RPCS3 v0.0.1-3-2a03211 Pre-Alpha

LDR: Path: C:/Users/user/Documents/rpcs3-ReleaseLLVM-f81a02ed/dev\_hdd0/game/BLUS31431-[Hatsune Miku Project DIVA F 2nd]/PS3\_GAME/USRDIR/BOOT.BIN

LDR: Elf path: /host\_root/C:/Users/user/Documents/rpcs3-ReleaseLLVM-f81a02ed/dev\_hdd0/game/BLUS31431-[Hatsune Miku Project DIVA F 2nd]/PS3\_GAME/USRDIR/BOOT.BIN

LDR: Title: Hatsune Miku: Project DIVA F 2nd

LDR: Serial: BLUS31431

LDR:

LDR: Used configuration:

Audio:

 Convert to 16 bit: false

 Dump to file: false

 Renderer: OpenAL

Core:

 Hook static functions: false

 Load liblv2.sprx only: false

 Load libraries:

 - libfiber.sprx.elf

 - libspurs\_jq.sprx.elf

 - libsre.sprx.elf

 - libvdec.prx

 PPU Decoder: Interpreter (fast)

 SPU Decoder: Interpreter (fast)

Input/Output:

 Camera: Null

 Camera type: Unknown

 Keyboard: Null

 Mouse: Null

 Pad: Keyboard

Log:

 cellAdec: Notice

 cellAtrac: Notice

 cellAtracMulti: Notice

 cellAudio: Notice

 cellAvconfExt: Notice

 cellBGDL: Notice

 cellCamera: Notice

 cellCelp8Enc: Notice

 cellCelpEnc: Notice

 cellDaisy: Notice

 cellDmux: Notice

 cellFiber: Notice

 cellFont: Notice

 cellFontFT: Notice

 cellFs: Notice

 cellGame: Notice

 cellGameExec: Notice

 cellGcmSys: Notice

 cellGem: Notice

 cellGifDec: Notice

 cellHttp: Notice

 cellHttpUtil: Notice

 cellImeJp: Notice

 cellJpgDec: Notice

 cellJpgEnc: Notice

 cellKey2char: Notice

 cellL10n: Notice

 cellMic: Notice

 cellMusic: Notice

 cellMusicDecode: Notice

 cellMusicExport: Notice

 cellNetCtl: Notice

 cellOskDialog: Notice

 cellOvis: Notice

 cellPamf: Notice

 cellPhotoDecode: Notice

 cellPhotoExport: Notice

 cellPhotoImportUtil: Notice

 cellPngDec: Notice

 cellPngEnc: Notice

 cellPrint: Notice

 cellRec: Notice

 cellRemotePlay: Notice

 cellResc: Notice

 cellRtc: Notice

 cellRudp: Notice

 cellSail: Notice

 cellSailRec: Notice

 cellSaveData: Notice

 cellScreenshot: Notice

 cellSearch: Notice

 cellSheap: Notice

 cellSpudll: Notice

 cellSpurs: Notice

 cellSpursJq: Notice

 cellSsl: Notice

 cellSubdisplay: Notice

 cellSync: Notice

 cellSync2: Notice

 cellSysconf: Notice

 cellSysmodule: Notice

 cellSysutil: Notice

 cellSysutilAp: Notice

 cellSysutilAvc: Notice

 cellSysutilAvc2: Notice

 cellSysutilMisc: Notice

 cellUsbPspcm: Notice

 cellUsbd: Notice

 cellUserInfo: Notice

 cellVdec: Notice

 cellVideoExport: Notice

 cellVideoUpload: Notice

 cellVoice: Notice

 cellVpost: Notice

 libmixer: Notice

 libnet: Notice

 libsnd3: Notice

 libsynth2: Notice

 sceAppMgr: Notice

 sceAppUtil: Notice

 sceAudio: Notice

 sceAudioIn: Notice

 sceAudiodec: Notice

 sceAudioenc: Notice

 sceCamera: Notice

 sceCodecEngine: Notice

 sceCommonDialog: Notice

 sceCtrl: Notice

 sceDbg: Notice

 sceDeci4p: Notice

 sceDeflt: Notice

 sceDisplay: Notice

 sceFiber: Notice

 sceFios: Notice

 sceFpu: Notice

 sceGxm: Notice

 sceHttp: Notice

 sceIme: Notice

 sceJpeg: Notice

 sceJpegEnc: Notice

 sceLibKernel: Notice

 sceLibXml: Notice

 sceLibc: Notice

 sceLibm: Notice

 sceLibstdcxx: Notice

 sceLiveArea: Notice

 sceLocation: Notice

 sceMd5: Notice

 sceMotion: Notice

 sceMt19937: Notice

 sceNet: Notice

 sceNetCtl: Notice

 sceNgs: Notice

 sceNp: Notice

 sceNp2: Notice

 sceNpBasic: Notice

 sceNpClans: Notice

 sceNpCommerce2: Notice

 sceNpCommon: Notice

 sceNpManager: Notice

 sceNpMatching: Notice

 sceNpScore: Notice

 sceNpSns: Notice

 sceNpTrophy: Notice

 sceNpTus: Notice

 sceNpUtil: Notice

 sceNpUtility: Notice

 scePerf: Notice

 scePgf: Notice

 scePhotoExport: Notice

 sceRazorCapture: Notice

 sceRtc: Notice

 sceSas: Notice

 sceScreenShot: Notice

 sceSfmt: Notice

 sceSha: Notice

 sceSqlite: Notice

 sceSsl: Notice

 sceSulpha: Notice

 sceSysmodule: Notice

 sceSystemGesture: Notice

 sceTouch: Notice

 sceUlt: Notice

 sceVideodec: Notice

 sceVoice: Notice

 sceVoiceQoS: Notice

 sysPrxForUser: Notice

 sys\_cond: Notice

 sys\_dbg: Notice

 sys\_event: Notice

 sys\_event\_flag: Notice

 sys\_fs: Notice

 sys\_interrupt: Notice

 sys\_io: Notice

 sys\_libc: Notice

 sys\_lv2dbg: Notice

 sys\_lwcond: Notice

 sys\_lwmutex: Notice

 sys\_memory: Notice

 sys\_mmapper: Notice

 sys\_mutex: Notice

 sys\_ppu\_thread: Notice

 sys\_process: Notice

 sys\_prx: Notice

 sys\_rsx: Notice

 sys\_rwlock: Notice

 sys\_semaphore: Notice

 sys\_spu: Notice

 sys\_time: Notice

 sys\_timer: Notice

 sys\_trace: Notice

 sys\_tty: Notice

 sys\_vm: Notice

Miscellaneous:

 Always start after boot: false

 Auto Pause at Function Call: false

 Auto Pause at System Call: false

 Exit RPCS3 when process finishes: false

Net:

 Connection status: Disconnected

 IP address: 192.168.1.1

System:

 Language: Japanese

VFS:

 $(EmulatorDir): ""

 /app\_home/: ""

 /dev\_bdvd/: ""

 /dev\_flash/: $(EmulatorDir)dev\_flash/

 /dev\_hdd0/: $(EmulatorDir)dev\_hdd0/

 /dev\_hdd1/: $(EmulatorDir)dev\_hdd1/

 /dev\_usb000/: $(EmulatorDir)dev\_usb000/

 Enable /host\_root/: true

Video:

 3D Monitor: false

 Aspect ratio: 16x9

 D3D12:

 Adapter: ""

 Debug output: false

 Debug overlay: false

 Frame limit: Off

 Log shader programs: false

 Read Color Buffers: false

 Read Depth Buffer: false

 Renderer: OpenGL

 Resolution: 1280x720

 VSync: false

 Write Color Buffers: false

 Write Depth Buffer: false

LDR: Mount info:

LDR: /dev\_hdd0/ -> $(EmulatorDir)dev\_hdd0/

LDR: /dev\_hdd1/ -> $(EmulatorDir)dev\_hdd1/

LDR: /dev\_flash/ -> $(EmulatorDir)dev\_flash/

LDR: /dev\_usb/ -> $(EmulatorDir)dev\_usb000/

LDR: /dev\_usb000/ -> $(EmulatorDir)dev\_usb000/

LDR: /dev\_bdvd/ -> C:/Users/user/Documents/rpcs3-ReleaseLLVM-f81a02ed/dev\_hdd0/game/BLUS31431-[Hatsune Miku Project DIVA F 2nd]/

LDR: /app\_home/ -> C:/Users/user/Documents/rpcs3-ReleaseLLVM-f81a02ed/dev\_hdd0/game/BLUS31431-[Hatsune Miku Project DIVA F 2nd]/PS3\_GAME/USRDIR/

LDR: /host\_root/ -> .

LDR:

LDR: \*\*\* TLS segment addr: 0x00a2f244

LDR: \*\*\* TLS segment size: 0x00000004

LDR: \*\*\* TLS memory size: 0x0000015c

LDR: \*\*\* sdk version: 0x450001

LDR: \*\*\* primary prio: 1000

LDR: \*\*\* primary stacksize: 0x58000

LDR: \*\*\* malloc pagesize: 0x100000

LDR: \*\*\* ppc seg: 0x0

LDR: \*\* Imported module 'cellAdec' (0x0, 0x0)

LDR: \*\*\*\* cellAdec import: [cellAdecDecodeAu] -> 0x9786cc

LDR: \*\*\*\* cellAdec import: [cellAdecStartSeq] -> 0x9786ec

LDR: \*\*\*\* cellAdec import: [cellAdecQueryAttr] -> 0x97870c

LDR: \*\*\*\* cellAdec import: [cellAdecClose] -> 0x97872c

LDR: \*\*\*\* cellAdec import: [cellAdecGetPcm] -> 0x97874c

LDR: \*\*\*\* cellAdec import: [cellAdecGetPcmItem] -> 0x97876c

LDR: \*\*\*\* cellAdec import: [cellAdecOpen] -> 0x97878c

LDR: \*\*\*\* cellAdec import: [cellAdecEndSeq] -> 0x9787ac

LDR: \*\* Imported module 'cellAudio' (0x0, 0x0)

LDR: \*\*\*\* cellAudio import: [cellAudioInit] -> 0x9787cc

LDR: \*\*\*\* cellAudio import: [cellAudioQuit] -> 0x9787ec

LDR: \*\*\*\* cellAudio import: [cellAudioSetNotifyEventQueue] -> 0x97ab6c

LDR: \*\*\*\* cellAudio import: [cellAudioGetPortTimestamp] -> 0x97ab8c

LDR: \*\*\*\* cellAudio import: [cellAudioPortClose] -> 0x97abac

LDR: \*\*\*\* cellAudio import: [cellAudioPortStop] -> 0x97abcc

LDR: \*\*\*\* cellAudio import: [cellAudioGetPortConfig] -> 0x97abec

LDR: \*\*\*\* cellAudio import: [cellAudioPortStart] -> 0x97ac0c

LDR: \*\*\*\* cellAudio import: [cellAudioPortOpen] -> 0x97ac2c

LDR: \*\*\*\* cellAudio import: [cellAudioGetPortBlockTag] -> 0x97ac4c

LDR: \*\*\*\* cellAudio import: [cellAudioRemoveNotifyEventQueue] -> 0x97ac6c

LDR: \*\* Imported module 'sys\_fs' (0x0, 0x0)

LDR: \*\*\*\* sys\_fs import: [cellFsReadWithOffset] -> 0x97880c

LDR: \*\*\*\* sys\_fs import: [cellFsRmdir] -> 0x97882c

LDR: \*\*\*\* sys\_fs import: [cellFsClose] -> 0x97884c

LDR: \*\*\*\* sys\_fs import: [cellFsOpendir] -> 0x97886c

LDR: \*\*\*\* sys\_fs import: [cellFsRead] -> 0x97888c

LDR: \*\*\*\* sys\_fs import: [cellFsReaddir] -> 0x9788ac

LDR: \*\*\*\* sys\_fs import: [cellFsOpen] -> 0x9788cc

LDR: \*\*\*\* sys\_fs import: [cellFsStat] -> 0x9788ec

LDR: \*\*\*\* sys\_fs import: [cellFsUnlink] -> 0x97890c

LDR: \*\*\*\* sys\_fs import: [cellFsWriteWithOffset] -> 0x97892c

LDR: \*\*\*\* sys\_fs import: [cellFsLseek] -> 0x97894c

LDR: \*\*\*\* sys\_fs import: [cellFsMkdir] -> 0x97896c

LDR: \*\*\*\* sys\_fs import: [cellFsWrite] -> 0x97898c

LDR: \*\*\*\* sys\_fs import: [cellFsFstat] -> 0x9789ac

LDR: \*\*\*\* sys\_fs import: [cellFsRename] -> 0x9789cc

LDR: \*\*\*\* sys\_fs import: [cellFsClosedir] -> 0x9789ec

LDR: \*\*\*\* sys\_fs import: [cellFsSdataOpenByFd] -> 0x97aaec

LDR: \*\*\*\* sys\_fs import: [cellFsFsync] -> 0x97ab0c

LDR: \*\*\*\* sys\_fs import: [cellFsGetFreeSize] -> 0x97ab2c

LDR: \*\*\*\* sys\_fs import: [cellFsSdataOpen] -> 0x97ab4c

LDR: \*\* Imported module 'cellUsbd' (0x0, 0x0)

LDR: \*\*\*\* cellUsbd import: [cellUsbdInterruptTransfer] -> 0x978a0c

LDR: \*\*\*\* cellUsbd import: [cellUsbdOpenPipe] -> 0x978a2c

LDR: \*\*\*\* cellUsbd import: [cellUsbdScanStaticDescriptor] -> 0x978a4c

LDR: \*\*\*\* cellUsbd import: [cellUsbdEnd] -> 0x978a6c

LDR: \*\*\*\* cellUsbd import: [cellUsbdRegisterExtraLdd] -> 0x978a8c

LDR: \*\*\*\* cellUsbd import: [cellUsbdUnregisterExtraLdd] -> 0x978aac

LDR: \*\*\*\* cellUsbd import: [cellUsbdControlTransfer] -> 0x978acc

LDR: \*\*\*\* cellUsbd import: [cellUsbdInit] -> 0x978aec

LDR: \*\* Imported module 'cellGcmSys' (0x0, 0x0)

LDR: \*\*\*\* cellGcmSys import: [cellGcmMapMainMemory] -> 0x978b0c

LDR: \*\*\*\* cellGcmSys import: [cellGcmUnmapEaIoAddress] -> 0x978b2c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetLabelAddress] -> 0x978b4c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetTiledPitchSize] -> 0x97ac8c

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetQueueHandler] -> 0x97acac

LDR: \*\*\*\* cellGcmSys import: [cellGcmAddressToOffset] -> 0x97accc

LDR: \*\*\*\* cellGcmSys import: [cellGcmBindTile] -> 0x97acec

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetFlipMode] -> 0x97ad0c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetVBlankCount] -> 0x97ad2c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetFlipStatus] -> 0x97ad4c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetReport] -> 0x97ad6c

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetDisplayBuffer] -> 0x97ad8c

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetVBlankHandler] -> 0x97adac

LDR: \*\*\*\* cellGcmSys import: [cellGcmResetFlipStatus] -> 0x97adcc

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetDefaultCommandBuffer] -> 0x97adec

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetTileInfo] -> 0x97ae0c

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetZcull] -> 0x97ae2c

LDR: \*\*\*\* cellGcmSys import: [cellGcmUnbindTile] -> 0x97ae4c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetConfiguration] -> 0x97ae6c

LDR: \*\*\*\* cellGcmSys import: [\_cellGcmInitBody] -> 0x97b16c

LDR: \*\*\*\* cellGcmSys import: [\_cellGcmSetFlipCommand] -> 0x97b18c

LDR: \*\*\*\* cellGcmSys import: [\_cellGcmFunc15] -> 0x97b1ac

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetDefaultCommandWordSize] -> 0x97b1cc

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetDefaultSegmentWordSize] -> 0x97b1ec

LDR: \*\*\*\* cellGcmSys import: [cellGcmSetDefaultFifoSize] -> 0x97b20c

LDR: \*\*\*\* cellGcmSys import: [cellGcmGetControlRegister] -> 0x97b22c

LDR: \*\*\*\* cellGcmSys import: [\_cellGcmSetFlipCommandWithWaitLabel] -> 0x97b24c

LDR: \*\* Imported module 'cellHttp' (0x0, 0x0)

LDR: \*\*\*\* cellHttp import: [cellHttpCreateTransaction] -> 0x978b6c

LDR: \*\*\*\* cellHttp import: [cellHttpResponseGetStatusCode] -> 0x978b8c

LDR: \*\*\*\* cellHttp import: [cellHttpClientSetSslCallback] -> 0x978bac

LDR: \*\*\*\* cellHttp import: [cellHttpClientSetAutoRedirect] -> 0x978bcc

LDR: \*\*\*\* cellHttp import: [cellHttpClientSetRecvTimeout] -> 0x978bec

LDR: \*\*\*\* cellHttp import: [cellHttpInit] -> 0x978c0c

LDR: \*\*\*\* cellHttp import: [cellHttpTransactionAbortConnection] -> 0x978c2c

LDR: \*\*\*\* cellHttp import: [cellHttpDestroyTransaction] -> 0x978c4c

LDR: \*\*\*\* cellHttp import: [cellHttpResponseGetContentLength] -> 0x978c6c

LDR: \*\*\*\* cellHttp import: [cellHttpCreateClient] -> 0x978c8c

LDR: \*\*\*\* cellHttp import: [cellHttpsInit] -> 0x978cac

LDR: \*\*\*\* cellHttp import: [cellHttpRequestSetHeader] -> 0x978ccc

LDR: \*\*\*\* cellHttp import: [cellHttpRecvResponse] -> 0x978cec

LDR: \*\*\*\* cellHttp import: [cellHttpClientSetSendTimeout] -> 0x978d0c

LDR: \*\*\*\* cellHttp import: [cellHttpDestroyClient] -> 0x978d2c

LDR: \*\*\*\* cellHttp import: [cellHttpSendRequest] -> 0x978d4c

LDR: \*\*\*\* cellHttp import: [cellHttpRequestSetContentLength] -> 0x978d6c

LDR: \*\*\*\* cellHttp import: [cellHttpClientSetUserAgent] -> 0x978d8c

LDR: \*\*\*\* cellHttp import: [cellHttpEnd] -> 0x978dac

LDR: \*\*\*\* cellHttp import: [cellHttpClientSetConnTimeout] -> 0x978dcc

LDR: \*\*\*\* cellHttp import: [cellHttpsEnd] -> 0x978dec

LDR: \*\* Imported module 'cellHttpUtil' (0x0, 0x0)

LDR: \*\*\*\* cellHttpUtil import: [cellHttpUtilUnescapeUri] -> 0x978e0c

LDR: \*\*\*\* cellHttpUtil import: [cellHttpUtilParseUri] -> 0x978e2c

LDR: \*\*\*\* cellHttpUtil import: [cellHttpUtilEscapeUri] -> 0x978e4c

LDR: \*\* Imported module 'sys\_io' (0x0, 0x0)

LDR: \*\*\*\* sys\_io import: [cellPadInit] -> 0x978e6c

LDR: \*\*\*\* sys\_io import: [cellKbClearBuf] -> 0x978e8c

LDR: \*\*\*\* sys\_io import: [cellPadLddRegisterController] -> 0x978eac

LDR: \*\*\*\* sys\_io import: [cellKbGetInfo] -> 0x978ecc

LDR: \*\*\*\* sys\_io import: [cellMouseGetData] -> 0x978eec

LDR: \*\*\*\* sys\_io import: [cellMouseClearBuf] -> 0x978f0c

LDR: \*\*\*\* sys\_io import: [cellKbInit] -> 0x978f2c

LDR: \*\*\*\* sys\_io import: [cellPadEnd] -> 0x978f4c

LDR: \*\*\*\* sys\_io import: [cellPadSetPortSetting] -> 0x978f6c

LDR: \*\*\*\* sys\_io import: [cellMouseGetInfo] -> 0x978f8c

LDR: \*\*\*\* sys\_io import: [cellPadGetData] -> 0x978fac

LDR: \*\*\*\* sys\_io import: [cellPadLddGetPortNo] -> 0x978fcc

LDR: \*\*\*\* sys\_io import: [cellKbSetCodeType] -> 0x978fec

LDR: \*\*\*\* sys\_io import: [cellPadGetInfo2] -> 0x97900c

LDR: \*\*\*\* sys\_io import: [cellPadLddDataInsert] -> 0x97902c

LDR: \*\*\*\* sys\_io import: [cellKbEnd] -> 0x97904c

LDR: \*\*\*\* sys\_io import: [cellMouseInit] -> 0x97906c

LDR: \*\*\*\* sys\_io import: [cellKbSetReadMode] -> 0x97908c

LDR: \*\*\*\* sys\_io import: [cellMouseEnd] -> 0x9790ac

LDR: \*\*\*\* sys\_io import: [cellPadLddUnregisterController] -> 0x9790cc

LDR: \*\*\*\* sys\_io import: [cellPadSetActDirect] -> 0x9790ec

LDR: \*\*\*\* sys\_io import: [cellKbRead] -> 0x97910c

LDR: \*\* Imported module 'cellJpgEnc' (0x0, 0x0)

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncQueryAttr] -> 0x97912c

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncWaitForInput] -> 0x97914c

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncGetStreamInfo] -> 0x97916c

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncClose] -> 0x97918c

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncWaitForOutput] -> 0x9791ac

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncOpen] -> 0x9791cc

LDR: \*\*\*\* cellJpgEnc import: [cellJpgEncEncodePicture] -> 0x9791ec

LDR: \*\* Imported module 'cellJpgDec' (0x0, 0x0)

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecReadHeader] -> 0x97920c

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecClose] -> 0x97922c

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecOpen] -> 0x97924c

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecCreate] -> 0x97926c

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecDecodeData] -> 0x97928c

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecDestroy] -> 0x9792ac

LDR: \*\*\*\* cellJpgDec import: [cellJpgDecSetParameter] -> 0x9792cc

LDR: \*\* Imported module 'sys\_net' (0x0, 0x0)

LDR: \*\*\*\* sys\_net import: [sys\_net::sys\_net\_initialize\_network\_ex] -> 0x9792ec

LDR: \*\*\*\* sys\_net import: [sys\_net::sys\_net\_finalize\_network] -> 0x97930c

LDR: \*\* Imported module 'cellNetCtl' (0x0, 0x0)

LDR: \*\*\*\* cellNetCtl import: [cellNetCtlTerm] -> 0x97932c

LDR: \*\*\*\* cellNetCtl import: [cellNetCtlGetState] -> 0x97934c

LDR: \*\*\*\* cellNetCtl import: [cellNetCtlInit] -> 0x97936c

LDR: \*\*\*\* cellNetCtl import: [cellNetCtlNetStartDialogLoadAsync] -> 0x97ae8c

LDR: \*\*\*\* cellNetCtl import: [cellNetCtlNetStartDialogUnloadAsync] -> 0x97aeac

LDR: \*\* Imported module 'cellPngEnc' (0x0, 0x0)

LDR: \*\*\*\* cellPngEnc import: [cellPngEncClose] -> 0x97938c

LDR: \*\*\*\* cellPngEnc import: [cellPngEncOpen] -> 0x9793ac

LDR: \*\*\*\* cellPngEnc import: [cellPngEncQueryAttr] -> 0x9793cc

LDR: \*\*\*\* cellPngEnc import: [cellPngEncGetStreamInfo] -> 0x9793ec

LDR: \*\*\*\* cellPngEnc import: [cellPngEncEncodePicture] -> 0x97940c

LDR: \*\*\*\* cellPngEnc import: [cellPngEncWaitForInput] -> 0x97942c

LDR: \*\*\*\* cellPngEnc import: [cellPngEncWaitForOutput] -> 0x97944c

LDR: \*\* Imported module 'cellRtc' (0x0, 0x0)

LDR: \*\*\*\* cellRtc import: [cellRtcFormatRfc3339LocalTime] -> 0x97946c

LDR: \*\*\*\* cellRtc import: [cellRtcGetCurrentClockLocalTime] -> 0x97948c

LDR: \*\*\*\* cellRtc import: [cellRtcTickAddMinutes] -> 0x9794ac

LDR: \*\*\*\* cellRtc import: [cellRtcTickAddYears] -> 0x9794cc

LDR: \*\*\*\* cellRtc import: [cellRtcTickAddDays] -> 0x9794ec

LDR: \*\*\*\* cellRtc import: [cellRtcSetTick] -> 0x97950c

LDR: \*\*\*\* cellRtc import: [cellRtcGetCurrentTick] -> 0x97952c

LDR: \*\*\*\* cellRtc import: [cellRtcConvertUtcToLocalTime] -> 0x97954c

LDR: \*\*\*\* cellRtc import: [cellRtcGetTick] -> 0x97956c

LDR: \*\*\*\* cellRtc import: [cellRtcTickAddHours] -> 0x97958c

LDR: \*\* Imported module 'cellSpurs' (0x0, 0x0)

LDR: \*\*\*\* cellSpurs import: [\_cellSpursLFQueueInitialize] -> 0x9795ac

LDR: \*\*\*\* cellSpurs import: [\_cellSpursTasksetAttributeInitialize] -> 0x9795cc

LDR: \*\*\*\* cellSpurs import: [cellSpursLFQueueAttachLv2EventQueue] -> 0x9795ec

LDR: \*\*\*\* cellSpurs import: [cellSpursEventFlagDetachLv2EventQueue] -> 0x97960c

LDR: \*\*\*\* cellSpurs import: [cellSpursInitializeWithAttribute2] -> 0x97962c

LDR: \*\*\*\* cellSpurs import: [cellSpursEventFlagClear] -> 0x97964c

LDR: \*\*\*\* cellSpurs import: [\_cellSpursEventFlagInitialize] -> 0x97966c

LDR: \*\*\*\* cellSpurs import: [cellSpursTasksetAttributeSetName] -> 0x97968c

LDR: \*\*\*\* cellSpurs import: [cellSpursLFQueueDetachLv2EventQueue] -> 0x9796ac

LDR: \*\*\*\* cellSpurs import: [cellSpursEventFlagAttachLv2EventQueue] -> 0x9796cc

LDR: \*\*\*\* cellSpurs import: [\_cellSpursLFQueuePushBody] -> 0x9796ec

LDR: \*\*\*\* cellSpurs import: [\_cellSpursAttributeInitialize] -> 0x97970c

LDR: \*\*\*\* cellSpurs import: [cellSpursJoinTaskset] -> 0x97972c

LDR: \*\*\*\* cellSpurs import: [cellSpursShutdownTaskset] -> 0x97974c

LDR: \*\*\*\* cellSpurs import: [cellSpursCreateTask] -> 0x97976c

LDR: \*\*\*\* cellSpurs import: [cellSpursCreateTasksetWithAttribute] -> 0x97978c

LDR: \*\*\*\* cellSpurs import: [cellSpursFinalize] -> 0x9797ac

LDR: \*\* Imported module 'cellSsl' (0x0, 0x0)

LDR: \*\*\*\* cellSsl import: [cellSslCertGetNameEntryInfo] -> 0x9797cc

LDR: \*\*\*\* cellSsl import: [cellSslCertGetRsaPublicKeyExponent] -> 0x9797ec

LDR: \*\*\*\* cellSsl import: [cellSslEnd] -> 0x97980c

LDR: \*\*\*\* cellSsl import: [cellSslCertGetNotAfter] -> 0x97982c

LDR: \*\*\*\* cellSsl import: [cellSslCertGetNotBefore] -> 0x97984c

LDR: \*\*\*\* cellSsl import: [cellSslCertGetSubjectName] -> 0x97986c

LDR: \*\*\*\* cellSsl import: [cellSslCertificateLoader] -> 0x97988c

LDR: \*\*\*\* cellSsl import: [cellSslCertGetMd5Fingerprint] -> 0x9798ac

LDR: \*\*\*\* cellSsl import: [cellSslCertGetNameEntryCount] -> 0x9798cc

LDR: \*\*\*\* cellSsl import: [cellSslCertGetSerialNumber] -> 0x9798ec

LDR: \*\*\*\* cellSsl import: [cellSslCertGetRsaPublicKeyModulus] -> 0x97990c

LDR: \*\*\*\* cellSsl import: [cellSslCertGetIssuerName] -> 0x97992c

LDR: \*\*\*\* cellSsl import: [cellSslCertGetPublicKey] -> 0x97994c

LDR: \*\*\*\* cellSsl import: [cellSslInit] -> 0x97996c

LDR: \*\* Imported module 'cellSysmodule' (0x0, 0x0)

LDR: \*\*\*\* cellSysmodule import: [cellSysmoduleUnloadModule] -> 0x97998c

LDR: \*\*\*\* cellSysmodule import: [cellSysmoduleLoadModule] -> 0x9799ac

LDR: \*\*\*\* cellSysmodule import: [cellSysmoduleInitialize] -> 0x9799cc

LDR: \*\* Imported module 'cellGame' (0x0, 0x0)

LDR: \*\*\*\* cellGame import: [cellGameGetParamString] -> 0x9799ec

LDR: \*\*\*\* cellGame import: [cellGameCreateGameData] -> 0x979a0c

LDR: \*\*\*\* cellGame import: [cellGameContentPermit] -> 0x979a2c

LDR: \*\*\*\* cellGame import: [cellGameContentErrorDialog] -> 0x979a4c

LDR: \*\*\*\* cellGame import: [cellGameDeleteGameData] -> 0x979a6c

LDR: \*\*\*\* cellGame import: [cellGameGetParamInt] -> 0x979a8c

LDR: \*\*\*\* cellGame import: [cellGamePatchCheck] -> 0x979aac

LDR: \*\*\*\* cellGame import: [cellGameDataCheck] -> 0x979acc

LDR: \*\*\*\* cellGame import: [cellGameGetSizeKB] -> 0x979aec

LDR: \*\*\*\* cellGame import: [cellGameBootCheck] -> 0x979b0c

LDR: \*\* Imported module 'sceNp' (0x0, 0x0)

