sat Apr 21 2018 19:41:53.667 - Events created
Sat Apr 21 2018 19:41:53.684 - Initializing generic graphics device resources...
Sat Apr 21 2018 19:41:53.962 - Headset is using direct mode

Sat Apr 21 2018 19:41:54.073 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Sat Apr 21 2018 19:41:54.985 - LiquidVR: Driver version 23.20.15033.5003
Sat Apr 21 2018 19:41:54.999 - Creating liquidvr display
Sat Apr 21 2018 19:41:54.999 - Loading fonts/debug.spritefont
Sat Apr 21 2018 19:41:54.999 - Creating samplers
Sat Apr 21 2018 19:41:55.000 - Creating util resources
Sat Apr 21 2018 19:41:55.000 - Creating/Updating distortion surfaces
Sat Apr 21 2018 19:41:55.170 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)
Sat Apr 21 2018 19:41:55.343 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 19:41:55.657 - Creating constant buffers
Sat Apr 21 2018 19:41:55.657 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 19:41:55.658 - Loading MC resources
Sat Apr 21 2018 19:41:55.674 - Loading GC resources
Sat Apr 21 2018 19:41:55.676 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 19:41:55.676 - Initializing timing resources
Sat Apr 21 2018 19:41:55.676 - Initializing camera
Sat Apr 21 2018 19:41:55.676 - Creating static resources for tracked camera
Sat Apr 21 2018 19:41:55.765 - Creating camera roomview...
Sat Apr 21 2018 19:41:55.765 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 19:41:55.765 - Done initializing generic graphics device resources
Sat Apr 21 2018 19:41:55.808 - Distort initialized
Sat Apr 21 2018 19:41:55.808 - *****
Begin GPU speed *****
Sat Apr 21 2018 19:41:56.100 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.29 seconds.
Sat Apr 21 2018 19:41:56.166 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 19:41:56.167 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 19:41:56.168 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 19:41:56.168 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.36 seconds.
Sat Apr 21 2018 19:41:56.168 - *****
End GPU speed *****
Sat Apr 21 2018 19:41:56.183 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}.{1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:41:56.191 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:41:56.191 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}

Sat Apr 21 2018 19:41:56.191 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:41:56.191 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}

Sat Apr 21 2018 19:41:56.195 - AUDIO: Creating playback mirror thread for device
{0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:41:56.196 - External connection from 9196

Sat Apr 21 2018 19:41:56.198 - AUDIO: Mirroring is same as source
{0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}, not mirroring

Sat Apr 21 2018 19:41:56.198 - Compositor render thread started

Sat Apr 21 2018 19:41:56.199 - Startup Complete (2.532369 seconds)

Sat Apr 21 2018 19:41:56.620 - External connection from 11752

Sat Apr 21 2018 19:41:56.699 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 19:41:56.699 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 19:41:56.699 - Collision Bounds 0 = -1.885333, 0.000000, -
1.696413

Sat Apr 21 2018 19:41:56.699 - Collision Bounds 1 = -1.699903, 0.000000,
1.715204

Sat Apr 21 2018 19:41:56.699 - Collision Bounds 2 = 1.798821, 0.000000,
1.831865

Sat Apr 21 2018 19:41:56.699 - Collision Bounds 3 = 1.726593, 0.000000, -
1.788536

Sat Apr 21 2018 19:41:56.700 - Creating solid play area quad for compositor
construct: 3.40 x 3.40

Sat Apr 21 2018 19:41:57.188 - External connection from 9396

Sat Apr 21 2018 19:41:57.254 - External connection from 1760

Sat Apr 21 2018 19:41:57.504 - Closing pipe VR_CompositorPipe_13152 because it
was broken from the other end

Sat Apr 21 2018 19:41:57.504 - Lost IPC connection

Sat Apr 21 2018 19:41:58.651 - External connection from 15824

Sat Apr 21 2018 19:41:59.454 - External connection from 15532

Sat Apr 21 2018 19:43:53.126 - Closing pipe VR_CompositorPipe_13152 because it was broken from the other end

Sat Apr 21 2018 19:43:53.126 - Destroying overlay 2600000019 pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 15824 because that process disconnected

Sat Apr 21 2018 19:43:53.126 - Destroying overlay 270000001A pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 15824 because that process disconnected

Sat Apr 21 2018 19:43:53.126 - Lost IPC connection

Sat Apr 21 2018 19:43:53.460 - Closing pipe VR_CompositorPipe_13152 because it was broken from the other end

Sat Apr 21 2018 19:43:53.460 - Destroying overlay 2400000017 htc_vive_overlay (VIVE)from pid 15532 because that process disconnected

Sat Apr 21 2018 19:43:53.460 - Destroying overlay 2500000018 htc_vive_overlay.thumb (VIVE (Thumb))from pid 15532 because that process disconnected

Sat Apr 21 2018 19:43:53.460 - Lost IPC connection

Sat Apr 21 2018 19:43:53.719 - Closing pipe VR_CompositorPipe_13152 because it was broken from the other end

Sat Apr 21 2018 19:43:53.719 - Clearing forced interleaved reprojection on (pid=9396)

Sat Apr 21 2018 19:43:53.719 -

#

Sat Apr 21 2018 19:43:53.719 - Cumulative stats for pid: 9396

Sat Apr 21 2018 19:43:53.719 - Total..... 10209 presents. 253 dropped. 4897 reprojected

Sat Apr 21 2018 19:43:53.719 - Startup..... 985 presents. 50 dropped. 285 reprojected

Sat Apr 21 2018 19:43:53.719 - Loading... 0 total.... 0 presents. 0 dropped. 0 reprojected

Sat Apr 21 2018 19:43:53.719 - Timed out.100 total.... 9178 presents. 201 dropped. 4589 reprojected

Sat Apr 21 2018 19:43:53.719 -

#

Sat Apr 21 2018 19:43:53.719 - Total dropped frames: 266

Sat Apr 21 2018 19:43:53.719 - Lost IPC connection

Sat Apr 21 2018 19:43:54.580 - Closing pipe VR_CompositorPipe_13152 because it was broken from the other end

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1200000005 system.vrdashboard (VR Dashboard)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1300000006 system.powermenu (Power Menu)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1400000007 system.powermenu.thumb (Power Menu (Thumb))from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1500000008 system.notificationhistory (History)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1600000009 system.notificationhistory.thumb (History (Thumb))from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 170000000A system.settings (Settings)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 180000000B system.settings.thumb (Settings (Thumb))from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 190000000C system.keyboard (Keyboard)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1A0000000D system.messageoverlay (Message Overlay)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1B0000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1C0000000F system.IPDValue (IPD Setting)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1D00000010 system.ScreenshotProgress (Screenshot Progress)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1E00000011 system.CameraSurfaceUI (Camera Surface UI)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 1F00000012 system.DefaultTransition (Default Transition)from pid 11752 because that process

disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 2000000013

system.controllerstatus.1 (system.controllerstatus.1)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 2100000014

system.dashboardfade (Fades the world for the dashboard)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 2200000015

system.dashboard.controls.background (Sits behind dashboard controls)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Destroying overlay 2300000016

system.dashboard.active.background (Sits behind active dashboard)from pid 11752 because that process disconnected

Sat Apr 21 2018 19:43:54.580 - Lost IPC connection

Sat Apr 21 2018 19:43:56.248 - Closing pipe VR_CompositorPipe_13152 because it was broken from the other end

Sat Apr 21 2018 19:43:56.249 - Lost IPC connection

Sat Apr 21 2018 19:43:56.255 - Shutting down compositor: m_bHasHadConnection is true

Sat Apr 21 2018 19:43:56.255 - VR compositor shutting down

Sat Apr 21 2018 19:43:56.256 - Render thread ending

Sat Apr 21 2018 19:43:56.361 - Listener thread ending

Sat Apr 21 2018 19:43:56.361 - Cleaning up

Sat Apr 21 2018 19:43:56.361 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:43:56.366 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:43:56.366 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:43:56.367 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:43:56.367 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:44:05.567 -

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Sat Apr 21 2018 19:44:05.567 - VR compositor (v1524162059) starting up
Sat Apr 21 2018 19:44:05.567 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Sat Apr 21 2018 19:44:05.606 - Events created
Sat Apr 21 2018 19:44:05.622 - Initializing generic graphics device resources...
Sat Apr 21 2018 19:44:05.892 - Headset is using direct mode
Sat Apr 21 2018 19:44:06.002 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Sat Apr 21 2018 19:44:06.909 - LiquidVR: Driver version 23.20.15033.5003
Sat Apr 21 2018 19:44:06.927 - Creating liquidvr display
Sat Apr 21 2018 19:44:06.927 - Loading fonts/debug.spritefont
Sat Apr 21 2018 19:44:06.927 - Creating samplers
Sat Apr 21 2018 19:44:06.928 - Creating util resources
Sat Apr 21 2018 19:44:06.928 - Creating/Updating distortion surfaces
Sat Apr 21 2018 19:44:07.085 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)
Sat Apr 21 2018 19:44:07.244 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 19:44:07.530 - Creating constant buffers
Sat Apr 21 2018 19:44:07.530 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 19:44:07.531 - Loading MC resources
Sat Apr 21 2018 19:44:07.547 - Loading GC resources
Sat Apr 21 2018 19:44:07.548 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 19:44:07.549 - Initializing timing resources
Sat Apr 21 2018 19:44:07.549 - Initializing camera
Sat Apr 21 2018 19:44:07.549 - Creating static resources for tracked camera
Sat Apr 21 2018 19:44:07.652 - Creating camera roomview...
Sat Apr 21 2018 19:44:07.653 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 19:44:07.653 - Done initializing generic graphics device resources
Sat Apr 21 2018 19:44:07.694 - Distort initialized
Sat Apr 21 2018 19:44:07.694 - *****
Begin GPU speed *****
Sat Apr 21 2018 19:44:07.937 - MeasureGpuMegaPixelsPerSecond(): Returning 509
MP/sec. Total CPU time 0.24 seconds.
Sat Apr 21 2018 19:44:07.998 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 19:44:07.999 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 19:44:08.000 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec

Sat Apr 21 2018 19:44:08.001 - New render target scale = 0.74 = 1734x1927. Total CPU time 0.31 seconds.

Sat Apr 21 2018 19:44:08.001 - *****
End GPU speed *****

Sat Apr 21 2018 19:44:08.014 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:44:08.022 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:44:08.022 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:44:08.022 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:44:08.022 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:44:08.025 - AUDIO: Creating playback mirror thread for device {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:44:08.026 - External connection from 12240

Sat Apr 21 2018 19:44:08.027 - AUDIO: Mirroring is same as source {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}, not mirroring

Sat Apr 21 2018 19:44:08.028 - Compositor render thread started

Sat Apr 21 2018 19:44:08.028 - Startup Complete (2.423453 seconds)

Sat Apr 21 2018 19:44:08.254 - External connection from 11760

Sat Apr 21 2018 19:44:09.744 - External connection from 10192

Sat Apr 21 2018 19:44:10.517 - External connection from 6160

Sat Apr 21 2018 19:44:10.540 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 19:44:10.540 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 19:44:10.540 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 19:44:10.540 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 19:44:10.540 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 19:44:10.540 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 19:44:10.540 - Creating solid play area quad for compositor

construct: 3.40 x 3.40

Sat Apr 21 2018 19:45:55.640 - Closing pipe VR_CompositorPipe_2860 because it was broken from the other end

Sat Apr 21 2018 19:45:55.640 - Destroying overlay 2500000018 pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 10192 because that process disconnected

Sat Apr 21 2018 19:45:55.640 - Destroying overlay 2600000019 pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 10192 because that process disconnected

Sat Apr 21 2018 19:45:55.640 - Lost IPC connection

Sat Apr 21 2018 19:45:55.918 - Closing pipe VR_CompositorPipe_2860 because it was broken from the other end

Sat Apr 21 2018 19:45:55.918 - Destroying overlay 2300000016 htc_vive_overlay (VIVE)from pid 6160 because that process disconnected

Sat Apr 21 2018 19:45:55.918 - Destroying overlay 2400000017 htc_vive_overlay.thumb (VIVE (Thumb))from pid 6160 because that process disconnected

Sat Apr 21 2018 19:45:55.918 - Lost IPC connection

Sat Apr 21 2018 19:45:57.384 - Closing pipe VR_CompositorPipe_2860 because it was broken from the other end

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1200000005 system.vrdashboard (VR Dashboard)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1300000006 system.powermenu (Power Menu)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1400000007 system.powermenu.thumb (Power Menu (Thumb))from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1500000008 system.notificationhistory (History)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1600000009 system.notificationhistory.thumb (History (Thumb))from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 170000000A system.settings (Settings)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 180000000B system.settings.thumb (Settings (Thumb))from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 190000000C system.keyboard (Keyboard)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1A0000000D system.messageoverlay (Message Overlay)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1B0000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1C0000000F system.IPDValue (IPD Setting)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1D00000010 system.ScreenshotProgress (Screenshot Progress)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1E00000011 system.CameraSurfaceUI (Camera Surface UI)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 1F00000012 system.DefaultTransition (Default Transition)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 2000000013 system.dashboardfade (Fades the world for the dashboard)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 2100000014 system.dashboard.controls.background (Sits behind dashboard controls)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Destroying overlay 2200000015 system.dashboard.active.background (Sits behind active dashboard)from pid 11760 because that process disconnected

Sat Apr 21 2018 19:45:57.384 - Lost IPC connection

Sat Apr 21 2018 19:45:59.046 - Closing pipe VR_CompositorPipe_2860 because it was broken from the other end

Sat Apr 21 2018 19:45:59.046 - Lost IPC connection

Sat Apr 21 2018 19:45:59.055 - Shutting down compositor: m_bHasHadConnection is true

Sat Apr 21 2018 19:45:59.055 - VR compositor shutting down

Sat Apr 21 2018 19:45:59.058 - Render thread ending

Sat Apr 21 2018 19:45:59.147 - Listener thread ending

Sat Apr 21 2018 19:45:59.148 - Cleaning up

Sat Apr 21 2018 19:45:59.148 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:45:59.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:45:59.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-
d13bc0422a32}
Sat Apr 21 2018 19:45:59.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:45:59.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-
d13bc0422a32}
Sat Apr 21 2018 19:54:38.977 -
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Sat Apr 21 2018 19:54:38.977 - VR compositor (v1524162059) starting up
Sat Apr 21 2018 19:54:38.977 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Sat Apr 21 2018 19:54:39.083 - Events created
Sat Apr 21 2018 19:54:39.100 - Initializing generic graphics device resources...
Sat Apr 21 2018 19:54:39.370 - Headset display is on desktop
Sat Apr 21 2018 19:54:39.371 - Invalid adapter (-1, -1) specified!
Sat Apr 21 2018 19:54:39.371 - Failed to init graphics device
Sat Apr 21 2018 19:54:39.376 - Failed to initialize compositor
Sat Apr 21 2018 19:54:39.376 - Failed to start compositor:
VRInitError_Compositor_Failed
Sat Apr 21 2018 19:54:47.527 -
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Sat Apr 21 2018 19:54:47.527 - VR compositor (v1524162059) starting up
Sat Apr 21 2018 19:54:47.527 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Sat Apr 21 2018 19:54:47.564 - Events created
Sat Apr 21 2018 19:54:47.579 - Initializing generic graphics device resources...
Sat Apr 21 2018 19:54:47.864 - Headset is using direct mode
Sat Apr 21 2018 19:54:47.987 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Sat Apr 21 2018 19:54:49.411 - LiquidVR: Driver version 23.20.15033.5003
Sat Apr 21 2018 19:54:49.426 - Creating liquidvr display

Sat Apr 21 2018 19:54:49.426 - Loading fonts/debug.spritefont
Sat Apr 21 2018 19:54:49.431 - Creating samplers
Sat Apr 21 2018 19:54:49.432 - Creating util resources
Sat Apr 21 2018 19:54:49.433 - Creating/Updating distortion surfaces
Sat Apr 21 2018 19:54:49.595 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)
Sat Apr 21 2018 19:54:49.752 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 19:54:50.050 - Creating constant buffers
Sat Apr 21 2018 19:54:50.051 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 19:54:50.052 - Loading MC resources
Sat Apr 21 2018 19:54:50.067 - Loading GC resources
Sat Apr 21 2018 19:54:50.070 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 19:54:50.071 - Initializing timing resources
Sat Apr 21 2018 19:54:50.071 - Initializing camera
Sat Apr 21 2018 19:54:50.071 - Creating static resources for tracked camera
Sat Apr 21 2018 19:54:50.176 - Creating camera roomview...
Sat Apr 21 2018 19:54:50.176 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 19:54:50.176 - Done initializing generic graphics device resources
Sat Apr 21 2018 19:54:50.210 - Distort initialized
Sat Apr 21 2018 19:54:50.210 - *****
Begin GPU speed *****
Sat Apr 21 2018 19:54:50.425 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.22 seconds.
Sat Apr 21 2018 19:54:50.488 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 19:54:50.489 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 19:54:50.491 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 19:54:50.491 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.28 seconds.
Sat Apr 21 2018 19:54:50.491 - *****
End GPU speed *****
Sat Apr 21 2018 19:54:50.505 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:54:50.514 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:54:50.514 - AUDIO: OnDefaultDeviceChanged: flow = eRender,

role = eConsole, device = {0.0.0.000000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:54:50.514 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:54:50.514 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.000000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:54:50.518 - AUDIO: Creating playback mirror thread for device {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:54:50.518 - External connection from 3756

Sat Apr 21 2018 19:54:50.520 - AUDIO: Mirroring is same as source {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}, not mirroring

Sat Apr 21 2018 19:54:50.521 - Compositor render thread started

Sat Apr 21 2018 19:54:50.521 - Startup Complete (2.958301 seconds)

Sat Apr 21 2018 19:54:50.526 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 19:54:50.526 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 19:54:50.526 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 19:54:50.526 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 19:54:50.526 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 19:54:50.526 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 19:54:50.527 - Creating solid play area quad for compositor construct: 3.40 x 3.40

Sat Apr 21 2018 19:54:52.712 - External connection from 11288

Sat Apr 21 2018 19:54:53.171 - External connection from 15492

Sat Apr 21 2018 19:54:57.076 - External connection from 13952

Sat Apr 21 2018 19:55:01.722 - External connection from 1672

Sat Apr 21 2018 19:55:08.736 - Closing pipe VR_CompositorPipe_13696 because it was broken from the other end

Sat Apr 21 2018 19:55:08.736 - Lost IPC connection

Sat Apr 21 2018 19:55:08.745 - External connection from 3756

Sat Apr 21 2018 19:55:49.490 - Closing pipe VR_CompositorPipe_13696 because it was broken from the other end

Sat Apr 21 2018 19:55:49.490 - Destroying overlay 1F0000001A

pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 13952 because that process disconnected
Sat Apr 21 2018 19:55:49.490 - Destroying overlay 200000001B
pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 13952 because that process disconnected
Sat Apr 21 2018 19:55:49.490 - Lost IPC connection
Sat Apr 21 2018 19:55:49.945 - Closing pipe VR_CompositorPipe_13696 because it was broken from the other end
Sat Apr 21 2018 19:55:49.945 - Destroying overlay 210000001C htc_vive_overlay (VIVE)from pid 1672 because that process disconnected
Sat Apr 21 2018 19:55:49.945 - Destroying overlay 220000001D htc_vive_overlay.thumb (VIVE (Thumb))from pid 1672 because that process disconnected
Sat Apr 21 2018 19:55:49.945 - Lost IPC connection
Sat Apr 21 2018 19:55:50.593 - Closing pipe VR_CompositorPipe_13696 because it was broken from the other end
Sat Apr 21 2018 19:55:50.593 - Destroying overlay A000000005 valve.steam.bigpicture (Steam)from pid 11288 because that process disconnected
Sat Apr 21 2018 19:55:50.593 - Destroying overlay B000000006 valve.steam.bigpicture.thumb (Steam (Thumb))from pid 11288 because that process disconnected
Sat Apr 21 2018 19:55:50.593 - Destroying overlay 1A00000015 valve.steam.desktop (Desktop)from pid 11288 because that process disconnected
Sat Apr 21 2018 19:55:50.593 - Destroying overlay 1B00000016 valve.steam.desktop.thumb (Desktop (Thumb))from pid 11288 because that process disconnected
Sat Apr 21 2018 19:55:50.593 - Lost IPC connection
Sat Apr 21 2018 19:55:50.747 - Closing pipe VR_CompositorPipe_13696 because it was broken from the other end
Sat Apr 21 2018 19:55:50.747 - Destroying overlay C000000007 system.vrdashboard (VR Dashboard)from pid 15492 because that process disconnected
Sat Apr 21 2018 19:55:50.747 - Destroying overlay D000000008 system.powermenu (Power Menu)from pid 15492 because that process disconnected
Sat Apr 21 2018 19:55:50.747 - Destroying overlay E000000009 system.powermenu.thumb (Power Menu (Thumb))from pid 15492 because that process disconnected
Sat Apr 21 2018 19:55:50.747 - Destroying overlay F00000000A system.notificationhistory (History)from pid 15492 because that process

disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 100000000B
system.notificationhistory.thumb (History (Thumb))from pid 15492 because that
process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 110000000C system.settings
(Settings)from pid 15492 because that process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 120000000D
system.settings.thumb (Settings (Thumb))from pid 15492 because that process
disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 130000000E system.keyboard
(Keyboard)from pid 15492 because that process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 140000000F
system.messageoverlay (Message Overlay)from pid 15492 because that process
disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1500000010
system.messageoverlay.thumb (Message Overlay (Thumb))from pid 15492 because
that process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1600000011 system.IPDValue (IPD
Setting)from pid 15492 because that process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1700000012
system.ScreenshotProgress (Screenshot Progress)from pid 15492 because that
process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1800000013
system.CameraSurfaceUI (Camera Surface UI)from pid 15492 because that process
disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1900000014
system.DefaultTransition (Default Transition)from pid 15492 because that process
disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1C00000017
system.dashboardfade (Fades the world for the dashboard)from pid 15492 because
that process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1D00000018
system.dashboard.controls.background (Sits behind dashboard controls)from pid
15492 because that process disconnected

Sat Apr 21 2018 19:55:50.747 - Destroying overlay 1E00000019
system.dashboard.active.background (Sits behind active dashboard)from pid 15492
because that process disconnected

Sat Apr 21 2018 19:55:50.747 - Lost IPC connection

Sat Apr 21 2018 19:55:52.679 - Closing pipe VR_CompositorPipe_13696 because it was broken from the other end

Sat Apr 21 2018 19:55:52.679 - Lost IPC connection

Sat Apr 21 2018 19:55:52.687 - Shutting down compositor: m_bHasHadConnection is true

Sat Apr 21 2018 19:55:52.687 - VR compositor shutting down

Sat Apr 21 2018 19:55:52.687 - Render thread ending

Sat Apr 21 2018 19:55:52.700 - Listener thread ending

Sat Apr 21 2018 19:55:52.700 - Cleaning up

Sat Apr 21 2018 19:55:52.701 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:55:52.706 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:55:52.706 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:55:52.706 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:55:52.706 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:55:59.070 -

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Sat Apr 21 2018 19:55:59.070 - VR compositor (v1524162059) starting up

Sat Apr 21 2018 19:55:59.070 - RuntimePath :

H:\Steam\steamapps\common\SteamVR\

Sat Apr 21 2018 19:55:59.113 - Events created

Sat Apr 21 2018 19:55:59.131 - Initializing generic graphics device resources...

Sat Apr 21 2018 19:55:59.408 - Headset is using direct mode

Sat Apr 21 2018 19:55:59.531 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)

Sat Apr 21 2018 19:56:00.532 - LiquidVR: Driver version 23.20.15033.5003

Sat Apr 21 2018 19:56:00.547 - Creating liquidvr display

Sat Apr 21 2018 19:56:00.547 - Loading fonts/debug.spritefont

Sat Apr 21 2018 19:56:00.548 - Creating samplers

Sat Apr 21 2018 19:56:00.549 - Creating util resources

Sat Apr 21 2018 19:56:00.549 - Creating/Updating distortion surfaces

Sat Apr 21 2018 19:56:00.718 - Warp mesh (left eye) covers 88.30% of its viewport

(shrink wrap saved 1.46%)
Sat Apr 21 2018 19:56:00.891 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 19:56:01.225 - Creating constant buffers
Sat Apr 21 2018 19:56:01.225 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 19:56:01.226 - Loading MC resources
Sat Apr 21 2018 19:56:01.242 - Loading GC resources
Sat Apr 21 2018 19:56:01.244 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 19:56:01.244 - Initializing timing resources
Sat Apr 21 2018 19:56:01.244 - Initializing camera
Sat Apr 21 2018 19:56:01.244 - Creating static resources for tracked camera
Sat Apr 21 2018 19:56:01.340 - Creating camera roomview...
Sat Apr 21 2018 19:56:01.340 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 19:56:01.340 - Done initializing generic graphics device resources
Sat Apr 21 2018 19:56:01.380 - Distort initialized
Sat Apr 21 2018 19:56:01.380 - *****
Begin GPU speed *****
Sat Apr 21 2018 19:56:01.675 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.29 seconds.
Sat Apr 21 2018 19:56:01.747 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 19:56:01.748 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 19:56:01.749 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 19:56:01.749 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.37 seconds.
Sat Apr 21 2018 19:56:01.749 - *****
End GPU speed *****
Sat Apr 21 2018 19:56:01.764 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:56:01.772 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:56:01.773 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 19:56:01.773 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 19:56:01.773 - AUDIO: OnDefaultDeviceChanged: flow = eRender,

role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}

Sat Apr 21 2018 19:56:01.777 - AUDIO: Creating playback mirror thread for device {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 19:56:01.778 - External connection from 5212

Sat Apr 21 2018 19:56:01.780 - AUDIO: Mirroring is same as source {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}, not mirroring

Sat Apr 21 2018 19:56:01.781 - Compositor render thread started

Sat Apr 21 2018 19:56:01.781 - Startup Complete (2.668825 seconds)

Sat Apr 21 2018 19:56:01.789 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 19:56:01.789 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 19:56:01.789 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 19:56:01.789 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 19:56:01.789 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 19:56:01.789 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 19:56:01.789 - Creating solid play area quad for compositor construct: 3.40 x 3.40

Sat Apr 21 2018 19:56:02.233 - External connection from 9312

Sat Apr 21 2018 19:56:02.823 - External connection from 11820

Sat Apr 21 2018 19:56:03.114 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end

Sat Apr 21 2018 19:56:03.114 - Lost IPC connection

Sat Apr 21 2018 19:56:03.204 - External connection from 6296

Sat Apr 21 2018 19:56:03.818 - External connection from 11288

Sat Apr 21 2018 19:56:04.787 - External connection from 3976

Sat Apr 21 2018 19:56:07.525 - External connection from 14056

Sat Apr 21 2018 19:58:08.779 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end

Sat Apr 21 2018 19:58:08.779 - Destroying overlay 1E0000001A pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 3976 because that process disconnected

Sat Apr 21 2018 19:58:08.779 - Destroying overlay 1F0000001B pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 3976

because that process disconnected

Sat Apr 21 2018 19:58:08.779 - Lost IPC connection

Sat Apr 21 2018 19:58:08.947 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end

Sat Apr 21 2018 19:58:08.947 - Clearing forced interleaved reprojection on (pid=6296)

Sat Apr 21 2018 19:58:08.947 -

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Sat Apr 21 2018 19:58:08.947 - Cumulative stats for pid: 6296

Sat Apr 21 2018 19:58:08.947 - Total..... 11002 presents. 282 dropped. 4870 reprojected

Sat Apr 21 2018 19:58:08.947 - Startup..... 1397 presents. 61 dropped. 270 reprojected

Sat Apr 21 2018 19:58:08.947 - Loading... 0 total.... 0 presents. 0 dropped. 0 reprojected

Sat Apr 21 2018 19:58:08.947 - Timed out. 9 total.... 22 presents. 3 dropped. 11 reprojected

Sat Apr 21 2018 19:58:08.947 -

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Sat Apr 21 2018 19:58:08.947 - Total dropped frames: 290

Sat Apr 21 2018 19:58:08.947 - Lost IPC connection

Sat Apr 21 2018 19:58:09.326 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end

Sat Apr 21 2018 19:58:09.326 - Destroying overlay 1700000013

valve.steam.bigpicture (Steam)from pid 11288 because that process disconnected

Sat Apr 21 2018 19:58:09.326 - Destroying overlay 1800000014

valve.steam.bigpicture.thumb (Steam (Thumb))from pid 11288 because that process disconnected

Sat Apr 21 2018 19:58:09.326 - Destroying overlay 1C00000018 valve.steam.desktop (Desktop)from pid 11288 because that process disconnected

Sat Apr 21 2018 19:58:09.326 - Destroying overlay 1D00000019

valve.steam.desktop.thumb (Desktop (Thumb))from pid 11288 because that process disconnected

Sat Apr 21 2018 19:58:09.326 - Lost IPC connection

Sat Apr 21 2018 19:58:09.355 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end

Sat Apr 21 2018 19:58:09.355 - Destroying overlay 200000001C htc_vive_overlay (VIVE)from pid 14056 because that process disconnected

Sat Apr 21 2018 19:58:09.355 - Destroying overlay 210000001D htc_vive_overlay.thumb (VIVE (Thumb))from pid 14056 because that process disconnected

Sat Apr 21 2018 19:58:09.355 - Lost IPC connection

Sat Apr 21 2018 19:58:10.265 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end

Sat Apr 21 2018 19:58:10.265 - Destroying overlay 9000000005 system.vrdashboard (VR Dashboard)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay A000000006 system.powermenu (Power Menu)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay B000000007 system.powermenu.thumb (Power Menu (Thumb))from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay C000000008 system.notificationhistory (History)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay D000000009 system.notificationhistory.thumb (History (Thumb))from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay E00000000A system.settings (Settings)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay F00000000B system.settings.thumb (Settings (Thumb))from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay 100000000C system.keyboard (Keyboard)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay 110000000D system.messageoverlay (Message Overlay)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.265 - Destroying overlay 120000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.266 - Destroying overlay 130000000F system.IPDValue (IPD Setting)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.266 - Destroying overlay 1400000010 system.ScreenshotProgress (Screenshot Progress)from pid 9312 because that process disconnected

Sat Apr 21 2018 19:58:10.266 - Destroying overlay 1500000011

system.CameraSurfaceUI (Camera Surface UI)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Destroying overlay 1600000012
system.DefaultTransition (Default Transition)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Destroying overlay 1900000015
system.dashboardfade (Fades the world for the dashboard)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Destroying overlay 1A00000016
system.dashboard.controls.background (Sits behind dashboard controls)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Destroying overlay 1B00000017
system.dashboard.active.background (Sits behind active dashboard)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Destroying overlay 220000001E
system.controllerstatus.3 (system.controllerstatus.3)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Destroying overlay 230000001F
system.controllerstatus.4 (system.controllerstatus.4)from pid 9312 because that process disconnected
Sat Apr 21 2018 19:58:10.266 - Lost IPC connection
Sat Apr 21 2018 19:58:12.172 - Closing pipe VR_CompositorPipe_9956 because it was broken from the other end
Sat Apr 21 2018 19:58:12.172 - Lost IPC connection
Sat Apr 21 2018 19:58:12.181 - Shutting down compositor: m_bHasHadConnection is true
Sat Apr 21 2018 19:58:12.181 - VR compositor shutting down
Sat Apr 21 2018 19:58:12.183 - Render thread ending
Sat Apr 21 2018 19:58:12.198 - Listener thread ending
Sat Apr 21 2018 19:58:12.198 - Cleaning up
Sat Apr 21 2018 19:58:12.198 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:58:12.203 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 19:58:12.203 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 20:53:43.452 -

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Sat Apr 21 2018 20:53:43.452 - VR compositor (v1524162059) starting up
Sat Apr 21 2018 20:53:43.452 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Sat Apr 21 2018 20:53:43.595 - Events created
Sat Apr 21 2018 20:53:43.622 - Initializing generic graphics device resources...
Sat Apr 21 2018 20:53:43.914 - Headset is using direct mode
Sat Apr 21 2018 20:53:44.035 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Sat Apr 21 2018 20:53:45.136 - LiquidVR: Driver version 23.20.15033.5003
Sat Apr 21 2018 20:53:45.152 - Creating liquidvr display
Sat Apr 21 2018 20:53:45.152 - Loading fonts/debug.spritefont
Sat Apr 21 2018 20:53:45.153 - Creating samplers
Sat Apr 21 2018 20:53:45.154 - Creating util resources
Sat Apr 21 2018 20:53:45.154 - Creating/Updating distortion surfaces
Sat Apr 21 2018 20:53:45.338 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)
Sat Apr 21 2018 20:53:45.517 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 20:53:45.824 - Creating constant buffers
Sat Apr 21 2018 20:53:45.824 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 20:53:45.825 - Loading MC resources
Sat Apr 21 2018 20:53:45.840 - Loading GC resources
Sat Apr 21 2018 20:53:45.843 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 20:53:45.844 - Initializing timing resources
Sat Apr 21 2018 20:53:45.844 - Initializing camera
Sat Apr 21 2018 20:53:45.844 - Creating static resources for tracked camera
Sat Apr 21 2018 20:53:45.938 - Creating camera roomview...
Sat Apr 21 2018 20:53:45.938 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 20:53:45.938 - Done initializing generic graphics device resources
Sat Apr 21 2018 20:53:45.991 - Distort initialized
Sat Apr 21 2018 20:53:45.991 - *****
Begin GPU speed *****
Sat Apr 21 2018 20:53:46.306 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.31 seconds.
Sat Apr 21 2018 20:53:46.383 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 20:53:46.384 - GPU speed from average of 6 median samples: 513

Sat Apr 21 2018 20:53:46.385 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 20:53:46.386 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.39 seconds.
Sat Apr 21 2018 20:53:46.386 - *****
End GPU speed *****
Sat Apr 21 2018 20:53:46.401 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 20:53:46.410 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 20:53:46.410 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 20:53:46.410 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 20:53:46.410 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 20:53:46.414 - AUDIO: Creating playback mirror thread for device
{0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 20:53:46.415 - External connection from 12200
Sat Apr 21 2018 20:53:46.416 - AUDIO: Mirroring is same as source
{0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}, not mirroring
Sat Apr 21 2018 20:53:46.417 - Compositor render thread started
Sat Apr 21 2018 20:53:46.417 - Startup Complete (2.821732 seconds)
Sat Apr 21 2018 20:53:47.383 - External connection from 12220
Sat Apr 21 2018 20:53:47.611 - External connection from 16680
Sat Apr 21 2018 20:53:47.841 - Closing pipe VR_CompositorPipe_15232 because it
was broken from the other end
Sat Apr 21 2018 20:53:47.841 - Lost IPC connection
Sat Apr 21 2018 20:53:48.412 - External connection from 7088
Sat Apr 21 2018 20:53:49.259 - External connection from 12680
Sat Apr 21 2018 20:53:51.169 - External connection from 11712
Sat Apr 21 2018 20:53:55.161 - External connection from 15620
Sat Apr 21 2018 20:54:12.113 - Found 4 quads for Collision Bounds
Sat Apr 21 2018 20:54:12.113 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)
Sat Apr 21 2018 20:54:12.113 - Collision Bounds 0 = -1.885333, 0.000000, -

1.696413

Sat Apr 21 2018 20:54:12.113 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 20:54:12.113 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 20:54:12.113 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 20:54:12.114 - Creating solid play area quad for compositor construct: 3.40 x 3.40

Sat Apr 21 2018 20:56:29.673 - Closing pipe VR_CompositorPipe_15232 because it was broken from the other end

Sat Apr 21 2018 20:56:29.673 - Lost IPC connection

Sat Apr 21 2018 20:56:29.751 - Closing pipe VR_CompositorPipe_15232 because it was broken from the other end

Sat Apr 21 2018 20:56:29.751 - Destroying overlay 230000001A pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 11712 because that process disconnected

Sat Apr 21 2018 20:56:29.751 - Destroying overlay 240000001B pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 11712 because that process disconnected

Sat Apr 21 2018 20:56:29.751 - Lost IPC connection

Sat Apr 21 2018 20:56:30.028 - Closing pipe VR_CompositorPipe_15232 because it was broken from the other end

Sat Apr 21 2018 20:56:30.028 - Clearing forced interleaved reprojection on (pid=16680)

Sat Apr 21 2018 20:56:30.028 -

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Sat Apr 21 2018 20:56:30.028 - Cumulative stats for pid: 16680

Sat Apr 21 2018 20:56:30.028 - Total..... 14314 presents. 264 dropped. 6881 reprojected

Sat Apr 21 2018 20:56:30.028 - Startup..... 1300 presents. 71 dropped. 374 reprojected

Sat Apr 21 2018 20:56:30.028 - Loading... 0 total.... 0 presents. 0 dropped. 0 reprojected

Sat Apr 21 2018 20:56:30.029 - Timed out. 85 total.... 7020 presents. 168 dropped. 3510 reprojected

Sat Apr 21 2018 20:56:30.029 -

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Sat Apr 21 2018 20:56:30.029 - Total dropped frames: 0

Sat Apr 21 2018 20:56:30.029 - Lost IPC connection

Sat Apr 21 2018 20:56:30.035 - Closing pipe VR_CompositorPipe_15232 because it was broken from the other end

Sat Apr 21 2018 20:56:30.035 - Destroying overlay 1C00000013

valve.steam.bigpicture (Steam)from pid 12680 because that process disconnected

Sat Apr 21 2018 20:56:30.035 - Destroying overlay 1D00000014

valve.steam.bigpicture.thumb (Steam (Thumb))from pid 12680 because that process disconnected

Sat Apr 21 2018 20:56:30.035 - Destroying overlay 2100000018 valve.steam.desktop (Desktop)from pid 12680 because that process disconnected

Sat Apr 21 2018 20:56:30.035 - Destroying overlay 2200000019

valve.steam.desktop.thumb (Desktop (Thumb))from pid 12680 because that process disconnected

Sat Apr 21 2018 20:56:30.035 - Lost IPC connection

Sat Apr 21 2018 20:56:31.079 - Closing pipe VR_CompositorPipe_15232 because it was broken from the other end

Sat Apr 21 2018 20:56:31.079 - Destroying overlay 250000001C htc_vive_overlay (VIVE)from pid 15620 because that process disconnected

Sat Apr 21 2018 20:56:31.079 - Destroying overlay 260000001D

htc_vive_overlay.thumb (VIVE (Thumb))from pid 15620 because that process disconnected

Sat Apr 21 2018 20:56:31.079 - Lost IPC connection

Sat Apr 21 2018 20:56:31.696 - Closing pipe VR_CompositorPipe_15232 because it was broken from the other end

Sat Apr 21 2018 20:56:31.696 - Destroying overlay E00000005 system.vrdashboard (VR Dashboard)from pid 12220 because that process disconnected

Sat Apr 21 2018 20:56:31.696 - Destroying overlay F00000006 system.powermenu (Power Menu)from pid 12220 because that process disconnected

Sat Apr 21 2018 20:56:31.696 - Destroying overlay 1000000007

system.powermenu.thumb (Power Menu (Thumb))from pid 12220 because that process disconnected

Sat Apr 21 2018 20:56:31.696 - Destroying overlay 1100000008

system.notificationhistory (History)from pid 12220 because that process disconnected

Sat Apr 21 2018 20:56:31.696 - Destroying overlay 1200000009

system.notificationhistory.thumb (History (Thumb))from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.696 - Destroying overlay 130000000A system.settings (Settings)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.696 - Destroying overlay 140000000B system.settings.thumb (Settings (Thumb))from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.696 - Destroying overlay 150000000C system.keyboard (Keyboard)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.696 - Destroying overlay 160000000D system.messageoverlay (Message Overlay)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.696 - Destroying overlay 170000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 180000000F system.IPDValue (IPD Setting)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 1900000010 system.ScreenshotProgress (Screenshot Progress)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 1A00000011 system.CameraSurfaceUI (Camera Surface UI)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 1B00000012 system.DefaultTransition (Default Transition)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 1E00000015 system.dashboardfade (Fades the world for the dashboard)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 1F00000016 system.dashboard.controls.background (Sits behind dashboard controls)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Destroying overlay 2000000017 system.dashboard.active.background (Sits behind active dashboard)from pid 12220 because that process disconnected
Sat Apr 21 2018 20:56:31.697 - Lost IPC connection
Sat Apr 21 2018 20:56:31.701 - Shutting down compositor: m_bHasHadConnection is true

Sat Apr 21 2018 20:56:31.701 - VR compositor shutting down
Sat Apr 21 2018 20:56:31.707 - Render thread ending
Sat Apr 21 2018 20:56:31.712 - Listener thread ending
Sat Apr 21 2018 20:56:31.712 - Cleaning up
Sat Apr 21 2018 20:56:31.712 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 20:56:31.718 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 20:56:31.718 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}. {20bd0bd3-08a6-46fe-b1a0-
d13bc0422a32}
Sat Apr 21 2018 20:57:39.482 -
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Sat Apr 21 2018 20:57:39.482 - VR compositor (v1524162059) starting up
Sat Apr 21 2018 20:57:39.482 - RuntimePath :
H:\Steam\steamapps\common\SteamVR\
Sat Apr 21 2018 20:57:39.518 - Events created
Sat Apr 21 2018 20:57:39.543 - Initializing generic graphics device resources...
Sat Apr 21 2018 20:57:39.823 - Headset is using direct mode
Sat Apr 21 2018 20:57:39.943 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Sat Apr 21 2018 20:57:40.893 - LiquidVR: Driver version 23.20.15033.5003
Sat Apr 21 2018 20:57:40.907 - Creating liquidvr display
Sat Apr 21 2018 20:57:40.907 - Loading fonts/debug.spritefont
Sat Apr 21 2018 20:57:40.908 - Creating samplers
Sat Apr 21 2018 20:57:40.909 - Creating util resources
Sat Apr 21 2018 20:57:40.909 - Creating/Updating distortion surfaces
Sat Apr 21 2018 20:57:41.088 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)
Sat Apr 21 2018 20:57:41.264 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 20:57:41.582 - Creating constant buffers
Sat Apr 21 2018 20:57:41.583 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 20:57:41.583 - Loading MC resources
Sat Apr 21 2018 20:57:41.599 - Loading GC resources
Sat Apr 21 2018 20:57:41.601 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 20:57:41.601 - Initializing timing resources
Sat Apr 21 2018 20:57:41.601 - Initializing camera

Sat Apr 21 2018 20:57:41.601 - Creating static resources for tracked camera
Sat Apr 21 2018 20:57:41.706 - Creating camera roomview...
Sat Apr 21 2018 20:57:41.706 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 20:57:41.706 - Done initializing generic graphics device resources
Sat Apr 21 2018 20:57:41.740 - Distort initialized
Sat Apr 21 2018 20:57:41.740 - *****
Begin GPU speed *****
Sat Apr 21 2018 20:57:42.049 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.31 seconds.
Sat Apr 21 2018 20:57:42.124 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 20:57:42.125 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 20:57:42.126 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 20:57:42.126 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.39 seconds.
Sat Apr 21 2018 20:57:42.126 - *****
End GPU speed *****
Sat Apr 21 2018 20:57:42.141 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 20:57:42.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 20:57:42.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 20:57:42.153 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-8e31829844ec}
Sat Apr 21 2018 20:57:42.153 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {1260f708-764e-4281-b0e3-
8e31829844ec}
Sat Apr 21 2018 20:57:42.156 - AUDIO: Creating playback mirror thread for device
{0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}
Sat Apr 21 2018 20:57:42.157 - External connection from 11328
Sat Apr 21 2018 20:57:42.159 - AUDIO: Mirroring is same as source
{0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}, not mirroring
Sat Apr 21 2018 20:57:42.160 - Compositor render thread started
Sat Apr 21 2018 20:57:42.160 - Startup Complete (2.642290 seconds)
Sat Apr 21 2018 20:57:42.167 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 20:57:42.167 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 20:57:42.167 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 20:57:42.167 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 20:57:42.167 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 20:57:42.167 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 20:57:42.168 - Creating solid play area quad for compositor construct: 3.40 x 3.40

Sat Apr 21 2018 20:57:42.617 - External connection from 14184

Sat Apr 21 2018 20:57:43.214 - External connection from 852

Sat Apr 21 2018 20:57:43.236 - External connection from 11696

Sat Apr 21 2018 20:57:43.501 - Closing pipe VR_CompositorPipe_17120 because it was broken from the other end

Sat Apr 21 2018 20:57:43.501 - Lost IPC connection

Sat Apr 21 2018 20:57:44.147 - External connection from 12680

Sat Apr 21 2018 20:57:45.298 - External connection from 8872

Sat Apr 21 2018 20:57:48.340 - External connection from 10900

Sat Apr 21 2018 20:57:49.329 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.329 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.329 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.329 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.336 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.336 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.338 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.338 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.354 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:49.354 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eCommunications, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:57:52.813 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.813 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.817 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.817 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.835 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.835 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.839 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.839 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.848 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:57:52.848 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eCommunications, device = {0.0.0.000000000}.{8b4964ec-8005-4a4f-a8e4-0024f1514a93}

Sat Apr 21 2018 20:58:35.899 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:58:35.899 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:58:35.900 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}. {229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 20:58:35.900 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.000000000}. {229a6a6e-5513-459e-a0e5-
9fe161064187}

Sat Apr 21 2018 21:00:39.039 - AUDIO: Refreshing audio devices

Sat Apr 21 2018 21:00:39.081 - AUDIO: Detected 21 playback and 17 record devices

Sat Apr 21 2018 21:02:18.002 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end

Sat Apr 21 2018 21:02:18.002 - Clearing forced interleaved reprojection on (pid=852)

Sat Apr 21 2018 21:02:18.002 -

#

Sat Apr 21 2018 21:02:18.002 - Cumulative stats for pid: 852

Sat Apr 21 2018 21:02:18.002 - Total..... 24221 presents. 487 dropped.
11853 reprojected

Sat Apr 21 2018 21:02:18.002 - Startup..... 1157 presents. 36 dropped.
321 reprojected

Sat Apr 21 2018 21:02:18.002 - Loading... 0 total.... 0 presents. 0
dropped. 0 reprojected

Sat Apr 21 2018 21:02:18.002 - Timed out.126 total.... 11692 presents. 243
dropped. 5846 reprojected

Sat Apr 21 2018 21:02:18.002 -

#

Sat Apr 21 2018 21:02:18.002 - Total dropped frames: 501

Sat Apr 21 2018 21:02:18.002 - Lost IPC connection

Sat Apr 21 2018 21:02:21.266 - External connection from 11992

Sat Apr 21 2018 21:02:21.596 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end

Sat Apr 21 2018 21:02:21.596 - Lost IPC connection

Sat Apr 21 2018 21:02:26.900 - External connection from 11992

Sat Apr 21 2018 21:02:31.942 - Screenshot: HookScreenshot, 1 types

Sat Apr 21 2018 21:04:50.561 - Screenshot: HookScreenshot, 1 types

Sat Apr 21 2018 21:57:58.535 - Screenshot: HookScreenshot, 1 types

Sat Apr 21 2018 21:58:11.182 - Screenshot: HookScreenshot, 1 types

Sat Apr 21 2018 22:07:39.352 - Screenshot: HookScreenshot, 1 types

Sat Apr 21 2018 22:07:49.341 - Screenshot: HookScreenshot, 1 types

Sat Apr 21 2018 22:10:39.460 - Closing pipe VR_CompositorPipe_17120 because it was broken from the other end

Sat Apr 21 2018 22:10:39.461 -

#

Sat Apr 21 2018 22:10:39.461 - Cumulative stats for pid: 11992

Sat Apr 21 2018 22:10:39.461 - Total.....332251 presents. 36228 dropped.
96 reprojected

Sat Apr 21 2018 22:10:39.461 - Startup..... 2031 presents. 29 dropped.
0 reprojected

Sat Apr 21 2018 22:10:39.461 - Loading... 6 total.... 17169 presents. 3509 dropped.
0 reprojected

Sat Apr 21 2018 22:10:39.461 - Timed out. 69 total.... 359 presents. 202
dropped. 0 reprojected

Sat Apr 21 2018 22:10:39.461 -

#

Sat Apr 21 2018 22:10:39.461 - Total dropped frames: 1

Sat Apr 21 2018 22:10:39.461 - Lost IPC connection

Sat Apr 21 2018 22:10:40.236 - External connection from 14444

Sat Apr 21 2018 22:11:25.871 - Closing pipe VR_CompositorPipe_17120 because it was broken from the other end

Sat Apr 21 2018 22:11:25.871 - Clearing forced interleaved reprojection on (pid=14444)

Sat Apr 21 2018 22:11:25.871 -

#

Sat Apr 21 2018 22:11:25.871 - Cumulative stats for pid: 14444

Sat Apr 21 2018 22:11:25.871 - Total..... 3652 presents. 415 dropped.
1582 reprojected

Sat Apr 21 2018 22:11:25.871 - Startup..... 1166 presents. 223 dropped.
339 reprojected

Sat Apr 21 2018 22:11:25.871 - Loading... 0 total.... 0 presents. 0
dropped. 0 reprojected

Sat Apr 21 2018 22:11:25.871 - Timed out. 7 total.... 42 presents. 3
dropped. 21 reprojected

Sat Apr 21 2018 22:11:25.871 -
#####

```
#
Sat Apr 21 2018 22:11:25.871 - Total dropped frames: 0
Sat Apr 21 2018 22:11:25.871 - Lost IPC connection
Sat Apr 21 2018 22:11:29.653 - External connection from 9660
Sat Apr 21 2018 22:11:29.961 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end
Sat Apr 21 2018 22:11:29.961 - Lost IPC connection
Sat Apr 21 2018 22:11:31.409 - External connection from 9660
Sat Apr 21 2018 22:11:36.258 - Screenshot: HookScreenshot, 1 types
Sat Apr 21 2018 22:12:07.198 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end
Sat Apr 21 2018 22:12:07.198 -
#####
#
Sat Apr 21 2018 22:12:07.198 - Cumulative stats for pid: 9660
Sat Apr 21 2018 22:12:07.198 - Total..... 3086 presents. 127 dropped.
9 reprojected
Sat Apr 21 2018 22:12:07.198 - Startup..... 98 presents. 8 dropped.
0 reprojected
Sat Apr 21 2018 22:12:07.198 - Loading... 0 total.... 0 presents. 0
dropped. 0 reprojected
Sat Apr 21 2018 22:12:07.198 - Timed out. 3 total.... 264 presents. 8
dropped. 0 reprojected
Sat Apr 21 2018 22:12:07.198 -
#####
#
Sat Apr 21 2018 22:12:07.198 - Total dropped frames: 0
Sat Apr 21 2018 22:12:07.198 - Lost IPC connection
Sat Apr 21 2018 22:12:11.485 - External connection from 9392
Sat Apr 21 2018 22:12:11.871 - Screenshot: HookScreenshot, 1 types
Sat Apr 21 2018 22:16:07.953 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end
Sat Apr 21 2018 22:16:07.953 -
#####
#
Sat Apr 21 2018 22:16:07.953 - Cumulative stats for pid: 9392
Sat Apr 21 2018 22:16:07.953 - Total..... 18077 presents. 3187 dropped.
49 reprojected
```

Sat Apr 21 2018 22:16:07.953 - Startup..... 131 presents. 19 dropped.
8 reprojected
Sat Apr 21 2018 22:16:07.953 - Loading... 0 total.... 0 presents. 0
dropped. 0 reprojected
Sat Apr 21 2018 22:16:07.953 - Timed out.263 total.... 1678 presents. 763
dropped. 1 reprojected
Sat Apr 21 2018 22:16:07.953 -

Sat Apr 21 2018 22:16:07.953 - Total dropped frames: 0
Sat Apr 21 2018 22:16:07.953 - Lost IPC connection
Sat Apr 21 2018 22:16:15.055 - External connection from 4464
Sat Apr 21 2018 22:20:32.324 - Found 4 quads for Collision Bounds
Sat Apr 21 2018 22:20:32.324 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)
Sat Apr 21 2018 22:20:32.324 - Collision Bounds 0 = -1.885333, 0.000000, -
1.696413
Sat Apr 21 2018 22:20:32.324 - Collision Bounds 1 = -1.699903, 0.000000,
1.715204
Sat Apr 21 2018 22:20:32.324 - Collision Bounds 2 = 1.798821, 0.000000,
1.831865
Sat Apr 21 2018 22:20:32.324 - Collision Bounds 3 = 1.726593, 0.000000, -
1.788536
Sat Apr 21 2018 22:20:32.951 - Found 4 quads for Collision Bounds
Sat Apr 21 2018 22:20:32.951 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)
Sat Apr 21 2018 22:20:32.951 - Collision Bounds 0 = -1.885333, 0.000000, -
1.696413
Sat Apr 21 2018 22:20:32.951 - Collision Bounds 1 = -1.699903, 0.000000,
1.715204
Sat Apr 21 2018 22:20:32.951 - Collision Bounds 2 = 1.798821, 0.000000,
1.831865
Sat Apr 21 2018 22:20:32.951 - Collision Bounds 3 = 1.726593, 0.000000, -
1.788536
Sat Apr 21 2018 22:20:33.559 - Found 4 quads for Collision Bounds
Sat Apr 21 2018 22:20:33.560 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)
Sat Apr 21 2018 22:20:33.560 - Collision Bounds 0 = -1.885333, 0.000000, -

1.696413

Sat Apr 21 2018 22:20:33.560 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 22:20:33.560 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 22:20:33.560 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 22:20:34.279 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 22:20:34.279 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 22:20:34.279 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 22:20:34.279 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 22:20:34.279 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 22:20:34.279 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 22:20:35.016 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 22:20:35.016 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 22:20:35.016 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 22:20:35.016 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 22:20:35.017 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 22:20:35.017 - Collision Bounds 3 = 1.726593, 0.000000, -1.788536

Sat Apr 21 2018 22:20:57.025 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 22:20:57.025 - Found Collision Bounds info m_pChaperone->GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 22:20:57.025 - Collision Bounds 0 = -1.885333, 0.000000, -1.696413

Sat Apr 21 2018 22:20:57.025 - Collision Bounds 1 = -1.699903, 0.000000, 1.715204

Sat Apr 21 2018 22:20:57.025 - Collision Bounds 2 = 1.798821, 0.000000, 1.831865

Sat Apr 21 2018 22:20:57.025 - Collision Bounds 3 = 1.726593, 0.000000, -
1.788536

Sat Apr 21 2018 22:21:01.285 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 22:21:01.285 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 22:21:01.285 - Collision Bounds 0 = -1.885333, 0.000000, -
1.696413

Sat Apr 21 2018 22:21:01.285 - Collision Bounds 1 = -1.699903, 0.000000,
1.715204

Sat Apr 21 2018 22:21:01.285 - Collision Bounds 2 = 1.798821, 0.000000,
1.831865

Sat Apr 21 2018 22:21:01.285 - Collision Bounds 3 = 1.726593, 0.000000, -
1.788536

Sat Apr 21 2018 22:21:48.095 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end

Sat Apr 21 2018 22:21:48.095 -

#

Sat Apr 21 2018 22:21:48.095 - Cumulative stats for pid: 4464

Sat Apr 21 2018 22:21:48.095 - Total..... 27067 presents. 2513 dropped.
11541 reprojected

Sat Apr 21 2018 22:21:48.095 - Startup..... 208 presents. 141 dropped.
0 reprojected

Sat Apr 21 2018 22:21:48.095 - Loading... 0 total.... 0 presents. 0
dropped. 0 reprojected

Sat Apr 21 2018 22:21:48.095 - Timed out. 76 total.... 551 presents. 614
dropped. 96 reprojected

Sat Apr 21 2018 22:21:48.095 -

#

Sat Apr 21 2018 22:21:48.095 - Total dropped frames: 0

Sat Apr 21 2018 22:21:48.095 - Lost IPC connection

Sat Apr 21 2018 22:21:48.736 - External connection from 6308

Sat Apr 21 2018 22:22:55.155 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:22:55.155 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:22:55.156 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:22:55.156 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:22:55.163 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:22:55.163 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:22:55.163 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:22:55.163 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:22:55.180 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:22:55.180 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eCommunications, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:23:08.986 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end

Sat Apr 21 2018 22:23:08.986 - Lost IPC connection

Sat Apr 21 2018 22:23:09.097 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end

Sat Apr 21 2018 22:23:09.097 - Destroying overlay 1B0000001A
pottedmeat7.VRWalkInPlace (OpenVR Walk in Place)from pid 8872 because that
process disconnected

Sat Apr 21 2018 22:23:09.097 - Destroying overlay 1C0000001B
pottedmeat7.VRWalkInPlace.thumb (OpenVR Walk in Place (Thumb))from pid 8872
because that process disconnected

Sat Apr 21 2018 22:23:09.098 - Lost IPC connection

Sat Apr 21 2018 22:23:09.233 - Closing pipe VR_CompositorPipe_17120 because it
was broken from the other end

Sat Apr 21 2018 22:23:09.233 - Clearing forced interleaved reprojection on
(pid=6308)

Sat Apr 21 2018 22:23:09.233 -
#####

#

Sat Apr 21 2018 22:23:09.233 - Cumulative stats for pid: 6308

Sat Apr 21 2018 22:23:09.233 - Total..... 6526 presents. 674 dropped.

3022 reprojected

Sat Apr 21 2018 22:23:09.233 - Startup..... 982 presents. 109 dropped.

