Log generated on 10/25/2015, 15:01

=== Application info ===

Name: The Sims 2 EP9

Version: 1.17.0.66

Build: ReleaseSRT

=== Machine info ===

OS version: Windows NT 6.0

CPU: 3353Mhz, Name:GenuineIntel, FPU:1, MMX:1

Memory: 1024MB

Free memory: 1024MB

User: User

Computer: USER-PC

=== Sound device info ===

Name: Unknown

Driver: Unknown

=== Graphics device info ===

Number: 0

Name (driver): Intel(R) HD Graphics 3000

Name (database): Intel(R) HD Graphics 3000 <<NOT FOUND IN DATABASE!>>

Vendor: Intel

Chipset: Vendor: 8086, Device: 0116, Board: 05641028, Chipset: 0009

Driver: igdumd32.dll, Version: 9.17.10.4229, GUID: D7B78E66-4256-11CF-1D63-6E25B7C2C435

Driver version: 4229

Monitor: \\.\DISPLAY1

Monitor aspect: 1.776744, 16:9

Screen mode: 1600x900x32BPP,60Hz

Texture memory: 1664MB

HW T&L: Fixed function:1 Programmable:3.0

Pixel program: 3.0

Texture stages: 8

AppControlledAA: 1

Global properties

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uintProp propertyRevision 6

boolProp allowCustomContent true

boolProp animationLOD false

uintProp antialiasingQuality 0

boolProp autoCentering true

boolProp autoLogin false

boolProp bumpMapping false

boolProp checkForPatch true

boolProp constrainFloorElevation true

uintProp cutawayMemorySize 3

boolProp cutawayOutside true

boolProp disableCustomObjects true

boolProp displayCustomObjectInfo true

boolProp displayLookAtBoxes false

boolProp displayPaths false

boolProp deviceVsynch true

uintProp dynamicRenderStrategy 0

boolProp edgeScrolling true

floatProp horzedgescrollrate 0.5

floatProp vertedgescrollrate 0.5

uintProp effectPriorityLevel 3

stringProp lastLoadedNeighborhood Twikkii Island

boolProp freeWill true

floatProp geomBoneInfluenceThreshold 0.01

boolProp geomCheckGeomDataIntegrity false

uintProp geomGenerateTangentSpaceNormalLines 0

boolProp geomGenerateTangentSpaceSxT false

floatProp geomGeneratedTangentSpaceNormalLineLength 0.1

uintProp geomMaxBoneInfluencesPerVertex 4

sintProp geomMaxMorphTargetDeltasPerVertex 4

floatProp geomMorphTargetDeltaThreshold 0.001

floatProp geomPerBoneBoundBlendWeightThreshold 0.9

boolProp guob true

boolProp interrupt false

boolProp lightOpenGLStyle false

uintProp lightingQuality 3

boolProp livePIP true

boolProp lotInfoAdvancedMode false

stringProp lotWindowFillColor (0,0,0,1)

uintProp maxParticlesTarget 10000

uintProp maxTerrainGrade 5

boolProp morph true

stringProp neighborhoodWindowFillColor (0.5,0.5,0.5,1)