LDR: \*\*\*\* sceNp import: [sceNpBasicSendMessageGui] -> 0x979b2c

LDR: \*\*\*\* sceNp import: [sceNpLookupNpId] -> 0x979b4c

LDR: \*\*\*\* sceNp import: [sceNpScoreDestroyTitleCtx] -> 0x979b6c

LDR: \*\*\*\* sceNp import: [sceNpScoreSetPlayerCharacterId] -> 0x979b8c

LDR: \*\*\*\* sceNp import: [sceNpScoreInit] -> 0x979bac

LDR: \*\*\*\* sceNp import: [sceNpTerm] -> 0x979bcc

LDR: \*\*\*\* sceNp import: [sceNpManagerUnregisterCallback] -> 0x979bec

LDR: \*\*\*\* sceNp import: [sceNpLookupDestroyTitleCtx] -> 0x979c0c

LDR: \*\*\*\* sceNp import: [sceNpLookupInit] -> 0x979c2c

LDR: \*\*\*\* sceNp import: [sceNpManagerGetContentRatingFlag] -> 0x979c4c

LDR: \*\*\*\* sceNp import: [sceNpScoreCreateTransactionCtx] -> 0x979c6c

LDR: \*\*\*\* sceNp import: [sceNpLookupPollAsync] -> 0x979c8c

LDR: \*\*\*\* sceNp import: [sceNpLookupTerm] -> 0x979cac

LDR: \*\*\*\* sceNp import: [sceNpScoreTerm] -> 0x979ccc

LDR: \*\*\*\* sceNp import: [sceNpScorePollAsync] -> 0x979cec

LDR: \*\*\*\* sceNp import: [sceNpBasicUnregisterHandler] -> 0x979d0c

LDR: \*\*\*\* sceNp import: [sceNpScoreCreateTitleCtx] -> 0x979d2c

LDR: \*\*\*\* sceNp import: [sceNpBasicRegisterHandler] -> 0x979d4c

LDR: \*\*\*\* sceNp import: [sceNpInit] -> 0x979d6c

LDR: \*\*\*\* sceNp import: [sceNpManagerGetNetworkTime] -> 0x979d8c

LDR: \*\*\*\* sceNp import: [sceNpScoreGetRankingByNpIdPcId] -> 0x979dac

LDR: \*\*\*\* sceNp import: [sceNpScoreDestroyTransactionCtx] -> 0x979dcc

LDR: \*\*\*\* sceNp import: [sceNpLookupCreateTitleCtx] -> 0x979dec

LDR: \*\*\*\* sceNp import: [sceNpLookupNpIdAsync] -> 0x979e0c

LDR: \*\*\*\* sceNp import: [sceNpBasicGetEvent] -> 0x979e2c

LDR: \*\*\*\* sceNp import: [sceNpManagerRegisterCallback] -> 0x979e4c

LDR: \*\*\*\* sceNp import: [sceNpLookupCreateTransactionCtx] -> 0x979e6c

LDR: \*\*\*\* sceNp import: [sceNpManagerGetChatRestrictionFlag] -> 0x979e8c

LDR: \*\*\*\* sceNp import: [sceNpScoreAbortTransaction] -> 0x979eac

LDR: \*\*\*\* sceNp import: [sceNpDrmIsAvailable2] -> 0x979ecc

LDR: \*\*\*\* sceNp import: [sceNpScoreRecordScoreAsync] -> 0x979eec

LDR: \*\*\*\* sceNp import: [sceNpLookupDestroyTransactionCtx] -> 0x979f0c

LDR: \*\*\*\* sceNp import: [sceNpScoreGetRankingByRange] -> 0x979f2c

LDR: \*\*\*\* sceNp import: [sceNpManagerGetNpId] -> 0x979f4c

LDR: \*\*\*\* sceNp import: [sceNpBasicGetFriendListEntry] -> 0x97b0ac

LDR: \*\*\*\* sceNp import: [sceNpBasicGetFriendListEntryCount] -> 0x97b0cc

LDR: \*\* Imported module 'sceNpTrophy' (0x0, 0x0)

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyRegisterContext] -> 0x979f6c

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyCreateHandle] -> 0x979f8c

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyGetRequiredDiskSpace] -> 0x979fac

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyDestroyContext] -> 0x979fcc

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyInit] -> 0x979fec

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyDestroyHandle] -> 0x97a00c

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyUnlockTrophy] -> 0x97a02c

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyTerm] -> 0x97a04c

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyGetTrophyUnlockState] -> 0x97a06c

LDR: \*\*\*\* sceNpTrophy import: [sceNpTrophyCreateContext] -> 0x97a08c

LDR: \*\* Imported module 'sceNpTus' (0x0, 0x0)

LDR: \*\*\*\* sceNpTus import: [sceNpTusDeleteMultiSlotDataVUser] -> 0x97a0ac

LDR: \*\*\*\* sceNpTus import: [sceNpTusGetMultiSlotVariable] -> 0x97a0cc

LDR: \*\*\*\* sceNpTus import: [sceNpTusSetDataVUser] -> 0x97a0ec

LDR: \*\*\*\* sceNpTus import: [sceNpTusCreateTransactionCtx] -> 0x97a10c

LDR: \*\*\*\* sceNpTus import: [sceNpTusTerm] -> 0x97a12c

LDR: \*\*\*\* sceNpTus import: [sceNpTusGetMultiSlotVariableVUser] -> 0x97a14c

LDR: \*\*\*\* sceNpTus import: [sceNpTusDestroyTitleCtx] -> 0x97a16c

LDR: \*\*\*\* sceNpTus import: [sceNpTusAbortTransaction] -> 0x97a18c

LDR: \*\*\*\* sceNpTus import: [sceNpTusTryAndSetVariableVUser] -> 0x97a1ac

LDR: \*\*\*\* sceNpTus import: [sceNpTusDestroyTransactionCtx] -> 0x97a1cc

LDR: \*\*\*\* sceNpTus import: [sceNpTusTryAndSetVariable] -> 0x97a1ec

LDR: \*\*\*\* sceNpTus import: [0x56D3A5AB] -> 0x97a20c

LDR: \*\*\*\* sceNpTus import: [sceNpTusCreateTitleCtx] -> 0x97a22c

LDR: \*\*\*\* sceNpTus import: [sceNpTusSetData] -> 0x97a24c

LDR: \*\*\*\* sceNpTus import: [sceNpTusGetData] -> 0x97a26c

LDR: \*\*\*\* sceNpTus import: [sceNpTusInit] -> 0x97a28c

LDR: \*\*\*\* sceNpTus import: [sceNpTusAddAndGetVariable] -> 0x97a2ac

LDR: \*\*\*\* sceNpTus import: [sceNpTusGetMultiSlotDataStatusVUser] -> 0x97a2cc

LDR: \*\*\*\* sceNpTus import: [sceNpTusGetDataVUser] -> 0x97a2ec

LDR: \*\*\*\* sceNpTus import: [sceNpTusDeleteMultiSlotVariable] -> 0x97a30c

LDR: \*\*\*\* sceNpTus import: [sceNpTusDeleteMultiSlotVariableVUser] -> 0x97a32c

LDR: \*\*\*\* sceNpTus import: [sceNpTusGetMultiSlotDataStatus] -> 0x97a34c

LDR: \*\*\*\* sceNpTus import: [sceNpTusSetMultiSlotVariable] -> 0x97a36c

LDR: \*\*\*\* sceNpTus import: [sceNpTusDeleteMultiSlotData] -> 0x97a38c

LDR: \*\*\*\* sceNpTus import: [sceNpTusAddAndGetVariableVUser] -> 0x97a3ac

LDR: \*\*\*\* sceNpTus import: [sceNpTusSetMultiSlotVariableVUser] -> 0x97a3cc

LDR: \*\* Imported module 'cellPhotoUtility' (0x0, 0x0)

LDR: \*\*\*\* cellPhotoUtility import: [cellPhotoExportInitialize2] -> 0x97a3ec

LDR: \*\*\*\* cellPhotoUtility import: [cellPhotoExportFromFile] -> 0x97a40c

LDR: \*\*\*\* cellPhotoUtility import: [cellPhotoExportFinalize] -> 0x97a42c

LDR: \*\* Imported module 'cellPhotoImportUtil' (0x0, 0x0)

LDR: \*\*\*\* cellPhotoImportUtil import: [cellPhotoImport2] -> 0x97a44c

LDR: \*\* Imported module 'cellPhotoDecodeUtil' (0x0, 0x0)

LDR: \*\*\*\* cellPhotoDecodeUtil import: [cellPhotoDecodeInitialize2] -> 0x97a46c

LDR: \*\*\*\* cellPhotoDecodeUtil import: [cellPhotoDecodeFromFile] -> 0x97a48c

LDR: \*\*\*\* cellPhotoDecodeUtil import: [cellPhotoDecodeFinalize] -> 0x97a4ac

LDR: \*\* Imported module 'cellSaveData' (0x0, 0x0)

LDR: \*\*\*\* cellSaveData import: [cellSaveDataGetListItem] -> 0x97a4cc

LDR: \*\*\*\* cellSaveData import: [cellSaveDataListDelete] -> 0x97a4ec

LDR: \*\* Imported module 'cellSearchUtility' (0x0, 0x0)

LDR: \*\*\*\* cellSearchUtility import: [cellSearchStartContentSearch] -> 0x97a50c

LDR: \*\*\*\* cellSearchUtility import: [cellSearchGetContentInfoByOffset] -> 0x97a52c

LDR: \*\*\*\* cellSearchUtility import: [cellSearchEnd] -> 0x97a54c

LDR: \*\*\*\* cellSearchUtility import: [cellSearchFinalize] -> 0x97a56c

LDR: \*\*\*\* cellSearchUtility import: [cellSearchInitialize] -> 0x97a58c

LDR: \*\*\*\* cellSearchUtility import: [cellSearchPrepareFile] -> 0x97a5ac

LDR: \*\*\*\* cellSearchUtility import: [cellSearchGetContentInfoPath] -> 0x97a5cc

LDR: \*\* Imported module 'cellScreenShotUtility' (0x0, 0x0)

LDR: \*\*\*\* cellScreenShotUtility import: [cellScreenShotSetOverlayImage] -> 0x97a5ec

LDR: \*\*\*\* cellScreenShotUtility import: [cellScreenShotEnable] -> 0x97a60c

LDR: \*\*\*\* cellScreenShotUtility import: [cellScreenShotSetParameter] -> 0x97a62c

LDR: \*\*\*\* cellScreenShotUtility import: [cellScreenShotDisable] -> 0x97a64c

LDR: \*\* Imported module 'cellSysutil' (0x0, 0x0)

LDR: \*\*\*\* cellSysutil import: [cellSysutilUnregisterCallback] -> 0x97a66c

LDR: \*\*\*\* cellSysutil import: [cellSysutilCheckCallback] -> 0x97a68c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataListLoad2] -> 0x97a6ac

LDR: \*\*\*\* cellSysutil import: [cellMsgDialogClose] -> 0x97a6cc

LDR: \*\*\*\* cellSysutil import: [cellSaveDataListAutoLoad] -> 0x97a6ec

LDR: \*\*\*\* cellSysutil import: [cellWebBrowserWakeupWithGameExit] -> 0x97a70c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataFixedLoad2] -> 0x97a72c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataFixedSave2] -> 0x97a74c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataListSave2] -> 0x97a76c

LDR: \*\*\*\* cellSysutil import: [cellOskDialogUnloadAsync] -> 0x97a78c

LDR: \*\*\*\* cellSysutil import: [cellMsgDialogOpenErrorCode] -> 0x97a7ac

LDR: \*\*\*\* cellSysutil import: [cellSysutilGetSystemParamInt] -> 0x97a7cc

LDR: \*\*\*\* cellSysutil import: [cellMsgDialogOpen2] -> 0x97a7ec

LDR: \*\*\*\* cellSysutil import: [cellOskDialogLoadAsync] -> 0x97a80c

LDR: \*\*\*\* cellSysutil import: [cellVideoOutGetState] -> 0x97a82c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataAutoSave2] -> 0x97a84c

LDR: \*\*\*\* cellSysutil import: [cellMsgDialogProgressBarInc] -> 0x97a86c

LDR: \*\*\*\* cellSysutil import: [cellMsgDialogProgressBarSetMsg] -> 0x97a88c

LDR: \*\*\*\* cellSysutil import: [cellSysutilRegisterCallback] -> 0x97a8ac

LDR: \*\*\*\* cellSysutil import: [cellOskDialogSetKeyLayoutOption] -> 0x97a8cc

LDR: \*\*\*\* cellSysutil import: [cellOskDialogAbort] -> 0x97a8ec

LDR: \*\*\*\* cellSysutil import: [cellOskDialogSetInitialKeyLayout] -> 0x97a90c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataFixedDelete] -> 0x97a92c

LDR: \*\*\*\* cellSysutil import: [cellVideoOutGetResolution] -> 0x97a94c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataEnableOverlay] -> 0x97a96c

LDR: \*\*\*\* cellSysutil import: [cellSaveDataDelete2] -> 0x97a98c

LDR: \*\*\*\* cellSysutil import: [cellOskDialogSetLayoutMode] -> 0x97a9ac

LDR: \*\*\*\* cellSysutil import: [cellSaveDataAutoLoad2] -> 0x97a9cc

LDR: \*\*\*\* cellSysutil import: [cellVideoOutConfigure] -> 0x97b0ec

LDR: \*\*\*\* cellSysutil import: [cellVideoOutGetDeviceInfo] -> 0x97b10c

LDR: \*\*\*\* cellSysutil import: [cellVideoOutGetNumberOfDevice] -> 0x97b12c

LDR: \*\*\*\* cellSysutil import: [cellVideoOutGetResolutionAvailability] -> 0x97b14c

LDR: \*\* Imported module 'libvdec' (0x0, 0x0)

LDR: \*\*\*\* libvdec import: [cellVdecOpenEx] -> 0x97a9ec

LDR: \*\*\*\* libvdec import: [cellVdecClose] -> 0x97aa0c

LDR: \*\*\*\* libvdec import: [cellVdecGetPicItem] -> 0x97aa2c

LDR: \*\*\*\* libvdec import: [cellVdecDecodeAu] -> 0x97aa4c

LDR: \*\*\*\* libvdec import: [cellVdecGetPicture] -> 0x97aa6c

LDR: \*\*\*\* libvdec import: [cellVdecEndSeq] -> 0x97aa8c

LDR: \*\*\*\* libvdec import: [cellVdecStartSeq] -> 0x97aaac

LDR: \*\*\*\* libvdec import: [cellVdecQueryAttrEx] -> 0x97aacc

LDR: \*\* Imported module 'cellResc' (0x0, 0x0)

LDR: \*\*\*\* cellResc import: [cellRescGcmSurface2RescSrc] -> 0x97aecc

LDR: \*\*\*\* cellResc import: [cellRescSetDsts] -> 0x97aeec

LDR: \*\*\*\* cellResc import: [cellRescResetFlipStatus] -> 0x97af0c

LDR: \*\*\*\* cellResc import: [cellRescSetDisplayMode] -> 0x97af2c

LDR: \*\*\*\* cellResc import: [cellRescSetConvertAndFlip] -> 0x97af4c

LDR: \*\*\*\* cellResc import: [cellRescExit] -> 0x97af6c

LDR: \*\*\*\* cellResc import: [cellRescSetFlipHandler] -> 0x97af8c

LDR: \*\*\*\* cellResc import: [cellRescInit] -> 0x97afac

LDR: \*\*\*\* cellResc import: [cellRescGetBufferSize] -> 0x97afcc

LDR: \*\*\*\* cellResc import: [cellRescSetSrc] -> 0x97afec

LDR: \*\*\*\* cellResc import: [cellRescSetBufferAddress] -> 0x97b00c

LDR: \*\*\*\* cellResc import: [cellRescGetFlipStatus] -> 0x97b02c

LDR: \*\*\*\* cellResc import: [cellRescVideoOutResolutionId2RescBufferMode] -> 0x97b04c

LDR: \*\*\*\* cellResc import: [cellRescSetVBlankHandler] -> 0x97b06c

LDR: \*\* Imported module 'cellSysutilAvconfExt' (0x0, 0x0)

LDR: \*\*\*\* cellSysutilAvconfExt import: [cellVideoOutGetScreenSize] -> 0x97b08c

LDR: \*\* Imported module 'sysPrxForUser' (0x0, 0x0)

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_lock] -> 0x97b26c

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_unlock] -> 0x97b28c

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_destroy] -> 0x97b2ac

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_create] -> 0x97b2cc

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_load\_module] -> 0x97b2ec

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_wait] -> 0x97b30c

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_process\_atexitspawn] -> 0x97b32c

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_create] -> 0x97b34c

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_get\_id] -> 0x97b36c

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_heap\_malloc] -> 0x97b38c

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_register\_library] -> 0x97b3ac

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_heap\_memalign] -> 0x97b3cc

LDR: \*\*\*\* sysPrxForUser import: [sys\_process\_is\_stack] -> 0x97b3ec

LDR: \*\*\*\* sysPrxForUser import: [sys\_initialize\_tls] -> 0x97b40c

LDR: \*\*\*\* sysPrxForUser import: [sys\_time\_get\_system\_time] -> 0x97b42c

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_heap\_free] -> 0x97b44c

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_process\_at\_Exitspawn] -> 0x97b46c

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_exitspawn\_with\_level] -> 0x97b48c

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_load\_module\_on\_memcontainer\_by\_fd] -> 0x97b4ac

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_load\_module\_on\_memcontainer] -> 0x97b4cc

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_trylock] -> 0x97b4ec

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_heap\_delete\_heap] -> 0x97b50c

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_exit] -> 0x97b52c

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_heap\_create\_heap] -> 0x97b54c

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_destroy] -> 0x97b56c

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_create] -> 0x97b58c

LDR: \*\*\*\* sysPrxForUser import: [sys\_spu\_image\_close] -> 0x97b5ac

LDR: \*\*\*\* sysPrxForUser import: [sys\_process\_exit] -> 0x97b5cc

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_signal\_all] -> 0x97b5ec

LDR: \*\*\*\* sysPrxForUser import: [sys\_spu\_image\_import] -> 0x97b60c

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_load\_module\_by\_fd] -> 0x97b62c

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_signal] -> 0x97b64c

LDR: Loading library: libfiber.sprx.elf

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x0, p\_filesz=0x6558, p\_memsz=0x10000, flags=0x400005

LDR: \*\*\*\* Loaded to 0x124a000 (size=0x10000)

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x6560, p\_filesz=0x85f0, p\_memsz=0x85f8, flags=0x600006

LDR: \*\*\*\* Loaded to 0x125a000 (size=0x85f8)

LDR: \*\* Segment: p\_type=0x700000a4, p\_vaddr=0x0, p\_filesz=0x1e18, p\_memsz=0x0, flags=0x0

LDR: Library cellFiber\_Library (toc=0x126a520, rtoc=0x24b4520):

LDR: \*\* Special: [0xBC9A0086] at 0x1262508

LDR: \*\* Special: [0xAB779874] at 0x1262510

LDR: \*\* Special: [0x3AB9A95E] at 0x1262510

LDR: \*\* Special: &[0xD7F43016] at 0x124fe50

LDR: \*\* Special: &[0x6D0F6CAE] at 0x126225c

LDR: \*\* Exported module 'cellFiber' (0x0, 0x0, 0x2c000001, 0x90002)

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextReturnToThread] at 0x12622d8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextRunScheduler] at 0x12622c8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextEnterScheduler] at 0x12622a8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuYield] at 0x12623d0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuRunFibers] at 0x12623b8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlRunFibers] at 0x12624a0

LDR: \*\*\*\* cellFiber export: [\_cellFiberPpuContextAttributeInitialize] at 0x12622f0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlInitialize] at 0x12624d8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextSelf] at 0x1262310

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSchedulerTraceFinalize] at 0x1262420

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlSetPollingMode] at 0x12624c0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlJoinFiber] at 0x1262490

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlDisconnectEventQueue] at 0x1262488

LDR: \*\*\*\* cellFiber export: [\_cellFiberPpuInitialize] at 0x12623f8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlSendSignal] at 0x12624b8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSelf] at 0x12623b0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlConnectEventQueueToSpurs] at 0x1262480

LDR: \*\*\*\* cellFiber export: [\_cellFiberPpuUtilWorkerControlAttributeInitialize] at 0x12624e0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuWaitSignal] at 0x12623e8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextInitialize] at 0x12622e8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuCreateFiber] at 0x12623a8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSendSignal] at 0x1262350

LDR: \*\*\*\* cellFiber export: [cellFiberPpuFinalizeScheduler] at 0x12623c0

LDR: \*\*\*\* cellFiber export: [\_cellFiberPpuSchedulerAttributeInitialize] at 0x1262370

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlFinalize] at 0x12624f0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuWaitFlag] at 0x12623f0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuJoinFiber] at 0x12623e0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextRun] at 0x12622c0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSchedulerTraceStart] at 0x1262440

LDR: \*\*\*\* cellFiber export: [cellFiberPpuGetScheduler] at 0x1262338

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextFinalize] at 0x12622f8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextCheckStackLimit] at 0x1262308

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlWakeup] at 0x12624a8

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSchedulerTraceInitialize] at 0x1262450

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlCreateFiber] at 0x1262498

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlShutdown] at 0x12624e8

LDR: \*\*\*\* cellFiber export: [\_cellFiberPpuAttributeInitialize] at 0x1262378

LDR: \*\*\*\* cellFiber export: [cellFiberPpuContextSwitch] at 0x12622d0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuHasRunnableFiber] at 0x1262330

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSchedulerTraceStop] at 0x1262430

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlCheckFlags] at 0x12624b0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuInitializeScheduler] at 0x1262380

LDR: \*\*\*\* cellFiber export: [cellFiberPpuUtilWorkerControlInitializeWithAttribute] at 0x12624d0

LDR: \*\*\*\* cellFiber export: [cellFiberPpuCheckStackLimit] at 0x1262398

LDR: \*\*\*\* cellFiber export: [cellFiberPpuCheckFlags] at 0x1262328

LDR: \*\*\*\* cellFiber export: [cellFiberPpuExit] at 0x1262360

LDR: \*\*\*\* cellFiber export: [cellFiberPpuSetPriority] at 0x12623a0

LDR: \*\* Imported module 'cellLibprof' (0x0, 0x0)

LDR: \*\*\*\* cellLibprof import: [0x05893E7C] -> 0x124fc88

LDR: \*\*\*\* cellLibprof import: [0x6D045C2E] -> 0x124fca8

LDR: \*\* Imported module 'sysPrxForUser' (0x0, 0x0)

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_get\_id] -> 0x124fcc8

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memset] -> 0x124fce8

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memcpy] -> 0x124fd08

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_printf] -> 0x124fd28

LDR: \*\*\*\* sysPrxForUser import: [0x9FB6228E] -> 0x124fd48

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strncpy] -> 0x124fd68

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_get\_module\_id\_by\_name] -> 0x124fd88

LDR: Loading library: libspurs\_jq.sprx.elf

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x0, p\_filesz=0xeb80, p\_memsz=0x10000, flags=0x400005

LDR: \*\*\*\* Loaded to 0x1263000 (size=0x10000)

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0xeb80, p\_filesz=0x12a4, p\_memsz=0x12b8, flags=0x600006

LDR: \*\*\*\* Loaded to 0x1273000 (size=0x12b8)

LDR: \*\* Segment: p\_type=0x700000a4, p\_vaddr=0x0, p\_filesz=0x23d0, p\_memsz=0x0, flags=0x0

LDR: Library cellSpursJq\_Library (toc=0x127c1c0, rtoc=0x24df1c0):

LDR: \*\* Special: [0xBC9A0086] at 0x1273f04

LDR: \*\* Special: [0xAB779874] at 0x1273f0c

LDR: \*\* Special: [0x3AB9A95E] at 0x1273f0c

LDR: \*\* Special: &[0xD7F43016] at 0x126992c

LDR: \*\* Special: &[0x6D0F6CAE] at 0x1273058

LDR: \*\* Exported module 'cellSpursJq' (0x0, 0x0, 0x2c000001, 0x90009)

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueGetSpurs] at 0x1273fdc

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetDoBusyWaiting] at 0x1273f2c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueueAllocateJobDescriptorBody] at 0x1273fc4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetSubmitWithEntryLock] at 0x1273f24

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueSetWaitingMode] at 0x1273f54

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueGetSuspendedJobSize] at 0x1274004

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetMaxSizeJobDescriptor] at 0x1273f44

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortCopyPushJobBody] at 0x12740cc

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortPushJobListBody] at 0x127406c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushAndReleaseJobBody] at 0x1273fa4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePortFinalize] at 0x12740bc

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueClose] at 0x127400c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueGetError] at 0x1273fec

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushJob2Body] at 0x1273f9c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePortInitialize] at 0x12740ac

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2GetJobQueue] at 0x12740e4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeInitialize] at 0x1273f14

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortCopyPushBody] at 0x12740dc

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortPushBody] at 0x127408c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueGetMaxSizeJobDescriptor] at 0x1273ff4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetMaxGrab] at 0x1273f1c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePortSync] at 0x12740a4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueSemaphoreInitialize] at 0x1274044

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueSemaphoreAcquire] at 0x127403c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushSync] at 0x1273fcc

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetIsJobTypeMemoryCheck] at 0x1273f3c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePortTrySync] at 0x127409c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueGetHandleCount] at 0x1273fe4

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortPushJobBody] at 0x127407c

LDR: \*\*\*\* cellSpursJq export: [cellSpursShutdownJobQueue] at 0x1273f5c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJoinJobQueue] at 0x1273f74

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePortGetJobQueue] at 0x1274054

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortPushJobBody2] at 0x1274084

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueSendSignal] at 0x127404c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueUnsetExceptionEventHandler] at 0x127414c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2AllocateJobDescriptor] at 0x127411c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortPushSync] at 0x127405c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueSemaphoreTryAcquire] at 0x1274034

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushJobBody2] at 0x1273f94

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursCreateJobQueueWithJobDescriptorPool] at 0x1273f64

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushBody] at 0x1273fb4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueSetExceptionEventHandler] at 0x1274144

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushJobListBody] at 0x1273f8c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePort2PushJobListBody] at 0x12740fc

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortPushFlush] at 0x1274064

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2PushFlush] at 0x12740f4

LDR: \*\*\*\* cellSpursJq export: [cellSpursGetJobQueueId] at 0x1273ffc

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePort2CopyPushJobBody] at 0x1274134

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushJobBody] at 0x1273fac

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2Destroy] at 0x1274114

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePort2PushJobBody] at 0x127413c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePushFlush] at 0x1273fd4

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePort2PushAndReleaseJobBody] at 0x127412c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetGrabParameters] at 0x1273f4c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursJobQueuePortCopyPushJobBody2] at 0x12740d4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2Create] at 0x127410c

LDR: \*\*\*\* cellSpursJq export: [\_cellSpursCreateJobQueue] at 0x1273f6c

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePortInitializeWithDescriptorBuffer] at 0x12740b4

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2Sync] at 0x1274104

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueuePort2PushSync] at 0x12740ec

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueAttributeSetIsHaltOnError] at 0x1273f34

LDR: \*\*\*\* cellSpursJq export: [cellSpursJobQueueOpen] at 0x1274014

LDR: \*\* Imported module 'cellSpurs' (0x0, 0x0)

LDR: \*\*\*\* cellSpurs import: [cellSpursSendWorkloadSignal] -> 0x12695b8

LDR: \*\*\*\* cellSpurs import: [cellSpursWorkloadAttributeSetName] -> 0x12695d8

LDR: \*\*\*\* cellSpurs import: [cellSpursRemoveWorkload] -> 0x12695f8

LDR: \*\*\*\* cellSpurs import: [cellSpursWaitForWorkloadShutdown] -> 0x1269618

LDR: \*\*\*\* cellSpurs import: [cellSpursWakeUp] -> 0x1269638

LDR: \*\*\*\* cellSpurs import: [cellSpursShutdownWorkload] -> 0x1269658

LDR: \*\*\*\* cellSpurs import: [cellSpursAddWorkloadWithAttribute] -> 0x1269678

LDR: \*\*\*\* cellSpurs import: [cellSpursSetExceptionEventHandler] -> 0x1269698

LDR: \*\*\*\* cellSpurs import: [\_cellSpursWorkloadAttributeInitialize] -> 0x12696b8

LDR: \*\* Imported module 'cellFiber' (0x0, 0x0)

LDR: \*\*\*\* cellFiber import: [cellFiberPpuSelf] -> 0x12696d8

LDR: \*\*\*\* cellFiber import: [cellFiberPpuWaitSignal] -> 0x12696f8

LDR: \*\* Imported module 'sysPrxForUser' (0x0, 0x0)

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strncmp] -> 0x1269718

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_snprintf] -> 0x1269738

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_destroy] -> 0x1269758

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_create] -> 0x1269778

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memset] -> 0x1269798

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_printf] -> 0x12697b8

LDR: \*\*\*\* sysPrxForUser import: [0x9FB6228E] -> 0x12697d8

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_destroy] -> 0x12697f8

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_create] -> 0x1269818

LDR: \*\*\*\* sysPrxForUser import: [sys\_process\_get\_paramsfo] -> 0x1269838

LDR: Loading library: libsre.sprx.elf

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x0, p\_filesz=0x2dd80, p\_memsz=0x30000, flags=0x400005

LDR: \*\*\*\* Loaded to 0x1275000 (size=0x30000)

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x2dd80, p\_filesz=0x3fe0, p\_memsz=0x4340, flags=0x600006

LDR: \*\*\*\* Loaded to 0x12a5000 (size=0x4340)

LDR: \*\* Segment: p\_type=0x700000a4, p\_vaddr=0x0, p\_filesz=0x85c8, p\_memsz=0x0, flags=0x0

LDR: Library cellSre\_Library (toc=0x12b0ab0, rtoc=0x2525ab0):

LDR: \*\* Special: &[0xD7F43016] at 0x1292b0c

LDR: \*\* Special: &[0x6D0F6CAE] at 0x12a5080

LDR: \*\* Exported module 'cellSync' (0x1c000002, 0x90012, 0x0, 0x2000000)

LDR: \*\*\*\* cellSync export: [cellSyncBarrierInitialize] at 0x12a7fac

LDR: \*\*\*\* cellSync export: [cellSyncLFQueueGetEntrySize] at 0x12a8104

LDR: \*\*\*\* cellSync export: [cellSyncLFQueueSize] at 0x12a809c

LDR: \*\*\*\* cellSync export: [cellSyncMutexLock] at 0x12a7fe4

LDR: \*\*\*\* cellSync export: [cellSyncBarrierTryNotify] at 0x12a7fbc

LDR: \*\*\*\* cellSync export: [cellSyncLFQueueClear] at 0x12a8094

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueCompletePushPointer2] at 0x12a80d4

LDR: \*\*\*\* cellSync export: [cellSyncBarrierWait] at 0x12a7fc4

LDR: \*\*\*\* cellSync export: [cellSyncQueueInitialize] at 0x12a7ff4

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueGetPopPointer2] at 0x12a80dc

LDR: \*\*\*\* cellSync export: [cellSyncQueuePeek] at 0x12a802c

LDR: \*\*\*\* cellSync export: [cellSyncQueueSize] at 0x12a801c

LDR: \*\*\*\* cellSync export: [cellSyncQueuePop] at 0x12a800c

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueCompletePushPointer] at 0x12a80b4

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueAttachLv2EventQueue] at 0x12a8074

LDR: \*\*\*\* cellSync export: [cellSyncQueuePush] at 0x12a7ffc

LDR: \*\*\*\* cellSync export: [cellSyncQueueTryPeek] at 0x12a8034

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueGetPushPointer2] at 0x12a80cc

LDR: \*\*\*\* cellSync export: [cellSyncBarrierTryWait] at 0x12a7fcc

LDR: \*\*\*\* cellSync export: [cellSyncQueueTryPush] at 0x12a8004

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueGetPopPointer] at 0x12a80bc

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueCompletePopPointer2] at 0x12a80e4

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueDetachLv2EventQueue] at 0x12a807c

LDR: \*\*\*\* cellSync export: [cellSyncMutexUnlock] at 0x12a7fec

LDR: \*\*\*\* cellSync export: [cellSyncQueueClear] at 0x12a8024

LDR: \*\*\*\* cellSync export: [cellSyncQueueTryPop] at 0x12a8014

LDR: \*\*\*\* cellSync export: [cellSyncRwmTryRead] at 0x12a8054

LDR: \*\*\*\* cellSync export: [cellSyncMutexInitialize] at 0x12a7fd4

LDR: \*\*\*\* cellSync export: [cellSyncLFQueueInitialize] at 0x12a808c

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueGetSignalAddress] at 0x12a80f4

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueuePushBody] at 0x12a8064

LDR: \*\*\*\* cellSync export: [cellSyncRwmTryWrite] at 0x12a8044

LDR: \*\*\*\* cellSync export: [cellSyncRwmRead] at 0x12a805c

LDR: \*\*\*\* cellSync export: [cellSyncMutexTryLock] at 0x12a7fdc

LDR: \*\*\*\* cellSync export: [cellSyncLFQueueGetDirection] at 0x12a80fc

LDR: \*\*\*\* cellSync export: [cellSyncLFQueueDepth] at 0x12a80a4

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueuePopBody] at 0x12a806c

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueGetPushPointer] at 0x12a80ac

LDR: \*\*\*\* cellSync export: [cellSyncRwmWrite] at 0x12a804c

LDR: \*\*\*\* cellSync export: [cellSyncBarrierNotify] at 0x12a7fb4

LDR: \*\*\*\* cellSync export: [cellSyncRwmInitialize] at 0x12a803c

LDR: \*\*\*\* cellSync export: [\_cellSyncLFQueueCompletePopPointer] at 0x12a80c4