250 reprojected

Sat Apr 21 2018 22:23:09.233 - Loading... 0 total.... 0 presents. 0

dropped. 0 reprojected

Sat Apr 21 2018 22:23:09.233 - Timed out. 13 total.... 56 presents. 11

dropped. 28 reprojected

Sat Apr 21 2018 22:23:09.233 -

#####

#

Sat Apr 21 2018 22:23:09.233 - Total dropped frames: 0

Sat Apr 21 2018 22:23:09.233 - Lost IPC connection

Sat Apr 21 2018 22:23:09.978 - Closing pipe VR_CompositorPipe_17120 because it was broken from the other end

Sat Apr 21 2018 22:23:09.978 - Destroying overlay 1D0000001C htc_vive_overlay (VIVE)from pid 10900 because that process disconnected

Sat Apr 21 2018 22:23:09.978 - Destroying overlay 1E0000001D

htc_vive_overlay.thumb (VIVE (Thumb))from pid 10900 because that process disconnected

Sat Apr 21 2018 22:23:09.978 - Lost IPC connection

Sat Apr 21 2018 22:23:10.435 - Closing pipe VR_CompositorPipe_17120 because it was broken from the other end

Sat Apr 21 2018 22:23:10.435 - Destroying overlay 1400000013

valve.steam.bigpicture (Steam)from pid 12680 because that process disconnected

Sat Apr 21 2018 22:23:10.435 - Destroying overlay 1500000014

valve.steam.bigpicture.thumb (Steam (Thumb))from pid 12680 because that process disconnected

Sat Apr 21 2018 22:23:10.436 - Destroying overlay 1900000018 valve.steam.desktop (Desktop)from pid 12680 because that process disconnected

Sat Apr 21 2018 22:23:10.436 - Destroying overlay 1A00000019

valve.steam.desktop.thumb (Desktop (Thumb))from pid 12680 because that process disconnected

Sat Apr 21 2018 22:23:10.436 - Lost IPC connection

Sat Apr 21 2018 22:23:12.159 - Closing pipe VR_CompositorPipe_17120 because it was broken from the other end

Sat Apr 21 2018 22:23:12.159 - Destroying overlay 600000005 system.vrdashboard (VR Dashboard)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay 700000006 system.powermenu (Power Menu)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay 800000007 system.powermenu.thumb (Power Menu (Thumb))from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay 900000008 system.notificationhistory (History)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay A00000009 system.notificationhistory.thumb (History (Thumb))from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay B0000000A system.settings (Settings)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay C0000000B system.settings.thumb (Settings (Thumb))from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay D0000000C system.keyboard (Keyboard)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay E0000000D system.messageoverlay (Message Overlay)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.159 - Destroying overlay F0000000E system.messageoverlay.thumb (Message Overlay (Thumb))from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 100000000F system.IPDValue (IPD Setting)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1100000010 system.ScreenshotProgress (Screenshot Progress)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1200000011 system.CameraSurfaceUI (Camera Surface UI)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1300000012 system.DefaultTransition (Default Transition)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1600000015 system.dashboardfade (Fades the world for the dashboard)from pid 14184 because

that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1700000016

system.dashboard.controls.background (Sits behind dashboard controls)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1800000017

system.dashboard.active.background (Sits behind active dashboard)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 1F0000001E

system.controllerstatus.3 (system.controllerstatus.3)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Destroying overlay 200000001F

system.controllerstatus.4 (system.controllerstatus.4)from pid 14184 because that process disconnected

Sat Apr 21 2018 22:23:12.160 - Lost IPC connection

Sat Apr 21 2018 22:23:12.171 - Shutting down compositor: m_bHasHadConnection is true

Sat Apr 21 2018 22:23:12.171 - VR compositor shutting down

Sat Apr 21 2018 22:23:12.175 - Render thread ending

Sat Apr 21 2018 22:23:12.187 - Listener thread ending

Sat Apr 21 2018 22:23:12.187 - Cleaning up

Sat Apr 21 2018 22:23:12.188 - AUDIO: SetDefaultAudioDevice: device = {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:12.194 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:12.194 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eConsole, device = {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:12.195 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4, device = {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:12.195 - AUDIO: OnDefaultDeviceChanged: flow = eRender, role = eMultimedia, device = {0.0.0.00000000}. {20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:40.182 -

//=====

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Sat Apr 21 2018 22:23:40.182 - VR compositor (v1524162059) starting up

Sat Apr 21 2018 22:23:40.182 - RuntimePath :

H:\Steam\steamapps\common\SteamVR\

Sat Apr 21 2018 22:23:40.218 - Events created
Sat Apr 21 2018 22:23:40.252 - Initializing generic graphics device resources...
Sat Apr 21 2018 22:23:40.545 - Headset is using direct mode
Sat Apr 21 2018 22:23:40.674 - Error: LiquidVR CreateALVRDeviceExD3D11 failed (21)
Sat Apr 21 2018 22:23:41.618 - LiquidVR: Driver version 23.20.15033.5003
Sat Apr 21 2018 22:23:41.632 - Creating liquidvr display
Sat Apr 21 2018 22:23:41.632 - Loading fonts/debug.spritefont
Sat Apr 21 2018 22:23:41.633 - Creating samplers
Sat Apr 21 2018 22:23:41.634 - Creating util resources
Sat Apr 21 2018 22:23:41.634 - Creating/Updating distortion surfaces
Sat Apr 21 2018 22:23:41.813 - Warp mesh (left eye) covers 88.30% of its viewport
(shrink wrap saved 1.46%)
Sat Apr 21 2018 22:23:42.012 - Warp mesh (right eye) covers 88.01% of its viewport
(shrink wrap saved 1.42%)
Sat Apr 21 2018 22:23:42.334 - Creating constant buffers
Sat Apr 21 2018 22:23:42.335 - Creating layer texture (w=2016,h=2240)
Sat Apr 21 2018 22:23:42.336 - Loading MC resources
Sat Apr 21 2018 22:23:42.352 - Loading GC resources
Sat Apr 21 2018 22:23:42.354 - Successfully loaded GC image: gc\250_v0.gc
Sat Apr 21 2018 22:23:42.354 - Initializing timing resources
Sat Apr 21 2018 22:23:42.354 - Initializing camera
Sat Apr 21 2018 22:23:42.354 - Creating static resources for tracked camera
Sat Apr 21 2018 22:23:42.456 - Creating camera roomview...
Sat Apr 21 2018 22:23:42.456 - Finished creating camera roomview. (Success)
Sat Apr 21 2018 22:23:42.456 - Done initializing generic graphics device resources
Sat Apr 21 2018 22:23:42.510 - Distort initialized
Sat Apr 21 2018 22:23:42.510 - *****
Begin GPU speed *****
Sat Apr 21 2018 22:23:42.812 - MeasureGpuMegaPixelsPerSecond(): Returning 513
MP/sec. Total CPU time 0.30 seconds.
Sat Apr 21 2018 22:23:42.877 - GPU Vendor: "AMD Radeon (TM) R9 Fury Series" GPU
Driver: "1.0.12.0"
Sat Apr 21 2018 22:23:42.878 - GPU speed from average of 6 median samples: 513
Sat Apr 21 2018 22:23:42.879 - HMD driver recommended: 2016x2240 90.0Hz
HiddenArea(13.75%) = 701 MP/sec
Sat Apr 21 2018 22:23:42.879 - New render target scale = 0.74 = 1734x1927. Total
CPU time 0.37 seconds.
Sat Apr 21 2018 22:23:42.880 - *****

End GPU speed *****

Sat Apr 21 2018 22:23:42.894 - AUDIO: SetDefaultAudioDevice: device =
{0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 22:23:42.902 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 22:23:42.902 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-
9fe161064187}

Sat Apr 21 2018 22:23:42.903 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}

Sat Apr 21 2018 22:23:42.903 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.000000000}.{229a6a6e-5513-459e-a0e5-
9fe161064187}

Sat Apr 21 2018 22:23:42.907 - AUDIO: Creating playback mirror thread for device
{0.0.0.000000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}

Sat Apr 21 2018 22:23:42.908 - External connection from 9692

Sat Apr 21 2018 22:23:42.910 - Compositor render thread started

Sat Apr 21 2018 22:23:42.910 - Startup Complete (2.692919 seconds)

Sat Apr 21 2018 22:23:42.912 - AUDIO: IAudioClient::GetDevicePeriod
hnsDefaultDevicePeriod = 10.00ms

Sat Apr 21 2018 22:23:42.913 - AUDIO: IAudioClient::GetDevicePeriod
hnsMinimumDevicePeriod = 3.00ms

Sat Apr 21 2018 22:23:42.943 - Found 4 quads for Collision Bounds

Sat Apr 21 2018 22:23:42.943 - Found Collision Bounds info m_pChaperone-
>GetCollisionBoundsInfo(nQuadCount = 4)

Sat Apr 21 2018 22:23:42.943 - Collision Bounds 0 = -1.885333, 0.000000, -
1.696413

Sat Apr 21 2018 22:23:42.943 - Collision Bounds 1 = -1.699903, 0.000000,
1.715204

Sat Apr 21 2018 22:23:42.943 - Collision Bounds 2 = 1.798821, 0.000000,
1.831865

Sat Apr 21 2018 22:23:42.943 - Collision Bounds 3 = 1.726593, 0.000000, -
1.788536

Sat Apr 21 2018 22:23:42.943 - Creating solid play area quad for compositor
construct: 3.40 x 3.40

Sat Apr 21 2018 22:23:43.554 - External connection from 9896

Sat Apr 21 2018 22:23:44.089 - External connection from 14236

Sat Apr 21 2018 22:23:44.322 - Closing pipe VR_CompositorPipe_17576 because it

was broken from the other end

Sat Apr 21 2018 22:23:44.322 - Lost IPC connection

Sat Apr 21 2018 22:23:44.529 - External connection from 6472

Sat Apr 21 2018 22:23:44.699 - AUDIO:

AUDCLNT_BUFFERFLAGS_DATA_DISCONTINUITY

Sat Apr 21 2018 22:23:45.296 - External connection from 12680

Sat Apr 21 2018 22:23:46.779 - External connection from 13508

Sat Apr 21 2018 22:23:49.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:23:49.152 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.152 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:23:49.161 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.161 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eMultimedia, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:23:49.161 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.161 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eConsole, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:23:49.179 - AUDIO: AudioDeviceChangeNotice (noting refresh): 4,
device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-ee2535881718}

Sat Apr 21 2018 22:23:49.179 - AUDIO: OnDefaultDeviceChanged: flow = eRender,
role = eCommunications, device = {0.0.0.00000000}. {e5fb90a6-b7cb-4583-9399-
ee2535881718}

Sat Apr 21 2018 22:23:50.261 - External connection from 2120

--- vrcompositor.txt - H:/Steam/logs

=== vrclient_vrcompositor.txt - H:/Steam/logs

Fri Apr 20 2018 19:10:01.233 -

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Fri Apr 20 2018 19:10:01.233 - vrclient startup with PID=10712,
type=VRApplication_Background, config=H:\Steam\config

Fri Apr 20 2018 19:10:01.236 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Fri Apr 20 2018 19:10:01.236 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Fri Apr 20 2018 19:10:01.236 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Fri Apr 20 2018 19:10:01.236 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Fri Apr 20 2018 19:10:01.237 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Apr 20 2018 19:10:01.238 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Fri Apr 20 2018 19:10:01.238 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Apr 20 2018 19:10:01.238 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Apr 20 2018 19:10:01.238 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Apr 20 2018 19:10:01.239 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 19:10:01.261 - Received success response from vrserver connect

Fri Apr 20 2018 19:10:01.261 - App key after connect
message:openvr.component.vrcompositor

Fri Apr 20 2018 19:10:01.266 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 19:10:03.859 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 19:10:03.870 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Fri Apr 20 2018 19:10:03.873 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Fri Apr 20 2018 19:10:03.914 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Fri Apr 20 2018 19:10:04.100 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Fri Apr 20 2018 19:10:04.855 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Fri Apr 20 2018 19:10:06.293 - Loaded image H:\Steam\resource\icon_steam_vr.png (300x300)

Fri Apr 20 2018 19:10:07.736 - Loaded image
H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 19:12:44.558 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 19:12:44.559 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 19:12:44.559 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 19:12:44.559 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 19:12:44.560 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 19:12:44.824 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Fri Apr 20 2018 19:13:09.757 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:09.868 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:11.867 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:12.134 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:13.045 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:13.211 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:13.655 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:13:13.811 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:28.340 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:28.440 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:29.584 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:29.684 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:30.773 - Adding focus flag

SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:30.897 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:31.150 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:31.272 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:18:55.971 - VR_Shutdown called
Fri Apr 20 2018 19:19:22.588 -
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Fri Apr 20 2018 19:19:22.588 - vrclient startup with PID=10364,
type=VRApplication_Background, config=H:\Steam\config
Fri Apr 20 2018 19:19:22.591 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:19:22.591 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 19:19:22.591 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:19:22.591 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:19:22.592 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:22.593 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 19:19:22.593 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Fri Apr 20 2018 19:19:22.593 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Fri Apr 20 2018 19:19:22.593 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Fri Apr 20 2018 19:19:22.594 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 19:19:22.613 - Received success response from vrserver connect

Fri Apr 20 2018 19:19:22.614 - App key after connect
message:openvr.component.vrcompositor
Fri Apr 20 2018 19:19:22.619 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=base inputRouting=0
filename=
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Apr 20 2018 19:19:25.272 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 19:19:25.273 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 19:19:25.274 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 19:19:25.274 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Fri Apr 20 2018 19:19:25.275 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Fri Apr 20 2018 19:19:25.316 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Fri Apr 20 2018 19:19:25.748 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 19:19:25.782 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Fri Apr 20 2018 19:19:25.925 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)

Fri Apr 20 2018 19:19:26.204 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Fri Apr 20 2018 19:19:26.404 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Fri Apr 20 2018 19:19:27.735 - Loaded image H:\Steam\resource\icon_steam_vr.png (300x300)

Fri Apr 20 2018 19:19:29.089 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Fri Apr 20 2018 19:19:29.129 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Fri Apr 20 2018 19:19:29.191 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Fri Apr 20 2018 19:19:29.461 - Loaded image
H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Fri Apr 20 2018 19:19:32.196 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Fri Apr 20 2018 19:20:20.504 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:20:20.638 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:20:20.857 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:20:20.857 - Sending focus captured event

Fri Apr 20 2018 19:20:20.906 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\laser_pointer\laser_pointer.tga (256x256)

Fri Apr 20 2018 19:21:40.396 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:21:40.396 - Sending focus released event
Fri Apr 20 2018 19:21:40.396 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:21:40.747 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:21:42.588 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:21:42.588 - Sending focus released event
Fri Apr 20 2018 19:21:42.588 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:22:15.175 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:15.309 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:15.491 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:22:15.491 - Sending focus captured event
Fri Apr 20 2018 19:22:17.032 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:17.131 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:17.298 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:22:17.298 - Sending focus released event
Fri Apr 20 2018 19:22:17.298 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:22:25.338 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:25.460 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:25.643 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:22:25.643 - Sending focus captured event
Fri Apr 20 2018 19:22:27.160 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:27.260 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:22:27.416 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:22:27.416 - Sending focus released event
Fri Apr 20 2018 19:22:27.416 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:26:32.530 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:26:32.696 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:26:32.860 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:26:32.860 - Sending focus captured event

Fri Apr 20 2018 19:28:01.752 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:28:01.752 - Sending focus released event

Fri Apr 20 2018 19:28:01.753 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:28:02.124 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:28:03.861 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:28:03.861 - Sending focus released event

Fri Apr 20 2018 19:28:03.861 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:24.231 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:24.364 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:24.531 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:24.531 - Sending focus captured event

Fri Apr 20 2018 19:35:32.928 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:33.006 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:33.183 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:33.183 - Sending focus released event

Fri Apr 20 2018 19:35:33.183 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:33.382 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:33.516 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:33.684 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:33.684 - Sending focus captured event

Fri Apr 20 2018 19:35:35.315 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:35.315 - Sending focus released event

Fri Apr 20 2018 19:35:35.315 - Removing focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:37.548 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:37.648 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 19:35:37.829 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:35:37.829 - Sending focus captured event
Fri Apr 20 2018 19:35:48.783 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:35:48.857 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:35:49.027 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:35:49.027 - Sending focus released event
Fri Apr 20 2018 19:35:49.027 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:35:50.943 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:35:51.076 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:35:51.270 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:35:51.270 - Sending focus captured event
Fri Apr 20 2018 19:36:15.124 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:36:15.124 - Sending focus released event
Fri Apr 20 2018 19:36:15.124 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:36:15.492 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:36:20.244 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:36:20.244 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:41:54.338 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:41:54.472 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:41:54.630 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:41:54.630 - Sending focus captured event
Fri Apr 20 2018 19:42:30.593 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:42:30.727 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:42:30.848 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:42:30.848 - Sending focus released event
Fri Apr 20 2018 19:42:30.848 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:42:33.723 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:42:33.855 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:42:34.055 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 19:42:34.055 - Sending focus captured event
Fri Apr 20 2018 19:42:36.618 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:42:36.618 - Sending focus released event
Fri Apr 20 2018 19:42:36.618 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:42:37.001 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:42:38.169 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:42:38.253 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:42:38.420 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:42:38.420 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:50:29.636 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:50:29.747 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 19:50:29.922 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:50:29.922 - Sending focus captured event
Fri Apr 20 2018 19:51:10.307 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:51:10.308 - Sending focus released event
Fri Apr 20 2018 19:51:10.308 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:51:10.640 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:51:11.552 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 19:51:11.552 - Sending focus released event
Fri Apr 20 2018 19:51:11.552 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 20:02:11.871 - [Chaperone] Universe changed from 1479640794 to 0.
Fri Apr 20 2018 20:05:31.450 - VR_Shutdown called
Fri Apr 20 2018 21:51:29.357 -
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Fri Apr 20 2018 21:51:29.357 - vrclient startup with PID=12120,
type=VRApplication_Background, config=H:\Steam\config
Fri Apr 20 2018 21:51:29.360 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 21:51:29.360 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 21:51:29.360 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 21:51:29.360 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 21:51:29.361 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:29.362 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:29.362 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:29.362 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:29.362 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:29.363 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 21:51:29.384 - Received success response from vrserver connect
Fri Apr 20 2018 21:51:29.385 - App key after connect
message:openvr.component.vrcompositor
Fri Apr 20 2018 21:51:29.389 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 21:51:32.114 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 21:51:32.126 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json
Fri Apr 20 2018 21:51:32.129 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000
Fri Apr 20 2018 21:51:32.169 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)
Fri Apr 20 2018 21:51:32.359 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)
Fri Apr 20 2018 21:51:32.899 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)
Fri Apr 20 2018 21:51:35.041 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Fri Apr 20 2018 21:51:35.079 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Fri Apr 20 2018 21:51:35.134 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Fri Apr 20 2018 21:51:38.052 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Fri Apr 20 2018 21:53:04.232 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 21:53:04.343 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 21:53:04.561 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 21:53:04.561 - Sending focus captured event

Fri Apr 20 2018 21:53:04.565 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 21:53:04.565 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 21:53:04.565 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 21:53:04.566 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 20 2018 21:53:04.566 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 20 2018 21:53:04.566 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 21:53:04.566 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 20 2018 21:53:04.566 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Fri Apr 20 2018 21:53:04.566 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Fri Apr 20 2018 21:53:04.567 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 21:53:04.567 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 20 2018 21:53:04.567 - RendermodelManager: name=sys_button

inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 21:53:04.567 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 21:53:04.567 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 21:53:04.567 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 21:53:04.568 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 21:53:04.568 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 21:53:04.928 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Fri Apr 20 2018 21:53:05.134 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\laser_pointer\laser_pointer.tga (256x256)
Fri Apr 20 2018 21:53:06.911 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 21:53:07.044 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 21:53:07.155 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 21:53:07.155 - Sending focus released event
Fri Apr 20 2018 21:53:07.156 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 21:53:17.203 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 21:53:17.349 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 21:53:17.463 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 21:53:21.033 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 21:53:21.105 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 21:53:21.214 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 21:53:21.214 - Sending focus released event
Fri Apr 20 2018 21:53:21.214 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:06.141 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 22:21:06.252 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:06.419 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:06.419 - Sending focus captured event
Fri Apr 20 2018 22:21:22.062 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:22.062 - Sending focus released event
Fri Apr 20 2018 22:21:22.062 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:23.833 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:23.955 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:24.098 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:25.434 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:25.555 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:25.688 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:25.689 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:27.454 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:27.531 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:27.717 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:34.218 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:34.546 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:21:34.553 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:21:34.553 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:22:30.204 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:22:30.305 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:22:30.587 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:22:30.587 - Sending focus captured event
Fri Apr 20 2018 22:22:48.893 - VR_Shutdown called
Fri Apr 20 2018 22:23:15.000 -
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Fri Apr 20 2018 22:23:15.000 - vrclient startup with PID=8612,
type=VRApplication_Background, config=H:\Steam\config

Fri Apr 20 2018 22:23:15.003 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Fri Apr 20 2018 22:23:15.003 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Fri Apr 20 2018 22:23:15.003 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Fri Apr 20 2018 22:23:15.003 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Fri Apr 20 2018 22:23:15.004 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Apr 20 2018 22:23:15.005 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Fri Apr 20 2018 22:23:15.005 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Fri Apr 20 2018 22:23:15.005 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Fri Apr 20 2018 22:23:15.005 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Fri Apr 20 2018 22:23:15.006 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 22:23:15.027 - Received success response from vrserver connect

Fri Apr 20 2018 22:23:15.027 - App key after connect
message:openvr.component.vrcompositor

Fri Apr 20 2018 22:23:15.032 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 22:23:17.824 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 22:23:17.829 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vi
ve\lh_basestation_vive.json

Fri Apr 20 2018 22:23:17.832 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Fri Apr 20 2018 22:23:17.865 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Fri Apr 20 2018 22:23:18.055 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Fri Apr 20 2018 22:23:18.700 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Fri Apr 20 2018 22:23:21.197 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Fri Apr 20 2018 22:23:21.235 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Fri Apr 20 2018 22:23:21.319 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Fri Apr 20 2018 22:23:24.097 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Fri Apr 20 2018 22:23:31.728 - Loaded image H:\Steam\resource\icon_steam_vr.png (300x300)

Fri Apr 20 2018 22:23:33.226 - Loaded image

H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Fri Apr 20 2018 22:25:51.551 - Adding focus flag

SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 22:25:51.684 - Removing focus flag

SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 22:25:51.881 - Adding focus flag SystemBehaviorFlag_LaserMouse

Fri Apr 20 2018 22:25:51.881 - Sending focus captured event

Fri Apr 20 2018 22:25:51.883 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 22:25:51.883 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 22:25:51.883 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=gdc2015

inputRouting=0 filename=
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 22:25:51.884 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 22:25:51.885 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 22:25:51.885 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 22:25:51.885 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 22:25:51.886 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 22:25:52.248 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Fri Apr 20 2018 22:25:52.474 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\laser_pointer\laser_pointer.tga (256x256)
Fri Apr 20 2018 22:25:54.977 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:25:54.977 - Sending focus released event
Fri Apr 20 2018 22:25:54.977 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:56:30.624 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Fri Apr 20 2018 22:56:30.791 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Fri Apr 20 2018 22:56:30.918 - Adding focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:56:30.918 - Sending focus captured event
Fri Apr 20 2018 22:56:38.594 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:56:38.594 - Removing focus flag SystemBehaviorFlag_LaserMouse
Fri Apr 20 2018 22:57:21.194 - VR_Shutdown called
Sat Apr 21 2018 19:39:31.033 -
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Sat Apr 21 2018 19:39:31.033 - vrclient startup with PID=9172,
type=VRApplication_Background, config=H:\Steam\config
Sat Apr 21 2018 19:39:31.037 - Skipping external driver
H:\Steam\steamapps\common\DiscovrEgypt because it is not a directory
Sat Apr 21 2018 19:39:31.037 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 19:39:31.037 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:39:31.037 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:39:31.039 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:31.040 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Sat Apr 21 2018 19:39:31.040 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Sat Apr 21 2018 19:39:31.040 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Sat Apr 21 2018 19:39:31.041 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Sat Apr 21 2018 19:39:31.041 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:39:31.089 - Received success response from vrserver connect
Sat Apr 21 2018 19:39:31.089 - App key after connect
message:openvr.component.vrcompositor
Sat Apr 21 2018 19:39:31.093 - Initializing the limited version of

CVRCompositorClient

Sat Apr 21 2018 19:39:34.024 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 19:39:34.036 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:39:34.039 - Collision Bounds distances: flMinAxis=3.620402, Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Sat Apr 21 2018 19:39:34.075 - Loaded image H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Sat Apr 21 2018 19:39:34.286 - Loaded image H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Sat Apr 21 2018 19:39:36.833 - Loaded image H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Sat Apr 21 2018 19:39:39.834 - Loaded image H:\Steam\resource\icon_steam_vr.png (300x300)

Sat Apr 21 2018 19:39:41.881 - Loaded image H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Sat Apr 21 2018 19:40:14.415 - Loaded image H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Sat Apr 21 2018 19:40:14.449 - Loaded image H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Sat Apr 21 2018 19:40:14.503 - Loaded image H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Sat Apr 21 2018 19:40:15.455 - Adding focus flag SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:15.588 - Removing focus flag SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:15.847 - Adding focus flag SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 19:40:15.847 - Sending focus captured event

Sat Apr 21 2018 19:40:15.856 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:40:15.856 - RendermodelManager: name=base inputRouting=0
filename=
Sat Apr 21 2018 19:40:15.856 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 21 2018 19:40:15.856 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 21 2018 19:40:15.856 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 21 2018 19:40:15.857 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 21 2018 19:40:15.857 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 21 2018 19:40:15.859 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 19:40:15.859 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 19:40:15.860 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 19:40:15.860 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 19:40:15.860 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 19:40:15.860 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 19:40:15.861 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 19:40:15.861 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 19:40:15.862 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 19:40:15.862 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 19:40:17.566 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Sat Apr 21 2018 19:40:17.832 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\laser_pointer\laser_pointer.tga (256x256)

Sat Apr 21 2018 19:40:18.613 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Sat Apr 21 2018 19:40:25.864 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:25.975 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:26.107 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 19:40:26.107 - Sending focus released event

Sat Apr 21 2018 19:40:26.108 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 19:40:26.639 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:26.683 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:26.772 - Adding focus flag SystemBehaviorFlag_RoomView

Sat Apr 21 2018 19:40:26.772 - Sending focus captured event

Sat Apr 21 2018 19:40:35.491 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:35.647 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:35.669 - Removing focus flag SystemBehaviorFlag_RoomView

Sat Apr 21 2018 19:40:35.669 - Sending focus released event

Sat Apr 21 2018 19:40:36.334 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:36.445 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:36.657 - Adding focus flag SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 19:40:36.657 - Sending focus captured event

Sat Apr 21 2018 19:40:42.656 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:42.800 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:40:42.911 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 19:40:42.911 - Sending focus released event

Sat Apr 21 2018 19:40:42.911 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 19:40:43.375 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 19:40:43.486 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 19:40:43.689 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 19:40:43.689 - Sending focus captured event
Sat Apr 21 2018 19:41:24.088 - VR_Shutdown called
Sat Apr 21 2018 19:41:53.632 -
//=====

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Sat Apr 21 2018 19:41:53.632 - vrclient startup with PID=3876,
type=VRApplication_Background, config=H:\Steam\config
Sat Apr 21 2018 19:41:53.634 - Skipping external driver
H:\Steam\steamapps\common\DiscovrEgypt because it is not a directory
Sat Apr 21 2018 19:41:53.635 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 19:41:53.635 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:41:53.635 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:41:53.636 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:41:53.636 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Sat Apr 21 2018 19:41:53.636 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Sat Apr 21 2018 19:41:53.636 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Sat Apr 21 2018 19:41:53.637 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Sat Apr 21 2018 19:41:53.638 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:41:53.662 - Received success response from vrserver connect
Sat Apr 21 2018 19:41:53.662 - App key after connect

message:openvr.component.vrcompositor
Sat Apr 21 2018 19:41:53.667 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=base inputRouting=0
filename=
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 19:41:56.220 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 19:41:56.221 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 19:41:56.221 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 19:41:56.221 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 19:41:56.221 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 19:41:56.221 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 21 2018 19:41:56.222 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:41:56.252 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Sat Apr 21 2018 19:41:56.614 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)

Sat Apr 21 2018 19:41:56.699 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 19:41:56.700 - Collision Bounds distances: flMinAxis=3.620402, Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Sat Apr 21 2018 19:41:56.883 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Sat Apr 21 2018 19:41:57.088 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Sat Apr 21 2018 19:41:58.412 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Sat Apr 21 2018 19:41:58.447 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Sat Apr 21 2018 19:41:58.554 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Sat Apr 21 2018 19:42:00.234 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Sat Apr 21 2018 19:43:56.502 - VR_Shutdown called

Sat Apr 21 2018 19:44:05.573 -
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Sat Apr 21 2018 19:44:05.573 - vrclient startup with PID=14992,
type=VRApplication_Background, config=H:\Steam\config

Sat Apr 21 2018 19:44:05.575 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:44:05.576 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Apr 21 2018 19:44:05.576 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:44:05.576 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:44:05.577 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:44:05.577 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Sat Apr 21 2018 19:44:05.577 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Apr 21 2018 19:44:05.577 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Apr 21 2018 19:44:05.578 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Apr 21 2018 19:44:05.578 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:44:05.601 - Received success response from vrserver connect
Sat Apr 21 2018 19:44:05.601 - App key after connect
message:openvr.component.vrcompositor
Sat Apr 21 2018 19:44:05.606 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 19:44:08.058 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)
Sat Apr 21 2018 19:44:08.474 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json
Sat Apr 21 2018 19:44:08.556 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)
Sat Apr 21 2018 19:44:09.578 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)
Sat Apr 21 2018 19:44:09.610 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Sat Apr 21 2018 19:44:09.664 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Sat Apr 21 2018 19:44:10.228 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Sat Apr 21 2018 19:44:10.539 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 19:44:10.540 - Collision Bounds distances: flMinAxis=3.620402, Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Sat Apr 21 2018 19:44:10.855 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Sat Apr 21 2018 19:45:59.295 - VR_Shutdown called

Sat Apr 21 2018 19:54:39.037 -

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Sat Apr 21 2018 19:54:39.038 - vrclient startup with PID=8148, type=VRApplication_Background, config=H:\Steam\config

Sat Apr 21 2018 19:54:39.040 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:54:39.041 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:54:39.041 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:54:39.041 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:54:39.042 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:39.042 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:39.042 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:39.042 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

ult.vrsettings

Sat Apr 21 2018 19:54:39.043 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:54:39.043 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:54:39.078 - Received success response from vrserver connect

Sat Apr 21 2018 19:54:39.079 - App key after connect
message:openvr.component.vrcompositor

Sat Apr 21 2018 19:54:39.083 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 19:54:47.532 -

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Sat Apr 21 2018 19:54:47.532 - vrclient startup with PID=15908,
type=VRApplication_Background, config=H:\Steam\config

Sat Apr 21 2018 19:54:47.535 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:54:47.535 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:54:47.535 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:54:47.535 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:54:47.536 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:47.536 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Sat Apr 21 2018 19:54:47.537 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Sat Apr 21 2018 19:54:47.537 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Sat Apr 21 2018 19:54:47.537 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:54:47.538 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:54:47.560 - Received success response from vrserver connect

Sat Apr 21 2018 19:54:47.560 - App key after connect
message:openvr.component.vrcompositor

Sat Apr 21 2018 19:54:47.564 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 19:54:47.564 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 19:54:50.525 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:54:50.527 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Sat Apr 21 2018 19:54:50.554 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Sat Apr 21 2018 19:54:50.711 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Sat Apr 21 2018 19:54:52.999 - Loaded image H:\Steam\resource\icon_steam_vr.png
(300x300)

Sat Apr 21 2018 19:54:53.464 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Sat Apr 21 2018 19:54:55.501 - Loaded image
H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Sat Apr 21 2018 19:54:55.851 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Sat Apr 21 2018 19:54:55.877 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Sat Apr 21 2018 19:54:55.910 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Sat Apr 21 2018 19:54:59.484 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Sat Apr 21 2018 19:55:52.836 - VR_Shutdown called

Sat Apr 21 2018 19:55:59.076 -

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Sat Apr 21 2018 19:55:59.076 - vrclient startup with PID=8260,

type=VRApplication_Background, config=H:\Steam\config

Sat Apr 21 2018 19:55:59.079 - Skipping external driver

H:\Steam\steamapps\common\DiscovrEgypt because it is not a directory

Sat Apr 21 2018 19:55:59.079 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:55:59.079 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:55:59.079 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:55:59.080 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:55:59.080 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:55:59.080 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:55:59.081 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:55:59.081 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:55:59.082 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:55:59.107 - Received success response from vrserver connect

Sat Apr 21 2018 19:55:59.108 - App key after connect

message:openvr.component.vrcompositor

Sat Apr 21 2018 19:55:59.113 - Initializing the limited version of

CVRCompositorClient

Sat Apr 21 2018 19:56:01.781 - [Chaperone] Universe changed from 0 to

1479640794.

Sat Apr 21 2018 19:56:01.787 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vr

ve\lh_basestation_vive.json

Sat Apr 21 2018 19:56:01.789 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Sat Apr 21 2018 19:56:01.827 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_backgro
und.png (2048x1024)

Sat Apr 21 2018 19:56:02.015 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vi
ve\lh_basestation_vive.tga (2048x2048)

Sat Apr 21 2018 19:56:02.624 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_sett
ings.png (300x300)

Sat Apr 21 2018 19:56:03.951 - Loaded image H:\Steam\resource\icon_steam_vr.png
(300x300)

Sat Apr 21 2018 19:56:04.511 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Sat Apr 21 2018 19:56:04.544 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_con
trols_background.png (1920x640)

Sat Apr 21 2018 19:56:04.602 - Loaded image

H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_acti
ve_background.png (800x800)

Sat Apr 21 2018 19:56:05.172 - Loaded image

H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Sat Apr 21 2018 19:56:06.822 - Loaded image C:/Program Files/OpenVR-
WalkInPlace\res\thumbicon.png (280x280)

Sat Apr 21 2018 19:56:27.509 - Adding focus flag

SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:56:27.598 - Removing focus flag

SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 19:56:27.664 - Adding focus flag SystemBehaviorFlag_RoomView

Sat Apr 21 2018 19:56:27.664 - Sending focus captured event

Sat Apr 21 2018 19:56:27.676 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=body inputRouting=0

filename=body.obj
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 19:56:27.676 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 19:56:27.677 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 19:56:27.677 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 19:56:27.677 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 19:56:27.677 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 19:56:27.677 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 19:56:27.678 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 19:56:28.052 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Sat Apr 21 2018 19:56:53.696 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 19:56:53.796 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 19:56:53.863 - Removing focus flag SystemBehaviorFlag_RoomView
Sat Apr 21 2018 19:56:53.863 - Sending focus released event

Sat Apr 21 2018 19:56:54.452 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 19:56:54.563 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 19:56:54.885 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 19:56:54.885 - Sending focus captured event
Sat Apr 21 2018 19:56:55.233 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\laser_pointer\laser_pointer.tga (256x256)
Sat Apr 21 2018 19:58:12.350 - VR_Shutdown called
Sat Apr 21 2018 20:53:43.566 -
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Sat Apr 21 2018 20:53:43.566 - vrclient startup with PID=8784,
type=VRApplication_Background, config=H:\Steam\config
Sat Apr 21 2018 20:53:43.569 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 20:53:43.569 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 20:53:43.569 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 20:53:43.569 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 20:53:43.570 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:43.571 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:43.571 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:43.571 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:43.572 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 20:53:43.590 - Received success response from vrserver connect
Sat Apr 21 2018 20:53:43.591 - App key after connect

message:openvr.component.vrcompositor
Sat Apr 21 2018 20:53:43.595 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 20:53:46.422 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json
Sat Apr 21 2018 20:53:46.458 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)
Sat Apr 21 2018 20:53:47.686 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)
Sat Apr 21 2018 20:53:49.591 - Loaded image H:\Steam\resource\icon_steam_vr.png (300x300)
Sat Apr 21 2018 20:53:50.252 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)
Sat Apr 21 2018 20:53:50.300 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)
Sat Apr 21 2018 20:53:50.365 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)
Sat Apr 21 2018 20:53:52.558 - Loaded image
H:\Steam\resource\icon_steamvr_desktop.png (512x512)
Sat Apr 21 2018 20:53:54.805 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)
Sat Apr 21 2018 20:54:12.110 - [Chaperone] Universe changed from 0 to 1479640794.
Sat Apr 21 2018 20:54:12.114 - Collision Bounds distances: flMinAxis=3.620402, Hmd=0.350000->0.700000, Controllers=0.262500->0.525000
Sat Apr 21 2018 20:54:25.694 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)
Sat Apr 21 2018 20:54:47.634 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 20:54:47.635 - Sending focus captured event
Sat Apr 21 2018 20:54:49.942 - Adding focus flag SystemBehaviorFlag_RoomView
Sat Apr 21 2018 20:55:07.990 - Removing focus flag SystemBehaviorFlag_RoomView
Sat Apr 21 2018 20:56:31.849 - VR_Shutdown called

Sat Apr 21 2018 20:57:39.488 -

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Sat Apr 21 2018 20:57:39.489 - vrclient startup with PID=13232,

type=VRApplication_Background, config=H:\Steam\config

Sat Apr 21 2018 20:57:39.491 - Skipping external driver

H:\Steam\steamapps\common\DiscovrEgypt because it is not a directory

Sat Apr 21 2018 20:57:39.491 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 20:57:39.491 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 20:57:39.491 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 20:57:39.492 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:39.493 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:39.493 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:39.493 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 20:57:39.494 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 20:57:39.513 - Received success response from vrserver connect

Sat Apr 21 2018 20:57:39.513 - App key after connect

message:openvr.component.vrcompositor

Sat Apr 21 2018 20:57:39.518 - Initializing the limited version of

CVRCompositorClient

Sat Apr 21 2018 20:57:42.160 - [Chaperone] Universe changed from 0 to

1479640794.

Sat Apr 21 2018 20:57:42.165 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 20:57:42.168 - Collision Bounds distances: flMinAxis=3.620402,

Hmd=0.350000->0.700000, Controllers=0.262500->0.525000

Sat Apr 21 2018 20:57:42.198 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_background.png (2048x1024)

Sat Apr 21 2018 20:57:42.398 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.tga (2048x2048)

Sat Apr 21 2018 20:57:43.020 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_settings.png (300x300)

Sat Apr 21 2018 20:57:44.266 - Loaded image H:\Steam\resource\icon_steam_vr.png (300x300)

Sat Apr 21 2018 20:57:44.940 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)

Sat Apr 21 2018 20:57:44.977 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_controls_background.png (1920x640)

Sat Apr 21 2018 20:57:45.052 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_active_background.png (800x800)

Sat Apr 21 2018 20:57:45.358 - Loaded image
H:\Steam\resource\icon_steamvr_desktop.png (512x512)

Sat Apr 21 2018 20:57:47.584 - Loaded image C:/Program Files/OpenVR-WalkInPlace\res\thumbicon.png (280x280)

Sat Apr 21 2018 21:01:39.391 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 21:01:39.526 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 21:01:39.751 - Adding focus flag SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 21:01:39.751 - Sending focus captured event

Sat Apr 21 2018 21:01:39.757 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 21:01:39.757 - RendermodelManager: name=base inputRouting=0 filename=

Sat Apr 21 2018 21:01:39.757 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 21:01:39.758 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 21:01:39.759 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 21:01:39.759 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 21:01:39.759 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 21:01:39.760 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 21:01:39.762 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 21:01:40.175 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Sat Apr 21 2018 21:01:40.404 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\laser_pointer\laser_pointer.tga (256x256)
Sat Apr 21 2018 21:02:11.857 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:11.992 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:12.091 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 21:02:12.091 - Sending focus released event
Sat Apr 21 2018 21:02:12.091 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:18.882 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:21.273 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:21.273 - Sending focus released event
Sat Apr 21 2018 21:02:21.274 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:39.108 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:39.264 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:39.386 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:39.386 - Sending focus captured event
Sat Apr 21 2018 21:02:46.272 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:46.372 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:46.528 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:46.528 - Sending focus released event
Sat Apr 21 2018 21:02:46.528 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:54.912 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:55.012 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:02:55.209 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:02:55.209 - Sending focus captured event
Sat Apr 21 2018 21:03:07.165 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:03:07.319 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:03:07.419 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:03:07.419 - Sending focus released event
Sat Apr 21 2018 21:03:07.419 - Removing focus flag

SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:03:11.194 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:03:11.316 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:03:11.501 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:03:11.501 - Sending focus captured event
Sat Apr 21 2018 21:03:19.160 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:03:19.270 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:03:19.403 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:03:19.403 - Sending focus released event
Sat Apr 21 2018 21:03:19.403 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:04:48.275 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:04:48.419 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:04:48.715 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:04:48.715 - Sending focus captured event
Sat Apr 21 2018 21:04:51.308 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:04:51.421 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:04:51.564 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:04:51.564 - Sending focus released event
Sat Apr 21 2018 21:04:51.565 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:17:28.877 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:17:29.099 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:17:29.187 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:17:29.188 - Sending focus captured event
Sat Apr 21 2018 21:17:37.898 - Adding focus flag

SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:17:38.018 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:17:38.163 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:17:38.163 - Sending focus released event
Sat Apr 21 2018 21:17:38.163 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:17:43.659 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:17:43.782 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:17:43.963 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:17:43.963 - Sending focus captured event
Sat Apr 21 2018 21:18:05.474 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:18:05.576 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:18:05.731 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:18:05.731 - Sending focus released event
Sat Apr 21 2018 21:18:05.731 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:18:21.833 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:18:21.954 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:18:22.129 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:18:22.129 - Sending focus captured event
Sat Apr 21 2018 21:18:52.366 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:18:52.486 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 21:18:52.609 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 21:18:52.610 - Sending focus released event
Sat Apr 21 2018 21:18:52.610 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:07:43.957 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:07:44.101 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:07:44.253 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:07:44.253 - Sending focus captured event
Sat Apr 21 2018 22:07:44.679 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:07:44.801 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:07:44.936 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:07:44.937 - Sending focus released event
Sat Apr 21 2018 22:07:44.937 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:09:18.117 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:09:18.216 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:09:18.535 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:09:18.535 - Sending focus captured event
Sat Apr 21 2018 22:09:44.316 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:09:44.472 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:09:44.572 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:09:44.572 - Sending focus released event
Sat Apr 21 2018 22:09:44.573 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:09:45.870 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:09:46.015 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:09:46.255 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:09:46.255 - Sending focus captured event
Sat Apr 21 2018 22:09:47.126 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:09:47.271 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:09:47.371 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:09:47.371 - Sending focus released event

Sat Apr 21 2018 22:09:47.371 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:09:48.536 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:09:48.670 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:09:48.987 - Adding focus flag SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:09:48.987 - Sending focus captured event

Sat Apr 21 2018 22:09:52.358 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:09:52.503 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:09:52.613 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:09:52.613 - Sending focus released event

Sat Apr 21 2018 22:09:52.613 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:10:23.165 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:10:23.288 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:10:23.506 - Adding focus flag SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:10:23.506 - Sending focus captured event

Sat Apr 21 2018 22:10:26.644 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:10:26.644 - Sending focus released event

Sat Apr 21 2018 22:10:26.644 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:10:27.586 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:10:27.686 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown

Sat Apr 21 2018 22:10:27.941 - Adding focus flag SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:10:27.942 - Sending focus captured event
Sat Apr 21 2018 22:11:06.787 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:06.920 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:07.045 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:07.045 - Sending focus released event
Sat Apr 21 2018 22:11:07.045 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:26.560 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:26.672 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:26.863 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:27.484 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:27.484 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:27.565 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:28.449 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:28.550 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:28.551 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:28.593 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:28.746 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:29.526 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:29.626 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:29.640 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:29.640 - Sending focus released event
Sat Apr 21 2018 22:11:29.640 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:11:29.880 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:29.880 - Sending focus captured event
Sat Apr 21 2018 22:11:30.537 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:30.614 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:30.781 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:30.781 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:52.415 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:52.526 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:11:52.697 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:11:52.697 - Sending focus captured event
Sat Apr 21 2018 22:12:07.116 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:12:07.116 - Sending focus released event
Sat Apr 21 2018 22:12:07.116 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:15:42.671 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:15:42.826 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:15:42.974 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:15:42.974 - Sending focus captured event
Sat Apr 21 2018 22:16:07.168 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:16:07.168 - Sending focus released event
Sat Apr 21 2018 22:16:07.168 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:16:08.044 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:16:15.048 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:16:15.048 - Sending focus released event
Sat Apr 21 2018 22:16:15.048 - Removing focus flag
SystemBehaviorFlag_LaserMouse

Sat Apr 21 2018 22:19:54.518 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:19:54.629 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:19:54.827 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:19:54.827 - Sending focus captured event
Sat Apr 21 2018 22:20:05.594 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:20:05.716 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:20:05.772 - Adding focus flag SystemBehaviorFlag_RoomView
Sat Apr 21 2018 22:21:44.075 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:44.075 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:45.080 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:21:45.191 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:21:45.371 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:47.301 - Removing focus flag SystemBehaviorFlag_RoomView
Sat Apr 21 2018 22:21:47.301 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:47.301 - Sending focus released event
Sat Apr 21 2018 22:21:47.301 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:49.823 - Adding focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:21:49.956 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:21:50.105 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:50.105 - Sending focus captured event
Sat Apr 21 2018 22:21:51.321 - Adding focus flag SystemBehaviorFlag_RoomView
Sat Apr 21 2018 22:21:51.321 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:21:51.321 - Removing focus flag
SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:22:04.325 - Adding focus flag

SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:22:04.453 - Removing focus flag
SystemBehaviorFlag_SystemButtonDown
Sat Apr 21 2018 22:22:04.630 - Adding focus flag SystemBehaviorFlag_LaserMouse
Sat Apr 21 2018 22:23:12.332 - VR_Shutdown called
Sat Apr 21 2018 22:23:40.189 -
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Sat Apr 21 2018 22:23:40.189 - vrclient startup with PID=11732,
type=VRApplication_Background, config=H:\Steam\config
Sat Apr 21 2018 22:23:40.192 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 22:23:40.192 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 22:23:40.192 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 22:23:40.192 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 22:23:40.193 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 22:23:40.194 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Sat Apr 21 2018 22:23:40.194 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Sat Apr 21 2018 22:23:40.194 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Sat Apr 21 2018 22:23:40.195 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 22:23:40.213 - Received success response from vrserver connect
Sat Apr 21 2018 22:23:40.213 - App key after connect
message:openvr.component.vrcompositor
Sat Apr 21 2018 22:23:40.218 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 22:23:42.910 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 22:23:42.939 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 21 2018 22:23:42.940 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 21 2018 22:23:42.940 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 21 2018 22:23:42.940 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 21 2018 22:23:42.940 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 21 2018 22:23:42.941 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 22:23:42.943 - Collision Bounds distances: flMinAxis=3.620402,
Hmd=0.350000->0.700000, Controllers=0.262500->0.525000
Sat Apr 21 2018 22:23:42.976 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\backgrounds\transition_backgro
und.png (2048x1024)
Sat Apr 21 2018 22:23:43.362 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\onepointfive_texture.png (2048x2048)
Sat Apr 21 2018 22:23:43.623 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vi
ve\lh_basestation_vive.tga (2048x2048)
Sat Apr 21 2018 22:23:43.891 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\icons\icon_sett
ings.png (300x300)
Sat Apr 21 2018 22:23:45.440 - Loaded image H:\Steam\resource\icon_steam_vr.png
(300x300)
Sat Apr 21 2018 22:23:46.444 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\darkgrey.png (16x16)
Sat Apr 21 2018 22:23:46.495 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_con
trols_background.png (1920x640)
Sat Apr 21 2018 22:23:46.552 - Loaded image
H:\Steam\steamapps\common\SteamVR\content\panorama\images\dashboard_acti
ve_background.png (800x800)
Sat Apr 21 2018 22:23:47.295 - Loaded image
H:\Steam\resource\icon_steamvr_desktop.png (512x512)
Sat Apr 21 2018 22:23:49.534 - Loaded image C:/Program Files/OpenVR-
WalkInPlace\res\thumbicon.png (280x280)
--- vrclient_vrcompositor.txt - H:/Steam/logs

=== firmware_update.txt - H:/Steam/logs

Thu Apr 07 2016 17:40:58.584 -

=====

Thu Apr 07 2016 17:40:58.739 - FirmwareWizard entering state Device Overview (0)
Thu Apr 07 2016 17:40:58.790 - FirmwareWizard entering state Controller Start (6)
Thu Apr 07 2016 17:40:58.790 - FirmwareWizard overwriting state to Shutdown VR
Apps (1)

Thu Apr 07 2016 17:41:01.221 - Delaying for 5000 milliseconds...

Thu Apr 07 2016 17:41:06.221 - Delay done

Thu Apr 07 2016 17:41:08.261 - FirmwareWizard entering state Controller Start (6)

Thu Apr 07 2016 17:41:08.419 - 1: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:08.419 -

Thu Apr 07 2016 17:41:10.417 - 2: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:10.417 -

Thu Apr 07 2016 17:41:12.414 - 3: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:12.415 -

Thu Apr 07 2016 17:41:14.415 - 4: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:14.415 -

Thu Apr 07 2016 17:41:16.419 - 5: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:16.419 -

Thu Apr 07 2016 17:41:18.417 - 6: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:18.417 -

Thu Apr 07 2016 17:41:20.416 - 7: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:20.417 -

Thu Apr 07 2016 17:41:22.417 - 8: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:22.417 -

Thu Apr 07 2016 17:41:24.415 - 9: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:24.415 -

Thu Apr 07 2016 17:41:26.416 - 10: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:26.416 -

Thu Apr 07 2016 17:41:28.416 - 11: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:28.416 -

Thu Apr 07 2016 17:41:30.415 - 12: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Thu Apr 07 2016 17:41:30.415 -
Thu Apr 07 2016 17:41:32.417 - 13: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Thu Apr 07 2016 17:41:32.417 -
Thu Apr 07 2016 17:41:34.417 - 14: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Thu Apr 07 2016 17:41:34.417 -
Thu Apr 07 2016 17:41:36.419 - 15: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Thu Apr 07 2016 17:41:36.419 -
Thu Apr 07 2016 17:41:36.419 - FirmwareWizard entering state Controller Fail (9)
with Timeout (2)
Thu Apr 07 2016 17:44:13.858 - FirmwareWizard entering state Controller Start (6)
Thu Apr 07 2016 17:44:13.947 - 1: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:13.947 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:15.983 - 2: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:15.983 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:17.981 - 3: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:17.981 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:20.051 - 4: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:20.051 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:22.108 - 5: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:22.108 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:24.145 - 6: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:24.145 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:26.170 - 7: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:26.170 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:28.203 - 8: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Thu Apr 07 2016 17:44:28.203 - LHR-FF2C9F43
Thu Apr 07 2016 17:44:30.231 - 9: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:30.231 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:32.264 - 10: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:32.264 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:34.296 - 11: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:34.296 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:36.329 - 12: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:36.329 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:38.357 - 13: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:38.357 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:40.388 - 14: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:40.388 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:42.425 - 15: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:42.425 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:42.425 - FirmwareWizard entering state Controller Fail (9)
with Timeout (2)

Thu Apr 07 2016 17:44:53.935 - FirmwareWizard entering state Controller Start (6)

Thu Apr 07 2016 17:44:54.060 - 1: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:54.060 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:56.093 - 2: Probe for controller with serial LHR-F5E53B44.

Found controllers: 1

Thu Apr 07 2016 17:44:56.093 - LHR-FF2C9F43

Thu Apr 07 2016 17:44:58.092 - 3: Probe for controller with serial LHR-F5E53B44.

Found controllers: 2

Thu Apr 07 2016 17:44:58.092 - LHR-FF2C9F43 LHR-F5E53B44

Thu Apr 07 2016 17:44:58.092 - FirmwareWizard entering state Controller Progress
(7)

Thu Apr 07 2016 17:44:58.156 - VRC ???: Existing:1456637987, Required:1458917656

Thu Apr 07 2016 17:44:58.242 - Controller VRC Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_wa
tchman_update.exe -s LHR-F5E53B44 -Mn

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\vr_neo_vrc_00010000000000B5.bin

Thu Apr 07 2016 17:44:58.396 - Attempting to update NEO_VRC Application via bootloader...

Computed checksum (offset 12336): d667f9f398eec657fe440595ecd6810b

Starting update...

Sending data...

Done

Sending reset command

Successfully updated firmware.

Thu Apr 07 2016 17:44:59.977 - FirmwareWizard entering state Controller Success (8) with No update necessary (4)

Thu Apr 07 2016 17:45:03.099 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)

Thu Apr 07 2016 17:45:04.966 - No FirmwareUpdate description refresh: using old data.

Thu Apr 07 2016 17:45:04.966 - FirmwareWizard entering state Controller Start (6) with No update necessary (4)

Thu Apr 07 2016 17:45:05.096 - 1: Probe for controller with serial LHR-FF2C9F43.

Found controllers: 2

Thu Apr 07 2016 17:45:05.096 - LHR-FF2C9F43 LHR-F5E53B44

Thu Apr 07 2016 17:45:05.096 - FirmwareWizard entering state Controller Progress (7)

Thu Apr 07 2016 17:45:05.147 - VRC ???: Existing:1456637987, Required:1458917656

Thu Apr 07 2016 17:45:05.198 - Controller VRC Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s LHR-FF2C9F43 -Mn

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\vr_neo_vrc_00010000000000B5.bin

Thu Apr 07 2016 17:45:05.236 - Attempting to update NEO_VRC Application via bootloader...

Computed checksum (offset 12336): d667f9f398eec657fe440595ecd6810b

Starting update...

Sending data...

Done

Sending reset command

Successfully updated firmware.

Thu Apr 07 2016 17:45:06.818 - FirmwareWizard entering state Controller Success (8)
with No update necessary (4)

Tue Apr 19 2016 22:58:51.222 -

=====

Tue Apr 19 2016 22:58:51.396 - FirmwareWizard entering state Device Overview (0)

Tue Apr 19 2016 22:58:51.443 - FirmwareWizard entering state Device Overview (0)

Fri May 13 2016 23:31:35.985 -

=====

Fri May 13 2016 23:31:36.160 - FirmwareWizard entering state Device Overview (0)

Fri May 13 2016 23:31:36.164 - Start Firmware Update (Device Index:0, Recovery:0,
ForceAll:0, ForceFix:0).

Fri May 13 2016 23:31:36.231 - 1 Updates scheduled for Device Class: 1

Fri May 13 2016 23:31:36.231 - 1: Watchman ?????: Existing:1456377512,
Required:1462663157

Fri May 13 2016 23:31:36.231 - FirmwareWizard entering state Headset Start (2)

Fri May 13 2016 23:31:36.231 - FirmwareWizard overwriting state to Shutdown VR
Apps (1)

Fri May 13 2016 23:31:38.384 - Delaying for 5000 milliseconds...

Fri May 13 2016 23:31:43.384 - Delay done

Fri May 13 2016 23:31:45.433 - FirmwareWizard entering state Headset Start (2)

Fri May 13 2016 23:31:45.537 - 1: Probe for headset with serial LHR-B3076B1E.

Found headsets: 1

Fri May 13 2016 23:31:45.537 - LHR-B3076B1E

Fri May 13 2016 23:31:45.537 - FirmwareWizard entering state Headset Progress (3)

Fri May 13 2016 23:31:45.609 - Watchman ?????: Existing:1456377512,
Required:1462663157

Fri May 13 2016 23:31:45.659 - Headset Watchman Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_wa
tchman_update.exe -s LHR-B3076B1E -mw

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_rx_
watchman\archive\htc_watchman_1462663157_2016_05_07.bin

Fri May 13 2016 23:31:45.755 - Attempting to update WATCHMAN Application via
bootloader...

Computed checksum (offset 8240): 00c6dac0c4c64942e14d92d761758aee

Starting update...

Sending data...

Done

Sending reset command
Successfully updated firmware.

Fri May 13 2016 23:31:48.306 - FirmwareWizard entering state Headset Success (4)
with No update necessary (4)

Fri May 13 2016 23:32:08.648 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)

Tue May 17 2016 20:57:03.660 -

=====

Tue May 17 2016 20:57:03.850 - FirmwareWizard entering state Device Overview (0)

Tue May 17 2016 20:57:03.853 - Start Firmware Update (Device Index:4, Recovery:0,
ForceAll:0, ForceFix:0).

Tue May 17 2016 20:57:03.912 - 1 Updates scheduled for Device Class: 4

Tue May 17 2016 20:57:03.912 - 1: : Existing:44, Required:210

Tue May 17 2016 20:57:03.912 - FirmwareWizard entering state Base Station Start
(10)

Tue May 17 2016 20:57:03.912 - FirmwareWizard overwriting state to Shutdown VR
Apps (1)

Tue May 17 2016 20:57:06.201 - Delaying for 5000 milliseconds...

Tue May 17 2016 20:57:11.202 - Delay done

Tue May 17 2016 20:57:13.250 - FirmwareWizard entering state Base Station Start
(10)

Tue May 17 2016 20:57:17.040 - FirmwareWizard entering state Base Station
Wireless Progress (17)

Tue May 17 2016 20:57:17.109 - ??????????: Existing:44, Required:210

Tue May 17 2016 20:57:17.159 - ERROR! Did not find bin

'H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\
archive\htc_2.0\ota_firmware_upgrade_htc-BCM20736TAG-0226_v210.ota.bin' on
disk for 0x90000009

Tue May 17 2016 20:57:17.159 - FirmwareWizard entering state Base Station Fail (13)
with Bin not found on disk (16)

Tue May 17 2016 20:57:20.453 - FirmwareWizard entering state Base Station Start
(10) with Bin not found on disk (16)

Tue May 17 2016 20:57:22.883 - FirmwareWizard entering state Base Station
Wireless Progress (17)

Tue May 17 2016 20:57:22.934 - FirmwareWizard entering state Base Station Success
(12) with No update necessary (4)

Sat May 21 2016 09:36:28.654 -

=====

Sat May 21 2016 09:36:28.789 - FirmwareWizard entering state Device Overview (0)

Sat May 21 2016 09:36:28.792 - Start Firmware Update (Device Index:0, Recovery:0, ForceAll:0, ForceFix:0).

Sat May 21 2016 09:36:28.836 - 4 Updates scheduled for Device Class: 1

Sat May 21 2016 09:36:28.836 - 1: ??????: Existing:1450758230, Required:1461100729

Sat May 21 2016 09:36:28.836 - 2: ??????: Existing:1450758230, Required:1461100729

Sat May 21 2016 09:36:28.836 - 3: ?????: Existing:2097416, Required:2097432

Sat May 21 2016 09:36:28.836 - 4: ?????: Existing:2, Required:3

Sat May 21 2016 09:36:28.836 - FirmwareWizard entering state Headset Start (2)

Sat May 21 2016 09:36:28.836 - FirmwareWizard overwriting state to Shutdown VR Apps (1)

Sat May 21 2016 09:36:31.411 - Delaying for 5000 milliseconds...

Sat May 21 2016 09:36:36.411 - Delay done

Sat May 21 2016 09:36:36.467 - FirmwareWizard entering state Headset Start (2)

Sat May 21 2016 09:36:36.543 - 1: Probe for headset with serial LHR-B3076B1E.

Found headsets: 1

Sat May 21 2016 09:36:36.544 - LHR-B3076B1E

Sat May 21 2016 09:36:36.544 - FirmwareWizard entering state Headset Progress (3)

Sat May 21 2016 09:36:36.610 - ??????: Existing:1450758230, Required:1461100729

Sat May 21 2016 09:36:36.660 - Wireless Dongle Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s 5E62439012 -e

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\vr_controller\archive\htc_vrc_dongle_1461100729_2016_04_19.bin

Sat May 21 2016 09:36:36.709 - Attempting to update Watchman Dongles to version 1461100729...

5E62439012 - Upgrade from 1450758230 to 1461100729 needed. Switching to bootloader

Looking for 1 bootloaders

Attempting to update Watchman Dongle...

Valve Nordic bootloader version19.0

Successfully updated firmware.

Found all expected bootloaders

Sat May 21 2016 09:36:45.877 - ??????: Existing:1450758230,
Required:1461100729

Sat May 21 2016 09:36:45.927 - Wireless Dongle Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s 7D0E52AE34 -e

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\vr_controller\archive\htc_vrc_dongle_1461100729_2016_04_19.bin

Sat May 21 2016 09:36:45.971 - Attempting to update Watchman Dongles to version 1461100729...

7D0E52AE34 - Upgrade from 1450758230 to 1461100729 needed. Switching to bootloader

Looking for 1 bootloaders

Attempting to update Watchman Dongle...

Valve Nordic bootloader version19.0

Successfully updated firmware.

Found all expected bootloaders

Sat May 21 2016 09:36:55.165 - ??????: Existing:2097416, Required:2097432

Sat May 21 2016 09:36:55.216 - Headset Display Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win64\vivetools.exe app

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\APP_000000000200118.bin

Sat May 21 2016 09:37:05.328 - Device status: Unknown, retrying...

Device status: Unknown, retrying...

Switch to IAP mode... wait for a while

Start

6 KB PACKET_DATA_TRANS_APP_WORK

12 KB PACKET_DATA_TRANS_APP_WORK

19 KB PACKET_DATA_TRANS_APP_WORK

25 KB PACKET_DATA_TRANS_APP_WORK

32 KB PACKET_DATA_TRANS_APP_WORK

38 KB PACKET_DATA_TRANS_APP_WORK

45 KB PACKET_DATA_TRANS_APP_WORK

51 KB PACKET_DATA_TRANS_APP_WORK

58 KB PACKET_DATA_TRANS_APP_WORK

64 KB PACKET_DATA_TRANS_APP_WORK

64.7422 KB(66296 bytes)

Done

Sat May 21 2016 09:37:41.376 - Delaying for 5000 milliseconds...

Sat May 21 2016 09:37:46.376 - Delay done

Sat May 21 2016 09:37:46.376 - ????: Existing:2, Required:3

Sat May 21 2016 09:37:46.426 - Headset Audio Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win64\vivetools.exe
audio

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\NEO_AUD_
00_03.bin

Sat May 21 2016 09:37:46.544 - Start

6 KB PACKET_DATA_TRANS_AUDIO_WORK

12 KB PACKET_DATA_TRANS_AUDIO_WORK

19 KB PACKET_DATA_TRANS_AUDIO_WORK

25 KB PACKET_DATA_TRANS_AUDIO_WORK

31 KB PACKET_DATA_TRANS_AUDIO_WORK

38 KB PACKET_DATA_TRANS_AUDIO_WORK

44 KB PACKET_DATA_TRANS_AUDIO_WORK

51 KB PACKET_DATA_TRANS_AUDIO_WORK

57 KB PACKET_DATA_TRANS_AUDIO_WORK

63 KB PACKET_DATA_TRANS_AUDIO_WORK

64 KB(65536 bytes)

Done

Sat May 21 2016 09:38:13.540 - Delaying for 5000 milliseconds...

