-------- THE HPL ENGINE LOG ------------

 Creating Engine Modules

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 Creating graphics module

 Creating system module

 Creating resource module

 Creating input module

 Creating sound module

 Creating physics module

 Creating ai module

 Creating gui module

 Creating generate module

 Creating haptic module

 Creating scene module

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 Initializing Resources Module

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 Creating loader handlers

 Creating resource managers

 Adding loaders to handlers

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 Initializing Graphics Module

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 Init lowlevel graphics: 1024x768 disp:0 bpp:32 fs:1 ms:0 gpufmt:2 cap:'Amnesia - The Dark Descent - Loading...' posSad-1x-1)

 Setting video mode: 1024 x 768 - 32 bpp

 Init Glew...OK

 Setting up OpenGL

 Vendor: Intel

 Renderer: Intel® HD Graphics 4400

 Version: 4.2.0 - Build 10.18.10.3325

 Max texture image units: 16

 Max texture coord units: 8

 Max user clip planes: 8

 Two sided stencil: 1

 Vertex Buffer Object: 1

 Anisotropic filtering: 1

 Max Anisotropic degree: 16

 Multisampling: 1

 Texture compression: 1

 Texture compression S3TC: 1

 Auto generate MipMaps: 1

 Render to texture: 1

 Max draw buffers: 8

 Max color render targets: 8

 Packed depth-stencil: 1

 Texture float: 1

 GLSL Version: 4.20 - Build 10.18.10.3325

 ShaderModel 2: 1

 ShaderModel 3: 1

 ShaderModel 4: 1

 OGL ATIFragmentShader: 0

 ATTENTION: System does not support const arrays in glsl!

 Setting up G-Bugger: type: 0 texturenum: 3

 Adding engine materials

 Initializing DevIL

 Vendor String: Abysmal Software

 Version String: Developer's Image Library (DevIL) 1.6.8pre Aug 12 2006

 Version Number: 168

 \*\*\*\*\* WARNING \*\*\*\*\*

 Expecting IL version 178 and found version 168

 Cube Maps may not load correctly in this version and will not render correctly in game

 Please use the included version of libIL and not a custom build if you have issues

 \*\*\*\*\* WARNING \*\*\*\*\*

 Adding engine post effects

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 Initializing Sound Module

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 Initializing OpenAL

 Available OpenAL devices:

 0. Generic Software on Speaker/HP (Realtek High Definition Audio)(OpenAL default)

 Trying to open device 'Generic Software on Speaker/HP (Realtek High Definition Audio)'... Success!

 Number of mono sources: 32

 Streaming setup: 4 Buffers x 262144 bytes each

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 Initializing Game Module

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 Adding engine updates

 Initializing script functions

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 User Initialization

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 Game Running

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 -------- Loading map 'menu\_bg.map' ---------

 Cache Loading: 952 ms

 Entities: 191 ms

 Compilation: 1 ms

 Total: 1158 ms

 Meshes created: 25

 Bodies created: 5

 -------- Loading complete ---------

 ERROR: Sampler aGoboMap does not exist, could not bind it to unit 5

 Setting profile: 'Lv426ify' Path: 'C:\Users\Elias\Documents/Amnesia/Main/Lv426ify/'

 -------- BEGIN LOAD FROM C:\Users\Elias\Documents/Amnesia/Main/Lv426ify/AutoSave\_Chancel\_2014\_12\_31\_0\_33\_43\_0.sav ---------

 LOADING SAVE GAME!

 -------- Loading map '27\_torture\_chancel\_redux.map' ---------

 ERROR: Sampler aNormalMap does not exist, could not bind it to unit 1

 ERROR: Sampler aNormalMap does not exist, could not bind it to unit 1

 ERROR: Sampler aDiffuseMap does not exist, could not bind it to unit 0

 ERROR: Sampler aDiffuseMap does not exist, could not bind it to unit 0

 Cache Loading: 3950 ms