LDR: \*\* Exported module 'cellSheap' (0x1c000002, 0x90004, 0x0, 0x0)

LDR: \*\*\*\* cellSheap export: [cellKeySheapMutexDelete] at 0x12a81ac

LDR: \*\*\*\* cellSheap export: [cellKeySheapMutexNew] at 0x12a81a4

LDR: \*\*\*\* cellSheap export: [cellSheapQueryMax] at 0x12a8164

LDR: \*\*\*\* cellSheap export: [cellKeySheapBufferNew] at 0x12a8194

LDR: \*\*\*\* cellSheap export: [cellSheapAllocate] at 0x12a8154

LDR: \*\*\*\* cellSheap export: [cellSheapFree] at 0x12a815c

LDR: \*\*\*\* cellSheap export: [cellKeySheapSemaphoreNew] at 0x12a81b4

LDR: \*\*\*\* cellSheap export: [cellKeySheapSemaphoreDelete] at 0x12a81bc

LDR: \*\*\*\* cellSheap export: [cellKeySheapQueueDelete] at 0x12a81ec

LDR: \*\*\*\* cellSheap export: [cellSheapQueryFree] at 0x12a813c

LDR: \*\*\*\* cellSheap export: [cellKeySheapQueueNew] at 0x12a81e4

LDR: \*\*\*\* cellSheap export: [cellKeySheapInitialize] at 0x12a8174

LDR: \*\*\*\* cellSheap export: [cellSheapInitialize] at 0x12a814c

LDR: \*\*\*\* cellSheap export: [cellKeySheapBufferDelete] at 0x12a819c

LDR: \*\*\*\* cellSheap export: [cellKeySheapBarrierNew] at 0x12a81c4

LDR: \*\*\*\* cellSheap export: [cellKeySheapRwmDelete] at 0x12a81dc

LDR: \*\*\*\* cellSheap export: [cellKeySheapRwmNew] at 0x12a81d4

LDR: \*\*\*\* cellSheap export: [cellKeySheapBarrierDelete] at 0x12a81cc

LDR: \*\* Exported module 'cellOvis' (0x1c000002, 0x90094, 0x0, 0x4000000)

LDR: \*\*\*\* cellOvis export: [cellOvisInvalidateOverlappedSegments] at 0x12a81f4

LDR: \*\*\*\* cellOvis export: [cellOvisGetOverlayTableSize] at 0x12a8204

LDR: \*\*\*\* cellOvis export: [cellOvisInitializeOverlayTable] at 0x12a820c

LDR: \*\*\*\* cellOvis export: [cellOvisFixSpuSegments] at 0x12a81fc

LDR: \*\* Exported module 'cellSpurs' (0x1c000002, 0x90034, 0x0, 0x2000000)

LDR: \*\*\*\* cellSpurs export: [cellSpursJobGuardReset] at 0x12a888c

LDR: \*\*\*\* cellSpurs export: [\_cellSpursLFQueueInitialize] at 0x12a883c

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueDetachLv2EventQueue] at 0x12a87ec

LDR: \*\*\*\* cellSpurs export: [cellSpursAttributeSetNamePrefix] at 0x12a8244

LDR: \*\*\*\* cellSpurs export: [\_cellSpursQueueInitialize] at 0x12a87e4

LDR: \*\*\*\* cellSpurs export: [cellSpursWorkloadAttributeSetShutdownCompletionEventHook] at 0x12a82e4

LDR: \*\*\*\* cellSpurs export: [cellSpursAttributeEnableSpuPrintfIfAvailable] at 0x12a8234

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskExitCodeGet] at 0x12a86c4

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainGetError] at 0x12a8924

LDR: \*\*\*\* cellSpurs export: [\_cellSpursTasksetAttributeInitialize] at 0x12a871c

LDR: \*\*\*\* cellSpurs export: [cellSpursLFQueueAttachLv2EventQueue] at 0x12a8854

LDR: \*\*\*\* cellSpurs export: [cellSpursAddUrgentCommand] at 0x12a88a4

LDR: \*\*\*\* cellSpurs export: [cellSpursRequestIdleSpu] at 0x12a8354

LDR: \*\*\*\* cellSpurs export: [cellSpursSendWorkloadSignal] at 0x12a8324

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskGetLoadableSegmentPattern] at 0x12a86f4

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTaskWithAttribute] at 0x12a861c

LDR: \*\*\*\* cellSpurs export: [cellSpursDestroyTaskset2] at 0x12a8774

LDR: \*\*\*\* cellSpurs export: [cellSpursGetInfo] at 0x12a84c4

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueGetTasksetAddress] at 0x12a8824

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagDetachLv2EventQueue] at 0x12a879c

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueClear] at 0x12a87fc

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainAttributeSetJobTypeMemoryCheck] at 0x12a88dc

LDR: \*\*\*\* cellSpurs export: [\_cellSpursWorkloadFlagReceiver2] at 0x12a8534

LDR: \*\*\*\* cellSpurs export: [cellSpursTasksetSetExceptionEventHandler] at 0x12a8664

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateJobChainWithAttribute] at 0x12a88ec

LDR: \*\*\*\* cellSpurs export: [cellSpursInitializeWithAttribute2] at 0x12a826c

LDR: \*\*\*\* cellSpurs export: [0x31F5196B] at 0x12a8564

LDR: \*\*\*\* cellSpurs export: [cellSpursEnableExceptionEventHandler] at 0x12a8494

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskExitCodeInitialize] at 0x12a8694

LDR: \*\*\*\* cellSpurs export: [\_cellSpursJobChainAttributeInitialize] at 0x12a88c4

LDR: \*\*\*\* cellSpurs export: [\_cellSpursLFQueuePopBody] at 0x12a884c

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueDepth] at 0x12a880c

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueGetEntrySize] at 0x12a8834

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagWait] at 0x12a87ac

LDR: \*\*\*\* cellSpurs export: [cellSpursGetSpuThreadGroupId] at 0x12a829c

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainGetSpursAddress] at 0x12a8964

LDR: \*\*\*\* cellSpurs export: [cellSpursReadyCountSwap] at 0x12a834c

LDR: \*\*\*\* cellSpurs export: [cellSpursWorkloadAttributeSetName] at 0x12a82dc

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTaskset2] at 0x12a877c

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagClear] at 0x12a87bc

LDR: \*\*\*\* cellSpurs export: [cellSpursUnsetExceptionEventHandler] at 0x12a847c

LDR: \*\*\*\* cellSpurs export: [cellSpursLookUpTasksetAddress] at 0x12a867c

LDR: \*\*\*\* cellSpurs export: [cellSpursGetJobChainInfo] at 0x12a895c

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagGetClearMode] at 0x12a87d4

LDR: \*\*\*\* cellSpurs export: [cellSpursSetPreemptionVictimHints] at 0x12a8554

LDR: \*\*\*\* cellSpurs export: [cellSpursGetWorkloadInfo] at 0x12a84cc

LDR: \*\*\*\* cellSpurs export: [cellSpursDetachLv2EventQueue] at 0x12a8384

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainSetExceptionEventHandler] at 0x12a8944

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTaskset] at 0x12a875c

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueSize] at 0x12a8804

LDR: \*\*\*\* cellSpurs export: [cellSpursSemaphoreGetTasksetAddress] at 0x12a8884

LDR: \*\*\*\* cellSpurs export: [cellSpursTraceInitialize] at 0x12a841c

LDR: \*\*\*\* cellSpurs export: [cellSpursRemoveWorkload] at 0x12a831c

LDR: \*\*\*\* cellSpurs export: [cellSpursTasksetGetSpursAddress] at 0x12a8724

LDR: \*\*\*\* cellSpurs export: [0x5C3A614C] at 0x12a8224

LDR: \*\*\*\* cellSpurs export: [\_cellSpursEventFlagInitialize] at 0x12a878c

LDR: \*\*\*\* cellSpurs export: [cellSpursWaitForWorkloadShutdown] at 0x12a8314

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateJobChain] at 0x12a88f4

LDR: \*\*\*\* cellSpurs export: [cellSpursTasksetAttributeSetName] at 0x12a8704

LDR: \*\*\*\* cellSpurs export: [cellSpursJobGuardInitialize] at 0x12a889c

LDR: \*\*\*\* cellSpurs export: [cellSpursAddWorkload] at 0x12a82fc

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainUnsetExceptionEventHandler] at 0x12a894c

LDR: \*\*\*\* cellSpurs export: [cellSpursGetSpuThreadId] at 0x12a8294

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagTryWait] at 0x12a87b4

LDR: \*\*\*\* cellSpurs export: [cellSpursGetSpuGuid] at 0x12a8524

LDR: \*\*\*\* cellSpurs export: [0x7025A5EC] at 0x12a859c

LDR: \*\*\*\* cellSpurs export: [cellSpursShutdownJobChain] at 0x12a88fc

LDR: \*\*\*\* cellSpurs export: [cellSpursLFQueueDetachLv2EventQueue] at 0x12a885c

LDR: \*\*\*\* cellSpurs export: [cellSpursSetGlobalExceptionEventHandler] at 0x12a8474

LDR: \*\*\*\* cellSpurs export: [cellSpursReadyCountAdd] at 0x12a8334

LDR: \*\*\*\* cellSpurs export: [\_cellSpursSemaphoreInitialize] at 0x12a887c

LDR: \*\*\*\* cellSpurs export: [cellSpursTraceFinalize] at 0x12a83ec

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskGetReadOnlyAreaPattern] at 0x12a86ec

LDR: \*\*\*\* cellSpurs export: [cellSpursWakeUp] at 0x12a8284

LDR: \*\*\*\* cellSpurs export: [cellSpursBarrierInitialize] at 0x12a886c

LDR: \*\*\*\* cellSpurs export: [cellSpursSetPriorities] at 0x12a82ac

LDR: \*\*\*\* cellSpurs export: [cellSpursAttributeSetMemoryContainerForSpuThread] at 0x12a821c

LDR: \*\*\*\* cellSpurs export: [cellSpursTryJoinTask2] at 0x12a85fc

LDR: \*\*\*\* cellSpurs export: [cellSpursSetMaxContention] at 0x12a82b4

LDR: \*\*\*\* cellSpurs export: [cellSpursUnsetGlobalExceptionEventHandler] at 0x12a846c

LDR: \*\*\*\* cellSpurs export: [cellSpursGetJobChainId] at 0x12a891c

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagAttachLv2EventQueue] at 0x12a8794

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagGetDirection] at 0x12a87cc

LDR: \*\*\*\* cellSpurs export: [\_cellSpursLFQueuePushBody] at 0x12a8844

LDR: \*\*\*\* cellSpurs export: [\_cellSpursTaskAttribute2Initialize] at 0x12a85c4

LDR: \*\*\*\* cellSpurs export: [cellSpursTasksetAttributeSetTasksetSize] at 0x12a870c

LDR: \*\*\*\* cellSpurs export: [cellSpursAddUrgentCall] at 0x12a88ac

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskGetContextSaveAreaSize] at 0x12a86fc

LDR: \*\*\*\* cellSpurs export: [0x90C82BFC] at 0x12a8264

LDR: \*\*\*\* cellSpurs export: [cellSpursQueuePopBody] at 0x12a881c

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskGenerateLsPattern] at 0x12a86e4

LDR: \*\*\*\* cellSpurs export: [cellSpursQueuePushBody] at 0x12a8814

LDR: \*\*\*\* cellSpurs export: [cellSpursTasksetUnsetExceptionEventHandler] at 0x12a866c

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagGetTasksetAddress] at 0x12a87dc

LDR: \*\*\*\* cellSpurs export: [\_cellSpursAttributeInitialize] at 0x12a824c

LDR: \*\*\*\* cellSpurs export: [cellSpursJobHeaderSetJobbin2Param] at 0x12a897c

LDR: \*\*\*\* cellSpurs export: [cellSpursShutdownWorkload] at 0x12a830c

LDR: \*\*\*\* cellSpurs export: [cellSpursBarrierGetTasksetAddress] at 0x12a8874

LDR: \*\*\*\* cellSpurs export: [cellSpursAttributeEnableSystemWorkload] at 0x12a8544

LDR: \*\*\*\* cellSpurs export: [cellSpursJoinTaskset] at 0x12a8784

LDR: \*\*\*\* cellSpurs export: [cellSpursGetTasksetInfo] at 0x12a872c

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainAttributeSetName] at 0x12a88cc

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskAttributeSetExitCodeContainer] at 0x12a85bc

LDR: \*\*\*\* cellSpurs export: [\_cellSpursWorkloadFlagReceiver] at 0x12a852c

LDR: \*\*\*\* cellSpurs export: [cellSpursShutdownTaskset] at 0x12a8744

LDR: \*\*\*\* cellSpurs export: [cellSpursJoinTask2] at 0x12a85ec

LDR: \*\*\*\* cellSpurs export: [cellSpursJoinJobChain] at 0x12a8904

LDR: \*\*\*\* cellSpurs export: [cellSpursGetWorkloadData] at 0x12a832c

LDR: \*\*\*\* cellSpurs export: [cellSpursAttributeSetSpuThreadGroupType] at 0x12a822c

LDR: \*\*\*\* cellSpurs export: [cellSpursInitializeWithAttribute] at 0x12a8274

LDR: \*\*\*\* cellSpurs export: [cellSpursInitialize] at 0x12a827c

LDR: \*\*\*\* cellSpurs export: [0xB55782F9] at 0x12a823c

LDR: \*\*\*\* cellSpurs export: [cellSpursLFQueueGetTasksetAddress] at 0x12a8864

LDR: \*\*\*\* cellSpurs export: [\_cellSpursTaskAttributeInitialize] at 0x12a85d4

LDR: \*\*\*\* cellSpurs export: [cellSpursAttachLv2EventQueue] at 0x12a836c

LDR: \*\*\*\* cellSpurs export: [0xBAC24478] at 0x12a8594

LDR: \*\*\*\* cellSpurs export: [cellSpursJobChainAttributeSetHaltOnError] at 0x12a88d4

LDR: \*\*\*\* cellSpurs export: [0xBDCB78A5] at 0x12a899c

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTask] at 0x12a8624

LDR: \*\*\*\* cellSpurs export: [cellSpursKickJobChain] at 0x12a890c

LDR: \*\*\*\* cellSpurs export: [cellSpursAddWorkloadWithAttribute] at 0x12a82f4

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTasksetWithAttribute] at 0x12a8754

LDR: \*\*\*\* cellSpurs export: [\_cellSpursTasksetAttribute2Initialize] at 0x12a8734

LDR: \*\*\*\* cellSpurs export: [cellSpursGetNumSpuThread] at 0x12a82a4

LDR: \*\*\*\* cellSpurs export: [cellSpursGetWorkloadFlag] at 0x12a8504

LDR: \*\*\*\* cellSpurs export: [cellSpursFinalize] at 0x12a828c

LDR: \*\*\*\* cellSpurs export: [cellSpursTraceStart] at 0x12a840c

LDR: \*\*\*\* cellSpurs export: [cellSpursSetExceptionEventHandler] at 0x12a848c

LDR: \*\*\*\* cellSpurs export: [cellSpursJobGuardNotify] at 0x12a8894

LDR: \*\*\*\* cellSpurs export: [cellSpursGetJobPipelineInfo] at 0x12a896c

LDR: \*\*\*\* cellSpurs export: [0xD9A9C592] at 0x12a8574

LDR: \*\*\*\* cellSpurs export: [cellSpursTasksetAttributeEnableClearLS] at 0x12a8714

LDR: \*\*\*\* cellSpurs export: [cellSpursTraceStop] at 0x12a83fc

LDR: \*\*\*\* cellSpurs export: [\_cellSpursSendSignal] at 0x12a862c

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTask2] at 0x12a860c

LDR: \*\*\*\* cellSpurs export: [0xE279681F] at 0x12a854c

LDR: \*\*\*\* cellSpurs export: [cellSpursCreateTask2WithBinInfo] at 0x12a8614

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueAttachLv2EventQueue] at 0x12a87f4

LDR: \*\*\*\* cellSpurs export: [cellSpursTaskExitCodeTryGet] at 0x12a86bc

LDR: \*\*\*\* cellSpurs export: [cellSpursJobSetMaxGrab] at 0x12a8974

LDR: \*\*\*\* cellSpurs export: [cellSpursGetTasksetId] at 0x12a876c

LDR: \*\*\*\* cellSpurs export: [cellSpursQueueGetDirection] at 0x12a882c

LDR: \*\*\*\* cellSpurs export: [\_cellSpursWorkloadAttributeInitialize] at 0x12a8304

LDR: \*\*\*\* cellSpurs export: [0xF1BF099F] at 0x12a89a4

LDR: \*\*\*\* cellSpurs export: [cellSpursReadyCountCompareAndSwap] at 0x12a833c

LDR: \*\*\*\* cellSpurs export: [cellSpursRunJobChain] at 0x12a8914

LDR: \*\*\*\* cellSpurs export: [cellSpursEventFlagSet] at 0x12a87c4

LDR: \*\*\*\* cellSpurs export: [cellSpursReadyCountStore] at 0x12a8344

LDR: \*\* Exported module 'cellDaisy' (0x1c000001, 0x90002, 0x0, 0x0)

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy17LFQueue2PushCloseEPNS0\_8LFQueue2EPFiPvjE] at 0x12a8a5c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy21LFQueue2GetPopPointerEPNS0\_8LFQueue2EPij] at 0x12a8a44

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock15completeConsumeEj] at 0x12a8a2c

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy9\_snprintfEPcjPKcz] at 0x12a8a3c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock7popOpenEv] at 0x12a8a0c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy26LFQueue2CompletePopPointerEPNS0\_8LFQueue2EiPFiPvjEj] at 0x12a8a4c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlock7releaseEv] at 0x12a89cc

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock7popOpenEv] at 0x12a8a0c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlockC1EPVNS0\_16\_AtomicInterlockEjPjjh] at 0x12a89dc

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlockC1EPVNS0\_16\_AtomicInterlockEjPjjh] at 0x12a89dc

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy9\_snprintfEPcjPKcz] at 0x12a8a3c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy29LFQueue2HasUnfinishedConsumerEPNS0\_8LFQueue2Ej] at 0x12a8a74

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock18getNextHeadPointerEv] at 0x12a8a1c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock10initializeEj] at 0x12a89f4

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlockC1EPVNS0\_16\_AtomicInterlockEjPvPFiS5\_jE] at 0x12a89b4

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlockC2EPVNS0\_16\_AtomicInterlockEjPjjh] at 0x12a89d4

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock15completeProduceEj] at 0x12a8a34

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy16LFQueue2PushOpenEPNS0\_8LFQueue2E] at 0x12a8a54

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy16LFQueue2PopCloseEPNS0\_8LFQueue2EPFiPvjE] at 0x12a8a6c

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock8popCloseEv] at 0x12a8a14

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock8popCloseEv] at 0x12a8a14

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlockD2Ev] at 0x12a89e4

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy21LFQueue2GetPopPointerEPNS0\_8LFQueue2EPij] at 0x12a8a44

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock18getNextTailPointerEv] at 0x12a8a24

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock8pushOpenEv] at 0x12a89fc

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy29LFQueue2HasUnfinishedConsumerEPNS0\_8LFQueue2Ej] at 0x12a8a74

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock9pushCloseEv] at 0x12a8a04

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlockD2Ev] at 0x12a89e4

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy15LFQueue2PopOpenEPNS0\_8LFQueue2E] at 0x12a8a64

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlockC1EPVNS0\_16\_AtomicInterlockEjPvPFiS5\_jE] at 0x12a89b4

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlockD1Ev] at 0x12a89ec

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock10initializeEj] at 0x12a89f4

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock15completeProduceEj] at 0x12a8a34

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy16LFQueue2PopCloseEPNS0\_8LFQueue2EPFiPvjE] at 0x12a8a6c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy15LFQueue2PopOpenEPNS0\_8LFQueue2E] at 0x12a8a64

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy17LFQueue2PushCloseEPNS0\_8LFQueue2EPFiPvjE] at 0x12a8a5c

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlockC2EPVNS0\_16\_AtomicInterlockEjPvPFiS5\_jE] at 0x12a89ac

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlock21proceedSequenceNumberEv] at 0x12a89bc

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlockC2EPVNS0\_16\_AtomicInterlockEjPvPFiS5\_jE] at 0x12a89ac

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlockC2EPVNS0\_16\_AtomicInterlockEjPjjh] at 0x12a89d4

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy4Lock15completeConsumeEj] at 0x12a8a2c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlock21proceedSequenceNumberEv] at 0x12a89bc

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock18getNextHeadPointerEv] at 0x12a8a1c

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock9pushCloseEv] at 0x12a8a04

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy26LFQueue2CompletePopPointerEPNS0\_8LFQueue2EiPFiPvjEj] at 0x12a8a4c

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy22ScatterGatherInterlock5probeEj] at 0x12a89c4

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock8pushOpenEv] at 0x12a89fc

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlock5probeEj] at 0x12a89c4

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlockD1Ev] at 0x12a89ec

LDR: \*\*\*\* cellDaisy export: [\_ZN4cell5Daisy16LFQueue2PushOpenEPNS0\_8LFQueue2E] at 0x12a8a54

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy4Lock18getNextTailPointerEv] at 0x12a8a24

LDR: \*\*\*\* cellDaisy export: [\_QN4cell5Daisy22ScatterGatherInterlock7releaseEv] at 0x12a89cc

LDR: \*\* Exported module 'cellSpudll' (0x0, 0x0, 0x2c000001, 0x90002)

LDR: \*\*\*\* cellSpudll export: [cellSpudllHandleConfigSetDefaultValues] at 0x12a8a9c

LDR: \*\*\*\* cellSpudll export: [cellSpudllGetImageSize] at 0x12a8a94

LDR: \*\* Imported module 'cellLibprof' (0x0, 0x0)

LDR: \*\*\*\* cellLibprof import: [0x05893E7C] -> 0x12925e0

LDR: \*\*\*\* cellLibprof import: [0x6D045C2E] -> 0x1292600

LDR: \*\* Imported module 'sysPrxForUser' (0x0, 0x0)

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strncmp] -> 0x1292620

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strcat] -> 0x1292640

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_vsnprintf] -> 0x1292660

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_snprintf] -> 0x1292680

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_lock] -> 0x12926a0

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_unlock] -> 0x12926c0

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_destroy] -> 0x12926e0

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_create] -> 0x1292700

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_wait] -> 0x1292720

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strlen] -> 0x1292740

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_create] -> 0x1292760

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_spu\_printf\_detach\_group] -> 0x1292780

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memset] -> 0x12927a0

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memcpy] -> 0x12927c0

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strncat] -> 0x12927e0

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strcpy] -> 0x1292800

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_printf] -> 0x1292820

LDR: \*\*\*\* sysPrxForUser import: [0x9FB6228E] -> 0x1292840

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_exit] -> 0x1292860

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwmutex\_destroy] -> 0x1292880

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_strncpy] -> 0x12928a0

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_create] -> 0x12928c0

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_spu\_printf\_attach\_group] -> 0x12928e0

LDR: \*\*\*\* sysPrxForUser import: [sys\_prx\_get\_module\_id\_by\_name] -> 0x1292900

LDR: \*\*\*\* sysPrxForUser import: [sys\_spu\_image\_close] -> 0x1292920

LDR: \*\*\*\* sysPrxForUser import: [sys\_process\_get\_paramsfo] -> 0x1292940

LDR: \*\*\*\* sysPrxForUser import: [sys\_spu\_image\_import] -> 0x1292960

LDR: \*\*\*\* sysPrxForUser import: [sys\_lwcond\_signal] -> 0x1292980

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_vprintf] -> 0x12929a0

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memcmp] -> 0x12929c0

LDR: Loading library: libvdec.prx

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x0, p\_filesz=0x2a500, p\_memsz=0x30000, flags=0x400005

LDR: \*\*\*\* Loaded to 0x12aa000 (size=0x30000)

LDR: \*\* Segment: p\_type=0x1, p\_vaddr=0x2a500, p\_filesz=0xe4c, p\_memsz=0xe50, flags=0x600006

LDR: \*\*\*\* Loaded to 0xa1f000 (size=0xe50)

LDR: \*\* Segment: p\_type=0x700000a4, p\_vaddr=0x0, p\_filesz=0x74a0, p\_memsz=0x0, flags=0x0

LDR: Library libvdec\_Library (toc=0xa27cc0, rtoc=0x1cd1cc0):

LDR: \*\* Special: [0xAB779874] at 0xa1f484

LDR: \*\* Special: [0xBC9A0086] at 0xa1f48c

LDR: \*\* Special: &[0xD7F43016] at 0x12c23bc

LDR: \*\* Special: &[0x6D0F6CAE] at 0xa1f210

LDR: \*\* Exported module 'libvdec' (0x0, 0x0, 0x2c000001, 0x9000a)

LDR: \*\*\*\* libvdec export: [cellVdecOpenEx] at 0xa1f534

LDR: \*\*\*\* libvdec export: [0x1533C6A9] at 0xa1f4f4

LDR: \*\*\*\* libvdec export: [cellVdecClose] at 0xa1f55c

LDR: \*\*\*\* libvdec export: [cellVdecGetPicItem] at 0xa1f4e4

LDR: \*\*\*\* libvdec export: [0x20DA0CFA] at 0xa1f56c

LDR: \*\*\*\* libvdec export: [cellVdecDecodeAu] at 0xa1f504

LDR: \*\*\*\* libvdec export: [0x2CBD9806] at 0xa1f4d4

LDR: \*\*\*\* libvdec export: [0x3ACF7FF8] at 0xa1f4ac

LDR: \*\*\*\* libvdec export: [0x3CE2E4F8] at 0xa1f554

LDR: \*\*\*\* libvdec export: [0x652B7BC0] at 0xa1f4fc

LDR: \*\*\*\* libvdec export: [cellVdecGetPicture] at 0xa1f4cc

LDR: \*\*\*\* libvdec export: [cellVdecEndSeq] at 0xa1f564

LDR: \*\*\*\* libvdec export: [0x8F6E2CA0] at 0xa1f4dc

LDR: \*\*\*\* libvdec export: [cellVdecGetPictureExt] at 0xa1f4c4

LDR: \*\*\*\* libvdec export: [cellVdecOpen] at 0xa1f544

LDR: \*\*\*\* libvdec export: [cellVdecStartSeq] at 0xa1f514

LDR: \*\*\*\* libvdec export: [cellVdecQueryAttrEx] at 0xa1f51c

LDR: \*\*\*\* libvdec export: [0xCFFC42A5] at 0xa1f4b4

LDR: \*\*\*\* libvdec export: [cellVdecSetFrameRate] at 0xa1f4bc

LDR: \*\*\*\* libvdec export: [0xEBB8E70A] at 0xa1f50c

LDR: \*\*\*\* libvdec export: [0xEF4D8AD7] at 0xa1f53c

LDR: \*\*\*\* libvdec export: [cellVdecQueryAttr] at 0xa1f524

LDR: \*\*\*\* libvdec export: &[\_cell\_vdec\_prx\_ver] at 0xa1f20c

LDR: \*\* Imported module 'libavcdec' (0x0, 0x0)

LDR: \*\*\*\* libavcdec import: [0x00E2D84B] -> 0x12c1130

LDR: \*\*\*\* libavcdec import: [0xF1A9AF6F] -> 0x12c1150

LDR: \*\*\*\* libavcdec import: [0x3A92F3DF] -> 0x12c1170

LDR: \*\*\*\* libavcdec import: [0x5267175E] -> 0x12c1190

LDR: \*\*\*\* libavcdec import: [0x765DE1B4] -> 0x12c11b0

LDR: \*\*\*\* libavcdec import: [0x9D523894] -> 0x12c11d0

LDR: \*\*\*\* libavcdec import: [0xC68B81BF] -> 0x12c11f0

LDR: \*\*\*\* libavcdec import: [0xD83259E8] -> 0x12c1210

LDR: \*\*\*\* libavcdec import: [0xDF6F03FC] -> 0x12c1230

LDR: \*\*\*\* libavcdec import: [0xE1134B5D] -> 0x12c1250

LDR: \*\* Imported module 'libdivx311dec' (0x0, 0x0)

LDR: \*\*\*\* libdivx311dec import: [0x3DCEA4DF] -> 0x12c1270

LDR: \*\*\*\* libdivx311dec import: [0x5209A062] -> 0x12c1290

LDR: \*\*\*\* libdivx311dec import: [0x74444EF2] -> 0x12c12b0

LDR: \*\*\*\* libdivx311dec import: [0x974DF255] -> 0x12c12d0

LDR: \*\*\*\* libdivx311dec import: [0xA1521D39] -> 0x12c12f0

LDR: \*\*\*\* libdivx311dec import: [0xB3C52B97] -> 0x12c1310

LDR: \*\*\*\* libdivx311dec import: [0xB4FD7E9B] -> 0x12c1330

LDR: \*\*\*\* libdivx311dec import: [0xBD6092C4] -> 0x12c1350

LDR: \*\*\*\* libdivx311dec import: [0xD7764198] -> 0x12c1370

LDR: \*\* Imported module 'libdivxdec' (0x0, 0x0)

LDR: \*\*\*\* libdivxdec import: [0x2FA854AE] -> 0x12c1390

LDR: \*\*\*\* libdivxdec import: [0x4AC10F4F] -> 0x12c13b0

LDR: \*\*\*\* libdivxdec import: [0x4D866CF0] -> 0x12c13d0

LDR: \*\*\*\* libdivxdec import: [0x586EBC8A] -> 0x12c13f0

LDR: \*\*\*\* libdivxdec import: [0x7CFD1C1F] -> 0x12c1410

LDR: \*\*\*\* libdivxdec import: [0x964AB1E7] -> 0x12c1430

LDR: \*\*\*\* libdivxdec import: [0xA9022CC5] -> 0x12c1450

LDR: \*\*\*\* libdivxdec import: [0xC6533FB2] -> 0x12c1470

LDR: \*\*\*\* libdivxdec import: [0xF6016B2D] -> 0x12c1490

LDR: \*\* Imported module 'libmvcdec' (0x0, 0x0)

LDR: \*\*\*\* libmvcdec import: [0x53F2DED8] -> 0x12c14b0

LDR: \*\*\*\* libmvcdec import: [0x6BE252E1] -> 0x12c14d0

LDR: \*\*\*\* libmvcdec import: [0x739B99DF] -> 0x12c14f0

LDR: \*\*\*\* libmvcdec import: [0x9A0E3C6E] -> 0x12c1510

LDR: \*\*\*\* libmvcdec import: [0xAC46F509] -> 0x12c1530

LDR: \*\*\*\* libmvcdec import: [0xC5C3B70A] -> 0x12c1550

LDR: \*\*\*\* libmvcdec import: [0xCB6494D5] -> 0x12c1570

LDR: \*\*\*\* libmvcdec import: [0xEAB40886] -> 0x12c1590

LDR: \*\*\*\* libmvcdec import: [0xEC29CAB1] -> 0x12c15b0

LDR: \*\* Imported module 'libsjvtd' (0x0, 0x0)

