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~/Documents/Carla-0.8.2$ ./CarlaUE4.sh -windowed -ResX=800 -ResY=600 -carla-server
-benchmark -fps=10 -nocore
Disabling core dumps.
LogPlatformFile: Using cached read wrapper
LogInit: Display: RandInit(0) SRandInit(0).
LogTaskGraph: Started task graph with 5 named threads and 17 total threads with 3 sets of task
threads.
LogStats: Stats thread started at 0.082267
LogPluginManager: Mounting plugin Carla
LogPluginManager: Mounting plugin PhysXVehicles
LogPluginManager: Mounting plugin PerformanceMonitor
LogPluginManager: Mounting plugin Paper2D
LogPluginManager: Mounting plugin LightPropagationVolume
LogPluginManager: Mounting plugin FacialAnimation
LogPluginManager: Mounting plugin CharacterAI
LogPluginManager: Mounting plugin AvfMedia
LogPluginManager: Mounting plugin ImgMedia
LogPluginManager: Mounting plugin MediaCompositing
LogPluginManager: Mounting plugin WmfMedia
LogPluginManager: Mounting plugin TcpMessaging
LogPluginManager: Mounting plugin UdpMessaging
LogPluginManager: Mounting plugin ActorSequence
LogPluginManager: Mounting plugin OnlineSubsystem
LogPluginManager: Mounting plugin OnlineSubsystemNull
LogPluginManager: Mounting plugin OnlineSubsystemUtils
LogPluginManager: Mounting plugin ArchVisCharacter
LogPluginManager: Mounting plugin CableComponent
LogPluginManager: Mounting plugin CustomMeshComponent
LogPluginManager: Mounting plugin ImmediatePhysics
LogPluginManager: Mounting plugin LinuxDeviceProfileSelector
LogPluginManager: Mounting plugin ProceduralMeshComponent
LogPluginManager: Mounting plugin RuntimePhysXCooking
LogFileManger: Warning: ReadFile failed: Count=0 Length=4096 Error=errno=21 (Is a
directory) for file
LogInit: Using libcurl 7.48.0-DEV
LogInit: - built for x86_64-unknown-linux-gnu
LogInit: - supports SSL with OpenSSL/1.0.2h
LogInit: - supports HTTP deflate (compression) using libz 1.2.8
LogInit: - other features:
LogInit:     CURL_VERSION_SSL
LogInit:     CURL_VERSION_LIBZ
LogInit:     CURL_VERSION_IPV6
LogInit:     CURL_VERSION_ASYNCHDNS
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LogInit: CURL_VERSION_LARGEFILE
LogInit: CURL_VERSION_TLSAUTH_SRP
LogInit: Libcurl: checking if '/etc/pki/tls/certs/ca-bundle.crt' exists
LogInit: Libcurl: checking if '/etc/ssl/certs/ca-certificates.crt' exists
LogInit: CurlRequestOptions (configurable via config and command line):
LogInit: - bVerifyPeer = true - Libcurl will verify peer certificate
LogInit: - bUseHttpProxy = false - Libcurl will NOT use HTTP proxy
LogInit: - bDontReuseConnections = false - Libcurl will reuse connections
LogInit: - CertBundlePath = /etc/ssl/certs/ca-certificates.crt - Libcurl will set
CURLOPT_CAINFO to it
LogInit: Build: ++UE4+Release-4.18-CL-0
LogInit: Engine Version: 4.18.3-0+++UE4+Release-4.18
LogInit: Compatible Engine Version: 4.18.0-0+++UE4+Release-4.18
LogInit: Net CL: 0
LogDevObjectVersion: Number of dev versions registered: 16
LogDevObjectVersion: Dev-Blueprints (B0D832E4-1F89-4F0D-ACCF-7EB736FD4AA2): 10
LogDevObjectVersion: Dev-Build (E1C64328-A22C-4D53-A36C-8E866417BD8C): 0
LogDevObjectVersion: Dev-Core (375EC13C-06E4-48FB-B500-84F0262A717E): 2
LogDevObjectVersion: Dev-Editor (E4B068ED-F494-42E9-A231-DA0B2E46BB41): 20
LogDevObjectVersion: Dev-Framework (CFFC743F-43B0-4480-9391-14DF171D2073): 30
LogDevObjectVersion: Dev-Mobile (B02B49B5-BB20-44E9-A304-32B752E40360): 0
LogDevObjectVersion: Dev-Networking (A4E4105C-59A1-49B5-A7C5-40C4547EDFEE): 0
LogDevObjectVersion: Dev-Online (39C831C9-5AE6-47DC-9A44-9C173E1C8E7C): 0
LogDevObjectVersion: Dev-Physics (78F01B33-EBEA-4F98-B9B4-84EACCB95AA2): 0
LogDevObjectVersion: Dev-Platform (6631380F-2D4D-43E0-8009-CF276956A95A): 0
LogDevObjectVersion: Dev-Rendering (12F88B9F-8875-4AFC-A67C-D90C383ABD29): 20
LogDevObjectVersion: Dev-Sequencer (7B5AE74C-D270-4C10-A958-57980B212A5A): 4
LogDevObjectVersion: Dev-VR (D7296918-1DD6-4BDD-9DE2-64A83CC13884): 0
LogDevObjectVersion: Dev-LoadTimes (C2A15278-BFE7-4AFE-6C17-90FF531DF755): 1
LogDevObjectVersion: Private-Geometry (6EACA3D4-40EC-4CC1-B786-8BED09428FC5): 1
LogDevObjectVersion: Dev-AnimPhys (29E575DD-E0A3-4627-9D10-D276232CDCEA): 12
LogInit: Compiled (64-bit): Apr 23 2018 12:18:02
LogInit: Compiled with Clang: 3.9.1 (tags/RELEASE_391/rc2)
LogInit: Build Configuration: Development
LogInit: Branch Name: ++UE4+Release-4.18
LogInit: Command line: -windowed -ResX=800 -ResY=600 -carla-server -benchmark -fps=10
-nocore
LogInit: Base directory: /home/d072092/Documents/Carla-0.8.2/CarlaUE4/Binaries/Linux/
LogInit: Installed Engine Build: 0
LogInit: Presizing for max 2097152 objects, including 0 objects not considered by GC,
pre-allocating 0 bytes for permanent pool.
LogStreaming: Display: Async Loading initialized: Event Driven Loader: true, Async Loading
Thread: false

LogNit: Object subsystem initialized

[2018.10.11-09.25.38:796][0]LogNit: Initializing SDL.

[2018.10.11-09.25.38:988][0]LogNit: Using SDL_WINDOW_OPENGL

[2018.10.11-09.25.38:988][0]LogNit: Initialized SDL 2.0.5 revision: 11184
(hg-11184:04063928c4a8 with EpicExtensions) (compiled against 2.0.5)

[2018.10.11-09.25.38:989][0]LogNit: Display metrics:

[2018.10.11-09.25.38:989][0]LogNit: PrimaryDisplayWidth: 2560

[2018.10.11-09.25.38:989][0]LogNit: PrimaryDisplayHeight: 1440

[2018.10.11-09.25.38:989][0]LogNit: PrimaryDisplayWorkAreaRect:

[2018.10.11-09.25.38:989][0]LogNit: Left=65, Top=24, Right=2560, Bottom=1440

[2018.10.11-09.25.38:989][0]LogNit: VirtualDisplayRect:

[2018.10.11-09.25.38:989][0]LogNit: Left=65, Top=24, Right=2560, Bottom=1440

[2018.10.11-09.25.38:989][0]LogNit: TitleSafePaddingSize: X=0.000 Y=0.000

[2018.10.11-09.25.38:989][0]LogNit: ActionSafePaddingSize: X=0.000 Y=0.000

[2018.10.11-09.25.38:989][0]LogNit: Number of monitors: 1

[2018.10.11-09.25.38:989][0]LogNit: Monitor 0

[2018.10.11-09.25.38:989][0]LogNit: Name: EV2750 27"

[2018.10.11-09.25.38:989][0]LogNit: ID: display0

[2018.10.11-09.25.38:989][0]LogNit: NativeWidth: 2560

[2018.10.11-09.25.38:989][0]LogNit: NativeHeight: 1440

[2018.10.11-09.25.38:989][0]LogNit: blsPrimary: true

[2018.10.11-09.25.38:990][0]LogLinux: Selected Device Profile: [LinuxNoEditor]