Sat May 21 2016 09:38:18.540 - Delay done

Sat May 21 2016 09:38:18.540 - FirmwareWizard entering state Headset Success (4)
with No update necessary (4)

Sat May 21 2016 09:38:36.686 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)

Sat Jun 04 2016 22:50:10.838 -

=====

Sat Jun 04 2016 22:50:10.950 - FirmwareWizard entering state Device Overview (0)

Sat Jun 04 2016 22:50:10.951 - Start Firmware Update (Device Index:1, Recovery:0,
ForceAll:0, ForceFix:0).

Sat Jun 04 2016 22:50:10.990 - 1 Updates scheduled for Device Class: 4

Sat Jun 04 2016 22:50:10.990 - 1: : Existing:0, Required:210

Sat Jun 04 2016 22:50:10.990 - FirmwareWizard entering state Base Station Start (10)

Sat Jun 04 2016 22:50:10.990 - FirmwareWizard overwriting state to Shutdown VR
Apps (1)

Sat Jun 04 2016 22:50:13.666 - Delaying for 5000 milliseconds...

Sat Jun 04 2016 22:50:18.666 - Delay done

Sat Jun 04 2016 22:50:20.698 - FirmwareWizard entering state Base Station Start (10)

Sat Jun 04 2016 22:50:25.074 - FirmwareWizard entering state Base Station Wireless Progress (17)

Sat Jun 04 2016 22:50:25.161 - ??????????: Existing:0, Required:210

Sat Jun 04 2016 22:50:25.212 - ERROR! Did not find bin

'H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\archive\htc_2.0\ota_firmware_upgrade_htc-BCM20736TAG-0226_v210.ota.bin' on disk for 0x9000009

Sat Jun 04 2016 22:50:25.212 - FirmwareWizard entering state Base Station Fail (13) with Bin not found on disk (16)

Sat Jun 04 2016 22:50:27.209 - FirmwareWizard entering state Base Station Start (10) with Bin not found on disk (16)

Sat Jun 04 2016 22:50:28.328 - FirmwareWizard entering state Base Station Wireless Progress (17)

Sat Jun 04 2016 22:50:28.379 - FirmwareWizard entering state Base Station Success (12) with No update necessary (4)

Sat Jun 04 2016 22:50:30.203 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)

Sat Jun 04 2016 22:50:32.827 - Start Firmware Update (Device Index:2, Recovery:0, ForceAll:0, ForceFix:0).

Sat Jun 04 2016 22:50:32.827 - No FirmwareUpdate description refresh: using old data.

Sat Jun 04 2016 22:50:32.828 - 1 Updates scheduled for Device Class: 4

Sat Jun 04 2016 22:50:32.828 - 1: : Existing:0, Required:210

Sat Jun 04 2016 22:50:32.828 - FirmwareWizard entering state Base Station Start (10) with No update necessary (4)

Sat Jun 04 2016 22:50:34.023 - FirmwareWizard entering state Base Station Wireless Progress (17)

Sat Jun 04 2016 22:50:34.075 - ??????????: Existing:0, Required:210

Sat Jun 04 2016 22:50:34.125 - ERROR! Did not find bin

'H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\archive\htc_2.0\ota_firmware_upgrade_htc-BCM20736TAG-0226_v210.ota.bin' on disk for 0x9000009

Sat Jun 04 2016 22:50:34.125 - FirmwareWizard entering state Base Station Fail (13) with Bin not found on disk (16)

Sat Jun 04 2016 22:50:35.031 - FirmwareWizard entering state Base Station Start (10)

with Bin not found on disk (16)

Sat Jun 04 2016 22:50:35.735 - FirmwareWizard entering state Base Station Wireless Progress (17)

Sat Jun 04 2016 22:50:35.787 - FirmwareWizard entering state Base Station Success (12) with No update necessary (4)

Sat Jun 04 2016 22:50:37.350 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)

Fri Jul 01 2016 20:06:56.883 -

=====

Fri Jul 01 2016 20:06:57.041 - FirmwareWizard entering state Device Overview (0)

Fri Jul 01 2016 20:06:57.042 - Start Firmware Update (Device Index:2, Recovery:0, ForceAll:0, ForceFix:0).

Fri Jul 01 2016 20:06:57.106 - 4 Updates scheduled for Device Class: 2

Fri Jul 01 2016 20:06:57.106 - 1: ???????: Existing:0, Required:0

Fri Jul 01 2016 20:06:57.106 - 2: ?????: Existing:1456805318, Required:1466630404

Fri Jul 01 2016 20:06:57.106 - 3: VRC ???: Existing:1458917656, Required:1465809477

Fri Jul 01 2016 20:06:57.106 - 4: ???????: Existing:0, Required:0

Fri Jul 01 2016 20:06:57.106 - FirmwareWizard entering state Controller Start (6)

Fri Jul 01 2016 20:06:57.106 - FirmwareWizard overwriting state to Shutdown VR Apps (1)

Fri Jul 01 2016 20:07:03.203 - Delaying for 5000 milliseconds...

Fri Jul 01 2016 20:07:08.203 - Delay done

Fri Jul 01 2016 20:07:08.249 - FirmwareWizard entering state Controller Start (6)

Fri Jul 01 2016 20:07:08.334 - 1: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Fri Jul 01 2016 20:07:08.334 -

Fri Jul 01 2016 20:07:10.324 - 2: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Fri Jul 01 2016 20:07:10.325 -

Fri Jul 01 2016 20:07:12.322 - 3: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Fri Jul 01 2016 20:07:12.322 -

Fri Jul 01 2016 20:07:14.322 - 4: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0

Fri Jul 01 2016 20:07:14.322 -

Fri Jul 01 2016 20:07:16.322 - 5: Probe for controller with serial LHR-F5E53B44.

Found controllers: 0
Fri Jul 01 2016 20:07:16.322 -
Fri Jul 01 2016 20:07:18.321 - 6: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:18.321 -
Fri Jul 01 2016 20:07:20.322 - 7: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:20.322 -
Fri Jul 01 2016 20:07:22.322 - 8: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:22.322 -
Fri Jul 01 2016 20:07:24.323 - 9: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:24.323 -
Fri Jul 01 2016 20:07:26.337 - 10: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:26.337 -
Fri Jul 01 2016 20:07:28.338 - 11: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:28.338 -
Fri Jul 01 2016 20:07:30.338 - 12: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:30.338 -
Fri Jul 01 2016 20:07:32.338 - 13: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:32.338 -
Fri Jul 01 2016 20:07:34.338 - 14: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:34.338 -
Fri Jul 01 2016 20:07:36.340 - 15: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:07:36.340 -
Fri Jul 01 2016 20:07:36.340 - FirmwareWizard entering state Controller Fail (9) with Timeout (2)
Fri Jul 01 2016 20:09:37.423 - FirmwareWizard entering state Controller Start (6)
Fri Jul 01 2016 20:09:37.513 - 1: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:37.513 -

Fri Jul 01 2016 20:09:39.512 - 2: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:39.512 -
Fri Jul 01 2016 20:09:41.512 - 3: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:41.512 -
Fri Jul 01 2016 20:09:43.510 - 4: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:43.510 -
Fri Jul 01 2016 20:09:45.510 - 5: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:45.510 -
Fri Jul 01 2016 20:09:47.511 - 6: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:47.511 -
Fri Jul 01 2016 20:09:49.510 - 7: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:49.510 -
Fri Jul 01 2016 20:09:51.509 - 8: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:51.509 -
Fri Jul 01 2016 20:09:53.512 - 9: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:53.512 -
Fri Jul 01 2016 20:09:55.508 - 10: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Fri Jul 01 2016 20:09:55.509 -
Mon Jul 04 2016 19:58:54.302 -
=====

Mon Jul 04 2016 19:58:54.443 - FirmwareWizard entering state Device Overview (0)
Mon Jul 04 2016 19:58:54.446 - Start Firmware Update (Device Index:1, Recovery:0,
ForceAll:0, ForceFix:0).
Mon Jul 04 2016 19:58:54.478 - 4 Updates scheduled for Device Class: 2
Mon Jul 04 2016 19:58:54.478 - 1: ??????: Existing:0, Required:0
Mon Jul 04 2016 19:58:54.478 - 2: ????: Existing:1456805318,
Required:1466630404
Mon Jul 04 2016 19:58:54.478 - 3: VRC ???: Existing:1458917656,
Required:1465809477

Mon Jul 04 2016 19:58:54.478 - 4: ??????: Existing:0, Required:0
Mon Jul 04 2016 19:58:54.478 - FirmwareWizard entering state Controller Start (6)
Mon Jul 04 2016 19:58:54.478 - FirmwareWizard overwriting state to Shutdown VR Apps (1)
Mon Jul 04 2016 19:58:56.369 - Delaying for 5000 milliseconds...
Mon Jul 04 2016 19:59:01.369 - Delay done
Mon Jul 04 2016 19:59:58.092 - FirmwareWizard entering state Controller Start (6)
Mon Jul 04 2016 19:59:58.269 - 1: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 19:59:58.269 -
Mon Jul 04 2016 20:00:00.294 - 2: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:00.294 -
Mon Jul 04 2016 20:00:02.326 - 3: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:02.326 -
Mon Jul 04 2016 20:00:04.354 - 4: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:04.354 -
Mon Jul 04 2016 20:00:06.391 - 5: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:06.391 -
Mon Jul 04 2016 20:00:08.419 - 6: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:08.420 -
Mon Jul 04 2016 20:00:10.454 - 7: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:10.454 -
Mon Jul 04 2016 20:00:12.482 - 8: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:12.482 -
Mon Jul 04 2016 20:00:14.515 - 9: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:14.515 -
Mon Jul 04 2016 20:00:16.544 - 10: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:16.544 -
Mon Jul 04 2016 20:00:18.574 - 11: Probe for controller with serial LHR-F5E53B44.

Found controllers: 0
Mon Jul 04 2016 20:00:18.574 -
Mon Jul 04 2016 20:00:20.611 - 12: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:20.611 -
Mon Jul 04 2016 20:00:22.639 - 13: Probe for controller with serial LHR-F5E53B44.
Found controllers: 0
Mon Jul 04 2016 20:00:22.639 -
Mon Jul 04 2016 20:00:24.642 - 14: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Mon Jul 04 2016 20:00:24.642 - LHR-F5E53B44
Mon Jul 04 2016 20:00:24.642 - FirmwareWizard entering state Controller Progress
(7)
Mon Jul 04 2016 20:00:24.705 - ???????: Existing:0, Required:0
Mon Jul 04 2016 20:00:24.755 - Controller Enter Bootloader Mode:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s LHR-F5E53B44 -bn
Mon Jul 04 2016 20:00:24.901 - ?????: Existing:1456805318, Required:1466630404
Mon Jul 04 2016 20:00:24.951 - Controller Radio Update:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -x -s LHR-F5E53B44 -rn
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\vr_controller\archive\htc_vrc_module_1466630404_2016_06_22.bin
Mon Jul 04 2016 20:00:25.010 - Attempting to update radio via NEO_VRC
bootloader...
Computed checksum (offset 0): a3d61c250886892b226b6c8262edc8da
Starting update...
Sending data...
Done
Successfully updated firmware.

Mon Jul 04 2016 20:00:35.001 - VRC ???: Existing:1458917656, Required:1465809477
Mon Jul 04 2016 20:00:35.051 - Controller VRC Update:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -x -s LHR-F5E53B44 -Mn
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\vr_neo_vrc_00010000000000BD.bin
Mon Jul 04 2016 20:00:35.101 - Attempting to update NEO_VRC Application via

bootloader...

Computed checksum (offset 12336): 10389e9e0ce48601fce4f0161f389092

Starting update...

Sending data...

Done

Successfully updated firmware.

Mon Jul 04 2016 20:00:36.838 - ???????: Existing:0, Required:0

Mon Jul 04 2016 20:00:36.888 - Controller Exit Bootloader Mode:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s LHR-F5E53B44 -Rn

Mon Jul 04 2016 20:00:36.960 - FirmwareWizard entering state Controller Success (8) with No update necessary (4)

Mon Jul 04 2016 20:00:45.870 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)

Mon Jul 04 2016 20:01:44.449 -

=====

Mon Jul 04 2016 20:01:44.538 - FirmwareWizard entering state Device Overview (0)

Mon Jul 04 2016 20:01:44.540 - Start Firmware Update (Device Index:1, Recovery:0, ForceAll:0, ForceFix:0).

Mon Jul 04 2016 20:01:44.577 - 4 Updates scheduled for Device Class: 2

Mon Jul 04 2016 20:01:44.577 - 1: ???????: Existing:0, Required:0

Mon Jul 04 2016 20:01:44.577 - 2: ????: Existing:1456805318, Required:1466630404

Mon Jul 04 2016 20:01:44.577 - 3: VRC ???: Existing:1458917656, Required:1465809477

Mon Jul 04 2016 20:01:44.577 - 4: ???????: Existing:0, Required:0

Mon Jul 04 2016 20:01:44.577 - FirmwareWizard entering state Controller Start (6)

Mon Jul 04 2016 20:01:44.577 - FirmwareWizard overwriting state to Shutdown VR Apps (1)

Mon Jul 04 2016 20:01:46.157 - Delaying for 5000 milliseconds...

Mon Jul 04 2016 20:01:51.157 - Delay done

Mon Jul 04 2016 20:01:51.185 - FirmwareWizard entering state Controller Start (6)

Mon Jul 04 2016 20:01:51.351 - 1: Probe for controller with serial LHR-FF2C9F43.

Found controllers: 1

Mon Jul 04 2016 20:01:51.351 - LHR-FF2C9F43

Mon Jul 04 2016 20:01:51.351 - FirmwareWizard entering state Controller Progress (7)

Mon Jul 04 2016 20:01:51.402 - ???????: Existing:0, Required:0
Mon Jul 04 2016 20:01:51.453 - Controller Enter Bootloader Mode:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_wa
tchman_update.exe -s LHR-FF2C9F43 -bn
Mon Jul 04 2016 20:01:51.532 - ?????: Existing:1456805318, Required:1466630404
Mon Jul 04 2016 20:01:51.582 - Controller Radio Update:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_wa
tchman_update.exe -x -s LHR-FF2C9F43 -rn
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\vr_controller\ar
chive\htc_vrc_module_1466630404_2016_06_22.bin
Mon Jul 04 2016 20:01:51.631 - Attempting to update radio via NEO_VRC
bootloader...
Computed checksum (offset 0): a3d61c250886892b226b6c8262edc8da
Starting update...
Sending data...
Done
Successfully updated firmware.

Mon Jul 04 2016 20:02:01.608 - VRC ???: Existing:1458917656, Required:1465809477
Mon Jul 04 2016 20:02:01.658 - Controller VRC Update:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_wa
tchman_update.exe -x -s LHR-FF2C9F43 -Mn
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\vr_neo_vrc
_00010000000000BD.bin
Mon Jul 04 2016 20:02:01.717 - Attempting to update NEO_VRC Application via
bootloader...
Computed checksum (offset 12336): 10389e9e0ce48601fce4f0161f389092
Starting update...
Sending data...
Done
Successfully updated firmware.

Mon Jul 04 2016 20:02:03.388 - ???????: Existing:0, Required:0
Mon Jul 04 2016 20:02:03.438 - Controller Exit Bootloader Mode:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_wa
tchman_update.exe -s LHR-FF2C9F43 -Rn
Mon Jul 04 2016 20:02:03.509 - FirmwareWizard entering state Controller Success (8)
with No update necessary (4)

Sun Jul 10 2016 14:42:22.173 -

=====

Sun Jul 10 2016 14:42:22.276 - FirmwareWizard entering state Device Overview (0)

Sun Jul 10 2016 14:42:22.277 - Start Firmware Update (Device Index:3, Recovery:0, ForceAll:0, ForceFix:0).

Sun Jul 10 2016 14:42:22.312 - 1 Updates scheduled for Device Class: 4

Sun Jul 10 2016 14:42:22.312 - 1: : Existing:210, Required:211

Sun Jul 10 2016 14:42:22.312 - FirmwareWizard entering state Base Station Start (10)

Sun Jul 10 2016 14:42:22.312 - FirmwareWizard overwriting state to Shutdown VR Apps (1)

Sun Jul 10 2016 14:42:23.794 - Delaying for 5000 milliseconds...

Sun Jul 10 2016 14:42:28.794 - Delay done

Sun Jul 10 2016 14:42:28.823 - FirmwareWizard entering state Base Station Start (10)

Sun Jul 10 2016 14:42:31.926 - FirmwareWizard entering state Base Station Wireless Progress (17)

Sun Jul 10 2016 14:42:31.988 - ??????????: Existing:210, Required:211

Sun Jul 10 2016 14:42:32.038 - Basestation Update: BLE

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\archive\htc_2.0\ota_firmware_upgrade_htc-BCM20736TAG-0517_v211.ota.bin

Sun Jul 10 2016 14:42:32.139 - Retrieved firmware update 0 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:33.234 - Retrieved firmware update 0 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:34.325 - Retrieved firmware update 0 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:35.419 - Retrieved firmware update 3 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:36.515 - Retrieved firmware update 8 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:37.606 - Retrieved firmware update 14 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:38.702 - Retrieved firmware update 18 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:39.794 - Retrieved firmware update 24 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:40.889 - Retrieved firmware update 30 percent complete (bSuccess = 1).

Sun Jul 10 2016 14:42:41.985 - Retrieved firmware update 35 percent complete

(bSuccess = 1).
Sun Jul 10 2016 14:42:43.078 - Retrieved firmware update 40 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:44.169 - Retrieved firmware update 46 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:45.267 - Retrieved firmware update 51 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:46.358 - Retrieved firmware update 56 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:47.450 - Retrieved firmware update 62 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:48.547 - Retrieved firmware update 67 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:49.639 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:50.736 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:51.828 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:52.918 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:54.014 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:55.117 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:56.219 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:57.313 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:58.405 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:42:59.290 - FirmwareWizard entering state Base Station Success
(12) with No update necessary (4)
Sun Jul 10 2016 14:43:02.318 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)
Sun Jul 10 2016 14:43:03.484 - Start Firmware Update (Device Index:4, Recovery:0,
ForceAll:0, ForceFix:0).
Sun Jul 10 2016 14:43:03.485 - No FirmwareUpdate description refresh: using old

data.

Sun Jul 10 2016 14:43:03.485 - 1 Updates scheduled for Device Class: 4

Sun Jul 10 2016 14:43:03.485 - 1: : Existing:210, Required:211

Sun Jul 10 2016 14:43:03.486 - FirmwareWizard entering state Base Station Start (10)
with No update necessary (4)

Sun Jul 10 2016 14:43:04.436 - FirmwareWizard entering state Base Station Wireless
Progress (17)

Sun Jul 10 2016 14:43:04.487 - ??????????: Existing:210, Required:211

Sun Jul 10 2016 14:43:04.537 - Basestation Update: BLE

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\archive\htc_2.0\ota_firmware_upgrade_htc-BCM20736TAG-0517_v211.ota.bin

Sun Jul 10 2016 14:43:04.637 - Retrieved firmware update 100 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:05.736 - Retrieved firmware update 0 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:06.827 - Retrieved firmware update 0 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:07.928 - Retrieved firmware update 3 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:09.028 - Retrieved firmware update 8 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:10.140 - Retrieved firmware update 13 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:11.236 - Retrieved firmware update 18 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:12.329 - Retrieved firmware update 23 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:13.431 - Retrieved firmware update 29 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:14.529 - Retrieved firmware update 34 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:15.625 - Retrieved firmware update 39 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:16.719 - Retrieved firmware update 44 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:17.812 - Retrieved firmware update 49 percent complete
(bSuccess = 1).

Sun Jul 10 2016 14:43:18.904 - Retrieved firmware update 53 percent complete

(bSuccess = 1).
Sun Jul 10 2016 14:43:19.998 - Retrieved firmware update 59 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:21.093 - Retrieved firmware update 64 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:22.186 - Retrieved firmware update 69 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:23.280 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:24.373 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:25.465 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:26.565 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:27.654 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:28.749 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:29.840 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:30.935 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:32.032 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Sun Jul 10 2016 14:43:32.609 - FirmwareWizard entering state Base Station Success
(12) with No update necessary (4)
Sun Jul 10 2016 14:43:34.036 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)
Tue Jul 19 2016 22:12:53.513 -
=====

Tue Jul 19 2016 22:12:53.667 - FirmwareWizard entering state Device Overview (0)
Tue Jul 19 2016 22:12:53.670 - Start Firmware Update (Device Index:-1, Recovery:0,
ForceAll:0, ForceFix:0).
Tue Jul 19 2016 22:12:53.721 - FirmwareWizard entering state Device Overview (0)
Wed Jul 20 2016 19:18:47.954 -
=====

Wed Jul 20 2016 19:18:48.064 - FirmwareWizard entering state Device Overview (0)

Wed Jul 20 2016 19:18:48.066 - Start Firmware Update (Device Index:4, Recovery:0, ForceAll:0, ForceFix:0).
Wed Jul 20 2016 19:18:48.101 - 1 Updates scheduled for Device Class: 2
Wed Jul 20 2016 19:18:48.101 - 1: Watchman ??? FPGA ?? Existing:51, Required:262
Wed Jul 20 2016 19:18:48.101 - FirmwareWizard entering state Controller Start (6)
Wed Jul 20 2016 19:18:48.101 - FirmwareWizard overwriting state to Shutdown VR Apps (1)
Wed Jul 20 2016 19:18:50.451 - Delaying for 5000 milliseconds...
Wed Jul 20 2016 19:18:55.451 - Delay done
Wed Jul 20 2016 19:18:55.481 - FirmwareWizard entering state Controller Start (6)
Wed Jul 20 2016 19:18:55.574 - 1: Probe for controller with serial LHR-F5E53B44.
Found controllers: 1
Wed Jul 20 2016 19:18:55.574 - LHR-F5E53B44
Wed Jul 20 2016 19:18:55.574 - FirmwareWizard entering state Controller Progress (7)
Wed Jul 20 2016 19:18:55.647 - Watchman ??? FPGA ?? Existing:51, Required:262
Wed Jul 20 2016 19:18:55.726 - Controller Watchman FPGA Update:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s LHR-F5E53B44 -fn
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_rx_watchman\archive\htc_pre_vrc_watchman_262_fpga.bin
Wed Jul 20 2016 19:18:55.884 - Attempting to update NEO_VRC FPGA via bootloader...
Computed checksum (offset 0): 86f86922
Starting update...
Sending data...
.....Done
Sending reset command
Successfully updated firmware.

Wed Jul 20 2016 19:19:00.674 - FirmwareWizard entering state Controller Success (8) with No update necessary (4)
Wed Jul 20 2016 19:19:04.312 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)
Wed Jul 20 2016 19:20:52.277 -
=====

Wed Jul 20 2016 19:20:52.366 - FirmwareWizard entering state Device Overview (0)

Wed Jul 20 2016 19:20:52.369 - Start Firmware Update (Device Index:4, Recovery:0, ForceAll:0, ForceFix:0).
Wed Jul 20 2016 19:20:52.398 - 1 Updates scheduled for Device Class: 2
Wed Jul 20 2016 19:20:52.399 - 1: Watchman ??? FPGA ?? Existing:51, Required:262
Wed Jul 20 2016 19:20:52.399 - FirmwareWizard entering state Controller Start (6)
Wed Jul 20 2016 19:20:52.399 - FirmwareWizard overwriting state to Shutdown VR Apps (1)
Wed Jul 20 2016 19:20:53.734 - Delaying for 5000 milliseconds...
Wed Jul 20 2016 19:20:58.734 - Delay done
Wed Jul 20 2016 19:20:58.763 - FirmwareWizard entering state Controller Start (6)
Wed Jul 20 2016 19:20:58.823 - 1: Probe for controller with serial LHR-FF2C9F43.
Found controllers: 1
Wed Jul 20 2016 19:20:58.823 - LHR-FF2C9F43
Wed Jul 20 2016 19:20:58.823 - FirmwareWizard entering state Controller Progress (7)
Wed Jul 20 2016 19:20:58.875 - Watchman ??? FPGA ?? Existing:51, Required:262
Wed Jul 20 2016 19:20:58.925 - Controller Watchman FPGA Update:
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win32\lighthouse_watchman_update.exe -s LHR-FF2C9F43 -fn
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_rx_watchman\archive\htc_pre_vrc_watchman_262_fpga.bin
Wed Jul 20 2016 19:20:59.059 - Attempting to update NEO_VRC FPGA via bootloader...
Computed checksum (offset 0): 86f86922
Starting update...
Sending data...
Done
Sending reset command
Successfully updated firmware.

Wed Jul 20 2016 19:21:03.672 - FirmwareWizard entering state Controller Success (8) with No update necessary (4)
Wed Jul 20 2016 19:21:04.932 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)
Wed Jul 20 2016 19:21:44.702 -
=====

Wed Jul 20 2016 19:21:44.786 - FirmwareWizard entering state Device Overview (0)

Wed Jul 20 2016 19:21:44.789 - Start Firmware Update (Device Index:0, Recovery:0, ForceAll:0, ForceFix:0).
Wed Jul 20 2016 19:21:44.816 - 0 Updates scheduled for Device Class: 1
Wed Jul 20 2016 19:21:44.816 - FirmwareWizard entering state Headset Start (2)
Wed Jul 20 2016 19:21:44.816 - FirmwareWizard overwriting state to Shutdown VR Apps (1)
Wed Jul 20 2016 19:21:47.099 - Delaying for 5000 milliseconds...
Wed Jul 20 2016 19:21:52.099 - Delay done
Wed Jul 20 2016 19:21:52.126 - FirmwareWizard entering state Headset Start (2)
Wed Jul 20 2016 19:21:52.201 - 1: Probe for headset with serial LHR-B3076B1E.
Found headsets: 1
Wed Jul 20 2016 19:21:52.201 - LHR-B3076B1E
Wed Jul 20 2016 19:21:52.201 - FirmwareWizard entering state Headset Progress (3)
Wed Jul 20 2016 19:21:52.252 - FirmwareWizard entering state Headset Success (4)
with No update necessary (4)
Fri Dec 09 2016 18:23:29.197 -
=====

Fri Dec 09 2016 18:23:29.415 - FirmwareWizard entering state Device Overview (0)
Fri Dec 09 2016 18:23:29.417 - Start Firmware Update (Device Index:1, Recovery:0, ForceAll:0, ForceFix:0).
Fri Dec 09 2016 18:23:29.462 - 1 Updates scheduled for Device Class: 4
Fri Dec 09 2016 18:23:29.462 - 1: Watchman ??????: Existing:244, Required:436
Fri Dec 09 2016 18:23:29.462 - FirmwareWizard entering state Base Station Start (10)
Fri Dec 09 2016 18:23:29.462 - FirmwareWizard overwriting state to Shutdown VR Apps (1)
Fri Dec 09 2016 18:23:31.321 - Delaying for 5000 milliseconds...
Fri Dec 09 2016 18:23:36.321 - Delay done
Fri Dec 09 2016 18:23:36.362 - FirmwareWizard entering state Base Station Start (10)
Fri Dec 09 2016 18:23:38.772 - FirmwareWizard entering state Base Station Wireless Progress (17)
Fri Dec 09 2016 18:23:38.861 - ??????: Existing:244, Required:436
Fri Dec 09 2016 18:23:38.925 - Basestation Update: MCU
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\archive\htc_2.0\lighthouse_tx_htc_2_0-436-2016-09-20.bin
Fri Dec 09 2016 18:23:39.025 - Retrieved firmware update 0 percent complete (bSuccess = 1).
Fri Dec 09 2016 18:23:40.123 - Retrieved firmware update 0 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:41.224 - Retrieved firmware update 0 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:42.317 - Retrieved firmware update 0 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:43.411 - Retrieved firmware update 1 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:44.505 - Retrieved firmware update 2 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:45.598 - Retrieved firmware update 3 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:46.692 - Retrieved firmware update 4 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:47.787 - Retrieved firmware update 6 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:48.879 - Retrieved firmware update 7 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:49.974 - Retrieved firmware update 8 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:51.067 - Retrieved firmware update 9 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:52.160 - Retrieved firmware update 11 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:53.254 - Retrieved firmware update 12 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:54.347 - Retrieved firmware update 13 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:55.442 - Retrieved firmware update 14 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:56.536 - Retrieved firmware update 16 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:57.629 - Retrieved firmware update 17 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:58.724 - Retrieved firmware update 18 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:23:59.818 - Retrieved firmware update 19 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:00.911 - Retrieved firmware update 21 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:02.003 - Retrieved firmware update 22 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:03.098 - Retrieved firmware update 23 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:04.192 - Retrieved firmware update 24 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:05.287 - Retrieved firmware update 25 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:06.379 - Retrieved firmware update 27 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:07.475 - Retrieved firmware update 28 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:08.566 - Retrieved firmware update 30 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:09.661 - Retrieved firmware update 30 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:10.759 - Retrieved firmware update 32 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:11.848 - Retrieved firmware update 33 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:12.941 - Retrieved firmware update 35 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:14.038 - Retrieved firmware update 35 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:15.129 - Retrieved firmware update 37 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:16.223 - Retrieved firmware update 38 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:17.320 - Retrieved firmware update 39 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:18.412 - Retrieved firmware update 41 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:19.506 - Retrieved firmware update 42 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:20.601 - Retrieved firmware update 43 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:21.692 - Retrieved firmware update 44 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:22.785 - Retrieved firmware update 45 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:23.879 - Retrieved firmware update 46 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:24.972 - Retrieved firmware update 47 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:26.068 - Retrieved firmware update 49 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:27.160 - Retrieved firmware update 50 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:28.256 - Retrieved firmware update 51 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:29.348 - Retrieved firmware update 52 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:30.445 - Retrieved firmware update 53 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:31.534 - Retrieved firmware update 55 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:32.629 - Retrieved firmware update 56 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:33.725 - Retrieved firmware update 57 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:34.819 - Retrieved firmware update 58 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:35.912 - Retrieved firmware update 60 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:37.005 - Retrieved firmware update 61 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:38.099 - Retrieved firmware update 62 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:39.192 - Retrieved firmware update 63 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:40.288 - Retrieved firmware update 65 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:41.378 - Retrieved firmware update 66 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:42.472 - Retrieved firmware update 67 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:43.568 - Retrieved firmware update 68 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:44.659 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:45.753 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:46.847 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:47.941 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:49.037 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:50.128 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:51.223 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:52.315 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:53.411 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:54.505 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:55.597 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:56.692 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:57.785 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:58.879 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:24:59.974 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:25:01.065 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:25:02.160 - Retrieved firmware update 70 percent complete

(bSuccess = 1).

Fri Dec 09 2016 18:25:03.258 - Retrieved firmware update 70 percent complete

(bSuccess = 1).
Fri Dec 09 2016 18:25:04.347 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:05.443 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:06.536 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:07.629 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:08.725 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:09.816 - Retrieved firmware update 70 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:10.561 - FirmwareWizard entering state Base Station Success
(12) with No update necessary (4)
Fri Dec 09 2016 18:25:12.849 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)
Fri Dec 09 2016 18:25:15.497 - Start Firmware Update (Device Index:2, Recovery:0,
ForceAll:0, ForceFix:0).
Fri Dec 09 2016 18:25:15.497 - No FirmwareUpdate description refresh: using old
data.
Fri Dec 09 2016 18:25:15.497 - 1 Updates scheduled for Device Class: 4
Fri Dec 09 2016 18:25:15.497 - 1: Watchman ???????: Existing:244,
Required:436
Fri Dec 09 2016 18:25:15.497 - FirmwareWizard entering state Base Station Start (10)
with No update necessary (4)
Fri Dec 09 2016 18:25:17.566 - FirmwareWizard entering state Base Station Wireless
Progress (17)
Fri Dec 09 2016 18:25:17.618 - ???????????: Existing:244, Required:436
Fri Dec 09 2016 18:25:17.668 - Basestation Update: MCU
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\lighthouse_tx\archive\htc_2.0\lighthouse_tx_htc_2_0-436-2016-09-20.bin
Fri Dec 09 2016 18:25:17.768 - Retrieved firmware update 100 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:18.863 - Retrieved firmware update 0 percent complete
(bSuccess = 1).
Fri Dec 09 2016 18:25:19.963 - Retrieved firmware update 0 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:21.051 - Retrieved firmware update 0 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:22.145 - Retrieved firmware update 0 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:23.238 - Retrieved firmware update 2 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:24.330 - Retrieved firmware update 3 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:25.426 - Retrieved firmware update 4 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:26.520 - Retrieved firmware update 6 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:27.613 - Retrieved firmware update 7 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:28.708 - Retrieved firmware update 8 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:29.805 - Retrieved firmware update 9 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:30.896 - Retrieved firmware update 11 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:31.987 - Retrieved firmware update 12 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:33.084 - Retrieved firmware update 13 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:34.175 - Retrieved firmware update 14 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:35.270 - Retrieved firmware update 16 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:36.363 - Retrieved firmware update 17 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:37.459 - Retrieved firmware update 18 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:38.554 - Retrieved firmware update 19 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:39.646 - Retrieved firmware update 21 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:40.740 - Retrieved firmware update 22 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:41.831 - Retrieved firmware update 23 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:42.926 - Retrieved firmware update 24 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:44.022 - Retrieved firmware update 25 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:45.113 - Retrieved firmware update 27 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:46.209 - Retrieved firmware update 28 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:47.303 - Retrieved firmware update 29 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:48.397 - Retrieved firmware update 30 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:49.490 - Retrieved firmware update 32 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:50.581 - Retrieved firmware update 33 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:51.678 - Retrieved firmware update 34 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:52.771 - Retrieved firmware update 35 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:53.864 - Retrieved firmware update 37 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:54.959 - Retrieved firmware update 38 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:56.051 - Retrieved firmware update 39 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:57.145 - Retrieved firmware update 40 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:58.239 - Retrieved firmware update 42 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:25:59.331 - Retrieved firmware update 43 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:00.427 - Retrieved firmware update 44 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:01.521 - Retrieved firmware update 46 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:02.613 - Retrieved firmware update 46 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:03.706 - Retrieved firmware update 48 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:04.803 - Retrieved firmware update 49 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:05.893 - Retrieved firmware update 51 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:06.989 - Retrieved firmware update 52 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:08.082 - Retrieved firmware update 53 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:09.177 - Retrieved firmware update 54 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:10.276 - Retrieved firmware update 56 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:11.372 - Retrieved firmware update 57 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:12.475 - Retrieved firmware update 58 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:13.567 - Retrieved firmware update 59 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:14.660 - Retrieved firmware update 60 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:15.754 - Retrieved firmware update 62 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:16.848 - Retrieved firmware update 63 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:17.943 - Retrieved firmware update 64 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:19.035 - Retrieved firmware update 65 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:20.129 - Retrieved firmware update 67 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:21.225 - Retrieved firmware update 68 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:22.315 - Retrieved firmware update 69 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:23.411 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:24.503 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:25.598 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:26.691 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:27.787 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:28.878 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:29.975 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:31.066 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:32.162 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:33.258 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:34.348 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:35.444 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:36.536 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:37.628 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:38.722 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:39.817 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:40.910 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:42.003 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:43.098 - Retrieved firmware update 70 percent complete
(bSuccess = 1).

Fri Dec 09 2016 18:26:44.192 - Retrieved firmware update 70 percent complete (bSuccess = 1).

Fri Dec 09 2016 18:26:45.286 - Retrieved firmware update 70 percent complete (bSuccess = 1).

Fri Dec 09 2016 18:26:46.381 - Retrieved firmware update 70 percent complete (bSuccess = 1).

Fri Dec 09 2016 18:26:47.474 - Retrieved firmware update 70 percent complete (bSuccess = 1).

Fri Dec 09 2016 18:26:48.543 - FirmwareWizard entering state Base Station Success (12) with No update necessary (4)

Fri Dec 09 2016 18:26:49.894 - FirmwareWizard entering state Device Overview (0) with No update necessary (4)

Fri Dec 09 2016 18:26:51.378 - Start Firmware Update (Device Index:0, Recovery:0, ForceAll:0, ForceFix:0).

Fri Dec 09 2016 18:26:51.378 - No FirmwareUpdate description refresh: using old data.

Fri Dec 09 2016 18:26:51.378 - 2 Updates scheduled for Device Class: 1

Fri Dec 09 2016 18:26:51.378 - 1: ?????: Existing:2097432, Required:2097504

Fri Dec 09 2016 18:26:51.378 - 2: ?????: Existing:8590262285, Required:8590262295

Fri Dec 09 2016 18:26:51.378 - FirmwareWizard entering state Headset Start (2) with No update necessary (4)

Fri Dec 09 2016 18:26:51.490 - 1: Probe for headset with serial LHR-B3076B1E. Found headsets: 1

Fri Dec 09 2016 18:26:51.490 - LHR-B3076B1E

Fri Dec 09 2016 18:26:51.490 - FirmwareWizard entering state Headset Progress (3)

Fri Dec 09 2016 18:26:51.541 - ?????: Existing:2097432, Required:2097504

Fri Dec 09 2016 18:26:51.591 - Headset Display Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win64\vivetools.exe app

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\APP_0000000000200160.bin

Fri Dec 09 2016 18:27:11.974 - Device status: Unknown, retrying...

Switch to IAP mode... wait for a while

Start

5 KB PACKET_DATA_TRANS_APP_WORK

11 KB PACKET_DATA_TRANS_APP_WORK

17 KB PACKET_DATA_TRANS_APP_WORK

22 KB PACKET_DATA_TRANS_APP_WORK
28 KB PACKET_DATA_TRANS_APP_WORK
34 KB PACKET_DATA_TRANS_APP_WORK
39 KB PACKET_DATA_TRANS_APP_WORK
45 KB PACKET_DATA_TRANS_APP_WORK
51 KB PACKET_DATA_TRANS_APP_WORK
56 KB PACKET_DATA_TRANS_APP_WORK
57.1377 KB(58509 bytes)

Done

Fri Dec 09 2016 18:27:39.409 - Delaying for 5000 milliseconds...

Fri Dec 09 2016 18:27:44.409 - Delay done

Fri Dec 09 2016 18:27:44.409 - ??????: Existing:8590262285, Required:8590262295

Fri Dec 09 2016 18:27:44.460 - Headset Camera Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win64\vivetools.exe
camera

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\MV2_FlashI
mage_02_05_17.bin

Fri Dec 09 2016 18:27:44.696 - Start

Transfer 10 %

Transfer 20 %

Transfer 30 %

Transfer 40 %

Transfer 50 %

Transfer 60 %

Transfer 70 %

Transfer 80 %

Transfer 90 %

Transfer 100 %

Waiting for update...

Done

Fri Dec 09 2016 18:29:02.962 - Delaying for 10000 milliseconds...

Fri Dec 09 2016 18:29:12.962 - Delay done

Fri Dec 09 2016 18:29:12.962 - FirmwareWizard entering state Headset Success (4)
with No update necessary (4)

Fri Dec 09 2016 18:29:26.316 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)

Thu Aug 10 2017 21:53:57.794 -

=====

Thu Aug 10 2017 21:53:57.957 - FirmwareWizard entering state Device Overview (0)
Thu Aug 10 2017 21:53:57.977 - Start Firmware Update (Device Index:-1, Recovery:0, ForceAll:0, ForceFix:0).
Thu Aug 10 2017 21:53:58.022 - FirmwareWizard entering state Device Overview (0)
Wed Apr 11 2018 20:58:08.388 -
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Wed Apr 11 2018 20:58:08.388 -
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Wed Apr 11 2018 20:58:08.570 - Start Firmware Update (Device Index:-1, Recovery:0, ForceAll:0, ForceFix:0).
Wed Apr 11 2018 20:58:08.623 - FirmwareWizard entering state Device Overview (0)
Fri Apr 13 2018 23:12:22.614 -
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Fri Apr 13 2018 23:12:22.614 -
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Fri Apr 13 2018 23:12:22.754 - Start Firmware Update (Device Index:-1, Recovery:0, ForceAll:0, ForceFix:0).
Fri Apr 13 2018 23:12:22.789 - FirmwareWizard entering state Device Overview (0)
Sat Apr 21 2018 20:56:26.213 -
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Sat Apr 21 2018 20:56:26.214 -
=====

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Sat Apr 21 2018 20:56:26.335 - Start Firmware Update (Device Index:-1, Recovery:0, ForceAll:0, ForceFix:0).
Sat Apr 21 2018 20:56:26.373 - FirmwareWizard entering state Device Overview (0)
Sat Apr 21 2018 20:56:28.055 - Start Firmware Update (Device Index:0, Recovery:0, ForceAll:0, ForceFix:0).
Sat Apr 21 2018 20:56:28.056 - 1 Updates scheduled for Device Class: 1
Sat Apr 21 2018 20:56:28.056 - 1: ?????: Existing:2105634, Required:2105635
Sat Apr 21 2018 20:56:28.056 - FirmwareWizard entering state Headset Start (4)
Sat Apr 21 2018 20:56:28.056 - FirmwareWizard overwriting state to Shutdown VR Apps (1)

Sat Apr 21 2018 20:56:29.685 - Delaying for 5000 milliseconds...

Sat Apr 21 2018 20:56:34.685 - Delay done

Sat Apr 21 2018 20:56:34.770 - FirmwareWizard entering state Headset Start (4)

Sat Apr 21 2018 20:56:34.839 - 1: Probe for headset with serial LHR-2967B087.

Found headsets: 1

Sat Apr 21 2018 20:56:34.839 - LHR-2967B087

Sat Apr 21 2018 20:56:34.839 - FirmwareWizard entering state Headset Progress (5)

Sat Apr 21 2018 20:56:34.891 - ?????: Existing:2105634, Required:2105635

Sat Apr 21 2018 20:56:34.941 - Headset Display Update:

H:\Steam\steamapps\common\SteamVR\tools\lighthouse\bin\win64\vivetools.exe
app
H:\Steam\steamapps\common\SteamVR\tools\lighthouse\firmware\htc\Encrypt_AP
P_0000000000202123.bin

Sat Apr 21 2018 20:56:35.421 - Switch to IAP mode... wait for a while

Start

5 KB PACKET_DATA_TRANS_APP_WORK

10 KB PACKET_DATA_TRANS_APP_WORK

15 KB PACKET_DATA_TRANS_APP_WORK

21 KB PACKET_DATA_TRANS_APP_WORK

26 KB PACKET_DATA_TRANS_APP_WORK

31 KB PACKET_DATA_TRANS_APP_WORK

37 KB PACKET_DATA_TRANS_APP_WORK

42 KB PACKET_DATA_TRANS_APP_WORK

47 KB PACKET_DATA_TRANS_APP_WORK

53 KB PACKET_DATA_TRANS_APP_WORK

53.3838 KB(54665 bytes)

Done

Sat Apr 21 2018 20:57:01.064 - Delaying for 5000 milliseconds...

Sat Apr 21 2018 20:57:06.064 - Delay done

Sat Apr 21 2018 20:57:06.064 - FirmwareWizard entering state Headset Success (6)
with No update necessary (4)

Sat Apr 21 2018 20:57:08.299 - FirmwareWizard entering state Device Overview (0)
with No update necessary (4)

--- firmware_update.txt - H:/Steam/logs

=== vrserver.previous.txt - H:/Steam/logs

Fri Apr 20 2018 22:23:10.887 -

=====

=====

Fri Apr 20 2018 22:23:10.887 -

=====

=====

Fri Apr 20 2018 22:23:10.887 - Runtime path was

H:\Steam\steamapps\common\SteamVR. Setting it to

H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe

Fri Apr 20 2018 22:23:10.890 - Setting shared memory namespace to 13768

Fri Apr 20 2018 22:23:10.891 - VR server (v1524162059) starting up with
config=H:\Steam\config

Fri Apr 20 2018 22:23:10.891 - VRServer will wait for VRMonitor before exiting

Fri Apr 20 2018 22:23:10.894 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Fri Apr 20 2018 22:23:10.894 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Fri Apr 20 2018 22:23:10.894 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Fri Apr 20 2018 22:23:10.894 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Fri Apr 20 2018 22:23:10.898 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Apr 20 2018 22:23:10.898 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Fri Apr 20 2018 22:23:10.899 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Fri Apr 20 2018 22:23:10.899 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Fri Apr 20 2018 22:23:10.899 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Fri Apr 20 2018 22:23:10.900 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 22:23:10.949 - Add Json firmware manifest from

{htc}/firmware/manifest.vrfirmware

Fri Apr 20 2018 22:23:10.949 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware

Fri Apr 20 2018 22:23:10.992 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 16364

Fri Apr 20 2018 22:23:10.999 - Creating builtin app for
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)

Fri Apr 20 2018 22:23:10.999 - Setting app system.generated.vrstartup.exe PID to
16364

Fri Apr 20 2018 22:23:11.218 - driver 00vrwalkinplace implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_004 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_001
IVRDriverManager_001 IVRResources_001

Fri Apr 20 2018 22:23:11.218 - Loaded server driver 00vrwalkinplace
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\bin\win64\driver_
00vrwalkinplace.dll

Fri Apr 20 2018 22:23:11.218 - Driver 00vrwalkinplace has no suitable devices.

Fri Apr 20 2018 22:23:11.220 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Fri Apr 20 2018 22:23:11.220 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamep
ad.dll

Fri Apr 20 2018 22:23:11.220 - Driver gamepad has no suitable devices.

Fri Apr 20 2018 22:23:11.404 - lighthouse: Attached HID Devices:

Fri Apr 20 2018 22:23:11.404 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Controller (interface 2)

Fri Apr 20 2018 22:23:11.404 - lighthouse: 28DE, 2101: s/n E31912BCD1:
Watchman Dongle (interface 0)

Fri Apr 20 2018 22:23:11.404 - lighthouse: 28DE, 2300: s/n LHR-2967B087: IMU
(interface 0)

Fri Apr 20 2018 22:23:11.404 - lighthouse: 28DE, 2300: s/n LHR-2967B087:

Optical (interface 1)

Fri Apr 20 2018 22:23:11.404 - lighthouse: 28DE, 2101: s/n 80FE5EB304:

Watchman Dongle (interface 0)

Fri Apr 20 2018 22:23:11.404 - lighthouse: BB4, 30B: s/n

\\?\hid#vid_0bb4&pid_030b&mi_03#c&31f703d6&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Fri Apr 20 2018 22:23:11.404 - lighthouse: BB4, 309: s/n 206739515952: VIVE Pro (interface 0)

Fri Apr 20 2018 22:23:11.517 - [Steam] Steam INIT.

Fri Apr 20 2018 22:23:11.629 - lighthouse: LHR-2967B087: Read config of 4153 bytes from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Fri Apr 20 2018 22:23:11.634 - lighthouse: HMD Model: HTC Vive Pro

Fri Apr 20 2018 22:23:11.634 - lighthouse: Parsing LighthouseDB from file H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:23:11.635 - lighthouse: Successfully parsed Lighthouse DB rev 2377 from H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:23:11.636 - lighthouse: LHR-2967B087 H: Source: auto disambiguator -- Preferred basestation 00000000

Fri Apr 20 2018 22:23:11.637 - lighthouse: Enumerating displays...

Fri Apr 20 2018 22:23:11.677 - lighthouse: Found two different DeviceIDs for monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014

Fri Apr 20 2018 22:23:12.360 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080

Fri Apr 20 2018 22:23:12.360 - lighthouse: <hidden>: 0, 0, 0, 0

Fri Apr 20 2018 22:23:12.360 - lighthouse: RecommendedRenderTargetSize: 1440, 1600 (viewport 2016, 2240 scaled by 1.40)

Fri Apr 20 2018 22:23:12.361 - lighthouse: Attempting HID Open IMU: LHR-2967B087

Fri Apr 20 2018 22:23:12.361 - lighthouse: Lighthouse IMU HID opened

Fri Apr 20 2018 22:23:12.361 - lighthouse: TrackedCamera: OpenCamera()

Fri Apr 20 2018 22:23:12.361 - lighthouse: TrackedCamera: Expecting drivers at 'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Fri Apr 20 2018 22:23:12.365 - lighthouse: LHR-2967B087: Firmware Version 1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL 1517470641

Fri Apr 20 2018 22:23:12.370 - lighthouse: LHR-2967B087: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:1 AccelRangeMode:1

Fri Apr 20 2018 22:23:12.370 - lighthouse: Attempting HID Open Optical: LHR-2967B087

Fri Apr 20 2018 22:23:12.370 - lighthouse: Lighthouse Optical HID opened

Fri Apr 20 2018 22:23:12.370 - lighthouse: Attempting HID Open VrController: LHR-2967B087

Fri Apr 20 2018 22:23:12.370 - lighthouse: Lighthouse VrController HID opened

Fri Apr 20 2018 22:23:12.445 - lighthouse: TrackedCamera: Found Dual Cameras at USB VID:0BB4, USB PID:030C

Fri Apr 20 2018 22:23:12.455 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Fri Apr 20 2018 22:23:12.491 - driver lighthouse implements interfaces IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002 IVRDriverDirectModeComponent_005 IVRCameraComponent_002 IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002 IVRDriverManager_001 IVRResources_001

Fri Apr 20 2018 22:23:12.491 - Loaded server driver lighthouse (IServerTrackedDeviceProvider_004) from H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Fri Apr 20 2018 22:23:12.492 - lighthouse: Attempting HID Open IMU: E31912BCD1

Fri Apr 20 2018 22:23:12.492 - lighthouse: Lighthouse IMU HID opened

Fri Apr 20 2018 22:23:12.596 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Fri Apr 20 2018 22:23:12.596 - lighthouse: Lighthouse IMU HID opened

Fri Apr 20 2018 22:23:12.702 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Fri Apr 20 2018 22:23:12.704 - lighthouse: Attempting HID Open HMD:

Fri Apr 20 2018 22:23:12.704 - lighthouse: Lighthouse HMD HID opened

Fri Apr 20 2018 22:23:12.707 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Fri Apr 20 2018 22:23:12.710 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Fri Apr 20 2018 22:23:12.710 - lighthouse: Loading MC file 'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Fri Apr 20 2018 22:23:12.745 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Fri Apr 20 2018 22:23:12.751 - lighthouse: VerifyUSBUserDataInDirectory: H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated
Fri Apr 20 2018 22:23:12.754 - lighthouse: Loading MC file
'H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'
Fri Apr 20 2018 22:23:12.757 - lighthouse: VerifyUSBUserDataInDirectory:
H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated
Fri Apr 20 2018 22:23:12.791 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)
Fri Apr 20 2018 22:23:12.792 - lighthouse: LHR-2967B087 H: tdm sync acquired
Fri Apr 20 2018 22:23:12.802 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" left eye
Fri Apr 20 2018 22:23:12.802 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" right eye
Fri Apr 20 2018 22:23:12.803 - Active HMD set to lighthouse.LHR-2967B087
Fri Apr 20 2018 22:23:12.804 - Guessing frequency of current display mode because
SDL failed us
Fri Apr 20 2018 22:23:12.804 - Initialized EyeToHead Left Translation -0.033600
0.000000 0.000000
Fri Apr 20 2018 22:23:12.804 - Initialized EyeToHead Right Translation 0.033600
0.000000 0.000000
Fri Apr 20 2018 22:23:12.805 - Adding controller type to vive_pro
Fri Apr 20 2018 22:23:12.808 - Processing message VRMsg_Connect from vrstartup
(16364) took 1.82 seconds
Fri Apr 20 2018 22:23:12.813 - DXGI thread failed to get SDL display index
Fri Apr 20 2018 22:23:15.017 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe
(VRApplication_Background) (Args:) 8612
Fri Apr 20 2018 22:23:15.024 - Setting app openvr.component.vrcompositor PID to
8612
Fri Apr 20 2018 22:23:15.026 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_pro.json
Fri Apr 20 2018 22:23:15.027 - Using existing HMD lighthouse.LHR-2967B087
Fri Apr 20 2018 22:23:15.027 - Processing message VRMsg_Connect from
vrcompositor (8612) took 0.00909 seconds
Fri Apr 20 2018 22:23:15.669 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2

Fri Apr 20 2018 22:23:15.669 - lighthouse: LHR-2967B087 H: SwSyncDetect selected tdm

Fri Apr 20 2018 22:23:15.825 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED base CF3A0E55 (immediate) distance 4.22m velocity 0.01m/s base pitch ~24.2 deg roll ~-1.7 deg -----

Fri Apr 20 2018 22:23:15.849 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Fri Apr 20 2018 22:23:17.493 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base CF3A0E55 at pitch 21.83 deg roll -0.46 deg -----

Fri Apr 20 2018 22:23:17.493 - lighthouse: Updating tilt for CF3A0E55: Old= 21.58, -1.34, 1.6637e-06 <- 0.89 deg -> new= 21.83, -0.46, 5.23219e-06 result=21.83, -0.46, 5.23219e-06

Fri Apr 20 2018 22:23:17.493 - lighthouse: Best tilt from LHR-2967B087 for base CF3A0E55 pitch 21.83 roll -0.46 score 2.73

Fri Apr 20 2018 22:23:17.493 - lighthouse: BootstrapFinished setting tilt base to CF3A0E55

Fri Apr 20 2018 22:23:17.493 - lighthouse: Selected existing universe 1479640794 (CF3A0E55 is primary)

Fri Apr 20 2018 22:23:17.493 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 21.83 deg roll -0.46 deg

Fri Apr 20 2018 22:23:17.509 - lighthouse: Saved LighthouseDB rev 2378 to H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:23:17.796 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 22:23:17.796 - Processing message VRMsg_Settings_Sync from vrcompositor (8612) took 0.00895 seconds

Fri Apr 20 2018 22:23:18.186 - Setting app openvr.tool.steamvr_environments PID to 1240

Fri Apr 20 2018 22:23:18.186 - Processing message VRMsg_LaunchApplication from vrstartup (16364) took 0.0162 seconds

Fri Apr 20 2018 22:23:18.352 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe (VRApplication_Overlay) (Args:) 13532

Fri Apr 20 2018 22:23:18.362 - Setting app openvr.component.vrdashboard PID to 13532

Fri Apr 20 2018 22:23:18.362 - VRDashboard watchdog enabled for pid:13532

Fri Apr 20 2018 22:23:18.363 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:23:18.363 - Processing message VRMsg_Connect from vrdashboard (13532) took 0.0111 seconds

Fri Apr 20 2018 22:23:19.019 - New Connect message from H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\win64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid SteamVRAppID -nowindow -vconport 29009) 1240

Fri Apr 20 2018 22:23:19.031 - Setting app openvr.tool.steamvr_environments PID to 1240

Fri Apr 20 2018 22:23:19.032 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Fri Apr 20 2018 22:23:19.032 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:23:19.032 - Processing message VRMsg_Connect from steamtours (1240) took 0.0124 seconds

Fri Apr 20 2018 22:23:19.280 - Closing pipe vrstartup (16364) because it was broken from the other end

Fri Apr 20 2018 22:23:19.280 - Process vrstartup (16364) disconnected (Thread(0x000001B23FB193D0/0x000))

Fri Apr 20 2018 22:23:19.499 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe (VRApplication_VRMonitor) (Args: -nokillprocess) 3808

Fri Apr 20 2018 22:23:19.511 - Setting app openvr.component.vrmonitor PID to 3808

Fri Apr 20 2018 22:23:19.511 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:23:19.511 - Processing message VRMsg_Connect from vrmonitor (3808) took 0.0121 seconds

Fri Apr 20 2018 22:23:21.348 - Setting app htc.vive.overlay PID to 3180

Fri Apr 20 2018 22:23:21.348 - Started autolaunch dashboard htc.vive.overlay.

Fri Apr 20 2018 22:23:21.352 - Setting app pottedmeat7.vrwalkinplace PID to 4892

Fri Apr 20 2018 22:23:21.352 - Started autolaunch dashboard pottedmeat7.vrwalkinplace.

Fri Apr 20 2018 22:23:21.352 - Processing message VRMsg_StartAutolaunchOverlays from vrdashboard (13532) took 0.114 seconds

Fri Apr 20 2018 22:23:21.628 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 4892

Fri Apr 20 2018 22:23:21.643 - Setting app pottedmeat7.vrwalkinplace PID to 4892

Fri Apr 20 2018 22:23:21.643 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:23:21.643 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (4892) took 0.0151 seconds

Fri Apr 20 2018 22:23:22.711 - lighthouse: LHR-2967B087 H: Trying to add a secondary base BE29E483: Not enough contiguous samples for a bootstrap pose

Fri Apr 20 2018 22:23:24.819 - New Connect message from H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe (VRApplication_Overlay) (Args: -compositor) 3180

Fri Apr 20 2018 22:23:24.830 - Setting app htc.vive.overlay PID to 3180

Fri Apr 20 2018 22:23:24.830 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:23:24.830 - Processing message VRMsg_Connect from ViveDashboard (3180) took 0.0111 seconds

Fri Apr 20 2018 22:23:27.068 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 22:23:27.068 - Processing message VRMsg_Settings_Sync from vrcompositor (8612) took 0.00764 seconds

Fri Apr 20 2018 22:23:29.146 - lighthouse: Unknown Hmd Interrupt packet: report ID 2

Fri Apr 20 2018 22:23:30.239 - lighthouse: Unknown Hmd Interrupt packet: report ID 1

Fri Apr 20 2018 22:23:31.384 - New Connect message from H:\Steam\Steam.exe (VRApplication_Overlay) (Args:) 5628

Fri Apr 20 2018 22:23:31.395 - Creating builtin app for H:\Steam\Steam.exe (VRApplication_Overlay)

Fri Apr 20 2018 22:23:31.396 - Setting app system.generated.steam.exe PID to 5628

Fri Apr 20 2018 22:23:31.396 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:23:31.396 - Processing message VRMsg_Connect from Steam (5628) took 0.0119 seconds

Fri Apr 20 2018 22:23:31.750 - Processing message VRMsg_AddApplicationManifest from Steam (5628) took 0.0136 seconds

Fri Apr 20 2018 22:23:45.038 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 22:23:51.810 - lighthouse: LHR-2967B087 H: ----- SECONDARY base BE29E483 distance 3.84m -----

Fri Apr 20 2018 22:23:52.482 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.11m, angle 177.10 deg -----

Fri Apr 20 2018 22:23:52.482 - lighthouse: Moving base BE29E483 28mm and 0.2 deg because of relationship with CF3A0E55, which is closer to the origin

Fri Apr 20 2018 22:23:52.482 - lighthouse: Updating tilt for BE29E483: Old= 16.91, -

0.37, 4.03622e-06 <- 1.72 deg -> new= 15.28, -0.93, 6.73706e-05 result=15.28, -0.93, 6.73706e-05

Fri Apr 20 2018 22:23:52.496 - lighthouse: Saved LighthouseDB rev 2379 to
H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:24:07.484 - lighthouse: LHR-2967B087: Updated IMU calibration:
Accel bias change 0.15m/s/s

Fri Apr 20 2018 22:24:07.484 - lighthouse: Updating tilt for CF3A0E55: Old= 21.83, -0.46, 5.23219e-06 <- 0.68 deg -> new= 21.94, -1.15, 1.41964e-06 result=21.94, -1.15, 1.41964e-06

Fri Apr 20 2018 22:24:07.495 - lighthouse: Saved LighthouseDB rev 2380 to
H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:25:09.792 - lighthouse: LHR-2967B087 H: IMU went off scale.