LDR: \*\*\*\* libsjvtd import: [0x1B559A96] -> 0x12c15d0

LDR: \*\*\*\* libsjvtd import: [0x68C6AA3F] -> 0x12c15f0

LDR: \*\*\*\* libsjvtd import: [0x6E949735] -> 0x12c1610

LDR: \*\*\*\* libsjvtd import: [0x7D4375EB] -> 0x12c1630

LDR: \*\*\*\* libsjvtd import: [0x9069BDBB] -> 0x12c1650

LDR: \*\*\*\* libsjvtd import: [0x98B9408D] -> 0x12c1670

LDR: \*\*\*\* libsjvtd import: [0x9F8CD123] -> 0x12c1690

LDR: \*\*\*\* libsjvtd import: [0xA1912CAC] -> 0x12c16b0

LDR: \*\*\*\* libsjvtd import: [0xA3683541] -> 0x12c16d0

LDR: \*\*\*\* libsjvtd import: [0xA41952A4] -> 0x12c16f0

LDR: \*\*\*\* libsjvtd import: [0xBA49D65A] -> 0x12c1710

LDR: \*\*\*\* libsjvtd import: [0x33CF63E8] -> 0x12c1730

LDR: \*\*\*\* libsjvtd import: [0x3BAB4DB8] -> 0x12c1750

LDR: \*\*\*\* libsjvtd import: [0x437E1EB8] -> 0x12c1770

LDR: \*\*\*\* libsjvtd import: [0x4558A8E5] -> 0x12c1790

LDR: \*\*\*\* libsjvtd import: [0x50F8A377] -> 0x12c17b0

LDR: \*\*\*\* libsjvtd import: [0x57EA9D70] -> 0x12c17d0

LDR: \*\*\*\* libsjvtd import: [0x67555D2A] -> 0x12c17f0

LDR: \*\* Imported module 'libsmvd2' (0x0, 0x0)

LDR: \*\*\*\* libsmvd2 import: [0x1A5B72DD] -> 0x12c1810

LDR: \*\*\*\* libsmvd2 import: [0x6D1F7D3F] -> 0x12c1830

LDR: \*\*\*\* libsmvd2 import: [0x96C2A2D9] -> 0x12c1850

LDR: \*\*\*\* libsmvd2 import: [0xA0D447EB] -> 0x12c1870

LDR: \*\*\*\* libsmvd2 import: [0xD09740F6] -> 0x12c1890

LDR: \*\*\*\* libsmvd2 import: [0xDC6F4FF1] -> 0x12c18b0

LDR: \*\*\*\* libsmvd2 import: [0xE3072DF9] -> 0x12c18d0

LDR: \*\*\*\* libsmvd2 import: [0xE36F2A6C] -> 0x12c18f0

LDR: \*\*\*\* libsmvd2 import: [0xE9FFF717] -> 0x12c1910

LDR: \*\*\*\* libsmvd2 import: [0xF007F937] -> 0x12c1930

LDR: \*\*\*\* libsmvd2 import: [0x32DA1344] -> 0x12c1950

LDR: \*\*\*\* libsmvd2 import: [0xF4E8D559] -> 0x12c1970

LDR: \*\*\*\* libsmvd2 import: [0xFF05DD1F] -> 0x12c1990

LDR: \*\*\*\* libsmvd2 import: [0x3B95270D] -> 0x12c19b0

LDR: \*\*\*\* libsmvd2 import: [0x4A1964A6] -> 0x12c19d0

LDR: \*\*\*\* libsmvd2 import: [0x52BB9416] -> 0x12c19f0

LDR: \*\*\*\* libsmvd2 import: [0x540B43AE] -> 0x12c1a10

LDR: \*\*\*\* libsmvd2 import: [0x5A0355CF] -> 0x12c1a30

LDR: \*\*\*\* libsmvd2 import: [0x6B49A7C7] -> 0x12c1a50

LDR: \*\* Imported module 'libsmvd4' (0x0, 0x0)

LDR: \*\*\*\* libsmvd4 import: [0xA4E5F5E2] -> 0x12c1a70

LDR: \*\*\*\* libsmvd4 import: [0xBEF20E62] -> 0x12c1a90

LDR: \*\*\*\* libsmvd4 import: [0xC1D6771B] -> 0x12c1ab0

LDR: \*\*\*\* libsmvd4 import: [0xD85B4BED] -> 0x12c1ad0

LDR: \*\*\*\* libsmvd4 import: [0xE200B0CE] -> 0x12c1af0

LDR: \*\*\*\* libsmvd4 import: [0xE6F4B68C] -> 0x12c1b10

LDR: \*\*\*\* libsmvd4 import: [0xF6ECD42C] -> 0x12c1b30

LDR: \*\*\*\* libsmvd4 import: [0xF93027E0] -> 0x12c1b50

LDR: \*\*\*\* libsmvd4 import: [0x1560605B] -> 0x12c1b70

LDR: \*\*\*\* libsmvd4 import: [0x17A51600] -> 0x12c1b90

LDR: \*\*\*\* libsmvd4 import: [0x4066EB75] -> 0x12c1bb0

LDR: \*\*\*\* libsmvd4 import: [0x53BEF958] -> 0x12c1bd0

LDR: \*\*\*\* libsmvd4 import: [0x75ECB783] -> 0x12c1bf0

LDR: \*\*\*\* libsmvd4 import: [0x87AE5A06] -> 0x12c1c10

LDR: \*\*\*\* libsmvd4 import: [0x8A292735] -> 0x12c1c30

LDR: \*\*\*\* libsmvd4 import: [0x9A2EBFB5] -> 0x12c1c50

LDR: \*\* Imported module 'libsvc1d' (0x0, 0x0)

LDR: \*\*\*\* libsvc1d import: [0x5E8AAE6A] -> 0x12c1c70

LDR: \*\*\*\* libsvc1d import: [0x6C366C43] -> 0x12c1c90

LDR: \*\*\*\* libsvc1d import: [0x7441419B] -> 0x12c1cb0

LDR: \*\*\*\* libsvc1d import: [0x76D867F4] -> 0x12c1cd0

LDR: \*\*\*\* libsvc1d import: [0x95665052] -> 0x12c1cf0

LDR: \*\*\*\* libsvc1d import: [0x9867CDC2] -> 0x12c1d10

LDR: \*\*\*\* libsvc1d import: [0xA1468D7B] -> 0x12c1d30

LDR: \*\*\*\* libsvc1d import: [0xA8E94A19] -> 0x12c1d50

LDR: \*\*\*\* libsvc1d import: [0xD8465650] -> 0x12c1d70

LDR: \*\*\*\* libsvc1d import: [0xD9CD56BA] -> 0x12c1d90

LDR: \*\*\*\* libsvc1d import: [0x149555D0] -> 0x12c1db0

LDR: \*\*\*\* libsvc1d import: [0xEBBFEAC3] -> 0x12c1dd0

LDR: \*\*\*\* libsvc1d import: [0xF106AAD3] -> 0x12c1df0

LDR: \*\*\*\* libsvc1d import: [0xFE0E34B8] -> 0x12c1e10

LDR: \*\*\*\* libsvc1d import: [0x19610523] -> 0x12c1e30

LDR: \*\*\*\* libsvc1d import: [0x3607BBF8] -> 0x12c1e50

LDR: \*\*\*\* libsvc1d import: [0x3666354F] -> 0x12c1e70

LDR: \*\*\*\* libsvc1d import: [0x383CBE2F] -> 0x12c1e90

LDR: \*\*\*\* libsvc1d import: [0x4F4EEE83] -> 0x12c1eb0

LDR: \*\*\*\* libsvc1d import: [0x593E2315] -> 0x12c1ed0

LDR: \*\* Imported module 'cellOvis' (0x0, 0x0)

LDR: \*\*\*\* cellOvis import: [cellOvisGetOverlayTableSize] -> 0x12c1ef0

LDR: \*\*\*\* cellOvis import: [cellOvisInitializeOverlayTable] -> 0x12c1f10

LDR: \*\* Imported module 'cellSpurs' (0x0, 0x0)

LDR: \*\*\*\* cellSpurs import: [cellSpursQueueDetachLv2EventQueue] -> 0x12c1f30

LDR: \*\*\*\* cellSpurs import: [cellSpursAttributeSetNamePrefix] -> 0x12c1f50

LDR: \*\*\*\* cellSpurs import: [\_cellSpursQueueInitialize] -> 0x12c1f70

LDR: \*\*\*\* cellSpurs import: [\_cellSpursTasksetAttributeInitialize] -> 0x12c1f90

LDR: \*\*\*\* cellSpurs import: [cellSpursTasksetAttributeSetName] -> 0x12c1fb0

LDR: \*\*\*\* cellSpurs import: [cellSpursQueuePopBody] -> 0x12c1fd0

LDR: \*\*\*\* cellSpurs import: [\_cellSpursAttributeInitialize] -> 0x12c1ff0

LDR: \*\*\*\* cellSpurs import: [cellSpursJoinTaskset] -> 0x12c2010

LDR: \*\*\*\* cellSpurs import: [cellSpursShutdownTaskset] -> 0x12c2030

LDR: \*\*\*\* cellSpurs import: [cellSpursInitializeWithAttribute] -> 0x12c2050

LDR: \*\*\*\* cellSpurs import: [cellSpursCreateTask] -> 0x12c2070

LDR: \*\*\*\* cellSpurs import: [cellSpursCreateTasksetWithAttribute] -> 0x12c2090

LDR: \*\*\*\* cellSpurs import: [cellSpursFinalize] -> 0x12c20b0

LDR: \*\*\*\* cellSpurs import: [cellSpursQueueAttachLv2EventQueue] -> 0x12c20d0

LDR: \*\* Imported module 'sysPrxForUser' (0x0, 0x0)

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_snprintf] -> 0x12c20f0

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_create] -> 0x12c2110

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_memcpy] -> 0x12c2130

LDR: \*\*\*\* sysPrxForUser import: [\_sys\_printf] -> 0x12c2150

LDR: \*\*\*\* sysPrxForUser import: [sys\_ppu\_thread\_exit] -> 0x12c2170

LDR: Injected hack for function 'sceNpTusSetDataVUser' in module 'sceNpTus' (\*0x97a0ec)

LDR: Injected hack for function 'sceNpTusDeleteMultiSlotDataVUser' in module 'sceNpTus' (\*0x97a0ac)

LDR: Injected hack for function 'sceNpTusGetMultiSlotVariable' in module 'sceNpTus' (\*0x97a0cc)

LDR: Injected hack for function 'sceNpTusTryAndSetVariableVUser' in module 'sceNpTus' (\*0x97a1ac)

LDR: Injected hack for function 'sceNpTusCreateTransactionCtx' in module 'sceNpTus' (\*0x97a10c)

LDR: Injected hack for function 'sceNpTusAbortTransaction' in module 'sceNpTus' (\*0x97a18c)

LDR: Injected hack for function 'sceNpTusDestroyTitleCtx' in module 'sceNpTus' (\*0x97a16c)

LDR: Injected hack for function 'sceNpTusTerm' in module 'sceNpTus' (\*0x97a12c)

LDR: Injected hack for function 'sceNpTusGetMultiSlotVariableVUser' in module 'sceNpTus' (\*0x97a14c)

LDR: Injected hack for function 'sceNpTusDestroyTransactionCtx' in module 'sceNpTus' (\*0x97a1cc)

LDR: Injected hack for function 'sceNpTusTryAndSetVariable' in module 'sceNpTus' (\*0x97a1ec)

LDR: Unknown function '0x56D3A5AB' in module 'sceNpTus' (index 2972)

LDR: Injected hack for function '0x56D3A5AB' in module 'sceNpTus' (\*0x97a20c)

LDR: \*\* Not linked at \*0xa21c4c

LDR: Injected hack for function 'sceNpTusCreateTitleCtx' in module 'sceNpTus' (\*0x97a22c)

LDR: Injected hack for function 'sceNpTusSetData' in module 'sceNpTus' (\*0x97a24c)

LDR: Injected hack for function 'sceNpTusGetData' in module 'sceNpTus' (\*0x97a26c)

LDR: Injected hack for function 'sceNpTusInit' in module 'sceNpTus' (\*0x97a28c)

LDR: Injected hack for function 'sceNpTusAddAndGetVariable' in module 'sceNpTus' (\*0x97a2ac)

LDR: Injected hack for function 'sceNpTusGetMultiSlotDataStatusVUser' in module 'sceNpTus' (\*0x97a2cc)

LDR: Injected hack for function 'sceNpTusGetDataVUser' in module 'sceNpTus' (\*0x97a2ec)

LDR: Injected hack for function 'sceNpTusDeleteMultiSlotVariable' in module 'sceNpTus' (\*0x97a30c)

LDR: Injected hack for function 'sceNpTusDeleteMultiSlotVariableVUser' in module 'sceNpTus' (\*0x97a32c)

LDR: Injected hack for function 'sceNpTusGetMultiSlotDataStatus' in module 'sceNpTus' (\*0x97a34c)

LDR: Injected hack for function 'sceNpTusSetMultiSlotVariable' in module 'sceNpTus' (\*0x97a36c)

LDR: Injected hack for function 'sceNpTusDeleteMultiSlotData' in module 'sceNpTus' (\*0x97a38c)

LDR: Injected hack for function 'sceNpTusAddAndGetVariableVUser' in module 'sceNpTus' (\*0x97a3ac)

LDR: Injected hack for function 'sceNpTusSetMultiSlotVariableVUser' in module 'sceNpTus' (\*0x97a3cc)

LDR: Injected hack for function 'cellFsUnlink' in module 'sys\_fs' (\*0x97890c)

LDR: Injected hack for function 'cellFsRead' in module 'sys\_fs' (\*0x97888c)

LDR: Injected hack for function 'cellFsReadWithOffset' in module 'sys\_fs' (\*0x97880c)

LDR: Injected hack for function 'cellFsOpen' in module 'sys\_fs' (\*0x9788cc)

LDR: Injected hack for function 'cellFsRmdir' in module 'sys\_fs' (\*0x97882c)

LDR: Injected hack for function 'cellFsGetFreeSize' in module 'sys\_fs' (\*0x97ab2c)

LDR: Injected hack for function 'cellFsFsync' in module 'sys\_fs' (\*0x97ab0c)

LDR: Injected hack for function 'cellFsMkdir' in module 'sys\_fs' (\*0x97896c)

LDR: Injected hack for function 'cellFsClose' in module 'sys\_fs' (\*0x97884c)

LDR: Injected hack for function 'cellFsStat' in module 'sys\_fs' (\*0x9788ec)

LDR: Injected hack for function 'cellFsOpendir' in module 'sys\_fs' (\*0x97886c)

LDR: Injected hack for function 'cellFsReaddir' in module 'sys\_fs' (\*0x9788ac)

LDR: Injected hack for function 'cellFsWriteWithOffset' in module 'sys\_fs' (\*0x97892c)

LDR: Injected hack for function 'cellFsLseek' in module 'sys\_fs' (\*0x97894c)

LDR: Injected hack for function 'cellFsWrite' in module 'sys\_fs' (\*0x97898c)

LDR: Injected hack for function 'cellFsFstat' in module 'sys\_fs' (\*0x9789ac)

LDR: Injected hack for function 'cellFsSdataOpen' in module 'sys\_fs' (\*0x97ab4c)

LDR: Injected hack for function 'cellFsRename' in module 'sys\_fs' (\*0x9789cc)

LDR: Injected hack for function 'cellFsClosedir' in module 'sys\_fs' (\*0x9789ec)

LDR: Injected hack for function 'cellFsSdataOpenByFd' in module 'sys\_fs' (\*0x97aaec)

LDR: Injected hack for function 'sceNpScoreDestroyTitleCtx' in module 'sceNp' (\*0x979b6c)

LDR: Injected hack for function 'sceNpBasicSendMessageGui' in module 'sceNp' (\*0x979b2c)

LDR: Injected hack for function 'sceNpLookupNpId' in module 'sceNp' (\*0x979b4c)

LDR: Injected hack for function 'sceNpManagerGetContentRatingFlag' in module 'sceNp' (\*0x979c4c)

LDR: Injected hack for function 'sceNpManagerUnregisterCallback' in module 'sceNp' (\*0x979bec)

LDR: Injected hack for function 'sceNpManagerGetChatRestrictionFlag' in module 'sceNp' (\*0x979e8c)

LDR: Injected hack for function 'sceNpScoreSetPlayerCharacterId' in module 'sceNp' (\*0x979b8c)

LDR: Injected hack for function 'sceNpLookupDestroyTransactionCtx' in module 'sceNp' (\*0x979f0c)

LDR: Injected hack for function 'sceNpLookupTerm' in module 'sceNp' (\*0x979cac)

LDR: Injected hack for function 'sceNpLookupInit' in module 'sceNp' (\*0x979c2c)

LDR: Injected hack for function 'sceNpLookupDestroyTitleCtx' in module 'sceNp' (\*0x979c0c)

LDR: Injected hack for function 'sceNpScoreInit' in module 'sceNp' (\*0x979bac)

LDR: Injected hack for function 'sceNpTerm' in module 'sceNp' (\*0x979bcc)

LDR: Injected hack for function 'sceNpManagerGetNetworkTime' in module 'sceNp' (\*0x979d8c)

LDR: Injected hack for function 'sceNpScoreCreateTransactionCtx' in module 'sceNp' (\*0x979c6c)

LDR: Injected hack for function 'sceNpLookupPollAsync' in module 'sceNp' (\*0x979c8c)

LDR: Injected hack for function 'sceNpScoreTerm' in module 'sceNp' (\*0x979ccc)

LDR: Injected hack for function 'sceNpScorePollAsync' in module 'sceNp' (\*0x979cec)

LDR: Injected hack for function 'sceNpBasicUnregisterHandler' in module 'sceNp' (\*0x979d0c)

LDR: Injected hack for function 'sceNpScoreCreateTitleCtx' in module 'sceNp' (\*0x979d2c)

LDR: Injected hack for function 'sceNpDrmIsAvailable2' in module 'sceNp' (\*0x979ecc)

LDR: Injected hack for function 'sceNpBasicGetEvent' in module 'sceNp' (\*0x979e2c)

LDR: Injected hack for function 'sceNpBasicRegisterHandler' in module 'sceNp' (\*0x979d4c)

LDR: Injected hack for function 'sceNpBasicGetFriendListEntryCount' in module 'sceNp' (\*0x97b0cc)

LDR: Injected hack for function 'sceNpBasicGetFriendListEntry' in module 'sceNp' (\*0x97b0ac)

LDR: Injected hack for function 'sceNpInit' in module 'sceNp' (\*0x979d6c)

LDR: Injected hack for function 'sceNpScoreGetRankingByNpIdPcId' in module 'sceNp' (\*0x979dac)

LDR: Injected hack for function 'sceNpScoreDestroyTransactionCtx' in module 'sceNp' (\*0x979dcc)

LDR: Injected hack for function 'sceNpLookupCreateTitleCtx' in module 'sceNp' (\*0x979dec)

LDR: Injected hack for function 'sceNpLookupNpIdAsync' in module 'sceNp' (\*0x979e0c)

LDR: Injected hack for function 'sceNpManagerRegisterCallback' in module 'sceNp' (\*0x979e4c)

LDR: Injected hack for function 'sceNpLookupCreateTransactionCtx' in module 'sceNp' (\*0x979e6c)

LDR: Injected hack for function 'sceNpScoreAbortTransaction' in module 'sceNp' (\*0x979eac)

LDR: Injected hack for function 'sceNpScoreRecordScoreAsync' in module 'sceNp' (\*0x979eec)

LDR: Injected hack for function 'sceNpScoreGetRankingByRange' in module 'sceNp' (\*0x979f2c)

LDR: Injected hack for function 'sceNpManagerGetNpId' in module 'sceNp' (\*0x979f4c)

LDR: Injected hack for function 'cellAdecEndSeq' in module 'cellAdec' (\*0x9787ac)

LDR: Injected hack for function 'cellAdecDecodeAu' in module 'cellAdec' (\*0x9786cc)

LDR: Injected hack for function 'cellAdecStartSeq' in module 'cellAdec' (\*0x9786ec)

LDR: Injected hack for function 'cellAdecQueryAttr' in module 'cellAdec' (\*0x97870c)

LDR: Injected hack for function 'cellAdecClose' in module 'cellAdec' (\*0x97872c)

LDR: Injected hack for function 'cellAdecOpen' in module 'cellAdec' (\*0x97878c)

LDR: Injected hack for function 'cellAdecGetPcm' in module 'cellAdec' (\*0x97874c)

LDR: Injected hack for function 'cellAdecGetPcmItem' in module 'cellAdec' (\*0x97876c)

LDR: Injected hack for function 'cellHttpUtilUnescapeUri' in module 'cellHttpUtil' (\*0x978e0c)

LDR: Injected hack for function 'cellHttpUtilParseUri' in module 'cellHttpUtil' (\*0x978e2c)

LDR: Injected hack for function 'cellHttpUtilEscapeUri' in module 'cellHttpUtil' (\*0x978e4c)

LDR: Injected hack for function 'cellNetCtlNetStartDialogLoadAsync' in module 'cellNetCtl' (\*0x97ae8c)

LDR: Injected hack for function 'cellNetCtlTerm' in module 'cellNetCtl' (\*0x97932c)

LDR: Injected hack for function 'cellNetCtlGetState' in module 'cellNetCtl' (\*0x97934c)

LDR: Injected hack for function 'cellNetCtlInit' in module 'cellNetCtl' (\*0x97936c)

LDR: Injected hack for function 'cellNetCtlNetStartDialogUnloadAsync' in module 'cellNetCtl' (\*0x97aeac)

LDR: Injected hack for function 'cellAudioInit' in module 'cellAudio' (\*0x9787cc)

LDR: Injected hack for function 'cellAudioPortClose' in module 'cellAudio' (\*0x97abac)

LDR: Injected hack for function 'cellAudioQuit' in module 'cellAudio' (\*0x9787ec)

LDR: Injected hack for function 'cellAudioSetNotifyEventQueue' in module 'cellAudio' (\*0x97ab6c)

LDR: Injected hack for function 'cellAudioGetPortTimestamp' in module 'cellAudio' (\*0x97ab8c)

LDR: Injected hack for function 'cellAudioGetPortConfig' in module 'cellAudio' (\*0x97abec)

LDR: Injected hack for function 'cellAudioPortStop' in module 'cellAudio' (\*0x97abcc)

LDR: Injected hack for function 'cellAudioPortStart' in module 'cellAudio' (\*0x97ac0c)

LDR: Injected hack for function 'cellAudioPortOpen' in module 'cellAudio' (\*0x97ac2c)

LDR: Injected hack for function 'cellAudioRemoveNotifyEventQueue' in module 'cellAudio' (\*0x97ac6c)

LDR: Injected hack for function 'cellAudioGetPortBlockTag' in module 'cellAudio' (\*0x97ac4c)

LDR: Injected hack for function 'cellUsbdRegisterExtraLdd' in module 'cellUsbd' (\*0x978a8c)

LDR: Injected hack for function 'cellUsbdEnd' in module 'cellUsbd' (\*0x978a6c)

LDR: Injected hack for function 'cellUsbdInterruptTransfer' in module 'cellUsbd' (\*0x978a0c)

LDR: Injected hack for function 'cellUsbdOpenPipe' in module 'cellUsbd' (\*0x978a2c)

LDR: Injected hack for function 'cellUsbdScanStaticDescriptor' in module 'cellUsbd' (\*0x978a4c)

LDR: Injected hack for function 'cellUsbdInit' in module 'cellUsbd' (\*0x978aec)

LDR: Injected hack for function 'cellUsbdUnregisterExtraLdd' in module 'cellUsbd' (\*0x978aac)

LDR: Injected hack for function 'cellUsbdControlTransfer' in module 'cellUsbd' (\*0x978acc)

LDR: Injected hack for function 'cellPadSetActDirect' in module 'sys\_io' (\*0x9790ec)

LDR: Injected hack for function 'cellPadInit' in module 'sys\_io' (\*0x978e6c)

LDR: Injected hack for function 'cellKbClearBuf' in module 'sys\_io' (\*0x978e8c)

LDR: Injected hack for function 'cellMouseClearBuf' in module 'sys\_io' (\*0x978f0c)

LDR: Injected hack for function 'cellPadEnd' in module 'sys\_io' (\*0x978f4c)

LDR: Injected hack for function 'cellPadLddRegisterController' in module 'sys\_io' (\*0x978eac)

LDR: Injected hack for function 'cellKbGetInfo' in module 'sys\_io' (\*0x978ecc)

LDR: Injected hack for function 'cellMouseInit' in module 'sys\_io' (\*0x97906c)

LDR: Injected hack for function 'cellPadSetPortSetting' in module 'sys\_io' (\*0x978f6c)

LDR: Injected hack for function 'cellMouseGetData' in module 'sys\_io' (\*0x978eec)

LDR: Injected hack for function 'cellKbEnd' in module 'sys\_io' (\*0x97904c)

LDR: Injected hack for function 'cellKbInit' in module 'sys\_io' (\*0x978f2c)

LDR: Injected hack for function 'cellPadLddGetPortNo' in module 'sys\_io' (\*0x978fcc)

LDR: Injected hack for function 'cellPadGetData' in module 'sys\_io' (\*0x978fac)

LDR: Injected hack for function 'cellMouseGetInfo' in module 'sys\_io' (\*0x978f8c)

LDR: Injected hack for function 'cellKbSetCodeType' in module 'sys\_io' (\*0x978fec)

LDR: Injected hack for function 'cellPadGetInfo2' in module 'sys\_io' (\*0x97900c)

LDR: Injected hack for function 'cellPadLddDataInsert' in module 'sys\_io' (\*0x97902c)

LDR: Injected hack for function 'cellKbSetReadMode' in module 'sys\_io' (\*0x97908c)

LDR: Injected hack for function 'cellMouseEnd' in module 'sys\_io' (\*0x9790ac)

LDR: Injected hack for function 'cellPadLddUnregisterController' in module 'sys\_io' (\*0x9790cc)

LDR: Injected hack for function 'cellKbRead' in module 'sys\_io' (\*0x97910c)

LDR: Unknown module 'libsvc1d'

LDR: Unknown function '0xD8465650' in module 'libsvc1d' (index 2973)

LDR: \*\* Not linked at \*0xa1f1c8

LDR: Unknown function '0x5E8AAE6A' in module 'libsvc1d' (index 2974)

LDR: \*\* Not linked at \*0xa1f1a8

LDR: Unknown function '0xA1468D7B' in module 'libsvc1d' (index 2975)

LDR: \*\* Not linked at \*0xa1f1c0

LDR: Unknown function '0x6C366C43' in module 'libsvc1d' (index 2976)

LDR: \*\* Not linked at \*0xa1f1ac

LDR: Unknown function '0x7441419B' in module 'libsvc1d' (index 2977)

LDR: \*\* Not linked at \*0xa1f1b0

LDR: Unknown function '0x76D867F4' in module 'libsvc1d' (index 2978)

LDR: \*\* Not linked at \*0xa1f1b4

LDR: Unknown function '0x95665052' in module 'libsvc1d' (index 2979)

LDR: \*\* Not linked at \*0xa1f1b8

LDR: Unknown function '0x149555D0' in module 'libsvc1d' (index 2980)

LDR: \*\* Not linked at \*0xa1f1d0

LDR: Unknown function '0x9867CDC2' in module 'libsvc1d' (index 2981)

LDR: \*\* Not linked at \*0xa1f1bc

LDR: Unknown function '0x4F4EEE83' in module 'libsvc1d' (index 2982)

LDR: \*\* Not linked at \*0xa1f1f0

LDR: Unknown function '0xA8E94A19' in module 'libsvc1d' (index 2983)

LDR: \*\* Not linked at \*0xa1f1c4

LDR: Unknown function '0xD9CD56BA' in module 'libsvc1d' (index 2984)

LDR: \*\* Not linked at \*0xa1f1cc

LDR: Unknown function '0xEBBFEAC3' in module 'libsvc1d' (index 2985)

LDR: \*\* Not linked at \*0xa1f1d4

LDR: Unknown function '0xF106AAD3' in module 'libsvc1d' (index 2986)

LDR: \*\* Not linked at \*0xa1f1d8

LDR: Unknown function '0xFE0E34B8' in module 'libsvc1d' (index 2987)

LDR: \*\* Not linked at \*0xa1f1dc

LDR: Unknown function '0x19610523' in module 'libsvc1d' (index 2988)

LDR: \*\* Not linked at \*0xa1f1e0

LDR: Unknown function '0x3607BBF8' in module 'libsvc1d' (index 2989)

LDR: \*\* Not linked at \*0xa1f1e4

LDR: Unknown function '0x3666354F' in module 'libsvc1d' (index 2990)

LDR: \*\* Not linked at \*0xa1f1e8

LDR: Unknown function '0x593E2315' in module 'libsvc1d' (index 2991)

LDR: \*\* Not linked at \*0xa1f1f4

LDR: Unknown function '0x383CBE2F' in module 'libsvc1d' (index 2992)

LDR: \*\* Not linked at \*0xa1f1ec

LDR: Unknown module 'cellLibprof'

LDR: Unknown function '0x05893E7C' in module 'cellLibprof' (index 2993)

LDR: \*\* Not linked at \*0x125a000

LDR: \*\* Not linked at \*0x12a5000

LDR: Unknown function '0x6D045C2E' in module 'cellLibprof' (index 2994)

LDR: \*\* Not linked at \*0x125a004

LDR: \*\* Not linked at \*0x12a5004

LDR: Injected hack for function 'cellGcmGetTiledPitchSize' in module 'cellGcmSys' (\*0x97ac8c)

LDR: Injected hack for function 'cellGcmMapMainMemory' in module 'cellGcmSys' (\*0x978b0c)

LDR: Injected hack for function 'cellGcmUnmapEaIoAddress' in module 'cellGcmSys' (\*0x978b2c)

LDR: Injected hack for function 'cellGcmBindTile' in module 'cellGcmSys' (\*0x97acec)

LDR: Injected hack for function '\_cellGcmInitBody' in module 'cellGcmSys' (\*0x97b16c)

LDR: Injected hack for function 'cellGcmAddressToOffset' in module 'cellGcmSys' (\*0x97accc)

LDR: Injected hack for function 'cellGcmGetLabelAddress' in module 'cellGcmSys' (\*0x978b4c)

LDR: Injected hack for function 'cellGcmSetQueueHandler' in module 'cellGcmSys' (\*0x97acac)

LDR: Injected hack for function 'cellGcmSetFlipMode' in module 'cellGcmSys' (\*0x97ad0c)

LDR: Injected hack for function 'cellGcmGetVBlankCount' in module 'cellGcmSys' (\*0x97ad2c)

LDR: Injected hack for function 'cellGcmGetFlipStatus' in module 'cellGcmSys' (\*0x97ad4c)

LDR: Injected hack for function 'cellGcmGetControlRegister' in module 'cellGcmSys' (\*0x97b22c)

LDR: Injected hack for function 'cellGcmGetReport' in module 'cellGcmSys' (\*0x97ad6c)

LDR: Injected hack for function 'cellGcmSetDisplayBuffer' in module 'cellGcmSys' (\*0x97ad8c)

LDR: Injected hack for function 'cellGcmSetVBlankHandler' in module 'cellGcmSys' (\*0x97adac)

LDR: Injected hack for function 'cellGcmResetFlipStatus' in module 'cellGcmSys' (\*0x97adcc)

LDR: Injected hack for function 'cellGcmSetDefaultCommandBuffer' in module 'cellGcmSys' (\*0x97adec)

LDR: Injected hack for function 'cellGcmSetTileInfo' in module 'cellGcmSys' (\*0x97ae0c)

LDR: Injected hack for function 'cellGcmSetZcull' in module 'cellGcmSys' (\*0x97ae2c)

LDR: Injected hack for function 'cellGcmUnbindTile' in module 'cellGcmSys' (\*0x97ae4c)

LDR: Injected hack for function 'cellGcmGetConfiguration' in module 'cellGcmSys' (\*0x97ae6c)

LDR: Injected hack for function 'cellGcmSetDefaultFifoSize' in module 'cellGcmSys' (\*0x97b20c)

LDR: Injected hack for function '\_cellGcmSetFlipCommand' in module 'cellGcmSys' (\*0x97b18c)

LDR: Injected hack for function '\_cellGcmFunc15' in module 'cellGcmSys' (\*0x97b1ac)

LDR: Injected hack for function 'cellGcmGetDefaultCommandWordSize' in module 'cellGcmSys' (\*0x97b1cc)

LDR: Injected hack for function 'cellGcmGetDefaultSegmentWordSize' in module 'cellGcmSys' (\*0x97b1ec)

LDR: Injected hack for function '\_cellGcmSetFlipCommandWithWaitLabel' in module 'cellGcmSys' (\*0x97b24c)