[2018.10.11-09.25.38:990][0]LogNit: Applying CVar settings loaded from the selected device
profile: [LinuxNoEditor]

[2018.10.11-09.25.39:008][0]LogNit: Linux hardware info:

[2018.10.11-09.25.39:008][0]LogNit: - we are not the first instance of this executable

[2018.10.11-09.25.39:008][0]LogNit: - this process' id (pid) is 102700, parent process' id (ppid)
is 102693

[2018.10.11-09.25.39:008][0]LogNit: - we are not running under debugger

[2018.10.11-09.25.39:008][0]LogNit: - machine network name is 'wdf134316786a'

[2018.10.11-09.25.39:008][0]LogNit: - user name is 'd072092' (d072092)

[2018.10.11-09.25.39:008][0]LogNit: - we're logged in locally

[2018.10.11-09.25.39:008][0]LogNit: - we're running with rendering

[2018.10.11-09.25.39:008][0]LogNit: - CPU: GenuineIntel 'Intel(R) Xeon(R) Silver 4110 CPU
@ 2.10GHz' (signature: 0x50654)

[2018.10.11-09.25.39:008][0]LogNit: - Number of physical cores available for the process: 32

[2018.10.11-09.25.39:008][0]LogNit: - Number of logical cores available for the process: 32

[2018.10.11-09.25.39:008][0]LogNit: - Cache line size: 64

[2018.10.11-09.25.39:008][0]LogNit: - Memory allocator used: binned2

[2018.10.11-09.25.39:008][0]LogLinux: Benchmarking clocks:

[2018.10.11-09.25.39:008][0]LogLinux: - CLOCK_REALTIME (id=0) can sustain 31374719
(31375K, 31M) calls per second without zero deltas.

[2018.10.11-09.25.39:008][0]LogLinux: - CLOCK_MONOTONIC (id=1) can sustain 36830275 (36830K, 37M) calls per second without zero deltas.

[2018.10.11-09.25.39:008][0]LogLinux: - CLOCK_MONOTONIC_RAW (id=4) can sustain 2640298 (2640K, 3M) calls per second without zero deltas.

[2018.10.11-09.25.39:008][0]LogLinux: - CLOCK_MONOTONIC_COARSE (id=6) can sustain 126018901 (126019K, 126M) calls per second with 99.999794% zero deltas.

[2018.10.11-09.25.39:008][0]LogLinux: Selected clock_id 1 (CLOCK_MONOTONIC) since it is the fastest support clock without zero deltas.

[2018.10.11-09.25.39:008][0]LogInit: Linux-specific commandline switches:

[2018.10.11-09.25.39:008][0]LogInit: -nodwarf (currently OFF): suppress parsing of DWARF debug info (callstacks will be generated faster, but won't have line numbers)

[2018.10.11-09.25.39:008][0]LogInit: -ansimalloc - use malloc()/free() from libc (useful for tools like valgrind and electric fence)

[2018.10.11-09.25.39:008][0]LogInit: -jemalloc - use jemalloc for all memory allocation

[2018.10.11-09.25.39:008][0]LogInit: -binnedmalloc - use binned malloc for all memory allocation

[2018.10.11-09.25.39:008][0]LogInit: -httpproxy=ADDRESS:PORT - redirects HTTP requests to a proxy (only supported if compiled with libcurl)

[2018.10.11-09.25.39:008][0]LogInit: -reuseconn - allow libcurl to reuse HTTP connections (only matters if compiled with libcurl)

[2018.10.11-09.25.39:008][0]LogInit: -virtmemkb=NUMBER - sets process virtual memory (address space) limit (overrides VirtualMemoryLimitInKB value from .ini)

[2018.10.11-09.25.39:009][0]LogInit: - Physical RAM available (not considering process quota): 126 GB (128567 MB, 131653084 KB, 134812758016 bytes)

[2018.10.11-09.25.39:010][0]LogInit: Using OS detected language (en-US).

[2018.10.11-09.25.39:010][0]LogInit: Using OS detected locale (en-US).

[2018.10.11-09.25.39:011][0]LogTextLocalizationManager: No specific localization for 'en-US' exists, so the 'en' localization will be used.

[2018.10.11-09.25.39:246][0]LogRHI: Initializing OpenGL RHI

[2018.10.11-09.25.39:246][0]LogRHI: GL_VENDOR: NVIDIA Corporation

[2018.10.11-09.25.39:246][0]LogRHI: GL_RENDERER: GeForce GTX 1080 Ti/PCIe/SSE2

[2018.10.11-09.25.39:246][0]LogRHI: GL_VERSION: 4.3.0 NVIDIA 396.26

[2018.10.11-09.25.39:246][0]LogRHI: GL_SHADING_LANGUAGE_VERSION: 4.30 NVIDIA via Cg compiler

[2018.10.11-09.25.39:246][0]LogRHI: OpenGL Extensions:

[2018.10.11-09.25.39:246][0]LogRHI: GL_AMD_multi_draw_indirect

[2018.10.11-09.25.39:247][0]LogRHI: GL_AMD_seamless_cubemap_per_texture

[2018.10.11-09.25.39:247][0]LogRHI: GL_AMD_vertex_shader_viewport_index

[2018.10.11-09.25.39:247][0]LogRHI: GL_AMD_vertex_shader_layer

[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_arrays_of_arrays

[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_base_instance

[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_bindless_texture

[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_blend_func_extended

[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_buffer_storage
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_clear_buffer_object
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_clear_texture
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_clip_control
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_color_buffer_float
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_compressed_texture_pixel_storage
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_conservative_depth
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_compute_shader
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_compute_variable_group_size
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_conditional_render_inverted
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_copy_buffer
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_copy_image
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_cull_distance
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_debug_output
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_depth_buffer_float
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_depth_clamp
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_depth_texture
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_derivative_control
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_direct_state_access
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_draw_buffers
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_draw_buffers_blend
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_draw_indirect
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_draw_elements_base_vertex
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_draw_instanced
[2018.10.11-09.25.39:247][0]LogRHI: GL_ARB_enhanced_layouts
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_ES2_compatibility
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_ES3_compatibility
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_ES3_1_compatibility
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_ES3_2_compatibility
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_explicit_attrib_location
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_explicit_uniform_location
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_fragment_coord_conventions
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_fragment_layer_viewport
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_fragment_program
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_fragment_program_shadow
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_fragment_shader
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_fragment_shader_interlock
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_framebuffer_no_attachments
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_framebuffer_object
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_framebuffer_sRGB
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_geometry_shader4
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_get_program_binary
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_get_texture_sub_image

[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_gl_spirv
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_gpu_shader5
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_gpu_shader_fp64
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_gpu_shader_int64
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_half_float_pixel
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_half_float_vertex
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_imaging
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_indirect_parameters
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_instanced_arrays
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_internalformat_query
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_internalformat_query2
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_invalidate_subdata
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_map_buffer_alignment
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_map_buffer_range
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_multi_bind
[2018.10.11-09.25.39:248][0]LogRHI: GL_ARB_multi_draw_indirect
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_multisample
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_multitexture
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_occlusion_query
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_occlusion_query2
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_parallel_shader_compile
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_pipeline_statistics_query
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_pixel_buffer_object
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_point_parameters
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_point_sprite
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_polygon_offset_clamp
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_post_depth_coverage
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_program_interface_query
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_provoking_vertex
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_query_buffer_object
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_robust_buffer_access_behavior
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_robustness
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_sample_locations
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_sample_shading
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_sampler_objects
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_seamless_cube_map
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_seamless_cubemap_per_texture
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_separate_shader_objects
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_atomic_counter_ops
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_atomic_counters
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_ballot
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_bit_encoding
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_clock