Fri Apr 20 2018 22:25:39.537 - lighthouse: E31912BCD1: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Fri Apr 20 2018 22:25:39.553 - lighthouse: LHR-FF2C9F43: Connected to receiver
E31912BCD1

Fri Apr 20 2018 22:25:39.563 - lighthouse: E31912BCD1: Firmware Version
1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0
VRC 1465809477 Radio 1466630404

Fri Apr 20 2018 22:25:40.047 - lighthouse: 80FE5EB304: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:3
AccelRangeMode:2

Fri Apr 20 2018 22:25:40.050 - lighthouse: E31912BCD1: Read config of 1931 bytes
from [vid:28de, pid:2101] (E31912BCD1) and inflated to 8197 bytes

Fri Apr 20 2018 22:25:40.052 - lighthouse: LHR-FF2C9F43 C: Source: auto
disambiguator -- Preferred basestation 00000000

Fri Apr 20 2018 22:25:40.067 - lighthouse: LHR-F5E53B44: Connected to receiver
80FE5EB304

Fri Apr 20 2018 22:25:40.078 - lighthouse: 80FE5EB304: Firmware Version
1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0
VRC 1465809477 Radio 1466630404

Fri Apr 20 2018 22:25:40.523 - lighthouse: 80FE5EB304: Read config of 1936 bytes
from [vid:28de, pid:2101] (80FE5EB304) and inflated to 8209 bytes

Fri Apr 20 2018 22:25:40.525 - lighthouse: LHR-F5E53B44 C: Source: auto
disambiguator -- Preferred basestation 00000000

Fri Apr 20 2018 22:25:40.537 - Adding controller type to vive_controller

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=tip inputRouting=0 filename=

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Fri Apr 20 2018 22:25:40.538 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Fri Apr 20 2018 22:25:40.544 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 0

Fri Apr 20 2018 22:25:40.547 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Fri Apr 20 2018 22:25:40.547 - App openvr.tool.steamvr_environments

(vive_controller) loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Fri Apr 20 2018 22:25:40.547 - App openvr.component.vrcompositor (vive_pro)

loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Fri Apr 20 2018 22:25:40.547 - App openvr.component.vrcompositor (vive_controller)

loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json

Fri Apr 20 2018 22:25:40.549 - lighthouse: LHR-F5E53B44 C: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 0

Fri Apr 20 2018 22:25:40.657 - lighthouse: LHR-FF2C9F43 C: tdm sync acquired

Fri Apr 20 2018 22:25:40.669 - lighthouse: LHR-F5E53B44 C: tdm sync acquired

Fri Apr 20 2018 22:25:40.837 - lighthouse: LHR-FF2C9F43 C: ----- BOOTSTRAPPED base CF3A0E55 (immediate) distance 3.73m velocity 1.10m/s recorded pitch ~21.9 deg roll ~-1.1 deg -----

Fri Apr 20 2018 22:25:41.190 - lighthouse: LHR-F5E53B44 C: ----- BOOTSTRAPPED base BE29E483 (delayed) distance 2.61m velocity 0.04m/s recorded pitch ~15.3 deg roll ~-0.9 deg -----

Fri Apr 20 2018 22:25:42.507 - lighthouse: LHR-FF2C9F43 C: ----- CALIBRATED base CF3A0E55 at pitch 21.54 deg roll -0.84 deg -----

Fri Apr 20 2018 22:25:42.841 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Fri Apr 20 2018 22:25:42.842 - App openvr.tool.steamvr_environments

(vive_controller) loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Fri Apr 20 2018 22:25:42.842 - App openvr.component.vrcompositor (vive_pro)

loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Fri Apr 20 2018 22:25:42.842 - App openvr.component.vrcompositor (vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json

Fri Apr 20 2018 22:25:42.855 - lighthouse: LHR-F5E53B44 C: ----- CALIBRATED base BE29E483 at pitch 16.67 deg roll -0.63 deg -----

Fri Apr 20 2018 22:25:43.422 - lighthouse: LHR-F5E53B44 C: framer disambiguator provided base configuration. Rotor count: 2

Fri Apr 20 2018 22:25:43.422 - lighthouse: LHR-F5E53B44 C: SwSyncDetect selected tdm

Fri Apr 20 2018 22:25:43.545 - lighthouse: LHR-FF2C9F43 C: framer disambiguator provided base configuration. Rotor count: 2

Fri Apr 20 2018 22:25:43.545 - lighthouse: LHR-FF2C9F43 C: SwSyncDetect selected tdm

Fri Apr 20 2018 22:25:43.660 - lighthouse: LHR-FF2C9F43 C: ----- SECONDARY base BE29E483 distance 3.14m -----

Fri Apr 20 2018 22:25:44.350 - lighthouse: LHR-FF2C9F43 C: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.16m, angle 176.94 deg -----

Fri Apr 20 2018 22:25:45.547 - lighthouse: LHR-F5E53B44 C: Trying to add a secondary base CF3A0E55: Not enough contiguous samples for a bootstrap pose

Fri Apr 20 2018 22:25:54.980 - Sending Quit event to process steamtours (1240)

Fri Apr 20 2018 22:25:54.980 - Processing message VRMsg_LaunchApplication from ViveDashboard (3180) took 0.0265 seconds

Fri Apr 20 2018 22:25:55.171 - Closing pipe steamtours (1240) because it was broken from the other end

Fri Apr 20 2018 22:25:55.171 - Process steamtours (1240) disconnected (Thread(0x000001B24B5B7080/0x000))

Fri Apr 20 2018 22:25:55.386 - Clearing starting app 0 because it isn't running

Fri Apr 20 2018 22:25:55.386 - Aborting launch of 'vive.htc.60ee7215-7126-4072-bccc-4077474ff232'

Fri Apr 20 2018 22:25:55.549 - lighthouse: LHR-F5E53B44 C: Trying to add a secondary base CF3A0E55: Available samples not sufficient for booting (hits: 3+3)

Fri Apr 20 2018 22:25:55.876 - lighthouse: LHR-F5E53B44 C: ----- SECONDARY base CF3A0E55 distance 4.00m -----

Fri Apr 20 2018 22:25:56.643 - lighthouse: LHR-F5E53B44 C: ----- RELATIONSHIP bases BE29E483 <-> cf3a0e55 distance 6.08m, angle 176.98 deg -----

Fri Apr 20 2018 22:25:56.643 - lighthouse: LHR-F5E53B44 C: New primary tracking base CF3A0E55

Fri Apr 20 2018 22:26:14.302 - lighthouse: LHR-FF2C9F43: Updated IMU calibration: Accel bias change 0.03m/s/s

Fri Apr 20 2018 22:26:14.319 - lighthouse: Saved LighthouseDB rev 2381 to H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:26:17.398 - lighthouse: LHR-F5E53B44: Updated IMU calibration: Accel bias change 0.03m/s/s

Fri Apr 20 2018 22:26:17.398 - lighthouse: Updating tilt for CF3A0E55: Old= 21.94, - 1.15, 1.41964e-06 <- 0.38 deg -> new= 21.59, -1.01, 1.03144e-06 result=21.59, - 1.01, 1.03144e-06

Fri Apr 20 2018 22:26:17.419 - lighthouse: Saved LighthouseDB rev 2382 to H:\Steam\config\lighthouse\lighthousedb.json

Fri Apr 20 2018 22:26:35.958 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 133.192257 < filter at 133.249573

Fri Apr 20 2018 22:26:44.864 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Fri Apr 20 2018 22:27:00.795 - New Connect message from E:\VIVE GAME 2\ViveApps\60ee7215-7126-4072-bccc-4077474ff232\1502451206\overkillVR.exe (VRApplication_Scene) (Args: -compositor) 10392

Fri Apr 20 2018 22:27:00.795 - Creating builtin app for E:\VIVE GAME 2\ViveApps\60ee7215-7126-4072-bccc-4077474ff232\1502451206\overkillVR.exe (VRApplication_Scene)

Fri Apr 20 2018 22:27:00.808 - Setting app system.generated.overkillvr.exe PID to 10392

Fri Apr 20 2018 22:27:00.808 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:27:00.808 - Processing message VRMsg_Connect from overkillVR (10392) took 0.013 seconds

Fri Apr 20 2018 22:27:50.521 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 207.719935 < filter at 207.798421

Fri Apr 20 2018 22:28:20.430 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 237.644999 < filter at 237.711645

Fri Apr 20 2018 22:28:35.023 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 251.848482 < filter at 251.930053

Fri Apr 20 2018 22:28:54.957 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 272.177588 < filter at 272.238763

Fri Apr 20 2018 22:29:03.699 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 280.910972 < filter at 280.980315

Fri Apr 20 2018 22:29:14.891 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 292.111100 < filter at 292.172059

Fri Apr 20 2018 22:29:51.843 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical

data at time 328.698530 < filter at 328.756245
Fri Apr 20 2018 22:30:05.971 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 342.817793 < filter at 342.878619
Fri Apr 20 2018 22:30:15.086 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 351.935802 < filter at 351.996661
Fri Apr 20 2018 22:30:48.673 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 385.517913 < filter at 385.577291
Fri Apr 20 2018 22:30:56.997 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 394.219161 < filter at 394.273056
Fri Apr 20 2018 22:30:59.679 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 396.903147 < filter at 396.955115
Fri Apr 20 2018 22:31:01.616 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 398.836660 < filter at 398.889680
Fri Apr 20 2018 22:31:05.158 - lighthouse: LHR-F5E53B44 C: IMU went off scale.
Fri Apr 20 2018 22:32:09.267 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 466.448307 < filter at 466.528224
Fri Apr 20 2018 22:32:54.520 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 511.347669 < filter at 511.420976
Fri Apr 20 2018 22:33:12.628 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 529.447581 < filter at 529.529317
Fri Apr 20 2018 22:34:59.750 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 636.950610 < filter at 637.012192
Fri Apr 20 2018 22:35:06.250 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 643.456044 < filter at 643.511493
Fri Apr 20 2018 22:35:37.084 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 674.289211 < filter at 674.345243
Fri Apr 20 2018 22:36:08.046 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 704.875116 < filter at 704.938128
Fri Apr 20 2018 22:36:14.354 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 711.174796 < filter at 711.244549
Fri Apr 20 2018 22:37:03.615 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.
Fri Apr 20 2018 22:37:08.875 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.
Fri Apr 20 2018 22:37:54.566 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 811.399826 < filter at 811.452549
Fri Apr 20 2018 22:37:55.300 - lighthouse: LHR-F5E53B44 C: LighthouseDirect:
Optical data at time 812.500985 < filter at 812.554117
Fri Apr 20 2018 22:38:01.868 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical
data at time 818.692114 < filter at 818.753493

Fri Apr 20 2018 22:38:20.476 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 837.292119 < filter at 837.361312

Fri Apr 20 2018 22:38:27.602 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 844.421016 < filter at 844.486533

Fri Apr 20 2018 22:39:01.872 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 878.695867 < filter at 878.750683

Fri Apr 20 2018 22:41:46.460 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1043.271912 < filter at 1043.334080

Fri Apr 20 2018 22:42:18.864 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1075.671953 < filter at 1075.733296

Fri Apr 20 2018 22:42:30.304 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1087.481709 < filter at 1087.542816

Fri Apr 20 2018 22:42:40.103 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1096.905383 < filter at 1096.977317

Fri Apr 20 2018 22:42:47.641 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1104.819690 < filter at 1104.874603

Fri Apr 20 2018 22:42:58.830 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1115.627645 < filter at 1115.693163

Fri Apr 20 2018 22:43:16.182 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1132.991043 < filter at 1133.051067

Fri Apr 20 2018 22:43:26.666 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1143.472975 < filter at 1143.535301

Fri Apr 20 2018 22:43:54.646 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1171.814613 < filter at 1171.875467

Fri Apr 20 2018 22:45:03.048 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1239.856913 < filter at 1239.906549

Fri Apr 20 2018 22:45:03.521 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1240.685980 < filter at 1240.751088

Fri Apr 20 2018 22:45:03.613 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1240.777223 < filter at 1240.843024

Fri Apr 20 2018 22:45:17.904 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1254.680855 < filter at 1254.768240

Fri Apr 20 2018 22:45:21.598 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1258.398099 < filter at 1258.458709

Fri Apr 20 2018 22:45:34.613 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1271.413601 < filter at 1271.475168

Fri Apr 20 2018 22:45:50.215 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1287.018455 < filter at 1287.075755

Fri Apr 20 2018 22:45:51.362 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1288.168876 < filter at 1288.226032

Fri Apr 20 2018 22:47:44.062 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1400.868312 < filter at 1400.917051

Fri Apr 20 2018 22:48:02.495 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1419.289413 < filter at 1419.349445

Fri Apr 20 2018 22:48:12.613 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1429.746592 < filter at 1429.830629

Fri Apr 20 2018 22:51:14.229 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1611.012015 < filter at 1611.074875

Fri Apr 20 2018 22:51:36.914 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1633.695510 < filter at 1633.757019

Fri Apr 20 2018 22:53:36.793 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1753.544719 < filter at 1753.622155

Fri Apr 20 2018 22:54:12.895 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1790.036205 < filter at 1790.095696

Fri Apr 20 2018 22:54:52.783 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1829.553925 < filter at 1829.612853

Fri Apr 20 2018 22:55:33.642 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1870.773594 < filter at 1870.839600

Fri Apr 20 2018 22:56:10.685 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1907.828272 < filter at 1907.877867

Fri Apr 20 2018 22:56:34.312 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1931.443691 < filter at 1931.505467

Fri Apr 20 2018 22:56:38.435 - Sending Quit event to process overkillVR (10392)

Fri Apr 20 2018 22:56:38.435 - Processing message VRMsg_LaunchApplication from vrdashboard (13532) took 0.053 seconds

Fri Apr 20 2018 22:56:38.477 - Closing pipe overkillVR (10392) because it was broken from the other end

Fri Apr 20 2018 22:56:38.477 - Process overkillVR (10392) disconnected (Thread(0x000001B24B73A1B0/0x0000))

Fri Apr 20 2018 22:56:38.483 - Setting app openvr.tool.steamvr_environments PID to 1948

Fri Apr 20 2018 22:56:39.040 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1935.810170 < filter at 1935.862501

Fri Apr 20 2018 22:56:39.158 - New Connect message from H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\win64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid

SteamVRAppID -nowindow -vconport 29009) 1948

Fri Apr 20 2018 22:56:39.169 - Setting app openvr.tool.steamvr_environments PID to 1948

Fri Apr 20 2018 22:56:39.169 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Fri Apr 20 2018 22:56:39.169 - App openvr.tool.steamvr_environments (vive_controller) loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Fri Apr 20 2018 22:56:39.169 - Using existing HMD lighthouse.LHR-2967B087

Fri Apr 20 2018 22:56:39.169 - Processing message VRMsg_Connect from steamtours (1948) took 0.0119 seconds

Fri Apr 20 2018 22:56:39.401 - Not starting SteamVR Home launch on system.generated.overkillvr.exe exit because it was not the most recent scene app

Fri Apr 20 2018 22:56:40.728 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1937.486646 < filter at 1937.555973

Fri Apr 20 2018 22:56:43.255 - Processing message VRMsg_ComputeDistortion from steamtours (1948) took 0.0131 seconds

Fri Apr 20 2018 22:56:48.084 - lighthouse: LHR-FF2C9F43 C: IMU went off scale.

Fri Apr 20 2018 22:56:49.012 - Processing message VRMsg_Path_StringToHandle from steamtours (1948) took 0.00863 seconds

Fri Apr 20 2018 22:56:51.085 - lighthouse: LHR-2967B087 H: IMU went off scale.

Fri Apr 20 2018 22:56:52.390 - Processing message VRMsg_Path_StringToHandle from steamtours (1948) took 0.00597 seconds

Fri Apr 20 2018 22:56:52.408 - Processing message VRMsg_Path_StringToHandle from steamtours (1948) took 0.00506 seconds

Fri Apr 20 2018 22:56:52.435 - Processing message VRMsg_Path_StringToHandle from steamtours (1948) took 0.00511 seconds

Fri Apr 20 2018 22:56:54.129 - lighthouse: LHR-FF2C9F43 C: LighthouseDirect: Optical data at time 1950.902714 < filter at 1950.956005

Fri Apr 20 2018 22:56:54.876 - Processing message VRMsg_Path_StringToHandle from steamtours (1948) took 0.00504 seconds

Fri Apr 20 2018 22:56:55.189 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 1952.318800 < filter at 1952.378971

Fri Apr 20 2018 22:56:57.607 - Processing message VRMsg_Path_StringToHandle from steamtours (1948) took 0.00515 seconds

Fri Apr 20 2018 22:57:10.458 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 22:57:10.458 - Processing message VRMsg_Settings_Sync from
vrcompositor (8612) took 0.00541 seconds
Fri Apr 20 2018 22:57:10.814 - 0 - entering standby
Fri Apr 20 2018 22:57:10.814 - 0 - entering standby
Fri Apr 20 2018 22:57:13.465 - PowerOffTrackedDevice for 3
Fri Apr 20 2018 22:57:13.465 - lighthouse: Device LHR-FF2C9F43 powering off upon
entering standby.
Fri Apr 20 2018 22:57:13.468 - PowerOffTrackedDevice for 4
Fri Apr 20 2018 22:57:13.468 - lighthouse: Device LHR-F5E53B44 powering off upon
entering standby.
Fri Apr 20 2018 22:57:13.471 - Process vrmonitor (3808) has initiated a quit all
Fri Apr 20 2018 22:57:13.472 - lighthouse: Device LHR-FF2C9F43 powering off upon
entering standby.
Fri Apr 20 2018 22:57:13.475 - Sending Quit event to process vrdashboard (13532)
Fri Apr 20 2018 22:57:13.475 - Sending Quit event to process OpenVR-
WalkInPlaceOverlay (4892)
Fri Apr 20 2018 22:57:13.475 - Sending Quit event to process ViveDashboard (3180)
Fri Apr 20 2018 22:57:13.475 - Sending Quit event to process Steam (5628)
Fri Apr 20 2018 22:57:13.475 - Sending Quit event to process steamtours (1948)
Fri Apr 20 2018 22:57:13.475 - lighthouse: Device LHR-F5E53B44 powering off upon
entering standby.
Fri Apr 20 2018 22:57:13.478 - Processing message VRMsg_QuitProcessRequest from
vrmonitor (3808) took 0.0072 seconds
Fri Apr 20 2018 22:57:13.594 - Closing pipe OpenVR-WalkInPlaceOverlay (4892)
because it was broken from the other end
Fri Apr 20 2018 22:57:13.594 - Process OpenVR-WalkInPlaceOverlay (4892)
disconnected (Thread(0x000001B24B5B6880/0x000))
Fri Apr 20 2018 22:57:13.594 - 0 - leaving standby
Fri Apr 20 2018 22:57:13.872 - lighthouse: LHR-F5E53B44 C: Resetting tracking: no
optical samples for 2090ms
Fri Apr 20 2018 22:57:13.872 - lighthouse: LHR-F5E53B44 C: Dropped 31 rejected
updates, 714 back-facing hits, 4 non-clustered hits during the previous tracking
session
Fri Apr 20 2018 22:57:13.933 - Closing pipe steamtours (1948) because it was broken
from the other end
Fri Apr 20 2018 22:57:13.933 - Process steamtours (1948) disconnected

(Thread(0x000001B24B92D900/0x000))

Fri Apr 20 2018 22:57:14.158 - lighthouse: E31912BCD1: Wireless controller LHR-FF2C9F43 disconnected

Fri Apr 20 2018 22:57:14.158 - lighthouse: LHR-FF2C9F43: Disconnected from receiver E31912BCD1

Fri Apr 20 2018 22:57:14.158 - lighthouse: LHR-FF2C9F43 C: Dropped 508 back-facing hits during the previous tracking session

Fri Apr 20 2018 22:57:14.164 - lighthouse: 80FE5EB304: Wireless controller LHR-F5E53B44 disconnected

Fri Apr 20 2018 22:57:14.164 - lighthouse: LHR-F5E53B44: Disconnected from receiver 80FE5EB304

Fri Apr 20 2018 22:57:14.294 - Closing pipe ViveDashboard (3180) because it was broken from the other end

Fri Apr 20 2018 22:57:14.294 - Process ViveDashboard (3180) disconnected
(Thread(0x000001B24B5B7500/0x000))

Fri Apr 20 2018 22:57:14.445 - Closing pipe Steam (5628) because it was broken from the other end

Fri Apr 20 2018 22:57:14.445 - Process Steam (5628) disconnected
(Thread(0x000001B24B5B7F00/0x000))

Fri Apr 20 2018 22:57:16.734 - Closing pipe vrdashboard (13532) because it was broken from the other end

Fri Apr 20 2018 22:57:16.734 - Process vrdashboard (13532) disconnected
(Thread(0x000001B2434D60E0/0x000))

Fri Apr 20 2018 22:57:16.735 - Sending Quit event to process vrcompositor (8612)

Fri Apr 20 2018 22:57:16.735 - Sending Quit event to process vrmonitor (3808)

Fri Apr 20 2018 22:57:20.377 - Closing pipe vrmonitor (3808) because it was broken from the other end

Fri Apr 20 2018 22:57:20.377 - Process vrmonitor (3808) disconnected
(Thread(0x000001B24B5B8700/0x000))

Fri Apr 20 2018 22:57:21.194 - Closing pipe vrcompositor (8612) because it was broken from the other end

Fri Apr 20 2018 22:57:21.194 - Process vrcompositor (8612) disconnected
(Thread(0x000001B2434D5CE0/0x000))

Fri Apr 20 2018 22:57:21.219 - VR server shutting down

Fri Apr 20 2018 22:57:21.432 - lighthouse: LHR-2967B087 H: Dropped 10665 back-facing hits, 12 non-clustered hits during the previous tracking session

Fri Apr 20 2018 22:57:21.445 - Listener thread ending

Fri Apr 20 2018 22:57:22.797 - lighthouse: Unable to set work state to 4 for HMD Hid

device

Fri Apr 20 2018 22:57:22.797 - lighthouse: Unable to set work state to 4 for HMD Hid device

Fri Apr 20 2018 22:57:22.797 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.

Fri Apr 20 2018 22:57:22.843 - lighthouse: TrackedCamera: CloseCamera()

Fri Apr 20 2018 22:57:22.960 - lighthouse: Stopped tracking with universe 1479640794

Fri Apr 20 2018 22:57:23.097 - lighthouse: Saved LighthouseDB rev 2383 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:39:24.303 -

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Sat Apr 21 2018 19:39:24.303 -

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Sat Apr 21 2018 19:39:24.303 - Runtime path was

H:\Steam\steamapps\common\SteamVR. Setting it to

H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe

Sat Apr 21 2018 19:39:24.306 - Setting shared memory namespace to 6436

Sat Apr 21 2018 19:39:24.307 - VR server (v1524162059) starting up with config=H:\Steam\config

Sat Apr 21 2018 19:39:24.307 - VRServer will wait for VRMonitor before exiting

Sat Apr 21 2018 19:39:24.309 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:39:24.310 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:39:24.310 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:39:24.310 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:39:24.313 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:39:24.314 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:39:24.314 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse

tings

Sat Apr 21 2018 19:39:24.314 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:39:24.314 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:39:24.315 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:39:25.393 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 10196

Sat Apr 21 2018 19:39:25.401 - Creating builtin app for
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)

Sat Apr 21 2018 19:39:25.401 - Setting app system.generated.vrstartup.exe PID to
10196

Sat Apr 21 2018 19:39:25.417 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:39:25.490 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:39:25.826 - driver 00vrwalkinplace implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_004 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_001
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:39:25.827 - Loaded server driver 00vrwalkinplace
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\bin\win64\driver_00vrwalkinplace.dll

Sat Apr 21 2018 19:39:25.827 - Driver 00vrwalkinplace has no suitable devices.

Sat Apr 21 2018 19:39:25.857 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:39:25.857 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from

H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamepad.dll

Sat Apr 21 2018 19:39:25.857 - Driver gamepad has no suitable devices.

Sat Apr 21 2018 19:39:26.183 - lighthouse: Attached HID Devices:

Sat Apr 21 2018 19:39:26.183 - lighthouse: 28DE, 2300: s/n LHR-2967B087: Controller (interface 2)

Sat Apr 21 2018 19:39:26.183 - lighthouse: 28DE, 2101: s/n E31912BCD1: Watchman Dongle (interface 0)

Sat Apr 21 2018 19:39:26.183 - lighthouse: 28DE, 2300: s/n LHR-2967B087: IMU (interface 0)

Sat Apr 21 2018 19:39:26.183 - lighthouse: 28DE, 2300: s/n LHR-2967B087: Optical (interface 1)

Sat Apr 21 2018 19:39:26.183 - lighthouse: 28DE, 2101: s/n 80FE5EB304: Watchman Dongle (interface 0)

Sat Apr 21 2018 19:39:26.183 - lighthouse: BB4, 309: s/n 206739515952: VIVE Pro (interface 0)

Sat Apr 21 2018 19:39:26.183 - lighthouse: BB4, 30B: s/n \\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Sat Apr 21 2018 19:39:26.221 - [Steam] Steam INIT.

Sat Apr 21 2018 19:39:26.510 - lighthouse: LHR-2967B087: Read config of 4153 bytes from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Sat Apr 21 2018 19:39:26.538 - lighthouse: HMD Model: HTC Vive Pro

Sat Apr 21 2018 19:39:26.582 - lighthouse: Parsing LighthouseDB from file H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:39:26.582 - lighthouse: Successfully parsed Lighthouse DB rev 2383 from H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:39:26.584 - lighthouse: LHR-2967B087 H: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 19:39:26.584 - lighthouse: Enumerating displays...

Sat Apr 21 2018 19:39:26.626 - lighthouse: Found two different DeviceIDs for monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014

Sat Apr 21 2018 19:39:27.246 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080

Sat Apr 21 2018 19:39:27.246 - lighthouse: <hidden>: 0, 0, 0, 0

Sat Apr 21 2018 19:39:27.246 - lighthouse: RecommendedRenderTargetSize: 1440,

1600 (viewport 2016, 2240 scaled by 1.40)

Sat Apr 21 2018 19:39:27.246 - lighthouse: Attempting HID Open IMU: LHR-2967B087

Sat Apr 21 2018 19:39:27.246 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:39:27.246 - lighthouse: TrackedCamera: OpenCamera()

Sat Apr 21 2018 19:39:27.246 - lighthouse: TrackedCamera: Expecting drivers at 'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Sat Apr 21 2018 19:39:27.250 - lighthouse: LHR-2967B087: Firmware Version 1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL 1517470641

Sat Apr 21 2018 19:39:27.257 - lighthouse: LHR-2967B087: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:1 AccelRangeMode:1

Sat Apr 21 2018 19:39:27.257 - lighthouse: Attempting HID Open Optical: LHR-2967B087

Sat Apr 21 2018 19:39:27.257 - lighthouse: Lighthouse Optical HID opened

Sat Apr 21 2018 19:39:27.257 - lighthouse: Attempting HID Open VrController: LHR-2967B087

Sat Apr 21 2018 19:39:27.257 - lighthouse: Lighthouse VrController HID opened

Sat Apr 21 2018 19:39:27.496 - lighthouse: TrackedCamera: Found Dual Cameras at USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 19:39:27.515 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 19:39:27.568 - driver lighthouse implements interfaces IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002 IVRDriverDirectModeComponent_005 IVRCameraComponent_002 IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002 IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:39:27.569 - Loaded server driver lighthouse (IServerTrackedDeviceProvider_004) from H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 19:39:27.570 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 19:39:27.570 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:39:27.680 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 19:39:27.680 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:39:27.787 - lighthouse: Setting Edid VendorID D222 and product

ID AA02 from json

Sat Apr 21 2018 19:39:27.788 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 19:39:27.788 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 19:39:27.790 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Sat Apr 21 2018 19:39:27.792 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 19:39:27.847 - lighthouse: Loading MC file

'H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 19:39:27.877 - lighthouse: LHR-2967B087 H: tdm sync acquired

Sat Apr 21 2018 19:39:27.883 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 19:39:27.900 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated

Sat Apr 21 2018 19:39:27.930 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 19:39:27.939 - lighthouse: Loading MC file

'H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'

Sat Apr 21 2018 19:39:27.973 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)

Sat Apr 21 2018 19:39:27.985 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" left eye

Sat Apr 21 2018 19:39:27.985 - lighthouse: Generating hidden area mesh for "HTC Vive Pro" right eye

Sat Apr 21 2018 19:39:27.986 - Active HMD set to lighthouse.LHR-2967B087

Sat Apr 21 2018 19:39:27.986 - Guessing frequency of current display mode because SDL failed us

Sat Apr 21 2018 19:39:27.986 - Initialized EyeToHead Left Translation -0.034100 0.000000 0.000000

Sat Apr 21 2018 19:39:27.987 - Initialized EyeToHead Right Translation 0.034100 0.000000 0.000000

Sat Apr 21 2018 19:39:27.990 - DXGI thread failed to get SDL display index

Sat Apr 21 2018 19:39:27.998 - Adding controller type to vive_pro

Sat Apr 21 2018 19:39:28.033 - Processing message VRMsg_Connect from vrstartup (10196) took 2.64 seconds

Sat Apr 21 2018 19:39:29.312 - 0 - entering standby

Sat Apr 21 2018 19:39:30.757 - lighthouse: LHR-2967B087 H: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 19:39:30.757 - lighthouse: LHR-2967B087 H: SwSyncDetect selected tdm

Sat Apr 21 2018 19:39:30.912 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED base CF3A0E55 (immediate) distance 4.65m velocity 0.04m/s base pitch ~24.5 deg roll ~-1.7 deg -----

Sat Apr 21 2018 19:39:30.948 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:39:31.053 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe (VRApplication_Background) (Args:) 9172

Sat Apr 21 2018 19:39:31.061 - Setting app openvr.component.vrcompositor PID to 9172

Sat Apr 21 2018 19:39:31.087 - App openvr.component.vrcompositor (vive_pro) loaded default binding file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 19:39:31.087 - 0 - leaving standby

Sat Apr 21 2018 19:39:31.089 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:39:31.089 - Processing message VRMsg_Connect from vrcompositor (9172) took 0.035 seconds

Sat Apr 21 2018 19:39:32.578 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base CF3A0E55 at pitch 21.71 deg roll -0.62 deg -----

Sat Apr 21 2018 19:39:32.579 - lighthouse: Updating tilt for CF3A0E55: Old= 21.59, -1.01, 39.4784 <- 0.39 deg -> new= 21.71, -0.62, 4.67205e-06 result=21.71, -0.62, 4.67205e-06

Sat Apr 21 2018 19:39:32.579 - lighthouse: Best tilt from LHR-2967B087 for base CF3A0E55 pitch 21.71 roll -0.62 score 2.66

Sat Apr 21 2018 19:39:32.579 - lighthouse: BootstrapFinished setting tilt base to CF3A0E55

Sat Apr 21 2018 19:39:32.579 - lighthouse: Selected existing universe 1479640794 (CF3A0E55 is primary)

Sat Apr 21 2018 19:39:32.579 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 21.71 deg roll -0.62 deg

Sat Apr 21 2018 19:39:32.630 - lighthouse: Saved LighthouseDB rev 2384 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:39:33.998 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:39:33.998 - Processing message VRMsg_Settings_Sync from
vrcompositor (9172) took 0.00504 seconds

Sat Apr 21 2018 19:39:34.032 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:39:34.033 - Processing message VRMsg_Settings_Sync from
vrcompositor (9172) took 0.00609 seconds

Sat Apr 21 2018 19:39:34.459 - Setting app openvr.tool.steamvr_environments PID to
10020

Sat Apr 21 2018 19:39:34.459 - Processing message VRMsg_LaunchApplication from
vrstartup (10196) took 0.00968 seconds

Sat Apr 21 2018 19:39:36.519 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe
(VRApplication_Overlay) (Args:) 13396

Sat Apr 21 2018 19:39:36.526 - Setting app openvr.component.vrdashboard PID to
13396

Sat Apr 21 2018 19:39:36.527 - VRDashboard watchdog enabled for pid:13396

Sat Apr 21 2018 19:39:36.527 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:39:36.527 - Processing message VRMsg_Connect from
vrdashboard (13396) took 0.00738 seconds

Sat Apr 21 2018 19:39:36.991 - New Connect message from
H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\wi
n64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid
SteamVRAppID -nowindow -vconport 29009) 10020

Sat Apr 21 2018 19:39:36.998 - Setting app openvr.tool.steamvr_environments PID to
10020

Sat Apr 21 2018 19:39:37.056 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 19:39:37.056 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:39:37.056 - Processing message VRMsg_Connect from
steamtours (10020) took 0.0655 seconds

Sat Apr 21 2018 19:39:37.470 - Closing pipe vrstartup (10196) because it was broken
from the other end

Sat Apr 21 2018 19:39:37.470 - Process vrstartup (10196) disconnected
(Thread(0x000001BF9D0C4300/0x000))

Sat Apr 21 2018 19:39:37.794 - lighthouse: LHR-2967B087 H: Trying to add a secondary base BE29E483: Not enough contiguous samples for a bootstrap pose

Sat Apr 21 2018 19:39:38.693 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe (VRApplication_VRMonitor) (Args: -nokillprocess) 16256

Sat Apr 21 2018 19:39:38.701 - Setting app openvr.component.vrmonitor PID to 16256

Sat Apr 21 2018 19:39:38.701 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:39:38.701 - Processing message VRMsg_Connect from vrmonitor (16256) took 0.00852 seconds

Sat Apr 21 2018 19:39:39.502 - New Connect message from H:\Steam\Steam.exe (VRApplication_Overlay) (Args: -silent) 10412

Sat Apr 21 2018 19:39:39.510 - Creating builtin app for H:\Steam\Steam.exe (VRApplication_Overlay)

Sat Apr 21 2018 19:39:39.510 - Setting app system.generated.steam.exe PID to 10412

Sat Apr 21 2018 19:39:39.511 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:39:39.511 - Processing message VRMsg_Connect from Steam (10412) took 0.00819 seconds

Sat Apr 21 2018 19:39:39.848 - Processing message VRMsg_AddApplicationManifest from Steam (10412) took 0.0127 seconds

Sat Apr 21 2018 19:39:49.512 - 0 - entering standby

Sat Apr 21 2018 19:39:49.512 - 0 - entering standby

Sat Apr 21 2018 19:40:01.600 - 0 - leaving standby

Sat Apr 21 2018 19:40:03.565 - lighthouse: LHR-2967B087 H: ----- SECONDARY base BE29E483 distance 2.39m -----

Sat Apr 21 2018 19:40:04.998 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.14m, angle 178.00 deg -----

Sat Apr 21 2018 19:40:04.999 - lighthouse: Moving base BE29E483 79mm and 0.7 deg because of relationship with CF3A0E55, which is closer to the origin

Sat Apr 21 2018 19:40:04.999 - lighthouse: Updating tilt for BE29E483: Old= 15.28, -0.93, 6.73706e-05 <- 1.79 deg -> new= 13.54, -0.52, 7.65456e-05 result=13.54, -0.52, 7.65456e-05

Sat Apr 21 2018 19:40:05.049 - lighthouse: Saved LighthouseDB rev 2385 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:40:09.278 - lighthouse: 80FE5EB304: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:3 AccelRangeMode:2

Sat Apr 21 2018 19:40:09.298 - lighthouse: LHR-F5E53B44: Connected to receiver 80FE5EB304

Sat Apr 21 2018 19:40:09.309 - lighthouse: 80FE5EB304: Firmware Version 1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0 VRC 1465809477 Radio 1466630404

Sat Apr 21 2018 19:40:09.833 - lighthouse: 80FE5EB304: Read config of 1936 bytes from [vid:28de, pid:2101] (80FE5EB304) and inflated to 8209 bytes

Sat Apr 21 2018 19:40:09.850 - lighthouse: LHR-F5E53B44 C: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 19:40:09.867 - Adding controller type to vive_controller

Sat Apr 21 2018 19:40:09.922 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:40:09.922 - RendermodelManager: name=base inputRouting=0 filename=

Sat Apr 21 2018 19:40:09.922 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Apr 21 2018 19:40:09.922 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Apr 21 2018 19:40:09.922 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=tip inputRouting=0 filename=

Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=trackpad

inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 19:40:09.923 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 19:40:09.925 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json
Sat Apr 21 2018 19:40:09.925 - App openvr.component.vrcompositor
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json
Sat Apr 21 2018 19:40:09.925 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json
Sat Apr 21 2018 19:40:09.925 - App openvr.tool.steamvr_environments
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json
Sat Apr 21 2018 19:40:09.928 - lighthouse: LHR-F5E53B44 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0
Sat Apr 21 2018 19:40:09.928 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 19:40:10.471 - lighthouse: LHR-F5E53B44 C: ----- BOOTSTRAPPED
base BE29E483 (delayed) distance 2.39m velocity 0.02m/s recorded pitch ~13.5 deg
roll ~-0.5 deg -----
Sat Apr 21 2018 19:40:12.137 - lighthouse: LHR-F5E53B44 C: ----- CALIBRATED base
BE29E483 at pitch 17.52 deg roll -0.22 deg -----
Sat Apr 21 2018 19:40:12.170 - lighthouse: LHR-F5E53B44 C: Resetting tracking: IMU
misalignment unreasonably large (2.3, 12, -9.4) deg sigma 2.5
Sat Apr 21 2018 19:40:12.170 - lighthouse: LHR-F5E53B44 C: Dropped 3 back-facing
hits during the previous tracking session
Sat Apr 21 2018 19:40:12.605 - lighthouse: LHR-F5E53B44 C: ----- BOOTSTRAPPED
base BE29E483 (delayed) distance 2.37m velocity 0.77m/s recorded pitch ~13.5 deg
roll ~-0.5 deg -----

Sat Apr 21 2018 19:40:12.639 - lighthouse: LHR-F5E53B44 C: framer disambiguator provided base configuration. Rotor count: 2

Sat Apr 21 2018 19:40:12.639 - lighthouse: LHR-F5E53B44 C: SwSyncDetect selected tdm

Sat Apr 21 2018 19:40:14.272 - lighthouse: LHR-F5E53B44 C: ----- CALIBRATED base BE29E483 at pitch 17.37 deg roll -0.47 deg -----

Sat Apr 21 2018 19:40:14.619 - App openvr.component.vrcompositor (vive_pro) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 19:40:14.619 - App openvr.component.vrcompositor (vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json

Sat Apr 21 2018 19:40:14.619 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 19:40:14.619 - App openvr.tool.steamvr_environments (vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 19:40:15.194 - Setting app htc.vive.overlay PID to 11188

Sat Apr 21 2018 19:40:15.194 - Started autolaunch dashboard htc.vive.overlay.

Sat Apr 21 2018 19:40:15.224 - Setting app pottedmeat7.vrwalkinplace PID to 2284

Sat Apr 21 2018 19:40:15.224 - Started autolaunch dashboard pottedmeat7.vrwalkinplace.

Sat Apr 21 2018 19:40:15.224 - Processing message VRMsg_StartAutolaunchOverlays from vrdashboard (13396) took 0.164 seconds

Sat Apr 21 2018 19:40:15.798 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 2284

Sat Apr 21 2018 19:40:15.809 - Setting app pottedmeat7.vrwalkinplace PID to 2284

Sat Apr 21 2018 19:40:15.809 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:40:15.809 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (2284) took 0.0109 seconds

Sat Apr 21 2018 19:40:17.178 - lighthouse: LHR-F5E53B44 C: Trying to add a secondary base CF3A0E55: Available samples not sufficient for booting (hits: 2+2)

Sat Apr 21 2018 19:40:20.938 - New Connect message from
H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe
(VRApplication_Overlay) (Args: -compositor) 11188
Sat Apr 21 2018 19:40:20.948 - Setting app htc.vive.overlay PID to 11188
Sat Apr 21 2018 19:40:20.948 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:40:20.948 - Processing message VRMsg_Connect from
ViveDashboard (11188) took 0.00943 seconds
Sat Apr 21 2018 19:40:22.180 - lighthouse: LHR-F5E53B44 C: Trying to add a
secondary base CF3A0E55: Available samples not sufficient for booting (hits: 1+0)
Sat Apr 21 2018 19:40:24.386 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:40:24.386 - Processing message VRMsg_Settings_Sync from
vrdashboard (13396) took 0.00947 seconds
Sat Apr 21 2018 19:40:25.197 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:40:25.197 - Processing message VRMsg_Settings_Sync from
vrdashboard (13396) took 0.00633 seconds
Sat Apr 21 2018 19:40:25.209 - lighthouse: TrackedCamera: ISP Sync: Enabled
(Divisor:15).
Sat Apr 21 2018 19:40:25.219 - lighthouse: TrackedCamera: Starting Video Stream.
Sat Apr 21 2018 19:40:25.558 - lighthouse: TrackedCamera: StartVideoStream() took
339 ms
Sat Apr 21 2018 19:40:26.550 - lighthouse: Unknown Hmd Interrupt packet: report ID
2
Sat Apr 21 2018 19:40:26.601 - lighthouse: Unknown Hmd Interrupt packet: report ID
1
Sat Apr 21 2018 19:40:27.182 - lighthouse: LHR-F5E53B44 C: Trying to add a
secondary base CF3A0E55: Samples didn't yield successful bootstrap pose
Sat Apr 21 2018 19:40:28.534 - lighthouse: LHR-2967B087: Updated IMU calibration:
Accel bias change 0.21m/s/s
Sat Apr 21 2018 19:40:28.555 - lighthouse: Saved LighthouseDB rev 2386 to
H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:40:28.591 - lighthouse: LHR-F5E53B44 C: ----- SECONDARY base
CF3A0E55 distance 4.72m -----
Sat Apr 21 2018 19:40:35.223 - lighthouse: LHR-F5E53B44 C: ----- RELATIONSHIP
bases BE29E483 <-> cf3a0e55 distance 6.07m, angle 176.50 deg -----
Sat Apr 21 2018 19:40:35.223 - lighthouse: LHR-F5E53B44 C: New primary tracking
base CF3A0E55

Sat Apr 21 2018 19:41:06.074 - lighthouse: LHR-F5E53B44: Updated IMU calibration: Accel bias change 0.04m/s/s

Sat Apr 21 2018 19:41:06.074 - lighthouse: Updating tilt for CF3A0E55: Old= 21.71, -0.62, 4.67205e-06 <- 0.58 deg -> new= 21.40, -1.12, 1.82936e-06 result=21.40, -1.12, 1.82936e-06

Sat Apr 21 2018 19:41:06.091 - lighthouse: Saved LighthouseDB rev 2387 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:41:21.337 - lighthouse: TrackedCamera: Stopping Video Stream.

Sat Apr 21 2018 19:41:21.609 - Closing pipe vrmonitor (16256) because it was broken from the other end

Sat Apr 21 2018 19:41:21.609 - Process vrmonitor (16256) disconnected (Thread(0x000001BFA0563480/0x000))

Sat Apr 21 2018 19:41:21.609 - Quitting all OpenVR processes because master process 16256 disconnected

Sat Apr 21 2018 19:41:21.609 - Sending Quit event to process vrdashboard (13396)

Sat Apr 21 2018 19:41:21.609 - Sending Quit event to process steamtours (10020)

Sat Apr 21 2018 19:41:21.609 - Sending Quit event to process vrmonitor (16256)

Sat Apr 21 2018 19:41:21.609 - Sending Quit event to process Steam (10412)

Sat Apr 21 2018 19:41:21.609 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (2284)

Sat Apr 21 2018 19:41:21.609 - Sending Quit event to process ViveDashboard (11188)

Sat Apr 21 2018 19:41:21.684 - Closing pipe OpenVR-WalkInPlaceOverlay (2284) because it was broken from the other end

Sat Apr 21 2018 19:41:21.684 - Process OpenVR-WalkInPlaceOverlay (2284) disconnected (Thread(0x000001BFA0563400/0x000))

Sat Apr 21 2018 19:41:21.803 - Closing pipe steamtours (10020) because it was broken from the other end

Sat Apr 21 2018 19:41:21.803 - Process steamtours (10020) disconnected (Thread(0x000001BF9D123E70/0x000))

Sat Apr 21 2018 19:41:21.903 - lighthouse: TrackedCamera: Video Stream Stopped.

Sat Apr 21 2018 19:41:22.197 - Closing pipe ViveDashboard (11188) because it was broken from the other end

Sat Apr 21 2018 19:41:22.198 - Process ViveDashboard (11188) disconnected (Thread(0x000001BFA0563600/0x000))

Sat Apr 21 2018 19:41:23.655 - Closing pipe Steam (10412) because it was broken from the other end

Sat Apr 21 2018 19:41:23.655 - Process Steam (10412) disconnected

(Thread(0x000001BFA0564000/0x000))

Sat Apr 21 2018 19:41:23.859 - Closing pipe vrdashboard (13396) because it was broken from the other end

Sat Apr 21 2018 19:41:23.859 - Process vrdashboard (13396) disconnected

(Thread(0x000001BF9D1231F0/0x000))

Sat Apr 21 2018 19:41:23.866 - Sending Quit event to process vrcompositor (9172)

Sat Apr 21 2018 19:41:24.089 - Closing pipe vrcompositor (9172) because it was broken from the other end

Sat Apr 21 2018 19:41:24.089 - Process vrcompositor (9172) disconnected

(Thread(0x000001BF9D122E70/0x000))

Sat Apr 21 2018 19:41:24.109 - VR server shutting down

Sat Apr 21 2018 19:41:24.114 - lighthouse: LHR-F5E53B44 C: Dropped 82 back-facing hits during the previous tracking session

Sat Apr 21 2018 19:41:24.116 - lighthouse: LHR-2967B087 H: Dropped 9 rejected updates, 708 back-facing hits, 8 non-clustered hits during the previous tracking session

Sat Apr 21 2018 19:41:24.134 - Listener thread ending

Sat Apr 21 2018 19:41:24.656 - lighthouse: Unable to set work state to 4 for HMD Hid device

Sat Apr 21 2018 19:41:24.656 - lighthouse: Unable to set work state to 4 for HMD Hid device

Sat Apr 21 2018 19:41:24.656 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.

Sat Apr 21 2018 19:41:24.684 - lighthouse: TrackedCamera: CloseCamera()

Sat Apr 21 2018 19:41:24.688 - lighthouse: Stopped tracking with universe 1479640794

Sat Apr 21 2018 19:41:24.721 - lighthouse: Saved LighthouseDB rev 2388 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:41:49.126 -

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Sat Apr 21 2018 19:41:49.126 -

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Sat Apr 21 2018 19:41:49.126 - Runtime path was

H:\Steam\steamapps\common\SteamVR. Setting it to

H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe

Sat Apr 21 2018 19:41:49.128 - Setting shared memory namespace to 13152

Sat Apr 21 2018 19:41:49.129 - VR server (v1524162059) starting up with
config=H:\Steam\config

Sat Apr 21 2018 19:41:49.129 - VRServer will wait for VRMonitor before exiting

Sat Apr 21 2018 19:41:49.131 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:41:49.132 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:41:49.132 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:41:49.132 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:41:49.135 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:49.135 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:49.136 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:49.136 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:49.136 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:49.136 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:41:49.172 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:41:49.172 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:41:49.182 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper) (Args:) 9196

Sat Apr 21 2018 19:41:49.189 - Creating builtin app for
H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe
(VRApplication_Bootstrapper)

Sat Apr 21 2018 19:41:49.189 - Setting app system.generated.vrstartup.exe PID to

9196

Sat Apr 21 2018 19:41:49.436 - driver 00vrwalkinplace implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_004 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_001
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:41:49.436 - Loaded server driver 00vrwalkinplace
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\bin\win64\driver_
00vrwalkinplace.dll

Sat Apr 21 2018 19:41:49.436 - Driver 00vrwalkinplace has no suitable devices.

Sat Apr 21 2018 19:41:49.438 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:41:49.438 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamep
ad.dll

Sat Apr 21 2018 19:41:49.438 - Driver gamepad has no suitable devices.

Sat Apr 21 2018 19:41:49.911 - lighthouse: Attached HID Devices:

Sat Apr 21 2018 19:41:49.911 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Controller (interface 2)

Sat Apr 21 2018 19:41:49.911 - lighthouse: 28DE, 2101: s/n E31912BCD1:
Watchman Dongle (interface 0)

Sat Apr 21 2018 19:41:49.911 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
IMU (interface 0)

Sat Apr 21 2018 19:41:49.911 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Optical (interface 1)

Sat Apr 21 2018 19:41:49.911 - lighthouse: 28DE, 2101: s/n 80FE5EB304:
Watchman Dongle (interface 0)

Sat Apr 21 2018 19:41:49.911 - lighthouse: BB4, 309: s/n 206739515952: VIVE
Pro (interface 0)

Sat Apr 21 2018 19:41:49.911 - lighthouse: BB4, 30B: s/n
\\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-
88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Sat Apr 21 2018 19:41:50.224 - lighthouse: LHR-2967B087: Read config of 4153 bytes

from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes
Sat Apr 21 2018 19:41:50.231 - lighthouse: HMD Model: HTC Vive Pro
Sat Apr 21 2018 19:41:50.231 - lighthouse: Parsing LighthouseDB from file
H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:41:50.232 - lighthouse: Successfully parsed Lighthouse DB rev
2388 from H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:41:50.233 - lighthouse: LHR-2967B087 H: Source: auto
disambiguator -- Preferred basestation 00000000
Sat Apr 21 2018 19:41:50.234 - lighthouse: Enumerating displays...
Sat Apr 21 2018 19:41:50.275 - lighthouse: Found two different DeviceIDs for
monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0014
Sat Apr 21 2018 19:41:50.863 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-
11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080
Sat Apr 21 2018 19:41:50.863 - lighthouse: <hidden>: 0, 0, 0, 0
Sat Apr 21 2018 19:41:50.863 - lighthouse: RecommendedRenderTargetSize: 1440,
1600 (viewport 2016, 2240 scaled by 1.40)
Sat Apr 21 2018 19:41:50.863 - lighthouse: Attempting HID Open IMU: LHR-
2967B087
Sat Apr 21 2018 19:41:50.863 - lighthouse: Lighthouse IMU HID opened
Sat Apr 21 2018 19:41:50.863 - lighthouse: TrackedCamera: OpenCamera()
Sat Apr 21 2018 19:41:50.863 - lighthouse: TrackedCamera: Expecting drivers at
'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'
Sat Apr 21 2018 19:41:50.867 - lighthouse: LHR-2967B087: Firmware Version
1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL
1517470641
Sat Apr 21 2018 19:41:50.874 - lighthouse: LHR-2967B087: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:1
AccelRangeMode:1
Sat Apr 21 2018 19:41:50.874 - lighthouse: Attempting HID Open Optical: LHR-
2967B087
Sat Apr 21 2018 19:41:50.874 - lighthouse: Lighthouse Optical HID opened
Sat Apr 21 2018 19:41:50.874 - lighthouse: Attempting HID Open VrController: LHR-
2967B087
Sat Apr 21 2018 19:41:50.874 - lighthouse: Lighthouse VrController HID opened
Sat Apr 21 2018 19:41:51.094 - lighthouse: TrackedCamera: Found Dual Cameras at
USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 19:41:51.115 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 19:41:51.159 - driver lighthouse implements interfaces IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002 IVRDriverDirectModeComponent_005 IVRCameraComponent_002 IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002 IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:41:51.159 - Loaded server driver lighthouse (IServerTrackedDeviceProvider_004) from H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 19:41:51.160 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 19:41:51.160 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:41:51.269 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 19:41:51.269 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:41:51.280 - lighthouse: 80FE5EB304: Firmware Version 1465809478 htcvrsoftware@firmware-win32 2016-06-13 FPGA 262(1.6/0/0) BL 0

Sat Apr 21 2018 19:41:51.297 - lighthouse: LHR-F5E53B44: Connected to receiver 80FE5EB304

Sat Apr 21 2018 19:41:51.311 - lighthouse: 80FE5EB304: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:3 AccelRangeMode:2

Sat Apr 21 2018 19:41:51.345 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Sat Apr 21 2018 19:41:51.346 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 19:41:51.346 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 19:41:51.348 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Sat Apr 21 2018 19:41:51.349 - lighthouse: Loading MC file 'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 19:41:51.349 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 19:41:51.384 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 19:41:51.390 - lighthouse: VerifyUSBUserDataInDirectory: H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 19:41:51.393 - lighthouse: Loading MC file
'H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'
Sat Apr 21 2018 19:41:51.395 - lighthouse: VerifyUSBUserDataInDirectory:
H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated
Sat Apr 21 2018 19:41:51.427 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)
Sat Apr 21 2018 19:41:51.439 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" left eye
Sat Apr 21 2018 19:41:51.439 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" right eye
Sat Apr 21 2018 19:41:51.439 - Active HMD set to lighthouse.LHR-2967B087
Sat Apr 21 2018 19:41:51.440 - Guessing frequency of current display mode because
SDL failed us
Sat Apr 21 2018 19:41:51.440 - Initialized EyeToHead Left Translation -0.031500
0.000000 0.000000
Sat Apr 21 2018 19:41:51.440 - Initialized EyeToHead Right Translation 0.031500
0.000000 0.000000
Sat Apr 21 2018 19:41:51.441 - Adding controller type to vive_pro
Sat Apr 21 2018 19:41:51.441 - DXGI thread failed to get SDL display index
Sat Apr 21 2018 19:41:51.442 - Processing message VRMsg_Connect from vrstartup
(9196) took 2.26 seconds
Sat Apr 21 2018 19:41:51.468 - lighthouse: LHR-2967B087 H: tdm sync acquired
Sat Apr 21 2018 19:41:52.004 - lighthouse: 80FE5EB304: Read config of 1936 bytes
from [vid:28de, pid:2101] (80FE5EB304) and inflated to 8209 bytes
Sat Apr 21 2018 19:41:52.005 - lighthouse: LHR-F5E53B44 C: Source: auto
disambiguator -- Preferred basestation 00000000
Sat Apr 21 2018 19:41:52.011 - Adding controller type to vive_controller
Sat Apr 21 2018 19:41:52.011 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Apr 21 2018 19:41:52.011 - RendermodelManager: name=base inputRouting=0
filename=
Sat Apr 21 2018 19:41:52.011 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=gdc2015

inputRouting=0 filename=
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 19:41:52.012 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 19:41:52.014 - lighthouse: LHR-F5E53B44 C: SwSyncDetect Start,
primary: tdm, alt: framer. SensorType 0
Sat Apr 21 2018 19:41:52.098 - lighthouse: LHR-F5E53B44 C: tdm sync acquired
Sat Apr 21 2018 19:41:53.652 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe
(VRApplication_Background) (Args:) 3876
Sat Apr 21 2018 19:41:53.660 - Setting app openvr.component.vrcompositor PID to
3876
Sat Apr 21 2018 19:41:53.662 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_pro.json
Sat Apr 21 2018 19:41:53.662 - App openvr.component.vrcompositor

(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_controller.json
Sat Apr 21 2018 19:41:53.662 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:41:53.662 - Processing message VRMsg_Connect from
vrcompositor (3876) took 0.00975 seconds
Sat Apr 21 2018 19:41:54.350 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2
Sat Apr 21 2018 19:41:54.351 - lighthouse: LHR-2967B087 H: SwSyncDetect selected
tdm
Sat Apr 21 2018 19:41:54.510 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json
Sat Apr 21 2018 19:41:54.521 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 5.05m velocity 0.03m/s base pitch ~24.5 deg
roll ~-1.7 deg -----
Sat Apr 21 2018 19:41:54.594 - lighthouse: LHR-F5E53B44 C: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 4.98m velocity 0.09m/s recorded pitch ~21.4
deg roll ~-1.1 deg -----
Sat Apr 21 2018 19:41:54.904 - lighthouse: LHR-F5E53B44 C: framer disambiguator
provided base configuration. Rotor count: 2
Sat Apr 21 2018 19:41:54.904 - lighthouse: LHR-F5E53B44 C: SwSyncDetect selected
tdm
Sat Apr 21 2018 19:41:56.173 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 19:41:56.174 - Processing message VRMsg_Settings_Sync from
vrcompositor (3876) took 0.00505 seconds
Sat Apr 21 2018 19:41:56.192 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base
CF3A0E55 at pitch 21.83 deg roll -0.93 deg -----
Sat Apr 21 2018 19:41:56.257 - lighthouse: LHR-F5E53B44 C: ----- CALIBRATED base
CF3A0E55 at pitch 21.52 deg roll -0.95 deg -----
Sat Apr 21 2018 19:41:56.257 - lighthouse: Updating tilt for CF3A0E55: Old= 21.40,
-1.12, 1.82936e-06 <- 0.47 deg -> new= 21.83, -0.93, 5.64264e-06 result=21.83, -
0.93, 5.64264e-06
Sat Apr 21 2018 19:41:56.257 - lighthouse: Best tilt from LHR-2967B087 for base
CF3A0E55 pitch 21.83 roll -0.93 score 4.58
Sat Apr 21 2018 19:41:56.257 - lighthouse: BootstrapFinished setting tilt base to
CF3A0E55

Sat Apr 21 2018 19:41:56.257 - lighthouse: Selected existing universe 1479640794 (CF3A0E55 is primary)

Sat Apr 21 2018 19:41:56.257 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 21.83 deg roll -0.93 deg

Sat Apr 21 2018 19:41:56.268 - lighthouse: Saved LighthouseDB rev 2389 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:41:56.497 - Setting app openvr.tool.steamvr_environments PID to 9396

Sat Apr 21 2018 19:41:56.497 - Processing message VRMsg_LaunchApplication from vrstartup (9196) took 0.0108 seconds

Sat Apr 21 2018 19:41:56.599 - New Connect message from H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe (VRApplication_Overlay) (Args:) 11752

Sat Apr 21 2018 19:41:56.608 - Setting app openvr.component.vrdashboard PID to 11752

Sat Apr 21 2018 19:41:56.608 - VRDashboard watchdog enabled for pid:11752

Sat Apr 21 2018 19:41:56.608 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:41:56.608 - Processing message VRMsg_Connect from vrdashboard (11752) took 0.00972 seconds

Sat Apr 21 2018 19:41:57.166 - New Connect message from H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\bin\win64\steamtours.exe (VRApplication_Scene) (Args: -vr -retail -useappid SteamVRAppID -nowindow -vconport 29009) 9396

Sat Apr 21 2018 19:41:57.174 - Setting app openvr.tool.steamvr_environments PID to 9396

Sat Apr 21 2018 19:41:57.175 - App openvr.tool.steamvr_environments (vive_pro) loaded fallback binding file file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_generic.json

Sat Apr 21 2018 19:41:57.175 - App openvr.tool.steamvr_environments (vive_controller) loaded default binding file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\steamtours\cfg\bindings_vive_controller.json

Sat Apr 21 2018 19:41:57.175 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:41:57.175 - Processing message VRMsg_Connect from steamtours (9396) took 0.00914 seconds

Sat Apr 21 2018 19:41:57.211 - lighthouse: LHR-2967B087 H: ----- SECONDARY base BE29E483 distance 2.50m -----

Sat Apr 21 2018 19:41:57.232 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe
(VRApplication_VRMonitor) (Args: -nokillprocess) 1760
Sat Apr 21 2018 19:41:57.241 - Setting app openvr.component.vrmonitor PID to 1760
Sat Apr 21 2018 19:41:57.241 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:41:57.241 - Processing message VRMsg_Connect from vrmonitor
(1760) took 0.00909 seconds
Sat Apr 21 2018 19:41:57.504 - Closing pipe vrstartup (9196) because it was broken
from the other end
Sat Apr 21 2018 19:41:57.504 - Process vrstartup (9196) disconnected
(Thread(0x0000026A4AC24A20/0x000))
Sat Apr 21 2018 19:41:58.063 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP
bases CF3A0E55 <-> be29e483 distance 6.07m, angle 177.62 deg -----
Sat Apr 21 2018 19:41:58.063 - lighthouse: Moving base BE29E483 106mm and 0.8
deg because of relationship with CF3A0E55, which is closer to the origin
Sat Apr 21 2018 19:41:58.063 - lighthouse: Updating tilt for BE29E483: Old= 13.54,
-0.52, 7.65456e-05 <- 2.29 deg -> new= 15.70, 0.27, 7.57107e-05 result=15.70,
0.27, 7.57107e-05
Sat Apr 21 2018 19:41:58.084 - lighthouse: Saved LighthouseDB rev 2390 to
H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:41:58.269 - App openvr.tool.steamvr_environments (vive_pro)
loaded fallback binding file
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_generic.json
Sat Apr 21 2018 19:41:58.269 - App openvr.tool.steamvr_environments
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\tools\steamvr_environments\game\
steamtours\cfg\bindings_vive_controller.json
Sat Apr 21 2018 19:41:58.269 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_pro.json
Sat Apr 21 2018 19:41:58.269 - App openvr.component.vrcompositor
(vive_controller) loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_controller.json
Sat Apr 21 2018 19:41:58.442 - Setting app htc.vive.overlay PID to 15532
Sat Apr 21 2018 19:41:58.442 - Started autolaunch dashboard htc.vive.overlay.