LDR: Injected hack for function 'cellHttpCreateTransaction' in module 'cellHttp' (\*0x978b6c)

LDR: Injected hack for function 'cellHttpResponseGetContentLength' in module 'cellHttp' (\*0x978c6c)

LDR: Injected hack for function 'cellHttpCreateClient' in module 'cellHttp' (\*0x978c8c)

LDR: Injected hack for function 'cellHttpResponseGetStatusCode' in module 'cellHttp' (\*0x978b8c)

LDR: Injected hack for function 'cellHttpClientSetSslCallback' in module 'cellHttp' (\*0x978bac)

LDR: Injected hack for function 'cellHttpClientSetAutoRedirect' in module 'cellHttp' (\*0x978bcc)

LDR: Injected hack for function 'cellHttpTransactionAbortConnection' in module 'cellHttp' (\*0x978c2c)

LDR: Injected hack for function 'cellHttpClientSetRecvTimeout' in module 'cellHttp' (\*0x978bec)

LDR: Injected hack for function 'cellHttpDestroyTransaction' in module 'cellHttp' (\*0x978c4c)

LDR: Injected hack for function 'cellHttpInit' in module 'cellHttp' (\*0x978c0c)

LDR: Injected hack for function 'cellHttpsInit' in module 'cellHttp' (\*0x978cac)

LDR: Injected hack for function 'cellHttpRequestSetHeader' in module 'cellHttp' (\*0x978ccc)

LDR: Injected hack for function 'cellHttpRecvResponse' in module 'cellHttp' (\*0x978cec)

LDR: Injected hack for function 'cellHttpEnd' in module 'cellHttp' (\*0x978dac)

LDR: Injected hack for function 'cellHttpRequestSetContentLength' in module 'cellHttp' (\*0x978d6c)

LDR: Injected hack for function 'cellHttpClientSetSendTimeout' in module 'cellHttp' (\*0x978d0c)

LDR: Injected hack for function 'cellHttpDestroyClient' in module 'cellHttp' (\*0x978d2c)

LDR: Injected hack for function 'cellHttpSendRequest' in module 'cellHttp' (\*0x978d4c)

LDR: Injected hack for function 'cellHttpClientSetUserAgent' in module 'cellHttp' (\*0x978d8c)

LDR: Injected hack for function 'cellHttpClientSetConnTimeout' in module 'cellHttp' (\*0x978dcc)

LDR: Injected hack for function 'cellHttpsEnd' in module 'cellHttp' (\*0x978dec)

LDR: Injected hack for function 'cellJpgEncWaitForInput' in module 'cellJpgEnc' (\*0x97914c)

LDR: Injected hack for function 'cellJpgEncQueryAttr' in module 'cellJpgEnc' (\*0x97912c)

LDR: Injected hack for function 'cellJpgEncOpen' in module 'cellJpgEnc' (\*0x9791cc)

LDR: Injected hack for function 'cellJpgEncGetStreamInfo' in module 'cellJpgEnc' (\*0x97916c)

LDR: Injected hack for function 'cellJpgEncWaitForOutput' in module 'cellJpgEnc' (\*0x9791ac)

LDR: Injected hack for function 'cellJpgEncClose' in module 'cellJpgEnc' (\*0x97918c)

LDR: Injected hack for function 'cellJpgEncEncodePicture' in module 'cellJpgEnc' (\*0x9791ec)

LDR: Injected hack for function 'cellJpgDecCreate' in module 'cellJpgDec' (\*0x97926c)

LDR: Injected hack for function 'cellJpgDecReadHeader' in module 'cellJpgDec' (\*0x97920c)

LDR: Injected hack for function 'cellJpgDecClose' in module 'cellJpgDec' (\*0x97922c)

LDR: Injected hack for function 'cellJpgDecDecodeData' in module 'cellJpgDec' (\*0x97928c)

LDR: Injected hack for function 'cellJpgDecOpen' in module 'cellJpgDec' (\*0x97924c)

LDR: Injected hack for function 'cellJpgDecDestroy' in module 'cellJpgDec' (\*0x9792ac)

LDR: Injected hack for function 'cellJpgDecSetParameter' in module 'cellJpgDec' (\*0x9792cc)

LDR: Injected hack for function 'cellPhotoImport2' in module 'cellPhotoImportUtil' (\*0x97a44c)

LDR: Injected hack for function 'sys\_net::sys\_net\_initialize\_network\_ex' in module 'sys\_net' (\*0x9792ec)

LDR: Injected hack for function 'sys\_net::sys\_net\_finalize\_network' in module 'sys\_net' (\*0x97930c)

LDR: Injected hack for function 'cellPngEncClose' in module 'cellPngEnc' (\*0x97938c)

LDR: Injected hack for function 'cellPngEncWaitForInput' in module 'cellPngEnc' (\*0x97942c)

LDR: Injected hack for function 'cellPngEncOpen' in module 'cellPngEnc' (\*0x9793ac)

LDR: Injected hack for function 'cellPngEncQueryAttr' in module 'cellPngEnc' (\*0x9793cc)

LDR: Injected hack for function 'cellPngEncGetStreamInfo' in module 'cellPngEnc' (\*0x9793ec)

LDR: Injected hack for function 'cellPngEncEncodePicture' in module 'cellPngEnc' (\*0x97940c)

LDR: Injected hack for function 'cellPngEncWaitForOutput' in module 'cellPngEnc' (\*0x97944c)

LDR: Unknown module 'libsmvd2'

LDR: Unknown function '0xE9FFF717' in module 'libsmvd2' (index 2995)

LDR: \*\* Not linked at \*0xa1f13c

LDR: Unknown function '0x1A5B72DD' in module 'libsmvd2' (index 2996)

LDR: \*\* Not linked at \*0xa1f11c

LDR: Unknown function '0xE36F2A6C' in module 'libsmvd2' (index 2997)

LDR: \*\* Not linked at \*0xa1f138

LDR: Unknown function '0xE3072DF9' in module 'libsmvd2' (index 2998)

LDR: \*\* Not linked at \*0xa1f134

LDR: Unknown function '0x6D1F7D3F' in module 'libsmvd2' (index 2999)

LDR: \*\* Not linked at \*0xa1f120

LDR: Unknown function '0xDC6F4FF1' in module 'libsmvd2' (index 3000)

LDR: \*\* Not linked at \*0xa1f130

LDR: Unknown function '0x96C2A2D9' in module 'libsmvd2' (index 3001)

LDR: \*\* Not linked at \*0xa1f124

LDR: Unknown function '0xA0D447EB' in module 'libsmvd2' (index 3002)

LDR: \*\* Not linked at \*0xa1f128

LDR: Unknown function '0xD09740F6' in module 'libsmvd2' (index 3003)

LDR: \*\* Not linked at \*0xa1f12c

LDR: Unknown function '0xF007F937' in module 'libsmvd2' (index 3004)

LDR: \*\* Not linked at \*0xa1f140

LDR: Unknown function '0x32DA1344' in module 'libsmvd2' (index 3005)

LDR: \*\* Not linked at \*0xa1f144

LDR: Unknown function '0xF4E8D559' in module 'libsmvd2' (index 3006)

LDR: \*\* Not linked at \*0xa1f148

LDR: Unknown function '0xFF05DD1F' in module 'libsmvd2' (index 3007)

LDR: \*\* Not linked at \*0xa1f14c

LDR: Unknown function '0x3B95270D' in module 'libsmvd2' (index 3008)

LDR: \*\* Not linked at \*0xa1f150

LDR: Unknown function '0x4A1964A6' in module 'libsmvd2' (index 3009)

LDR: \*\* Not linked at \*0xa1f154

LDR: Unknown function '0x52BB9416' in module 'libsmvd2' (index 3010)

LDR: \*\* Not linked at \*0xa1f158

LDR: Unknown function '0x540B43AE' in module 'libsmvd2' (index 3011)

LDR: \*\* Not linked at \*0xa1f15c

LDR: Unknown function '0x5A0355CF' in module 'libsmvd2' (index 3012)

LDR: \*\* Not linked at \*0xa1f160

LDR: Unknown function '0x6B49A7C7' in module 'libsmvd2' (index 3013)

LDR: \*\* Not linked at \*0xa1f164

LDR: Unknown module 'libdivx311dec'

LDR: Unknown function '0xB3C52B97' in module 'libdivx311dec' (index 3014)

LDR: \*\* Not linked at \*0xa1f07c

LDR: Unknown function '0x3DCEA4DF' in module 'libdivx311dec' (index 3015)

LDR: \*\* Not linked at \*0xa1f068

LDR: Unknown function '0x5209A062' in module 'libdivx311dec' (index 3016)

LDR: \*\* Not linked at \*0xa1f06c

LDR: Unknown function '0xD7764198' in module 'libdivx311dec' (index 3017)

LDR: \*\* Not linked at \*0xa1f088

LDR: Unknown function '0x74444EF2' in module 'libdivx311dec' (index 3018)

LDR: \*\* Not linked at \*0xa1f070

LDR: Unknown function '0x974DF255' in module 'libdivx311dec' (index 3019)

LDR: \*\* Not linked at \*0xa1f074

LDR: Unknown function '0xA1521D39' in module 'libdivx311dec' (index 3020)

LDR: \*\* Not linked at \*0xa1f078

LDR: Unknown function '0xB4FD7E9B' in module 'libdivx311dec' (index 3021)

LDR: \*\* Not linked at \*0xa1f080

LDR: Unknown function '0xBD6092C4' in module 'libdivx311dec' (index 3022)

LDR: \*\* Not linked at \*0xa1f084

LDR: Injected hack for function 'cellSaveDataGetListItem' in module 'cellSaveData' (\*0x97a4cc)

LDR: Injected hack for function 'cellSaveDataListDelete' in module 'cellSaveData' (\*0x97a4ec)

LDR: Injected hack for function 'cellRtcTickAddMinutes' in module 'cellRtc' (\*0x9794ac)

LDR: Injected hack for function 'cellRtcFormatRfc3339LocalTime' in module 'cellRtc' (\*0x97946c)

LDR: Injected hack for function 'cellRtcConvertUtcToLocalTime' in module 'cellRtc' (\*0x97954c)

LDR: Injected hack for function 'cellRtcTickAddDays' in module 'cellRtc' (\*0x9794ec)

LDR: Injected hack for function 'cellRtcGetCurrentClockLocalTime' in module 'cellRtc' (\*0x97948c)

LDR: Injected hack for function 'cellRtcTickAddYears' in module 'cellRtc' (\*0x9794cc)

LDR: Injected hack for function 'cellRtcGetTick' in module 'cellRtc' (\*0x97956c)

LDR: Injected hack for function 'cellRtcSetTick' in module 'cellRtc' (\*0x97950c)

LDR: Injected hack for function 'cellRtcGetCurrentTick' in module 'cellRtc' (\*0x97952c)

LDR: Injected hack for function 'cellRtcTickAddHours' in module 'cellRtc' (\*0x97958c)

LDR: Injected hack for function 'cellSslCertificateLoader' in module 'cellSsl' (\*0x97988c)

LDR: Injected hack for function 'cellSslCertGetNameEntryInfo' in module 'cellSsl' (\*0x9797cc)

LDR: Injected hack for function 'cellSslCertGetRsaPublicKeyExponent' in module 'cellSsl' (\*0x9797ec)

LDR: Injected hack for function 'cellSslCertGetMd5Fingerprint' in module 'cellSsl' (\*0x9798ac)

LDR: Injected hack for function 'cellSslEnd' in module 'cellSsl' (\*0x97980c)

LDR: Injected hack for function 'cellSslCertGetNameEntryCount' in module 'cellSsl' (\*0x9798cc)

LDR: Injected hack for function 'cellSslCertGetSubjectName' in module 'cellSsl' (\*0x97986c)

LDR: Injected hack for function 'cellSslCertGetNotAfter' in module 'cellSsl' (\*0x97982c)

LDR: Injected hack for function 'cellSslCertGetNotBefore' in module 'cellSsl' (\*0x97984c)

LDR: Injected hack for function 'cellSslCertGetSerialNumber' in module 'cellSsl' (\*0x9798ec)

LDR: Injected hack for function 'cellSslCertGetRsaPublicKeyModulus' in module 'cellSsl' (\*0x97990c)

LDR: Injected hack for function 'cellSslCertGetIssuerName' in module 'cellSsl' (\*0x97992c)

LDR: Injected hack for function 'cellSslCertGetPublicKey' in module 'cellSsl' (\*0x97994c)

LDR: Injected hack for function 'cellSslInit' in module 'cellSsl' (\*0x97996c)

LDR: Unknown module 'libsmvd4'

LDR: Unknown function '0xE200B0CE' in module 'libsmvd4' (index 3023)

LDR: \*\* Not linked at \*0xa1f178

LDR: Unknown function '0xA4E5F5E2' in module 'libsmvd4' (index 3024)

LDR: \*\* Not linked at \*0xa1f168

LDR: Unknown function '0x1560605B' in module 'libsmvd4' (index 3025)

LDR: \*\* Not linked at \*0xa1f188

LDR: Unknown function '0xE6F4B68C' in module 'libsmvd4' (index 3026)

LDR: \*\* Not linked at \*0xa1f17c

LDR: Unknown function '0xBEF20E62' in module 'libsmvd4' (index 3027)

LDR: \*\* Not linked at \*0xa1f16c

LDR: Unknown function '0x87AE5A06' in module 'libsmvd4' (index 3028)

LDR: \*\* Not linked at \*0xa1f19c

LDR: Unknown function '0xC1D6771B' in module 'libsmvd4' (index 3029)

LDR: \*\* Not linked at \*0xa1f170

LDR: Unknown function '0xD85B4BED' in module 'libsmvd4' (index 3030)

LDR: \*\* Not linked at \*0xa1f174

LDR: Unknown function '0xF6ECD42C' in module 'libsmvd4' (index 3031)

LDR: \*\* Not linked at \*0xa1f180

LDR: Unknown function '0xF93027E0' in module 'libsmvd4' (index 3032)

LDR: \*\* Not linked at \*0xa1f184

LDR: Unknown function '0x17A51600' in module 'libsmvd4' (index 3033)

LDR: \*\* Not linked at \*0xa1f18c

LDR: Unknown function '0x4066EB75' in module 'libsmvd4' (index 3034)

LDR: \*\* Not linked at \*0xa1f190

LDR: Unknown function '0x53BEF958' in module 'libsmvd4' (index 3035)

LDR: \*\* Not linked at \*0xa1f194

LDR: Unknown function '0x75ECB783' in module 'libsmvd4' (index 3036)

LDR: \*\* Not linked at \*0xa1f198

LDR: Unknown function '0x8A292735' in module 'libsmvd4' (index 3037)

LDR: \*\* Not linked at \*0xa1f1a0

LDR: Unknown function '0x9A2EBFB5' in module 'libsmvd4' (index 3038)

LDR: \*\* Not linked at \*0xa1f1a4

LDR: Injected hack for function 'cellSysmoduleUnloadModule' in module 'cellSysmodule' (\*0x97998c)

LDR: Injected hack for function 'cellSysmoduleLoadModule' in module 'cellSysmodule' (\*0x9799ac)

LDR: Injected hack for function 'cellSysmoduleInitialize' in module 'cellSysmodule' (\*0x9799cc)

LDR: Injected hack for function 'cellGamePatchCheck' in module 'cellGame' (\*0x979aac)

LDR: Injected hack for function 'cellGameDeleteGameData' in module 'cellGame' (\*0x979a6c)

LDR: Injected hack for function 'cellGameGetParamString' in module 'cellGame' (\*0x9799ec)

LDR: Injected hack for function 'cellGameCreateGameData' in module 'cellGame' (\*0x979a0c)

LDR: Injected hack for function 'cellGameGetSizeKB' in module 'cellGame' (\*0x979aec)

LDR: Injected hack for function 'cellGameContentPermit' in module 'cellGame' (\*0x979a2c)

LDR: Injected hack for function 'cellGameContentErrorDialog' in module 'cellGame' (\*0x979a4c)

LDR: Injected hack for function 'cellGameGetParamInt' in module 'cellGame' (\*0x979a8c)

LDR: Injected hack for function 'cellGameDataCheck' in module 'cellGame' (\*0x979acc)

LDR: Injected hack for function 'cellGameBootCheck' in module 'cellGame' (\*0x979b0c)

LDR: Injected hack for function 'sceNpTrophyRegisterContext' in module 'sceNpTrophy' (\*0x979f6c)

LDR: Injected hack for function 'sceNpTrophyInit' in module 'sceNpTrophy' (\*0x979fec)

LDR: Injected hack for function 'sceNpTrophyGetTrophyUnlockState' in module 'sceNpTrophy' (\*0x97a06c)

LDR: Injected hack for function 'sceNpTrophyCreateHandle' in module 'sceNpTrophy' (\*0x979f8c)

LDR: Injected hack for function 'sceNpTrophyCreateContext' in module 'sceNpTrophy' (\*0x97a08c)

LDR: Injected hack for function 'sceNpTrophyUnlockTrophy' in module 'sceNpTrophy' (\*0x97a02c)

LDR: Injected hack for function 'sceNpTrophyGetRequiredDiskSpace' in module 'sceNpTrophy' (\*0x979fac)

LDR: Injected hack for function 'sceNpTrophyTerm' in module 'sceNpTrophy' (\*0x97a04c)

LDR: Injected hack for function 'sceNpTrophyDestroyContext' in module 'sceNpTrophy' (\*0x979fcc)

LDR: Injected hack for function 'sceNpTrophyDestroyHandle' in module 'sceNpTrophy' (\*0x97a00c)

LDR: Injected hack for function 'cellPhotoDecodeInitialize2' in module 'cellPhotoDecodeUtil' (\*0x97a46c)

LDR: Injected hack for function 'cellPhotoDecodeFromFile' in module 'cellPhotoDecodeUtil' (\*0x97a48c)

LDR: Injected hack for function 'cellPhotoDecodeFinalize' in module 'cellPhotoDecodeUtil' (\*0x97a4ac)

LDR: Injected hack for function 'cellPhotoExportFinalize' in module 'cellPhotoUtility' (\*0x97a42c)

LDR: Injected hack for function 'cellPhotoExportInitialize2' in module 'cellPhotoUtility' (\*0x97a3ec)

LDR: Injected hack for function 'cellPhotoExportFromFile' in module 'cellPhotoUtility' (\*0x97a40c)

LDR: Injected hack for function 'cellSearchStartContentSearch' in module 'cellSearchUtility' (\*0x97a50c)

LDR: Injected hack for function 'cellSearchGetContentInfoByOffset' in module 'cellSearchUtility' (\*0x97a52c)

LDR: Injected hack for function 'cellSearchFinalize' in module 'cellSearchUtility' (\*0x97a56c)

LDR: Injected hack for function 'cellSearchEnd' in module 'cellSearchUtility' (\*0x97a54c)

LDR: Injected hack for function 'cellSearchPrepareFile' in module 'cellSearchUtility' (\*0x97a5ac)

LDR: Injected hack for function 'cellSearchInitialize' in module 'cellSearchUtility' (\*0x97a58c)

LDR: Injected hack for function 'cellSearchGetContentInfoPath' in module 'cellSearchUtility' (\*0x97a5cc)

LDR: Injected hack for function 'cellScreenShotSetOverlayImage' in module 'cellScreenShotUtility' (\*0x97a5ec)

LDR: Injected hack for function 'cellScreenShotEnable' in module 'cellScreenShotUtility' (\*0x97a60c)

LDR: Injected hack for function 'cellScreenShotDisable' in module 'cellScreenShotUtility' (\*0x97a64c)

LDR: Injected hack for function 'cellScreenShotSetParameter' in module 'cellScreenShotUtility' (\*0x97a62c)

LDR: Injected hack for function 'cellSaveDataAutoSave2' in module 'cellSysutil' (\*0x97a84c)

LDR: Injected hack for function 'cellSysutilUnregisterCallback' in module 'cellSysutil' (\*0x97a66c)

LDR: Injected hack for function 'cellOskDialogSetLayoutMode' in module 'cellSysutil' (\*0x97a9ac)

LDR: Injected hack for function 'cellSysutilCheckCallback' in module 'cellSysutil' (\*0x97a68c)

LDR: Injected hack for function 'cellSaveDataFixedLoad2' in module 'cellSysutil' (\*0x97a72c)

LDR: Injected hack for function 'cellSaveDataListLoad2' in module 'cellSysutil' (\*0x97a6ac)

LDR: Injected hack for function 'cellMsgDialogClose' in module 'cellSysutil' (\*0x97a6cc)

LDR: Injected hack for function 'cellSaveDataFixedSave2' in module 'cellSysutil' (\*0x97a74c)

LDR: Injected hack for function 'cellSaveDataListAutoLoad' in module 'cellSysutil' (\*0x97a6ec)

LDR: Injected hack for function 'cellSaveDataAutoLoad2' in module 'cellSysutil' (\*0x97a9cc)

LDR: Injected hack for function 'cellSaveDataListSave2' in module 'cellSysutil' (\*0x97a76c)

LDR: Injected hack for function 'cellWebBrowserWakeupWithGameExit' in module 'cellSysutil' (\*0x97a70c)

LDR: Injected hack for function 'cellOskDialogUnloadAsync' in module 'cellSysutil' (\*0x97a78c)

LDR: Injected hack for function 'cellMsgDialogOpenErrorCode' in module 'cellSysutil' (\*0x97a7ac)

LDR: Injected hack for function 'cellSysutilGetSystemParamInt' in module 'cellSysutil' (\*0x97a7cc)

LDR: Injected hack for function 'cellMsgDialogOpen2' in module 'cellSysutil' (\*0x97a7ec)

LDR: Injected hack for function 'cellVideoOutConfigure' in module 'cellSysutil' (\*0x97b0ec)

LDR: Injected hack for function 'cellOskDialogLoadAsync' in module 'cellSysutil' (\*0x97a80c)

LDR: Injected hack for function 'cellMsgDialogProgressBarSetMsg' in module 'cellSysutil' (\*0x97a88c)

LDR: Injected hack for function 'cellVideoOutGetState' in module 'cellSysutil' (\*0x97a82c)

LDR: Injected hack for function 'cellMsgDialogProgressBarInc' in module 'cellSysutil' (\*0x97a86c)

LDR: Injected hack for function 'cellSysutilRegisterCallback' in module 'cellSysutil' (\*0x97a8ac)

LDR: Injected hack for function 'cellOskDialogSetKeyLayoutOption' in module 'cellSysutil' (\*0x97a8cc)

LDR: Injected hack for function 'cellOskDialogAbort' in module 'cellSysutil' (\*0x97a8ec)

LDR: Injected hack for function 'cellOskDialogSetInitialKeyLayout' in module 'cellSysutil' (\*0x97a90c)

LDR: Injected hack for function 'cellSaveDataFixedDelete' in module 'cellSysutil' (\*0x97a92c)

LDR: Injected hack for function 'cellVideoOutGetResolution' in module 'cellSysutil' (\*0x97a94c)

LDR: Injected hack for function 'cellSaveDataEnableOverlay' in module 'cellSysutil' (\*0x97a96c)

LDR: Injected hack for function 'cellSaveDataDelete2' in module 'cellSysutil' (\*0x97a98c)

LDR: Injected hack for function 'cellVideoOutGetDeviceInfo' in module 'cellSysutil' (\*0x97b10c)

LDR: Injected hack for function 'cellVideoOutGetNumberOfDevice' in module 'cellSysutil' (\*0x97b12c)

LDR: Injected hack for function 'cellVideoOutGetResolutionAvailability' in module 'cellSysutil' (\*0x97b14c)

LDR: Allocated variable '\_cell\_vdec\_prx\_ver' in module 'libvdec' at \*0x12da000

LDR: Linked LLE variable '\_cell\_vdec\_prx\_ver' in module 'libvdec' -> 0xa1f20c

LDR: Injected hack for function 'cellRescGcmSurface2RescSrc' in module 'cellResc' (\*0x97aecc)

LDR: Injected hack for function 'cellRescSetDisplayMode' in module 'cellResc' (\*0x97af2c)

LDR: Injected hack for function 'cellRescSetFlipHandler' in module 'cellResc' (\*0x97af8c)

LDR: Injected hack for function 'cellRescSetDsts' in module 'cellResc' (\*0x97aeec)

LDR: Injected hack for function 'cellRescResetFlipStatus' in module 'cellResc' (\*0x97af0c)

LDR: Injected hack for function 'cellRescExit' in module 'cellResc' (\*0x97af6c)

LDR: Injected hack for function 'cellRescSetConvertAndFlip' in module 'cellResc' (\*0x97af4c)

LDR: Injected hack for function 'cellRescInit' in module 'cellResc' (\*0x97afac)

LDR: Injected hack for function 'cellRescGetBufferSize' in module 'cellResc' (\*0x97afcc)

LDR: Injected hack for function 'cellRescSetSrc' in module 'cellResc' (\*0x97afec)

LDR: Injected hack for function 'cellRescSetBufferAddress' in module 'cellResc' (\*0x97b00c)

LDR: Injected hack for function 'cellRescGetFlipStatus' in module 'cellResc' (\*0x97b02c)

LDR: Injected hack for function 'cellRescVideoOutResolutionId2RescBufferMode' in module 'cellResc' (\*0x97b04c)

LDR: Injected hack for function 'cellRescSetVBlankHandler' in module 'cellResc' (\*0x97b06c)

LDR: Allocated variable 'g\_gamma' in module 'cellSysutilAvconfExt' at \*0x12db000

LDR: Injected hack for function 'cellVideoOutGetScreenSize' in module 'cellSysutilAvconfExt' (\*0x97b08c)

LDR: Allocated variable 'sys\_prx\_version' in module 'sysPrxForUser' at \*0x12dc000

LDR: Injected hack for function 'sys\_prx\_load\_module' in module 'sysPrxForUser' (\*0x97b2ec)

LDR: Injected hack for function 'sys\_lwmutex\_create' in module 'sysPrxForUser' (\*0x97b34c)

LDR: Injected hack for function 'sys\_lwmutex\_create' in module 'sysPrxForUser' (\*0x1269778)

LDR: Injected hack for function 'sys\_lwmutex\_create' in module 'sysPrxForUser' (\*0x1292760)

LDR: Injected hack for function '\_sys\_strncmp' in module 'sysPrxForUser' (\*0x1269718)

LDR: Injected hack for function '\_sys\_strncmp' in module 'sysPrxForUser' (\*0x1292620)

LDR: Injected hack for function 'sys\_lwcond\_create' in module 'sysPrxForUser' (\*0x97b58c)

LDR: Injected hack for function 'sys\_lwcond\_create' in module 'sysPrxForUser' (\*0x1269818)

LDR: Injected hack for function 'sys\_lwcond\_create' in module 'sysPrxForUser' (\*0x12928c0)

LDR: Injected hack for function 'sys\_lwmutex\_unlock' in module 'sysPrxForUser' (\*0x97b28c)

LDR: Injected hack for function 'sys\_lwmutex\_unlock' in module 'sysPrxForUser' (\*0x12926c0)

LDR: Injected hack for function 'sys\_lwmutex\_lock' in module 'sysPrxForUser' (\*0x97b26c)

LDR: Injected hack for function 'sys\_lwmutex\_lock' in module 'sysPrxForUser' (\*0x12926a0)

LDR: Injected hack for function 'sys\_lwcond\_destroy' in module 'sysPrxForUser' (\*0x97b2ac)

LDR: Injected hack for function 'sys\_lwcond\_destroy' in module 'sysPrxForUser' (\*0x1269758)

LDR: Injected hack for function 'sys\_lwcond\_destroy' in module 'sysPrxForUser' (\*0x12926e0)

LDR: Injected hack for function '\_sys\_memcmp' in module 'sysPrxForUser' (\*0x12929c0)

LDR: Injected hack for function '\_sys\_strlen' in module 'sysPrxForUser' (\*0x1292740)

LDR: Injected hack for function 'sys\_ppu\_thread\_create' in module 'sysPrxForUser' (\*0x12c2110)

LDR: Injected hack for function 'sys\_ppu\_thread\_create' in module 'sysPrxForUser' (\*0x97b2cc)

LDR: Injected hack for function 'sys\_ppu\_thread\_create' in module 'sysPrxForUser' (\*0x1292700)

LDR: Injected hack for function 'sys\_prx\_get\_module\_id\_by\_name' in module 'sysPrxForUser' (\*0x124fd88)

LDR: Injected hack for function 'sys\_prx\_get\_module\_id\_by\_name' in module 'sysPrxForUser' (\*0x1292900)

LDR: Injected hack for function '\_sys\_process\_atexitspawn' in module 'sysPrxForUser' (\*0x97b32c)

LDR: Injected hack for function 'sys\_lwcond\_signal' in module 'sysPrxForUser' (\*0x1292980)

LDR: Injected hack for function 'sys\_lwcond\_signal' in module 'sysPrxForUser' (\*0x97b64c)

LDR: Injected hack for function 'sys\_lwcond\_wait' in module 'sysPrxForUser' (\*0x97b30c)

LDR: Injected hack for function 'sys\_lwcond\_wait' in module 'sysPrxForUser' (\*0x1292720)

LDR: Injected hack for function 'sys\_ppu\_thread\_get\_id' in module 'sysPrxForUser' (\*0x124fcc8)

LDR: Injected hack for function 'sys\_ppu\_thread\_get\_id' in module 'sysPrxForUser' (\*0x97b36c)

LDR: Injected hack for function '\_sys\_spu\_printf\_detach\_group' in module 'sysPrxForUser' (\*0x1292780)

LDR: Injected hack for function 'sys\_prx\_load\_module\_by\_fd' in module 'sysPrxForUser' (\*0x97b62c)

LDR: Injected hack for function 'sys\_prx\_load\_module\_on\_memcontainer\_by\_fd' in module 'sysPrxForUser' (\*0x97b4ac)

LDR: Injected hack for function '\_sys\_heap\_malloc' in module 'sysPrxForUser' (\*0x97b38c)

LDR: Injected hack for function 'sys\_prx\_register\_library' in module 'sysPrxForUser' (\*0x97b3ac)

LDR: Injected hack for function '\_sys\_heap\_delete\_heap' in module 'sysPrxForUser' (\*0x97b50c)

LDR: Injected hack for function '\_sys\_heap\_memalign' in module 'sysPrxForUser' (\*0x97b3cc)

LDR: Injected hack for function 'sys\_process\_is\_stack' in module 'sysPrxForUser' (\*0x97b3ec)

LDR: Injected hack for function '\_sys\_memset' in module 'sysPrxForUser' (\*0x124fce8)

LDR: Injected hack for function '\_sys\_memset' in module 'sysPrxForUser' (\*0x1269798)

LDR: Injected hack for function '\_sys\_memset' in module 'sysPrxForUser' (\*0x12927a0)

LDR: Injected hack for function 'sys\_initialize\_tls' in module 'sysPrxForUser' (\*0x97b40c)

LDR: Injected hack for function 'sys\_time\_get\_system\_time' in module 'sysPrxForUser' (\*0x97b42c)

LDR: Injected hack for function '\_sys\_heap\_free' in module 'sysPrxForUser' (\*0x97b44c)

LDR: Injected hack for function '\_sys\_process\_at\_Exitspawn' in module 'sysPrxForUser' (\*0x97b46c)

LDR: Injected hack for function 'sys\_prx\_exitspawn\_with\_level' in module 'sysPrxForUser' (\*0x97b48c)

LDR: Injected hack for function 'sys\_prx\_load\_module\_on\_memcontainer' in module 'sysPrxForUser' (\*0x97b4cc)

LDR: Injected hack for function 'sys\_lwmutex\_trylock' in module 'sysPrxForUser' (\*0x97b4ec)

LDR: Injected hack for function 'sys\_ppu\_thread\_exit' in module 'sysPrxForUser' (\*0x97b52c)

LDR: Injected hack for function 'sys\_ppu\_thread\_exit' in module 'sysPrxForUser' (\*0x1292860)

LDR: Injected hack for function 'sys\_ppu\_thread\_exit' in module 'sysPrxForUser' (\*0x12c2170)