boolProp noStupidIFFUnlocking false

boolProp optimizeMeshes true

floatProp particleDamping 0

floatProp particleDensity 1

uintProp particleLODOffset 0

floatProp particleScale 1

floatProp particleSizeThreshold 1

boolProp quickTips true

boolProp reduceBoneWeights false

boolProp renderOpaqueUI false

boolProp reflectionWithExtraViewer false

boolProp rotateCameraSims1Mode false

boolProp nhoodWaterReflection false

boolProp renderInsideObjectOnlyOnSelectedSimLevel true

boolProp showSnowOnGround true

uintProp renderInsideVisibleObjects 1

boolProp renderSelectedSimLevel false

boolProp sleepInBackground true

boolProp simInBackground false

boolProp simShadows true

boolProp snapObjectsToGrid true

uintProp soundDetail 2

boolProp specHighlights true

boolProp unevenTilesFloorable true

boolProp useEffects true

boolProp useLODs false

uintProp snapshotPictureQuality 2

uintProp snapshotPictureSize 2

boolProp usePixelAspectRatio true

uintProp videoCaptureMaxRecordingSeconds 60

uintProp videoCaptureQuality 1

uintProp videoCaptureSize 1

boolProp videoCaptureAudioOn true

boolProp CameraDriftCamEnabled true

boolProp CameraSpecialEventEnabled true

boolProp ShowLotPackageFilename false

boolProp SoundMasterGroupVoxEnabled true

boolProp SoundMasterGroupFXEnabled true

boolProp SoundMasterGroupMusicEnabled true

boolProp SoundMasterGroupAmbienceEnabled true

uintProp FXVolume 100

uintProp VOXVolume 100

uintProp AmbienceVolume 100

uintProp MusicVolume 40

floatProp tvVolume 0.5

uintProp AudioPerformance 1

boolProp ShowTutorialWelcome true

boolProp NoLegacySounds true

boolProp liveCameraConstraints true

uintProp edithConfigFlags 1

uintProp copiedShippedDataToUserDataFolder 262143

boolProp enableLotImpostersInLot true

boolProp enableNeighborhoodOccupantsInLot true

uintProp lotSkirtSizeIncrease 9

uintProp neighborhoodPropFadeDistance 50

boolProp clickableLotImposters true

boolProp showXRayCursor true

uintProp maxTotalSims 10

uintProp maxTotalHumans 8

uintProp maxTotalPets 6

floatProp pagodaSlopeControlX 1

floatProp pagodaSlopeControlY 1

floatProp pagodaCornerHeightRatio 0.25

floatProp pagodaEaveX 1.5

floatProp pagodaEaveY 1.5

floatProp diagonalPagodaEaveX 1

floatProp diagonalPagodaEaveY 1

boolProp force12HrTime false

boolProp enableOceanReflection false

boolProp includeCeilings false

boolProp quarterTilePlacementEnabled false

stringProp activeDeviceDisplayMode 1280x768x32x60

boolProp activeDeviceUseSoftwareRasterizer false

uintProp optionMaterialDetail 3

uintProp optionObjectDetail 3

uintProp optionObjectHiding 0

uintProp optionSnowOnGround 1

uintProp optionShadows 3

uintProp optionOpaqueUI 0

uintProp optionReflection 1

uintProp optionCeiling 1

uintProp optionEffectsQuality 3

uintProp optionLightingQuality 3

uintProp optionSoundQuality 3

uintProp optionEnableLotImpostersInLot 1

uintProp optionEnableNeighborhoodOccupantsInLot 1

uintProp optionLotSkirtSizeIncrease 1

sintProp activeDeviceNum 0

boolProp copiedUSToUKEnglishNames false

stringProp activeDeviceList 1;0;Intel(R) HD Graphics 3000;8086;0116;4229;9.17.10.4229, GUID: D7B78E66-4256-11CF-1D63-6E25B7C2C435;

boolProp carsOnRight true

stringProp startingNeighborhood Pleasantview

boolProp perfAddLights true

boolProp perfRenderParts true

boolProp perfLightCaching true

boolProp perfEnableSkinning true

boolProp perfEnableMorphing true

uintProp lodOverride 0

boolProp effectLODSoftChange true

floatProp effectMaxTimeDelta 0

boolProp enableSnapshot true

boolProp floorCollisions true

boolProp wallCollisions true

boolProp creatingLotTemplate false

Device 0

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Options

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uintProp MaterialDetail 3 #default: 3

