-------- 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

--------------------------------------------------------

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