LDR: Injected hack for function '\_sys\_heap\_create\_heap' in module 'sysPrxForUser' (\*0x97b54c)

LDR: Injected hack for function 'sys\_lwmutex\_destroy' in module 'sysPrxForUser' (\*0x97b56c)

LDR: Injected hack for function 'sys\_lwmutex\_destroy' in module 'sysPrxForUser' (\*0x12697f8)

LDR: Injected hack for function 'sys\_lwmutex\_destroy' in module 'sysPrxForUser' (\*0x1292880)

LDR: Injected hack for function 'sys\_lwcond\_signal\_all' in module 'sysPrxForUser' (\*0x97b5ec)

LDR: Injected hack for function 'sys\_spu\_image\_close' in module 'sysPrxForUser' (\*0x97b5ac)

LDR: Injected hack for function 'sys\_spu\_image\_close' in module 'sysPrxForUser' (\*0x1292920)

LDR: Injected hack for function 'sys\_process\_exit' in module 'sysPrxForUser' (\*0x97b5cc)

LDR: Injected hack for function '\_sys\_memcpy' in module 'sysPrxForUser' (\*0x124fd08)

LDR: Injected hack for function '\_sys\_memcpy' in module 'sysPrxForUser' (\*0x12927c0)

LDR: Injected hack for function '\_sys\_memcpy' in module 'sysPrxForUser' (\*0x12c2130)

LDR: Injected hack for function 'sys\_spu\_image\_import' in module 'sysPrxForUser' (\*0x97b60c)

LDR: Injected hack for function 'sys\_spu\_image\_import' in module 'sysPrxForUser' (\*0x1292960)

LDR: Injected hack for function '\_sys\_strcat' in module 'sysPrxForUser' (\*0x1292640)

LDR: Injected hack for function '\_sys\_printf' in module 'sysPrxForUser' (\*0x124fd28)

LDR: Injected hack for function '\_sys\_printf' in module 'sysPrxForUser' (\*0x12697b8)

LDR: Injected hack for function '\_sys\_printf' in module 'sysPrxForUser' (\*0x1292820)

LDR: Injected hack for function '\_sys\_printf' in module 'sysPrxForUser' (\*0x12c2150)

LDR: Unknown function '0x9FB6228E' in module 'sysPrxForUser' (index 3039)

LDR: Injected hack for function '0x9FB6228E' in module 'sysPrxForUser' (\*0x124fd48)

LDR: \*\* Not linked at \*0x125a018

LDR: Injected hack for function '0x9FB6228E' in module 'sysPrxForUser' (\*0x12697d8)

LDR: \*\* Not linked at \*0x1273044

LDR: Injected hack for function '0x9FB6228E' in module 'sysPrxForUser' (\*0x1292840)

LDR: \*\* Not linked at \*0x12a504c

LDR: Injected hack for function '\_sys\_strncpy' in module 'sysPrxForUser' (\*0x124fd68)

LDR: Injected hack for function '\_sys\_strncpy' in module 'sysPrxForUser' (\*0x12928a0)

LDR: Injected hack for function '\_sys\_snprintf' in module 'sysPrxForUser' (\*0x1269738)

LDR: Injected hack for function '\_sys\_snprintf' in module 'sysPrxForUser' (\*0x1292680)

LDR: Injected hack for function '\_sys\_snprintf' in module 'sysPrxForUser' (\*0x12c20f0)

LDR: Injected hack for function 'sys\_process\_get\_paramsfo' in module 'sysPrxForUser' (\*0x1269838)

LDR: Injected hack for function 'sys\_process\_get\_paramsfo' in module 'sysPrxForUser' (\*0x1292940)

LDR: Injected hack for function '\_sys\_vsnprintf' in module 'sysPrxForUser' (\*0x1292660)

LDR: Injected hack for function '\_sys\_strncat' in module 'sysPrxForUser' (\*0x12927e0)

LDR: Injected hack for function '\_sys\_strcpy' in module 'sysPrxForUser' (\*0x1292800)

LDR: Injected hack for function '\_sys\_spu\_printf\_attach\_group' in module 'sysPrxForUser' (\*0x12928e0)

LDR: Injected hack for function '\_sys\_vprintf' in module 'sysPrxForUser' (\*0x12929a0)

LDR: Unknown module 'libavcdec'

LDR: Unknown function '0xC68B81BF' in module 'libavcdec' (index 3040)

LDR: \*\* Not linked at \*0xa1f058

LDR: Unknown function '0x9D523894' in module 'libavcdec' (index 3041)

LDR: \*\* Not linked at \*0xa1f054

LDR: Unknown function '0x00E2D84B' in module 'libavcdec' (index 3042)

LDR: \*\* Not linked at \*0xa1f040

LDR: Unknown function '0x765DE1B4' in module 'libavcdec' (index 3043)

LDR: \*\* Not linked at \*0xa1f050

LDR: Unknown function '0xF1A9AF6F' in module 'libavcdec' (index 3044)

LDR: \*\* Not linked at \*0xa1f044

LDR: Unknown function '0x5267175E' in module 'libavcdec' (index 3045)

LDR: \*\* Not linked at \*0xa1f04c

LDR: Unknown function '0x3A92F3DF' in module 'libavcdec' (index 3046)

LDR: \*\* Not linked at \*0xa1f048

LDR: Unknown function '0xD83259E8' in module 'libavcdec' (index 3047)

LDR: \*\* Not linked at \*0xa1f05c

LDR: Unknown function '0xDF6F03FC' in module 'libavcdec' (index 3048)

LDR: \*\* Not linked at \*0xa1f060

LDR: Unknown function '0xE1134B5D' in module 'libavcdec' (index 3049)

LDR: \*\* Not linked at \*0xa1f064

LDR: Unknown module 'libdivxdec'

LDR: Unknown function '0x2FA854AE' in module 'libdivxdec' (index 3050)

LDR: \*\* Not linked at \*0xa1f08c

LDR: Unknown function '0x4AC10F4F' in module 'libdivxdec' (index 3051)

LDR: \*\* Not linked at \*0xa1f090

LDR: Unknown function '0x4D866CF0' in module 'libdivxdec' (index 3052)

LDR: \*\* Not linked at \*0xa1f094

LDR: Unknown function '0x586EBC8A' in module 'libdivxdec' (index 3053)

LDR: \*\* Not linked at \*0xa1f098

LDR: Unknown function '0x7CFD1C1F' in module 'libdivxdec' (index 3054)

LDR: \*\* Not linked at \*0xa1f09c

LDR: Unknown function '0x964AB1E7' in module 'libdivxdec' (index 3055)

LDR: \*\* Not linked at \*0xa1f0a0

LDR: Unknown function '0xA9022CC5' in module 'libdivxdec' (index 3056)

LDR: \*\* Not linked at \*0xa1f0a4

LDR: Unknown function '0xC6533FB2' in module 'libdivxdec' (index 3057)

LDR: \*\* Not linked at \*0xa1f0a8

LDR: Unknown function '0xF6016B2D' in module 'libdivxdec' (index 3058)

LDR: \*\* Not linked at \*0xa1f0ac

LDR: Unknown module 'libmvcdec'

LDR: Unknown function '0x53F2DED8' in module 'libmvcdec' (index 3059)

LDR: \*\* Not linked at \*0xa1f0b0

LDR: Unknown function '0xCB6494D5' in module 'libmvcdec' (index 3060)

LDR: \*\* Not linked at \*0xa1f0c8

LDR: Unknown function '0xAC46F509' in module 'libmvcdec' (index 3061)

LDR: \*\* Not linked at \*0xa1f0c0

LDR: Unknown function '0x6BE252E1' in module 'libmvcdec' (index 3062)

LDR: \*\* Not linked at \*0xa1f0b4

LDR: Unknown function '0x9A0E3C6E' in module 'libmvcdec' (index 3063)

LDR: \*\* Not linked at \*0xa1f0bc

LDR: Unknown function '0x739B99DF' in module 'libmvcdec' (index 3064)

LDR: \*\* Not linked at \*0xa1f0b8

LDR: Unknown function '0xC5C3B70A' in module 'libmvcdec' (index 3065)

LDR: \*\* Not linked at \*0xa1f0c4

LDR: Unknown function '0xEAB40886' in module 'libmvcdec' (index 3066)

LDR: \*\* Not linked at \*0xa1f0cc

LDR: Unknown function '0xEC29CAB1' in module 'libmvcdec' (index 3067)

LDR: \*\* Not linked at \*0xa1f0d0

LDR: Unknown module 'libsjvtd'

LDR: Unknown function '0x7D4375EB' in module 'libsjvtd' (index 3068)

LDR: \*\* Not linked at \*0xa1f0e0

LDR: Unknown function '0x1B559A96' in module 'libsjvtd' (index 3069)

LDR: \*\* Not linked at \*0xa1f0d4

LDR: Unknown function '0x68C6AA3F' in module 'libsjvtd' (index 3070)

LDR: \*\* Not linked at \*0xa1f0d8

LDR: Unknown function '0xA1912CAC' in module 'libsjvtd' (index 3071)

LDR: \*\* Not linked at \*0xa1f0f0

LDR: Unknown function '0x6E949735' in module 'libsjvtd' (index 3072)

LDR: \*\* Not linked at \*0xa1f0dc

LDR: Unknown function '0x9069BDBB' in module 'libsjvtd' (index 3073)

LDR: \*\* Not linked at \*0xa1f0e4

LDR: Unknown function '0x98B9408D' in module 'libsjvtd' (index 3074)

LDR: \*\* Not linked at \*0xa1f0e8

LDR: Unknown function '0x9F8CD123' in module 'libsjvtd' (index 3075)

LDR: \*\* Not linked at \*0xa1f0ec

LDR: Unknown function '0xA3683541' in module 'libsjvtd' (index 3076)

LDR: \*\* Not linked at \*0xa1f0f4

LDR: Unknown function '0xA41952A4' in module 'libsjvtd' (index 3077)

LDR: \*\* Not linked at \*0xa1f0f8

LDR: Unknown function '0xBA49D65A' in module 'libsjvtd' (index 3078)

LDR: \*\* Not linked at \*0xa1f0fc

LDR: Unknown function '0x33CF63E8' in module 'libsjvtd' (index 3079)

LDR: \*\* Not linked at \*0xa1f100

LDR: Unknown function '0x3BAB4DB8' in module 'libsjvtd' (index 3080)

LDR: \*\* Not linked at \*0xa1f104

LDR: Unknown function '0x437E1EB8' in module 'libsjvtd' (index 3081)

LDR: \*\* Not linked at \*0xa1f108

LDR: Unknown function '0x50F8A377' in module 'libsjvtd' (index 3082)

LDR: \*\* Not linked at \*0xa1f110

LDR: Unknown function '0x4558A8E5' in module 'libsjvtd' (index 3083)

LDR: \*\* Not linked at \*0xa1f10c

LDR: Unknown function '0x57EA9D70' in module 'libsjvtd' (index 3084)

LDR: \*\* Not linked at \*0xa1f114

LDR: Unknown function '0x67555D2A' in module 'libsjvtd' (index 3085)

LDR: \*\* Not linked at \*0xa1f118

{PPU[0x5] Thread (main\_thread) [0x012de028]} sysPrxForUser: sys\_initialize\_tls(thread\_id=0x5, addr=\*0xa2f244, size=0x4, mem\_size=0x15c)

{PPU[0x5] Thread (main\_thread) [0x012de028]} sysPrxForUser: TLS initialized (addr=0x12e2000, size=0x18c, max=0x18446744069414584650)

{PPU[0x5] Thread (main\_thread) [0x0097b410]} sysPrxForUser: sys\_initialize\_tls(thread\_id=0x5, addr=\*0xa2f244, size=0x4, mem\_size=0x15c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020a88, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020ab8, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020ae8, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020b18, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020b48, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020b78, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020ba8, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020bd8, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020c08, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020c38, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020c68, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020c98, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1020cc8, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x00569c48]} sys\_memory: sys\_memory\_allocate(size=0x9d00000, flags=0x400, alloc\_addr=\*0xd0057af0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1022258, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x10219e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1021a08, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1021a30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1021918, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1021940, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1021968, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1021990, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x10219b8, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xa50330, attr=\*0xd0057b70)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ffe90, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ffd80, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ffbd0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ffab0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ffa10, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff970, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff740, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff6e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff680, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff620, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff5c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff560, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xa4bfa0, attr=\*0xd0057bb0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xa50278, attr=\*0xd0057bb0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xa50250, attr=\*0xd0057bd0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xa50228, attr=\*0xd0057bd0)

{PPU[0x5] Thread (main\_thread) [0x00641d34]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd0057b20, summertime=\*0xd0057b24)

{PPU[0x5] Thread (main\_thread) [0x006438f0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd0057b20, summertime=\*0xd0057b24)

{PPU[0x5] Thread (main\_thread) [0x006c76d0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd0057b20, summertime=\*0xd0057b24)

{PPU[0x5] Thread (main\_thread) [0x006438f0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd0057b20, summertime=\*0xd0057b24)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x10352f8, attr=\*0xd0057b50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x2f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x30)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x31)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x32)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x33)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x34)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x35)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x36)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x37)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x38)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x39)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x3a)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x3b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x3c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x3d)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x3e)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x3f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x40)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x41)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x42)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x43)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x44)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x45)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff3e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x47)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff3e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x48)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x46)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff3e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x4a)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff3e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x4b)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x49)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff3e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x4d)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff3e0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x4e)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x4c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x4f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x51)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x52)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x53)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x54)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x55)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x56)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x57)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x58)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x59)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x5a)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x5b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x5c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff4c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x5d)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x5e)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x5f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x60)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x62)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x61)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x64)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x63)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x66)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x65)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x68)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x67)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x6a)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x69)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x6c)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x6b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x6d)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x6f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x70)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x6e)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x72)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x73)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x74)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x75)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x76)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x77)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x71)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x78)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x79)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x7a)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x7b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x7c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x7d)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x7e)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x7f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x80)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x81)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x82)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x83)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x84)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x85)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x86)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x87)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x88)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x89)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x8a)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x8b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x8c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x8d)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x8e)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x8f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fe090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x90)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff090, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x92)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x91)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x93)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x94)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x95)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x96)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff110, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff030, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x98)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x97)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feff0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x9a)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x99)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feff0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x9c)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feff0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x9d)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x9b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff0c0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fefe0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x9f)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fefe0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x9e)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feef0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa2)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feef0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee10, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa4)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa3)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa1)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa6)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa7)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa9)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xaa)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xab)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xac)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xad)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xae)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xaf)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb1)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb2)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee60, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb3)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xa5)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb5)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb6)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb7)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb9)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xba)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xbb)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xbc)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xbd)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xbe)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xbf)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xc0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207fee30, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xc1)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xb4)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207ff440, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feff0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xc3)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207feff0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xc4)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0xc2)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x101dfb0, attr=\*0xd0057b60)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057a00, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xec3080, attr=\*0xd0057a90)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0xe720e0, attr=\*0xd0057b60)

{PPU[0x5] Thread (main\_thread) [0x0097b330]} sysPrxForUser TODO: \_sys\_process\_atexitspawn()

{PPU[0x5] Thread (main\_thread) [0x0097b470]} sysPrxForUser TODO: \_sys\_process\_at\_Exitspawn

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_RTC)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_FS)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_GAME)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_RESC)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_USBD)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_SAVEDATA)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_SEARCH)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_AVCONF\_EXT)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_ADEC\_ATX)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_ADEC\_MP3)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_VDEC\_AVC)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_VDEC\_MPEG2)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_PAMF)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_DMUX\_PAMF)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_SCREENSHOT)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_JPGDEC)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_JPGENC)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_PNGENC)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_PHOTO\_EXPORT)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_PHOTO\_IMPORT)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_PHOTO\_DECODE)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_NET)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_NETCTL)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_NP)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_NP\_UTIL)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_NP\_CLANS)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_NP\_TUS)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_SYSUTIL\_NP\_TROPHY)

{PPU[0x5] Thread (main\_thread) [0x005895a0]} sys\_spu: sys\_spu\_initialize(max\_usable\_spu=6, max\_raw\_spu=0)

{PPU[0x5] Thread (main\_thread) [0x0127c710]} sys\_process: sys\_process\_is\_spu\_lock\_line\_reservation\_address(addr=0x207dca80, flags=0x2)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c860]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c930]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x0127c9e0]} sys\_semaphore: sys\_semaphore\_create(sem\_id=\*0xd0057530, attr=\*0xd0057578, initial\_val=0, max\_val=1)

{PPU[0x5] Thread (main\_thread) [0x01292964]} sysPrxForUser: sys\_spu\_image\_import(img=\*0x207dd7f0, src=0x1295b00, type=1)

{PPU[0x5] Thread (main\_thread) [0x0127cc94]} sys\_spu: sys\_spu\_thread\_group\_create(id=\*0xd0057530, num=1, prio=150, attr=\*0xd0057564)

{PPU[0x5] Thread (main\_thread) [0x0127cd88]} sys\_spu: sys\_spu\_thread\_initialize(thread=\*0x207dd7b4, group=0x12f, spu\_num=0, img=\*0x207dd7f0, attr=\*0xd0057548, arg=\*0xd0057598)

{PPU[0x5] Thread (main\_thread) [0x0127cd88]} sys\_spu: Unsupported SPU Thread options (0x2)

{PPU[0x5] Thread (main\_thread) [0x01292764]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207dd830, attr=\*0xd0057554)

{PPU[0x5] Thread (main\_thread) [0x012928c4]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x207dd848, lwmutex=\*0x207dd830, attr=\*0xd0057540)

{PPU[0x5] Thread (main\_thread) [0x01280188]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0xd0057450, attr=\*0xd00573a4, event\_queue\_key=0x0, size=42)

{PPU[0x5] Thread (main\_thread) [0x0128593c]} sys\_process: sys\_process\_get\_sdk\_version(pid=0x1, version=\*0xd0057260)

{PPU[0x5] Thread (main\_thread) [0x0127ff28]} sys\_spu: sys\_spu\_thread\_group\_connect\_event\_all\_threads(id=0x12f, eq=0x133, req=0xffffffffffff0000, spup=\*0xd00572f0)

{PPU[0x5] Thread (main\_thread) [0x0128084c]} sys\_event: sys\_event\_port\_create(eport\_id=\*0xd0057454, port\_type=1, name=0x0)

{PPU[0x5] Thread (main\_thread) [0x0128086c]} sys\_event: sys\_event\_port\_connect\_local(eport\_id=0x134, equeue\_id=0x133)

{PPU[0x5] Thread (main\_thread) [0x01292704]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207dd7a8, entry=0x12a839c, arg=0x207dca80, prio=999, stacksize=0x8000, flags=0x1, threadname=\*0xd0057458)

{PPU[0x5] Thread (main\_thread) [0x01292704]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207dd7a8, param=\*0xd00573d0, arg=0x207dca80, unk=0x0, prio=999, stacksize=0x8000, flags=0x1, threadname=\*0xd0057458)

{PPU[0x5] Thread (main\_thread) [0x01292704]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x135)

{PPU[0x5] Thread (main\_thread) [0x01292704]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207dd7a0, entry=0x12a82d4, arg=0x207dca80, prio=999, stacksize=0x4000, flags=0x1, threadname=\*0xd0057470)

{PPU[0x5] Thread (main\_thread) [0x01292704]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207dd7a0, param=\*0xd00573f0, arg=0x207dca80, unk=0x0, prio=999, stacksize=0x4000, flags=0x1, threadname=\*0xd0057470)

{PPU[0x5] Thread (main\_thread) [0x01292704]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x136)

{PPU[0x5] Thread (main\_thread) [0x01282d2c]} sys\_spu: sys\_spu\_thread\_group\_connect\_event(id=0x12f, eq=0x133, et=2)

{PPU[0x136] Thread (SpursHdlr0) [0x0127e350]} sys\_spu: sys\_spu\_thread\_group\_start(id=0x12f)

{PPU[0x5] Thread (main\_thread) [0x01292904]} sys\_prx TODO: sys\_prx\_get\_module\_id\_by\_name(name=cellLibprof, flags=0, pOpt=\*0x0)

{PPU[0x136] Thread (SpursHdlr0) [0x0127e36c]} sys\_spu: sys\_spu\_thread\_group\_join(id=0x12f, cause=\*0xd0073da0, status=\*0xd0073da4)

{PPU[0x5] Thread (main\_thread) [0x0097a7d0]} cellSysutil: cellSysutilGetSystemParamInt(id=ID\_ENTER\_BUTTON\_ASSIGN, value=\*0xd0057b10)

{PPU[0x5] Thread (main\_thread) [0x0001fb78]} HLE TODO: Unimplemented syscall sys\_ss\_get\_open\_psid -> CELL\_OK

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00578b0, attr=\*0xd00578b8)

{PPU[0x5] Thread (main\_thread) [0x0097a8b0]} cellSysutil: cellSysutilRegisterCallback(slot=0, func=\*0xa221d8, userdata=\*0x0)

{PPU[0x5] Thread (main\_thread) [0x00979b10]} cellGame: cellGameBootCheck(type=\*0xa8a3a4, attributes=\*0xa8a3a8, size=\*0xd0057b14, dirName=\*0xd0057a70)

{PPU[0x5] Thread (main\_thread) [0x009799f0]} cellGame: cellGameGetParamString(id=1, buf=\*0xa8a308, bufsize=128)

{PPU[0x5] Thread (main\_thread) [0x009799f0]} cellGame: cellGameGetParamString(id=100, buf=\*0xa8a388, bufsize=10)

{PPU[0x5] Thread (main\_thread) [0x00979a90]} cellGame: cellGameGetParamInt(id=102, value=\*0xa8a3b4)

{PPU[0x5] Thread (main\_thread) [0x00979a30]} cellGame: cellGameContentPermit(contentInfoPath=\*0xd0057a90, usrdirPath=\*0xa8a3c4)

{PPU[0x5] Thread (main\_thread) [0x00979ad0]} cellGame: cellGameDataCheck(type=1, dirName=\*0x0, size=\*0xd0057b14)

{PPU[0x5] Thread (main\_thread) [0x009799f0]} cellGame: cellGameGetParamString(id=101, buf=\*0xa8a39c, bufsize=6)

{PPU[0x5] Thread (main\_thread) [0x00979a30]} cellGame: cellGameContentPermit(contentInfoPath=\*0xd0057a90, usrdirPath=\*0xa8a444)

{PPU[0x5] Thread (main\_thread) [0x00979d70]} sceNp: sceNpInit(poolsize=0x20000, poolptr=\*0xa6a2fb)

{PPU[0x5] Thread (main\_thread) [0x00979ff0]} sceNpTrophy: sceNpTrophyInit(pool=\*0x0, poolSize=0x0, containerId=0xffffffff, options=0x0)

{PPU[0x5] Thread (main\_thread) [0x0097a090]} sceNpTrophy: sceNpTrophyCreateContext(context=\*0x1020da4, commId=\*0x9d0074, commSign=\*0x9d0100, options=0x0)

{PPU[0x5] Thread (main\_thread) [0x00979f90]} sceNpTrophy: sceNpTrophyCreateHandle(handle=\*0x1020da8)

{PPU[0x5] Thread (main\_thread) [0x0097a630]} cellScreenshot TODO: cellScreenShotSetParameter

{PPU[0x5] Thread (main\_thread) [0x0097a5f0]} cellScreenshot TODO: cellScreenShotSetOverlayImage

{PPU[0x5] Thread (main\_thread) [0x009799d0]} cellSysmodule: cellSysmoduleInitialize()

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_IO)

{PPU[0x5] Thread (main\_thread) [0x009799b0]} cellSysmodule: cellSysmoduleLoadModule(id=CELL\_SYSMODULE\_FS)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210bffe0, attr=\*0xd0057680)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210bff90, lwmutex=\*0x210bffe0, attr=\*0xd0057670)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210bff30, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0064cd20]} sys\_tty: sys\_tty\_write(ch=0, buf=\*0x207cc970, len=23, pwritelen=\*0xd0057280)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210bfae0, attr=\*0xd0057690)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210bfb68, attr=\*0xd0057730)

{PPU[0x5] Thread (main\_thread) [0x0066eb8c]} sys\_rwlock: sys\_rwlock\_create(rw\_lock\_id=\*0x210bfb9c, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210bfbb8, attr=\*0xd0057730)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210bfbe0, lwmutex=\*0x210bfbb8, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0066eb8c]} sys\_rwlock: sys\_rwlock\_create(rw\_lock\_id=\*0x210bf9ec, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210bef20, attr=\*0xd00575f0)

{PPU[0x5] Thread (main\_thread) [0x0066eb8c]} sys\_rwlock: sys\_rwlock\_create(rw\_lock\_id=\*0x210befa4, attr=\*0xd0057710)

{PPU[0x5] Thread (main\_thread) [0x0066eb8c]} sys\_rwlock: sys\_rwlock\_create(rw\_lock\_id=\*0x210bf83c, attr=\*0xd0057710)

{PPU[0x5] Thread (main\_thread) [0x01280188]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0xd00577d4, attr=\*0xd0057724, event\_queue\_key=0x0, size=1)

{PPU[0x5] Thread (main\_thread) [0x0127ff28]} sys\_spu: sys\_spu\_thread\_group\_connect\_event\_all\_threads(id=0x12f, eq=0x146, req=0xffffffffffff0000, spup=\*0xd0057670)

{PPU[0x5] Thread (main\_thread) [0x012771e0]} sys\_process: sys\_process\_get\_sdk\_version(pid=0x1, version=\*0xd0057640)

{PPU[0x5] Thread (main\_thread) [0x01280188]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0xd0057680, attr=\*0xd00575c4, event\_queue\_key=0x0, size=15)

{PPU[0x5] Thread (main\_thread) [0x0127ff28]} sys\_spu: sys\_spu\_thread\_group\_connect\_event\_all\_threads(id=0x12f, eq=0x147, req=0xffffffffffff0000, spup=\*0xd0057510)

{PPU[0x5] Thread (main\_thread) [0x0128c61c]} sys\_event: sys\_event\_port\_create(eport\_id=\*0xd0057678, port\_type=1, name=0x0)

{PPU[0x5] Thread (main\_thread) [0x0128c638]} sys\_event: sys\_event\_port\_connect\_local(eport\_id=0x148, equeue\_id=0x147)

{PPU[0x5] Thread (main\_thread) [0x01280188]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0xd0057684, attr=\*0xd00575c4, event\_queue\_key=0x0, size=15)

{PPU[0x5] Thread (main\_thread) [0x0127ff28]} sys\_spu: sys\_spu\_thread\_group\_connect\_event\_all\_threads(id=0x12f, eq=0x149, req=0xffffffffffff0000, spup=\*0xd0057510)

{PPU[0x5] Thread (main\_thread) [0x0128c61c]} sys\_event: sys\_event\_port\_create(eport\_id=\*0xd005767c, port\_type=1, name=0x0)

{PPU[0x5] Thread (main\_thread) [0x0128c638]} sys\_event: sys\_event\_port\_connect\_local(eport\_id=0x14a, equeue\_id=0x149)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be370, attr=\*0xd00575f0)

{PPU[0x5] Thread (main\_thread) [0x0066eb8c]} sys\_rwlock: sys\_rwlock\_create(rw\_lock\_id=\*0x210be3f4, attr=\*0xd0057710)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be410, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be438, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be460, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be4f8, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210be520, lwmutex=\*0x210be4f8, attr=\*0xd0057710)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be5c8, attr=\*0xd0057720)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be070, attr=\*0xd0057620)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be098, attr=\*0xd0057620)

{PPU[0x5] Thread (main\_thread) [0x0066eb8c]} sys\_rwlock: sys\_rwlock\_create(rw\_lock\_id=\*0x210be0bc, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be0d8, attr=\*0xd0057620)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be140, attr=\*0xd0057620)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210be168, lwmutex=\*0x210be140, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210be180, lwmutex=\*0x210be140, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be198, attr=\*0xd0057620)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x210be1e8, attr=\*0xd0057620)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210a93d8, lwmutex=\*0x210be1e8, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210a93f0, lwmutex=\*0x210be1e8, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x210a9408, lwmutex=\*0x210be1e8, attr=\*0xd0057610)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x210a9448, entry=0xa2d888, arg=0x210a9410, prio=450, stacksize=0x8000, flags=0x1, threadname=\*0x210a9418)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x210a9448, param=\*0xd00575c0, arg=0x210a9410, unk=0x0, prio=450, stacksize=0x8000, flags=0x1, threadname=\*0x210a9418)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x15f)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x210a9488, entry=0xa2d888, arg=0x210a9450, prio=450, stacksize=0x8000, flags=0x1, threadname=\*0x210a9458)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x210a9488, param=\*0xd00575c0, arg=0x210a9450, unk=0x0, prio=450, stacksize=0x8000, flags=0x1, threadname=\*0x210a9458)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x160)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x210a94c8, entry=0xa2d888, arg=0x210a9490, prio=450, stacksize=0x8000, flags=0x1, threadname=\*0x210a9498)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x210a94c8, param=\*0xd00575c0, arg=0x210a9490, unk=0x0, prio=450, stacksize=0x8000, flags=0x1, threadname=\*0x210a9498)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x161)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x210be128, entry=0xa2d888, arg=0x210be0f0, prio=999, stacksize=0x10000, flags=0x1, threadname=\*0x210be0f8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x210be128, param=\*0xd00575c0, arg=0x210be0f0, unk=0x0, prio=999, stacksize=0x10000, flags=0x1, threadname=\*0x210be0f8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x162)

{PPU[0x5] Thread (main\_thread) [0x00569c48]} sys\_memory: sys\_memory\_allocate(size=0x700000, flags=0x400, alloc\_addr=\*0xd0057b70)

{PPU[0x5] Thread (main\_thread) [0x0097b170]} cellGcmSys: \_cellGcmInitBody(context=\*\*0x1249624, cmdSize=0x6ff000, ioSize=0x700000, ioAddress=0x29d00000)

{PPU[0x5] Thread (main\_thread) [0x0097b170]} cellGcmSys: \*\*\* local memory(addr=0xc0000000, size=0xf900000)

{PPU[0x5] Thread (main\_thread) [0x0097b170]} cellGcmSys: cellGcmInit(): 256MB io address space used

{PPU[0x5] Thread (main\_thread) [0x00569c48]} sys\_memory: sys\_memory\_allocate(size=0x300000, flags=0x400, alloc\_addr=\*0xd0057a30)

{PPU[0x5] Thread (main\_thread) [0x00978b10]} cellGcmSys: cellGcmMapMainMemory(ea=0x2a400000, size=0x300000, offset=\*0x10c0be0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=0, location=0, offset=0, size=56623104, pitch=16384, comp=0, base=0, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=0)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057790, attr=\*0xd0057798)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=1, location=0, offset=56623104, size=18874368, pitch=8192, comp=7, base=0, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (7)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=1)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=2, location=0, offset=75497472, size=2228224, pitch=4096, comp=7, base=288, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (7)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=2)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=3, location=0, offset=77725696, size=1048576, pitch=2048, comp=7, base=336, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (7)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=3)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=4, location=0, offset=78774272, size=9437184, pitch=8192, comp=10, base=352, bank=1)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (10)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=4)

{PPU[0x5] Thread (main\_thread) [0x0097acb0]} cellGcmSys TODO: cellGcmSetQueueHandler

{PPU[0x5] Thread (main\_thread) [0x0097adb0]} cellGcmSys: cellGcmSetVBlankHandler(handler=\*0xa2ddd8)

{PPU[0x5] Thread (main\_thread) [0x0097b130]} cellSysutil: cellVideoOutGetNumberOfDevice(videoOut=0)

{PPU[0x5] Thread (main\_thread) [0x0097b110]} cellSysutil: cellVideoOutGetDeviceInfo(videoOut=0, deviceIndex=0, info=\*0xd0057890)