[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_draw_parameters
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_group_vote
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_image_load_store
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_image_size
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_objects
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_precision
[2018.10.11-09.25.39:249][0]LogRHI: GL_ARB_shader_storage_buffer_object
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shader_subroutine
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shader_texture_image_samples
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shader_texture_lod
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shading_language_100
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shader_viewport_layer_array
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shading_language_420pack
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shading_language_include
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shading_language_packing
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_shadow
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_sparse_buffer
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_sparse_texture
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_sparse_texture2
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_sparse_texture_clamp
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_spirv_extensions
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_stencil_texturing
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_sync
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_tessellation_shader
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_barrier
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_border_clamp
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_buffer_object
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_buffer_object_rgb32
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_buffer_range
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_compression
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_compression_bptc
[2018.10.11-09.25.39:250][0]LogRHI: GL_ARB_texture_compression_rgtc
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[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_TEXTURE_SIZE: 32768
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_CUBE_MAP_TEXTURE_SIZE: 32768
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_ARRAY_TEXTURE_LAYERS: 2048
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_3D_TEXTURE_SIZE: 16384
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_RENDERBUFFER_SIZE: 32768
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_TEXTURE_IMAGE_UNITS: 32
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_DRAW_BUFFERS: 8
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_COLOR_ATTACHMENTS: 8
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_SAMPLES: 32
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_COLOR_TEXTURE_SAMPLES: 32
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_DEPTH_TEXTURE_SAMPLES: 32
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_INTEGER_SAMPLES: 32
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_COMBINED_TEXTURE_IMAGE_UNITS:
192
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_VERTEX_ATTRIBS: 16
[2018.10.11-09.25.39:259][0]LogRHI: GL_MAX_TEXTURE_MAX_ANISOTROPY_EXT: 16
[2018.10.11-09.25.39:259][0]LogRHI: OpenGL MajorVersion = 4, MinorVersion = 3,
ShaderPlatform = GLSL_430, FeatureLevel = SM5
[2018.10.11-09.25.39:268][0]LogRHI: Texture pool is 7884 MB (70% of 11264 MB)
[2018.10.11-09.25.39:284][0]LogMaterial: Verifying Global Shaders for GLSL_430

```
[2018.10.11-09.25.39:285][ 0]LogSlate: Using Freetype 2.6.0
[2018.10.11-09.25.39:286][ 0]LogSlate: SlateFontCache - WITH_FREETYPE: 1,
WITH_HARFBUZZ: 0
[2018.10.11-09.25.39:286][ 0]LogSlate: SlateFontCache - WITH_FREETYPE: 1,
WITH_HARFBUZZ: 0
[2018.10.11-09.25.39:441][ 0]LogAssetRegistry: FAssetRegistry took 0.0430 seconds to start
up
[2018.10.11-09.25.39:555][ 0]LogPackageLocalizationCache: Processed 5 localized package
path(s) for 2 prioritized culture(s) in 0.005365 seconds
[2018.10.11-09.25.39:556][ 0]LogPakFile: New pak file
../../../../CarlaUE4/Content/Paks/CarlaUE4-LinuxNoEditor.pak added to pak precacher.
[2018.10.11-09.25.39:557][ 0]LogLinux: Selected Device Profile: [LinuxNoEditor]
[2018.10.11-09.25.39:652][ 0]LogNetVersion: CarlaUE4 , NetCL: 0, EngineNetVer: 2,
GameNetVer: 0 (Checksum: 439411406)
[2018.10.11-09.25.39:929][ 0]LogCarla: Loading CARLA settings from
"../../../../CarlaUE4/Config/CarlaSettings.ini"
[2018.10.11-09.25.39:929][ 0]LogCarla: == CARLA Settings
=====
[2018.10.11-09.25.39:929][ 0]LogCarla: Last settings file loaded:
../../../../CarlaUE4/Config/CarlaSettings.ini
[2018.10.11-09.25.39:929][ 0]LogCarla: [CARLA/Server]
[2018.10.11-09.25.39:929][ 0]LogCarla: Networking = Enabled
[2018.10.11-09.25.39:929][ 0]LogCarla: World Port = 2000
[2018.10.11-09.25.39:929][ 0]LogCarla: Server Time-out = 10000 ms
[2018.10.11-09.25.39:929][ 0]LogCarla: Synchronous Mode = Enabled
[2018.10.11-09.25.39:929][ 0]LogCarla: Send Non-Player Agents Info = Disabled
[2018.10.11-09.25.39:929][ 0]LogCarla: [CARLA/LevelSettings]
[2018.10.11-09.25.39:929][ 0]LogCarla: Player Vehicle      = Default
[2018.10.11-09.25.39:930][ 0]LogCarla: Number Of Vehicles      = 15
[2018.10.11-09.25.39:930][ 0]LogCarla: Number Of Pedestrians = 30
[2018.10.11-09.25.39:930][ 0]LogCarla: Weather Id = 1
[2018.10.11-09.25.39:930][ 0]LogCarla: Seed Vehicle Spawner = 123456789
[2018.10.11-09.25.39:930][ 0]LogCarla: Seed Pedestrian Spawner = 123456789
[2018.10.11-09.25.39:930][ 0]LogCarla: Found 0 available weather settings.
[2018.10.11-09.25.39:930][ 0]LogCarla: [CARLA/QualitySettings]
[2018.10.11-09.25.39:930][ 0]LogCarla: Quality Settings = Epic
[2018.10.11-09.25.39:930][ 0]LogCarla: [CARLA/Sensor]
[2018.10.11-09.25.39:930][ 0]LogCarla: Added 0 sensors.
[2018.10.11-09.25.39:930][ 0]LogCarla: Semantic Segmentation = Disabled
[2018.10.11-09.25.39:930][ 0]LogCarla:
=====
=====
[2018.10.11-09.25.39:950][ 0]LogMoviePlayer: Initializing movie player
```

```
[2018.10.11-09.25.40:048][ 0]LogUObjectArray: 31555 objects as part of root set at end of
initial load.
[2018.10.11-09.25.40:048][ 0]LogUObjectAllocator: 5909760 out of 0 bytes used by permanent
object pool.
[2018.10.11-09.25.40:048][ 0]LogUObjectArray: CloseDisregardForGC: 0/0 objects in disregard
for GC pool
[2018.10.11-09.25.40:049][ 0]LogEngine: Initializing Engine...
[2018.10.11-09.25.40:208][ 0]LogStats:
UGameplayTagsManager::ConstructGameplayTagTree: Construct from data asset - 0.000 s
[2018.10.11-09.25.40:208][ 0]LogStats:
UGameplayTagsManager::ConstructGameplayTagTree:
GameplayTagTreeChangedEvent.Broadcast - 0.000 s
[2018.10.11-09.25.40:208][ 0]LogInit: Texture streaming: Enabled
[2018.10.11-09.25.40:329][ 0]LogCarla: Loading CARLA settings from
"./../CarlaUE4/Config/CarlaSettings.ini"
[2018.10.11-09.25.40:330][ 0]LogCarla: == CARLA Settings
=====
[2018.10.11-09.25.40:330][ 0]LogCarla: Last settings file loaded:
./../CarlaUE4/Config/CarlaSettings.ini
[2018.10.11-09.25.40:330][ 0]LogCarla: [CARLA/Server]
[2018.10.11-09.25.40:330][ 0]LogCarla: Networking = Enabled
[2018.10.11-09.25.40:330][ 0]LogCarla: World Port = 2000
[2018.10.11-09.25.40:330][ 0]LogCarla: Server Time-out = 10000 ms
[2018.10.11-09.25.40:330][ 0]LogCarla: Synchronous Mode = Enabled
[2018.10.11-09.25.40:330][ 0]LogCarla: Send Non-Player Agents Info = Disabled
[2018.10.11-09.25.40:330][ 0]LogCarla: [CARLA/LevelSettings]
[2018.10.11-09.25.40:330][ 0]LogCarla: Player Vehicle      = Default
[2018.10.11-09.25.40:330][ 0]LogCarla: Number Of Vehicles      = 15
[2018.10.11-09.25.40:330][ 0]LogCarla: Number Of Pedestrians = 30
[2018.10.11-09.25.40:330][ 0]LogCarla: Weather Id = 1
[2018.10.11-09.25.40:330][ 0]LogCarla: Seed Vehicle Spawner = 123456789
[2018.10.11-09.25.40:330][ 0]LogCarla: Seed Pedestrian Spawner = 123456789
[2018.10.11-09.25.40:330][ 0]LogCarla: Found 0 available weather settings.
[2018.10.11-09.25.40:330][ 0]LogCarla: [CARLA/QualitySettings]
[2018.10.11-09.25.40:330][ 0]LogCarla: Quality Settings = Epic
[2018.10.11-09.25.40:330][ 0]LogCarla: [CARLA/Sensor]
[2018.10.11-09.25.40:330][ 0]LogCarla: Added 0 sensors.
[2018.10.11-09.25.40:330][ 0]LogCarla: Semantic Segmentation = Disabled
[2018.10.11-09.25.40:330][ 0]LogCarla:
=====
=====
[2018.10.11-09.25.40:333][ 0]LogInit: Display: Game Engine Initialized.
```

```
[2018.10.11-09.25.40:333][ 0]LogGameplayTags: Display:
UGameplayTagsManager::DoneAddingNativeTags. DelegatesBound: 0
[2018.10.11-09.25.40:357][ 0]LogInit: Display: Starting Game.
[2018.10.11-09.25.40:357][ 0]LogNet: Browse: /Game/Maps/Town01?Name=Player
[2018.10.11-09.25.40:383][ 0]LogLoad: LoadMap: /Game/Maps/Town01?Name=Player
[2018.10.11-09.25.43:969][ 0]LogAIModule: Creating AISystem for world Town01
[2018.10.11-09.25.44:327][ 0]LogLoad: Game class is 'CarlaGameMode_C'
[2018.10.11-09.25.44:787][ 0]LogWorld: Bringing World /Game/Maps/Town01.Town01 up for
play (max tick rate 0) at 2018.10.11-11.25.44
[2018.10.11-09.25.44:788][ 0]LogCarla: Loading weather description from
../../../../CarlaUE4/Config/CarlaWeather.ini
[2018.10.11-09.25.44:790][ 0]LogCarla: Loading weather description from
../../../../CarlaUE4/Config/CarlaWeather.Town01.ini
[2018.10.11-09.25.44:793][ 0]LogCarlaServer: Waiting for the client to connect...
[2018.10.11-09.25.54:793][ 0]LogCarlaServer: Warning: Failed to initialize, server needs restart
ERROR: tcpserver 0 : connection failed: Operation canceled
[2018.10.11-09.25.54:794][ 0]LogCarla: == CARLA Settings
=====
[2018.10.11-09.25.54:794][ 0]LogCarla: Last settings file loaded:
../../../../CarlaUE4/Config/CarlaSettings.ini
[2018.10.11-09.25.54:794][ 0]LogCarla: [CARLA/Server]
[2018.10.11-09.25.54:794][ 0]LogCarla: Networking = Enabled
[2018.10.11-09.25.54:794][ 0]LogCarla: World Port = 2000
[2018.10.11-09.25.54:794][ 0]LogCarla: Server Time-out = 10000 ms
[2018.10.11-09.25.54:794][ 0]LogCarla: Synchronous Mode = Enabled
[2018.10.11-09.25.54:794][ 0]LogCarla: Send Non-Player Agents Info = Disabled
[2018.10.11-09.25.54:794][ 0]LogCarla: [CARLA/LevelSettings]
[2018.10.11-09.25.54:795][ 0]LogCarla: Player Vehicle      = Default
[2018.10.11-09.25.54:795][ 0]LogCarla: Number Of Vehicles      = 15
[2018.10.11-09.25.54:795][ 0]LogCarla: Number Of Pedestrians = 30
[2018.10.11-09.25.54:795][ 0]LogCarla: Weather Id = 1
[2018.10.11-09.25.54:795][ 0]LogCarla: Seed Vehicle Spawner = 123456789
[2018.10.11-09.25.54:795][ 0]LogCarla: Seed Pedestrian Spawner = 123456789
[2018.10.11-09.25.54:795][ 0]LogCarla: Found 15 available weather settings.
[2018.10.11-09.25.54:795][ 0]LogCarla: * 0 - Default
[2018.10.11-09.25.54:795][ 0]LogCarla: * 1 - ClearNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 2 - CloudyNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 3 - WetNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 4 - WetCloudyNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 5 - MidRainyNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 6 - HardRainNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 7 - SoftRainNoon
[2018.10.11-09.25.54:795][ 0]LogCarla: * 8 - ClearSunset
```



```
[2018.10.11-09.25.54:795][ 0]LogCarla: * 9 - CloudySunset
[2018.10.11-09.25.54:795][ 0]LogCarla: * 10 - WetSunset
[2018.10.11-09.25.54:795][ 0]LogCarla: * 11 - WetCloudySunset
[2018.10.11-09.25.54:795][ 0]LogCarla: * 12 - MidRainSunset
[2018.10.11-09.25.54:795][ 0]LogCarla: * 13 - HardRainSunset
[2018.10.11-09.25.54:795][ 0]LogCarla: * 14 - SoftRainSunset
[2018.10.11-09.25.54:795][ 0]LogCarla: [CARLA/QualitySettings]
[2018.10.11-09.25.54:795][ 0]LogCarla: Quality Settings = Epic
[2018.10.11-09.25.54:795][ 0]LogCarla: [CARLA/Sensor]
[2018.10.11-09.25.54:795][ 0]LogCarla: Added 0 sensors.
[2018.10.11-09.25.54:795][ 0]LogCarla: Semantic Segmentation = Disabled
[2018.10.11-09.25.54:795][ 0]LogCarla:
=====
=====
[2018.10.11-09.25.54:836][ 0]LogWorld: Bringing up level for play took: 10.506463
[2018.10.11-09.25.54:840][ 0]LogCarla: Changing weather settings to "ClearNoon"
[2018.10.11-09.25.54:843][ 0]LogCarla: Found 152 PlayerStart positions for spawning vehicles
[2018.10.11-09.25.55:359][ 0]LogCarla: Spawned all 15 vehicles
[2018.10.11-09.25.55:432][ 0]LogLoad: Took 15.048744 seconds to
LoadMap(/Game/Maps/Town01)
[2018.10.11-09.25.55:569][ 0]LogSlate: Took 0.000143 seconds to synchronously load lazily
loaded font './.../Engine/Content/EngineFonts/Faces/DroidSansMono.ufont' (77K)
[2018.10.11-09.25.55:574][ 0]LogLoad: (Engine Initialization) Total time: 17.38 seconds
[2018.10.11-09.25.55:574][ 0]LogExternalProfiler: No external profilers were discovered.
External profiling features will not be available.
[2018.10.11-09.25.55:685][ 0]LogRenderer: Reallocating scene render targets to support
800x600 Format 10 NumSamples 1 (Frame:1).
[2018.10.11-09.25.55:995][ 0]LogContentStreaming: Texture pool size now 2000 MB
[2018.10.11-09.25.56:393][ 1]LogLinux: Setting swap interval to 'Immediate'
[2018.10.11-09.25.56:419][ 1]LogCarlaServer: Warning: Client disconnected, server needs
restart
[2018.10.11-09.25.56:419][ 1]LogCarlaServer: Restarting the level...
[2018.10.11-09.25.56:480][ 2]LogNet: Browse: /Game/Maps/Town01?Name=Player?restart
[2018.10.11-09.25.56:583][ 2]LogLoad: LoadMap: /Game/Maps/Town01?Name=Player
[2018.10.11-09.26.00:552][ 2]LogAIModule: Creating AISystem for world Town01
[2018.10.11-09.26.00:850][ 2]LogLoad: Game class is 'CarlaGameMode_C'
[2018.10.11-09.26.01:268][ 2]LogWorld: Bringing World /Game/Maps/Town01.Town01 up for
play (max tick rate 0) at 2018.10.11-11.26.01
[2018.10.11-09.26.01:270][ 2]LogCarla: Loading weather description from
.../CarlaUE4/Config/CarlaWeather.ini
[2018.10.11-09.26.01:271][ 2]LogCarla: Loading weather description from
.../CarlaUE4/Config/CarlaWeather.Town01.ini
[2018.10.11-09.26.01:272][ 2]LogCarlaServer: Waiting for the client to connect...
```

