

# Unigine log file

11:30:50 Loading "C:/Program Files (x86)/Unigine/Heaven Benchmark 4.0/bin/./data/heaven\_4.0.cfg"...

11:30:50 Loading "GPUMonitor\_x86.dll"...

11:30:50 Loading "dxgi.dll"...

11:30:51 Loading "openal32.dll"...

11:30:51 Set 1920x1080 fullscreen video mode

11:30:51 Set 1.00 gamma value

11:30:51 Unigine engine <http://unigine.com/>

11:30:51 Binary: Windows 32bit Visual C++ 1600 Release Feb 13 2013 r11284

11:30:51 Features: OpenGL Direct3D9 Direct3D11 OpenAL XAudio2 XPad360 Joystick Flash Editor

11:30:51 App path: C:/Program Files (x86)/Unigine/Heaven Benchmark 4.0/bin/

11:30:51 Data path: C:/Program Files (x86)/Unigine/Heaven Benchmark 4.0/data/

11:30:51 Save path: C:/Users/Alessio/Heaven/

11:30:51

11:30:51 ---- System ----

11:30:51 System: Windows NT 6.2 (build 9200) 64bit

11:30:51 CPU: Intel(R) Core(TM) i7-10700F CPU @ 2.90GHz 2903MHz MMX SSE SSE2 SSE3 SSSE3 SSE41 SSE42 AVX HTT x8

11:30:51 GPU: NVIDIA GeForce RTX 2060 27.21.14.5671 x1

11:30:51 System memory: 2047 MB

11:30:51 Video memory: 4095 MB

11:30:51 Sync threads: 7

11:30:51 Async threads: 8

11:30:51

11:30:51 ---- MathLib ----

11:30:51 Set SSE2 simd processor

11:30:51

11:30:51 ---- Sound ----

11:30:51 Renderer: OpenAL Soft

11:30:51 OpenAL vendor: OpenAL Community

11:30:51 OpenAL renderer: OpenAL Soft

11:30:51 OpenAL version: 1.1 ALSOFT 1.14

11:30:51 Found AL\_EXT\_LINEAR\_DISTANCE

11:30:51 Found AL\_EXT\_OFFSET

11:30:51 Found ALC\_EXT\_EFX

11:30:51 Found EFX Filter

11:30:51 Found EFX Reverb

11:30:51 Found EAX Reverb

11:30:51 Found QUAD16 format

11:30:51 Found 51CHN16 format

11:30:51 Found 61CHN16 format

11:30:51 Found 71CHN16 format

11:30:51 Maximum sources: 256

11:30:51 Maximum effect slots: 4

11:30:51 Maximum auxiliary sends: 2

11:30:51

11:30:51 ---- Render ----  
11:30:51 D3D11Render::D3D11Render(): Unknown NVidia GPU  
11:30:51 Direct3D11 desc: NVIDIA GeForce RTX 2060  
11:30:51 Found feature level 11.0  
11:30:51 Found compute shader 11.0  
11:30:51 Maximum texture size: 16384  
11:30:51 Maximum texture units: 16  
11:30:51 Maximum texture renders: 8  
11:30:51  
11:30:51 ---- Physics ----  
11:30:51 Physics: Multi-threaded  
11:30:51  
11:30:51 ---- PathFind ----  
11:30:51 PathFind: Multi-threaded  
11:30:51  
11:30:51 ---- Interpreter ----  
11:30:51 Version: 2.52  
11:30:51  
11:30:51 Loading "heaven/unigine.cpp" 28ms  
11:30:51 Unigine~# render\_restart  
11:30:51 Loading "heaven/locale/unigine.en" dictionary  
11:30:51 Loading "core/materials/default/unigine\_post.mat" 23 materials 50 shaders 4ms  
11:30:51 Loading "core/materials/default/unigine\_render.mat" 47 materials 2368 shaders 6ms  
11:30:51 Loading "core/materials/default/unigine\_mesh.mat" 5 materials 3386 shaders 6ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_lut.mat" 2 materials 1062 shaders 2ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_paint.mat" 2 materials 1158 shaders 3ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_tessellation.mat" 5 materials 3332 shaders 6ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_tessellation\_paint.mat" 2 materials 2276 shaders 4ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_triplanar.mat" 1 material 112 shaders 1ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_overlap.mat" 1 material 300 shaders 1ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_terrain.mat" 1 material 813 shaders 2ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_layer.mat" 1 material 84 shaders 0ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_noise.mat" 1 material 106 shaders 1ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_stem.mat" 2 materials 2180 shaders 8ms  
11:30:51 Loading "core/materials/default/unigine\_mesh\_wire.mat" 1 material 45 shaders 0ms  
11:30:51 Loading "core/materials/default/unigine\_terrain.mat" 1 material 1980 shaders 3ms  
11:30:51 Loading "core/materials/default/unigine\_grass.mat" 2 materials 474 shaders 3ms  
11:30:51 Loading "core/materials/default/unigine\_particles.mat" 1 material 109 shaders 1ms  
11:30:51 Loading "core/materials/default/unigine\_billboard.mat" 1 material 51 shaders 0ms  
11:30:51 Loading "core/materials/default/unigine\_billboards.mat" 2 materials 840 shaders 2ms  
11:30:51 Loading "core/materials/default/unigine\_volume.mat" 6 materials 53 shaders 3ms  
11:30:51 Loading "core/materials/default/unigine\_gui.mat" 1 material 82 shaders 0ms  
11:30:51 Loading "core/materials/default/unigine\_water.mat" 1 material 533 shaders 16ms  
11:30:51 Loading "core/materials/default/unigine\_sky.mat" 1 material 21 shaders 12ms  
11:30:51 Loading "core/materials/default/unigine\_decals.mat" 1 material 99 shaders 0ms  
11:30:51 Loading "core/properties/unigine.prop" 2 properties 0ms  
11:30:51 Unigine Heaven Benchmark 4.0 (4.0)

11:30:51 Unigine~# world\_load heaven/heaven  
11:30:51 Loading "heaven/heaven.cpp" 69ms  
11:30:51 Loading "heaven/materials/heaven\_base.mat" 7 materials 6ms  
11:30:52 Loading "heaven/materials/heaven\_environment.mat" 13 materials 545ms  
11:30:53 Loading "heaven/materials/heaven\_ruins.mat" 27 materials 1371ms  
11:30:55 Loading "heaven/materials/heaven\_buildings.mat" 58 materials 1415ms  
11:30:55 Loading "heaven/materials/heaven\_props.mat" 10 materials 282ms  
11:30:55 Loading "heaven/materials/heaven\_sfx.mat" 11 materials 4ms  
11:30:55 Loading "heaven/materials/heaven\_fort.mat" 15 materials 370ms  
11:30:57 Loading "heaven/materials/heaven\_airship.mat" 26 materials 2108ms  
11:30:58 Loading "heaven/heaven.world" 6773ms  
11:46:55 UClass::set\_object(): bad object 222  
11:46:55 World::update(): world update function return 0  
12:00:53 UClass::set\_object(): object is NULL in "Unigine::Tracker::TrackerParameterColor" class  
12:00:53 World::update(): world update function return 0