uintProp ObjectDetail 3 #default: 3

uintProp ObjectHiding 0 #default: 0

uintProp SnowOnGround 1 #default: 1

uintProp Shadows 3 #default: 3

uintProp OpaqueUI 0 #default: 0

uintProp Reflection 1 #default: 1

uintProp Ceiling 1 #default: 1

uintProp EffectsQuality 3 #default: 3

uintProp LightingQuality 3 #default: 3

uintProp SoundQuality 3 #default: 3

uintProp DirtyRect 2 #default: 2

uintProp FullscreenFadeEffect 1 #default: 1

uintProp Turbo 2 #default: 2

uintProp SimulatorControls 3 #default: 3

uintProp LightingOptimizations 3 #default: 3

uintProp AnimationSamplingLevel 2 #default: 2

uintProp LivePIP 1 #default: 1

uintProp SpecialEventCamera 1 #default: 1

uintProp ScreenModeResolution 3 #default: 3

uintProp SubjectTracking 3 #default: 3

uintProp EnableLotImpostersInLot 1 #default: 1

uintProp EnableNeighborhoodOccupantsInLot 1 #default: 1

uintProp LotSkirtSizeIncrease 1 #default: 1

Option properties

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boolProp bumpMapping true

uintProp imageDataSizeReductionOnLoad 0

boolProp reduceBoneWeights false

boolProp useLODs false

uintProp lodOverride 0

uintProp renderInsideVisibleObjects 0

boolProp showSnowOnGround true

boolProp simShadows true

boolProp objectShadows true

boolProp guob true

boolProp heightMapShadows true

boolProp renderOpaqueUI false

boolProp reflectionWithExtraViewer true

boolProp nhoodWaterReflection true

boolProp includeCeilings true

boolProp useEffects true

boolProp enableOceanReflection true

uintProp maxParticlesTarget 10000

uintProp particleLODOffset 0

uintProp effectPriorityLevel 3

floatProp particleDensity 1

floatProp particleScale 1

boolProp lightingEnabled true

boolProp portalLighting true

boolProp floorAndWallNormalMapping true

boolProp specHighlights true

uintProp AudioPerformance 2

uintProp dynamicRenderStrategy 2

boolProp enableSnapshot true

boolProp useTurboRect true

uintProp maxNumOfVisitingSims 8

boolProp optimizedDiffusion true

boolProp incrementalLighting true

boolProp lerpLights true

boolProp useDirtyTiles true

boolProp animationFrameSampling false

boolProp livePIPDefault true

boolProp chooseCameraSpecialEventEnabled true

uintProp maxResWidth 1600

uintProp maxResHeight 1200

uintProp defaultResWidth 1024

uintProp defaultResHeight 768

floatProp centerTrackingDeadZoneMagnitude 30

boolProp enableLotImpostersInLot true

boolProp enableNeighborhoodOccupantsInLot true

uintProp lotSkirtSizeIncrease 9

uintProp optionMaterialDetail 3

uintProp optionObjectDetail 3

uintProp optionObjectHiding 0

uintProp optionSnowOnGround 1

uintProp optionShadows 3

uintProp optionOpaqueUI 0

uintProp optionReflection 1

uintProp optionCeiling 1

uintProp optionEffectsQuality 3

uintProp optionLightingQuality 3

uintProp optionSoundQuality 3

uintProp optionDirtyRect 2

uintProp optionFullscreenFadeEffect 1

uintProp optionTurbo 2

uintProp optionSimulatorControls 3

uintProp optionLightingOptimizations 3

uintProp optionAnimationSamplingLevel 2

uintProp optionLivePIP 1

uintProp optionSpecialEventCamera 1

uintProp optionScreenModeResolution 3

uintProp optionSubjectTracking 3

uintProp optionEnableLotImpostersInLot 1

uintProp optionEnableNeighborhoodOccupantsInLot 1

uintProp optionLotSkirtSizeIncrease 1

sintProp activeDeviceNum 0

Device properties

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

boolProp useRenderTextures false

uintProp antialiasingSupport 1

boolProp dontMergeNHFlora true

boolProp enableDriverMemoryManager false

boolProp vs2LoopsFunctional false

boolProp presentWorkaround false

boolProp enumerateMultisampleLevels false

boolProp simpleTerrain true

boolProp disableVSyncSupport true

boolProp useShaders false

boolProp disableTexMemEstimateAdjustment true

uintProp deviceLocalVideoMemorySizeDefault 1744830464

boolProp activeDeviceUseSoftwareRasterizer false

uintProp configParserErrorCode 0

uintProp hwMajorPSVersion 3