[2018.10.11-09.26.11:273][2]LogCarlaServer: Warning: Failed to initialize, server needs restart
ERROR: tcpserver 0 : connection failed: Operation canceled

[2018.10.11-09.26.11:273][2]LogCarla: == CARLA Settings

=====
[2018.10.11-09.26.11:273][2]LogCarla: Last settings file loaded:

../..../CarlaUE4/Config/CarlaSettings.ini

[2018.10.11-09.26.11:273][2]LogCarla: [CARLA/Server]

[2018.10.11-09.26.11:273][2]LogCarla: Networking = Enabled

[2018.10.11-09.26.11:273][2]LogCarla: World Port = 2000

[2018.10.11-09.26.11:273][2]LogCarla: Server Time-out = 10000 ms

[2018.10.11-09.26.11:273][2]LogCarla: Synchronous Mode = Enabled

[2018.10.11-09.26.11:273][2]LogCarla: Send Non-Player Agents Info = Disabled

[2018.10.11-09.26.11:273][2]LogCarla: [CARLA/LevelSettings]

[2018.10.11-09.26.11:273][2]LogCarla: Player Vehicle = Default

[2018.10.11-09.26.11:273][2]LogCarla: Number Of Vehicles = 15

[2018.10.11-09.26.11:273][2]LogCarla: Number Of Pedestrians = 30

[2018.10.11-09.26.11:273][2]LogCarla: Weather Id = 1

[2018.10.11-09.26.11:273][2]LogCarla: Seed Vehicle Spawner = 123456789

[2018.10.11-09.26.11:273][2]LogCarla: Seed Pedestrian Spawner = 123456789

[2018.10.11-09.26.11:273][2]LogCarla: Found 15 available weather settings.