{PPU[0x5] Thread (main\_thread) [0x0097b150]} cellSysutil: cellVideoOutGetResolutionAvailability(videoOut=0, resolutionId=0x1, aspect=2, option=0)

{PPU[0x5] Thread (main\_thread) [0x0097b130]} cellSysutil: cellVideoOutGetNumberOfDevice(videoOut=0)

{PPU[0x5] Thread (main\_thread) [0x0097b110]} cellSysutil: cellVideoOutGetDeviceInfo(videoOut=0, deviceIndex=0, info=\*0xd00577d0)

{PPU[0x5] Thread (main\_thread) [0x0097b150]} cellSysutil: cellVideoOutGetResolutionAvailability(videoOut=0, resolutionId=0x1, aspect=2, option=0)

{PPU[0x5] Thread (main\_thread) [0x0097b150]} cellSysutil: cellVideoOutGetResolutionAvailability(videoOut=0, resolutionId=0x81, aspect=0, option=0)

{PPU[0x5] Thread (main\_thread) [0x0097b090]} cellAvconfExt: cellVideoOutGetScreenSize(videoOut=0, screenSize=\*0x10c11f8)

{PPU[0x5] Thread (main\_thread) [0x0097b0f0]} cellSysutil: cellVideoOutConfigure(videoOut=0, config=\*0xd0057a60, option=\*0x0, waitForEvent=0)

{PPU[0x5] Thread (main\_thread) [0x0097ad10]} cellGcmSys: cellGcmSetFlipMode(mode=2)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057780, attr=\*0xd0057788)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=5, location=0, offset=90832896, size=8912896, pitch=8192, comp=7, base=496, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (7)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=5)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=6, location=0, offset=99745792, size=8912896, pitch=8192, comp=7, base=640, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (7)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=6)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo(index=7, location=0, offset=108658688, size=8912896, pitch=8192, comp=7, base=784, bank=0)

{PPU[0x5] Thread (main\_thread) [0x0097ae10]} cellGcmSys: cellGcmSetTileInfo: bad compression mode! (7)

{PPU[0x5] Thread (main\_thread) [0x0097acf0]} cellGcmSys: cellGcmBindTile(index=7)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057780, attr=\*0xd0057788)

{PPU[0x5] Thread (main\_thread) [0x00978e70]} sys\_io: cellPadInit(max\_connect=7)

{rsx::thread} RSX: 3.3.0 NVIDIA 365.10

{rsx::thread} RSX: 3.30 NVIDIA via Cg compiler

{rsx::thread} RSX: NVIDIA Corporation

{PPU[0x5] Thread (main\_thread) [0x00978af0]} cellUsbd: cellUsbdInit()

{PPU[0x5] Thread (main\_thread) [0x00978a90]} cellUsbd TODO: cellUsbdRegisterExtraLdd

{PPU[0x5] Thread (main\_thread) [0x00978f30]} sys\_io: cellKbInit(max\_connect=1)

{PPU[0x5] Thread (main\_thread) [0x00979070]} sys\_io: cellMouseInit(max\_connect=1)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c60a0, attr=\*0xd0057810)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c60d8, attr=\*0xd0057930)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207c4e20, entry=0xa2b5e8, arg=0x207c4df0, prio=1003, stacksize=0x4000, flags=0x1, threadname=\*0x207c4df4)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207c4e20, param=\*0xd0057810, arg=0x207c4df0, unk=0x0, prio=1003, stacksize=0x4000, flags=0x1, threadname=\*0x207c4df4)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x168)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c4c80, attr=\*0xd00579c0)

{PPU[0x15f] Thread (fios mediathread 2) [0x009788f0]} cellFs: cellFsStat(path=\*0xd007b2d0, sb=\*0xd007b244) -> sys\_fs\_stat()

{PPU[0x15f] Thread (fios mediathread 2) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0xd007b2d0, sb=\*0xd007b244)

{PPU[0x15f] Thread (fios mediathread 2) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/data.psarc'

{PPU[0x15f] Thread (fios mediathread 2) [0x009788d0]} cellFs: cellFsOpen(path=\*0xd007b0b0, flags=0, fd=\*0xd007af64, arg=\*0x0, size=0x0) -> sys\_fs\_open()

{PPU[0x15f] Thread (fios mediathread 2) [0x009788d0]} sys\_fs: sys\_fs\_open(path=\*0xd007b0b0, flags=0, fd=\*0xd007af64, mode=0, arg=\*0x0, size=0x0)

{PPU[0x15f] Thread (fios mediathread 2) [0x009788d0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/data.psarc'

{PPU[0x15f] Thread (fios mediathread 2) [0x009789b0]} sys\_fs: sys\_fs\_fstat(fd=3, sb=\*0xd007b024)

{PPU[0x15f] Thread (fios mediathread 2) [0x009788f0]} cellFs: cellFsStat(path=\*0xd007b040, sb=\*0xd007afb4) -> sys\_fs\_stat()

{PPU[0x15f] Thread (fios mediathread 2) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0xd007b040, sb=\*0xd007afb4)

{PPU[0x15f] Thread (fios mediathread 2) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/data.psarc'

{PPU[0x15f] Thread (fios mediathread 2) [0x006c76d0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd007ae50, summertime=\*0xd007ae54)

{PPU[0x15f] Thread (fios mediathread 2) [0x006438f0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd007ada0, summertime=\*0xd007ada4)

{PPU[0x15f] Thread (fios mediathread 2) [0x006c76d0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd007ae50, summertime=\*0xd007ae54)

{PPU[0x15f] Thread (fios mediathread 2) [0x006438f0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd007ada0, summertime=\*0xd007ada4)

{PPU[0x15f] Thread (fios mediathread 2) [0x006c76d0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd007ae50, summertime=\*0xd007ae54)

{PPU[0x15f] Thread (fios mediathread 2) [0x006438f0]} sys\_time: sys\_time\_get\_timezone(timezone=\*0xd007ada0, summertime=\*0xd007ada4)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c4ba8, attr=\*0xd00579e0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207c4b80, entry=0xa2b5e8, arg=0x207c4b50, prio=1001, stacksize=0x4000, flags=0x1, threadname=\*0x207c4b54)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207c4b80, param=\*0xd00579e0, arg=0x207c4b50, unk=0x0, prio=1001, stacksize=0x4000, flags=0x1, threadname=\*0x207c4b54)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x16b)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c1a58, attr=\*0xd0057970)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c19d0, attr=\*0xd0057970)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c1900, attr=\*0xd00578e0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207bd7d8, entry=0xa2b5e8, arg=0x207bd7a8, prio=1003, stacksize=0x4000, flags=0x1, threadname=\*0x207bd7ac)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207bd7d8, param=\*0xd00578d0, arg=0x207bd7a8, unk=0x0, prio=1003, stacksize=0x4000, flags=0x1, threadname=\*0x207bd7ac)

{PPU[0x16b] Thread (diva\_sh\_load) [0x009788f0]} cellFs: cellFsStat(path=\*0x2285f240, sb=\*0xd00a3770) -> sys\_fs\_stat()

{PPU[0x16b] Thread (diva\_sh\_load) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x2285f240, sb=\*0xd00a3770)

{PPU[0x16b] Thread (diva\_sh\_load) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/shader\_ps3.farc'

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x16f)

{PPU[0x16b] Thread (diva\_sh\_load) [0x009788d0]} cellFs: cellFsOpen(path=\*0x2285f1e0, flags=0, fd=\*0xd00a3bd4, arg=\*0x0, size=0x0) -> sys\_fs\_open()

{PPU[0x16b] Thread (diva\_sh\_load) [0x009788d0]} sys\_fs: sys\_fs\_open(path=\*0x2285f1e0, flags=0, fd=\*0xd00a3bd4, mode=0, arg=\*0x0, size=0x0)

{PPU[0x16b] Thread (diva\_sh\_load) [0x009788d0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/shader\_ps3.farc'

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207bd750, attr=\*0xd0057850)

{PPU[0x16b] Thread (diva\_sh\_load) [0x009789b0]} sys\_fs: sys\_fs\_fstat(fd=4, sb=\*0xd00a3ba0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079cad8, attr=\*0xd00578c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079cb10, attr=\*0xd00579e0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079d4d0, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x2079d4e8, lwmutex=\*0x2079d4d0, attr=\*0xd00579d0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079d4f8, attr=\*0xd00579f8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079d510, attr=\*0xd00579e8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079d528, attr=\*0xd00579d8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079ddb8, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x2079ddd0, lwmutex=\*0x2079ddb8, attr=\*0xd00579d0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079dde0, attr=\*0xd00579f8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079ddf8, attr=\*0xd00579e8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079de10, attr=\*0xd00579d8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079e6a0, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x2079e6b8, lwmutex=\*0x2079e6a0, attr=\*0xd00579d0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079e6c8, attr=\*0xd00579f8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079e6e0, attr=\*0xd00579e8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079e6f8, attr=\*0xd00579d8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079ef88, attr=\*0xd0057a08)

{PPU[0x5] Thread (main\_thread) [0x0097b590]} sysPrxForUser: sys\_lwcond\_create(lwcond=\*0x2079efa0, lwmutex=\*0x2079ef88, attr=\*0xd00579d0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079efb0, attr=\*0xd00579f8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079efc8, attr=\*0xd00579e8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x2079efe0, attr=\*0xd00579d8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x2079ccb8, entry=0xa2b5e8, arg=0x2079cc88, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079cc8c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x2079ccb8, param=\*0xd00579d0, arg=0x2079cc88, unk=0x0, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079cc8c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x187)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x2079d5a0, entry=0xa2b5e8, arg=0x2079d570, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079d574)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x2079d5a0, param=\*0xd00579d0, arg=0x2079d570, unk=0x0, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079d574)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x188)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x2079de88, entry=0xa2b5e8, arg=0x2079de58, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079de5c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x2079de88, param=\*0xd00579d0, arg=0x2079de58, unk=0x0, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079de5c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x189)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x2079e770, entry=0xa2b5e8, arg=0x2079e740, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079e744)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x2079e770, param=\*0xd00579d0, arg=0x2079e740, unk=0x0, prio=1005, stacksize=0x4000, flags=0x1, threadname=\*0x2079e744)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x18a)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x20796eb0, attr=\*0xd0057a50)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x20797728, attr=\*0xd00579c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x20796e00, attr=\*0xd0057940)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x20796da0, entry=0xa2d9a8, arg=0x20796da000000000, prio=0, stacksize=0x4000, flags=0x1, threadname=\*0xd0057950)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x20796da0, param=\*0xd00578b0, arg=0x20796da000000000, unk=0x0, prio=0, stacksize=0x4000, flags=0x1, threadname=\*0xd0057950)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x18e)

{PPU[0x5] Thread (main\_thread) [0x009787d0]} cellAudio: cellAudioInit()

{PPU[0x18e] Thread (20796da0) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00bbaf0, attr=\*0xd00bbaf8)

{PPU[0x18e] Thread (20796da0) [0x0067d1b8]} sys\_cond: sys\_cond\_create(cond\_id=\*0xd00bbb50, mutex\_id=0x18f, attr=\*0xd00bbb68)

{PPU[0x5] Thread (main\_thread) [0x0097b550]} sysPrxForUser: \_sys\_heap\_create\_heap(name=\*0xa0a010, arg2=0x30000, arg3=0x110000, arg4=0x0)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x1080)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x158c640, attr=\*0x158c658)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x1c8)

{PPU[0x5] Thread (main\_thread) [0x0097b390]} sysPrxForUser: \_sys\_heap\_malloc(heap=0x191, size=0x10)

{PPU[0x5] Thread (main\_thread) [0x0097b390]} sysPrxForUser: \_sys\_heap\_malloc(heap=0x191, size=0x10)

{PPU[0x5] Thread (main\_thread) [0x0097b390]} sysPrxForUser: \_sys\_heap\_malloc(heap=0x191, size=0x10)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x88)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1592010, attr=\*0x1592028)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x88)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1593010, attr=\*0x1593028)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x88)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1594010, attr=\*0x1594028)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x88)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1595010, attr=\*0x1595028)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x4e00)

{PPU[0x5] Thread (main\_thread) [0x0067c9d0]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0x158e0b0, attr=\*0x158e0b8)

{PPU[0x5] Thread (main\_thread) [0x0067c9f4]} sys\_cond: sys\_cond\_create(cond\_id=\*0x158e094, mutex\_id=0x197, attr=\*0x158e098)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x158e0e0, entry=0xa2d980, arg=0x158e000, prio=404, stacksize=0x8000, flags=0x0, threadname=\*0xa0a0d0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x158e0e0, param=\*0xd0057750, arg=0x158e000, unk=0x0, prio=404, stacksize=0x8000, flags=0x0, threadname=\*0xa0a0d0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x199)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x158e180, attr=\*0x158e198)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x4e80)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0xb680)

{PPU[0x5] Thread (main\_thread) [0x0097b3d0]} sysPrxForUser: \_sys\_heap\_memalign(heap=0x191, align=0x10, size=0x9b80)

{PPU[0x5] Thread (main\_thread) [0x00675f6c]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0x158c3e0, attr=\*0x158c3e8)

{PPU[0x5] Thread (main\_thread) [0x00675f90]} sys\_cond: sys\_cond\_create(cond\_id=\*0x158c3c0, mutex\_id=0x19b, attr=\*0x158c3c8)

{PPU[0x5] Thread (main\_thread) [0x0067601c]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0x158c430, attr=\*0x158c438)

{PPU[0x5] Thread (main\_thread) [0x00676040]} sys\_cond: sys\_cond\_create(cond\_id=\*0x158c414, mutex\_id=0x19d, attr=\*0x158c418)

{PPU[0x5] Thread (main\_thread) [0x006760c4]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0x158c688, attr=\*0x158c690)

{PPU[0x5] Thread (main\_thread) [0x006760e8]} sys\_cond: sys\_cond\_create(cond\_id=\*0x158c668, mutex\_id=0x19f, attr=\*0x158c670)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x158c3b0, entry=0xa2d928, arg=0x1035850, prio=402, stacksize=0x4000, flags=0x0, threadname=\*0xa09ff8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x158c3b0, param=\*0xd0057830, arg=0x1035850, unk=0x0, prio=402, stacksize=0x4000, flags=0x0, threadname=\*0xa09ff8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1a1)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1035888, attr=\*0x10358a8)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x1035860, attr=\*0x10358b8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x10358c8, entry=0xa2d968, arg=0x0, prio=400, stacksize=0x8000, flags=0x0, threadname=\*0xa0a030)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x10358c8, param=\*0xd00578f0, arg=0x0, unk=0x0, prio=400, stacksize=0x8000, flags=0x0, threadname=\*0xa0a030)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1a4)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x10353b0, attr=\*0x10358d4)

{PPU[0x5] Thread (main\_thread) [0x0097ac30]} cellAudio: cellAudioPortOpen(audioParam=\*0x10358e8, portNum=\*0x1035858)

{PPU[0x5] Thread (main\_thread) [0x0097abf0]} cellAudio: cellAudioGetPortConfig(portNum=0, portConfig=\*0x1035908)

{PPU[0x5] Thread (main\_thread) [0x00685320]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0x10c0584, attr=\*0x10c05a8)

{PPU[0x1a4] Thread (\_cellsurMixerMain) [0x00677818]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0x10358a4, attr=\*0x1036950, event\_queue\_key=0x8000cafe02460300, size=2)

{PPU[0x5] Thread (main\_thread) [0x00685494]} sys\_spu: sys\_spu\_thread\_group\_create(id=\*0x10c0590, num=1, prio=100, attr=\*0x10c0684)

{PPU[0x5] Thread (main\_thread) [0x0097b610]} sysPrxForUser: sys\_spu\_image\_import(img=\*0x10c0594, src=0xa14580, type=1)

{PPU[0x5] Thread (main\_thread) [0x00685594]} sys\_spu: sys\_spu\_thread\_initialize(thread=\*0x10c058c, group=0x1a8, spu\_num=0, img=\*0x10c0594, attr=\*0x10c0694, arg=\*0x10c06a0)

{PPU[0x5] Thread (main\_thread) [0x00685814]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0x1038f28, attr=\*0x1038f30, event\_queue\_key=0x0, size=32)

{PPU[0x5] Thread (main\_thread) [0x00685830]} sys\_spu: sys\_spu\_thread\_connect\_event(id=0x1a9, eq=0x1aa, et=1, spup=58)

{PPU[0x5] Thread (main\_thread) [0x00685850]} sys\_event: sys\_event\_queue\_create(equeue\_id=\*0x1038f2c, attr=\*0x1038f30, event\_queue\_key=0x0, size=32)

{PPU[0x5] Thread (main\_thread) [0x00685868]} sys\_event: sys\_event\_port\_create(eport\_id=\*0x1038f40, port\_type=1, name=0x0)

{PPU[0x5] Thread (main\_thread) [0x00685878]} sys\_event: sys\_event\_port\_connect\_local(eport\_id=0x1ac, equeue\_id=0x1ab)

{PPU[0x5] Thread (main\_thread) [0x00685890]} sys\_spu: sys\_spu\_thread\_bind\_queue(id=0x1a9, spuq=0x1ab, spuq\_num=0x1012000)

{PPU[0x5] Thread (main\_thread) [0x006855c8]} sys\_spu: sys\_spu\_thread\_group\_start(id=0x1a8)

{PPU[0x5] Thread (main\_thread) [0x0097ac10]} cellAudio: cellAudioPortStart(portNum=0)

{PPU[0x5] Thread (main\_thread) [0x0097ab70]} cellAudio: cellAudioSetNotifyEventQueue(key=0x8000cafe02460300)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057640, attr=\*0xd0057648)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00570c0, attr=\*0xd00570c8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00570c0, attr=\*0xd00570c8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0056fe0, attr=\*0xd0056fe8)

{PPU[0x5] Thread (main\_thread) [0x0097ae30]} cellGcmSys TODO: cellGcmSetZcull(index=0, offset=0x4b20000, width=1920, height=1088, cullStart=0x0, zFormat=0x2, aaFormat=0x0, zCullDir=0x0, zCullFormat=0x1, sFunc=0x207, sRef=0x0, sMask=0xff)

{PPU[0x1a4] Thread (\_cellsurMixerMain) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00cf930, attr=\*0xd00cf938)

{PPU[0x1a4] Thread (\_cellsurMixerMain) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00cf930, attr=\*0xd00cf938)

{PPU[0x1a4] Thread (\_cellsurMixerMain) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00cf930, attr=\*0xd00cf938)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00570c0, attr=\*0xd00570c8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00575e0, attr=\*0xd00575e8)

{PPU[0x16b] Thread (diva\_sh\_load) [0x0097b534]} Thread time: 5.651976 Gc

{PPU[0x5] Thread (main\_thread) [0x0058a5dc]} sys\_ppu\_thread: sys\_ppu\_thread\_join(thread\_id=0x16b, vptr=\*0xd0057980)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x16a)

{PPU[0x5] Thread (main\_thread) [0x00979530]} cellRtc TODO: cellRtcGetCurrentTick(pTick=\*0xd0057ac0)

{PPU[0x5] Thread (main\_thread) [0x00979530]} cellRtc TODO: cellRtcGetCurrentTick(pTick=\*0xd0057ab8)

{PPU[0x5] Thread (main\_thread) [0x00979530]} cellRtc TODO: cellRtcGetCurrentTick(pTick=\*0xd0057ab0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0xa8a300, entry=0xa221e0, arg=0x0, prio=1001, stacksize=0x4000, flags=0x0, threadname=\*0x97ce9c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0xa8a300, param=\*0xd00578d0, arg=0x0, unk=0x0, prio=1001, stacksize=0x4000, flags=0x0, threadname=\*0x97ce9c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1b6)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979ad0]} cellGame: cellGameDataCheck(type=3, dirName=\*0xa503ff, size=\*0xd00a3c8c)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979ad0]} cellGame: cellGameDataCheck(): '/dev\_hdd0/game/NPUB31488' directory not found

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979af0]} cellGame TODO: cellGameGetSizeKB

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979a30]} cellGame: cellGameContentPermit(contentInfoPath=\*0xa5041f, usrdirPath=\*0xa5049f)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979a30]} PPU: Function 'cellGameContentPermit' failed with 0x8002cb22 : CELL\_GAME\_ERROR\_FAILURE

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979ad0]} cellGame: cellGameDataCheck(type=3, dirName=\*0xa50533, size=\*0xd00a3c8c)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979ad0]} cellGame: cellGameDataCheck(): '/dev\_hdd0/game/NPUB31488\_DATA' directory not found

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979af0]} cellGame TODO: cellGameGetSizeKB

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979a30]} cellGame: cellGameContentPermit(contentInfoPath=\*0xa50553, usrdirPath=\*0xa505d3)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979a30]} PPU: Function 'cellGameContentPermit' failed with 0x8002cb22 : CELL\_GAME\_ERROR\_FAILURE

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979ad0]} cellGame: cellGameDataCheck(type=3, dirName=\*0xa50667, size=\*0xd00a3c8c)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979ad0]} cellGame: cellGameDataCheck(): '/dev\_hdd0/game/BLUS31431\_CACHE' directory not found

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979af0]} cellGame TODO: cellGameGetSizeKB

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979a30]} cellGame: cellGameContentPermit(contentInfoPath=\*0xa50687, usrdirPath=\*0xa50707)

{PPU[0x1b6] Thread (thr\_bootcheck) [0x00979a30]} PPU: Function 'cellGameContentPermit' failed with 0x8002cb22 : CELL\_GAME\_ERROR\_FAILURE

{PPU[0x1b6] Thread (thr\_bootcheck) [0x0097b534]} Thread time: 0.000652 Gc

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207c3988, attr=\*0xd00577a0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207c3960, entry=0xa2b5e8, arg=0x207c3930, prio=1002, stacksize=0x4000, flags=0x1, threadname=\*0x207c3934)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207c3960, param=\*0xd0057720, arg=0x207c3930, unk=0x0, prio=1002, stacksize=0x4000, flags=0x1, threadname=\*0x207c3934)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

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{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00577b0, attr=\*0xd00577b8)

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 1

{rsx::thread} RSX: \*\*\* fp id = 2

{rsx::thread} RSX: \*\*\* prog id = 3

{rsx::thread} RSX: \*\*\* vp id = 1

{rsx::thread} RSX: \*\*\* fp id = 2

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_tc0\_buffer;

out vec4 tc0;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg7.xy = in\_tc0.xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 void\_value;

};

in vec4 tc0;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 r0 = texture(tex0, tc0.xy \* tex0\_coord\_scale);

 h0 = r0;

 ocol0 = h0;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 4

{rsx::thread} RSX: \*\*\* fp id = 5

{rsx::thread} RSX: \*\*\* prog id = 6

{rsx::thread} RSX: \*\*\* vp id = 4

{rsx::thread} RSX: \*\*\* fp id = 5

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_diff\_color\_buffer;

layout(location=3) uniform samplerBuffer in\_tc0\_buffer;

out vec4 tc0;

out vec4 tc1;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg8 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_diff\_color = texelFetch(in\_diff\_color\_buffer, 0);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg8 = clamp(in\_diff\_color, 0.0, 1.0);

 dst\_reg7.xy = in\_tc0.xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 tc1 = dst\_reg8;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc16;

 vec4 fc64;

 vec4 fc96;

 vec4 void\_value;

};

in vec4 tc0;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 h0.w = fc16.xxxx.w;

 h0.xyz = texture(tex0, tc0.xy \* tex0\_coord\_scale).xyz;

 h0.xyz = (h0 + -fc64).xyz;

 h0.xyz = max(h0, fc96.xxxx).xyz;

 ocol0 = h0;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 7

{rsx::thread} RSX: \*\*\* fp id = 8

{rsx::thread} RSX: \*\*\* prog id = 9

{rsx::thread} RSX: \*\*\* vp id = 7

{rsx::thread} RSX: \*\*\* fp id = 8

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_tc0\_buffer;

out vec4 tc0;

out vec4 tc1;

out vec4 tc2;

out vec4 tc3;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg8 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 tmp0;

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 dst\_reg9 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg10 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg7.xy = (vc[1].xyxx + in\_tc0.xyxx).xy;

 dst\_reg8.xy = (-vc[1].xyxx + in\_tc0.xyxx).xy;

 tmp0.xy = vc[1].xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 tmp0.xy = (tmp0.xyxx \* vc[467].xyxx).xy;

 dst\_reg9.xy = (in\_tc0.xyxx + tmp0.xyxx).xy;

 dst\_reg10.xy = (in\_tc0.xyxx + -tmp0.xyxx).xy;

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 tc1 = dst\_reg8;

 tc2 = dst\_reg9;

 tc3 = dst\_reg10;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc128;

 vec4 void\_value;

};

in vec4 tc0;

in vec4 tc1;

in vec4 tc2;

in vec4 tc3;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 r1 = vec4(0., 0., 0., 0.);

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 r0.xyz = texture(tex0, tc0.xy \* tex0\_coord\_scale).xyz;

 r1.xyz = texture(tex0, tc1.xy \* tex0\_coord\_scale).xyz;

 r1.xyz = (r0 + r1).xyz;

 r0.xyz = texture(tex0, tc2.xy \* tex0\_coord\_scale).xyz;

 r1.xyz = (r1 + r0).xyz;

 r0.xyz = texture(tex0, tc3.xy \* tex0\_coord\_scale).xyz;

 h0.xyz = ((r1 + r0) / 4.0).xyz;

 h0.w = fc128.xxxx.w;

 ocol0 = h0;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 10

{rsx::thread} RSX: \*\*\* fp id = 11

{rsx::thread} RSX: \*\*\* prog id = 12

{rsx::thread} RSX: \*\*\* vp id = 10

{rsx::thread} RSX: \*\*\* fp id = 11

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_tc0\_buffer;

layout(location=3) uniform samplerBuffer in\_tc1\_buffer;

layout(location=4) uniform samplerBuffer in\_tc2\_buffer;

out vec4 tc0;

out vec4 tc1;

out vec4 tc2;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg8 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg9 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_tc1= texelFetch(in\_tc1\_buffer, gl\_VertexID);

 vec4 in\_tc2= texelFetch(in\_tc2\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg7.xy = in\_tc0.xyxx.xy;

 dst\_reg8.xy = in\_tc1.xyxx.xy;

 dst\_reg9.xy = in\_tc2.xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 tc1 = dst\_reg8;

 tc2 = dst\_reg9;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex1;

uniform sampler2D tex0;

uniform sampler2D tex2;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc32;

 vec4 fc80;

 vec4 fc128;

 vec4 fc160;

 vec4 void\_value;

};

in vec4 tc1;

in vec4 tc0;

in vec4 tc2;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 r1 = vec4(0., 0., 0., 0.);

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex1\_coord\_scale = vec2(1.);

vec2 tex0\_coord\_scale = vec2(1.);

vec2 tex2\_coord\_scale = vec2(1.);

 r0.xyz = texture(tex1, tc1.xy \* tex1\_coord\_scale).xyz;

 r1.xyz = (r0 \* fc32.yyyy).xyz;

 r0.xyz = texture(tex0, tc0.xy \* tex0\_coord\_scale).xyz;

 r1.xyz = (r0 \* fc80.xxxx + r1).xyz;

 r0.xyz = texture(tex2, tc2.xy \* tex2\_coord\_scale).xyz;

 h0.xyz = (r0 \* fc128.zzzz + r1).xyz;

 h0.w = fc160.xxxx.w;

 ocol0 = h0;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Unknown/illegal instruction: 0x17 (forced unit 1)

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 13

{rsx::thread} RSX: \*\*\* fp id = 14

{rsx::thread} RSX: \*\*\* prog id = 15

{rsx::thread} RSX: \*\*\* vp id = 13

{rsx::thread} RSX: \*\*\* fp id = 14

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_tc0\_buffer;

layout(location=3) uniform samplerBuffer in\_tc1\_buffer;

layout(location=4) uniform samplerBuffer in\_tc2\_buffer;

layout(location=5) uniform samplerBuffer in\_tc3\_buffer;

out vec4 tc0;

out vec4 tc1;

out vec4 tc2;

out vec4 tc3;

out vec4 tc4;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg8 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg11 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 tmp0;

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 dst\_reg9 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg10 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_tc1= texelFetch(in\_tc1\_buffer, gl\_VertexID);

 vec4 in\_tc3= texelFetch(in\_tc3\_buffer, gl\_VertexID);

 vec4 in\_tc2= texelFetch(in\_tc2\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg7.xy = in\_tc0.xyxx.xy;

 dst\_reg8.xy = in\_tc1.xyxx.xy;

 dst\_reg11.xy = in\_tc3.xyxx.xy;

 tmp0.xy = in\_tc2.xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 tmp0.z = vc[467].xxxx.z;

 dst\_reg9.y = vec4(dot(vec4(tmp0.xyzx.xyz, 1.0), vc[281])).y;

 dst\_reg9.x = vec4(dot(vec4(tmp0.xyzx.xyz, 1.0), vc[280])).x;

 dst\_reg10.y = vec4(dot(vec4(tmp0.xyzx.xyz, 1.0), vc[285])).y;

 dst\_reg10.x = vec4(dot(vec4(tmp0.xyzx.xyz, 1.0), vc[284])).x;

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 tc1 = dst\_reg8;

 tc2 = dst\_reg9;

 tc3 = dst\_reg10;

 tc4 = dst\_reg11;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex1;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc64;

 vec4 fc96;

 vec4 fc160;

 vec4 fc208;

 vec4 fc240;

 vec4 void\_value;

};

in vec4 tc1;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 h1 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex1\_coord\_scale = vec2(1.);

 h0.xyz = texture(tex1, tc1.xy \* tex1\_coord\_scale).xyz;

 h0.x = (h0 \* fc64.xxxx + h1).x;

 h0.w = (h0.yyyy \* fc96.yyyy + h1.yyyy).w;

 h0.x = divsq\_legacy(abs(h0), h0).x;

 h0.y = divsq\_legacy(abs(h0.wwww), h0.wwww).y;

 h0.w = (h0.zzzz \* fc160.zzzz + h1.zzzz).w;

 h0.z = divsq\_legacy(abs(h0.wwww), h0.wwww).z;

 h0.xyz = (h0 \* fc208.xxxx).xyz;

 h0.w = vec4(dot(h0.xyz, fc240.xyz)).w;

 ocol0 = h0;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 16

{rsx::thread} RSX: \*\*\* fp id = 17

{rsx::thread} RSX: \*\*\* prog id = 18

{rsx::thread} RSX: \*\*\* vp id = 16

{rsx::thread} RSX: \*\*\* fp id = 17

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_tc0\_buffer;

out vec4 tc0;

out vec4 tc1;

out vec4 tc2;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 tmp0;

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 dst\_reg8 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg9 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg7 = in\_tc0;

 tmp0.xyz = vc[467].xyzx.xyz;

 dst\_reg0.w = vec4(dot(in\_pos, vc[327])).w;

 dst\_reg0.z = vec4(dot(in\_pos, vc[326])).z;

 dst\_reg0.y = vec4(dot(in\_pos, vc[325])).y;

 dst\_reg0.x = vec4(dot(in\_pos, vc[324])).x;

 dst\_reg8 = (tmp0.yyxx \* vc[0].xyxy + in\_tc0.xyxy);

 dst\_reg9 = (tmp0.zzxx \* vc[0].xyxy);

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 tc1 = dst\_reg8;

 tc2 = dst\_reg9;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc16;

 vec4 fc48;

 vec4 fc80;

 vec4 fc128;

 vec4 fc192;

 vec4 fc480;

 vec4 fc592;

 vec4 fc624;

 vec4 fc672;

 vec4 fc752;

 vec4 void\_value;

};

in vec4 tc1;

in vec4 tc2;

in vec4 tc0;

out vec4 ocol0;

out vec4 ocol2;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 h2 = vec4(0., 0., 0., 0.);

 vec4 h1 = vec4(0., 0., 0., 0.);

 vec4 h3 = vec4(0., 0., 0., 0.);

 vec4 r3 = vec4(0., 0., 0., 0.);

 vec4 r1 = vec4(0., 0., 0., 0.);

 vec4 r2 = vec4(0., 0., 0., 0.);

 vec4 h6 = vec4(0., 0., 0., 0.);