Sat Apr 21 2018 19:41:58.445 - Setting app pottedmeat7.vrwalkinplace PID to 15824
Sat Apr 21 2018 19:41:58.445 - Started autolaunch dashboard
pottedmeat7.vrwalkinplace.
Sat Apr 21 2018 19:41:58.445 - Processing message VRMsg_StartAutolaunchOverlays
from vrdashboard (11752) took 0.00768 seconds
Sat Apr 21 2018 19:41:58.616 - New Connect message from C:\Program
Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay)
(Args:) 15824
Sat Apr 21 2018 19:41:58.630 - Setting app pottedmeat7.vrwalkinplace PID to 15824
Sat Apr 21 2018 19:41:58.630 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:41:58.630 - Processing message VRMsg_Connect from OpenVR-
WalkInPlaceOverlay (15824) took 0.0144 seconds
Sat Apr 21 2018 19:41:59.437 - New Connect message from
H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe
(VRApplication_Overlay) (Args: -compositor) 15532
Sat Apr 21 2018 19:41:59.448 - Setting app htc.vive.overlay PID to 15532
Sat Apr 21 2018 19:41:59.448 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:41:59.448 - Processing message VRMsg_Connect from
ViveDashboard (15532) took 0.0108 seconds
Sat Apr 21 2018 19:42:00.251 - Processing message VRMsg_AddApplicationManifest
from OpenVR-WalkInPlaceOverlay (15824) took 0.00736 seconds
Sat Apr 21 2018 19:42:00.376 - Processing message VRMsg_ComputeDistortion from
steamtours (9396) took 0.0172 seconds
Sat Apr 21 2018 19:42:00.386 - Processing message VRMsg_ComputeDistortion from
steamtours (9396) took 0.0101 seconds
Sat Apr 21 2018 19:42:00.485 - Processing message VRMsg_ComputeDistortion from
steamtours (9396) took 0.0179 seconds
Sat Apr 21 2018 19:42:00.721 - Processing message VRMsg_ComputeDistortion from
steamtours (9396) took 0.0133 seconds
Sat Apr 21 2018 19:42:02.017 - lighthouse: LHR-F5E53B44 C: Trying to add a
secondary base BE29E483: Samples didn't yield successful bootstrap pose
Sat Apr 21 2018 19:42:03.216 - lighthouse: Unknown Hmd Interrupt packet: report ID
2
Sat Apr 21 2018 19:42:04.804 - lighthouse: Unknown Hmd Interrupt packet: report ID
1
Sat Apr 21 2018 19:42:07.427 - lighthouse: TrackedCamera: ISP Sync: Enabled
(Divisor:15).
Sat Apr 21 2018 19:42:07.430 - lighthouse: TrackedCamera: Starting Video Stream.

Sat Apr 21 2018 19:42:07.672 - lighthouse: TrackedCamera: StartVideoStream() took 242 ms

Sat Apr 21 2018 19:42:09.449 - 0 - entering standby

Sat Apr 21 2018 19:42:09.449 - 0 - entering standby

Sat Apr 21 2018 19:42:23.218 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 133.264560 < filter at 133.316533

Sat Apr 21 2018 19:42:39.723 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:42:39.723 - Processing message VRMsg_Settings_Sync from vrmonitor (1760) took 0.00503 seconds

Sat Apr 21 2018 19:42:39.729 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:42:39.729 - Processing message VRMsg_Settings_Sync from vrmonitor (1760) took 0.00503 seconds

Sat Apr 21 2018 19:42:39.734 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:42:39.734 - Processing message VRMsg_Settings_Sync from vrmonitor (1760) took 0.00516 seconds

Sat Apr 21 2018 19:43:49.588 - lighthouse: LHR-F5E53B44 C: LighthouseDirect: Optical data at time 219.630689 < filter at 219.683755

Sat Apr 21 2018 19:43:53.045 - PowerOffTrackedDevice for 1

Sat Apr 21 2018 19:43:53.045 - lighthouse: Device LHR-F5E53B44 powering off upon entering standby.

Sat Apr 21 2018 19:43:53.047 - Process vrmonitor (1760) has initiated a quit all

Sat Apr 21 2018 19:43:53.048 - lighthouse: Device LHR-F5E53B44 powering off upon entering standby.

Sat Apr 21 2018 19:43:53.050 - Sending Quit event to process vrdashboard (11752)

Sat Apr 21 2018 19:43:53.050 - Sending Quit event to process steamtours (9396)

Sat Apr 21 2018 19:43:53.050 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (15824)

Sat Apr 21 2018 19:43:53.050 - Sending Quit event to process ViveDashboard (15532)

Sat Apr 21 2018 19:43:53.126 - Closing pipe OpenVR-WalkInPlaceOverlay (15824) because it was broken from the other end

Sat Apr 21 2018 19:43:53.126 - Process OpenVR-WalkInPlaceOverlay (15824) disconnected (Thread(0x0000026A4CBBF6B0/0x000))

Sat Apr 21 2018 19:43:53.127 - 0 - leaving standby

Sat Apr 21 2018 19:43:53.460 - Closing pipe ViveDashboard (15532) because it was

broken from the other end

Sat Apr 21 2018 19:43:53.460 - Process ViveDashboard (15532) disconnected
(Thread(0x0000026A4CBBF3B0/0x000))

Sat Apr 21 2018 19:43:53.713 - Closing pipe steamtours (9396) because it was broken
from the other end

Sat Apr 21 2018 19:43:53.713 - Process steamtours (9396) disconnected
(Thread(0x0000026A4ACFB3F0/0x000))

Sat Apr 21 2018 19:43:53.732 - lighthouse: 80FE5EB304: Wireless controller LHR-
F5E53B44 disconnected

Sat Apr 21 2018 19:43:53.732 - lighthouse: LHR-F5E53B44: Disconnected from
receiver 80FE5EB304

Sat Apr 21 2018 19:43:54.574 - Closing pipe vrdashboard (11752) because it was
broken from the other end

Sat Apr 21 2018 19:43:54.574 - Process vrdashboard (11752) disconnected
(Thread(0x0000026A4ACFBCF0/0x000))

Sat Apr 21 2018 19:43:54.584 - Sending Quit event to process vrcompositor (3876)

Sat Apr 21 2018 19:43:54.584 - Sending Quit event to process vrmonitor (1760)

Sat Apr 21 2018 19:43:56.244 - Closing pipe vrmonitor (1760) because it was broken
from the other end

Sat Apr 21 2018 19:43:56.244 - Process vrmonitor (1760) disconnected
(Thread(0x0000026A4CBBE7B0/0x000))

Sat Apr 21 2018 19:43:56.502 - Closing pipe vrcompositor (3876) because it was
broken from the other end

Sat Apr 21 2018 19:43:56.502 - Process vrcompositor (3876) disconnected
(Thread(0x0000026A4ACFBA70/0x000))

Sat Apr 21 2018 19:43:56.524 - VR server shutting down

Sat Apr 21 2018 19:43:56.546 - lighthouse: TrackedCamera: Stopping Video Stream.

Sat Apr 21 2018 19:43:56.588 - Listener thread ending

Sat Apr 21 2018 19:43:56.820 - lighthouse: Unable to set work state to 4 for HMD Hid
device

Sat Apr 21 2018 19:43:56.820 - lighthouse: Unable to set work state to 4 for HMD Hid
device

Sat Apr 21 2018 19:43:56.820 - lighthouse: TrackedCamera: Stopping Video Stream
For Camera Shutdown.

Sat Apr 21 2018 19:43:57.112 - lighthouse: TrackedCamera: Video Stream Stopped.

Sat Apr 21 2018 19:43:57.129 - lighthouse: TrackedCamera: CloseCamera()

Sat Apr 21 2018 19:43:57.132 - lighthouse: Stopped tracking with universe
1479640794

Sat Apr 21 2018 19:43:57.142 - lighthouse: Saved LighthouseDB rev 2391 to

H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:44:03.235 -

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Sat Apr 21 2018 19:44:03.235 -

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Sat Apr 21 2018 19:44:03.236 - Runtime path was

H:\Steam\steamapps\common\SteamVR. Setting it to

H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe

Sat Apr 21 2018 19:44:03.238 - Setting shared memory namespace to 2860

Sat Apr 21 2018 19:44:03.238 - VR server (v1524162059) starting up with
config=H:\Steam\config

Sat Apr 21 2018 19:44:03.238 - VRServer will wait for VRMonitor before exiting

Sat Apr 21 2018 19:44:03.241 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:44:03.241 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:44:03.241 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:44:03.241 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:44:03.245 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:44:03.245 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:44:03.246 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:44:03.246 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:44:03.246 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:44:03.247 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:44:03.284 - Add Json firmware manifest from
{htc}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:44:03.284 - Add Json firmware manifest from
{lighthouse}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:44:03.294 - New Connect message from

H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe
(VRApplication_VRMonitor) (Args: -nokillprocess) 12240

Sat Apr 21 2018 19:44:03.301 - Setting app openvr.component.vrmonitor PID to
12240

Sat Apr 21 2018 19:44:03.571 - driver 00vrwalkinplace implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_004 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_001
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:44:03.571 - Loaded server driver 00vrwalkinplace
(IServerTrackedDeviceProvider_004) from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\bin\win64\driver_
00vrwalkinplace.dll

Sat Apr 21 2018 19:44:03.571 - Driver 00vrwalkinplace has no suitable devices.

Sat Apr 21 2018 19:44:03.573 - driver gamepad implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:44:03.573 - Loaded server driver gamepad
(IServerTrackedDeviceProvider_004) from

H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamep
ad.dll

Sat Apr 21 2018 19:44:03.574 - Driver gamepad has no suitable devices.

Sat Apr 21 2018 19:44:03.865 - lighthouse: Attached HID Devices:

Sat Apr 21 2018 19:44:03.865 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
Controller (interface 2)

Sat Apr 21 2018 19:44:03.865 - lighthouse: 28DE, 2101: s/n E31912BCD1:
Watchman Dongle (interface 0)

Sat Apr 21 2018 19:44:03.865 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
IMU (interface 0)

Sat Apr 21 2018 19:44:03.865 - lighthouse: 28DE, 2300: s/n LHR-2967B087:

Optical (interface 1)

Sat Apr 21 2018 19:44:03.865 - lighthouse: 28DE, 2101: s/n 80FE5EB304:

Watchman Dongle (interface 0)

Sat Apr 21 2018 19:44:03.865 - lighthouse: BB4, 309: s/n 206739515952: VIVE

Pro (interface 0)

Sat Apr 21 2018 19:44:03.865 - lighthouse: BB4, 30B: s/n

\\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)

Sat Apr 21 2018 19:44:04.178 - lighthouse: LHR-2967B087: Read config of 4153 bytes from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Sat Apr 21 2018 19:44:04.185 - lighthouse: HMD Model: HTC Vive Pro

Sat Apr 21 2018 19:44:04.185 - lighthouse: Parsing LighthouseDB from file

H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:44:04.186 - lighthouse: Successfully parsed Lighthouse DB rev 2391 from H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:44:04.187 - lighthouse: LHR-2967B087 H: Source: auto disambiguator -- Preferred basestation 00000000

Sat Apr 21 2018 19:44:04.188 - lighthouse: Enumerating displays...

Sat Apr 21 2018 19:44:04.229 - lighthouse: Found two different DeviceIDs for monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-08002be10318}\0014

Sat Apr 21 2018 19:44:04.885 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080

Sat Apr 21 2018 19:44:04.885 - lighthouse: <hidden>: 0, 0, 0, 0

Sat Apr 21 2018 19:44:04.885 - lighthouse: RecommendedRenderTargetSize: 1440, 1600 (viewport 2016, 2240 scaled by 1.40)

Sat Apr 21 2018 19:44:04.885 - lighthouse: Attempting HID Open IMU: LHR-2967B087

Sat Apr 21 2018 19:44:04.885 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:44:04.885 - lighthouse: TrackedCamera: OpenCamera()

Sat Apr 21 2018 19:44:04.885 - lighthouse: TrackedCamera: Expecting drivers at 'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'

Sat Apr 21 2018 19:44:04.889 - lighthouse: LHR-2967B087: Firmware Version 1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL 1517470641

Sat Apr 21 2018 19:44:04.895 - lighthouse: LHR-2967B087: Successfully fetched gyro/accelerometer range modes from the device. GyroRangeMode:1

AccelRangeMode:1

Sat Apr 21 2018 19:44:04.896 - lighthouse: Attempting HID Open Optical: LHR-2967B087

Sat Apr 21 2018 19:44:04.896 - lighthouse: Lighthouse Optical HID opened

Sat Apr 21 2018 19:44:04.896 - lighthouse: Attempting HID Open VrController: LHR-2967B087

Sat Apr 21 2018 19:44:04.896 - lighthouse: Lighthouse VrController HID opened

Sat Apr 21 2018 19:44:05.035 - lighthouse: TrackedCamera: Found Dual Cameras at USB VID:0BB4, USB PID:030C

Sat Apr 21 2018 19:44:05.058 - lighthouse: InitTrackedCamera(): Opened tracked camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 19:44:05.102 - driver lighthouse implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:44:05.102 - Loaded server driver lighthouse

(IServerTrackedDeviceProvider_004) from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 19:44:05.103 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 19:44:05.103 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:44:05.211 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 19:44:05.211 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:44:05.322 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Sat Apr 21 2018 19:44:05.324 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 19:44:05.324 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 19:44:05.326 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Sat Apr 21 2018 19:44:05.327 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 19:44:05.327 - lighthouse: Loading MC file

'H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 19:44:05.365 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-

2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated
Sat Apr 21 2018 19:44:05.368 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)
Sat Apr 21 2018 19:44:05.369 - lighthouse: VerifyUSBUserDataInDirectory:
H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated
Sat Apr 21 2018 19:44:05.379 - lighthouse: Loading MC file
'H:\Steam\config\lighthouse\lhr-
2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'
Sat Apr 21 2018 19:44:05.413 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)
Sat Apr 21 2018 19:44:05.426 - lighthouse: LHR-2967B087 H: tdm sync acquired
Sat Apr 21 2018 19:44:05.430 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" left eye
Sat Apr 21 2018 19:44:05.430 - lighthouse: Generating hidden area mesh for "HTC
Vive Pro" right eye
Sat Apr 21 2018 19:44:05.431 - Active HMD set to lighthouse.LHR-2967B087
Sat Apr 21 2018 19:44:05.432 - Guessing frequency of current display mode because
SDL failed us
Sat Apr 21 2018 19:44:05.432 - Initialized EyeToHead Left Translation -0.034100
0.000000 0.000000
Sat Apr 21 2018 19:44:05.432 - Initialized EyeToHead Right Translation 0.034100
0.000000 0.000000
Sat Apr 21 2018 19:44:05.433 - Adding controller type to vive_pro
Sat Apr 21 2018 19:44:05.433 - DXGI thread failed to get SDL display index
Sat Apr 21 2018 19:44:05.434 - Processing message VRMsg_Connect from vrmonitor
(12240) took 2.14 seconds
Sat Apr 21 2018 19:44:05.592 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win64\vrcompositor.exe
(VRApplication_Background) (Args:) 14992
Sat Apr 21 2018 19:44:05.599 - Setting app openvr.component.vrcompositor PID to
14992
Sat Apr 21 2018 19:44:05.600 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bind
ings_vive_pro.json
Sat Apr 21 2018 19:44:05.600 - Using existing HMD lighthouse.LHR-2967B087
Sat Apr 21 2018 19:44:05.600 - Processing message VRMsg_Connect from
vrcompositor (14992) took 0.00839 seconds
Sat Apr 21 2018 19:44:07.591 - Processing message

VRMsg_TrackedCamera_GetDistortion from vrcompositor (14992) took 0.00529 seconds

Sat Apr 21 2018 19:44:08.006 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:44:08.006 - Processing message VRMsg_Settings_Sync from
vrcompositor (14992) took 0.00534 seconds

Sat Apr 21 2018 19:44:08.234 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe
(VRApplication_Overlay) (Args:) 11760

Sat Apr 21 2018 19:44:08.240 - Setting app openvr.component.vrdashboard PID to
11760

Sat Apr 21 2018 19:44:08.240 - VRDashboard watchdog enabled for pid:11760

Sat Apr 21 2018 19:44:08.240 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:44:08.240 - Processing message VRMsg_Connect from
vrdashboard (11760) took 0.00675 seconds

Sat Apr 21 2018 19:44:08.305 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2

Sat Apr 21 2018 19:44:08.305 - lighthouse: LHR-2967B087 H: SwSyncDetect selected
tdm

Sat Apr 21 2018 19:44:08.462 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED
base CF3A0E55 (immediate) distance 5.05m velocity 0.09m/s base pitch ~24.5 deg
roll ~-1.7 deg -----

Sat Apr 21 2018 19:44:08.470 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:44:09.609 - Setting app htc.vive.overlay PID to 6160

Sat Apr 21 2018 19:44:09.609 - Started autolaunch dashboard htc.vive.overlay.

Sat Apr 21 2018 19:44:09.612 - Setting app pottedmeat7.vrwalkinplace PID to 10192

Sat Apr 21 2018 19:44:09.612 - Started autolaunch dashboard
pottedmeat7.vrwalkinplace.

Sat Apr 21 2018 19:44:09.612 - Processing message VRMsg_StartAutolaunchOverlays
from vrdashboard (11760) took 0.00684 seconds

Sat Apr 21 2018 19:44:09.723 - New Connect message from C:\Program
Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay)
(Args:) 10192

Sat Apr 21 2018 19:44:09.732 - Setting app pottedmeat7.vrwalkinplace PID to 10192

Sat Apr 21 2018 19:44:09.732 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:44:09.732 - Processing message VRMsg_Connect from OpenVR-

WalkInPlaceOverlay (10192) took 0.00856 seconds

Sat Apr 21 2018 19:44:10.128 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base CF3A0E55 at pitch 21.95 deg roll -0.91 deg -----

Sat Apr 21 2018 19:44:10.128 - lighthouse: Updating tilt for CF3A0E55: Old= 21.83, -0.93, 5.64264e-06 <- 0.12 deg -> new= 21.95, -0.91, 5.65479e-06 result=21.95, -0.91, 5.65479e-06

Sat Apr 21 2018 19:44:10.128 - lighthouse: Best tilt from LHR-2967B087 for base CF3A0E55 pitch 21.95 roll -0.91 score 2.71

Sat Apr 21 2018 19:44:10.128 - lighthouse: BootstrapFinished setting tilt base to CF3A0E55

Sat Apr 21 2018 19:44:10.128 - lighthouse: Selected existing universe 1479640794 (CF3A0E55 is primary)

Sat Apr 21 2018 19:44:10.128 - lighthouse: Setting universe tilt from CF3A0E55 via transform to global: pitch 21.95 deg roll -0.91 deg

Sat Apr 21 2018 19:44:10.145 - lighthouse: Saved LighthouseDB rev 2392 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:44:10.497 - New Connect message from H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe (VRApplication_Overlay) (Args: -compositor) 6160

Sat Apr 21 2018 19:44:10.507 - Setting app htc.vive.overlay PID to 6160

Sat Apr 21 2018 19:44:10.507 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:44:10.507 - Processing message VRMsg_Connect from ViveDashboard (6160) took 0.00993 seconds

Sat Apr 21 2018 19:44:10.854 - Processing message VRMsg_AddApplicationManifest from OpenVR-WalkInPlaceOverlay (10192) took 0.00548 seconds

Sat Apr 21 2018 19:44:11.153 - lighthouse: LHR-2967B087 H: ----- SECONDARY base BE29E483 distance 2.50m -----

Sat Apr 21 2018 19:44:11.977 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP bases CF3A0E55 <-> be29e483 distance 6.07m, angle 177.62 deg -----

Sat Apr 21 2018 19:44:11.977 - lighthouse: Moving base BE29E483 6mm and 0.1 deg because of relationship with CF3A0E55, which is closer to the origin

Sat Apr 21 2018 19:44:11.977 - lighthouse: Updating tilt for BE29E483: Old= 15.70, 0.27, 7.57107e-05 <- 0.21 deg -> new= 15.51, 0.17, 7.60243e-05 result=15.51, 0.17, 7.60243e-05

Sat Apr 21 2018 19:44:11.996 - lighthouse: Saved LighthouseDB rev 2393 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:44:13.295 - lighthouse: Unknown Hmd Interrupt packet: report ID

Sat Apr 21 2018 19:44:15.795 - lighthouse: Unknown Hmd Interrupt packet: report ID 1

Sat Apr 21 2018 19:44:21.316 - 0 - entering standby

Sat Apr 21 2018 19:44:21.316 - 0 - entering standby

Sat Apr 21 2018 19:44:32.088 - lighthouse: TrackedCamera: ISP Sync: Enabled (Divisor:15).

Sat Apr 21 2018 19:44:32.091 - lighthouse: TrackedCamera: Starting Video Stream.

Sat Apr 21 2018 19:44:32.245 - lighthouse: TrackedCamera: StartVideoStream() took 153 ms

Sat Apr 21 2018 19:44:44.912 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:44:44.912 - Processing message VRMsg_Settings_Sync from vrmonitor (12240) took 0.0056 seconds

Sat Apr 21 2018 19:44:45.595 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:44:49.197 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:44:49.197 - Processing message VRMsg_Settings_Sync from vrmonitor (12240) took 0.0052 seconds

Sat Apr 21 2018 19:44:54.891 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:45:55.596 - Process vrmonitor (12240) has initiated a quit all

Sat Apr 21 2018 19:45:55.599 - Sending Quit event to process vrdashboard (11760)

Sat Apr 21 2018 19:45:55.599 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (10192)

Sat Apr 21 2018 19:45:55.599 - Sending Quit event to process ViveDashboard (6160)

Sat Apr 21 2018 19:45:55.640 - Closing pipe OpenVR-WalkInPlaceOverlay (10192) because it was broken from the other end

Sat Apr 21 2018 19:45:55.640 - Process OpenVR-WalkInPlaceOverlay (10192) disconnected (Thread(0x00000250A6D671C0/0x000))

Sat Apr 21 2018 19:45:55.640 - 0 - leaving standby

Sat Apr 21 2018 19:45:55.918 - Closing pipe ViveDashboard (6160) because it was broken from the other end

Sat Apr 21 2018 19:45:55.918 - Process ViveDashboard (6160) disconnected (Thread(0x00000250A6D66540/0x000))

Sat Apr 21 2018 19:45:57.378 - Closing pipe vrdashboard (11760) because it was broken from the other end

Sat Apr 21 2018 19:45:57.378 - Process vrdashboard (11760) disconnected

(Thread(0x00000250A6D65A40/0x000))
Sat Apr 21 2018 19:45:57.388 - Sending Quit event to process vrcompositor (14992)
Sat Apr 21 2018 19:45:57.388 - Sending Quit event to process vrmonitor (12240)
Sat Apr 21 2018 19:45:59.041 - Closing pipe vrmonitor (12240) because it was broken from the other end
Sat Apr 21 2018 19:45:59.041 - Process vrmonitor (12240) disconnected
(Thread(0x00000250A6CAD6C0/0x000))
Sat Apr 21 2018 19:45:59.295 - Closing pipe vrcompositor (14992) because it was broken from the other end
Sat Apr 21 2018 19:45:59.295 - Process vrcompositor (14992) disconnected
(Thread(0x00000250A6D65D40/0x000))
Sat Apr 21 2018 19:45:59.305 - VR server shutting down
Sat Apr 21 2018 19:45:59.310 - lighthouse: TrackedCamera: Stopping Video Stream.
Sat Apr 21 2018 19:45:59.320 - Listener thread ending
Sat Apr 21 2018 19:45:59.462 - lighthouse: Unable to set work state to 4 for HMD Hid device
Sat Apr 21 2018 19:45:59.462 - lighthouse: Unable to set work state to 4 for HMD Hid device
Sat Apr 21 2018 19:45:59.462 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.
Sat Apr 21 2018 19:45:59.873 - lighthouse: TrackedCamera: Video Stream Stopped.
Sat Apr 21 2018 19:45:59.905 - lighthouse: TrackedCamera: CloseCamera()
Sat Apr 21 2018 19:45:59.908 - lighthouse: Stopped tracking with universe 1479640794
Sat Apr 21 2018 19:45:59.917 - lighthouse: Saved LighthouseDB rev 2394 to H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:54:31.163 -
=====

Sat Apr 21 2018 19:54:31.163 -
=====

Sat Apr 21 2018 19:54:31.163 - Runtime path was
H:\Steam\steamapps\common\SteamVR. Setting it to
H:\Steam\steamapps\common\SteamVR\ to match vrserver.exe
Sat Apr 21 2018 19:54:31.165 - Setting shared memory namespace to 13696
Sat Apr 21 2018 19:54:31.166 - VR server (v1524162059) starting up with config=H:\Steam\config

Sat Apr 21 2018 19:54:31.166 - VRServer will wait for VRMonitor before exiting

Sat Apr 21 2018 19:54:31.169 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:54:31.169 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory

Sat Apr 21 2018 19:54:31.169 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:54:31.169 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:54:31.172 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:31.173 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:31.173 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:31.173 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:31.173 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 19:54:31.174 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:54:31.669 - New Connect message from

H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe

(VRApplication_Bootstrapper) (Args:) 15936

Sat Apr 21 2018 19:54:31.673 - Add Json firmware manifest from

{htc}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:54:31.677 - Creating builtin app for

H:\Steam\steamapps\common\SteamVR\bin\win32\vrstartup.exe

(VRApplication_Bootstrapper)

Sat Apr 21 2018 19:54:31.677 - Setting app system.generated.vrstartup.exe PID to

15936

Sat Apr 21 2018 19:54:31.678 - Add Json firmware manifest from

{lighthouse}/firmware/manifest.vrfirmware

Sat Apr 21 2018 19:54:32.163 - driver 00vrwalkinplace implements interfaces

IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
 IVRDriverDirectModeComponent_004 IVRCameraComponent_002
 IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_001
 IVRDriverManager_001 IVRResources_001
 Sat Apr 21 2018 19:54:32.163 - Loaded server driver 00vrwalkinplace
 (IServerTrackedDeviceProvider_004) from
 H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\bin\win64\driver_
 00vrwalkinplace.dll
 Sat Apr 21 2018 19:54:32.163 - Driver 00vrwalkinplace has no suitable devices.
 Sat Apr 21 2018 19:54:32.215 - driver gamepad implements interfaces
 IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
 IVRDriverDirectModeComponent_005 IVRCameraComponent_002
 IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
 IVRDriverManager_001 IVRResources_001
 Sat Apr 21 2018 19:54:32.215 - Loaded server driver gamepad
 (IServerTrackedDeviceProvider_004) from
 H:\Steam\steamapps\common\SteamVR\drivers\gamepad\bin\win64\driver_gamep
 ad.dll
 Sat Apr 21 2018 19:54:32.215 - Driver gamepad has no suitable devices.
 Sat Apr 21 2018 19:54:32.874 - [Steam] Steam INIT.
 Sat Apr 21 2018 19:54:32.914 - lighthouse: Attached HID Devices:
 Sat Apr 21 2018 19:54:32.914 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
 Controller (interface 2)
 Sat Apr 21 2018 19:54:32.914 - lighthouse: 28DE, 2101: s/n E31912BCD1:
 Watchman Dongle (interface 0)
 Sat Apr 21 2018 19:54:32.915 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
 IMU (interface 0)
 Sat Apr 21 2018 19:54:32.915 - lighthouse: 28DE, 2300: s/n LHR-2967B087:
 Optical (interface 1)
 Sat Apr 21 2018 19:54:32.915 - lighthouse: 28DE, 2101: s/n 80FE5EB304:
 Watchman Dongle (interface 0)
 Sat Apr 21 2018 19:54:32.915 - lighthouse: BB4, 309: s/n 206739515952: VIVE
 Pro (interface 0)
 Sat Apr 21 2018 19:54:32.915 - lighthouse: BB4, 30B: s/n
 \\?\hid#vid_0bb4&pid_030b&mi_03#b&1ffd0944&0&0000#{4d1e55b2-f16f-11cf-
 88cb-001111000030}: VIVE Pro Multimedia Audio (interface 3)
 Sat Apr 21 2018 19:54:33.226 - lighthouse: LHR-2967B087: Read config of 4153 bytes
 from [vid:28de, pid:2300] (LHR-2967B087) and inflated to 19438 bytes

Sat Apr 21 2018 19:54:33.245 - lighthouse: HMD Model: HTC Vive Pro
Sat Apr 21 2018 19:54:33.250 - lighthouse: Parsing LighthouseDB from file
H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:54:33.251 - lighthouse: Successfully parsed Lighthouse DB rev
2394 from H:\Steam\config\lighthouse\lighthousedb.json
Sat Apr 21 2018 19:54:33.252 - lighthouse: LHR-2967B087 H: Source: auto
disambiguator -- Preferred basestation 00000000
Sat Apr 21 2018 19:54:33.253 - lighthouse: Enumerating displays...
Sat Apr 21 2018 19:54:33.294 - lighthouse: Found two different DeviceIDs for
monitor \\.\DISPLAY1: MONITOR\ACR0313\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0013 and MONITOR\ACR1535\{4d36e96e-e325-11ce-bfc1-
08002be10318}\0014
Sat Apr 21 2018 19:54:33.920 - lighthouse: MONITOR\ACR0313\{4d36e96e-e325-
11ce-bfc1-08002be10318}\0013: 0, 0, 1920, 1080
Sat Apr 21 2018 19:54:33.920 - lighthouse: <hidden>: 0, 0, 0, 0
Sat Apr 21 2018 19:54:33.920 - lighthouse: RecommendedRenderTargetSize: 1440,
1600 (viewport 2016, 2240 scaled by 1.40)
Sat Apr 21 2018 19:54:33.920 - lighthouse: Attempting HID Open IMU: LHR-
2967B087
Sat Apr 21 2018 19:54:33.921 - lighthouse: Lighthouse IMU HID opened
Sat Apr 21 2018 19:54:33.921 - lighthouse: TrackedCamera: OpenCamera()
Sat Apr 21 2018 19:54:33.921 - lighthouse: TrackedCamera: Expecting drivers at
'H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64'
Sat Apr 21 2018 19:54:33.924 - lighthouse: LHR-2967B087: Firmware Version
1518508151 watchman@runner-watchman 2018-02-13 FPGA 531(2.19/0/2) BL
1517470641
Sat Apr 21 2018 19:54:33.931 - lighthouse: LHR-2967B087: Successfully fetched
gyro/accelerometer range modes from the device. GyroRangeMode:1
AccelRangeMode:1
Sat Apr 21 2018 19:54:33.931 - lighthouse: Attempting HID Open Optical: LHR-
2967B087
Sat Apr 21 2018 19:54:33.931 - lighthouse: Lighthouse Optical HID opened
Sat Apr 21 2018 19:54:33.931 - lighthouse: Attempting HID Open VrController: LHR-
2967B087
Sat Apr 21 2018 19:54:33.931 - lighthouse: Lighthouse VrController HID opened
Sat Apr 21 2018 19:54:34.157 - lighthouse: TrackedCamera: Found Dual Cameras at
USB VID:0BB4, USB PID:030C
Sat Apr 21 2018 19:54:34.173 - lighthouse: InitTrackedCamera(): Opened tracked

camera on (LHR-2967B087). Compatibility Mode:0. Version: 03.01.1B3 Date: 2018.Jan.11

Sat Apr 21 2018 19:54:34.235 - driver lighthouse implements interfaces
IVRSettings_002 ITrackedDeviceServerDriver_005 IVRDisplayComponent_002
IVRDriverDirectModeComponent_005 IVRCameraComponent_002
IServerTrackedDeviceProvider_004 IVRWatchdogProvider_001 IVRVirtualDisplay_002
IVRDriverManager_001 IVRResources_001

Sat Apr 21 2018 19:54:34.235 - Loaded server driver lighthouse
(IServerTrackedDeviceProvider_004) from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\bin\win64\driver_lighthouse.dll

Sat Apr 21 2018 19:54:34.236 - lighthouse: Attempting HID Open IMU: E31912BCD1

Sat Apr 21 2018 19:54:34.236 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:54:34.345 - lighthouse: Attempting HID Open IMU: 80FE5EB304

Sat Apr 21 2018 19:54:34.345 - lighthouse: Lighthouse IMU HID opened

Sat Apr 21 2018 19:54:34.484 - lighthouse: Setting Edid VendorID D222 and product ID AA02 from json

Sat Apr 21 2018 19:54:34.486 - lighthouse: Attempting HID Open HMD:

Sat Apr 21 2018 19:54:34.486 - lighthouse: Lighthouse HMD HID opened

Sat Apr 21 2018 19:54:34.488 - lighthouse: HmdDeviceConnect(53794, 43522, 3154242, 2)

Sat Apr 21 2018 19:54:34.490 - lighthouse: LHR-2967B087 H: SwSyncDetect Start, primary: tdm, alt: framer. SensorType 6

Sat Apr 21 2018 19:54:34.492 - lighthouse: Loading MC file

'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc'

Sat Apr 21 2018 19:54:34.528 - lighthouse: Clamping MC to 82 (1.0%) 173 (99.0%)

Sat Apr 21 2018 19:54:34.530 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc validated

Sat Apr 21 2018 19:54:34.534 - lighthouse: VerifyUSBUserDataInDirectory:

H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GMA183L000134_mura_analyzes.mc validated

Sat Apr 21 2018 19:54:34.537 - lighthouse: Loading MC file

'H:\Steam\config\lighthouse\lhr-2967b087\userdata\Green_4GLA183L000181_mura_analyzes.mc'

Sat Apr 21 2018 19:54:34.572 - lighthouse: Clamping MC to 90 (1.0%) 165 (99.0%)

Sat Apr 21 2018 19:54:34.584 - lighthouse: Generating hidden area mesh for "HTC

Vive Pro" left eye

Sat Apr 21 2018 19:54:34.584 - lighthouse: Generating hidden area mesh for "HTC

Vive Pro" right eye

Sat Apr 21 2018 19:54:34.584 - Active HMD set to lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:34.585 - Guessing frequency of current display mode because
SDL failed us

Sat Apr 21 2018 19:54:34.585 - Initialized EyeToHead Left Translation -0.031500
0.000000 0.000000

Sat Apr 21 2018 19:54:34.585 - Initialized EyeToHead Right Translation 0.031500
0.000000 0.000000

Sat Apr 21 2018 19:54:34.590 - DXGI thread failed to get SDL display index

Sat Apr 21 2018 19:54:34.591 - Adding controller type to vive_pro

Sat Apr 21 2018 19:54:34.592 - Processing message VRMsg_Connect from vrstartup
(15936) took 2.92 seconds

Sat Apr 21 2018 19:54:34.616 - lighthouse: LHR-2967B087 H: tdm sync acquired

Sat Apr 21 2018 19:54:36.172 - 0 - entering standby

Sat Apr 21 2018 19:54:37.496 - lighthouse: LHR-2967B087 H: framer disambiguator
provided base configuration. Rotor count: 2

Sat Apr 21 2018 19:54:37.496 - lighthouse: LHR-2967B087 H: SwSyncDetect selected
tdm

Sat Apr 21 2018 19:54:37.724 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\lh_basestation_vive\lh_basestation_vive.json

Sat Apr 21 2018 19:54:39.060 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe
(VRApplication_Background) (Args:) 8148

Sat Apr 21 2018 19:54:39.070 - Setting app openvr.component.vrcompositor PID to
8148

Sat Apr 21 2018 19:54:39.076 - App openvr.component.vrcompositor (vive_pro)
loaded default binding

file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 19:54:39.076 - 0 - leaving standby

Sat Apr 21 2018 19:54:39.078 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:39.078 - Processing message VRMsg_Connect from
vrcompositor (8148) took 0.0175 seconds

Sat Apr 21 2018 19:54:39.383 - Closing pipe vrcompositor (8148) because it was
broken from the other end

Sat Apr 21 2018 19:54:39.383 - Process vrcompositor (8148) disconnected
(Thread(0x0000026315009B00/0x000))

Sat Apr 21 2018 19:54:39.491 - lighthouse: LHR-2967B087 H: Waiting for best
bootstrap base station candidate...

Sat Apr 21 2018 19:54:40.753 - lighthouse: LHR-2967B087 H: ----- BOOTSTRAPPED
base BE29E483 (delayed) distance 2.50m velocity 0.02m/s base pitch ~13.7 deg roll
~0.0 deg -----

Sat Apr 21 2018 19:54:42.244 - Closing pipe vrstartup (15936) because it was broken
from the other end

Sat Apr 21 2018 19:54:42.244 - Process vrstartup (15936) disconnected
(Thread(0x0000026314F4D8A0/0x000))

Sat Apr 21 2018 19:54:42.417 - lighthouse: LHR-2967B087 H: ----- CALIBRATED base
BE29E483 at pitch 15.56 deg roll 0.28 deg -----

Sat Apr 21 2018 19:54:42.417 - lighthouse: Updating tilt for BE29E483: Old= 15.51,
0.17, 7.60243e-05 <- 0.12 deg -> new= 15.56, 0.28, 3.16204e-06 result=15.56,
0.28, 3.16204e-06

Sat Apr 21 2018 19:54:42.417 - lighthouse: Best tilt from LHR-2967B087 for base
BE29E483 pitch 15.56 roll 0.28 score 2.87

Sat Apr 21 2018 19:54:42.417 - lighthouse: BootstrapFinished setting tilt base to
BE29E483

Sat Apr 21 2018 19:54:42.417 - lighthouse: Selected existing universe 1479640794
(BE29E483 is secondary)

Sat Apr 21 2018 19:54:42.417 - lighthouse: Setting universe tilt from BE29E483 via
transform to global: pitch 21.91 deg roll -1.02 deg

Sat Apr 21 2018 19:54:42.429 - lighthouse: Saved LighthouseDB rev 2395 to
H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:54:47.356 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe
(VRApplication_VRMonitor) (Args: -nokillprocess) 3756

Sat Apr 21 2018 19:54:47.364 - Setting app openvr.component.vrmonitor PID to 3756

Sat Apr 21 2018 19:54:47.364 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:47.364 - Processing message VRMsg_Connect from vrmonitor
(3756) took 0.00795 seconds

Sat Apr 21 2018 19:54:47.550 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win64\vrcompositor.exe
(VRApplication_Background) (Args:) 15908

Sat Apr 21 2018 19:54:47.558 - Setting app openvr.component.vrcompositor PID to
15908

Sat Apr 21 2018 19:54:47.559 - App openvr.component.vrcompositor (vive_pro)
loaded default binding
file:///H:\Steam\steamapps\common\SteamVR\resources\config\vrcompositor_bindings_vive_pro.json

Sat Apr 21 2018 19:54:47.559 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:47.559 - Processing message VRMsg_Connect from
vrcompositor (15908) took 0.00927 seconds

Sat Apr 21 2018 19:54:50.496 - [Settings] Save Json Settings to
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:54:50.496 - Processing message VRMsg_Settings_Sync from
vrcompositor (15908) took 0.0053 seconds

Sat Apr 21 2018 19:54:52.690 - New Connect message from H:\Steam\Steam.exe
(VRApplication_Overlay) (Args: -silent) 11288

Sat Apr 21 2018 19:54:52.698 - Creating builtin app for H:\Steam\Steam.exe
(VRApplication_Overlay)

Sat Apr 21 2018 19:54:52.698 - Setting app system.generated.steam.exe PID to
11288

Sat Apr 21 2018 19:54:52.698 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:52.698 - Processing message VRMsg_Connect from Steam
(11288) took 0.00814 seconds

Sat Apr 21 2018 19:54:53.017 - Processing message VRMsg_AddApplicationManifest
from Steam (11288) took 0.012 seconds

Sat Apr 21 2018 19:54:53.149 - New Connect message from
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe
(VRApplication_Overlay) (Args:) 15492

Sat Apr 21 2018 19:54:53.158 - Setting app openvr.component.vrdashboard PID to
15492

Sat Apr 21 2018 19:54:53.158 - VRDashboard watchdog enabled for pid:15492

Sat Apr 21 2018 19:54:53.158 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:53.158 - Processing message VRMsg_Connect from
vrdashboard (15492) took 0.00915 seconds

Sat Apr 21 2018 19:54:56.429 - Setting app htc.vive.overlay PID to 1672

Sat Apr 21 2018 19:54:56.429 - Started autolaunch dashboard htc.vive.overlay.

Sat Apr 21 2018 19:54:56.455 - Setting app pottedmeat7.vrwalkinplace PID to 13952

Sat Apr 21 2018 19:54:56.455 - Started autolaunch dashboard
pottedmeat7.vrwalkinplace.

Sat Apr 21 2018 19:54:56.455 - Processing message VRMsg_StartAutolaunchOverlays
from vrdashboard (15492) took 0.269 seconds

Sat Apr 21 2018 19:54:57.056 - New Connect message from C:\Program Files\OpenVR-WalkInPlace\OpenVR-WalkInPlaceOverlay.exe (VRApplication_Overlay) (Args:) 13952

Sat Apr 21 2018 19:54:57.067 - Setting app pottedmeat7.vrwalkinplace PID to 13952

Sat Apr 21 2018 19:54:57.068 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:54:57.068 - Processing message VRMsg_Connect from OpenVR-WalkInPlaceOverlay (13952) took 0.0121 seconds

Sat Apr 21 2018 19:55:01.701 - New Connect message from H:\ViveSetup\Updater\App\Dashboard\win32\ViveDashboard.exe (VRApplication_Overlay) (Args: -compositor) 1672

Sat Apr 21 2018 19:55:01.710 - Setting app htc.vive.overlay PID to 1672

Sat Apr 21 2018 19:55:01.711 - Using existing HMD lighthouse.LHR-2967B087

Sat Apr 21 2018 19:55:01.711 - Processing message VRMsg_Connect from ViveDashboard (1672) took 0.00974 seconds

Sat Apr 21 2018 19:55:07.978 - lighthouse: Unknown Hmd Interrupt packet: report ID 2

Sat Apr 21 2018 19:55:10.772 - lighthouse: LHR-2967B087 H: ----- SECONDARY base CF3A0E55 distance 5.06m -----

Sat Apr 21 2018 19:55:11.537 - lighthouse: LHR-2967B087 H: ----- RELATIONSHIP bases BE29E483 <-> cf3a0e55 distance 6.07m, angle 177.74 deg -----

Sat Apr 21 2018 19:55:11.537 - lighthouse: Moving base BE29E483 7mm and 0.1 deg because of relationship with CF3A0E55, which is closer to the origin

Sat Apr 21 2018 19:55:11.537 - lighthouse: Updating tilt for CF3A0E55: Old= 21.95, -0.91, 39.4784 <- 0.07 deg -> new= 22.02, -0.94, 3.81281e-05 result=22.02, -0.94, 3.81281e-05

Sat Apr 21 2018 19:55:11.550 - lighthouse: Saved LighthouseDB rev 2396 to H:\Steam\config\lighthouse\lighthousedb.json

Sat Apr 21 2018 19:55:12.065 - lighthouse: Unknown Hmd Interrupt packet: report ID 1

Sat Apr 21 2018 19:55:19.022 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:55:19.022 - Processing message VRMsg_Settings_Sync from vrcompositor (15908) took 0.00575 seconds

Sat Apr 21 2018 19:55:19.652 - [Settings] Save Json Settings to H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:55:20.860 - 0 - entering standby

Sat Apr 21 2018 19:55:20.860 - 0 - entering standby

Sat Apr 21 2018 19:55:28.007 - lighthouse: TrackedCamera: ISP Sync: Enabled

(Divisor:15).

Sat Apr 21 2018 19:55:28.020 - lighthouse: TrackedCamera: Starting Video Stream.

Sat Apr 21 2018 19:55:28.461 - lighthouse: TrackedCamera: StartVideoStream() took 442 ms

Sat Apr 21 2018 19:55:49.401 - Process vrmonitor (3756) has initiated a quit all

Sat Apr 21 2018 19:55:49.409 - Sending Quit event to process Steam (11288)

Sat Apr 21 2018 19:55:49.409 - Sending Quit event to process vrdashboard (15492)

Sat Apr 21 2018 19:55:49.409 - Sending Quit event to process OpenVR-WalkInPlaceOverlay (13952)

Sat Apr 21 2018 19:55:49.409 - Sending Quit event to process ViveDashboard (1672)

Sat Apr 21 2018 19:55:49.490 - Closing pipe OpenVR-WalkInPlaceOverlay (13952) because it was broken from the other end

Sat Apr 21 2018 19:55:49.490 - Process OpenVR-WalkInPlaceOverlay (13952) disconnected (Thread(0x0000026316670D50/0x000))

Sat Apr 21 2018 19:55:49.490 - 0 - leaving standby

Sat Apr 21 2018 19:55:49.945 - Closing pipe ViveDashboard (1672) because it was broken from the other end

Sat Apr 21 2018 19:55:49.945 - Process ViveDashboard (1672) disconnected (Thread(0x00000263166713D0/0x000))

Sat Apr 21 2018 19:55:50.587 - Closing pipe Steam (11288) because it was broken from the other end

Sat Apr 21 2018 19:55:50.587 - Process Steam (11288) disconnected (Thread(0x0000026316670850/0x000))

Sat Apr 21 2018 19:55:50.740 - Closing pipe vrdashboard (15492) because it was broken from the other end

Sat Apr 21 2018 19:55:50.740 - Process vrdashboard (15492) disconnected (Thread(0x00000263166709D0/0x000))

Sat Apr 21 2018 19:55:50.751 - Sending Quit event to process vrcompositor (15908)

Sat Apr 21 2018 19:55:50.751 - Sending Quit event to process vrmonitor (3756)

Sat Apr 21 2018 19:55:52.671 - Closing pipe vrmonitor (3756) because it was broken from the other end

Sat Apr 21 2018 19:55:52.671 - Process vrmonitor (3756) disconnected (Thread(0x0000026315009B00/0x000))

Sat Apr 21 2018 19:55:52.836 - Closing pipe vrcompositor (15908) because it was broken from the other end

Sat Apr 21 2018 19:55:52.836 - Process vrcompositor (15908) disconnected (Thread(0x0000026314F4D320/0x000))

Sat Apr 21 2018 19:55:52.846 - VR server shutting down

Sat Apr 21 2018 19:55:52.862 - Listener thread ending
Sat Apr 21 2018 19:55:52.863 - lighthouse: TrackedCamera: Stopping Video Stream.
Sat Apr 21 2018 19:55:53.391 - lighthouse: Unable to set work state to 4 for HMD Hid device
Sat Apr 21 2018 19:55:53.391 - lighthouse: Unable to set work state to 4 for HMD Hid device
Sat Apr 21 2018 19:55:53.391 - lighthouse: TrackedCamera: Stopping Video Stream For Camera Shutdown.
Sat Apr 21 2018 19:55:53.428 - lighthouse: TrackedCamera: Video Stream Stopped.
Sat Apr 21 2018 19:55:53.444 - lighthouse: TrackedCamera: CloseCamera()
Sat Apr 21 2018 19:55:53.447 - lighthouse: Stopped tracking with universe 1479640794
Sat Apr 21 2018 19:55:53.455 - lighthouse: Saved LighthouseDB rev 2397 to H:\Steam\config\lighthouse\lighthousedb.json
--- vrserver.previous.txt - H:/Steam/logs

=== vrdashboard.txt - H:/Steam/logs

Fri Jul 14 2017 21:41:34.674 -

//=====

Fri Jul 14 2017 21:41:34.674 - VR dashboard (v1497390325) starting up

Fri Jul 14 2017 21:43:05.185 -

//=====

Fri Jul 14 2017 21:43:05.185 - VR dashboard (v1497390325) starting up

Fri Jul 14 2017 21:53:17.420 -

//=====

Fri Jul 14 2017 21:53:17.420 - VR dashboard (v1497390325) starting up

Fri Jul 14 2017 21:58:12.847 -

//=====

Fri Jul 14 2017 21:58:12.848 - VR dashboard (v1497390325) starting up

Fri Jul 14 2017 22:04:44.387 -

//=====

Fri Jul 14 2017 22:04:44.388 - VR dashboard (v1497390325) starting up

Sat Jul 15 2017 23:40:46.448 -
//=====

Sat Jul 15 2017 23:40:46.448 - VR dashboard (v1497390325) starting up

Fri Jul 21 2017 22:29:27.390 -
//=====

Fri Jul 21 2017 22:29:27.390 - VR dashboard (v1499136050) starting up

Fri Jul 28 2017 23:24:07.911 -
//=====

Fri Jul 28 2017 23:24:07.911 - VR dashboard (v1499136050) starting up

Fri Jul 28 2017 23:40:54.617 -
//=====

Fri Jul 28 2017 23:40:54.617 - VR dashboard (v1499136050) starting up

Fri Jul 28 2017 23:45:22.466 -
//=====

Fri Jul 28 2017 23:45:22.466 - VR dashboard (v1499136050) starting up

Sat Jul 29 2017 22:46:22.248 -
//=====

Sat Jul 29 2017 22:46:22.248 - VR dashboard (v1499136050) starting up

Mon Jul 31 2017 21:06:21.234 -
//=====

Mon Jul 31 2017 21:06:21.234 - VR dashboard (v1499136050) starting up

Tue Aug 01 2017 21:20:42.971 -
//=====

Tue Aug 01 2017 21:20:42.971 - VR dashboard (v1499136050) starting up

Mon Aug 07 2017 21:37:38.189 -
//=====

Mon Aug 07 2017 21:37:38.189 - VR dashboard (v1499136050) starting up

Mon Aug 07 2017 21:59:34.851 -
//=====

=====
Mon Aug 07 2017 21:59:34.851 - VR dashboard (v1499136050) starting up
Tue Aug 08 2017 20:37:29.888 -
//=====
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Tue Aug 08 2017 20:37:29.888 - VR dashboard (v1499136050) starting up
Wed Aug 09 2017 19:07:54.589 -
//=====
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Wed Aug 09 2017 19:07:54.589 - VR dashboard (v1499136050) starting up
Wed Aug 09 2017 20:24:25.425 -
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Wed Aug 09 2017 20:24:25.425 - VR dashboard (v1499136050) starting up
Thu Aug 10 2017 21:00:11.352 -
//=====
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Thu Aug 10 2017 21:00:11.353 - VR dashboard (v1499136050) starting up
Thu Aug 10 2017 21:05:09.894 -
//=====
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Thu Aug 10 2017 21:05:09.894 - VR dashboard (v1499136050) starting up
Thu Aug 10 2017 21:37:02.513 -
//=====
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Thu Aug 10 2017 21:37:02.513 - VR dashboard (v1499136050) starting up
Thu Aug 10 2017 21:53:04.958 -
//=====
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Thu Aug 10 2017 21:53:04.958 - VR dashboard (v1499136050) starting up
Thu Aug 10 2017 21:59:59.736 -
//=====
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Thu Aug 10 2017 21:59:59.736 - VR dashboard (v1499136050) starting up
Thu Aug 10 2017 22:02:47.176 -
//=====
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Thu Aug 10 2017 22:02:47.176 - VR dashboard (v1499136050) starting up

Fri Aug 11 2017 22:34:43.731 -
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Fri Aug 11 2017 22:34:43.731 - VR dashboard (v1499136050) starting up

Fri Aug 11 2017 23:57:21.244 -
//=====

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Fri Aug 11 2017 23:57:21.244 - VR dashboard (v1499136050) starting up

Sun Aug 13 2017 20:50:10.741 -
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Sun Aug 13 2017 20:50:10.741 - VR dashboard (v1499136050) starting up

Sun Aug 13 2017 21:24:09.931 -
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Sun Aug 13 2017 21:24:09.931 - VR dashboard (v1499136050) starting up

Mon Aug 14 2017 19:28:37.102 -
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Mon Aug 14 2017 19:28:37.102 - VR dashboard (v1499136050) starting up

Tue Aug 15 2017 19:53:09.202 -
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Tue Aug 15 2017 19:53:09.202 - VR dashboard (v1499136050) starting up

Tue Aug 15 2017 20:08:46.394 -
//=====

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Tue Aug 15 2017 20:08:46.394 - VR dashboard (v1499136050) starting up

Tue Aug 15 2017 20:13:42.180 -
//=====

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Tue Aug 15 2017 20:13:42.181 - VR dashboard (v1499136050) starting up

Wed Aug 16 2017 21:19:58.725 -
//=====

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Wed Aug 16 2017 21:19:58.725 - VR dashboard (v1499136050) starting up

Thu Aug 17 2017 21:57:07.059 -
//=====

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Thu Aug 17 2017 21:57:07.060 - VR dashboard (v1499136050) starting up

Fri Aug 18 2017 22:27:47.689 -

//=====

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Fri Aug 18 2017 22:27:47.689 - VR dashboard (v1499136050) starting up

Sat Aug 19 2017 00:38:22.268 -

//=====

=====

Sat Aug 19 2017 00:38:22.268 - VR dashboard (v1499136050) starting up

Mon Aug 21 2017 19:02:00.004 -

//=====

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Mon Aug 21 2017 19:02:00.004 - VR dashboard (v1499136050) starting up

Mon Aug 21 2017 20:42:39.312 -

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Mon Aug 21 2017 20:42:39.313 - VR dashboard (v1499136050) starting up

Tue Aug 22 2017 21:42:19.860 -

//=====

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Tue Aug 22 2017 21:42:19.860 - VR dashboard (v1499136050) starting up

Wed Aug 23 2017 19:58:42.790 -

//=====

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Wed Aug 23 2017 19:58:42.790 - VR dashboard (v1499136050) starting up

Thu Aug 24 2017 21:44:51.475 -

//=====

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Thu Aug 24 2017 21:44:51.475 - VR dashboard (v1499136050) starting up

Fri Aug 25 2017 20:09:25.842 -

//=====

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Fri Aug 25 2017 20:09:25.842 - VR dashboard (v1499136050) starting up

Sat Aug 26 2017 22:22:50.448 -

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Sat Aug 26 2017 22:22:50.449 - VR dashboard (v1499136050) starting up

Sun Aug 27 2017 21:39:43.867 -
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Sun Aug 27 2017 21:39:43.867 - VR dashboard (v1499136050) starting up

Mon Aug 28 2017 20:50:52.959 -
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Mon Aug 28 2017 20:50:52.959 - VR dashboard (v1499136050) starting up

Mon Aug 28 2017 21:13:31.068 -
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Mon Aug 28 2017 21:13:31.068 - VR dashboard (v1499136050) starting up

Wed Aug 30 2017 19:36:09.084 -
//=====

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Wed Aug 30 2017 19:36:09.085 - VR dashboard (v1499136050) starting up

Wed Aug 30 2017 20:43:22.122 -
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Wed Aug 30 2017 20:43:22.122 - VR dashboard (v1499136050) starting up

Wed Aug 30 2017 20:44:07.958 -
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Wed Aug 30 2017 20:44:07.958 - VR dashboard (v1499136050) starting up

Wed Aug 30 2017 20:46:51.407 -
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Wed Aug 30 2017 20:46:51.407 - VR dashboard (v1499136050) starting up

Thu Aug 31 2017 21:13:57.771 -
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Thu Aug 31 2017 21:13:57.771 - VR dashboard (v1499136050) starting up

Fri Sep 01 2017 20:25:05.038 -
//=====

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Fri Sep 01 2017 20:25:05.038 - VR dashboard (v1499136050) starting up

Sun Sep 03 2017 21:49:28.636 -
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Sun Sep 03 2017 21:49:28.636 - VR dashboard (v1499136050) starting up

Thu Oct 05 2017 20:35:08.220 -

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Thu Oct 05 2017 20:35:08.220 - VR dashboard (v1504061330) starting up

Thu Oct 05 2017 20:37:33.758 -

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Thu Oct 05 2017 20:37:33.758 - VR dashboard (v1504061330) starting up

Thu Oct 05 2017 20:39:34.625 -

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Thu Oct 05 2017 20:39:34.625 - VR dashboard (v1504061330) starting up

Wed Oct 11 2017 20:27:37.057 -

//=====

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Wed Oct 11 2017 20:27:37.057 - VR dashboard (v1504061330) starting up

Wed Oct 11 2017 20:31:08.216 -

//=====

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Wed Oct 11 2017 20:31:08.216 - VR dashboard (v1504061330) starting up

Thu Oct 12 2017 20:44:36.584 -

//=====

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Thu Oct 12 2017 20:44:36.585 - VR dashboard (v1504061330) starting up

Mon Oct 16 2017 21:41:03.465 -

//=====

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Mon Oct 16 2017 21:41:03.465 - VR dashboard (v1504061330) starting up

Tue Oct 17 2017 20:32:26.138 -

//=====

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Tue Oct 17 2017 20:32:26.138 - VR dashboard (v1504061330) starting up

Wed Oct 18 2017 20:33:47.351 -

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Wed Oct 18 2017 20:33:47.351 - VR dashboard (v1507941678) starting up

Thu Oct 19 2017 20:41:17.271 -
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Thu Oct 19 2017 20:41:17.271 - VR dashboard (v1507941678) starting up

Thu Oct 19 2017 20:54:04.349 -
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Thu Oct 19 2017 20:54:04.349 - VR dashboard (v1507941678) starting up

Thu Oct 19 2017 21:29:23.688 -
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Thu Oct 19 2017 21:29:23.689 - VR dashboard (v1507941678) starting up

Thu Oct 19 2017 22:04:20.725 -
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Thu Oct 19 2017 22:04:20.726 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:04.660 -
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Fri Oct 20 2017 07:33:04.660 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:08.034 -
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Fri Oct 20 2017 07:33:08.034 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:10.221 -
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Fri Oct 20 2017 07:33:10.222 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:12.425 -
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Fri Oct 20 2017 07:33:12.425 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:14.608 -
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Fri Oct 20 2017 07:33:14.609 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:18.785 -
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Fri Oct 20 2017 07:33:18.785 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:20.987 -

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Fri Oct 20 2017 07:33:20.987 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:23.170 -

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Fri Oct 20 2017 07:33:23.170 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:25.353 -

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Fri Oct 20 2017 07:33:25.353 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:27.535 -

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Fri Oct 20 2017 07:33:27.535 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:29.707 -

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Fri Oct 20 2017 07:33:29.707 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 07:33:31.898 -

//=====

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Fri Oct 20 2017 07:33:31.898 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 20:09:57.772 -

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Fri Oct 20 2017 20:09:57.772 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 20:11:50.001 -

//=====

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Fri Oct 20 2017 20:11:50.001 - VR dashboard (v1507941678) starting up

Fri Oct 20 2017 20:14:56.063 -

//=====

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Fri Oct 20 2017 20:14:56.063 - VR dashboard (v1507941678) starting up

Sat Oct 21 2017 22:47:13.896 -
//=====

Sat Oct 21 2017 22:47:13.896 - VR dashboard (v1507941678) starting up

Fri Oct 27 2017 23:56:51.298 -
//=====

Fri Oct 27 2017 23:56:51.298 - VR dashboard (v1507941678) starting up

Sat Oct 28 2017 00:35:40.469 -
//=====

Sat Oct 28 2017 00:35:40.469 - VR dashboard (v1507941678) starting up

Sat Oct 28 2017 10:41:42.399 -
//=====

Sat Oct 28 2017 10:41:42.399 - VR dashboard (v1507941678) starting up

Sun Oct 29 2017 00:08:11.259 -
//=====

Sun Oct 29 2017 00:08:11.259 - VR dashboard (v1507941678) starting up

Sat Nov 04 2017 23:26:00.559 -
//=====

Sat Nov 04 2017 23:26:00.559 - VR dashboard (v1507941678) starting up

Sat Nov 18 2017 12:19:02.305 -
//=====

Sat Nov 18 2017 12:19:02.305 - VR dashboard (v1510619449) starting up

Sat Nov 18 2017 20:14:27.593 -
//=====

Sat Nov 18 2017 20:14:27.593 - VR dashboard (v1510619449) starting up

Sat Nov 18 2017 20:58:37.070 -
//=====

Sat Nov 18 2017 20:58:37.070 - VR dashboard (v1510619449) starting up

Sat Nov 18 2017 23:06:52.318 -
//=====

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Sat Nov 18 2017 23:06:52.318 - VR dashboard (v1510619449) starting up
Sun Nov 19 2017 19:24:02.841 -
//=====
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Sun Nov 19 2017 19:24:02.841 - VR dashboard (v1510619449) starting up
Mon Nov 20 2017 19:14:32.627 -
//=====
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Mon Nov 20 2017 19:14:32.628 - VR dashboard (v1510619449) starting up
Tue Nov 21 2017 21:23:45.971 -
//=====
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Tue Nov 21 2017 21:23:45.971 - VR dashboard (v1510619449) starting up
Wed Nov 22 2017 20:00:49.062 -
//=====
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Wed Nov 22 2017 20:00:49.062 - VR dashboard (v1510619449) starting up
Fri Nov 24 2017 21:23:15.274 -
//=====
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Fri Nov 24 2017 21:23:15.274 - VR dashboard (v1511294946) starting up
Mon Nov 27 2017 20:19:48.218 -
//=====
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Mon Nov 27 2017 20:19:48.219 - VR dashboard (v1511294946) starting up
Wed Nov 29 2017 21:50:04.740 -
//=====
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Wed Nov 29 2017 21:50:04.740 - VR dashboard (v1511294946) starting up
Fri Dec 01 2017 23:16:45.291 -
//=====
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Fri Dec 01 2017 23:16:45.291 - VR dashboard (v1511294946) starting up
Sat Dec 09 2017 19:47:27.328 -
//=====
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Sat Dec 09 2017 19:47:27.328 - VR dashboard (v1512445023) starting up
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Sun Dec 10 2017 20:33:35.877 -