[2018.10.11-09.26.11:273][2]LogCarla: * 0 - Default

[2018.10.11-09.26.11:273][2]LogCarla: * 1 - ClearNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 2 - CloudyNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 3 - WetNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 4 - WetCloudyNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 5 - MidRainyNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 6 - HardRainNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 7 - SoftRainNoon

[2018.10.11-09.26.11:273][2]LogCarla: * 8 - ClearSunset

[2018.10.11-09.26.11:273][2]LogCarla: * 9 - CloudySunset

[2018.10.11-09.26.11:273][2]LogCarla: * 10 - WetSunset

[2018.10.11-09.26.11:273][2]LogCarla: * 11 - WetCloudySunset

[2018.10.11-09.26.11:274][2]LogCarla: * 12 - MidRainSunset

[2018.10.11-09.26.11:274][2]LogCarla: * 13 - HardRainSunset

[2018.10.11-09.26.11:274][2]LogCarla: * 14 - SoftRainSunset

[2018.10.11-09.26.11:274][2]LogCarla: [CARLA/QualitySettings]

[2018.10.11-09.26.11:274][2]LogCarla: Quality Settings = Epic

[2018.10.11-09.26.11:274][2]LogCarla: [CARLA/Sensor]

[2018.10.11-09.26.11:274][2]LogCarla: Added 0 sensors.

[2018.10.11-09.26.11:274][2]LogCarla: Semantic Segmentation = Disabled

[2018.10.11-09.26.11:274][2]LogCarla:

=====
=====

[2018.10.11-09.26.11:274][2]r.AmbientOcclusionLevels = "-1"
[2018.10.11-09.26.11:329][2]r.RHICmdBypass = "1"
[2018.10.11-09.26.11:375][2]r.DefaultFeature.AntiAliasing = "2"
[2018.10.11-09.26.11:413][2]r.Streaming.PoolSize = "2000"
[2018.10.11-09.26.11:413][2]r.MinScreenRadiusForLights = "0.03"
[2018.10.11-09.26.11:413][2]r.SeparateTranslucency = "1"
[2018.10.11-09.26.11:413][2]r.PostProcessAAQuality = "4"
[2018.10.11-09.26.11:413][2]r.BloomQuality = "5"
[2018.10.11-09.26.11:414][2]r.SSR.Quality = "3"
[2018.10.11-09.26.11:414][2]r.DepthOfFieldQuality = "2"
[2018.10.11-09.26.11:414][2]r.SceneColorFormat = "4"
[2018.10.11-09.26.11:414][2]r.TranslucencyVolumeBlur = "1"
[2018.10.11-09.26.11:414][2]r.TranslucencyLightingVolumeDim = "64"
[2018.10.11-09.26.11:414][2]r.MaxAnisotropy = "8"
[2018.10.11-09.26.11:414][2]r.LensFlareQuality = "2"
[2018.10.11-09.26.11:414][2]r.SceneColorFringeQuality = "1"
[2018.10.11-09.26.11:414][2]r.FastBlurThreshold = "100"
[2018.10.11-09.26.11:414][2]r.SSR.MaxRoughness = "-1"
[2018.10.11-09.26.11:477][2]r.EarlyZPass = "3"
[2018.10.11-09.26.11:669][2]r.EarlyZPassMovable = "1"
[2018.10.11-09.26.11:795][2]foliage.DitheredLOD = "1"
[2018.10.11-09.26.11:796][2]sg.PostProcessQuality = "3"
[2018.10.11-09.26.11:796][2]r.ViewDistanceScale = "1"
[2018.10.11-09.26.11:796][2]sg.ShadowQuality = "3"
[2018.10.11-09.26.11:797][2]sg.TextureQuality = "3"
[2018.10.11-09.26.11:797][2]sg.EffectsQuality = "3"
[2018.10.11-09.26.11:797][2]sg.FoliageQuality = "3"
[2018.10.11-09.26.11:797][2]foliage.DensityScale = "1"
[2018.10.11-09.26.11:797][2]grass.densityScale = "1"
[2018.10.11-09.26.11:798][2]r.TranslucentLightingVolume = "1"
[2018.10.11-09.26.11:798][2]r.LightShaftDownSampleFactor = "2"
[2018.10.11-09.26.11:798][2]r.DetailMode = "2"
[2018.10.11-09.26.11:834][2]LogWorld: Bringing up level for play took: 10.980867
[2018.10.11-09.26.11:837][2]LogCarla: Changing weather settings to "ClearNoon"
[2018.10.11-09.26.11:840][2]LogCarla: Found 152 PlayerStart positions for spawning vehicles
[2018.10.11-09.26.12:364][2]LogCarla: Spawned all 15 vehicles
[2018.10.11-09.26.12:448][2]LogLoad: Took 15.865037 seconds to
LoadMap(/Game/Maps/Town01)
[2018.10.11-09.26.12:463][2]LogCarlaServer: Warning: Client disconnected, server needs
restart
[2018.10.11-09.26.12:463][2]LogCarlaServer: Restarting the level...
[2018.10.11-09.26.12:638][3]LogNet: Browse: /Game/Maps/Town01?Name=Player?restart
[2018.10.11-09.26.12:898][3]LogLoad: LoadMap: /Game/Maps/Town01?Name=Player

[2018.10.11-09.26.16:728][3]LogAIModule: Creating AISystem for world Town01
[2018.10.11-09.26.17:051][3]LogLoad: Game class is 'CarlaGameMode_C'
[2018.10.11-09.26.17:479][3]LogWorld: Bringing World /Game/Maps/Town01.Town01 up for
play (max tick rate 0) at 2018.10.11-11.26.17
[2018.10.11-09.26.17:480][3]LogCarla: Loading weather description from
../../../../CarlaUE4/Config/CarlaWeather.ini
[2018.10.11-09.26.17:482][3]LogCarla: Loading weather description from
../../../../CarlaUE4/Config/CarlaWeather.Town01.ini
[2018.10.11-09.26.17:485][3]LogCarlaServer: Waiting for the client to connect...
[2018.10.11-09.26.19:346][3]LogCarlaServer: Received new episode
[2018.10.11-09.26.19:346][3]LogCarla: Loading CARLA settings from string
[2018.10.11-09.26.19:347][3]LogCarla: == CARLA Settings

=====
[2018.10.11-09.26.19:347][3]LogCarla: Last settings file loaded: <string-provided-by-client>
[2018.10.11-09.26.19:347][3]LogCarla: [CARLA/Server]
[2018.10.11-09.26.19:347][3]LogCarla: Networking = Enabled
[2018.10.11-09.26.19:347][3]LogCarla: World Port = 2000
[2018.10.11-09.26.19:347][3]LogCarla: Server Time-out = 10000 ms
[2018.10.11-09.26.19:347][3]LogCarla: Synchronous Mode = Enabled
[2018.10.11-09.26.19:347][3]LogCarla: Send Non-Player Agents Info = Enabled
[2018.10.11-09.26.19:347][3]LogCarla: [CARLA/LevelSettings]
[2018.10.11-09.26.19:347][3]LogCarla: Player Vehicle = Default
[2018.10.11-09.26.19:347][3]LogCarla: Number Of Vehicles = 60
[2018.10.11-09.26.19:347][3]LogCarla: Number Of Pedestrians = 60
[2018.10.11-09.26.19:347][3]LogCarla: Weather Id = 0
[2018.10.11-09.26.19:347][3]LogCarla: Seed Vehicle Spawner = 26587
[2018.10.11-09.26.19:347][3]LogCarla: Seed Pedestrian Spawner = 40485
[2018.10.11-09.26.19:348][3]LogCarla: Found 15 available weather settings.
[2018.10.11-09.26.19:348][3]LogCarla: * 0 - Default
[2018.10.11-09.26.19:348][3]LogCarla: * 1 - ClearNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 2 - CloudyNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 3 - WetNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 4 - WetCloudyNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 5 - MidRainyNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 6 - HardRainNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 7 - SoftRainNoon
[2018.10.11-09.26.19:348][3]LogCarla: * 8 - ClearSunset
[2018.10.11-09.26.19:348][3]LogCarla: * 9 - CloudySunset
[2018.10.11-09.26.19:348][3]LogCarla: * 10 - WetSunset
[2018.10.11-09.26.19:348][3]LogCarla: * 11 - WetCloudySunset
[2018.10.11-09.26.19:348][3]LogCarla: * 12 - MidRainSunset
[2018.10.11-09.26.19:348][3]LogCarla: * 13 - HardRainSunset
[2018.10.11-09.26.19:348][3]LogCarla: * 14 - SoftRainSunset