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 h7 = vec4(0., 0., 0., 0.);

 vec4 cc0;

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 h0.w = textureLod(tex0, tc1.zyxx.xy \* tex0\_coord\_scale, fc16.xxxx.x).w;

 h2.z = (h0.wwww + fc48.xxxx).z;

 h1.w = textureLod(tex0, tc1.xwxx.xy \* tex0\_coord\_scale, fc80.xxxx.x).w;

 h0.y = (h1.wwww + -h2.zzzz).y;

 h0.w = textureLod(tex0, tc1.xy \* tex0\_coord\_scale, fc128.xxxx.x).w;

 h0.x = (-h0.wwww + h0.yyyy).x;

 h3.w = (h0 + h0.yyyy).w;

 h2.w = textureLod(tex0, tc1.zwzz.xy \* tex0\_coord\_scale, fc192.xxxx.x).w;

 h3.w = (-h2 + h3).w;

 h3.z = (h2.wwww + h0.xxxx).z;

 r3 = tc2;

 h0.x = vec4(dot(h3.zwzz.xy, h3.zwzz.xy)).x;

 h0.xy = divsq\_legacy(h3.zwzz, h0).xy;

 r1.zw = tc0.xxxy.zw;

 h0.z = (min(abs(h0.xxxx), abs(h0.yyyy)) \* 8.0).z;

 h2.xy = (h0 / h0.zzzz.xxxx).xy;

 r2.zw = (h2.xxxy \* r3.xxxy + r1).zw;

 r2.xy = (-h2 \* r3 + r1.zwzz).xy;

 h6.x = max(h2.zzzz, h2.wwww).x;

 h0.z = min(h2, h2.wwww).z;

 h6.z = min(h0.wwww, h1.wwww).z;

 h0.w = max(h0, h1).w;

 r0.x = r0.x;

 r1.xy = (-h0 \* r3.zwzz + r1.zwzz).xy;

 h1 = textureLod(tex0, tc0.xy \* tex0\_coord\_scale, fc480.xxxx.x);

 h6.w = max(h0, h6.xxxx).w;

 h6.y = min(h6.zzzz, h0.zzzz).y;

 h6.x = min(h1.wwww, h6.yyyy).x;

 r3.zw = r3.zw;

 r1.zw = (h0.xxxy \* r3 + r1).zw;

 h2 = textureLod(tex0, r1.xy \* tex0\_coord\_scale, fc592.xxxx.x);

 h0 = textureLod(tex0, r1.zwzz.xy \* tex0\_coord\_scale, fc624.xxxx.x);

 h2 = ((h2 + h0) / 2.0);

 h3 = textureLod(tex0, r2.xy \* tex0\_coord\_scale, fc672.xxxx.x);

 h7.w = max(h6, h1).w;

 h6.x = ((h7.wwww + -h6) \* 8.0).x;

 cc0.x = vec4(lessThan(h6, h6.wwww)).x;

 h0 = textureLod(tex0, r2.zwzz.xy \* tex0\_coord\_scale, fc752.xxxx.x);

 h0 = ((h3 + h0) / 2.0);

 h7 = ((h0 + h2) / 2.0);

 h6.y = vec4(lessThan(h7.wwww, h6)).y;

 h3.w = vec4(greaterThan(h7, h6)).w;

 h0 = h7;

 cc0.w = clamp((h6.yyyy + h3), 0., 1.).w;

 if (notEqual(cc0.wwww, vec4(0., 0., 0., 0.)).x) h0.x = h2.x;

 if (notEqual(cc0.wwww, vec4(0., 0., 0., 0.)).y) h0.y = h2.y;

 if (notEqual(cc0.wwww, vec4(0., 0., 0., 0.)).z) h0.z = h2.z;

 if (notEqual(cc0.wwww, vec4(0., 0., 0., 0.)).w) h0.w = h2.w;

 if (notEqual(cc0.xxxx, vec4(0., 0., 0., 0.)).x) h0.x = h1.x;

 if (notEqual(cc0.xxxx, vec4(0., 0., 0., 0.)).y) h0.y = h1.y;

 if (notEqual(cc0.xxxx, vec4(0., 0., 0., 0.)).z) h0.z = h1.z;

 if (notEqual(cc0.xxxx, vec4(0., 0., 0., 0.)).w) h0.w = h1.w;

 ocol0 = h0;

 ocol2 = h6;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 19

{rsx::thread} RSX: \*\*\* fp id = 20

{rsx::thread} RSX: \*\*\* prog id = 21

{rsx::thread} RSX: \*\*\* vp id = 19

{rsx::thread} RSX: \*\*\* fp id = 20

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_tc0\_buffer;

out vec4 tc0;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg7 = in\_tc0;

 dst\_reg0.w = vec4(dot(in\_pos, vc[327])).w;

 dst\_reg0.z = vec4(dot(in\_pos, vc[326])).z;

 dst\_reg0.y = vec4(dot(in\_pos, vc[325])).y;

 dst\_reg0.x = vec4(dot(in\_pos, vc[324])).x;

 gl\_Position = dst\_reg0;

 tc0 = dst\_reg7;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc64;

 vec4 fc112;

 vec4 fc160;

 vec4 fc240;

 vec4 fc288;

 vec4 fc320;

 vec4 fc368;

 vec4 fc400;

 vec4 fc448;

 vec4 void\_value;

};

in vec4 tc0;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 r1 = vec4(0., 0., 0., 0.);

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 r1 = texture(tex0, tc0.xy \* tex0\_coord\_scale);

 r0.x = log2(r1.xxxx).x;

 h0.w = r1.w;

 r0.x = (r0 \* fc64.xxxx).x;

 r0.z = log2(r1.yyyy.xxxx).z;

 r1.x = (r0.zzzz \* fc112.xxxx).x;

 r0.w = log2(r1.zzzz.xxxx).w;

 r0.w = (r0 \* fc160.xxxx).w;

 r1.z = exp2(r0.wwww.xxxx).z;

 r1.y = exp2(r1.xxxx).y;

 r1.x = exp2(r0.xxxx).x;

 r0.x = clamp(vec4(dot(r1.xyz, fc240.xyz)), 0., 1.).x;

 r0.z = log2(r0.xxxx).z;

 r0.x = clamp(vec4(dot(r1.xyz, fc288.xyz)), 0., 1.).x;

 r0.w = clamp(vec4(dot(r1.xyz, fc320.xyz)), 0., 1.).w;

 r0.x = log2(r0.xxxx).x;

 r1.x = (r0.zzzz \* fc368.yyyy).x;

 r0.x = (r0 \* fc400.yyyy).x;

 r0.w = log2(r0.wwww.xxxx).w;

 r0.w = (r0 \* fc448.yyyy).w;

 h0.z = exp2(r0.wwww.xxxx).z;

 h0.y = exp2(r0.xxxx).y;

 h0.x = exp2(r1.xxxx).x;

 ocol0 = h0;

}

{PPU[0x5] Thread (main\_thread) [0x0097a970]} cellSaveData: cellSaveDataEnableOverlay(enable=1)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0xa50878, entry=0xa22030, arg=0xc, prio=1001, stacksize=0x4000, flags=0x1, threadname=\*0x97cb9c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0xa50878, param=\*0xd0057700, arg=0xc, unk=0x0, prio=1001, stacksize=0x4000, flags=0x1, threadname=\*0x97cb9c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1d9)

{PPU[0x1d9] Thread (thr\_load) [0x0097a6f0]} cellSaveData: cellSaveDataListAutoLoad(version=1, errDialog=0, setList=\*0xd00a3da8, setBuf=\*0xd00a3db8, funcFixed=\*0xa22068, funcStat=\*0x0, funcFile=\*0x0, container=0xffffffff, userdata=\*0xc)

{PPU[0x1d9] Thread (thr\_load) [0x0097b534]} Thread time: 0.000540 Gc

{PPU[0x5] Thread (main\_thread) [0x00018314]} sys\_ppu\_thread: sys\_ppu\_thread\_join(thread\_id=0x1d9, vptr=\*0x0)

{PPU[0x5] Thread (main\_thread) [0x0097a970]} cellSaveData: cellSaveDataEnableOverlay(enable=0)

{PPU[0x5] Thread (main\_thread) [0x0097a970]} cellSaveData: cellSaveDataEnableOverlay(enable=1)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0xa50878, entry=0xa22030, arg=0xd, prio=1001, stacksize=0x4000, flags=0x1, threadname=\*0x97cb9c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0xa50878, param=\*0xd0057700, arg=0xd, unk=0x0, prio=1001, stacksize=0x4000, flags=0x1, threadname=\*0x97cb9c)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1da)

{PPU[0x1da] Thread (thr\_load) [0x0097a6f0]} cellSaveData: cellSaveDataListAutoLoad(version=1, errDialog=0, setList=\*0xd00a3da8, setBuf=\*0xd00a3db8, funcFixed=\*0xa22070, funcStat=\*0x0, funcFile=\*0x0, container=0xffffffff, userdata=\*0xd)

{PPU[0x1da] Thread (thr\_load) [0x0097b534]} Thread time: 0.000556 Gc

{PPU[0x5] Thread (main\_thread) [0x00018314]} sys\_ppu\_thread: sys\_ppu\_thread\_join(thread\_id=0x1da, vptr=\*0x0)

{PPU[0x5] Thread (main\_thread) [0x0097a970]} cellSaveData: cellSaveDataEnableOverlay(enable=0)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd0057330, attr=\*0xd0057338)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00573a0, attr=\*0xd00573a8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00573a0, attr=\*0xd00573a8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00573f0, attr=\*0xd00573f8)

{PPU[0x5] Thread (main\_thread) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00573e0, attr=\*0xd00573e8)

{PPU[0x18e] Thread (20796da0) [0x0067d710]} sys\_mutex: sys\_mutex\_create(mutex\_id=\*0xd00bb960, attr=\*0xd00bb968)

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 22

{rsx::thread} RSX: \*\*\* fp id = 23

{rsx::thread} RSX: \*\*\* prog id = 24

{rsx::thread} RSX: \*\*\* vp id = 22

{rsx::thread} RSX: \*\*\* fp id = 23

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_diff\_color\_buffer;

out vec4 diff\_color;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg1 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_diff\_color= texelFetch(in\_diff\_color\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg1 = in\_diff\_color;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 gl\_Position = dst\_reg0;

 diff\_color = dst\_reg1;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 void\_value;

};

in vec4 diff\_color;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

 h0 = diff\_color;

 ocol0 = h0;

}

{rsx::thread} RSX: VP not found in buffer!

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 25

{rsx::thread} RSX: \*\*\* fp id = 26

{rsx::thread} RSX: \*\*\* prog id = 27

{rsx::thread} RSX: \*\*\* vp id = 25

{rsx::thread} RSX: \*\*\* fp id = 26

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_diff\_color\_buffer;

layout(location=3) uniform samplerBuffer in\_tc0\_buffer;

out vec4 diff\_color;

out vec4 tc0;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg1 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_diff\_color= texelFetch(in\_diff\_color\_buffer, gl\_VertexID);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg1 = in\_diff\_color;

 dst\_reg7.xy = in\_tc0.xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 gl\_Position = dst\_reg0;

 diff\_color = dst\_reg1;

 tc0 = dst\_reg7;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 void\_value;

};

in vec4 tc0;

in vec4 diff\_color;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 r0 = texture(tex0, tc0.xy \* tex0\_coord\_scale);

 h0 = (diff\_color \* r0);

 ocol0 = h0;

}

{rsx::thread} RSX: FP not found in buffer!

{rsx::thread} RSX: Add program :

{rsx::thread} RSX: \*\*\* vp id = 25

{rsx::thread} RSX: \*\*\* fp id = 28

{rsx::thread} RSX: \*\*\* prog id = 29

{rsx::thread} RSX: \*\*\* vp id = 25

{rsx::thread} RSX: \*\*\* fp id = 28

{rsx::thread} RSX: \*\*\* vp shader =

#version 430

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

layout(location=1) uniform samplerBuffer in\_pos\_buffer;

layout(location=2) uniform samplerBuffer in\_diff\_color\_buffer;

layout(location=3) uniform samplerBuffer in\_tc0\_buffer;

out vec4 diff\_color;

out vec4 tc0;

layout(std140, binding = 1) uniform VertexConstantsBuffer

{

 vec4 vc[468];

};

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main()

{

 vec4 dst\_reg1 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg7 = vec4(0.0, 0.0, 0.0, 0.0);

 vec4 dst\_reg0 = vec4(0.0f, 0.0f, 0.0f, 1.0f);

 vec4 in\_diff\_color= texelFetch(in\_diff\_color\_buffer, gl\_VertexID);

 vec4 in\_tc0= texelFetch(in\_tc0\_buffer, gl\_VertexID);

 vec4 in\_pos= texelFetch(in\_pos\_buffer, gl\_VertexID);

 dst\_reg1 = in\_diff\_color;

 dst\_reg7.xy = in\_tc0.xyxx.xy;

 dst\_reg0.w = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[327])).w;

 dst\_reg0.z = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[326])).z;

 dst\_reg0.y = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[325])).y;

 dst\_reg0.x = vec4(dot(vec4(in\_pos.xyzx.xyz, 1.0), vc[324])).x;

 gl\_Position = dst\_reg0;

 diff\_color = dst\_reg1;

 tc0 = dst\_reg7;

 gl\_Position = gl\_Position \* scaleOffsetMat;

}

{rsx::thread} RSX: \*\*\* fp shader =

#version 420

layout(std140, binding = 0) uniform ScaleOffsetBuffer

{

 mat4 scaleOffsetMat;

 float fog\_param0;

 float fog\_param1;

};

uniform sampler2D tex0;

layout(std140, binding = 2) uniform FragmentConstantsBuffer

{

 vec4 fc80;

 vec4 void\_value;

};

in vec4 tc0;

in vec4 diff\_color;

out vec4 ocol0;

vec4 divsq\_legacy(vec4 num, vec4 denum)

{

 return num / sqrt(max(denum.xxxx, 1.E-10));

}

vec4 rcp\_legacy(vec4 denum)

{

 return 1. / denum;

}

vec4 rsq\_legacy(vec4 val)

{

 return float(1.0 / sqrt(max(val.x, 1.E-10))).xxxx;

}

vec4 log2\_legacy(vec4 val)

{

 return log2(max(val.x, 1.E-10)).xxxx;

}

vec4 lit\_legacy(vec4 val){

 vec4 clamped\_val = val;

 clamped\_val.x = max(val.x, 0);

 clamped\_val.y = max(val.y, 0);

 vec4 result;

 result.x = 1.0;

 result.w = 1.;

 result.y = clamped\_val.x;

 result.z = clamped\_val.x > 0.0 ? exp(clamped\_val.w \* log(max(clamped\_val.y, 1.E-10))) : 0.0;

 return result;

}

void main ()

{

 vec4 r0 = vec4(0., 0., 0., 0.);

 vec4 h0 = vec4(0., 0., 0., 0.);

 vec4 ssa = gl\_FrontFacing ? vec4(1.) : vec4(-1.);

vec2 tex0\_coord\_scale = vec2(1.);

 r0 = texture(tex0, tc0.xy \* tex0\_coord\_scale);

 h0 = (diff\_color \* r0);

 h0.xyz = (h0 \* h0.wwww + -h0.wwww).xyz;

 h0.w = h0.w;

 h0.xyz = (h0 + fc80.xxxx).xyz;

 ocol0 = h0;

}

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b21b0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b1200, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e2)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e1)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b21b0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b1200, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e4)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e3)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b21b0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b1200, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e6)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e5)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b21b0, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b1200, attr=\*0x9c03c0)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e8)

{PPU[0x5] Thread (main\_thread) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1e7)

{PPU[0x5] Thread (main\_thread) [0x0067da04]} sys\_mutex: sys\_mutex\_destroy(mutex\_id=0x1db)

{PPU[0x5] Thread (main\_thread) [0x0067da04]} sys\_mutex: sys\_mutex\_destroy(mutex\_id=0x1dc)

{PPU[0x5] Thread (main\_thread) [0x0067da04]} sys\_mutex: sys\_mutex\_destroy(mutex\_id=0x1dd)

{PPU[0x5] Thread (main\_thread) [0x0067da04]} sys\_mutex: sys\_mutex\_destroy(mutex\_id=0x1de)

{PPU[0x5] Thread (main\_thread) [0x0067da04]} sys\_mutex: sys\_mutex\_destroy(mutex\_id=0x1df)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x1020db8, entry=0xa2b718, arg=0x1020db0, prio=1002, stacksize=0x4000, flags=0x0, threadname=\*0xa01290)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x1020db8, param=\*0xd00578c0, arg=0x1020db0, unk=0x0, prio=1002, stacksize=0x4000, flags=0x0, threadname=\*0xa01290)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1e9)

{PPU[0x1e9] Thread (thr\_install) [0x00979fb0]} sceNpTrophy TODO: sceNpTrophyGetRequiredDiskSpace(context=0x138, handle=0x139, reqspace=\*0xd00a3de0, options=0x0)

{PPU[0x1e9] Thread (thr\_install) [0x00979f70]} sceNpTrophy: sceNpTrophyRegisterContext(context=0x138, handle=0x139, statusCb=\*0xa2b6c0, arg=\*0x1020da0, options=0x1)

{PPU[0x1e9] Thread (thr\_install) [0x0097b534]} Thread time: 0.029554 Gc

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0x207b2940, entry=0xa2b5e8, arg=0x207b2910, prio=1003, stacksize=0x4000, flags=0x1, threadname=\*0x207b2914)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0x207b2940, param=\*0xd00575f0, arg=0x207b2910, unk=0x0, prio=1003, stacksize=0x4000, flags=0x1, threadname=\*0x207b2914)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1ea)

{PPU[0x1ea] Thread (diva\_batch) [0x0097a070]} sceNpTrophy: sceNpTrophyGetTrophyUnlockState(context=0x138, handle=0x139, flags=\*0xd00a3bcc, count=\*0xd00a3bb8)

{PPU[0x1ea] Thread (diva\_batch) [0x0097b534]} Thread time: 0.000356 Gc

{PPU[0x5] Thread (main\_thread) [0x00979490]} cellRtc TODO: cellRtcGetCurrentClockLocalTime(pClock=\*0xd00576f0)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sysPrxForUser: sys\_ppu\_thread\_create(thread\_id=\*0xa2f3e0, entry=0xa22010, arg=0xa5052c, prio=1001, stacksize=0x4000, flags=0x0, threadname=\*0x97c9f8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: \_sys\_ppu\_thread\_create(thread\_id=\*0xa2f3e0, param=\*0xd00577f0, arg=0xa5052c, unk=0x0, prio=1001, stacksize=0x4000, flags=0x0, threadname=\*0x97c9f8)

{PPU[0x5] Thread (main\_thread) [0x0097b2d0]} sys\_ppu\_thread: sys\_ppu\_thread\_start(thread\_id=0x1eb)

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979ad0]} cellGame: cellGameDataCheck(type=3, dirName=\*0xa50533, size=\*0xd00d7b80)

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979ad0]} cellGame: cellGameDataCheck(): '/dev\_hdd0/game/NPUB31488\_DATA' directory not found

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x22820930, sb=\*0xd00d7760) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x22820930, sb=\*0xd00d7760)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x228208c0, sb=\*0xd00d7960) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x228208c0, sb=\*0xd00d7960)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x228209d0, sb=\*0xd00d7970) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x228209d0, sb=\*0xd00d7970)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a10]} cellGame: cellGameCreateGameData(init=\*0xd00d7c18, tmp\_contentInfoPath=\*0xa50553, tmp\_usrdirPath=\*0xa505d3)

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a10]} cellGame: cellGameCreateGameData(): temporary gamedata directory created ('/dev\_hdd1/game/NPUB31488')

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x228208d0, sb=\*0xd00d7760) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x228208d0, sb=\*0xd00d7760)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x22820860, sb=\*0xd00d7610) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x22820860, sb=\*0xd00d7610)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x228207f0, sb=\*0xd00d7610) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x228207f0, sb=\*0xd00d7610)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_hdd1/game/NPUB31488/ICON0.PNG.fs\_copy\_file.tmp'

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat('/dev\_hdd1/game/NPUB31488/ICON0.PNG.fs\_copy\_file.tmp') failed: not found

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b2210, attr=\*0x9c03c0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c4c8]} sys\_fs: sys\_fs\_open(path=\*0x22820860, flags=0, fd=\*0xd00d7250, mode=0, arg=\*0x0, size=0x0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c4c8]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b2e60, attr=\*0x9c03c0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207b2b90, attr=\*0x9c03c0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c4c8]} sys\_fs: sys\_fs\_open(path=\*0x228207f0, flags=01101, fd=\*0xd00d7250, mode=0666, arg=\*0x0, size=0x0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c4c8]} sys\_fs: \*\*\* path = '/dev\_hdd1/game/NPUB31488/ICON0.PNG.fs\_copy\_file.tmp'

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b350]} sysPrxForUser: sys\_lwmutex\_create(lwmutex=\*0x207906f0, attr=\*0x9c03c0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x22820860, sb=\*0xd00d7610) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x22820860, sb=\*0xd00d7610)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_bdvd/PS3\_GAME/USRDIR/rom/ps3\_gamedata\_icon0.png'

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} cellFs: cellFsStat(path=\*0x228207f0, sb=\*0xd00d7610) -> sys\_fs\_stat()

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: sys\_fs\_stat(path=\*0x228207f0, sb=\*0xd00d7610)

{PPU[0x1eb] Thread (thr\_gamedata) [0x009788f0]} sys\_fs: \*\*\* path = '/dev\_hdd1/game/NPUB31488/ICON0.PNG.fs\_copy\_file.tmp'

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1ef)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1ee)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1ed)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0097b570]} sys\_lwmutex: \_sys\_lwmutex\_destroy(lwmutex\_id=0x1ec)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c3dc]} sys\_fs: sys\_fs\_rename(from=\*0x228207f0, to=\*0x228209e0)

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c3dc]} sys\_fs: \*\*\* from = '/dev\_hdd1/game/NPUB31488/ICON0.PNG.fs\_copy\_file.tmp'

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c3dc]} sys\_fs: \*\*\* to = '/dev\_hdd1/game/NPUB31488/ICON0.PNG'

{PPU[0x1eb] Thread (thr\_gamedata) [0x0064c3dc]} sys\_fs: sys\_fs\_rename(): '/dev\_hdd1/game/NPUB31488/ICON0.PNG.fs\_copy\_file.tmp' renamed to '/dev\_hdd1/game/NPUB31488/ICON0.PNG'

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a30]} cellGame: cellGameContentPermit(contentInfoPath=\*0xa50553, usrdirPath=\*0xa505d3)

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a30]} PPU: Function 'cellGameContentPermit' aborted

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a30]}

Registers:

=========

GPR[0] = 0x17c70

GPR[1] = 0xd00d7d50

GPR[2] = 0xa36128

GPR[3] = 0xa50553

GPR[4] = 0xa505d3

GPR[5] = 0x0

GPR[6] = 0x22820b5c

GPR[7] = 0x69a0

GPR[8] = 0x4af30

GPR[9] = 0x0

GPR[10] = 0x1021908

GPR[11] = 0x32c

GPR[12] = 0x2f49434f4e302e50

GPR[13] = 0x12eac38

GPR[14] = 0x0

GPR[15] = 0x0

GPR[16] = 0x0

GPR[17] = 0x0

GPR[18] = 0x0

GPR[19] = 0x0

GPR[20] = 0x0

GPR[21] = 0x0

GPR[22] = 0x0

GPR[23] = 0x0

GPR[24] = 0x0

GPR[25] = 0x0

GPR[26] = 0x0

GPR[27] = 0x0

GPR[28] = 0xa50553

GPR[29] = 0xa505d3

GPR[30] = 0xa5052c

GPR[31] = 0xa2f3e0

FPR[0] = 0

FPR[1] = 0

FPR[2] = 0

FPR[3] = 0

FPR[4] = 0

FPR[5] = 0

FPR[6] = 0

FPR[7] = 0

FPR[8] = 0

FPR[9] = 0

FPR[10] = 0

FPR[11] = 0

FPR[12] = 0

FPR[13] = 0

FPR[14] = 0

FPR[15] = 0

FPR[16] = 0

FPR[17] = 0

FPR[18] = 0

FPR[19] = 0

FPR[20] = 0

FPR[21] = 0

FPR[22] = 0

FPR[23] = 0

FPR[24] = 0

FPR[25] = 0

FPR[26] = 0

FPR[27] = 0

FPR[28] = 0

FPR[29] = 0

FPR[30] = 0

FPR[31] = 0

VR[0] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[1] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[2] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[3] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[4] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[5] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[6] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[7] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[8] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[9] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[10] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[11] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[12] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[13] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[14] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[15] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[16] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[17] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[18] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[19] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[20] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[21] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[22] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[23] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[24] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[25] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[26] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[27] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[28] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[29] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[30] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

VR[31] = 0x00000000000000000000000000000000 [x: 0 y: 0 z: 0 w: 0]

CR = 0x24000082

LR = 0x17ca8

CTR = 0x11080

XER = [CA=0 | OV=0 | SO=0 | CNT=0]

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a30]} class fmt::exception thrown: Unknown Win32 error: 2 (C:/Users/user/Documents/rpcs3-ReleaseLLVM-f81a02ed/dev\_hdd0/game/NPUB31488).

(in file C:\rpcs3\Utilities\File.cpp:457)

{PPU[0x1eb] Thread (thr\_gamedata) [0x00979a30]} Thread time: 0.020165 Gc

Stopping emulator...

{PPU[0x5] Thread (main\_thread) [0x006af4a8]} Thread aborted

{PPU[0x1a4] Thread (\_cellsurMixerMain) [0x006773e8]} Thread aborted

{PPU[0x1a4] Thread (\_cellsurMixerMain) [0x006773e8]} Thread time: 2.263022 Gc

{PPU[0x135] Thread (SpursHdlr1) [0x012804e0]} PPU: Syscall 'sys\_event\_queue\_receive' (130) aborted

{PPU[0x168] Thread (diva\_file) [0x0058a978]} Thread aborted

{PPU[0x168] Thread (diva\_file) [0x0058a978]} Thread time: 6.540719 Gc

{SPU[0x130] Thread (CellSpursKernel0) [0x011a8]} Thread aborted

{PPU[0x1b8] Thread (diva\_glt\_update) [0x0058a978]} Thread aborted

{PPU[0x1b8] Thread (diva\_glt\_update) [0x0058a978]} Thread time: 0.011458 Gc

{PPU[0x135] Thread (SpursHdlr1) [0x012804e0]} Thread aborted

{SPU[0x130] Thread (CellSpursKernel0) [0x011a8]} Thread time: 1.917716 Gc

{PPU[0x135] Thread (SpursHdlr1) [0x012804e0]} Thread time: 0.000366 Gc

{PPU[0x16f] Thread (diva\_cn\_gen) [0x0058a978]} Thread aborted

{PPU[0x5] Thread (main\_thread) [0x006af4a8]} Thread time: 14.504627 Gc

{PPU[0x160] Thread (fios mediathread 3) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x1a1] Thread (\_sys\_mixerSurBusReq) [0x00675418]} PPU: Syscall 'sys\_cond\_wait' (107) aborted

{PPU[0x16f] Thread (diva\_cn\_gen) [0x0058a978]} Thread time: 2.267877 Gc

{PPU[0x15f] Thread (fios mediathread 2) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x1a1] Thread (\_sys\_mixerSurBusReq) [0x00675418]} Thread aborted

{PPU[0x1a1] Thread (\_sys\_mixerSurBusReq) [0x00675418]} Thread time: 0.000358 Gc

{PPU[0x15f] Thread (fios mediathread 2) [0x0097b310]} Thread aborted

{PPU[0x15f] Thread (fios mediathread 2) [0x0097b310]} Thread time: 0.571861 Gc

{PPU[0x160] Thread (fios mediathread 3) [0x0097b310]} Thread aborted

{PPU[0x160] Thread (fios mediathread 3) [0x0097b310]} Thread time: 0.003564 Gc

{PPU[0x161] Thread (fios mediathread 4) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

All threads signaled...

{PPU[0x6] Thread (Callback Thread) [0x006afa00]} Thread aborted

{PPU[0x161] Thread (fios mediathread 4) [0x0097b310]} Thread aborted

{PPU[0x161] Thread (fios mediathread 4) [0x0097b310]} Thread time: 0.000285 Gc

{PPU[0x162] Thread (fios scheduler 1) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x6] Thread (Callback Thread) [0x006afa00]} Thread time: 0.021090 Gc

{PPU[0x162] Thread (fios scheduler 1) [0x0097b310]} Thread aborted

{PPU[0x162] Thread (fios scheduler 1) [0x0097b310]} Thread time: 0.077291 Gc

{PPU[0x187] Thread (PvOsageManager) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x188] Thread (PvOsageManager) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x187] Thread (PvOsageManager) [0x0097b310]} Thread aborted

{PPU[0x188] Thread (PvOsageManager) [0x0097b310]} Thread aborted

{PPU[0x187] Thread (PvOsageManager) [0x0097b310]} Thread time: 0.000395 Gc

{PPU[0x188] Thread (PvOsageManager) [0x0097b310]} Thread time: 0.000283 Gc

{PPU[0x189] Thread (PvOsageManager) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x189] Thread (PvOsageManager) [0x0097b310]} Thread aborted

{PPU[0x18a] Thread (PvOsageManager) [0x0097b310]} PPU: Function 'sys\_lwcond\_wait' aborted

{PPU[0x189] Thread (PvOsageManager) [0x0097b310]} Thread time: 0.000301 Gc

{PPU[0x18e] Thread (20796da0) [0x0067d350]} PPU: Syscall 'sys\_cond\_wait' (107) aborted

{PPU[0x18a] Thread (PvOsageManager) [0x0097b310]} Thread aborted

{PPU[0x18a] Thread (PvOsageManager) [0x0097b310]} Thread time: 0.000270 Gc

{PPU[0x18e] Thread (20796da0) [0x0067d350]} Thread aborted

{PPU[0x18e] Thread (20796da0) [0x0067d350]} Thread time: 0.044607 Gc

{SPU[0x1a9] Thread (\_synth2 Thread) [0x0931c]} Thread aborted

{SPU[0x1a9] Thread (\_synth2 Thread) [0x0931c]} Thread time: 30.103097 Gc

{PPU[0x199] Thread (\_sys\_MixerChStripMain) [0x0067be24]} PPU: Syscall 'sys\_cond\_wait' (107) aborted

{PPU[0x199] Thread (\_sys\_MixerChStripMain) [0x0067be24]} Thread aborted

{PPU[0x199] Thread (\_sys\_MixerChStripMain) [0x0067be24]} Thread time: 0.838984 Gc

{vm::start thread} Thread time: 29.086238 Gc

{PPU[0x136] Thread (SpursHdlr0) [0x0127e36c]} PPU: Syscall 'sys\_spu\_thread\_group\_join' (178) aborted

{VBlank Thread} Thread time: 0.045174 Gc

{PPU[0x136] Thread (SpursHdlr0) [0x0127e36c]} Thread aborted

{PPU[0x136] Thread (SpursHdlr0) [0x0127e36c]} Thread time: 0.231125 Gc

{rsx::thread} Thread aborted

{rsx::thread} Thread time: 12.225157 Gc

{Audio Thread} Thread time: 0.792165 Gc

All threads stopped...

RSX: GLFragmentProgram::Delete(): glDeleteShader(26) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(2) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(23) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(11) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(8) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(5) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(14) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(17) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(20) avoided

RSX: GLFragmentProgram::Delete(): glDeleteShader(28) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(1) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(19) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(22) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(13) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(10) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(4) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(25) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(7) avoided

RSX: GLVertexProgram::Delete(): glDeleteShader(16) avoided

RSX: Deleting texture 100

RSX: Deleting texture 101

RSX: Deleting texture 102

Objects cleared...