//=====

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Sun Dec 10 2017 20:33:35.877 - VR dashboard (v1512445023) starting up

Tue Dec 12 2017 19:28:02.914 -

//=====

=====

Tue Dec 12 2017 19:28:02.914 - VR dashboard (v1512445023) starting up

Wed Dec 13 2017 19:33:03.155 -

//=====

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Wed Dec 13 2017 19:33:03.155 - VR dashboard (v1512445023) starting up

Wed Dec 13 2017 20:01:25.806 -

//=====

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Wed Dec 13 2017 20:01:25.806 - VR dashboard (v1512445023) starting up

Thu Dec 14 2017 19:13:36.452 -

//=====

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Thu Dec 14 2017 19:13:36.452 - VR dashboard (v1512445023) starting up

Fri Dec 15 2017 22:03:37.037 -

//=====

=====

Fri Dec 15 2017 22:03:37.037 - VR dashboard (v1512445023) starting up

Sat Dec 16 2017 00:18:22.841 -

//=====

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Sat Dec 16 2017 00:18:22.841 - VR dashboard (v1512445023) starting up

Sat Dec 16 2017 00:21:37.364 -

//=====

=====

Sat Dec 16 2017 00:21:37.364 - VR dashboard (v1512445023) starting up

Sat Dec 16 2017 13:30:28.797 -

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Sat Dec 16 2017 13:30:28.798 - VR dashboard (v1512445023) starting up

Sat Dec 16 2017 21:44:40.202 -

//=====

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Sat Dec 16 2017 21:44:40.202 - VR dashboard (v1512445023) starting up
Sun Dec 17 2017 21:40:51.479 -
//=====
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Sun Dec 17 2017 21:40:51.479 - VR dashboard (v1512445023) starting up
Mon Dec 18 2017 20:48:23.879 -
//=====
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Mon Dec 18 2017 20:48:23.880 - VR dashboard (v1512445023) starting up
Tue Dec 19 2017 19:36:08.058 -
//=====
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Tue Dec 19 2017 19:36:08.058 - VR dashboard (v1512445023) starting up
Tue Dec 19 2017 19:52:28.407 -
//=====
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Tue Dec 19 2017 19:52:28.407 - VR dashboard (v1512445023) starting up
Tue Dec 19 2017 20:55:22.153 -
//=====
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Tue Dec 19 2017 20:55:22.153 - VR dashboard (v1512445023) starting up
Wed Dec 20 2017 20:31:39.983 -
//=====
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Wed Dec 20 2017 20:31:39.983 - VR dashboard (v1512445023) starting up
Thu Dec 21 2017 22:14:56.606 -
//=====
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Thu Dec 21 2017 22:14:56.606 - VR dashboard (v1512445023) starting up
Thu Dec 21 2017 22:25:47.666 -
//=====
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Thu Dec 21 2017 22:25:47.666 - VR dashboard (v1512445023) starting up
Mon Dec 25 2017 21:04:45.756 -
//=====
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Mon Dec 25 2017 21:04:45.756 - VR dashboard (v1512445023) starting up
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Mon Dec 25 2017 21:07:14.971 -
//=====

Mon Dec 25 2017 21:07:14.971 - VR dashboard (v1512445023) starting up

Tue Dec 26 2017 20:51:17.704 -
//=====

Tue Dec 26 2017 20:51:17.704 - VR dashboard (v1512445023) starting up

Wed Dec 27 2017 18:48:00.010 -
//=====

Wed Dec 27 2017 18:48:00.010 - VR dashboard (v1512445023) starting up

Thu Dec 28 2017 18:13:43.553 -
//=====

Thu Dec 28 2017 18:13:43.553 - VR dashboard (v1512445023) starting up

Mon Jan 01 2018 19:46:15.701 -
//=====

Mon Jan 01 2018 19:46:15.701 - VR dashboard (v1512445023) starting up

Tue Jan 02 2018 20:01:53.447 -
//=====

Tue Jan 02 2018 20:01:53.447 - VR dashboard (v1512445023) starting up

Wed Jan 03 2018 20:59:05.734 -
//=====

Wed Jan 03 2018 20:59:05.734 - VR dashboard (v1512445023) starting up

Sat Jan 06 2018 12:52:31.293 -
//=====

Sat Jan 06 2018 12:52:31.293 - VR dashboard (v1512445023) starting up

Sun Jan 07 2018 12:52:08.768 -
//=====

Sun Jan 07 2018 12:52:08.768 - VR dashboard (v1512445023) starting up

Sun Jan 07 2018 19:41:07.800 -
//=====

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Sun Jan 07 2018 19:41:07.800 - VR dashboard (v1512445023) starting up
Mon Jan 08 2018 00:00:10.432 -
//=====
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Mon Jan 08 2018 00:00:10.432 - VR dashboard (v1512445023) starting up
Mon Jan 08 2018 21:22:43.396 -
//=====
=====
Mon Jan 08 2018 21:22:43.396 - VR dashboard (v1512445023) starting up
Wed Jan 10 2018 20:06:28.896 -
//=====
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Wed Jan 10 2018 20:06:28.896 - VR dashboard (v1515522829) starting up
Wed Jan 10 2018 20:11:59.258 -
//=====
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Wed Jan 10 2018 20:11:59.258 - VR dashboard (v1515522829) starting up
Wed Jan 10 2018 20:20:14.086 -
//=====
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Wed Jan 10 2018 20:20:14.086 - VR dashboard (v1515522829) starting up
Wed Jan 10 2018 20:52:24.716 -
//=====
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Wed Jan 10 2018 20:52:24.716 - VR dashboard (v1515522829) starting up
Wed Jan 10 2018 20:57:25.467 -
//=====
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Wed Jan 10 2018 20:57:25.467 - VR dashboard (v1515522829) starting up
Wed Jan 10 2018 21:45:58.832 -
//=====
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Wed Jan 10 2018 21:45:58.832 - VR dashboard (v1515522829) starting up
Thu Jan 11 2018 20:34:01.518 -
//=====
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Thu Jan 11 2018 20:34:01.519 - VR dashboard (v1515522829) starting up
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Fri Jan 12 2018 22:33:53.826 -
//=====

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Fri Jan 12 2018 22:33:53.826 - VR dashboard (v1512445023) starting up

Sat Jan 13 2018 21:25:55.003 -
//=====

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Sat Jan 13 2018 21:25:55.003 - VR dashboard (v1512445023) starting up

Sat Jan 13 2018 21:45:10.041 -
//=====

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Sat Jan 13 2018 21:45:10.041 - VR dashboard (v1512445023) starting up

Wed Feb 07 2018 20:53:57.854 -
//=====

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Wed Feb 07 2018 20:53:57.854 - VR dashboard (v1512445023) starting up

Wed Feb 07 2018 20:55:07.220 -
//=====

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Wed Feb 07 2018 20:55:07.220 - VR dashboard (v1512445023) starting up

Thu Feb 08 2018 19:39:09.699 -
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Thu Feb 08 2018 19:39:09.699 - VR dashboard (v1512445023) starting up

Fri Feb 09 2018 22:38:46.262 -
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Fri Feb 09 2018 22:38:46.262 - VR dashboard (v1512445023) starting up

Sat Feb 10 2018 11:31:21.141 -
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Sat Feb 10 2018 11:31:21.142 - VR dashboard (v1512445023) starting up

Sat Feb 10 2018 18:10:09.105 -
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Sat Feb 10 2018 18:10:09.105 - VR dashboard (v1512445023) starting up

Sat Feb 10 2018 21:50:12.318 -
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Sat Feb 10 2018 21:50:12.318 - VR dashboard (v1512445023) starting up

Sat Feb 10 2018 22:33:01.799 -

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Sat Feb 10 2018 22:33:01.799 - VR dashboard (v1512445023) starting up

Tue Feb 20 2018 22:39:10.735 -

//=====

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Tue Feb 20 2018 22:39:10.735 - VR dashboard (v1512445023) starting up

Wed Feb 21 2018 22:14:38.169 -

//=====

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Wed Feb 21 2018 22:14:38.169 - VR dashboard (v1512445023) starting up

Thu Feb 22 2018 21:21:08.910 -

//=====

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Thu Feb 22 2018 21:21:08.910 - VR dashboard (v1512445023) starting up

Sun Feb 25 2018 21:23:33.783 -

//=====

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Sun Feb 25 2018 21:23:33.783 - VR dashboard (v1512445023) starting up

Sun Feb 25 2018 21:29:33.078 -

//=====

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Sun Feb 25 2018 21:29:33.078 - VR dashboard (v1512445023) starting up

Sun Feb 25 2018 21:31:53.841 -

//=====

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Sun Feb 25 2018 21:31:53.841 - VR dashboard (v1512445023) starting up

Sun Feb 25 2018 21:33:53.908 -

//=====

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Sun Feb 25 2018 21:33:53.909 - VR dashboard (v1512445023) starting up

Sun Feb 25 2018 21:35:17.892 -

//=====

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Sun Feb 25 2018 21:35:17.892 - VR dashboard (v1512445023) starting up

Sun Feb 25 2018 21:38:02.066 -

//=====

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Sun Feb 25 2018 21:38:02.066 - VR dashboard (v1512445023) starting up

Mon Feb 26 2018 20:09:14.304 -

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Mon Feb 26 2018 20:09:14.304 - VR dashboard (v1512445023) starting up

Wed Feb 28 2018 00:35:25.544 -

//=====

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Wed Feb 28 2018 00:35:25.545 - VR dashboard (v1512445023) starting up

Wed Feb 28 2018 00:36:47.765 -

//=====

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Wed Feb 28 2018 00:36:47.765 - VR dashboard (v1512445023) starting up

Wed Feb 28 2018 00:40:14.925 -

//=====

=====

Wed Feb 28 2018 00:40:14.925 - VR dashboard (v1512445023) starting up

Wed Feb 28 2018 12:06:50.219 -

//=====

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Wed Feb 28 2018 12:06:50.219 - VR dashboard (v1512445023) starting up

Wed Feb 28 2018 20:41:45.557 -

//=====

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Wed Feb 28 2018 20:41:45.557 - VR dashboard (v1512445023) starting up

Sat Mar 03 2018 10:35:49.101 -

//=====

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Sat Mar 03 2018 10:35:49.101 - VR dashboard (v1512445023) starting up

Sun Mar 04 2018 15:59:44.394 -

//=====

=====

Sun Mar 04 2018 15:59:44.394 - VR dashboard (v1512445023) starting up

Sun Mar 04 2018 21:02:11.314 -

//=====

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Sun Mar 04 2018 21:02:11.314 - VR dashboard (v1512445023) starting up

Mon Mar 05 2018 21:17:52.966 -

//=====

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Mon Mar 05 2018 21:17:52.966 - VR dashboard (v1512445023) starting up

Mon Mar 05 2018 22:18:30.253 -

//=====

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Mon Mar 05 2018 22:18:30.253 - VR dashboard (v1512445023) starting up

Tue Mar 06 2018 21:13:45.020 -

//=====

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Tue Mar 06 2018 21:13:45.020 - VR dashboard (v1512445023) starting up

Sun Mar 11 2018 00:03:44.740 -

//=====

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Sun Mar 11 2018 00:03:44.740 - VR dashboard (v1512445023) starting up

Mon Mar 12 2018 20:58:32.846 -

//=====

=====

Mon Mar 12 2018 20:58:32.846 - VR dashboard (v1512445023) starting up

Tue Mar 13 2018 20:55:40.589 -

//=====

=====

Tue Mar 13 2018 20:55:40.589 - VR dashboard (v1512445023) starting up

Wed Mar 14 2018 21:11:08.024 -

//=====

=====

Wed Mar 14 2018 21:11:08.024 - VR dashboard (v1512445023) starting up

Wed Mar 14 2018 21:47:25.745 -

//=====

=====

Wed Mar 14 2018 21:47:25.745 - VR dashboard (v1512445023) starting up

Thu Mar 15 2018 20:31:07.287 -

//=====

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Thu Mar 15 2018 20:31:07.287 - VR dashboard (v1512445023) starting up

Fri Mar 16 2018 20:01:36.059 -
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Fri Mar 16 2018 20:01:36.059 - VR dashboard (v1512445023) starting up

Fri Mar 16 2018 20:31:06.781 -
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Fri Mar 16 2018 20:31:06.781 - VR dashboard (v1512445023) starting up

Fri Mar 16 2018 20:32:43.353 -
//=====

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Fri Mar 16 2018 20:32:43.353 - VR dashboard (v1512445023) starting up

Sat Mar 17 2018 11:41:45.199 -
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Sat Mar 17 2018 11:41:45.199 - VR dashboard (v1512445023) starting up

Sat Mar 17 2018 22:36:31.493 -
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Sat Mar 17 2018 22:36:31.493 - VR dashboard (v1512445023) starting up

Sun Mar 18 2018 21:13:53.264 -
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Sun Mar 18 2018 21:13:53.265 - VR dashboard (v1512445023) starting up

Mon Mar 19 2018 20:40:46.808 -
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Mon Mar 19 2018 20:40:46.808 - VR dashboard (v1512445023) starting up

Tue Mar 20 2018 20:43:36.151 -
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Tue Mar 20 2018 20:43:36.152 - VR dashboard (v1512445023) starting up

Wed Mar 21 2018 19:07:02.758 -
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Wed Mar 21 2018 19:07:02.758 - VR dashboard (v1512445023) starting up

Thu Mar 22 2018 20:11:00.874 -
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Thu Mar 22 2018 20:11:00.874 - VR dashboard (v1512445023) starting up

Fri Mar 23 2018 20:40:29.033 -

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Fri Mar 23 2018 20:40:29.033 - VR dashboard (v1512445023) starting up

Sun Mar 25 2018 20:35:36.869 -

//=====

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Sun Mar 25 2018 20:35:36.869 - VR dashboard (v1512445023) starting up

Sun Mar 25 2018 20:45:04.514 -

//=====

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Sun Mar 25 2018 20:45:04.514 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:09:32.236 -

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Wed Apr 11 2018 18:09:32.236 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:11:29.349 -

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Wed Apr 11 2018 18:11:29.349 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:26:26.662 -

//=====

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Wed Apr 11 2018 18:26:26.663 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:29:42.974 -

//=====

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Wed Apr 11 2018 18:29:42.974 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:44:54.077 -

//=====

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Wed Apr 11 2018 18:44:54.077 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:48:21.124 -

//=====

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Wed Apr 11 2018 18:48:21.124 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:51:32.573 -
//=====

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Wed Apr 11 2018 18:51:32.574 - VR dashboard (v1512445023) starting up

Wed Apr 11 2018 18:57:54.854 -
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Wed Apr 11 2018 18:57:54.854 - VR dashboard (v1523314681) starting up

Wed Apr 11 2018 19:06:48.710 -
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Wed Apr 11 2018 19:06:48.710 - VR dashboard (v1523314681) starting up

Wed Apr 11 2018 19:17:43.558 -
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Wed Apr 11 2018 19:17:43.558 - VR dashboard (v1523314681) starting up

Wed Apr 11 2018 20:52:38.147 -
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Wed Apr 11 2018 20:52:38.147 - VR dashboard (v1523314681) starting up

Wed Apr 11 2018 20:53:24.084 -
//=====

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Wed Apr 11 2018 20:53:24.084 - VR dashboard (v1523314681) starting up

Wed Apr 11 2018 20:54:21.802 -
//=====

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Wed Apr 11 2018 20:54:21.802 - VR dashboard (v1523314681) starting up

Fri Apr 13 2018 22:31:32.248 -
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Fri Apr 13 2018 22:31:32.249 - VR dashboard (v1523560849) starting up

Fri Apr 13 2018 22:33:30.358 -
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Fri Apr 13 2018 22:33:30.359 - VR dashboard (v1523560849) starting up

Fri Apr 13 2018 22:35:43.562 -
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Fri Apr 13 2018 22:35:43.562 - VR dashboard (v1523560849) starting up
Fri Apr 13 2018 22:36:29.015 -
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Fri Apr 13 2018 22:36:29.015 - VR dashboard (v1523560849) starting up
Fri Apr 13 2018 22:38:48.246 -
//=====
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Fri Apr 13 2018 22:38:48.246 - VR dashboard (v1523560849) starting up
Fri Apr 13 2018 22:40:19.852 -
//=====
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Fri Apr 13 2018 22:40:19.852 - VR dashboard (v1523560849) starting up
Fri Apr 13 2018 22:41:39.187 -
//=====
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Fri Apr 13 2018 22:41:39.187 - VR dashboard (v1523560849) starting up
Fri Apr 13 2018 22:42:45.140 -
//=====
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Fri Apr 13 2018 22:42:45.141 - VR dashboard (v1523560849) starting up
Fri Apr 13 2018 22:45:11.400 -
//=====
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Fri Apr 13 2018 22:45:11.400 - VR dashboard (v1523310137) starting up
Fri Apr 13 2018 22:47:55.953 -
//=====
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Fri Apr 13 2018 22:47:55.953 - VR dashboard (v1523310137) starting up
Fri Apr 13 2018 22:51:05.150 -
//=====
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Fri Apr 13 2018 22:51:05.150 - VR dashboard (v1523310137) starting up
Fri Apr 13 2018 22:55:10.335 -
//=====
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Fri Apr 13 2018 22:55:10.335 - VR dashboard (v1523310137) starting up
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Fri Apr 13 2018 22:57:30.139 -
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Fri Apr 13 2018 22:57:30.140 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 22:58:07.249 -
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Fri Apr 13 2018 22:58:07.249 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 22:59:12.670 -
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Fri Apr 13 2018 22:59:12.670 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:03:34.946 -
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Fri Apr 13 2018 23:03:34.946 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:04:31.282 -
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Fri Apr 13 2018 23:04:31.282 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:05:35.417 -
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Fri Apr 13 2018 23:05:35.417 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:06:27.128 -
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Fri Apr 13 2018 23:06:27.128 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:09:05.692 -
//=====

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Fri Apr 13 2018 23:09:05.693 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:11:19.235 -
//=====

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Fri Apr 13 2018 23:11:19.235 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:12:57.582 -
//=====

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Fri Apr 13 2018 23:12:57.583 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:51:43.895 -

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Fri Apr 13 2018 23:51:43.895 - VR dashboard (v1523310137) starting up

Fri Apr 13 2018 23:55:05.514 -

//=====

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Fri Apr 13 2018 23:55:05.514 - VR dashboard (v1523310137) starting up

Sun Apr 15 2018 14:15:45.861 -

//=====

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Sun Apr 15 2018 14:15:45.862 - VR dashboard (v1523310137) starting up

Sun Apr 15 2018 21:12:29.315 -

//=====

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Sun Apr 15 2018 21:12:29.316 - VR dashboard (v1523310137) starting up

Sun Apr 15 2018 21:15:17.346 -

//=====

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Sun Apr 15 2018 21:15:17.346 - VR dashboard (v1523310137) starting up

Mon Apr 16 2018 21:11:51.481 -

//=====

=====

Mon Apr 16 2018 21:11:51.481 - VR dashboard (v1523310137) starting up

Mon Apr 16 2018 21:19:11.776 -

//=====

=====

Mon Apr 16 2018 21:19:11.776 - VR dashboard (v1523310137) starting up

Mon Apr 16 2018 21:40:35.137 -

//=====

=====

Mon Apr 16 2018 21:40:35.137 - VR dashboard (v1523310137) starting up

Tue Apr 17 2018 20:36:29.407 -

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Tue Apr 17 2018 20:36:29.407 - VR dashboard (v1523310137) starting up

Tue Apr 17 2018 20:39:15.898 -
//=====

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Tue Apr 17 2018 20:39:15.898 - VR dashboard (v1523310137) starting up
Tue Apr 17 2018 20:47:14.992 -
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Tue Apr 17 2018 20:47:14.992 - VR dashboard (v1523310137) starting up
Wed Apr 18 2018 20:58:14.624 -
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Wed Apr 18 2018 20:58:14.624 - VR dashboard (v1523310137) starting up
Wed Apr 18 2018 21:05:12.671 -
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Wed Apr 18 2018 21:05:12.671 - VR dashboard (v1523310137) starting up
Wed Apr 18 2018 22:41:08.894 -
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Wed Apr 18 2018 22:41:08.894 - VR dashboard (v1523310137) starting up
Thu Apr 19 2018 19:59:19.565 -
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Thu Apr 19 2018 19:59:19.565 - VR dashboard (v1523310137) starting up
Thu Apr 19 2018 20:09:35.587 -
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Thu Apr 19 2018 20:09:35.588 - VR dashboard (v1523310137) starting up
Thu Apr 19 2018 20:31:07.267 -
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Thu Apr 19 2018 20:31:07.267 - VR dashboard (v1523310137) starting up
Fri Apr 20 2018 18:09:00.513 -
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Fri Apr 20 2018 18:09:00.514 - VR dashboard (v1524162059) starting up
Fri Apr 20 2018 19:10:04.456 -
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Fri Apr 20 2018 19:10:04.456 - VR dashboard (v1524162059) starting up

Fri Apr 20 2018 19:19:25.842 -

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Fri Apr 20 2018 19:19:25.842 - VR dashboard (v1524162059) starting up

Fri Apr 20 2018 21:51:32.516 -

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Fri Apr 20 2018 21:51:32.516 - VR dashboard (v1524162059) starting up

Fri Apr 20 2018 22:23:18.297 -

//=====

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Fri Apr 20 2018 22:23:18.298 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 19:39:36.374 -

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Sat Apr 21 2018 19:39:36.374 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 19:41:56.546 -

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Sat Apr 21 2018 19:41:56.546 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 19:44:08.195 -

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Sat Apr 21 2018 19:44:08.195 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 19:54:53.064 -

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Sat Apr 21 2018 19:54:53.064 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 19:56:02.156 -

//=====

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Sat Apr 21 2018 19:56:02.156 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 20:53:46.860 -

//=====

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Sat Apr 21 2018 20:53:46.860 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 20:57:42.545 -

//=====

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Sat Apr 21 2018 20:57:42.546 - VR dashboard (v1524162059) starting up

Sat Apr 21 2018 22:23:43.475 -

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Sat Apr 21 2018 22:23:43.475 - VR dashboard (v1524162059) starting up

--- vrdashboard.txt - H:/Steam/logs

=== vrclient_vrstartup.txt - H:/Steam/logs

Sat Apr 21 2018 22:23:36.060 -

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Sat Apr 21 2018 22:23:36.061 - vrclient startup with PID=9692,
type=VRApplication_Bootstrapper, config=H:\Steam\config

Sat Apr 21 2018 22:23:36.063 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 22:23:36.063 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 22:23:36.063 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 22:23:36.063 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 22:23:36.065 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.065 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.065 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.066 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 22:23:36.066 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:23:36.071 - Starting vrserver process:
H:\Steam\steamapps\common\SteamVR\bin\win64\vrserver.exe
Sat Apr 21 2018 22:23:37.960 - Received success response from vrserver connect
Sat Apr 21 2018 22:23:40.071 - Timed out waiting for a good app key
Sat Apr 21 2018 22:23:40.071 - App key after connect
message:system.generated.vrstartup.exe
Sat Apr 21 2018 22:23:40.079 - Starting vrcompositor process:
H:\Steam\steamapps\common\SteamVR\bin\win32\vrcompositor.exe
Sat Apr 21 2018 22:23:42.908 - Received success response from vrcompositor
connect
Sat Apr 21 2018 22:23:42.908 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 22:23:43.210 - Started
H:\Steam\steamapps\common\SteamVR\bin\win32\vrdashboard.exe with pid 9896
Sat Apr 21 2018 22:23:43.210 - Skipping VRWebHelper startup because of settings.
Sat Apr 21 2018 22:23:43.218 - Started
H:\Steam\steamapps\common\SteamVR\bin\win64\vrmonitor.exe with pid 6472
Sat Apr 21 2018 22:23:43.229 - [Chaperone] Universe changed from 0 to
1479640794.
--- vrclient_vrstartup.txt - H:/Steam/logs

=== vrclient_steamtours.txt - H:/Steam/logs

Thu Apr 19 2018 19:59:20.493 -

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Thu Apr 19 2018 19:59:20.493 - vrclient startup with PID=16444,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 19:59:20.496 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 19:59:20.496 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Thu Apr 19 2018 19:59:20.496 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 19:59:20.496 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 19:59:20.497 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Thu Apr 19 2018 19:59:20.498 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Thu Apr 19 2018 19:59:20.498 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Thu Apr 19 2018 19:59:20.498 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Apr 19 2018 19:59:20.498 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Apr 19 2018 19:59:20.499 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Thu Apr 19 2018 19:59:20.551 - Received success response from vrserver connect

Thu Apr 19 2018 19:59:20.551 - App key after connect
message:openvr.tool.steamvr_environments

Thu Apr 19 2018 19:59:20.559 - Received success response from vrcompositor connect

Thu Apr 19 2018 19:59:20.559 - Initializing the limited version of
CVRCompositorClient

Thu Apr 19 2018 19:59:20.868 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 19:59:20.875 - Capturing Scene Focus

Thu Apr 19 2018 19:59:20.877 - [Chaperone] Universe changed from 0 to
1479640794.

Thu Apr 19 2018 19:59:53.748 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Thu Apr 19 2018 19:59:53.782 - Setting max texture dimensions to 3227x3586 before
requiring downsampling

Thu Apr 19 2018 19:59:53.864 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 19:59:53.864 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 19:59:53.864 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 19:59:53.867 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 19:59:53.867 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Thu Apr 19 2018 19:59:53.867 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=base inputRouting=0
filename=

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj

Thu Apr 19 2018 20:00:17.594 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=tip inputRouting=0
filename=

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Apr 19 2018 20:00:17.595 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Thu Apr 19 2018 20:00:17.596 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj

Thu Apr 19 2018 20:00:54.193 - VR_Shutdown called
Thu Apr 19 2018 20:07:35.385 -
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Thu Apr 19 2018 20:07:35.385 - vrclient startup with PID=15048,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 20:07:35.388 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 20:07:35.388 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Apr 19 2018 20:07:35.388 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 20:07:35.389 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 20:07:35.390 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 20:07:35.390 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Thu Apr 19 2018 20:07:35.390 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Thu Apr 19 2018 20:07:35.390 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Thu Apr 19 2018 20:07:35.390 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Thu Apr 19 2018 20:07:35.391 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 20:07:35.416 - Received success response from vrserver connect
Thu Apr 19 2018 20:07:35.417 - App key after connect
message:openvr.tool.steamvr_environments
Thu Apr 19 2018 20:07:35.427 - Received success response from vrcompositor
connect
Thu Apr 19 2018 20:07:35.427 - Initializing the limited version of
CVRCompositorClient
Thu Apr 19 2018 20:07:35.793 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 20:07:35.803 - Capturing Scene Focus

Thu Apr 19 2018 20:07:35.806 - [Chaperone] Universe changed from 0 to 1479640794.

Thu Apr 19 2018 20:07:45.292 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Thu Apr 19 2018 20:07:45.317 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Thu Apr 19 2018 20:07:45.340 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 20:07:45.340 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 20:07:45.340 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 20:07:45.342 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 20:07:45.343 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 20:07:45.343 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=base inputRouting=0 filename=

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Thu Apr 19 2018 20:07:52.293 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=tip inputRouting=0
filename=
Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Thu Apr 19 2018 20:07:52.294 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Thu Apr 19 2018 20:07:52.295 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Thu Apr 19 2018 20:07:52.295 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Thu Apr 19 2018 20:08:57.839 - [Chaperone] Universe changed from 1479640794 to
0.
Thu Apr 19 2018 20:09:00.877 - VR_Shutdown called
Thu Apr 19 2018 20:09:36.233 -
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Thu Apr 19 2018 20:09:36.233 - vrclient startup with PID=1400,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 20:09:36.236 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 20:09:36.236 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Apr 19 2018 20:09:36.236 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 20:09:36.236 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 20:09:36.237 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 20:09:36.238 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Thu Apr 19 2018 20:09:36.238 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Thu Apr 19 2018 20:09:36.239 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Apr 19 2018 20:09:36.240 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Apr 19 2018 20:09:36.241 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Thu Apr 19 2018 20:09:36.258 - Received success response from vrserver connect

Thu Apr 19 2018 20:09:36.259 - App key after connect

message:openvr.tool.steamvr_environments

Thu Apr 19 2018 20:09:36.272 - Received success response from vrcompositor connect

Thu Apr 19 2018 20:09:36.272 - Initializing the limited version of CVRCompositorClient

Thu Apr 19 2018 20:09:36.637 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 20:09:36.645 - Capturing Scene Focus

Thu Apr 19 2018 20:09:36.646 - [Chaperone] Universe changed from 0 to 1479640794.

Thu Apr 19 2018 20:09:46.008 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Thu Apr 19 2018 20:09:46.056 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Thu Apr 19 2018 20:09:46.089 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 20:09:46.089 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 20:09:46.089 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 20:09:46.094 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 20:09:46.095 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 20:09:46.095 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=base inputRouting=0 filename=

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Thu Apr 19 2018 20:10:26.858 - RendermodelManager: name=tip inputRouting=0 filename=

Thu Apr 19 2018 20:10:26.859 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Thu Apr 19 2018 20:10:26.859 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Apr 19 2018 20:10:26.859 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Thu Apr 19 2018 20:10:26.859 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Thu Apr 19 2018 20:10:35.665 - VR_Shutdown called

Thu Apr 19 2018 20:29:26.933 -

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Thu Apr 19 2018 20:29:26.933 - vrclient startup with PID=8496,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 20:29:26.936 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 20:29:26.936 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Apr 19 2018 20:29:26.936 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 20:29:26.936 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 20:29:26.937 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 20:29:26.938 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Thu Apr 19 2018 20:29:26.938 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Thu Apr 19 2018 20:29:26.938 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Thu Apr 19 2018 20:29:26.939 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Thu Apr 19 2018 20:29:26.939 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 20:29:26.970 - Received success response from vrserver connect
Thu Apr 19 2018 20:29:26.971 - App key after connect
message:openvr.tool.steamvr_environments
Thu Apr 19 2018 20:29:26.976 - Received success response from vrcompositor
connect
Thu Apr 19 2018 20:29:26.976 - Initializing the limited version of
CVRCompositorClient
Thu Apr 19 2018 20:29:27.360 - Skipping VRWebHelper startup because of settings.
Thu Apr 19 2018 20:29:27.368 - Capturing Scene Focus
Thu Apr 19 2018 20:29:27.369 - [Chaperone] Universe changed from 0 to
1479640794.
Thu Apr 19 2018 20:29:35.857 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 20:29:35.857 - RendermodelManager: name=base inputRouting=0 filename=

Thu Apr 19 2018 20:29:35.857 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Thu Apr 19 2018 20:29:35.858 - RendermodelManager: name=tip inputRouting=0 filename=

Thu Apr 19 2018 20:29:35.859 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Thu Apr 19 2018 20:29:35.859 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Apr 19 2018 20:29:35.860 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Thu Apr 19 2018 20:29:35.861 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Thu Apr 19 2018 20:29:36.544 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Thu Apr 19 2018 20:29:36.571 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Thu Apr 19 2018 20:29:36.585 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 20:29:36.585 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 20:29:36.585 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 20:29:36.591 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 20:29:36.591 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 20:29:36.592 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 20:29:54.958 - VR_Shutdown called

Thu Apr 19 2018 20:29:55.792 -

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Thu Apr 19 2018 20:29:55.792 - vrclient startup with PID=9268,
type=VRApplication_Scene, config=H:\Steam\config

Thu Apr 19 2018 20:29:55.795 - Skipping external driver

H:\Steam\steamapps\common\DiscovrEgypt because it is not a directory

Thu Apr 19 2018 20:29:55.795 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Thu Apr 19 2018 20:29:55.795 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Thu Apr 19 2018 20:29:55.795 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Thu Apr 19 2018 20:29:55.796 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Thu Apr 19 2018 20:29:55.797 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Thu Apr 19 2018 20:29:55.797 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Thu Apr 19 2018 20:29:55.797 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Apr 19 2018 20:29:55.797 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Thu Apr 19 2018 20:29:55.798 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Thu Apr 19 2018 20:29:55.823 - Received success response from vrserver connect

Thu Apr 19 2018 20:29:55.823 - App key after connect

message:openvr.tool.steamvr_environments

Thu Apr 19 2018 20:29:55.835 - Received success response from vrcompositor
connect

Thu Apr 19 2018 20:29:55.835 - Initializing the limited version of
CVRCompositorClient

Thu Apr 19 2018 20:29:56.146 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 20:29:56.153 - Capturing Scene Focus

Thu Apr 19 2018 20:29:56.154 - [Chaperone] Universe changed from 0 to
1479640794.

Thu Apr 19 2018 20:30:04.825 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Thu Apr 19 2018 20:30:04.861 - Setting max texture dimensions to 3227x3586 before
requiring downsampling

Thu Apr 19 2018 20:30:04.875 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 20:30:04.875 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 20:30:04.875 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 20:30:04.880 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 20:30:04.885 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 20:30:04.887 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 20:30:10.351 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 20:30:10.351 - RendermodelManager: name=base inputRouting=0
filename=

Thu Apr 19 2018 20:30:10.351 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=button
inputRouting=1 filename=button.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Thu Apr 19 2018 20:30:10.352 - RendermodelManager: name=tip inputRouting=0
filename=
Thu Apr 19 2018 20:30:10.353 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Thu Apr 19 2018 20:30:10.353 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Thu Apr 19 2018 20:30:10.353 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Thu Apr 19 2018 20:30:10.353 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Thu Apr 19 2018 20:30:43.053 - VR_Shutdown called
Thu Apr 19 2018 20:31:07.754 -
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Thu Apr 19 2018 20:31:07.754 - vrclient startup with PID=3936,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 20:31:07.758 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 20:31:07.758 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Thu Apr 19 2018 20:31:07.758 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 20:31:07.758 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 20:31:07.759 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:07.760 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:07.760 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:07.760 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:07.760 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Thu Apr 19 2018 20:31:07.761 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 20:31:07.779 - Received success response from vrserver connect
Thu Apr 19 2018 20:31:07.779 - App key after connect
message:openvr.tool.steamvr_environments
Thu Apr 19 2018 20:31:07.791 - Received success response from vrcompositor connect
Thu Apr 19 2018 20:31:07.791 - Initializing the limited version of
CVRCompositorClient
Thu Apr 19 2018 20:31:08.134 - Skipping VRWebHelper startup because of settings.
Thu Apr 19 2018 20:31:08.145 - Capturing Scene Focus
Thu Apr 19 2018 20:31:17.772 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Thu Apr 19 2018 20:31:17.805 - Setting max texture dimensions to 32768x32768 before
requiring downsampling
Thu Apr 19 2018 20:31:17.834 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Thu Apr 19 2018 20:31:17.834 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Thu Apr 19 2018 20:31:17.834 - Created shared texture 'Scene create D3D11, 0'

2824x3139 (1 mips)

Thu Apr 19 2018 20:31:17.837 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Thu Apr 19 2018 20:31:17.837 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Thu Apr 19 2018 20:31:17.837 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Thu Apr 19 2018 20:31:31.586 - [Chaperone] Universe changed from 0 to 1479640794.

Thu Apr 19 2018 20:31:48.100 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 20:31:48.100 - RendermodelManager: name=base inputRouting=0 filename=

Thu Apr 19 2018 20:31:48.100 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=l_grip inputRouting=1 filename=l_grip.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=r_grip inputRouting=1 filename=r_grip.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Thu Apr 19 2018 20:31:48.101 - RendermodelManager: name=tip inputRouting=0 filename=

Thu Apr 19 2018 20:31:48.102 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Thu Apr 19 2018 20:31:48.102 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Thu Apr 19 2018 20:31:48.102 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Thu Apr 19 2018 20:31:48.102 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Thu Apr 19 2018 20:33:34.044 - VR_Shutdown called
Thu Apr 19 2018 21:09:25.118 -
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Thu Apr 19 2018 21:09:25.119 - vrclient startup with PID=5376,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 21:09:25.121 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 21:09:25.122 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Apr 19 2018 21:09:25.122 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 21:09:25.122 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 21:09:25.123 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Apr 19 2018 21:09:25.123 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Thu Apr 19 2018 21:09:25.124 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Thu Apr 19 2018 21:09:25.124 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Thu Apr 19 2018 21:09:25.124 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Thu Apr 19 2018 21:09:25.126 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Thu Apr 19 2018 21:09:25.153 - Received success response from vrserver connect
Thu Apr 19 2018 21:09:25.154 - App key after connect

message:openvr.tool.steamvr_environments

Thu Apr 19 2018 21:09:25.163 - Received success response from vrcompositor connect

Thu Apr 19 2018 21:09:25.163 - Initializing the limited version of CVRCompositorClient

Thu Apr 19 2018 21:09:25.976 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 21:09:25.989 - Capturing Scene Focus

Thu Apr 19 2018 21:09:25.991 - [Chaperone] Universe changed from 0 to 1479640794.

Thu Apr 19 2018 21:09:43.832 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Thu Apr 19 2018 21:09:43.871 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Thu Apr 19 2018 21:09:43.895 - Created shared texture 'Scene create D3D11, 0' 1734x1927 (1 mips)

Thu Apr 19 2018 21:09:43.895 - Created shared texture 'Scene create D3D11, 0' 1734x1927 (1 mips)

Thu Apr 19 2018 21:09:43.896 - Created shared texture 'Scene create D3D11, 0' 1734x1927 (1 mips)

Thu Apr 19 2018 21:09:43.901 - Created shared texture 'Scene create D3D11, 1' 1734x1927 (1 mips)

Thu Apr 19 2018 21:09:43.901 - Created shared texture 'Scene create D3D11, 1' 1734x1927 (1 mips)

Thu Apr 19 2018 21:09:43.901 - Created shared texture 'Scene create D3D11, 1' 1734x1927 (1 mips)

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=base inputRouting=0 filename=

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Thu Apr 19 2018 21:09:48.493 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Thu Apr 19 2018 21:09:48.494 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Thu Apr 19 2018 21:09:48.494 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Thu Apr 19 2018 21:09:48.494 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Thu Apr 19 2018 21:09:48.494 - RendermodelManager: name=tip inputRouting=0
filename=
Thu Apr 19 2018 21:09:48.495 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Thu Apr 19 2018 21:09:48.495 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Thu Apr 19 2018 21:09:48.496 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Thu Apr 19 2018 21:09:48.497 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Thu Apr 19 2018 21:10:17.083 - VR_Shutdown called
Thu Apr 19 2018 21:39:54.993 -
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Thu Apr 19 2018 21:39:54.993 - vrclient startup with PID=7844,
type=VRApplication_Scene, config=H:\Steam\config
Thu Apr 19 2018 21:39:55.000 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Thu Apr 19 2018 21:39:55.001 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Apr 19 2018 21:39:55.001 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Apr 19 2018 21:39:55.001 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Apr 19 2018 21:39:55.002 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Thu Apr 19 2018 21:39:55.002 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Thu Apr 19 2018 21:39:55.003 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Thu Apr 19 2018 21:39:55.003 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Apr 19 2018 21:39:55.003 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Apr 19 2018 21:39:55.004 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Thu Apr 19 2018 21:39:55.026 - Received success response from vrserver connect

Thu Apr 19 2018 21:39:55.027 - App key after connect
message:openvr.tool.steamvr_environments

Thu Apr 19 2018 21:39:55.038 - Received success response from vrcompositor connect

Thu Apr 19 2018 21:39:55.038 - Initializing the limited version of
CVRCompositorClient

Thu Apr 19 2018 21:39:55.373 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 21:39:55.380 - Capturing Scene Focus

Thu Apr 19 2018 21:39:55.382 - [Chaperone] Universe changed from 0 to
1479640794.

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=base inputRouting=0
filename=

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Thu Apr 19 2018 21:40:04.217 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Thu Apr 19 2018 21:40:04.218 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Thu Apr 19 2018 21:40:04.218 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Thu Apr 19 2018 21:40:04.218 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Thu Apr 19 2018 21:40:04.218 - RendermodelManager: name=tip inputRouting=0
filename=

Thu Apr 19 2018 21:40:04.218 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Thu Apr 19 2018 21:40:04.218 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Apr 19 2018 21:40:04.219 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Thu Apr 19 2018 21:40:04.219 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj

Thu Apr 19 2018 21:40:04.974 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Thu Apr 19 2018 21:40:05.003 - Setting max texture dimensions to 3227x3586 before
requiring downsampling

Thu Apr 19 2018 21:40:05.021 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 21:40:05.021 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 21:40:05.021 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Thu Apr 19 2018 21:40:05.024 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 21:40:05.024 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 21:40:05.024 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Thu Apr 19 2018 21:41:03.528 -

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Thu Apr 19 2018 21:41:03.528 - vrclient startup with PID=400,
type=VRApplication_Scene, config=H:\Steam\config

Thu Apr 19 2018 21:41:03.531 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Thu Apr 19 2018 21:41:03.531 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Thu Apr 19 2018 21:41:03.531 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Thu Apr 19 2018 21:41:03.531 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Thu Apr 19 2018 21:41:03.532 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Thu Apr 19 2018 21:41:03.533 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Thu Apr 19 2018 21:41:03.533 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Thu Apr 19 2018 21:41:03.533 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Apr 19 2018 21:41:03.534 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Apr 19 2018 21:41:03.535 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Thu Apr 19 2018 21:41:03.564 - Received success response from vrserver connect

Thu Apr 19 2018 21:41:03.565 - App key after connect

message:openvr.tool.steamvr_environments

Thu Apr 19 2018 21:41:03.576 - Received success response from vrcompositor connect

Thu Apr 19 2018 21:41:03.576 - Initializing the limited version of
CVRCompositorClient

Thu Apr 19 2018 21:41:09.692 - Skipping VRWebHelper startup because of settings.

Thu Apr 19 2018 21:41:09.704 - Capturing Scene Focus

Thu Apr 19 2018 21:41:09.706 - [Chaperone] Universe changed from 0 to 1479640794.

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=base inputRouting=0 filename=

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Thu Apr 19 2018 21:41:18.218 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Thu Apr 19 2018 21:41:18.219 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Thu Apr 19 2018 21:41:18.219 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Thu Apr 19 2018 21:41:18.219 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Thu Apr 19 2018 21:41:18.219 - RendermodelManager: name=tip inputRouting=0 filename=

Thu Apr 19 2018 21:41:18.219 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Thu Apr 19 2018 21:41:18.219 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Apr 19 2018 21:41:18.220 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Thu Apr 19 2018 21:41:18.220 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Thu Apr 19 2018 21:41:18.978 - Found Windows 10 or newer, so enable advanced

image processing of scene textures.

Thu Apr 19 2018 21:41:19.003 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Thu Apr 19 2018 21:41:19.031 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 21:41:19.031 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 21:41:19.031 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Thu Apr 19 2018 21:41:19.034 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 21:41:19.034 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Thu Apr 19 2018 21:41:19.035 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 18:09:00.887 -

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Fri Apr 20 2018 18:09:00.887 - vrclient startup with PID=15272, type=VRApplication_Scene, config=H:\Steam\config

Fri Apr 20 2018 18:09:00.891 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Fri Apr 20 2018 18:09:00.891 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory

Fri Apr 20 2018 18:09:00.891 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Fri Apr 20 2018 18:09:00.891 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Fri Apr 20 2018 18:09:00.892 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Apr 20 2018 18:09:00.892 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Fri Apr 20 2018 18:09:00.893 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Apr 20 2018 18:09:00.893 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

ult.vrsettings

Fri Apr 20 2018 18:09:00.906 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Fri Apr 20 2018 18:09:00.907 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 18:09:00.959 - Received success response from vrserver connect

Fri Apr 20 2018 18:09:00.960 - App key after connect
message:openvr.tool.steamvr_environments

Fri Apr 20 2018 18:09:00.973 - Received success response from vrcompositor
connect

Fri Apr 20 2018 18:09:00.973 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 18:09:01.331 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 18:09:01.338 - Capturing Scene Focus

Fri Apr 20 2018 18:09:01.340 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 18:09:35.379 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Fri Apr 20 2018 18:09:35.402 - Setting max texture dimensions to 3227x3586 before
requiring downsampling

Fri Apr 20 2018 18:09:35.429 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Fri Apr 20 2018 18:09:35.436 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Fri Apr 20 2018 18:09:35.436 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Fri Apr 20 2018 18:09:35.445 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Fri Apr 20 2018 18:09:35.446 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Fri Apr 20 2018 18:09:35.446 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Fri Apr 20 2018 18:10:39.450 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 18:10:39.450 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 18:10:39.451 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 18:10:39.451 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 18:10:39.451 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 18:10:39.451 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 18:11:26.130 - VR_Shutdown called
Fri Apr 20 2018 18:17:21.925 -
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Fri Apr 20 2018 18:17:21.925 - vrclient startup with PID=2784,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 18:17:21.928 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 18:17:21.928 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Fri Apr 20 2018 18:17:21.928 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 18:17:21.928 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 18:17:21.929 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 18:17:21.929 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 18:17:21.930 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 18:17:21.930 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 18:17:21.930 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 18:17:21.931 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 18:17:21.949 - Received success response from vrserver connect
Fri Apr 20 2018 18:17:21.949 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 18:17:21.962 - Received success response from vrcompositor connect
Fri Apr 20 2018 18:17:21.962 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 18:17:22.283 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 18:17:22.292 - Capturing Scene Focus
Fri Apr 20 2018 18:17:22.297 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 18:17:31.497 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=base inputRouting=0 filename=
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=body inputRouting=0 filename=body.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 18:17:31.498 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 18:17:31.499 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 18:17:31.499 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 18:17:31.499 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 18:17:31.499 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 18:17:32.103 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Apr 20 2018 18:17:32.137 - Setting max texture dimensions to 3227x3586 before
requiring downsampling
Fri Apr 20 2018 18:17:32.152 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 18:17:32.152 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 18:17:32.152 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 18:17:32.155 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Fri Apr 20 2018 18:17:32.155 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 18:17:32.168 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 18:21:46.078 - VR_Shutdown called
Fri Apr 20 2018 19:10:05.005 -
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Fri Apr 20 2018 19:10:05.005 - vrclient startup with PID=11300,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 19:10:05.007 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:10:05.007 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 19:10:05.007 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:10:05.008 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:10:05.009 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:10:05.009 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 19:10:05.009 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Fri Apr 20 2018 19:10:05.010 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Fri Apr 20 2018 19:10:05.010 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Fri Apr 20 2018 19:10:05.011 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 19:10:05.032 - Received success response from vrserver connect
Fri Apr 20 2018 19:10:05.032 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 19:10:05.038 - Received success response from vrcompositor

connect

Fri Apr 20 2018 19:10:05.038 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 19:10:05.382 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 19:10:05.389 - Capturing Scene Focus

Fri Apr 20 2018 19:10:05.391 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 19:10:15.064 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Fri Apr 20 2018 19:10:15.086 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Fri Apr 20 2018 19:10:15.114 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 19:10:15.115 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 19:10:15.115 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 19:10:15.117 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 19:10:15.118 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 19:10:15.118 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 19:12:34.584 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 19:12:34.584 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 19:12:34.584 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Apr 20 2018 19:12:34.584 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 19:12:34.585 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 19:12:34.586 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 19:12:34.586 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 19:12:44.535 - VR_Shutdown called
Fri Apr 20 2018 19:19:26.535 -
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Fri Apr 20 2018 19:19:26.535 - vrclient startup with PID=5480,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 19:19:26.538 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:19:26.538 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 19:19:26.538 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:19:26.538 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:19:26.540 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:19:26.540 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 19:19:26.540 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Apr 20 2018 19:19:26.540 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Apr 20 2018 19:19:26.541 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Apr 20 2018 19:19:26.541 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 19:19:26.565 - Received success response from vrserver connect

Fri Apr 20 2018 19:19:26.565 - App key after connect

message:openvr.tool.steamvr_environments

Fri Apr 20 2018 19:19:26.575 - Received success response from vrcompositor connect

Fri Apr 20 2018 19:19:26.575 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 19:19:26.958 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 19:19:26.966 - Capturing Scene Focus

Fri Apr 20 2018 19:19:26.967 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Fri Apr 20 2018 19:19:37.198 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Fri Apr 20 2018 19:19:37.199 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 19:19:37.199 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 19:19:37.199 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 19:19:37.199 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 19:19:37.199 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 19:19:37.199 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 19:19:37.200 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 19:19:37.200 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 19:19:37.857 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Apr 20 2018 19:19:37.882 - Setting max texture dimensions to 3227x3586 before
requiring downsampling
Fri Apr 20 2018 19:19:37.920 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 19:19:37.920 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 19:19:37.920 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 19:19:37.923 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 19:19:37.923 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 19:19:37.923 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 19:21:40.658 - VR_Shutdown called
Fri Apr 20 2018 19:26:37.013 -
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Fri Apr 20 2018 19:26:37.013 - vrclient startup with PID=15268,
type=VRApplication_Scene, config=H:\Steam\config

Fri Apr 20 2018 19:26:37.016 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:26:37.016 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 19:26:37.016 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:26:37.016 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:26:37.017 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:26:37.017 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 19:26:37.018 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 19:26:37.018 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 19:26:37.018 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 19:26:37.019 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 19:26:37.044 - Received success response from vrserver connect
Fri Apr 20 2018 19:26:37.044 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 19:26:37.057 - Received success response from vrcompositor connect
Fri Apr 20 2018 19:26:37.057 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 19:26:37.395 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 19:26:37.408 - Capturing Scene Focus
Fri Apr 20 2018 19:26:37.410 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 19:26:47.771 - Found Windows 10 or newer, so enable advanced image processing of scene textures.
Fri Apr 20 2018 19:26:47.804 - Setting max texture dimensions to 3227x3586 before requiring downsampling
Fri Apr 20 2018 19:26:47.826 - Created shared texture 'Scene create D3D11, 0'

2824x3139 (1 mips)

Fri Apr 20 2018 19:26:47.826 - Created shared texture 'Scene create D3D11, 0'

2824x3139 (1 mips)

Fri Apr 20 2018 19:26:47.827 - Created shared texture 'Scene create D3D11, 0'

2824x3139 (1 mips)

Fri Apr 20 2018 19:26:47.829 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 19:26:47.829 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 19:26:47.829 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 19:28:01.775 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 20 2018 19:28:01.776 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj

Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj

Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 19:28:01.777 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 19:28:01.778 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 19:28:01.778 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 19:28:02.039 - VR_Shutdown called
Fri Apr 20 2018 19:35:36.251 -
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Fri Apr 20 2018 19:35:36.251 - vrclient startup with PID=9652,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 19:35:36.255 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:35:36.256 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Apr 20 2018 19:35:36.256 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 19:35:36.256 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:35:36.257 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:35:36.257 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 19:35:36.257 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Fri Apr 20 2018 19:35:36.257 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Fri Apr 20 2018 19:35:36.258 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Fri Apr 20 2018 19:35:36.258 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 19:35:36.280 - Received success response from vrserver connect
Fri Apr 20 2018 19:35:36.281 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 19:35:36.292 - Received success response from vrcompositor
connect
Fri Apr 20 2018 19:35:36.292 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 19:35:36.671 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 19:35:36.680 - Capturing Scene Focus
Fri Apr 20 2018 19:35:36.682 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 19:35:46.890 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Apr 20 2018 19:35:46.919 - Setting max texture dimensions to 3227x3586 before
requiring downsampling
Fri Apr 20 2018 19:35:46.951 - Created shared texture 'Scene create D3D11, 0'
1734x1927 (1 mips)
Fri Apr 20 2018 19:35:46.951 - Created shared texture 'Scene create D3D11, 0'
1734x1927 (1 mips)
Fri Apr 20 2018 19:35:46.951 - Created shared texture 'Scene create D3D11, 0'
1734x1927 (1 mips)
Fri Apr 20 2018 19:35:46.956 - Created shared texture 'Scene create D3D11, 1'
1734x1927 (1 mips)
Fri Apr 20 2018 19:35:46.956 - Created shared texture 'Scene create D3D11, 1'
1734x1927 (1 mips)
Fri Apr 20 2018 19:35:46.956 - Created shared texture 'Scene create D3D11, 1'
1734x1927 (1 mips)
Fri Apr 20 2018 19:35:49.815 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Fri Apr 20 2018 19:35:49.815 - RendermodelManager: name=base inputRouting=0
filename=
Fri Apr 20 2018 19:35:49.815 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Fri Apr 20 2018 19:35:49.815 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Fri Apr 20 2018 19:35:49.815 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Fri Apr 20 2018 19:35:49.815 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 19:35:49.815 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 19:35:49.816 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 19:35:49.817 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 19:35:49.817 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 19:35:49.817 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 19:35:49.921 - Created shared texture 'Scene resize D3D11, 0'
1858x2063 (1 mips)
Fri Apr 20 2018 19:35:49.927 - Created shared texture 'Scene resize D3D11, 1'
1858x2063 (1 mips)
Fri Apr 20 2018 19:36:15.429 - VR_Shutdown called
Fri Apr 20 2018 19:42:01.280 -
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Fri Apr 20 2018 19:42:01.280 - vrclient startup with PID=7316,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 19:42:01.283 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 19:42:01.283 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 19:42:01.283 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Fri Apr 20 2018 19:42:01.283 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 19:42:01.285 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 19:42:01.285 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 19:42:01.285 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 19:42:01.285 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 19:42:01.286 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 19:42:01.287 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 19:42:01.318 - Received success response from vrserver connect
Fri Apr 20 2018 19:42:01.319 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 19:42:01.336 - Received success response from vrcompositor connect
Fri Apr 20 2018 19:42:01.336 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 19:42:01.743 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 19:42:01.754 - Capturing Scene Focus
Fri Apr 20 2018 19:42:01.756 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 19:42:11.957 - Found Windows 10 or newer, so enable advanced image processing of scene textures.
Fri Apr 20 2018 19:42:12.002 - Setting max texture dimensions to 3227x3586 before requiring downsampling
Fri Apr 20 2018 19:42:12.073 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)
Fri Apr 20 2018 19:42:12.073 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)
Fri Apr 20 2018 19:42:12.073 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)
Fri Apr 20 2018 19:42:12.081 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 19:42:12.082 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 19:42:12.082 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 19:42:30.859 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Fri Apr 20 2018 19:42:30.860 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Apr 20 2018 19:42:30.861 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Fri Apr 20 2018 19:42:30.861 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 19:42:36.883 - VR_Shutdown called
Fri Apr 20 2018 21:51:33.289 -
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Fri Apr 20 2018 21:51:33.289 - vrclient startup with PID=11792,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 21:51:33.292 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 21:51:33.292 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 21:51:33.292 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 21:51:33.292 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 21:51:33.293 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 21:51:33.294 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 21:51:33.294 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Fri Apr 20 2018 21:51:33.294 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Fri Apr 20 2018 21:51:33.294 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Fri Apr 20 2018 21:51:33.295 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 21:51:33.318 - Received success response from vrserver connect
Fri Apr 20 2018 21:51:33.319 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 21:51:33.330 - Received success response from vrcompositor
connect
Fri Apr 20 2018 21:51:33.330 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 21:51:33.706 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 21:51:33.716 - Capturing Scene Focus

Fri Apr 20 2018 21:51:33.718 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 21:51:42.961 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Fri Apr 20 2018 21:51:43.005 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Fri Apr 20 2018 21:51:43.036 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 21:51:43.036 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 21:51:43.036 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 21:51:43.040 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 21:51:43.040 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 21:51:43.040 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 21:52:40.797 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 21:52:40.798 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 21:52:40.799 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 21:52:40.799 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 21:52:40.799 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 21:52:40.799 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 21:53:15.821 - VR_Shutdown called
Fri Apr 20 2018 22:21:04.614 -
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Fri Apr 20 2018 22:21:04.615 - vrclient startup with PID=1232,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 22:21:04.617 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 22:21:04.617 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 22:21:04.617 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 22:21:04.617 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 22:21:04.618 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 22:21:04.619 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 22:21:04.619 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Fri Apr 20 2018 22:21:04.619 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Apr 20 2018 22:21:04.619 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Apr 20 2018 22:21:04.620 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 22:21:04.642 - Received success response from vrserver connect

Fri Apr 20 2018 22:21:04.643 - App key after connect
message:openvr.tool.steamvr_environments

Fri Apr 20 2018 22:21:04.656 - Received success response from vrcompositor connect

Fri Apr 20 2018 22:21:04.656 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 22:21:04.963 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 22:21:04.975 - Capturing Scene Focus

Fri Apr 20 2018 22:21:04.976 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 22:21:15.997 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Fri Apr 20 2018 22:21:16.029 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Fri Apr 20 2018 22:21:16.059 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 22:21:16.059 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 22:21:16.059 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Fri Apr 20 2018 22:21:16.063 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 22:21:16.063 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 22:21:16.064 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Fri Apr 20 2018 22:21:22.073 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=base inputRouting=0 filename=

Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Apr 20 2018 22:21:22.073 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Apr 20 2018 22:21:22.074 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Apr 20 2018 22:21:22.074 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 22:21:22.074 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 22:21:22.075 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 22:21:22.428 - VR_Shutdown called
Fri Apr 20 2018 22:23:19.008 -
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Fri Apr 20 2018 22:23:19.008 - vrclient startup with PID=1240,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 22:23:19.011 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Fri Apr 20 2018 22:23:19.011 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Apr 20 2018 22:23:19.011 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 22:23:19.011 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 22:23:19.012 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.012 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.012 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.013 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.013 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Fri Apr 20 2018 22:23:19.014 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 22:23:19.032 - Received success response from vrserver connect
Fri Apr 20 2018 22:23:19.032 - App key after connect
message:openvr.tool.steamvr_environments
Fri Apr 20 2018 22:23:19.041 - Received success response from vrcompositor connect
Fri Apr 20 2018 22:23:19.041 - Initializing the limited version of CVRCompositorClient
Fri Apr 20 2018 22:23:19.459 - Skipping VRWebHelper startup because of settings.
Fri Apr 20 2018 22:23:19.466 - Capturing Scene Focus
Fri Apr 20 2018 22:23:19.467 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 22:23:29.194 - Found Windows 10 or newer, so enable advanced image processing of scene textures.
Fri Apr 20 2018 22:23:29.243 - Setting max texture dimensions to 3227x3586 before requiring downsampling
Fri Apr 20 2018 22:23:29.321 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)
Fri Apr 20 2018 22:23:29.328 - Created shared texture 'Scene create D3D11, 0'

2824x3139 (1 mips)

Fri Apr 20 2018 22:23:29.328 - Created shared texture 'Scene create D3D11, 0'

2824x3139 (1 mips)

Fri Apr 20 2018 22:23:29.342 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 22:23:29.342 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 22:23:29.342 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Fri Apr 20 2018 22:25:42.854 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 22:25:42.854 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 22:25:42.854 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 22:25:42.855 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Apr 20 2018 22:25:42.856 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Fri Apr 20 2018 22:25:42.856 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 20 2018 22:25:42.856 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 22:25:42.856 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 22:25:55.171 - VR_Shutdown called
Fri Apr 20 2018 22:56:39.136 -
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Fri Apr 20 2018 22:56:39.137 - vrclient startup with PID=1948,
type=VRApplication_Scene, config=H:\Steam\config
Fri Apr 20 2018 22:56:39.140 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Fri Apr 20 2018 22:56:39.140 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Apr 20 2018 22:56:39.140 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Apr 20 2018 22:56:39.140 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Apr 20 2018 22:56:39.142 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Apr 20 2018 22:56:39.143 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings
Fri Apr 20 2018 22:56:39.143 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Fri Apr 20 2018 22:56:39.143 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Fri Apr 20 2018 22:56:39.144 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Fri Apr 20 2018 22:56:39.145 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Apr 20 2018 22:56:39.170 - Received success response from vrserver connect
Fri Apr 20 2018 22:56:39.170 - App key after connect

message:openvr.tool.steamvr_environments

Fri Apr 20 2018 22:56:39.190 - Received success response from vrcompositor
connect

Fri Apr 20 2018 22:56:39.190 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 22:56:39.601 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 22:56:39.613 - Capturing Scene Focus

Fri Apr 20 2018 22:56:39.615 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Fri Apr 20 2018 22:56:48.770 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Fri Apr 20 2018 22:56:48.771 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 22:56:48.771 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 20 2018 22:56:48.771 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 22:56:48.771 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Apr 20 2018 22:56:48.771 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Fri Apr 20 2018 22:56:48.771 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Apr 20 2018 22:56:48.772 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 20 2018 22:56:48.772 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Apr 20 2018 22:56:49.421 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Apr 20 2018 22:56:49.458 - Setting max texture dimensions to 3227x3586 before
requiring downsampling
Fri Apr 20 2018 22:56:49.513 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 22:56:49.513 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 22:56:49.513 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Fri Apr 20 2018 22:56:49.517 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 22:56:49.517 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 22:56:49.517 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Fri Apr 20 2018 22:57:13.933 - VR_Shutdown called
Sat Apr 21 2018 19:39:36.974 -
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Sat Apr 21 2018 19:39:36.974 - vrclient startup with PID=10020,
type=VRApplication_Scene, config=H:\Steam\config
Sat Apr 21 2018 19:39:36.977 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 19:39:36.977 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 19:39:36.977 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 19:39:36.977 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 19:39:36.978 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 19:39:36.978 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting

s\default.vrsettings

Sat Apr 21 2018 19:39:36.979 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Sat Apr 21 2018 19:39:36.979 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Sat Apr 21 2018 19:39:36.979 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:39:36.980 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:39:37.056 - Received success response from vrserver connect

Sat Apr 21 2018 19:39:37.057 - App key after connect
message:openvr.tool.steamvr_environments

Sat Apr 21 2018 19:39:37.069 - Received success response from vrcompositor
connect

Sat Apr 21 2018 19:39:37.069 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 19:39:37.362 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 19:39:37.369 - Capturing Scene Focus

Sat Apr 21 2018 19:39:37.371 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 19:40:03.975 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Sat Apr 21 2018 19:40:03.997 - Setting max texture dimensions to 3227x3586 before
requiring downsampling

Sat Apr 21 2018 19:40:04.013 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 19:40:04.013 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 19:40:04.013 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 19:40:04.015 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Sat Apr 21 2018 19:40:04.015 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Sat Apr 21 2018 19:40:04.015 - Created shared texture 'Scene create D3D11, 1'

2824x3139 (1 mips)

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 21 2018 19:40:14.628 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 21 2018 19:40:14.629 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 21 2018 19:40:14.630 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 21 2018 19:41:21.803 - VR_Shutdown called

Sat Apr 21 2018 19:41:57.145 -

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Sat Apr 21 2018 19:41:57.145 - vrclient startup with PID=9396,
type=VRApplication_Scene, config=H:\Steam\config

Sat Apr 21 2018 19:41:57.149 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:41:57.149 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:41:57.149 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:41:57.149 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:41:57.150 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:41:57.151 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Sat Apr 21 2018 19:41:57.151 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Sat Apr 21 2018 19:41:57.151 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Sat Apr 21 2018 19:41:57.151 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:41:57.152 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:41:57.175 - Received success response from vrserver connect

Sat Apr 21 2018 19:41:57.176 - App key after connect
message:openvr.tool.steamvr_environments

Sat Apr 21 2018 19:41:57.188 - Received success response from vrcompositor
connect

Sat Apr 21 2018 19:41:57.188 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 19:41:57.513 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 19:41:57.521 - Capturing Scene Focus

Sat Apr 21 2018 19:41:57.522 - [Chaperone] Universe changed from 0 to

1479640794.