[2018.10.11-09.26.19:348][3]LogCarla: [CARLA/QualitySettings]
[2018.10.11-09.26.19:348][3]LogCarla: Quality Settings = Epic
[2018.10.11-09.26.19:348][3]LogCarla: [CARLA/Sensor]
[2018.10.11-09.26.19:348][3]LogCarla: Added 5 sensors.
[2018.10.11-09.26.19:348][3]LogCarla: Semantic Segmentation = Enabled
[2018.10.11-09.26.19:348][3]LogCarla: [CARLA/Sensor/CameraRGB]
[2018.10.11-09.26.19:348][3]LogCarla: Id = -691341456
[2018.10.11-09.26.19:348][3]LogCarla: Type = CAMERA
[2018.10.11-09.26.19:348][3]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.26.19:348][3]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.26.19:348][3]LogCarla: Image Size = 320x320
[2018.10.11-09.26.19:348][3]LogCarla: Post-Processing = SceneFinal
[2018.10.11-09.26.19:348][3]LogCarla: FOV = 90.000000
[2018.10.11-09.26.19:348][3]LogCarla: [CARLA/Sensor/CameraDepth]
[2018.10.11-09.26.19:348][3]LogCarla: Id = 1953493385
[2018.10.11-09.26.19:348][3]LogCarla: Type = CAMERA
[2018.10.11-09.26.19:348][3]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.26.19:348][3]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.26.19:349][3]LogCarla: Image Size = 320x320
[2018.10.11-09.26.19:349][3]LogCarla: Post-Processing = Depth
[2018.10.11-09.26.19:349][3]LogCarla: FOV = 90.000000
[2018.10.11-09.26.19:349][3]LogCarla: [CARLA/Sensor/CameraSemSeg]
[2018.10.11-09.26.19:349][3]LogCarla: Id = 838082076
[2018.10.11-09.26.19:349][3]LogCarla: Type = CAMERA
[2018.10.11-09.26.19:349][3]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.26.19:349][3]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.26.19:349][3]LogCarla: Image Size = 320x320
[2018.10.11-09.26.19:349][3]LogCarla: Post-Processing = SemanticSegmentation
[2018.10.11-09.26.19:349][3]LogCarla: FOV = 90.000000
[2018.10.11-09.26.19:349][3]LogCarla: [CARLA/Sensor/CameraForHuman]
[2018.10.11-09.26.19:349][3]LogCarla: Id = -940590057
[2018.10.11-09.26.19:349][3]LogCarla: Type = CAMERA
[2018.10.11-09.26.19:349][3]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.26.19:349][3]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.26.19:349][3]LogCarla: Image Size = 500x500
[2018.10.11-09.26.19:349][3]LogCarla: Post-Processing = SceneFinal
[2018.10.11-09.26.19:349][3]LogCarla: FOV = 90.000000
[2018.10.11-09.26.19:349][3]LogCarla: [CARLA/Sensor/Lidar32]
[2018.10.11-09.26.19:349][3]LogCarla: Id = 1681853293
[2018.10.11-09.26.19:349][3]LogCarla: Type = LIDAR_RAY_CAST
[2018.10.11-09.26.19:349][3]LogCarla: Position = (X=0.000 Y=0.000 Z=250.000)
[2018.10.11-09.26.19:349][3]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.26.19:349][3]LogCarla: Channels = 32

[2018.10.11-09.26.19:349][3]LogCarla: Range = 5000.000000
[2018.10.11-09.26.19:349][3]LogCarla: PointsPerSecond = 100000
[2018.10.11-09.26.19:349][3]LogCarla: RotationFrequency = 10.000000
[2018.10.11-09.26.19:349][3]LogCarla: UpperFovLimit = 10.000000
[2018.10.11-09.26.19:349][3]LogCarla: LowerFovLimit = -30.000000
[2018.10.11-09.26.19:349][3]LogCarla:

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[2018.10.11-09.26.19:350][3]r.AmbientOcclusionLevels = "-1"
[2018.10.11-09.26.19:397][3]r.RHICmdBypass = "1"
[2018.10.11-09.26.19:446][3]r.DefaultFeature.AntiAliasing = "2"
[2018.10.11-09.26.19:470][3]r.Streaming.PoolSize = "2000"
[2018.10.11-09.26.19:470][3]r.MinScreenRadiusForLights = "0.03"
[2018.10.11-09.26.19:470][3]r.SeparateTranslucency = "1"
[2018.10.11-09.26.19:470][3]r.PostProcessAAQuality = "4"
[2018.10.11-09.26.19:471][3]r.BloomQuality = "5"
[2018.10.11-09.26.19:471][3]r.SSR.Quality = "3"
[2018.10.11-09.26.19:471][3]r.DepthOfFieldQuality = "2"
[2018.10.11-09.26.19:471][3]r.SceneColorFormat = "4"
[2018.10.11-09.26.19:471][3]r.TranslucencyVolumeBlur = "1"
[2018.10.11-09.26.19:471][3]r.TranslucencyLightingVolumeDim = "64"
[2018.10.11-09.26.19:471][3]r.MaxAnisotropy = "8"
[2018.10.11-09.26.19:471][3]r.LensFlareQuality = "2"
[2018.10.11-09.26.19:471][3]r.SceneColorFringeQuality = "1"
[2018.10.11-09.26.19:472][3]r.FastBlurThreshold = "100"
[2018.10.11-09.26.19:472][3]r.SSR.MaxRoughness = "-1"
[2018.10.11-09.26.19:537][3]r.EarlyZPass = "3"
[2018.10.11-09.26.19:722][3]r.EarlyZPassMovable = "1"
[2018.10.11-09.26.19:848][3]foliage.DitheredLOD = "1"
[2018.10.11-09.26.19:848][3]sg.PostProcessQuality = "3"
[2018.10.11-09.26.19:848][3]r.ViewDistanceScale = "1"
[2018.10.11-09.26.19:848][3]sg.ShadowQuality = "3"
[2018.10.11-09.26.19:849][3]sg.TextureQuality = "3"
[2018.10.11-09.26.19:849][3]sg.EffectsQuality = "3"
[2018.10.11-09.26.19:849][3]sg.FoliageQuality = "3"
[2018.10.11-09.26.19:849][3]foliage.DensityScale = "1"
[2018.10.11-09.26.19:849][3]grass.densityScale = "1"
[2018.10.11-09.26.19:849][3]r.TranslucentLightingVolume = "1"
[2018.10.11-09.26.19:850][3]r.LightShaftDownSampleFactor = "2"
[2018.10.11-09.26.19:850][3]r.DetailMode = "2"
[2018.10.11-09.26.19:887][3]LogWorld: Bringing up level for play took: 2.833475
[2018.10.11-09.26.19:888][3]LogCarlaServer: Sending 152 available start positions
[2018.10.11-09.26.19:888][3]LogCarlaServer: Sending 5 sensor descriptions