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 19:42:04.733 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 21 2018 19:42:04.734 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 19:42:04.734 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 21 2018 19:42:04.734 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 21 2018 19:42:04.734 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 21 2018 19:42:04.734 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 21 2018 19:42:04.735 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 21 2018 19:42:05.211 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Sat Apr 21 2018 19:42:05.248 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Sat Apr 21 2018 19:42:05.274 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Sat Apr 21 2018 19:42:05.274 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Sat Apr 21 2018 19:42:05.275 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Sat Apr 21 2018 19:42:05.278 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Sat Apr 21 2018 19:42:05.278 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Sat Apr 21 2018 19:42:05.278 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Sat Apr 21 2018 19:43:53.713 - VR_Shutdown called

Sat Apr 21 2018 19:56:03.140 -

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Sat Apr 21 2018 19:56:03.141 - vrclient startup with PID=6296, type=VRApplication_Scene, config=H:\Steam\config

Sat Apr 21 2018 19:56:03.144 - Skipping external driver

H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 19:56:03.144 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Apr 21 2018 19:56:03.144 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 19:56:03.144 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 19:56:03.145 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 19:56:03.145 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings

Sat Apr 21 2018 19:56:03.146 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 19:56:03.146 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

ult.vrsettings

Sat Apr 21 2018 19:56:03.146 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Sat Apr 21 2018 19:56:03.147 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 19:56:03.197 - Received success response from vrserver connect

Sat Apr 21 2018 19:56:03.198 - App key after connect
message:openvr.tool.steamvr_environments

Sat Apr 21 2018 19:56:03.204 - Received success response from vrcompositor
connect

Sat Apr 21 2018 19:56:03.204 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 19:56:03.598 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 19:56:03.609 - Capturing Scene Focus

Sat Apr 21 2018 19:56:03.614 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 19:56:18.423 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Sat Apr 21 2018 19:56:18.445 - Setting max texture dimensions to 3227x3586 before
requiring downsampling

Sat Apr 21 2018 19:56:18.462 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 19:56:18.462 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 19:56:18.462 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 19:56:18.464 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Sat Apr 21 2018 19:56:18.464 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Sat Apr 21 2018 19:56:18.464 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)

Sat Apr 21 2018 19:56:24.934 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 19:56:24.934 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 19:56:24.935 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 19:56:24.935 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 19:56:24.935 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 19:56:24.935 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 19:58:08.940 - VR_Shutdown called
Sat Apr 21 2018 20:53:47.571 -
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Sat Apr 21 2018 20:53:47.572 - vrclient startup with PID=16680,
type=VRApplication_Scene, config=H:\Steam\config
Sat Apr 21 2018 20:53:47.578 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 20:53:47.579 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Apr 21 2018 20:53:47.579 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 20:53:47.579 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 20:53:47.580 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:47.581 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:47.581 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:47.581 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Apr 21 2018 20:53:47.582 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 20:53:47.595 - Received success response from vrserver connect
Sat Apr 21 2018 20:53:47.596 - App key after connect
message:openvr.tool.steamvr_environments
Sat Apr 21 2018 20:53:47.611 - Received success response from vrcompositor
connect
Sat Apr 21 2018 20:53:47.611 - Initializing the limited version of
CVRCompositorClient
Sat Apr 21 2018 20:53:48.100 - Skipping VRWebHelper startup because of settings.
Sat Apr 21 2018 20:53:48.107 - Capturing Scene Focus
Sat Apr 21 2018 20:53:59.987 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Sat Apr 21 2018 20:54:00.012 - Setting max texture dimensions to 32768x32768 before
requiring downsampling
Sat Apr 21 2018 20:54:00.037 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 20:54:00.037 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 20:54:00.037 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)

Sat Apr 21 2018 20:54:00.042 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 20:54:00.042 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 20:54:00.042 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 20:54:12.437 - [Chaperone] Universe changed from 0 to
1479640794.
Sat Apr 21 2018 20:56:30.014 - VR_Shutdown called
Sat Apr 21 2018 20:57:43.171 -
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Sat Apr 21 2018 20:57:43.171 - vrclient startup with PID=852,
type=VRApplication_Scene, config=H:\Steam\config
Sat Apr 21 2018 20:57:43.175 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 20:57:43.175 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 20:57:43.175 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 20:57:43.175 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 20:57:43.176 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 20:57:43.177 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Sat Apr 21 2018 20:57:43.177 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Sat Apr 21 2018 20:57:43.177 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Sat Apr 21 2018 20:57:43.178 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Apr 21 2018 20:57:43.198 - Received success response from vrserver connect
Sat Apr 21 2018 20:57:43.199 - App key after connect
message:openvr.tool.steamvr_environments

Sat Apr 21 2018 20:57:43.214 - Received success response from vrcompositor connect

Sat Apr 21 2018 20:57:43.214 - Initializing the limited version of CVRCompositorClient

Sat Apr 21 2018 20:57:43.566 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 20:57:43.574 - Capturing Scene Focus

Sat Apr 21 2018 20:57:43.576 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 20:57:53.473 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Sat Apr 21 2018 20:57:53.503 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Sat Apr 21 2018 20:57:53.522 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Sat Apr 21 2018 20:57:53.522 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Sat Apr 21 2018 20:57:53.522 - Created shared texture 'Scene create D3D11, 0' 2824x3139 (1 mips)

Sat Apr 21 2018 20:57:53.524 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Sat Apr 21 2018 20:57:53.525 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Sat Apr 21 2018 20:57:53.525 - Created shared texture 'Scene create D3D11, 1' 2824x3139 (1 mips)

Sat Apr 21 2018 21:01:28.662 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 21:01:28.662 - RendermodelManager: name=base inputRouting=0 filename=

Sat Apr 21 2018 21:01:28.662 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=led inputRouting=0

filename=led.obj
Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 21 2018 21:01:28.663 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 21 2018 21:01:28.664 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 21:01:28.664 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 21:01:28.664 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 21:01:28.664 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 21:02:17.994 - VR_Shutdown called
Sat Apr 21 2018 22:10:40.184 -
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Sat Apr 21 2018 22:10:40.185 - vrclient startup with PID=14444,
type=VRApplication_Scene, config=H:\Steam\config
Sat Apr 21 2018 22:10:40.187 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 22:10:40.188 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Apr 21 2018 22:10:40.188 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 22:10:40.188 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 22:10:40.189 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 22:10:40.190 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 22:10:40.191 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 22:10:40.192 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 22:10:40.194 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:10:40.219 - Received success response from vrserver connect

Sat Apr 21 2018 22:10:40.219 - App key after connect

message:openvr.tool.steamvr_environments

Sat Apr 21 2018 22:10:40.236 - Received success response from vrcompositor connect

Sat Apr 21 2018 22:10:40.236 - Initializing the limited version of CVRCompositorClient

Sat Apr 21 2018 22:10:40.685 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 22:10:40.694 - Capturing Scene Focus

Sat Apr 21 2018 22:10:40.696 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 22:10:51.274 - Found Windows 10 or newer, so enable advanced image processing of scene textures.

Sat Apr 21 2018 22:10:51.307 - Setting max texture dimensions to 3227x3586 before requiring downsampling

Sat Apr 21 2018 22:10:51.328 - Created shared texture 'Scene create D3D11, 0' 2455x2728 (1 mips)

Sat Apr 21 2018 22:10:51.328 - Created shared texture 'Scene create D3D11, 0' 2455x2728 (1 mips)

Sat Apr 21 2018 22:10:51.328 - Created shared texture 'Scene create D3D11, 0' 2455x2728 (1 mips)

Sat Apr 21 2018 22:10:51.333 - Created shared texture 'Scene create D3D11, 1' 2455x2728 (1 mips)

Sat Apr 21 2018 22:10:51.333 - Created shared texture 'Scene create D3D11, 1' 2455x2728 (1 mips)

Sat Apr 21 2018 22:10:51.333 - Created shared texture 'Scene create D3D11, 1' 2455x2728 (1 mips)

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 21 2018 22:11:07.057 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 21 2018 22:11:07.058 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 21 2018 22:11:07.059 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 21 2018 22:11:07.059 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 21 2018 22:11:25.744 - VR_Shutdown called

Sat Apr 21 2018 22:21:48.691 -

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Sat Apr 21 2018 22:21:48.691 - vrclient startup with PID=6308,
type=VRApplication_Scene, config=H:\Steam\config

Sat Apr 21 2018 22:21:48.694 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Sat Apr 21 2018 22:21:48.695 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Sat Apr 21 2018 22:21:48.695 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Apr 21 2018 22:21:48.695 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Apr 21 2018 22:21:48.697 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sat Apr 21 2018 22:21:48.697 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Sat Apr 21 2018 22:21:48.697 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sat Apr 21 2018 22:21:48.698 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Apr 21 2018 22:21:48.699 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:21:48.723 - Received success response from vrserver connect

Sat Apr 21 2018 22:21:48.723 - App key after connect
message:openvr.tool.steamvr_environments

Sat Apr 21 2018 22:21:48.737 - Received success response from vrcompositor connect

Sat Apr 21 2018 22:21:48.737 - Initializing the limited version of
CVRCompositorClient

Sat Apr 21 2018 22:21:49.248 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 22:21:49.255 - Capturing Scene Focus

Sat Apr 21 2018 22:21:49.258 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Apr 21 2018 22:21:58.502 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Sat Apr 21 2018 22:21:58.536 - Setting max texture dimensions to 32768x32768 before
requiring downsampling

Sat Apr 21 2018 22:21:58.554 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 22:21:58.554 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 22:21:58.554 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 22:21:58.556 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 22:21:58.556 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 22:21:58.556 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 22:23:09.218 - VR_Shutdown called
Sat Apr 21 2018 22:23:44.055 -
//=====

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Sat Apr 21 2018 22:23:44.055 - vrclient startup with PID=14236,
type=VRApplication_Scene, config=H:\Steam\config
Sat Apr 21 2018 22:23:44.058 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory
Sat Apr 21 2018 22:23:44.058 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Apr 21 2018 22:23:44.058 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Apr 21 2018 22:23:44.058 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Apr 21 2018 22:23:44.060 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Apr 21 2018 22:23:44.060 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Sat Apr 21 2018 22:23:44.060 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Sat Apr 21 2018 22:23:44.061 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Sat Apr 21 2018 22:23:44.062 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Apr 21 2018 22:23:44.082 - Received success response from vrserver connect

Sat Apr 21 2018 22:23:44.083 - App key after connect

message:openvr.tool.steamvr_environments

Sat Apr 21 2018 22:23:44.089 - Received success response from vrcompositor connect

Sat Apr 21 2018 22:23:44.089 - Initializing the limited version of CVRCompositorClient

Sat Apr 21 2018 22:23:44.437 - Skipping VRWebHelper startup because of settings.

Sat Apr 21 2018 22:23:44.444 - Capturing Scene Focus

Sat Apr 21 2018 22:23:44.445 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: name=base inputRouting=0 filename=

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sat Apr 21 2018 22:23:55.055 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sat Apr 21 2018 22:23:55.056 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sat Apr 21 2018 22:23:55.056 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sat Apr 21 2018 22:23:55.056 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sat Apr 21 2018 22:23:55.056 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sat Apr 21 2018 22:23:55.057 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Sat Apr 21 2018 22:23:55.057 - RendermodelManager: name=tip inputRouting=0

filename=
Sat Apr 21 2018 22:23:55.058 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 21 2018 22:23:55.058 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 21 2018 22:23:55.059 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 21 2018 22:23:55.060 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 21 2018 22:23:55.441 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Sat Apr 21 2018 22:23:55.472 - Setting max texture dimensions to 3227x3586 before
requiring downsampling
Sat Apr 21 2018 22:23:55.502 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 22:23:55.502 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 22:23:55.502 - Created shared texture 'Scene create D3D11, 0'
2824x3139 (1 mips)
Sat Apr 21 2018 22:23:55.506 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 22:23:55.506 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
Sat Apr 21 2018 22:23:55.506 - Created shared texture 'Scene create D3D11, 1'
2824x3139 (1 mips)
--- vrclient_steamtours.txt - H:/Steam/logs

=== vrclient_steamvr_room_setup.txt - H:/Steam/logs

Wed Apr 06 2016 19:11:33.714 -
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Wed Apr 06 2016 19:11:33.714 - vrclient startup with PID=9288,
config=H:\Steam\config

Wed Apr 06 2016 19:11:33.812 - Received success response from vrserver connect

Wed Apr 06 2016 19:11:33.813 - CHAPERONE: No chaperone data.
H:\Steam\config\chaperone_info.vrchap does not exist

Wed Apr 06 2016 19:11:33.814 - Received success response from vrcompositor

connect

Wed Apr 06 2016 19:11:36.648 - CHAPERONE: Universe changed from 0 to 1459940992.

Wed Apr 06 2016 19:12:54.915 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=base inputRouting=0 filename=

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=handgrip inputRouting=0 filename=

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=tip inputRouting=0 filename=

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Wed Apr 06 2016 19:12:54.916 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Wed Apr 06 2016 19:17:46.241 -

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Wed Apr 06 2016 19:17:46.241 - vrclient startup with PID=9240,
config=H:\Steam\config

Wed Apr 06 2016 19:17:46.261 - Received success response from vrserver connect

Wed Apr 06 2016 19:17:46.261 - CHAPERONE: No chaperone data.

H:\Steam\config\chaperone_info.vrchap does not exist

Wed Apr 06 2016 19:17:46.262 - Received success response from vrcompositor
connect

Wed Apr 06 2016 19:17:49.817 - CHAPERONE: Universe changed from 0 to
1459940992.

Wed Apr 06 2016 19:17:52.273 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Wed Apr 06 2016 19:17:52.273 - RendermodelManager: name=base inputRouting=0
filename=

Wed Apr 06 2016 19:17:52.273 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=status
inputRouting=0 filename=status.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=tip inputRouting=0

filename=

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=trackpad

inputRouting=2 filename=trackpad.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=trackpad_scroll_cut

inputRouting=0 filename=trackpad_scroll_cut.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=trackpad_touch

inputRouting=2 filename=trackpad_touch.obj

Wed Apr 06 2016 19:17:52.274 - RendermodelManager: name=trigger

inputRouting=2 filename=trigger.obj

Wed Apr 06 2016 19:18:12.634 -

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Wed Apr 06 2016 19:18:12.634 - vrclient startup with PID=8204,

config=H:\Steam\config

Wed Apr 06 2016 19:18:12.654 - Received success response from vrserver connect

Wed Apr 06 2016 19:18:12.655 - CHAPERONE: No chaperone data.

H:\Steam\config\chaperone_info.vrchap does not exist

Wed Apr 06 2016 19:18:12.655 - Received success response from vrcompositor
connect

Wed Apr 06 2016 19:18:13.170 - CHAPERONE: Universe changed from 0 to
1459940992.

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=base inputRouting=0
filename=

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=status
inputRouting=0 filename=status.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=tip inputRouting=0
filename=

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Wed Apr 06 2016 19:18:14.126 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj

Wed Apr 06 2016 19:21:58.017 - CHAPERONE: Commit success

Wed Apr 06 2016 19:29:11.506 -

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Wed Apr 06 2016 19:29:11.506 - vrclient startup with PID=5384,
config=H:\Steam\config

Wed Apr 06 2016 19:29:11.528 - Received success response from vrserver connect

Wed Apr 06 2016 19:29:11.531 - Received success response from vrcompositor
connect

Wed Apr 06 2016 19:29:13.393 - CHAPERONE: Universe changed from 0 to
1459940992.

Wed Apr 06 2016 19:29:15.287 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Wed Apr 06 2016 19:29:15.287 - RendermodelManager: name=base inputRouting=0
filename=

Wed Apr 06 2016 19:29:15.287 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Wed Apr 06 2016 19:29:15.287 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Wed Apr 06 2016 19:29:15.287 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=status
inputRouting=0 filename=status.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=tip inputRouting=0
filename=
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Wed Apr 06 2016 19:29:15.288 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Wed Apr 06 2016 19:37:37.602 -
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Wed Apr 06 2016 19:37:37.603 - vrclient startup with PID=8620,
config=H:\Steam\config
Wed Apr 06 2016 19:37:37.656 - Received success response from vrserver connect
Wed Apr 06 2016 19:37:37.658 - Received success response from vrcompositor
connect
Wed Apr 06 2016 19:37:42.346 - CHAPERONE: Universe changed from 0 to
1459940992.
Wed Apr 06 2016 19:37:57.337 -
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Wed Apr 06 2016 19:37:57.337 - vrclient startup with PID=8520,
config=H:\Steam\config

Wed Apr 06 2016 19:37:57.351 - Received success response from vrserver connect

Wed Apr 06 2016 19:37:57.354 - Received success response from vrcompositor
connect

Wed Apr 06 2016 19:37:59.142 - CHAPERONE: Universe changed from 0 to
1459940992.

Wed Apr 06 2016 19:38:01.129 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Wed Apr 06 2016 19:38:01.129 - RendermodelManager: name=base inputRouting=0
filename=

Wed Apr 06 2016 19:38:01.129 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Wed Apr 06 2016 19:38:01.129 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Wed Apr 06 2016 19:38:01.129 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Wed Apr 06 2016 19:38:01.129 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=status
inputRouting=0 filename=status.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=tip inputRouting=0
filename=

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=trackpad_scroll_cut

inputRouting=0 filename=trackpad_scroll_cut.obj
Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Wed Apr 06 2016 19:38:01.130 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Wed Apr 06 2016 19:40:52.470 -
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Wed Apr 06 2016 19:40:52.470 - vrclient startup with PID=3744,
config=H:\Steam\config
Wed Apr 06 2016 19:40:52.483 - Received success response from vrserver connect
Wed Apr 06 2016 19:40:52.485 - Received success response from vrcompositor
connect
Wed Apr 06 2016 19:40:54.285 - CHAPERONE: Universe changed from 0 to
1459940992.
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=base inputRouting=0
filename=
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=button
inputRouting=1 filename=button.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=status
inputRouting=0 filename=status.obj

Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=tip inputRouting=0
filename=
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Wed Apr 06 2016 19:40:56.119 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Thu Apr 07 2016 17:35:29.595 -
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Thu Apr 07 2016 17:35:29.595 - vrclient startup with PID=11196,
config=H:\Steam\config
Thu Apr 07 2016 17:35:29.679 - Received success response from vrserver connect
Thu Apr 07 2016 17:35:29.681 - Received success response from vrcompositor
connect
Thu Apr 07 2016 17:35:34.683 - CHAPERONE: Universe changed from 0 to
1459940992.
Thu Apr 07 2016 17:47:59.846 -
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Thu Apr 07 2016 17:47:59.846 - vrclient startup with PID=11712,
config=H:\Steam\config
Thu Apr 07 2016 17:47:59.906 - Received success response from vrserver connect
Thu Apr 07 2016 17:47:59.909 - Received success response from vrcompositor
connect
Thu Apr 07 2016 17:48:02.499 - CHAPERONE: Universe changed from 0 to
1459940992.
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=base inputRouting=0
filename=
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=body inputRouting=0

filename=body.obj
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=button
inputRouting=1 filename=button.obj
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Thu Apr 07 2016 17:48:04.323 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=tip inputRouting=0
filename=
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Thu Apr 07 2016 17:48:04.324 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Sat Apr 09 2016 13:33:24.000 -
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Sat Apr 09 2016 13:33:24.001 - vrclient startup with PID=10536,
config=H:\Steam\config
Sat Apr 09 2016 13:33:24.099 - Received success response from vrserver connect
Sat Apr 09 2016 13:33:24.101 - Received success response from vrcompositor
connect
Sat Apr 09 2016 13:33:28.571 - CHAPERONE: Universe changed from 0 to

1459940992.

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 09 2016 13:33:30.726 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 09 2016 13:33:30.727 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 09 2016 13:35:13.662 - CHAPERONE: Universe changed from 1459940992 to
0.

Sat Apr 09 2016 13:35:19.192 - CHAPERONE: Universe changed from 0 to 1459940992.

Sat Apr 09 2016 13:41:42.958 -

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Sat Apr 09 2016 13:41:42.958 - vrclient startup with PID=4752,
config=H:\Steam\config

Sat Apr 09 2016 13:41:42.971 - Received success response from vrserver connect

Sat Apr 09 2016 13:41:42.973 - Received success response from vrcompositor
connect

Sat Apr 09 2016 13:41:44.702 - CHAPERONE: Universe changed from 0 to 1459940992.

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=tip inputRouting=0

filename=
Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 09 2016 13:41:46.464 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 09 2016 13:43:45.577 -
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Sat Apr 09 2016 13:43:45.577 - vrclient startup with PID=8492,
config=H:\Steam\config
Sat Apr 09 2016 13:43:45.596 - Received success response from vrserver connect
Sat Apr 09 2016 13:43:45.598 - Received success response from vrcompositor
connect
Sat Apr 09 2016 13:43:47.471 - CHAPERONE: Universe changed from 0 to
1459940992.
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=base inputRouting=0
filename=
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 09 2016 13:43:49.266 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 09 2016 17:11:14.632 -
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Sat Apr 09 2016 17:11:14.632 - vrclient startup with PID=8716,
config=H:\Steam\config
Sat Apr 09 2016 17:11:14.658 - Received success response from vrserver connect
Sat Apr 09 2016 17:11:14.662 - Received success response from vrcompositor
connect
Sat Apr 09 2016 17:11:16.652 - CHAPERONE: Universe changed from 0 to
1459940992.
Sat Apr 09 2016 17:11:18.577 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=base inputRouting=0
filename=
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=handgrip

inputRouting=0 filename=
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 09 2016 17:11:18.578 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sun Apr 10 2016 15:04:43.918 -
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Sun Apr 10 2016 15:04:43.918 - vrclient startup with PID=11312,
config=H:\Steam\config
Sun Apr 10 2016 15:04:44.020 - Received success response from vrserver connect
Sun Apr 10 2016 15:04:44.022 - Received success response from vrcompositor
connect
Sun Apr 10 2016 15:04:46.188 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sun Apr 10 2016 15:04:46.188 - RendermodelManager: name=base inputRouting=0
filename=
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=button
inputRouting=1 filename=button.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=tip inputRouting=0
filename=
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sun Apr 10 2016 15:04:46.189 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Sun Apr 10 2016 15:05:15.902 - CHAPERONE: Universe changed from 0 to
1459940992.
Sun Apr 10 2016 15:07:21.217 - CHAPERONE: Commit success
Sun Apr 10 2016 21:38:08.693 -
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Sun Apr 10 2016 21:38:08.694 - vrclient startup with PID=10552,
config=H:\Steam\config
Sun Apr 10 2016 21:38:08.714 - Received success response from vrserver connect
Sun Apr 10 2016 21:38:08.716 - Received success response from vrcompositor

connect

Sun Apr 10 2016 21:38:10.798 - CHAPERONE: Universe changed from 0 to 1459940992.

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=base inputRouting=0 filename=

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=tip inputRouting=0 filename=

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Sun Apr 10 2016 21:38:11.841 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Fri Apr 15 2016 19:44:10.289 -

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Fri Apr 15 2016 19:44:10.289 - vrclient startup with PID=4700,
config=H:\Steam\config

Fri Apr 15 2016 19:44:10.305 - Received success response from vrserver connect

Fri Apr 15 2016 19:44:10.308 - Received success response from vrcompositor
connect

Fri Apr 15 2016 19:44:14.757 - CHAPERONE: Universe changed from 0 to
1459940992.

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=trackpad

inputRouting=2 filename=trackpad.obj
Fri Apr 15 2016 19:44:17.113 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Apr 15 2016 19:44:17.114 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Apr 15 2016 19:44:17.114 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 16 2016 21:28:23.521 -
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Sat Apr 16 2016 21:28:23.521 - vrclient startup with PID=1832,
config=H:\Steam\config
Sat Apr 16 2016 21:28:23.627 - Received success response from vrserver connect
Sat Apr 16 2016 21:28:23.629 - Received success response from vrcompositor
connect
Sat Apr 16 2016 21:28:27.720 - CHAPERONE: Universe changed from 0 to
1459940992.
Sat Apr 16 2016 21:28:29.834 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Apr 16 2016 21:28:29.834 - RendermodelManager: name=base inputRouting=0
filename=
Sat Apr 16 2016 21:28:29.834 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Apr 16 2016 21:28:29.834 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Apr 16 2016 21:28:29.835 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Apr 16 2016 21:33:22.975 - CHAPERONE: Universe changed from 1459940992 to
0.

Sat Apr 16 2016 21:33:28.367 -

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Sat Apr 16 2016 21:33:28.367 - vrclient startup with PID=1832,
config=H:\Steam\config

Sat Apr 16 2016 21:33:28.391 - Received success response from vrserver connect

Sat Apr 16 2016 21:33:28.393 - Received success response from vrcompositor
connect

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=led inputRouting=0

filename=led.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 16 2016 21:33:28.399 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 16 2016 21:33:32.425 - CHAPERONE: Universe changed from 0 to
1459940992.
Mon Apr 18 2016 19:41:22.946 -
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Mon Apr 18 2016 19:41:22.946 - vrclient startup with PID=9012,
config=H:\Steam\config
Mon Apr 18 2016 19:41:23.056 - Received success response from vrserver connect
Mon Apr 18 2016 19:41:23.058 - Received success response from vrcompositor
connect
Mon Apr 18 2016 19:41:27.326 - CHAPERONE: Universe changed from 0 to
1459940992.
Mon Apr 18 2016 19:41:29.494 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Mon Apr 18 2016 19:41:29.494 - RendermodelManager: name=base inputRouting=0
filename=

Mon Apr 18 2016 19:41:29.494 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Mon Apr 18 2016 19:41:29.494 - RendermodelManager: name=button
inputRouting=1 filename=button.obj
Mon Apr 18 2016 19:41:29.494 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=status
inputRouting=0 filename=status.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=tip inputRouting=0
filename=
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Mon Apr 18 2016 19:41:29.495 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Sun Apr 24 2016 10:50:08.977 -
//=====

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Sun Apr 24 2016 10:50:08.977 - vrclient startup with PID=11900,
config=H:\Steam\config
Sun Apr 24 2016 10:50:09.081 - Received success response from vrserver connect
Sun Apr 24 2016 10:50:09.083 - Received success response from vrcompositor
connect

Sun Apr 24 2016 10:50:13.234 - CHAPERONE: Universe changed from 0 to 1459940992.

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=base inputRouting=0 filename=

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=tip inputRouting=0 filename=

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Sun Apr 24 2016 10:50:15.387 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Sat Apr 30 2016 13:54:27.431 -

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Sat Apr 30 2016 13:54:27.431 - vrclient startup with PID=9296,
config=H:\Steam\config

Sat Apr 30 2016 13:54:27.568 - Received success response from vrserver connect

Sat Apr 30 2016 13:54:27.571 - Received success response from vrcompositor
connect

Sat Apr 30 2016 13:54:29.874 - CHAPERONE: Universe changed from 0 to
1459940992.

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\675113684\vr_controller_vive_1_
5\vr_controller_vive_1_5.json

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=base inputRouting=0
filename=

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Apr 30 2016 13:54:29.902 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Apr 30 2016 13:56:47.659 - CHAPERONE: Commit success
Fri May 13 2016 21:40:10.109 -
//=====

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Fri May 13 2016 21:40:10.109 - vrclient startup with PID=10876,
config=H:\Steam\config
Fri May 13 2016 21:40:10.197 - Received success response from vrserver connect
Fri May 13 2016 21:40:10.199 - Received success response from vrcompositor
connect
Fri May 13 2016 21:40:15.111 - CHAPERONE: Universe changed from 0 to
1459940992.
Fri May 13 2016 21:40:17.408 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\675113684\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=base inputRouting=0
filename=
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri May 13 2016 21:40:17.408 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri May 13 2016 21:40:17.408 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri May 13 2016 21:40:17.408 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri May 13 2016 21:40:17.408 - RendermodelManager: name=tip inputRouting=0
filename=

Fri May 13 2016 21:40:17.408 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Fri May 13 2016 21:40:17.408 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Fri May 13 2016 21:40:17.408 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Fri May 13 2016 21:40:17.409 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Mon May 16 2016 19:49:53.967 -

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Mon May 16 2016 19:49:53.967 - vrclient startup with PID=4868,
config=H:\Steam\config

Mon May 16 2016 19:49:53.968 - Unable to load driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.

Mon May 16 2016 19:49:53.968 - Unable to load driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.

Mon May 16 2016 19:49:53.983 - Received success response from vrserver connect

Mon May 16 2016 19:49:53.985 - Received success response from vrcompositor
connect

Mon May 16 2016 19:49:56.338 - CHAPERONE: Universe changed from 0 to
1459940992.

Mon May 16 2016 19:49:57.311 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json

Mon May 16 2016 19:49:57.315 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\675113684\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Mon May 16 2016 19:49:57.315 - RendermodelManager: name=base inputRouting=0
filename=

Mon May 16 2016 19:49:57.315 - RendermodelManager: name=body
inputRouting=0 filename=body.obj

Mon May 16 2016 19:49:57.315 - RendermodelManager: name=button

inputRouting=1 filename=button.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=status
inputRouting=0 filename=status.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Mon May 16 2016 19:49:57.315 - RendermodelManager: name=tip inputRouting=0
filename=
Mon May 16 2016 19:49:57.325 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Mon May 16 2016 19:49:57.325 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Mon May 16 2016 19:49:57.325 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Mon May 16 2016 19:49:57.325 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Mon May 16 2016 19:52:54.654 - CHAPERONE: Commit success
Sat Jun 04 2016 22:26:15.115 -
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Sat Jun 04 2016 22:26:15.115 - vrclient startup with PID=9128,
type=VRApplication_Scene, config=H:\Steam\config
Sat Jun 04 2016 22:26:15.115 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Jun 04 2016 22:26:15.116 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Jun 04 2016 22:26:15.116 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory
Sat Jun 04 2016 22:26:15.116 - Unable to load driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.
Sat Jun 04 2016 22:26:15.116 - Unable to load driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.
Sat Jun 04 2016 22:26:15.124 - Received success response from vrserver connect
Sat Jun 04 2016 22:26:15.128 - Received success response from vrcompositor
connect
Sat Jun 04 2016 22:26:15.957 - Capturing Scene Focus
Sat Jun 04 2016 22:26:21.127 - [Chaperone] Universe changed from 0 to
1459940992.
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=base inputRouting=0
filename=
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Jun 04 2016 22:26:23.773 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Jun 04 2016 22:48:59.178 -
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Sat Jun 04 2016 22:48:59.178 - vrclient startup with PID=8760,
type=VRApplication_Scene, config=H:\Steam\config
Sat Jun 04 2016 22:48:59.179 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Jun 04 2016 22:48:59.179 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Jun 04 2016 22:48:59.179 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Jun 04 2016 22:48:59.179 - Unable to load driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.
Sat Jun 04 2016 22:48:59.179 - Unable to load driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.
Sat Jun 04 2016 22:48:59.185 - Received success response from vrserver connect
Sat Jun 04 2016 22:48:59.185 - [Chaperone] Unable to parse
H:\Steam\config\chaperone_info.vrchap: * Line 1, Column 1
1:
Sat Jun 04 2016 22:48:59.186 - Received success response from vrcompositor
connect
Sat Jun 04 2016 22:48:59.875 - Capturing Scene Focus
Sat Jun 04 2016 22:49:01.713 - [Chaperone] Universe changed from 0 to
1459940992.
Sat Jun 04 2016 22:49:01.774 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Sat Jun 04 2016 22:52:20.143 -
//=====

Sat Jun 04 2016 22:52:20.143 - vrclient startup with PID=8360,

type=VRApplication_Scene, config=H:\Steam\config
Sat Jun 04 2016 22:52:20.143 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Jun 04 2016 22:52:20.143 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Jun 04 2016 22:52:20.143 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Jun 04 2016 22:52:20.144 - Unable to load driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.
Sat Jun 04 2016 22:52:20.144 - Unable to load driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.
Sat Jun 04 2016 22:52:20.149 - Received success response from vrserver connect
Sat Jun 04 2016 22:52:20.149 - [Chaperone] Unable to parse
H:\Steam\config\chaperone_info.vrchap: * Line 1, Column 1
1:
Sat Jun 04 2016 22:52:20.150 - Received success response from vrcompositor
connect
Sat Jun 04 2016 22:52:20.837 - Capturing Scene Focus
Sat Jun 04 2016 22:52:21.359 - [Chaperone] Universe changed from 0 to
1459940992.
Sat Jun 04 2016 22:52:21.384 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=base inputRouting=0
filename=
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=lgrip inputRouting=1

filename=l_grip.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Jun 04 2016 22:53:19.494 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Jun 04 2016 22:54:53.882 - [Chaperone] Commit success
Fri Aug 26 2016 21:55:46.101 -
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Fri Aug 26 2016 21:55:46.101 - vrclient startup with PID=11976,
type=VRApplication_Scene, config=H:\Steam\config
Fri Aug 26 2016 21:55:46.101 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Aug 26 2016 21:55:46.101 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Aug 26 2016 21:55:46.101 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Aug 26 2016 21:55:46.102 - Unable to load driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.
Fri Aug 26 2016 21:55:46.102 - Unable to load driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.
Fri Aug 26 2016 21:55:46.127 - Received success response from vrserver connect
Fri Aug 26 2016 21:55:46.129 - Received success response from vrcompositor
connect

Fri Aug 26 2016 21:55:47.147 - Capturing Scene Focus

Fri Aug 26 2016 21:55:52.669 - [Chaperone] Universe changed from 0 to 1459940992.

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=base inputRouting=0 filename=

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=l_grip inputRouting=1 filename=l_grip.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=r_grip inputRouting=1 filename=r_grip.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=tip inputRouting=0 filename=

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Fri Aug 26 2016 21:55:54.489 - RendermodelManager: name=trigger inputRouting=2 filename=trigger.obj

Mon Sep 19 2016 19:10:51.210 -

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Mon Sep 19 2016 19:10:51.211 - vrclient startup with PID=8904,
type=VRApplication_Scene, config=H:\Steam\config

Mon Sep 19 2016 19:10:51.212 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Mon Sep 19 2016 19:10:51.212 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Mon Sep 19 2016 19:10:51.212 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Mon Sep 19 2016 19:10:51.213 - Unable to load driver DiscovrEgypt from

H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.

Mon Sep 19 2016 19:10:51.213 - Unable to load driver Holopoint from

H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.

Mon Sep 19 2016 19:10:51.496 - Received success response from vrserver connect

Mon Sep 19 2016 19:10:51.502 - Received success response from vrcompositor
connect

Mon Sep 19 2016 19:10:52.585 - Capturing Scene Focus

Mon Sep 19 2016 19:10:55.829 - [Chaperone] Universe changed from 0 to
1459940992.

Mon Sep 19 2016 19:10:56.811 - RendermodelManager: Reading data from

H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=base inputRouting=0
filename=

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=status
inputRouting=0 filename=status.obj
Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=tip inputRouting=0
filename=
Mon Sep 19 2016 19:10:56.818 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Mon Sep 19 2016 19:10:56.819 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Mon Sep 19 2016 19:10:56.819 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Mon Sep 19 2016 19:10:56.819 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Mon Sep 19 2016 19:14:43.066 - [Chaperone] Commit success
Fri Sep 23 2016 21:32:07.347 -
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Fri Sep 23 2016 21:32:07.347 - vrclient startup with PID=11616,
type=VRApplication_Scene, config=H:\Steam\config
Fri Sep 23 2016 21:32:07.348 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Sep 23 2016 21:32:07.348 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Sep 23 2016 21:32:07.348 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Sep 23 2016 21:32:07.348 - Unable to load driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.
Fri Sep 23 2016 21:32:07.348 - Unable to load driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.
Fri Sep 23 2016 21:32:07.368 - Received success response from vrserver connect
Fri Sep 23 2016 21:32:07.371 - Received success response from vrcompositor

connect

Fri Sep 23 2016 21:32:08.276 - Capturing Scene Focus

Fri Sep 23 2016 21:32:12.923 - [Chaperone] Universe changed from 0 to 1459940992.

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=base inputRouting=0 filename=

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=handgrip inputRouting=0 filename=

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=l_grip inputRouting=1 filename=l_grip.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=r_grip inputRouting=1 filename=r_grip.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=tip inputRouting=0 filename=

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=trackpad_scroll_cut inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Sep 23 2016 21:32:14.577 - RendermodelManager: name=trackpad_touch inputRouting=2 filename=trackpad_touch.obj

Fri Sep 23 2016 21:32:14.578 - RendermodelManager: name=trigger inputRouting=2

filename=trigger.obj

Mon Oct 03 2016 18:29:18.653 -

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Mon Oct 03 2016 18:29:18.653 - vrclient startup with PID=10252,

type=VRApplication_Scene, config=H:\Steam\config

Mon Oct 03 2016 18:29:18.654 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory

Mon Oct 03 2016 18:29:18.654 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Mon Oct 03 2016 18:29:18.654 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Mon Oct 03 2016 18:29:18.654 - Unable to load driver DiscovrEgypt from

H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll.

Mon Oct 03 2016 18:29:18.654 - Unable to load driver Holopoint from

H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll.

Mon Oct 03 2016 18:29:18.690 - Received success response from vrserver connect

Mon Oct 03 2016 18:29:18.692 - Received success response from vrcompositor
connect

Mon Oct 03 2016 18:29:19.682 - Capturing Scene Focus

Mon Oct 03 2016 18:29:21.660 - [Chaperone] Universe changed from 0 to
1459940992.

Mon Oct 03 2016 18:29:21.753 - RendermodelManager: Reading data from

H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=base inputRouting=0
filename=

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=led inputRouting=0

filename=led.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=status
inputRouting=0 filename=status.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=tip inputRouting=0
filename=
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Mon Oct 03 2016 18:29:21.757 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Mon Oct 03 2016 18:29:21.782 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Mon Oct 03 2016 18:31:47.047 - [Chaperone] Commit success
Wed Nov 09 2016 21:52:41.836 -
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Wed Nov 09 2016 21:52:41.836 - vrclient startup with PID=1056,
type=VRApplication_Scene, config=H:\Steam\config
Wed Nov 09 2016 21:52:41.837 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Wed Nov 09 2016 21:52:41.837 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Wed Nov 09 2016 21:52:41.837 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Wed Nov 09 2016 21:52:41.837 - Loaded resource-only driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll
Wed Nov 09 2016 21:52:41.837 - Loaded resource-only driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll
Wed Nov 09 2016 21:52:41.856 - Received success response from vrserver connect

Wed Nov 09 2016 21:52:41.858 - Received success response from vrcompositor connect

Wed Nov 09 2016 21:52:42.816 - Capturing Scene Focus

Wed Nov 09 2016 21:52:45.681 - [Chaperone] Universe changed from 0 to 1478699548.

Wed Nov 09 2016 21:52:45.838 - RendermodelManager: Reading data from H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json

Wed Nov 09 2016 22:16:54.209 -
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Wed Nov 09 2016 22:16:54.209 - vrclient startup with PID=11332, type=VRApplication_Scene, config=H:\Steam\config

Wed Nov 09 2016 22:16:54.209 - Skipping external driver H:\Steam\steamapps\common\Skechfab because it is not a directory

Wed Nov 09 2016 22:16:54.209 - Skipping external driver H:\Steam\steamapps\common\Portal because it is not a directory

Wed Nov 09 2016 22:16:54.209 - Skipping external driver H:\Steam\steamapps\common\Disney because it is not a directory

Wed Nov 09 2016 22:16:54.210 - Loaded resource-only driver DiscovrEgypt from H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll

Wed Nov 09 2016 22:16:54.210 - Loaded resource-only driver Holopoint from H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll

Wed Nov 09 2016 22:16:54.231 - Received success response from vrserver connect

Wed Nov 09 2016 22:16:54.233 - Received success response from vrcompositor connect

Wed Nov 09 2016 22:16:55.129 - Capturing Scene Focus

Wed Nov 09 2016 22:16:55.641 - [Chaperone] Universe changed from 0 to 1478699548.

Wed Nov 09 2016 22:16:55.668 - RendermodelManager: Reading data from H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json

Wed Nov 09 2016 22:17:30.310 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=base inputRouting=0 filename=

Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=button

inputRouting=1 filename=button.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=status
inputRouting=0 filename=status.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=tip inputRouting=0
filename=
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Wed Nov 09 2016 22:17:30.310 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Wed Nov 09 2016 22:22:03.647 - [Chaperone] Commit success
Thu Nov 10 2016 21:27:36.141 -
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Thu Nov 10 2016 21:27:36.141 - vrclient startup with PID=10224,
type=VRApplication_Scene, config=H:\Steam\config
Thu Nov 10 2016 21:27:36.142 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Nov 10 2016 21:27:36.142 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Nov 10 2016 21:27:36.142 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory
Thu Nov 10 2016 21:27:36.142 - Loaded resource-only driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll
Thu Nov 10 2016 21:27:36.142 - Loaded resource-only driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll
Thu Nov 10 2016 21:27:36.160 - Received success response from vrserver connect
Thu Nov 10 2016 21:27:36.165 - Received success response from vrcompositor
connect
Thu Nov 10 2016 21:27:37.061 - Capturing Scene Focus
Thu Nov 10 2016 21:27:42.205 - [Chaperone] Universe changed from 0 to
1478784445.
Thu Nov 10 2016 21:27:42.332 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Thu Nov 10 2016 21:32:07.886 -
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Thu Nov 10 2016 21:32:07.886 - vrclient startup with PID=11644,
type=VRApplication_Scene, config=H:\Steam\config
Thu Nov 10 2016 21:32:07.887 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Thu Nov 10 2016 21:32:07.887 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Nov 10 2016 21:32:07.887 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Nov 10 2016 21:32:07.887 - Loaded resource-only driver DiscovrEgypt from
H:\Steam\steamapps\common\DiscovrEgypt\bin\win64\driver_DiscovrEgypt.dll
Thu Nov 10 2016 21:32:07.887 - Loaded resource-only driver Holopoint from
H:\Steam\steamapps\common\Holopoint\bin\win64\driver_Holopoint.dll
Thu Nov 10 2016 21:32:07.910 - Received success response from vrserver connect
Thu Nov 10 2016 21:32:07.914 - Received success response from vrcompositor
connect
Thu Nov 10 2016 21:32:08.894 - Capturing Scene Focus
Thu Nov 10 2016 21:32:09.511 - [Chaperone] Universe changed from 0 to
1478784445.
Thu Nov 10 2016 21:32:09.541 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Thu Nov 10 2016 21:32:29.839 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv

e_1_5\vr_controller_vive_1_5.json

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=base inputRouting=0
filename=

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=tip inputRouting=0
filename=

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Thu Nov 10 2016 21:32:29.839 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj

Thu Nov 10 2016 21:34:47.869 - [Chaperone] Commit success

Sun Nov 20 2016 19:20:09.059 -

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Sun Nov 20 2016 19:20:09.059 - vrclient startup with PID=9012,

type=VRApplication_Scene, config=H:\Steam\config
Sun Nov 20 2016 19:20:09.068 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sun Nov 20 2016 19:20:09.068 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sun Nov 20 2016 19:20:09.068 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sun Nov 20 2016 19:20:09.116 - Received success response from vrserver connect
Sun Nov 20 2016 19:20:09.142 - Received success response from vrcompositor connect
Sun Nov 20 2016 19:20:10.163 - Capturing Scene Focus
Sun Nov 20 2016 19:20:10.163 - lighthouse: Hidden area mesh requested for "HTC Vive" left eye (0)
Sun Nov 20 2016 19:20:10.163 - lighthouse: Generating hidden area mesh for "HTC Vive" left eye
Sun Nov 20 2016 19:20:10.167 - lighthouse: Generating hidden area mesh for "HTC Vive" right eye
Sun Nov 20 2016 19:20:10.170 - lighthouse: Hidden area mesh requested for "HTC Vive" right eye (1)
Sun Nov 20 2016 19:20:12.781 - [Chaperone] Universe changed from 0 to 1479640794.
Sun Nov 20 2016 19:20:12.838 - RendermodelManager: Reading data from H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=base inputRouting=0 filename=
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=body inputRouting=0 filename=body.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=button inputRouting=1 filename=button.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=gdc2015 inputRouting=0 filename=
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=handgrip inputRouting=0 filename=
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=tip inputRouting=0
filename=
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sun Nov 20 2016 19:21:12.999 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Sun Nov 20 2016 19:22:57.588 - [Chaperone] Commit success
Sat Dec 03 2016 14:03:13.761 -
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Sat Dec 03 2016 14:03:13.761 - vrclient startup with PID=8996,
type=VRApplication_Scene, config=H:\Steam\config
Sat Dec 03 2016 14:03:13.762 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Dec 03 2016 14:03:13.762 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Dec 03 2016 14:03:13.762 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Dec 03 2016 14:03:13.783 - Received success response from vrserver connect
Sat Dec 03 2016 14:03:13.789 - Received success response from vrcompositor
connect
Sat Dec 03 2016 14:03:14.803 - Capturing Scene Focus
Sat Dec 03 2016 14:03:14.803 - lighthouse: Hidden area mesh requested for "HTC
Vive" left eye (0)

Sat Dec 03 2016 14:03:14.803 - lighthouse: Generating hidden area mesh for "HTC Vive" left eye

Sat Dec 03 2016 14:03:14.807 - lighthouse: Generating hidden area mesh for "HTC Vive" right eye

Sat Dec 03 2016 14:03:14.810 - lighthouse: Hidden area mesh requested for "HTC Vive" right eye (1)

Sat Dec 03 2016 14:03:19.724 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Dec 03 2016 14:03:21.356 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Dec 03 2016 14:03:21.356 - RendermodelManager: name=base inputRouting=0 filename=

Sat Dec 03 2016 14:03:21.356 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=tip inputRouting=0 filename=

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=trackpad inputRouting=2 filename=trackpad.obj

Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=trackpad_scroll_cut

inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Dec 03 2016 14:03:21.357 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Dec 03 2016 14:04:00.170 -
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Sat Dec 03 2016 14:04:00.170 - vrclient startup with PID=348,
type=VRApplication_Scene, config=H:\Steam\config
Sat Dec 03 2016 14:04:00.170 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Dec 03 2016 14:04:00.170 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Dec 03 2016 14:04:00.170 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Dec 03 2016 14:04:00.207 - Received success response from vrserver connect
Sat Dec 03 2016 14:04:00.214 - Received success response from vrcompositor
connect
Sat Dec 03 2016 14:04:01.301 - Capturing Scene Focus
Sat Dec 03 2016 14:04:01.301 - lighthouse: Hidden area mesh requested for "HTC
Vive" left eye (0)
Sat Dec 03 2016 14:04:01.301 - lighthouse: Generating hidden area mesh for "HTC
Vive" left eye
Sat Dec 03 2016 14:04:01.305 - lighthouse: Generating hidden area mesh for "HTC
Vive" right eye
Sat Dec 03 2016 14:04:01.309 - lighthouse: Hidden area mesh requested for "HTC
Vive" right eye (1)
Sat Dec 03 2016 14:04:03.596 - [Chaperone] Universe changed from 0 to
1479640794.
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=base inputRouting=0
filename=
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=button inputRouting=1

filename=button.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Dec 03 2016 14:04:04.963 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Dec 03 2016 14:04:04.964 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Dec 03 2016 14:04:04.964 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Dec 03 2016 14:05:23.379 -
//=====

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Sat Dec 03 2016 14:05:23.379 - vrclient startup with PID=10312,
type=VRApplication_Scene, config=H:\Steam\config
Sat Dec 03 2016 14:05:23.380 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Dec 03 2016 14:05:23.380 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Dec 03 2016 14:05:23.380 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Dec 03 2016 14:05:23.401 - Received success response from vrserver connect
Sat Dec 03 2016 14:05:23.408 - Received success response from vrcompositor connect
Sat Dec 03 2016 14:05:24.484 - Capturing Scene Focus
Sat Dec 03 2016 14:05:24.485 - lighthouse: Hidden area mesh requested for "HTC Vive" left eye (0)
Sat Dec 03 2016 14:05:24.485 - lighthouse: Generating hidden area mesh for "HTC Vive" left eye
Sat Dec 03 2016 14:05:24.488 - lighthouse: Generating hidden area mesh for "HTC Vive" right eye
Sat Dec 03 2016 14:05:24.491 - lighthouse: Hidden area mesh requested for "HTC Vive" right eye (1)
Sat Dec 03 2016 14:05:26.830 - [Chaperone] Universe changed from 0 to 1479640794.
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=base inputRouting=0 filename=
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=body inputRouting=0 filename=body.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=button inputRouting=1 filename=button.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=gdc2015 inputRouting=0 filename=
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=handgrip inputRouting=0 filename=
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=led inputRouting=0 filename=led.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=status inputRouting=0 filename=status.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=sys_button

inputRouting=1 filename=sys_button.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Dec 03 2016 14:05:28.203 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Thu Mar 02 2017 20:26:15.477 -
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Thu Mar 02 2017 20:26:15.477 - vrclient startup with PID=12084,
type=VRApplication_Scene, config=H:\Steam\config
Thu Mar 02 2017 20:26:15.478 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Thu Mar 02 2017 20:26:15.478 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Mar 02 2017 20:26:15.478 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Mar 02 2017 20:26:15.480 - [DriverManager] Create new Resource Driver
Manager
Thu Mar 02 2017 20:26:15.481 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Thu Mar 02 2017 20:26:15.481 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Thu Mar 02 2017 20:26:15.481 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Thu Mar 02 2017 20:26:15.483 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Thu Mar 02 2017 20:26:15.484 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Thu Mar 02 2017 20:26:15.484 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Mar 02 2017 20:26:15.485 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Thu Mar 02 2017 20:26:15.496 - Received success response from vrserver connect

Thu Mar 02 2017 20:26:15.503 - Received success response from vrcompositor
connect

Thu Mar 02 2017 20:26:16.647 - Capturing Scene Focus

Thu Mar 02 2017 20:26:22.121 - Initializing CD3D11VRRenderer

Thu Mar 02 2017 20:26:22.142 - Setting max texture dimensions to 2116x2352
before requiring downsampling

Thu Mar 02 2017 20:26:22.228 - Screenshot: Hook Screenshot called with types:Thu
Mar 02 2017 20:26:22.228 - 5Thu Mar 02 2017 20:26:22.228 -

Thu Mar 02 2017 20:26:22.429 - [Chaperone] Universe changed from 0 to
1479640794.

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=base inputRouting=0
filename=

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=status
inputRouting=0 filename=status.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=tip inputRouting=0
filename=

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Thu Mar 02 2017 20:26:23.961 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj

Thu Mar 02 2017 20:27:08.108 -

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Thu Mar 02 2017 20:27:08.108 - vrclient startup with PID=15100,
type=VRApplication_Scene, config=H:\Steam\config

Thu Mar 02 2017 20:27:08.109 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Thu Mar 02 2017 20:27:08.109 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Thu Mar 02 2017 20:27:08.109 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Thu Mar 02 2017 20:27:08.110 - [DriverManager] Create new Resource Driver
Manager

Thu Mar 02 2017 20:27:08.111 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory

Thu Mar 02 2017 20:27:08.111 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Thu Mar 02 2017 20:27:08.111 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Thu Mar 02 2017 20:27:08.114 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Thu Mar 02 2017 20:27:08.114 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Thu Mar 02 2017 20:27:08.114 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Thu Mar 02 2017 20:27:08.115 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Thu Mar 02 2017 20:27:08.127 - Received success response from vrserver connect

Thu Mar 02 2017 20:27:08.133 - Received success response from vrcompositor connect

Thu Mar 02 2017 20:27:09.186 - Capturing Scene Focus

Thu Mar 02 2017 20:27:11.552 - Initializing CD3D11VRRenderer

Thu Mar 02 2017 20:27:11.570 - Setting max texture dimensions to 2116x2352 before requiring downsampling

Thu Mar 02 2017 20:27:11.638 - Screenshot: Hook Screenshot called with types:Thu

Mar 02 2017 20:27:11.638 - 5Thu Mar 02 2017 20:27:11.638 -

Thu Mar 02 2017 20:27:11.718 - [Chaperone] Universe changed from 0 to 1479640794.

Thu Mar 02 2017 20:27:13.052 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Thu Mar 02 2017 20:27:13.052 - RendermodelManager: name=base inputRouting=0 filename=

Thu Mar 02 2017 20:27:13.052 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Thu Mar 02 2017 20:27:13.052 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Thu Mar 02 2017 20:27:13.052 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=handgrip inputRouting=0 filename=

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=tip inputRouting=0

filename=

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=trackpad

inputRouting=2 filename=trackpad.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=trackpad_scroll_cut

inputRouting=0 filename=trackpad_scroll_cut.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=trackpad_touch

inputRouting=2 filename=trackpad_touch.obj

Thu Mar 02 2017 20:27:13.053 - RendermodelManager: name=trigger

inputRouting=2 filename=trigger.obj

Sun Mar 19 2017 16:08:46.581 -

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Sun Mar 19 2017 16:08:46.581 - vrclient startup with PID=11892,

type=VRApplication_Scene, config=H:\Steam\config

Sun Mar 19 2017 16:08:46.581 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory

Sun Mar 19 2017 16:08:46.581 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sun Mar 19 2017 16:08:46.581 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sun Mar 19 2017 16:08:46.583 - [DriverManager] Create new Resource Driver
Manager

Sun Mar 19 2017 16:08:46.583 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory

Sun Mar 19 2017 16:08:46.583 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Sun Mar 19 2017 16:08:46.583 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Sun Mar 19 2017 16:08:46.586 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Sun Mar 19 2017 16:08:46.586 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sun Mar 19 2017 16:08:46.587 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sun Mar 19 2017 16:08:46.588 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sun Mar 19 2017 16:08:46.600 - Received success response from vrserver connect
Sun Mar 19 2017 16:08:46.606 - Received success response from vrcompositor connect
Sun Mar 19 2017 16:08:47.498 - Capturing Scene Focus
Sun Mar 19 2017 16:08:48.913 - Initializing CD3D11VRRenderer
Sun Mar 19 2017 16:08:48.929 - Setting max texture dimensions to 2116x2352 before requiring downsampling
Sun Mar 19 2017 16:08:48.970 - Screenshot: Hook Screenshot called with types:Sun
Mar 19 2017 16:08:48.971 - 5Sun Mar 19 2017 16:08:48.971 -
Sun Mar 19 2017 16:08:49.121 - [Chaperone] Universe changed from 0 to 1479640794.
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: Reading data from H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=base inputRouting=0 filename=
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=body inputRouting=0 filename=body.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=button inputRouting=1 filename=button.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=gdc2015 inputRouting=0 filename=
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=handgrip inputRouting=0 filename=
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=led inputRouting=0 filename=led.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=l_grip inputRouting=1 filename=l_grip.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=status inputRouting=0 filename=status.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=tip inputRouting=0 filename=

Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sun Mar 19 2017 16:08:49.176 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Sun Mar 19 2017 16:08:49.191 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Sun Mar 19 2017 16:09:55.568 - [Chaperone] Commit success
Sat Mar 25 2017 14:11:23.111 -
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Sat Mar 25 2017 14:11:23.111 - vrclient startup with PID=9140,
type=VRApplication_Scene, config=H:\Steam\config
Sat Mar 25 2017 14:11:23.112 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Mar 25 2017 14:11:23.112 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Mar 25 2017 14:11:23.112 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Mar 25 2017 14:11:23.122 - [DriverManager] Create new Resource Driver
Manager
Sat Mar 25 2017 14:11:23.123 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Sat Mar 25 2017 14:11:23.123 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Mar 25 2017 14:11:23.123 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Mar 25 2017 14:11:23.128 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Mar 25 2017 14:11:23.134 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Mar 25 2017 14:11:23.137 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sat Mar 25 2017 14:11:23.140 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sat Mar 25 2017 14:11:23.150 - Received success response from vrserver connect

Sat Mar 25 2017 14:11:23.159 - Received success response from vrcompositor
connect

Sat Mar 25 2017 14:11:24.145 - Capturing Scene Focus

Sat Mar 25 2017 14:11:28.711 - Initializing CD3D11VRRenderer

Sat Mar 25 2017 14:11:28.813 - Screenshot: Hook Screenshot called with types:Sat
Mar 25 2017 14:11:28.813 - 5Sat Mar 25 2017 14:11:28.813 -

Sat Mar 25 2017 14:11:28.907 - Setting max texture dimensions to 2116x2352 before
requiring downsampling

Sat Mar 25 2017 14:11:28.993 - [Chaperone] Universe changed from 0 to
1479640794.

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\vr_controller_vive_1_5.json

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=base inputRouting=0
filename=

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=button
inputRouting=1 filename=button.obj

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Mar 25 2017 14:11:30.400 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Mar 25 2017 14:11:30.401 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Sat Mar 25 2017 14:50:00.662 -
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Sat Mar 25 2017 14:50:00.662 - vrclient startup with PID=9736,
type=VRApplication_Scene, config=H:\Steam\config
Sat Mar 25 2017 14:50:00.662 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Mar 25 2017 14:50:00.662 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Mar 25 2017 14:50:00.662 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Mar 25 2017 14:50:00.664 - [DriverManager] Create new Resource Driver
Manager
Sat Mar 25 2017 14:50:00.664 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Mar 25 2017 14:50:00.664 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Mar 25 2017 14:50:00.665 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Mar 25 2017 14:50:00.666 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Mar 25 2017 14:50:00.667 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Mar 25 2017 14:50:00.667 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Mar 25 2017 14:50:00.668 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Sat Mar 25 2017 14:50:00.676 - Received success response from vrserver connect

Sat Mar 25 2017 14:50:00.682 - Received success response from vrcompositor connect

Sat Mar 25 2017 14:50:01.662 - Capturing Scene Focus

Sat Mar 25 2017 14:50:03.910 - Initializing CD3D11VRRenderer

Sat Mar 25 2017 14:50:03.924 - Setting max texture dimensions to 2116x2352 before requiring downsampling

Sat Mar 25 2017 14:50:03.990 - Screenshot: Hook Screenshot called with types:Sat

Mar 25 2017 14:50:03.990 - 5Sat Mar 25 2017 14:50:03.990 -

Sat Mar 25 2017 14:50:04.069 - [Chaperone] Universe changed from 0 to 1479640794.