[2018.10.11-09.26.19:889][3]LogCarlaServer: Episode start received: { StartIndex = 132 }
[2018.10.11-09.26.19:890][3]LogCarla: Created Capture Camera -691341456 with
postprocess "SceneFinal"
[2018.10.11-09.26.19:890][3]LogCarla: Created Capture Camera 1953493385 with
postprocess "Depth"
[2018.10.11-09.26.19:890][3]LogCarla: Created Capture Camera 838082076 with postprocess
"SemanticSegmentation"
[2018.10.11-09.26.19:890][3]LogCarla: Created Capture Camera -940590057 with
postprocess "SceneFinal"
[2018.10.11-09.26.19:890][3]LogCarla: Created Lidar 1681853293
[2018.10.11-09.26.19:920][3]LogCarla: Changing weather settings to "Default"
[2018.10.11-09.26.19:921][3]LogCarlaServer: Ready to play, notifying client
[2018.10.11-09.26.19:926][3]LogCarla: Found 152 PlayerStart positions for spawning vehicles
[2018.10.11-09.26.21:799][3]LogCarla: Spawned all 60 vehicles
[2018.10.11-09.26.21:943][3]g.TimeoutForBlockOnRenderFence = "300000"
[2018.10.11-09.26.21:943][3]g.TimeoutForBlockOnRenderFence = "300000"
[2018.10.11-09.26.21:943][3]g.TimeoutForBlockOnRenderFence = "300000"
[2018.10.11-09.26.21:943][3]g.TimeoutForBlockOnRenderFence = "300000"
[2018.10.11-09.26.21:960][3]LogLoad: Took 9.061930 seconds to
LoadMap(/Game/Maps/Town01)
[2018.10.11-09.26.22:035][3]LogRenderer: Reallocating scene render targets to support
320x320 Format 10 NumSamples 1 (Frame:1).
[2018.10.11-09.26.22:635][3]LogRenderer: Reallocating scene render targets to support
500x500 Format 10 NumSamples 1 (Frame:1).
[2018.10.11-09.26.22:849][3]LogRenderer: Reallocating scene render targets to support
800x600 Format 10 NumSamples 1 (Frame:1).
[2018.10.11-09.26.24:362][4]LogRenderer: Reallocating scene render targets to support
320x320 Format 10 NumSamples 1 (Frame:1).
[2018.10.11-09.26.24:497][4]LogRenderer: Reallocating scene render targets to support
800x600 Format 10 NumSamples 1 (Frame:2).
ERROR: tcpserver 0 : error reading message: Operation canceled
ERROR: tcpserver 0 : error writing message: Operation canceled
ERROR: tcpserver 2000 : error reading message: End of file
[2018.10.11-09.28.05:809][46]LogCarlaServer: Warning: Client disconnected, server needs
restart
[2018.10.11-09.28.05:809][46]LogCarlaServer: Restarting the level...
[2018.10.11-09.28.06:134][47]LogNet: Browse: /Game/Maps/Town01?Name=Player?restart
[2018.10.11-09.28.06:507][47]LogLoad: LoadMap: /Game/Maps/Town01?Name=Player
[2018.10.11-09.28.10:490][47]LogAIModule: Creating AISystem for world Town01
[2018.10.11-09.28.10:790][47]LogLoad: Game class is 'CarlaGameMode_C'
[2018.10.11-09.28.11:204][47]LogWorld: Bringing World /Game/Maps/Town01.Town01 up for
play (max tick rate 0) at 2018.10.11-11.28.11

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[2018.10.11-09.28.11:206][ 47]LogCarla: Loading weather description from
../..../CarlaUE4/Config/CarlaWeather.ini
[2018.10.11-09.28.11:208][ 47]LogCarla: Loading weather description from
../..../CarlaUE4/Config/CarlaWeather.Town01.ini
[2018.10.11-09.28.11:211][ 47]LogCarlaServer: Waiting for the client to connect...
[2018.10.11-09.28.12:245][ 47]LogCarlaServer: Received new episode
[2018.10.11-09.28.12:245][ 47]LogCarla: Loading CARLA settings from string
[2018.10.11-09.28.12:246][ 47]LogCarla: == CARLA Settings
=====
[2018.10.11-09.28.12:246][ 47]LogCarla: Last settings file loaded: <string-provided-by-client>
[2018.10.11-09.28.12:246][ 47]LogCarla: [CARLA/Server]
[2018.10.11-09.28.12:246][ 47]LogCarla: Networking = Enabled
[2018.10.11-09.28.12:246][ 47]LogCarla: World Port = 2000
[2018.10.11-09.28.12:246][ 47]LogCarla: Server Time-out = 10000 ms
[2018.10.11-09.28.12:246][ 47]LogCarla: Synchronous Mode = Enabled
[2018.10.11-09.28.12:246][ 47]LogCarla: Send Non-Player Agents Info = Enabled
[2018.10.11-09.28.12:246][ 47]LogCarla: [CARLA/LevelSettings]
[2018.10.11-09.28.12:246][ 47]LogCarla: Player Vehicle    = Default
[2018.10.11-09.28.12:246][ 47]LogCarla: Number Of Vehicles    = 60
[2018.10.11-09.28.12:246][ 47]LogCarla: Number Of Pedestrians = 60
[2018.10.11-09.28.12:246][ 47]LogCarla: Weather Id = 0
[2018.10.11-09.28.12:246][ 47]LogCarla: Seed Vehicle Spawner = 46360
[2018.10.11-09.28.12:246][ 47]LogCarla: Seed Pedestrian Spawner = 16867
[2018.10.11-09.28.12:246][ 47]LogCarla: Found 15 available weather settings.
[2018.10.11-09.28.12:246][ 47]LogCarla: * 0 - Default
[2018.10.11-09.28.12:246][ 47]LogCarla: * 1 - ClearNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 2 - CloudyNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 3 - WetNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 4 - WetCloudyNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 5 - MidRainyNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 6 - HardRainNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 7 - SoftRainNoon
[2018.10.11-09.28.12:246][ 47]LogCarla: * 8 - ClearSunset
[2018.10.11-09.28.12:246][ 47]LogCarla: * 9 - CloudySunset
[2018.10.11-09.28.12:246][ 47]LogCarla: * 10 - WetSunset
[2018.10.11-09.28.12:246][ 47]LogCarla: * 11 - WetCloudySunset
[2018.10.11-09.28.12:246][ 47]LogCarla: * 12 - MidRainSunset
[2018.10.11-09.28.12:246][ 47]LogCarla: * 13 - HardRainSunset
[2018.10.11-09.28.12:246][ 47]LogCarla: * 14 - SoftRainSunset
[2018.10.11-09.28.12:246][ 47]LogCarla: [CARLA/QualitySettings]
[2018.10.11-09.28.12:246][ 47]LogCarla: Quality Settings = Epic
[2018.10.11-09.28.12:246][ 47]LogCarla: [CARLA/Sensor]
[2018.10.11-09.28.12:246][ 47]LogCarla: Added 5 sensors.
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[2018.10.11-09.28.12:246][47]LogCarla: Semantic Segmentation = Enabled
[2018.10.11-09.28.12:246][47]LogCarla: [CARLA/Sensor/CameraRGB]
[2018.10.11-09.28.12:246][47]LogCarla: Id = 2108871849
[2018.10.11-09.28.12:246][47]LogCarla: Type = CAMERA
[2018.10.11-09.28.12:246][47]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.28.12:246][47]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.28.12:246][47]LogCarla: Image Size = 320x320
[2018.10.11-09.28.12:246][47]LogCarla: Post-Processing = SceneFinal
[2018.10.11-09.28.12:246][47]LogCarla: FOV = 90.000000
[2018.10.11-09.28.12:246][47]LogCarla: [CARLA/Sensor/CameraDepth]
[2018.10.11-09.28.12:246][47]LogCarla: Id = -2085106925
[2018.10.11-09.28.12:246][47]LogCarla: Type = CAMERA
[2018.10.11-09.28.12:246][47]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.28.12:246][47]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.28.12:246][47]LogCarla: Image Size = 320x320
[2018.10.11-09.28.12:246][47]LogCarla: Post-Processing = Depth
[2018.10.11-09.28.12:246][47]LogCarla: FOV = 90.000000
[2018.10.11-09.28.12:246][47]LogCarla: [CARLA/Sensor/CameraSemSeg]
[2018.10.11-09.28.12:246][47]LogCarla: Id = 25375209
[2018.10.11-09.28.12:246][47]LogCarla: Type = CAMERA
[2018.10.11-09.28.12:246][47]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.28.12:246][47]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.28.12:246][47]LogCarla: Image Size = 320x320
[2018.10.11-09.28.12:246][47]LogCarla: Post-Processing = SemanticSegmentation
[2018.10.11-09.28.12:246][47]LogCarla: FOV = 90.000000
[2018.10.11-09.28.12:246][47]LogCarla: [CARLA/Sensor/CameraForHuman]
[2018.10.11-09.28.12:247][47]LogCarla: Id = -593110126
[2018.10.11-09.28.12:247][47]LogCarla: Type = CAMERA
[2018.10.11-09.28.12:247][47]LogCarla: Position = (X=200.000 Y=0.000 Z=140.000)
[2018.10.11-09.28.12:247][47]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.28.12:247][47]LogCarla: Image Size = 500x500
[2018.10.11-09.28.12:247][47]LogCarla: Post-Processing = SceneFinal
[2018.10.11-09.28.12:247][47]LogCarla: FOV = 90.000000
[2018.10.11-09.28.12:247][47]LogCarla: [CARLA/Sensor/Lidar32]
[2018.10.11-09.28.12:247][47]LogCarla: Id = -795144095
[2018.10.11-09.28.12:247][47]LogCarla: Type = LIDAR_RAY_CAST
[2018.10.11-09.28.12:247][47]LogCarla: Position = (X=0.000 Y=0.000 Z=250.000)
[2018.10.11-09.28.12:247][47]LogCarla: Rotation = (P=0.000000 Y=0.000000 R=0.000000)
[2018.10.11-09.28.12:247][47]LogCarla: Channels = 32
[2018.10.11-09.28.12:247][47]LogCarla: Range = 5000.000000
[2018.10.11-09.28.12:247][47]LogCarla: PointsPerSecond = 100000
[2018.10.11-09.28.12:247][47]LogCarla: RotationFrequency = 10.000000
[2018.10.11-09.28.12:247][47]LogCarla: UpperFovLimit = 10.000000

[2018.10.11-09.28.12:247][47]LogCarla: LowerFovLimit = -30.000000

[2018.10.11-09.28.12:247][47]LogCarla:

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[2018.10.11-09.28.12:247][47]r.AmbientOcclusionLevels = "-1"

[2018.10.11-09.28.12:294][47]r.RHICmdBypass = "1"

[2018.10.11-09.28.12:342][47]r.DefaultFeature.AntiAliasing = "2"

[2018.10.11-09.28.12:366][47]r.Streaming.PoolSize = "2000"

[2018.10.11-09.28.12:366][47]r.MinScreenRadiusForLights = "0.03"

[2018.10.11-09.28.12:366][47]r.SeparateTranslucency = "1"

[2018.10.11-09.28.12:366][47]r.PostProcessAAQuality = "4"

[2018.10.11-09.28.12:366][47]r.BloomQuality = "5"

[2018.10.11-09.28.12:366][47]r.SSR.Quality = "3"

[2018.10.11-09.28.12:366][47]r.DepthOfFieldQuality = "2"

[2018.10.11-09.28.12:366][47]r.SceneColorFormat = "4"

[2018.10.11-09.28.12:366][47]r.TranslucencyVolumeBlur = "1"

[2018.10.11-09.28.12:366][47]r.TranslucencyLightingVolumeDim = "64"

[2018.10.11-09.28.12:366][47]r.MaxAnisotropy = "8"

[2018.10.11-09.28.12:366][47]r.LensFlareQuality = "2"

[2018.10.11-09.28.12:366][47]r.SceneColorFringeQuality = "1"

[2018.10.11-09.28.12:366][47]r.FastBlurThreshold = "100"

[2018.10.11-09.28.12:367][47]r.SSR.MaxRoughness = "-1"

[2018.10.11-09.28.12:424][47]r.EarlyZPass = "3"

[2018.10.11-09.28.12:625][47]r.EarlyZPassMovable = "1"

[2018.10.11-09.28.12:744][47]foliage.DitheredLOD = "1"

[2018.10.11-09.28.12:745][47]sg.PostProcessQuality = "3"

[2018.10.11-09.28.12:745][47]r.ViewDistanceScale = "1"

[2018.10.11-09.28.12:745][47]sg.ShadowQuality = "3"

[2018.10.11-09.28.12:746][47]sg.TextureQuality = "3"

[2018.10.11-09.28.12:746][47]sg.EffectsQuality = "3"

[2018.10.11-09.28.12:746][47]sg.FoliageQuality = "3"

[2018.10.11-09.28.12:746][47]foliage.DensityScale = "1"

[2018.10.11-09.28.12:746][47]grass.densityScale = "1"

[2018.10.11-09.28.12:746][47]r.TranslucentLightingVolume = "1"

[2018.10.11-09.28.12:747][47]r.LightShaftDownSampleFactor = "2"

[2018.10.11-09.28.12:747][47]r.DetailMode = "2"

[2018.10.11-09.28.12:783][47]LogWorld: Bringing up level for play took: 1.990795

[2018.10.11-09.28.12:784][47]LogCarlaServer: Sending 152 available start positions

[2018.10.11-09.28.12:784][47]LogCarlaServer: Sending 5 sensor descriptions

[2018.10.11-09.28.12:787][47]LogCarlaServer: Episode start received: { StartIndex = 26 }

[2018.10.11-09.28.12:788][47]LogCarla: Created Capture Camera 2108871849 with
postprocess "SceneFinal"

[2018.10.11-09.28.12:788][47]LogCarla: Created Capture Camera -2085106925 with postprocess "Depth"

[2018.10.11-09.28.12:788][47]LogCarla: Created Capture Camera 25375209 with postprocess "SemanticSegmentation"

[2018.10.11-09.28.12:788][47]LogCarla: Created Capture Camera -593110126 with postprocess "SceneFinal"

[2018.10.11-09.28.12:788][47]LogCarla: Created Lidar -795144095

[2018.10.11-09.28.12:818][47]LogCarla: Changing weather settings to "Default"

[2018.10.11-09.28.12:818][47]LogCarlaServer: Ready to play, notifying client

[2018.10.11-09.28.12:821][47]LogCarla: Found 152 PlayerStart positions for spawning vehicles

[2018.10.11-09.28.14:746][47]LogCarla: Spawned all 60 vehicles

[2018.10.11-09.28.14:899][47]g.TimeoutForBlockOnRenderFence = "300000"

[2018.10.11-09.28.14:899][47]g.TimeoutForBlockOnRenderFence = "300000"

[2018.10.11-09.28.14:900][47]g.TimeoutForBlockOnRenderFence = "300000"

[2018.10.11-09.28.14:900][47]g.TimeoutForBlockOnRenderFence = "300000"

[2018.10.11-09.28.14:913][47]LogLoad: Took 8.405518 seconds to LoadMap(/Game/Maps/Town01)

[2018.10.11-09.28.14:979][47]LogRenderer: Reallocating scene render targets to support 320x320 Format 10 NumSamples 1 (Frame:1).

[2018.10.11-09.28.15:358][47]LogRenderer: Reallocating scene render targets to support 500x500 Format 10 NumSamples 1 (Frame:1).

[2018.10.11-09.28.15:498][47]LogRenderer: Reallocating scene render targets to support 800x600 Format 10 NumSamples 1 (Frame:1).

[2018.10.11-09.28.15:807][48]LogRenderer: Reallocating scene render targets to support 320x320 Format 10 NumSamples 1 (Frame:1).

[2018.10.11-09.28.15:934][48]LogRenderer: Reallocating scene render targets to support 800x600 Format 10 NumSamples 1 (Frame:2).

ERROR: tcpserver 2002 : error reading message: End of file

ERROR: tcpserver 2000 : error reading message: End of file

[2018.10.11-09.28.20:151][57]LogCarlaServer: Warning: Client disconnected, server needs restart

[2018.10.11-09.28.20:151][57]LogCarlaServer: Restarting the level...

[2018.10.11-09.28.20:332][58]LogNet: Browse: /Game/Maps/Town01?Name=Player?restart

[2018.10.11-09.28.20:563][58]LogLoad: LoadMap: /Game/Maps/Town01?Name=Player

[2018.10.11-09.28.24:442][58]LogAIModule: Creating AISystem for world Town01

[2018.10.11-09.28.24:763][58]LogLoad: Game class is 'CarlaGameMode_C'

[2018.10.11-09.28.25:195][58]LogWorld: Bringing World /Game/Maps/Town01.Town01 up for play (max tick rate 0) at 2018.10.11-11.28.25

[2018.10.11-09.28.25:196][58]LogCarla: Loading weather description from/CarlaUE4/Config/CarlaWeather.ini

[2018.10.11-09.28.25:198][58]LogCarla: Loading weather description from/CarlaUE4/Config/CarlaWeather.Town01.ini

[2018.10.11-09.28.25:201][58]LogCarlaServer: Waiting for the client to connect...