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=base inputRouting=0 filename=

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=body inputRouting=0 filename=body.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=button inputRouting=1 filename=button.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=gdc2015 inputRouting=0 filename=

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=handgrip inputRouting=0 filename=

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=led inputRouting=0 filename=led.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=lgrip inputRouting=1 filename=l_grip.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=rgrip inputRouting=1 filename=r_grip.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=scroll_wheel inputRouting=2 filename=scroll_wheel.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=status inputRouting=0 filename=status.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=sys_button inputRouting=1 filename=sys_button.obj

Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=tip inputRouting=0

filename=
Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Mar 25 2017 14:50:05.337 - RendermodelManager: name=trigger
inputRouting=2 filename=trigger.obj
Fri Jul 28 2017 23:24:22.235 -
//=====

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Fri Jul 28 2017 23:24:22.235 - vrclient startup with PID=8916,
type=VRApplication_Scene, config=H:\Steam\config
Fri Jul 28 2017 23:24:22.238 - Skipping external driver
H:\Steam\steamapps\common\Skechfab because it is not a directory
Fri Jul 28 2017 23:24:22.238 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Jul 28 2017 23:24:22.238 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Jul 28 2017 23:24:22.239 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Jul 28 2017 23:24:22.240 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings
Fri Jul 28 2017 23:24:22.240 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings
Fri Jul 28 2017 23:24:22.240 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings
Fri Jul 28 2017 23:24:22.241 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Fri Jul 28 2017 23:24:22.261 - Received success response from vrserver connect
Fri Jul 28 2017 23:24:22.273 - Received success response from vrcompositor connect
Fri Jul 28 2017 23:24:22.990 - VR_Shutdown called
Fri Jul 28 2017 23:24:25.239 -
//=====

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Fri Jul 28 2017 23:24:25.239 - vrclient startup with PID=8916,
type=VRApplication_Scene, config=H:\Steam\config

Fri Jul 28 2017 23:24:25.244 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Fri Jul 28 2017 23:24:25.244 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Fri Jul 28 2017 23:24:25.245 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Fri Jul 28 2017 23:24:25.246 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Jul 28 2017 23:24:25.247 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Jul 28 2017 23:24:25.247 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Jul 28 2017 23:24:25.248 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Jul 28 2017 23:24:25.249 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Jul 28 2017 23:24:25.262 - Received success response from vrserver connect

Fri Jul 28 2017 23:24:25.278 - Received success response from vrcompositor connect

Fri Jul 28 2017 23:24:25.372 - Capturing Scene Focus

Fri Jul 28 2017 23:24:27.466 - Screenshot: Hook Screenshot called with types:Fri Jul 28 2017 23:24:27.466 - 5Fri Jul 28 2017 23:24:27.466 -

Fri Jul 28 2017 23:24:27.724 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Jul 28 2017 23:24:27.793 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=base inputRouting=0
filename=

Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=gdc2015 inputRouting=0

filename=
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Jul 28 2017 23:24:27.793 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Jul 28 2017 23:24:27.800 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Fri Jul 28 2017 23:24:29.077 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Jul 28 2017 23:24:29.077 - Initializing CD3D11VRRenderer
Fri Jul 28 2017 23:24:29.104 - Setting max texture dimensions to 2421x2690 before
requiring downsampling
Fri Jul 28 2017 23:24:29.104 - Initializing CD3D11VRRenderer
Fri Jul 28 2017 23:24:29.121 - Created shared texture 'Scene create D3D11, 0'
1512x1680 (1 mips)
Fri Jul 28 2017 23:24:29.121 - Created shared texture 'Scene create D3D11, 0'
1512x1680 (1 mips)
Fri Jul 28 2017 23:24:29.121 - Created shared texture 'Scene create D3D11, 0'

1512x1680 (1 mips)
Fri Jul 28 2017 23:24:29.122 - Created shared texture 'Scene create D3D11, 1'
1512x1680 (1 mips)
Fri Jul 28 2017 23:24:29.122 - Created shared texture 'Scene create D3D11, 1'
1512x1680 (1 mips)
Fri Jul 28 2017 23:24:29.122 - Created shared texture 'Scene create D3D11, 1'
1512x1680 (1 mips)
Fri Jul 28 2017 23:24:29.627 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\generic_hmd\generic_hmd.tga (2048x2048)
Fri Jul 28 2017 23:24:29.924 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Fri Jul 28 2017 23:24:30.020 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)
Fri Jul 28 2017 23:24:30.059 - Loaded image
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\security_camera.png (256x256)
Fri Jul 28 2017 23:26:13.577 - [Chaperone] Commit success
Fri Jul 28 2017 23:35:34.646 -
//=====

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Fri Jul 28 2017 23:35:34.646 - vrclient startup with PID=15980,
type=VRApplication_Scene, config=H:\Steam\config
Fri Jul 28 2017 23:35:34.652 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Fri Jul 28 2017 23:35:34.653 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Fri Jul 28 2017 23:35:34.653 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Fri Jul 28 2017 23:35:34.655 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Fri Jul 28 2017 23:35:34.655 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Fri Jul 28 2017 23:35:34.656 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa

ult.vrsettings

Fri Jul 28 2017 23:35:34.656 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Jul 28 2017 23:35:34.657 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Fri Jul 28 2017 23:35:34.671 - Received success response from vrserver connect

Fri Jul 28 2017 23:35:34.686 - Received success response from vrcompositor connect

Fri Jul 28 2017 23:35:35.487 - VR_Shutdown called

Fri Jul 28 2017 23:35:35.839 -

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Fri Jul 28 2017 23:35:35.839 - vrclient startup with PID=15980,
type=VRApplication_Scene, config=H:\Steam\config

Fri Jul 28 2017 23:35:35.841 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Fri Jul 28 2017 23:35:35.841 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Fri Jul 28 2017 23:35:35.841 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Fri Jul 28 2017 23:35:35.842 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Jul 28 2017 23:35:35.843 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Jul 28 2017 23:35:35.843 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Jul 28 2017 23:35:35.843 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Jul 28 2017 23:35:35.844 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Fri Jul 28 2017 23:35:35.865 - Received success response from vrserver connect

Fri Jul 28 2017 23:35:35.880 - Received success response from vrcompositor connect

Fri Jul 28 2017 23:35:36.387 - Screenshot: Hook Screenshot called with types:Fri Jul

28 2017 23:35:36.387 - 5Fri Jul 28 2017 23:35:36.387 -

Fri Jul 28 2017 23:35:36.491 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: name=base inputRouting=0
filename=

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: name=gdc2015 inputRouting=0
filename=

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Jul 28 2017 23:35:36.535 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Fri Jul 28 2017 23:35:36.536 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Fri Jul 28 2017 23:35:36.540 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json

Fri Jul 28 2017 23:35:37.399 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\generic_hmd\generic_hmd.tga (2048x2048)

Fri Jul 28 2017 23:35:37.713 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)

Fri Jul 28 2017 23:35:37.809 - Loaded image

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)

Fri Jul 28 2017 23:35:37.845 - Loaded image

H:\Steam\steamapps\workshop\content\250820\674789170\untitled\security_camera.png (256x256)

Fri Jul 28 2017 23:42:07.122 -

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Fri Jul 28 2017 23:42:07.123 - vrclient startup with PID=10512, type=VRApplication_Scene, config=H:\Steam\config

Fri Jul 28 2017 23:42:07.125 - Skipping external driver

H:\Steam\steamapps\common\Skechfab because it is not a directory

Fri Jul 28 2017 23:42:07.125 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Fri Jul 28 2017 23:42:07.125 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Fri Jul 28 2017 23:42:07.126 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:07.127 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:07.127 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:07.127 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:07.128 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Fri Jul 28 2017 23:42:07.142 - Received success response from vrserver connect

Fri Jul 28 2017 23:42:07.155 - Received success response from vrcompositor connect

Fri Jul 28 2017 23:42:08.043 - VR_Shutdown called

Fri Jul 28 2017 23:42:08.430 -

//=====

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Fri Jul 28 2017 23:42:08.430 - vrclient startup with PID=10512,
type=VRApplication_Scene, config=H:\Steam\config

Fri Jul 28 2017 23:42:08.433 - Skipping external driver

H:\Steam\steamapps\common\Sketchfab because it is not a directory

Fri Jul 28 2017 23:42:08.433 - Skipping external driver

H:\Steam\steamapps\common\Portal because it is not a directory

Fri Jul 28 2017 23:42:08.433 - Skipping external driver

H:\Steam\steamapps\common\Disney because it is not a directory

Fri Jul 28 2017 23:42:08.434 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:08.434 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:08.435 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:08.435 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Fri Jul 28 2017 23:42:08.436 - [Settings] Load Json Settings from

H:\Steam\config\steamvr.vrsettings

Fri Jul 28 2017 23:42:08.446 - Received success response from vrserver connect

Fri Jul 28 2017 23:42:08.458 - Received success response from vrcompositor connect

Fri Jul 28 2017 23:42:08.533 - Capturing Scene Focus

Fri Jul 28 2017 23:42:08.895 - Screenshot: Hook Screenshot called with types:Fri Jul

28 2017 23:42:08.895 - 5Fri Jul 28 2017 23:42:08.895 -

Fri Jul 28 2017 23:42:08.990 - [Chaperone] Universe changed from 0 to 1479640794.

Fri Jul 28 2017 23:42:09.034 - RendermodelManager: Reading data from

H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=base inputRouting=0
filename=

Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=button inputRouting=1

filename=button.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=gdc2015 inputRouting=0
filename=
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=tip inputRouting=0
filename=
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Fri Jul 28 2017 23:42:09.035 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Fri Jul 28 2017 23:42:09.043 - RendermodelManager: Reading data from
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\untitled.json
Fri Jul 28 2017 23:42:09.322 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Jul 28 2017 23:42:09.323 - Initializing CD3D11VRRenderer
Fri Jul 28 2017 23:42:09.341 - Setting max texture dimensions to 2421x2690 before
requiring downsampling
Fri Jul 28 2017 23:42:09.341 - Initializing CD3D11VRRenderer
Fri Jul 28 2017 23:42:09.354 - Created shared texture 'Scene create D3D11, 0'
1512x1680 (1 mips)
Fri Jul 28 2017 23:42:09.354 - Created shared texture 'Scene create D3D11, 0'

1512x1680 (1 mips)
Fri Jul 28 2017 23:42:09.355 - Created shared texture 'Scene create D3D11, 0'
1512x1680 (1 mips)
Fri Jul 28 2017 23:42:09.355 - Created shared texture 'Scene create D3D11, 1'
1512x1680 (1 mips)
Fri Jul 28 2017 23:42:09.355 - Created shared texture 'Scene create D3D11, 1'
1512x1680 (1 mips)
Fri Jul 28 2017 23:42:09.355 - Created shared texture 'Scene create D3D11, 1'
1512x1680 (1 mips)
Fri Jul 28 2017 23:42:09.729 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\generic_hmd\generic_hmd.tga (2048x2048)
Fri Jul 28 2017 23:42:10.072 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Fri Jul 28 2017 23:42:10.186 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)
Fri Jul 28 2017 23:42:10.221 - Loaded image
H:\Steam\steamapps\workshop\content\250820\674789170\untitled\security_camera.png (256x256)
Fri Jul 28 2017 23:43:24.359 - [Chaperone] Commit success
--- vrclient_steamvr_room_setup.txt - H:/Steam/logs

=== vrclient_steamvr_tutorial.txt - H:/Steam/logs

Sat Jul 01 2017 21:08:17.767 -
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Sat Jul 01 2017 21:08:17.767 - vrclient startup with PID=328,
type=VRApplication_Scene, config=H:\Steam\config

Sat Jul 01 2017 21:08:17.770 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Sat Jul 01 2017 21:08:17.770 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sat Jul 01 2017 21:08:17.770 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Sat Jul 01 2017 21:08:17.771 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Jul 01 2017 21:08:17.772 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Jul 01 2017 21:08:17.772 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Jul 01 2017 21:08:17.772 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Jul 01 2017 21:08:17.773 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Jul 01 2017 21:08:17.783 - Received success response from vrserver connect
Sat Jul 01 2017 21:08:17.812 - Received success response from vrcompositor connect
Sat Jul 01 2017 21:08:18.398 - Capturing Scene Focus
Sat Jul 01 2017 21:08:22.995 - Screenshot: Hook Screenshot called with types:Sat Jul
01 2017 21:08:22.995 - 5Sat Jul 01 2017 21:08:22.995 -
Sat Jul 01 2017 21:08:23.175 - [Chaperone] Universe changed from 0 to 1479640794.
Sat Jul 01 2017 21:08:25.043 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Sat Jul 01 2017 21:08:25.043 - Initializing CD3D11VRRenderer
Sat Jul 01 2017 21:08:25.062 - Setting max texture dimensions to 2421x2690 before
requiring downsampling
Sat Jul 01 2017 21:08:25.062 - Initializing CD3D11VRRenderer
Sat Jul 01 2017 21:08:25.080 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sat Jul 01 2017 21:08:25.080 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sat Jul 01 2017 21:08:25.080 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sat Jul 01 2017 21:08:25.081 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sat Jul 01 2017 21:08:25.081 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sat Jul 01 2017 21:08:25.081 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sat Jul 01 2017 21:08:25.357 - Created shared texture 'Scene resize D3D11, 0'
1646x1778 (1 mips)

Sat Jul 01 2017 21:08:25.357 - Created shared texture 'Scene resize D3D11, 1'
1646x1778 (1 mips)

Sat Jul 01 2017 21:08:25.547 - Created shared texture 'Scene resize D3D11, 0'
1765x1907 (1 mips)

Sat Jul 01 2017 21:08:25.548 - Created shared texture 'Scene resize D3D11, 1'
1765x1907 (1 mips)

Sat Jul 01 2017 21:08:25.607 - Created shared texture 'Scene resize D3D11, 0'
1893x2045 (1 mips)

Sat Jul 01 2017 21:08:25.608 - Created shared texture 'Scene resize D3D11, 1'
1893x2045 (1 mips)

Sat Jul 01 2017 21:08:25.659 - Created shared texture 'Scene resize D3D11, 0'
2030x2193 (1 mips)

Sat Jul 01 2017 21:08:25.659 - Created shared texture 'Scene resize D3D11, 1'
2030x2193 (1 mips)

Sat Jul 01 2017 21:08:25.715 - Created shared texture 'Scene resize D3D11, 0'
2176x2351 (1 mips)

Sat Jul 01 2017 21:08:25.715 - Created shared texture 'Scene resize D3D11, 1'
2176x2351 (1 mips)

Sat Jul 01 2017 21:08:31.149 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sat Jul 01 2017 21:08:31.149 - RendermodelManager: name=base inputRouting=0
filename=

Sat Jul 01 2017 21:08:31.149 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sat Jul 01 2017 21:08:31.149 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sat Jul 01 2017 21:08:31.149 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=scroll_wheel

inputRouting=2 filename=scroll_wheel.obj
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=tip inputRouting=0
filename=
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sat Jul 01 2017 21:08:31.150 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sat Jul 01 2017 21:08:32.257 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Sat Jul 01 2017 21:08:32.366 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)
Sat Jul 01 2017 21:13:10.507 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 02 2017 10:08:30.677 -
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Sun Jul 02 2017 10:08:30.677 - vrclient startup with PID=9364,
type=VRApplication_Scene, config=H:\Steam\config
Sun Jul 02 2017 10:08:30.681 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sun Jul 02 2017 10:08:30.681 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sun Jul 02 2017 10:08:30.681 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sun Jul 02 2017 10:08:30.682 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sun Jul 02 2017 10:08:30.683 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse

tings

Sun Jul 02 2017 10:08:30.683 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings

Sun Jul 02 2017 10:08:30.683 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings

Sun Jul 02 2017 10:08:30.684 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Sun Jul 02 2017 10:08:30.704 - Received success response from vrserver connect

Sun Jul 02 2017 10:08:30.716 - Received success response from vrcompositor
connect

Sun Jul 02 2017 10:08:31.382 - Capturing Scene Focus

Sun Jul 02 2017 10:08:36.219 - Screenshot: Hook Screenshot called with types:Sun

Jul 02 2017 10:08:36.219 - 5Sun Jul 02 2017 10:08:36.219 -

Sun Jul 02 2017 10:08:36.496 - [Chaperone] Universe changed from 0 to
1479640794.

Sun Jul 02 2017 10:08:38.277 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.

Sun Jul 02 2017 10:08:38.277 - Initializing CD3D11VRRenderer

Sun Jul 02 2017 10:08:38.296 - Setting max texture dimensions to 2421x2690 before
requiring downsampling

Sun Jul 02 2017 10:08:38.296 - Initializing CD3D11VRRenderer

Sun Jul 02 2017 10:08:38.307 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)

Sun Jul 02 2017 10:08:38.307 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)

Sun Jul 02 2017 10:08:38.307 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)

Sun Jul 02 2017 10:08:38.307 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)

Sun Jul 02 2017 10:08:38.307 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)

Sun Jul 02 2017 10:08:38.308 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)

Sun Jul 02 2017 10:08:38.538 - Created shared texture 'Scene resize D3D11, 0'
1646x1778 (1 mips)

Sun Jul 02 2017 10:08:38.539 - Created shared texture 'Scene resize D3D11, 1'

1646x1778 (1 mips)

Sun Jul 02 2017 10:08:38.765 - Created shared texture 'Scene resize D3D11, 0'
1765x1907 (1 mips)

Sun Jul 02 2017 10:08:38.765 - Created shared texture 'Scene resize D3D11, 1'
1765x1907 (1 mips)

Sun Jul 02 2017 10:08:38.832 - Created shared texture 'Scene resize D3D11, 0'
1893x2045 (1 mips)

Sun Jul 02 2017 10:08:38.833 - Created shared texture 'Scene resize D3D11, 1'
1893x2045 (1 mips)

Sun Jul 02 2017 10:08:38.887 - Created shared texture 'Scene resize D3D11, 0'
2030x2193 (1 mips)

Sun Jul 02 2017 10:08:38.888 - Created shared texture 'Scene resize D3D11, 1'
2030x2193 (1 mips)

Sun Jul 02 2017 10:08:38.943 - Created shared texture 'Scene resize D3D11, 0'
2176x2351 (1 mips)

Sun Jul 02 2017 10:08:38.944 - Created shared texture 'Scene resize D3D11, 1'
2176x2351 (1 mips)

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=base inputRouting=0
filename=

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=l_grip inputRouting=1
filename=l_grip.obj

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=r_grip inputRouting=1
filename=r_grip.obj

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=tip inputRouting=0
filename=
Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sun Jul 02 2017 10:08:39.339 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sun Jul 02 2017 10:08:39.840 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\onepointfive_texture.png (2048x2048)
Sun Jul 02 2017 10:08:39.942 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_viv
e_1_5\status.png (256x256)
Sun Jul 02 2017 10:11:55.557 - Closing named pipe VR_ServerPipe_3564 because it
was broken from the other end
Sun Jul 02 2017 10:11:55.569 - Received success response from vrserver connect
Sun Jul 02 2017 10:11:55.569 - Successfully reconnected to server
Sun Jul 02 2017 10:13:57.870 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 02 2017 11:50:51.927 -
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Sun Jul 02 2017 11:50:51.928 - vrclient startup with PID=11356,
type=VRApplication_Scene, config=H:\Steam\config
Sun Jul 02 2017 11:50:51.930 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sun Jul 02 2017 11:50:51.930 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sun Jul 02 2017 11:50:51.930 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sun Jul 02 2017 11:50:51.931 - [Settings] Load Default Json Settings from

H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sun Jul 02 2017 11:50:51.932 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sun Jul 02 2017 11:50:51.932 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sun Jul 02 2017 11:50:51.932 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sun Jul 02 2017 11:50:51.933 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sun Jul 02 2017 11:50:51.942 - Received success response from vrserver connect
Sun Jul 02 2017 11:50:51.952 - Received success response from vrcompositor connect
Sun Jul 02 2017 11:50:52.591 - Capturing Scene Focus
Sun Jul 02 2017 11:50:54.688 - Screenshot: Hook Screenshot called with types:Sun
Jul 02 2017 11:50:54.688 - 5Sun Jul 02 2017 11:50:54.688 -
Sun Jul 02 2017 11:50:54.816 - [Chaperone] Universe changed from 0 to
1479640794.
Sun Jul 02 2017 11:50:55.163 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Sun Jul 02 2017 11:50:55.163 - Initializing CD3D11VRRenderer
Sun Jul 02 2017 11:50:55.186 - Setting max texture dimensions to 2421x2690 before
requiring downsampling
Sun Jul 02 2017 11:50:55.186 - Initializing CD3D11VRRenderer
Sun Jul 02 2017 11:50:55.199 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sun Jul 02 2017 11:50:55.199 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sun Jul 02 2017 11:50:55.199 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sun Jul 02 2017 11:50:55.200 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sun Jul 02 2017 11:50:55.200 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sun Jul 02 2017 11:50:55.200 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)

Sun Jul 02 2017 11:50:55.353 - Created shared texture 'Scene resize D3D11, 0'
1646x1778 (1 mips)

Sun Jul 02 2017 11:50:55.354 - Created shared texture 'Scene resize D3D11, 1'
1646x1778 (1 mips)

Sun Jul 02 2017 11:50:55.597 - Created shared texture 'Scene resize D3D11, 0'
1765x1907 (1 mips)

Sun Jul 02 2017 11:50:55.597 - Created shared texture 'Scene resize D3D11, 1'
1765x1907 (1 mips)

Sun Jul 02 2017 11:50:55.673 - Created shared texture 'Scene resize D3D11, 0'
1893x2045 (1 mips)

Sun Jul 02 2017 11:50:55.673 - Created shared texture 'Scene resize D3D11, 1'
1893x2045 (1 mips)

Sun Jul 02 2017 11:50:55.740 - Created shared texture 'Scene resize D3D11, 0'
2030x2193 (1 mips)

Sun Jul 02 2017 11:50:55.740 - Created shared texture 'Scene resize D3D11, 1'
2030x2193 (1 mips)

Sun Jul 02 2017 11:50:55.796 - Created shared texture 'Scene resize D3D11, 0'
2176x2351 (1 mips)

Sun Jul 02 2017 11:50:55.796 - Created shared texture 'Scene resize D3D11, 1'
2176x2351 (1 mips)

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=base inputRouting=0
filename=

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=rgrip inputRouting=1

filename=r_grip.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=tip inputRouting=0
filename=
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sun Jul 02 2017 11:50:56.220 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sun Jul 02 2017 11:50:56.695 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Sun Jul 02 2017 11:50:56.813 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)
Sun Jul 02 2017 11:56:42.173 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 02 2017 11:56:43.771 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 02 2017 11:56:52.398 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 09 2017 10:01:05.541 -
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Sun Jul 09 2017 10:01:05.541 - vrclient startup with PID=7452,
type=VRApplication_Scene, config=H:\Steam\config
Sun Jul 09 2017 10:01:05.543 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sun Jul 09 2017 10:01:05.543 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Sun Jul 09 2017 10:01:05.543 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sun Jul 09 2017 10:01:05.545 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sun Jul 09 2017 10:01:05.545 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sun Jul 09 2017 10:01:05.545 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sun Jul 09 2017 10:01:05.546 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sun Jul 09 2017 10:01:05.546 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sun Jul 09 2017 10:01:05.556 - Received success response from vrserver connect
Sun Jul 09 2017 10:01:05.565 - Received success response from vrcompositor connect
Sun Jul 09 2017 10:01:06.210 - Capturing Scene Focus
Sun Jul 09 2017 10:01:10.793 - Screenshot: Hook Screenshot called with types:Sun
Jul 09 2017 10:01:10.793 - 5Sun Jul 09 2017 10:01:10.793 -
Sun Jul 09 2017 10:01:10.973 - [Chaperone] Universe changed from 0 to
1479640794.
Sun Jul 09 2017 10:01:12.918 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Sun Jul 09 2017 10:01:12.918 - Initializing CD3D11VRRenderer
Sun Jul 09 2017 10:01:12.938 - Setting max texture dimensions to 2421x2690 before
requiring downsampling
Sun Jul 09 2017 10:01:12.938 - Initializing CD3D11VRRenderer
Sun Jul 09 2017 10:01:12.946 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sun Jul 09 2017 10:01:12.946 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sun Jul 09 2017 10:01:12.947 - Created shared texture 'Scene create D3D11, 0'
1162x1271 (1 mips)
Sun Jul 09 2017 10:01:12.947 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sun Jul 09 2017 10:01:12.947 - Created shared texture 'Scene create D3D11, 1'

1162x1271 (1 mips)
Sun Jul 09 2017 10:01:12.947 - Created shared texture 'Scene create D3D11, 1'
1162x1271 (1 mips)
Sun Jul 09 2017 10:01:13.221 - Created shared texture 'Scene resize D3D11, 0'
1646x1778 (1 mips)
Sun Jul 09 2017 10:01:13.222 - Created shared texture 'Scene resize D3D11, 1'
1646x1778 (1 mips)
Sun Jul 09 2017 10:01:13.412 - Created shared texture 'Scene resize D3D11, 0'
1765x1907 (1 mips)
Sun Jul 09 2017 10:01:13.412 - Created shared texture 'Scene resize D3D11, 1'
1765x1907 (1 mips)
Sun Jul 09 2017 10:01:13.468 - Created shared texture 'Scene resize D3D11, 0'
1893x2045 (1 mips)
Sun Jul 09 2017 10:01:13.468 - Created shared texture 'Scene resize D3D11, 1'
1893x2045 (1 mips)
Sun Jul 09 2017 10:01:13.590 - Created shared texture 'Scene resize D3D11, 0'
2030x2193 (1 mips)
Sun Jul 09 2017 10:01:13.591 - Created shared texture 'Scene resize D3D11, 1'
2030x2193 (1 mips)
Sun Jul 09 2017 10:01:13.680 - Created shared texture 'Scene resize D3D11, 0'
2176x2351 (1 mips)
Sun Jul 09 2017 10:01:13.680 - Created shared texture 'Scene resize D3D11, 1'
2176x2351 (1 mips)
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=base inputRouting=0
filename=
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=status inputRouting=0
filename=status.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=tip inputRouting=0
filename=
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj
Sun Jul 09 2017 10:01:14.031 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj
Sun Jul 09 2017 10:01:14.521 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)
Sun Jul 09 2017 10:01:14.628 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)
Sun Jul 09 2017 10:05:49.267 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 09 2017 10:05:54.601 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 09 2017 10:05:57.427 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sun Jul 09 2017 10:06:11.558 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Sat Feb 10 2018 18:14:41.044 -
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Sat Feb 10 2018 18:14:41.044 - vrclient startup with PID=5892,

type=VRApplication_Scene, config=H:\Steam\config
Sat Feb 10 2018 18:14:41.048 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory
Sat Feb 10 2018 18:14:41.048 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory
Sat Feb 10 2018 18:14:41.048 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory
Sat Feb 10 2018 18:14:41.050 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings
Sat Feb 10 2018 18:14:41.050 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\settings\default.vrsettings
Sat Feb 10 2018 18:14:41.050 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrsettings
Sat Feb 10 2018 18:14:41.051 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\default.vrsettings
Sat Feb 10 2018 18:14:41.051 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrsettings
Sat Feb 10 2018 18:14:41.052 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings
Sat Feb 10 2018 18:14:41.074 - Received success response from vrserver connect
Sat Feb 10 2018 18:14:41.085 - Received success response from vrcompositor connect
Sat Feb 10 2018 18:14:41.362 - Capturing Scene Focus
Sat Feb 10 2018 18:14:47.127 - Screenshot: Hook Screenshot called with types:Sat
Feb 10 2018 18:14:47.127 - 5Sat Feb 10 2018 18:14:47.127 -
Sat Feb 10 2018 18:14:47.395 - [Chaperone] Universe changed from 0 to
1479640794.
Sat Feb 10 2018 18:14:50.499 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Sat Feb 10 2018 18:14:50.499 - Initializing CD3D11VRRenderer
Sat Feb 10 2018 18:14:50.521 - Setting max texture dimensions to 2421x2690 before
requiring downsampling
Sat Feb 10 2018 18:14:50.521 - Initializing CD3D11VRRenderer
Sat Feb 10 2018 18:14:50.534 - Created shared texture 'Scene create D3D11, 0'

1452x1557 (1 mips)
Sat Feb 10 2018 18:14:50.534 - Created shared texture 'Scene create D3D11, 0'
1452x1557 (1 mips)
Sat Feb 10 2018 18:14:50.534 - Created shared texture 'Scene create D3D11, 0'
1452x1557 (1 mips)
Sat Feb 10 2018 18:14:50.535 - Created shared texture 'Scene create D3D11, 1'
1453x1557 (1 mips)
Sat Feb 10 2018 18:14:50.535 - Created shared texture 'Scene create D3D11, 1'
1453x1557 (1 mips)
Sat Feb 10 2018 18:14:50.535 - Created shared texture 'Scene create D3D11, 1'
1453x1557 (1 mips)
Sat Feb 10 2018 18:14:50.721 - Created shared texture 'Scene resize D3D11, 0'
2033x2178 (1 mips)
Sat Feb 10 2018 18:14:50.723 - Created shared texture 'Scene resize D3D11, 1'
2034x2178 (1 mips)
Sat Feb 10 2018 18:14:51.384 - Created shared texture 'Scene resize D3D11, 0'
2180x2336 (1 mips)
Sat Feb 10 2018 18:14:51.384 - Created shared texture 'Scene resize D3D11, 1'
2181x2336 (1 mips)
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=base inputRouting=0
filename=
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=body inputRouting=0
filename=body.obj
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=button inputRouting=1
filename=button.obj
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=gdc2015
inputRouting=0 filename=
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=handgrip
inputRouting=0 filename=
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=led inputRouting=0
filename=led.obj
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj
Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Sat Feb 10 2018 18:14:51.556 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Sat Feb 10 2018 18:14:51.557 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Sat Feb 10 2018 18:14:51.557 - RendermodelManager: name=tip inputRouting=0
filename=

Sat Feb 10 2018 18:14:51.557 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Sat Feb 10 2018 18:14:51.557 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Sat Feb 10 2018 18:14:51.557 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Sat Feb 10 2018 18:14:51.557 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Sat Feb 10 2018 18:14:51.774 - Created shared texture 'Scene resize D3D11, 0'
2338x2505 (1 mips)

Sat Feb 10 2018 18:14:51.775 - Created shared texture 'Scene resize D3D11, 1'
2338x2505 (1 mips)

Sat Feb 10 2018 18:14:51.830 - Created shared texture 'Scene resize D3D11, 0'
2507x2686 (1 mips)

Sat Feb 10 2018 18:14:51.831 - Created shared texture 'Scene resize D3D11, 1'
2508x2686 (1 mips)

Sat Feb 10 2018 18:14:51.894 - Created shared texture 'Scene resize D3D11, 0'
2688x2880 (1 mips)

Sat Feb 10 2018 18:14:51.896 - Created shared texture 'Scene resize D3D11, 1'
2688x2880 (1 mips)

Sat Feb 10 2018 18:14:52.133 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)

Sat Feb 10 2018 18:14:52.230 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)

Sat Feb 10 2018 18:19:36.880 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)

Sat Feb 10 2018 18:19:48.612 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)

Fri Apr 20 2018 18:11:29.221 -

//=====

=====

Fri Apr 20 2018 18:11:29.221 - vrclient startup with PID=1868,
type=VRApplication_Scene, config=H:\Steam\config

Fri Apr 20 2018 18:11:29.224 - Skipping external driver
H:\Steam\steamapps\common\DiscoverEgypt because it is not a directory

Fri Apr 20 2018 18:11:29.224 - Skipping external driver
H:\Steam\steamapps\common\Sketchfab because it is not a directory

Fri Apr 20 2018 18:11:29.224 - Skipping external driver
H:\Steam\steamapps\common\Portal because it is not a directory

Fri Apr 20 2018 18:11:29.224 - Skipping external driver
H:\Steam\steamapps\common\Disney because it is not a directory

Fri Apr 20 2018 18:11:29.225 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\resources\settings\default.vrsettings

Fri Apr 20 2018 18:11:29.226 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\00vrwalkinplace\resources\setting
s\default.vrsettings

Fri Apr 20 2018 18:11:29.226 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\htc\resources\settings\default.vrse
ttings

Fri Apr 20 2018 18:11:29.226 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\lighthouse\resources\settings\defa
ult.vrsettings

Fri Apr 20 2018 18:11:29.227 - [Settings] Load Default Json Settings from
H:\Steam\steamapps\common\SteamVR\drivers\null\resources\settings\default.vrs
ettings

Fri Apr 20 2018 18:11:29.227 - [Settings] Load Json Settings from
H:\Steam\config\steamvr.vrsettings

Fri Apr 20 2018 18:11:29.250 - Received success response from vrserver connect

Fri Apr 20 2018 18:11:29.250 - App key after connect
message:openvr.tool.steamvr_tutorial

Fri Apr 20 2018 18:11:29.259 - Received success response from vrcompositor
connect

Fri Apr 20 2018 18:11:29.259 - Initializing the limited version of CVRCompositorClient

Fri Apr 20 2018 18:11:29.538 - Skipping VRWebHelper startup because of settings.

Fri Apr 20 2018 18:11:29.544 - Capturing Scene Focus

Fri Apr 20 2018 18:11:35.222 - Screenshot: Hook Screenshot called with types:Fri Apr

20 2018 18:11:35.222 - 5Fri Apr 20 2018 18:11:35.222 -
Fri Apr 20 2018 18:11:35.474 - [Chaperone] Universe changed from 0 to 1479640794.
Fri Apr 20 2018 18:11:36.902 - Found Windows 10 or newer, so enable advanced
image processing of scene textures.
Fri Apr 20 2018 18:11:36.928 - Setting max texture dimensions to 3227x3586 before
requiring downsampling
Fri Apr 20 2018 18:11:36.945 - Created shared texture 'Scene create D3D11, 0'
1356x1458 (1 mips)
Fri Apr 20 2018 18:11:36.945 - Created shared texture 'Scene create D3D11, 0'
1356x1458 (1 mips)
Fri Apr 20 2018 18:11:36.946 - Created shared texture 'Scene create D3D11, 0'
1356x1458 (1 mips)
Fri Apr 20 2018 18:11:36.947 - Created shared texture 'Scene create D3D11, 1'
1356x1458 (1 mips)
Fri Apr 20 2018 18:11:36.948 - Created shared texture 'Scene create D3D11, 1'
1356x1458 (1 mips)
Fri Apr 20 2018 18:11:36.948 - Created shared texture 'Scene create D3D11, 1'
1356x1458 (1 mips)
Fri Apr 20 2018 18:11:37.198 - Created shared texture 'Scene resize D3D11, 0'
1839x2039 (1 mips)
Fri Apr 20 2018 18:11:37.199 - Created shared texture 'Scene resize D3D11, 1'
1840x2039 (1 mips)
Fri Apr 20 2018 18:11:37.576 - Created shared texture 'Scene resize D3D11, 0'
1973x2187 (1 mips)
Fri Apr 20 2018 18:11:37.577 - Created shared texture 'Scene resize D3D11, 1'
1973x2187 (1 mips)
Fri Apr 20 2018 18:11:37.653 - Created shared texture 'Scene resize D3D11, 0'
2115x2345 (1 mips)
Fri Apr 20 2018 18:11:37.654 - Created shared texture 'Scene resize D3D11, 1'
2116x2345 (1 mips)
Fri Apr 20 2018 18:11:37.720 - Created shared texture 'Scene resize D3D11, 0'
2268x2515 (1 mips)
Fri Apr 20 2018 18:11:37.721 - Created shared texture 'Scene resize D3D11, 1'
2269x2515 (1 mips)
Fri Apr 20 2018 18:11:37.785 - Created shared texture 'Scene resize D3D11, 0'
2432x2696 (1 mips)
Fri Apr 20 2018 18:11:37.785 - Created shared texture 'Scene resize D3D11, 1'
2432x2696 (1 mips)

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: Reading data from
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\vr_controller_vive_1_5.json

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: name=base inputRouting=0
filename=

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: name=body inputRouting=0
filename=body.obj

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: name=button inputRouting=1
filename=button.obj

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: name=gdc2015
inputRouting=0 filename=

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: name=handgrip
inputRouting=0 filename=

Fri Apr 20 2018 18:11:38.015 - RendermodelManager: name=led inputRouting=0
filename=led.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=lgrip inputRouting=1
filename=l_grip.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=rgrip inputRouting=1
filename=r_grip.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=scroll_wheel
inputRouting=2 filename=scroll_wheel.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=status inputRouting=0
filename=status.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=sys_button
inputRouting=1 filename=sys_button.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=tip inputRouting=0
filename=

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=trackpad
inputRouting=2 filename=trackpad.obj

Fri Apr 20 2018 18:11:38.016 - RendermodelManager: name=trackpad_scroll_cut
inputRouting=0 filename=trackpad_scroll_cut.obj

Fri Apr 20 2018 18:11:38.017 - RendermodelManager: name=trackpad_touch
inputRouting=2 filename=trackpad_touch.obj

Fri Apr 20 2018 18:11:38.017 - RendermodelManager: name=trigger inputRouting=2
filename=trigger.obj

Fri Apr 20 2018 18:11:38.524 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\onepointfive_texture.png (2048x2048)

Fri Apr 20 2018 18:11:38.635 - Loaded image
H:\Steam\steamapps\common\SteamVR\resources\rendermodels\vr_controller_vive_1_5\status.png (256x256)
Fri Apr 20 2018 18:16:42.361 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Fri Apr 20 2018 18:16:55.467 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Fri Apr 20 2018 18:17:11.221 - Created shared texture 'Scene create D3D11, -1'
2048x512 (1 mips)
Fri Apr 20 2018 18:17:21.169 - VR_Shutdown called
--- vrclient_steamvr_tutorial.txt - H:/Steam/logs

</Logs>

<Configuration>

Runtime Directory: H:\Steam\steamapps\common\SteamVR\

Log Directory: H:\Steam\logs

Config Directory: H:\Steam\config

</Configuration>

<ConfigFile>

```
{
  "GpuSpeed" : {
    "gpuSpeed0" : 513,
    "gpuSpeed1" : 507,
    "gpuSpeed2" : 513,
    "gpuSpeed3" : 513,
    "gpuSpeed4" : 509,
    "gpuSpeed5" : 513,
    "gpuSpeed6" : 513,
    "gpuSpeed7" : 513,
    "gpuSpeed8" : 513,
    "gpuSpeed9" : 513,
    "gpuSpeedCount" : 10,
    "gpuSpeedDriver" : "1.0.12.0",
    "gpuSpeedHorsepower" : 513,
    "gpuSpeedRenderTargetScale" : 0.74000000953674316,
    "gpuSpeedVendor" : "AMD Radeon (TM) R9 Fury Series",
```

```
    "gpuSpeedVersion" : 2
  },
  "audio" : {
    "offPlaybackDevice" : "{0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}",
    "onPlaybackDevice" : "{0.0.0.00000000}.{229a6a6e-5513-459e-a0e5-9fe161064187}",
    "onPlaybackMirrorDevice" : "{0.0.0.00000000}.{20bd0bd3-08a6-46fe-b1a0-d13bc0422a32}",
    "viveHDMIGain" : false
  },
  "camera" : {
    "enableCamera" : true,
    "enableCameraForRoomView" : true,
    "enableCameraInDashboard" : true
  },
  "collisionBounds" : {
    "CollisionBoundsColorGammaA" : 255,
    "CollisionBoundsColorGammaB" : 0,
    "CollisionBoundsColorGammaG" : 0,
    "CollisionBoundsColorGammaR" : 255
  },
  "driver_lighthouse" : {
    "PowerManagedBaseStations" : "LHB-CF3A0E55,LHB-BE29E483",
    "enableBluetooth" : true
  },
  "keyboard" : {
    "TutorialCompletions" : 1
  },
  "steamvr" : {
    "background" :
"H:\\Steam\\steamapps\\common\\SteamVR\\resources\\backgrounds\\viveNight.png",
    "basestationPowerManagement" : true,
    "directModeEdidPid" : 43522,
    "directModeEdidVid" : 53794,
    "mirrorViewGeometry" : "0 0 1440 800",
    "supersampleScale" : 0.74000000953674316
  }
}
```

```
    }  
  }  
</ConfigFile>
```

```
<Chaperone>  
Play Area Size: [3.4,3.4]  
Collision Bounds:  New Style with 4 quads  
</Chaperone>
```

```
<ChaperoneFile>  
{  
  "jsonid" : "chaperone_info",  
  "universes" : [  
    {  
      "collision_bounds" : [  
        [  
          [-1.2485926151275635, 0, -1.0799570083618164 ],  
          [-1.2485926151275635, 2.4300000667572021, -  
1.0799570083618164 ],  
          [-1.1458275318145752, 2.4300000667572021,  
1.5017448663711548 ],  
          [-1.1458275318145752, 0, 1.5017448663711548 ]  
        ],  
        [  
          [-1.1458275318145752, 0, 1.5017448663711548 ],  
          [-1.1458275318145752, 2.4300000667572021,  
1.5017448663711548 ],  
          [-0.87220793962478638, 2.4300000667572021,  
1.6018186807632446 ],  
          [-0.87220793962478638, 0, 1.6018186807632446 ]  
        ],  
        [  
          [-0.87220793962478638, 0, 1.6018186807632446 ],  
          [-0.87220793962478638, 2.4300000667572021,  
1.6018186807632446 ],  
          [-0.74258124828338623, 2.4300000667572021,  
1.7408455610275269 ],  
          [-0.74258124828338623, 0, 1.7408455610275269 ]  
        ]  
      ]  
    }  
  ]  
}
```



```

    ],
    [
        [ -0.74258124828338623, 0, 1.7408455610275269 ],
        [ -0.74258124828338623, 2.4300000667572021,
1.7408455610275269 ],
        [ -0.55923545360565186, 2.4300000667572021,
1.5792219638824463 ],
        [ -0.55923545360565186, 0, 1.5792219638824463 ]
    ],
    [
        [ -0.55923545360565186, 0, 1.5792219638824463 ],
        [ -0.55923545360565186, 2.4300000667572021,
1.5792219638824463 ],
        [ 1.1239364147186279, 2.4300000667572021,
1.5272519588470459 ],
        [ 1.1239364147186279, 0, 1.5272519588470459 ]
    ],
    [
        [ 1.1239364147186279, 0, 1.5272519588470459 ],
        [ 1.1239364147186279, 2.4300000667572021,
1.5272519588470459 ],
        [ 1.2047213315963745, 2.4300000667572021, -
1.1211313009262085 ],
        [ 1.2047213315963745, 0, -1.1211313009262085 ]
    ],
    [
        [ 1.2047213315963745, 0, -1.1211313009262085 ],
        [ 1.2047213315963745, 2.4300000667572021, -
1.1211313009262085 ],
        [ -1.2376582622528076, 2.4300000667572021, -
1.0993378162384033 ],
        [ -1.2376582622528076, 0, -1.0993378162384033 ]
    ],
    [
        [ -1.2376582622528076, 0, -1.0993378162384033 ],
        [ -1.2376582622528076, 2.4300000667572021, -
1.0993378162384033 ],
        [ -1.2485926151275635, 2.4300000667572021, -

```

```

1.0799570083618164 ],
    [ -1.2485926151275635, 0, -1.0799570083618164 ]
    ],
    "play_area" : [ 2.2000002861022949, 2.2000002861022949 ],
    "seated" : {
        "translation" : [ -0.19861108064651489, 0.52059638500213623,
1.8776253461837769 ],
        "yaw" : -1.4193019866943359
    },
    "standing" : {
        "translation" : [ -0.21344770491123199, 2.0944099426269531,
1.9706504344940186 ],
        "yaw" : -0.71558523178100586
    },
    "time" : "Sun Oct 30 20:01:28 2016",
    "universeID" : "1459940992"
},
{
    "collision_bounds" : [
        [
            [ 1.3139886856079102, 0, 1.1611040830612183 ],
            [ 1.3139886856079102, 2.4300000667572021,
1.1611040830612183 ],
            [ 1.4084303379058838, 2.4300000667572021,
0.39877712726593018 ],
            [ 1.4084303379058838, 0, 0.39877712726593018 ]
        ],
        [
            [ 1.4084303379058838, 0, 0.39877712726593018 ],
            [ 1.4084303379058838, 2.4300000667572021,
0.39877712726593018 ],
            [ 1.6489217281341553, 2.4300000667572021,
0.12361472100019455 ],
            [ 1.6489217281341553, 0, 0.12361472100019455 ]
        ],
        [
            [ 1.6489217281341553, 0, 0.12361472100019455 ],

```

[1.6489217281341553, 2.4300000667572021,
 0.12361472100019455],
 [1.3007215261459351, 2.4300000667572021, -
 0.16361677646636963],
 [1.3007215261459351, 0, -0.16361677646636963]
],
 [
 [1.3007215261459351, 0, -0.16361677646636963],
 [1.3007215261459351, 2.4300000667572021, -
 0.16361677646636963],
 [1.30922532081604, 2.4300000667572021, -
 1.1484627723693848],
 [1.30922532081604, 0, -1.1484627723693848]
],
 [
 [1.30922532081604, 0, -1.1484627723693848],
 [1.30922532081604, 2.4300000667572021, -
 1.1484627723693848],
 [1.259759783744812, 2.4300000667572021, -
 1.1777322292327881],
 [1.259759783744812, 0, -1.1777322292327881]
],
 [
 [1.259759783744812, 0, -1.1777322292327881],
 [1.259759783744812, 2.4300000667572021, -
 1.1777322292327881],
 [-1.2670127153396606, 2.4300000667572021, -
 1.1065132617950439],
 [-1.2670127153396606, 0, -1.1065132617950439]
],
 [
 [-1.2670127153396606, 0, -1.1065132617950439],
 [-1.2670127153396606, 2.4300000667572021, -
 1.1065132617950439],
 [-1.2603665590286255, 2.4300000667572021,
 1.1133902072906494],
 [-1.2603665590286255, 0, 1.1133902072906494]
],

```

        [
            [ -1.2603665590286255, 0, 1.1133902072906494 ],
            [ -1.2603665590286255, 2.4300000667572021,
1.1133902072906494 ],
            [ 1.3139886856079102, 2.4300000667572021,
1.1611040830612183 ],
            [ 1.3139886856079102, 0, 1.1611040830612183 ]
        ]
    ],
    "play_area" : [ 2.4000005722045898, 2.2000007629394531 ],
    "standing" : {
        "translation" : [ -0.19760066270828247, 2.0404314994812012,
1.8286043405532837 ],
        "yaw" : -2.3038346767425537
    },
    "time" : "Wed Nov 09 22:22:03 2016",
    "universeID" : "1478699548"
},
{
    "collision_bounds" : [
        [
            [ -1.3001078367233276, 0, -1.1293216943740845 ],
            [ -1.3001078367233276, 2.4300000667572021, -
1.1293216943740845 ],
            [ -1.2845251560211182, 2.4300000667572021,
1.1060705184936523 ],
            [ -1.2845251560211182, 0, 1.1060705184936523 ]
        ],
        [
            [ -1.2845251560211182, 0, 1.1060705184936523 ],
            [ -1.2845251560211182, 2.4300000667572021,
1.1060705184936523 ],
            [ 1.206424355506897, 2.4300000667572021,
1.2443568706512451 ],
            [ 1.206424355506897, 0, 1.2443568706512451 ]
        ],
        [
            [ 1.206424355506897, 0, 1.2443568706512451 ],

```

```

        [ 1.206424355506897, 2.4300000667572021,
1.2443568706512451 ],
        [ 1.2558062076568604, 2.4300000667572021,
1.187976598739624 ],
        [ 1.2558062076568604, 0, 1.187976598739624 ]
    ],
    [
        [ 1.2558062076568604, 0, 1.187976598739624 ],
        [ 1.2558062076568604, 2.4300000667572021,
1.187976598739624 ],
        [ 1.2793587446212769, 2.4300000667572021, -
1.2853599786758423 ],
        [ 1.2793587446212769, 0, -1.2853599786758423 ]
    ],
    [
        [ 1.2793587446212769, 0, -1.2853599786758423 ],
        [ 1.2793587446212769, 2.4300000667572021, -
1.2853599786758423 ],
        [ -1.3001078367233276, 2.4300000667572021, -
1.1293216943740845 ],
        [ -1.3001078367233276, 0, -1.1293216943740845 ]
    ]
],
"play_area" : [ 2.4000005722045898, 2.2000002861022949 ],
"seated" : {
    "translation" : [ -0.019978437572717667, 0.53764885663986206,
1.6701680421829224 ],
    "yaw" : 2.5183365345001221
},
"standing" : {
    "translation" : [ -0.0021194517612457275, 2.0820672512054443,
1.6755896806716919 ],
    "yaw" : 0.81010580062866211
},
"time" : "Sat Nov 12 16:37:30 2016",
"universeID" : "1478784445"
},
{

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"collision_bounds" : [  
  [  
    [-1.8853330612182617, 0, -1.6964132785797119 ],  
    [-1.8853330612182617, 2.4300000667572021, -  
1.6964132785797119 ],  
    [-1.6999033689498901, 2.4300000667572021,  
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    [-1.6999033689498901, 0, 1.7152043581008911 ]  
  ],  
  [  
    [-1.6999033689498901, 0, 1.7152043581008911 ],  
    [-1.6999033689498901, 2.4300000667572021,  
1.7152043581008911 ],  
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    [ 1.7988208532333374, 0, 1.8318653106689453 ]  
  ],  
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    [ 1.7988208532333374, 2.4300000667572021,  
1.8318653106689453 ],  
    [ 1.7265928983688354, 2.4300000667572021, -  
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    [ 1.7265928983688354, 0, -1.7885363101959229 ]  
  ],  
  [  
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    [ 1.7265928983688354, 2.4300000667572021, -  
1.7885363101959229 ],  
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1.6964132785797119 ],  
    [ -1.8853330612182617, 0, -1.6964132785797119 ]  
  ]  
],  
"play_area" : [ 3.3999989032745361, 3.3999991416931152 ],  
"seated" : {  
  "translation" : [ 0.41657701134681702, 0.67766326665878296,  
4.4943461418151855 ],
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```
        "yaw" : 0.55753332376480103
    },
    "standing" : {
        "translation" : [ 0.30203106999397278, 2.3480000495910645,
3.7224478721618652 ],
        "yaw" : 0.47123908996582031
    },
    "time" : "Sat Jan 13 22:52:49 2018",
    "universalID" : "1479640794"
}
],
"version" : 5
}
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</ChaperoneFile>

<LighthouseDB>

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            "config" : {
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                    0.009857177734375,
                    -0.0021076202392578125,
                    1.396484375,
                    -0.0075531005859375,
                    0,
                    0,
                    0.00225067138671875,
                    0.0173492431640625,
                    0.00036644935607910156,
                    4.44140625,
                    0.000690460205078125,
                    0,
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                ],
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"ootxVersion" : 6,
"serialNumber" : 3190416515
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"dynamic_states" : [
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    "basestation_mode" : 3,
    "faults" : 0,
    "firmware_version" : 436,
    "gravity_vector" : [ 0, 0.971477389, 0.237132281 ],
    "reset_count" : 6,
    "sobChannel" : 0
  },
  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.241117895,
    "roll" : 0.0116026951,
    "variance" : 7.526642e-05
  },
  "time_last_seen" : "1502199004"
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{
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    "firmware_version" : 436,
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    "reset_count" : 4,
    "sobChannel" : 0
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  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.214498729,
    "roll" : -0.00790425017,
    "variance" : 7.78706235e-05
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}
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{
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    "reset_count" : 2,
    "sobChannel" : 0
  },
  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.234391004,
    "roll" : -0.0287513379,
    "variance" : 2.31411173e-06
  },
  "time_last_seen" : "1502281287"
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{
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    "firmware_version" : 436,
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    "reset_count" : 4,
    "sobChannel" : 0
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  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.224592134,
    "roll" : -0.0330027305,
    "variance" : 7.75822846e-05
  },
  "time_last_seen" : "1502282046"
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    "reset_count" : 6,
    "sobChannel" : 0
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  "last_id" : 1,
  "tilt" : {
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    "roll" : -0.0218591727,
    "variance" : 7.12959954e-05
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    "reset_count" : 4,
    "sobChannel" : 0
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  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.255358994,
    "roll" : -0.0415376574,
    "variance" : 2.53112103e-06
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        "reset_count" : 2,
        "sobChannel" : 0
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    "last_id" : 1,
    "tilt" : {
        "pitch" : 0.228935793,
        "roll" : -0.000669944391,
        "variance" : 7.48885723e-05
    },
    "time_last_seen" : "1502372816"
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{
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        "faults" : 0,
        "firmware_version" : 436,
        "gravity_vector" : [ 0, 0.971477389, 0.237132281 ],
        "reset_count" : 4,
        "sobChannel" : 0
    },
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    "last_id" : 1,
    "tilt" : {
        "pitch" : 0.206424698,
        "roll" : 0.00433310773,
        "variance" : 2.93009998e-06
    },
    "time_last_seen" : "1502373479"
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    "dynamic_state" : {
        "basestation_mode" : 2,
        "faults" : 0,
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        "gravity_vector" : [ 0, 0.971477389, 0.237132281 ],
        "reset_count" : 4,
        "sobChannel" : 0
    },
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    "last_id" : 1,
    "tilt" : {
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        "roll" : -0.0159351397,
        "variance" : 2.69423049e-06
    },
    "time_last_seen" : "1502373968"
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        "faults" : 0,
        "firmware_version" : 436,
        "gravity_vector" : [ 0, 0.971477389, 0.237132281 ],
        "reset_count" : 2,
        "sobChannel" : 0
    },
    "first_id" : 1,
    "last_id" : 1,
    "tilt" : {
        "pitch" : 0.275297195,
        "roll" : 0.00493500475,
        "variance" : 7.64664292e-05
    },
    "time_last_seen" : "1524320623"
}
]
},
{
    "config" : {
        "baseCalibration" : [
            -0.0023193359375,

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```

        -0.004947662353515625,
        0.003387451171875,
        -4.515625,
        0.01093292236328125,
        0,
        0,
        -0.00304412841796875,
        0.046173095703125,
        -0.001255035400390625,
        -0.12322998046875,
        -0.004207611083984375,
        0,
        0
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    "modelId" : 9,
    "ootxVersion" : 6,
    "serialNumber" : 3476688469
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"dynamic_states" : [
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        "dynamic_state" : {
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            "faults" : 0,
            "firmware_version" : 436,
            "gravity_vector" : [ 0.0215459652, 0.912112534,
0.409373343 ],
            "reset_count" : 2,
            "sobChannel" : 0
        },
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        "last_id" : 1,
        "tilt" : {
            "pitch" : 0.379609972,
            "roll" : -0.0227896161,
            "variance" : 1.20520144e-06
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        "time_last_seen" : "1523630766"
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{
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    "firmware_version" : 436,
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    "sobChannel" : 0
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  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.394583195,
    "roll" : -0.030828556,
    "variance" : 5.37319465e-05
  },
  "time_last_seen" : "1523636281"
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0.403295398 ],
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    "sobChannel" : 0
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  "last_id" : 1,
  "tilt" : {
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    "roll" : -0.0190153904,
    "variance" : 5.33132879e-05
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{
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    "faults" : 0,
    "firmware_version" : 436,
    "gravity_vector" : [ 0.0286379866, 0.909256101,
0.415250808 ],
    "reset_count" : 3,
    "sobChannel" : 0
  },
  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.378299832,
    "roll" : -0.0202252436,
    "variance" : 1.84497912e-06
  },
  "time_last_seen" : "1523977104"
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{
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    "basestation_mode" : 1,
    "faults" : 0,
    "firmware_version" : 436,
    "gravity_vector" : [ 0.0286379866, 0.909256101,
0.415250808 ],
    "reset_count" : 2,
    "sobChannel" : 0
  },
  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.377456367,
    "roll" : -0.0218642503,
    "variance" : 1.94805289e-05
  },
  "time_last_seen" : "1524062696"
},
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```
{
  "dynamic_state" : {
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    "faults" : 0,
    "firmware_version" : 436,
    "gravity_vector" : [ 0.0287227686, 0.911947906,
0.409299463 ],
    "reset_count" : 3,
    "sobChannel" : 0
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  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.378302991,
    "roll" : -0.00738900108,
    "variance" : 7.02962279e-05
  },
  "time_last_seen" : "1524145330"
},
{
  "dynamic_state" : {
    "basestation_mode" : 1,
    "faults" : 0,
    "firmware_version" : 436,
    "gravity_vector" : [ 0.0287227686, 0.911947906,
0.409299463 ],
    "reset_count" : 2,
    "sobChannel" : 0
  },
  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.376830727,
    "roll" : -0.0175694115,
    "variance" : 1.03143577e-06
  },
  "time_last_seen" : "1524236238"
},
```



```
{
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    "basestation_mode" : 1,
    "faults" : 0,
    "firmware_version" : 436,
    "gravity_vector" : [ 0.0286379866, 0.909256101,
0.415250808 ],
    "reset_count" : 3,
    "sobChannel" : 0
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  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
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    "roll" : -0.015836833,
    "variance" : 5.65478695e-06
  },
  "time_last_seen" : "1524311158"
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{
  "dynamic_state" : {
    "basestation_mode" : 1,
    "faults" : 0,
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0.409373343 ],
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    "sobChannel" : 0
  },
  "first_id" : 1,
  "last_id" : 1,
  "tilt" : {
    "pitch" : 0.383195102,
    "roll" : -0.0159508623,
    "variance" : 1.31551019e-06
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  "time_last_seen" : "1524311890"
},
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    {
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        "faults" : 0,
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0.409373343 ],
        "reset_count" : 7,
        "sobChannel" : 0
      },
      "first_id" : 1,
      "last_id" : 1,
      "tilt" : {
        "pitch" : 0.39351806,
        "roll" : 0.0138113955,
        "variance" : 6.12682243e-06
      },
      "time_last_seen" : "1524320625"
    }
  ]
},
"known_objects" : [
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    "imu" : {
      "acc_bias" : [ 0.11819116, -0.0403713696, 0.601134717 ],
      "acc_scale" : [ 0.992688835, 0.994106114, 0.997106791 ],
      "gyro_bias" : [ -0.00800331589, -0.00588275259, 0.0126089025 ]
    },
    "serialNumber" : "LHR-2967B087"
  },
  {
    "deviceClass" : "controller",
    "imu" : {
      "acc_bias" : [ -0.018938154, 0.0712288767, -0.170386523 ],
      "acc_scale" : [ 0.995354414, 1.00172246, 1.0025773 ],
      "gyro_bias" : [ 0.0130767245, -0.0611304492, -0.0106442021 ]
    }
  }
]

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    },
    "serialNumber" : "LHR-F5E53B44"
  },
  {
    "deviceClass" : "controller",
    "imu" : {
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      "acc_scale" : [ 0.994711757, 0.999812722, 1.00022256 ],
      "gyro_bias" : [ -0.0260590762, 0.0191791244, 0.00826603454 ]
    },
    "serialNumber" : "LHR-FF2C9F43"
  }
],
"known_universes" : [
  {
    "base_stations" : [
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            -0.94764781,
            -0.318791032,
            0.0156075051,
            0.134903848,
            1.74918699,
            -5.81640196
          ],
          "target_serial_number" : 0,
          "variance" : 6.86476924e-05
        }
      },
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        "target_pose" : {
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          "target_serial_number" : 0,
          "variance" : 0
        }
      }
    ]
  }
]

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        }
      }
    ],
    "id" : "1479640794",
    "lastChaperoneCommit" : "1515855169",
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      "roll" : 0.0138113974,
      "variance" : 6.12682243e-06
    }
  }
],
  "revision" : 2416
}
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