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1 Fade time is 110
2 Fade steps are 1090
3
4 Chi squared is 27.428000, P = 36.420000 at 0.05
5 Sequence is random, 95% confidence.
6 Initializing sound system...gsound_setup_paths mkdir error: Permission denied
7 gsound_setup_paths mkdir error: Permission denied
8 gsound_setup_paths mkdir error: Permission denied
9 detectSoundDevice found: Sound Blaster 8 Mono version 1 port: 220 IRQ: 7 DMA: 1
10 success.
11 Sounds are on.
12 Music is on.
13 Speech is on.
14 >gsound_init >initMovie >gmovie_init >moviefx_init
    >art_init >tile_init >obj_init >cycle_init
        >intface_init >iso_init >gmouse_init >proto_init
        >anim_init >scr_init >game_load_info
    >scr_game_init >init_world_map >CharEditInit >pip_init
    >InitLoadSave >gdialog_init >combat_init >automap_init
    >message_init >message_load >scr_disable >init_options_menu
15
16 Playing movie: iplogo.mve
17 Direct Playing at (0, 0) not scaled
18 Movie aborted
19 Frames 1, dropped 0
20
21 Playing movie: intro.mve
22
23 Direct Playing at (0, 0) not scaled
23 Movie aborted
24 Frames 88, dropped 0
25 Loading background sound file 07desert.ACM...Allocating new sound looping volume ... Done.
26 finding background sound Loading data\sound\music\07desert.ACM ... Allocating new heap
27 Hit read limit, read in 262144
28 filesize 17423252, maxBuffers 24, end 8, read in 262144
29 Done.
30 playing Playing sound buffer 0 handle 0 ... Done
31 succeeded.
32 Loading sound file nmselec0.ACM...Allocating new sound volume ... Done.
33 Loading sound\sfx\nmselec0.ACM ... Done.
34 succeeded.
35 Playing sound buffer 0 handle 1 ... Done
36 Loading sound file nmselec1.ACM...Allocating new sound volume ... Done.
37 Loading sound\sfx\nmselec1.ACM ... Done.
38 succeeded.
39 Playing sound buffer 0 handle 2 ... Done
40 Num free sounds 2
41 Loading sound file ib1p1xx1.ACM...Allocating new sound volume ... Done.
42 Loading sound\sfx\ib1p1xx1.ACM ... Done.
43 succeeded.
44 Playing sound buffer 0 handle 1 ... Done
45 Loading sound file ib1lu1x1.ACM...Allocating new sound volume ... Done.
46 Loading sound\sfx\ib1lu1x1.ACM ... Done.
47 succeeded.
48 Playing sound buffer 0 handle 2 ... Done
49 Num free sounds 2
50
51 Playing movie: ovrintro.mve
52
53 Direct Playing at (0, 0) not scaled
53 Movie aborted
54 Frames 23, dropped 0
55 Loading background sound file wind2.ACM...Allocating new sound looping volume ... Done.
56 finding background sound Loading data\sound\music\wind2.ACM ... Done.
57 playing Looping -1: Playing sound buffer 0 handle 0 ... Done

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1 Fade time is 110
2 Fade steps are 1090
3
4 Chi squared is 33.952500, P = 36.420000 at 0.05
5 Sequence is random, 95% confidence.
6 Initializing sound system...gsound_setup_paths mkdir error: Permission denied
7 gsound_setup_paths mkdir error: Permission denied
8 gsound_setup_paths mkdir error: Permission denied
9 detectSoundDevice found: Sound Blaster 8 Mono version 1 port: 220 IRQ: 7 DMA: 1
10 success.
11 Sounds are on.
12 Music is on.
13 Speech is on.
14 >gsound_init >initMovie >gmovie_init >moviefx_init
    >art_init >tile_init >obj_init >cycle_init
        >intface_init >iso_init >gmouse_init >proto_init
        >anim_init >scr_init >game_load_info
    >scr_game_init >init_world_map >CharEditInit >pip_init
    >InitLoadSave >gdialog_init >combat_init >automap_init
    >message_init >message_load >scr_disable >init_options_menu
15
16 Playing movie: iplogo.mve
17 Direct Playing at (0, 0) not scaled
18 Frames 225, dropped 0
19
20 Playing movie: intro.mve
21 Opening subtitle file text\english\cuts\intro.SVE
22 Read 26 subtitles
23 Direct Playing at (0, 0) not scaled
24 Movie aborted
25 Frames 169, dropped 0
26 Loading background sound file 07desert.ACM...Allocating new sound looping volume ... Done.
27 finding background sound Loading data\sound\music\07desert.ACM ... Allocating new heap
28 Hit read limit, read in 262144
29 filesize 17423252, maxBuffers 24, end 8, read in 262144
30 Done.
31 playing Playing sound buffer 0 handle 0 ... Done
32 succeeded.
33 Loading sound file nmselec0.ACM...Allocating new sound volume ... Done.
34 Loading sound\sfx\nmselec0.ACM ... Done.
35 succeeded.
36 Playing sound buffer 0 handle 1 ... Done
37 Num free sounds 1
38 Loading sound file nmselec1.ACM...Allocating new sound volume ... Done.
39 Loading sound\sfx\nmselec1.ACM ... Done.
40 succeeded.
41 Playing sound buffer 0 handle 1 ... Done
42 Num free sounds 1
43 Loading sound file ib1p1xx1.ACM...Allocating new sound volume ... Done.
44 Loading sound\sfx\ib1p1xx1.ACM ... Done.
45 succeeded.
46 Playing sound buffer 0 handle 1 ... Done
47 Loading sound file ib1lu1x1.ACM...Allocating new sound volume ... Done.
48 Loading sound\sfx\ib1lu1x1.ACM ... Done.
49 succeeded.
50 Playing sound buffer 0 handle 2 ... Done
51 Num free sounds 2
52
53 Playing movie: ovrintro.mve
54 Opening subtitle file text\english\cuts\ovrintro.SVE
55 Read 20 subtitles
56 Direct Playing at (0, 0) not scaled
57 Movie aborted
58 Frames 32, dropped 0
59 Loading background sound file wind2.ACM...Allocating new sound looping volume ... Done.
60 finding background sound Loading data\sound\music\wind2.ACM ... Done.
61 playing Looping -1: Playing sound buffer 0 handle 0 ... Done

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58 succeeded.
59 Num free sounds 2
60 OVERRIDE_MAP_START: x: 90, y: 88

61 [Party Member 0]: Max Stone
62
63
64
65 [Party Members]:
66 Total Critter Count: 21
67

68 Loading background sound file 06VAULT.ACM...Allocating new sound looping volume ... Done.
69 finding background sound Loading data\sound\music\06VAULT.ACM ... Allocating new heap
70 Hit read limit, read in 786432
71 filesize 20513876, maxBuffers 24, end 24, read in 786432
72 Done.
73 playing Playing sound buffer 0 handle 0 ... Done
74 succeeded.
75 Num free sounds 2
76 Loading sound file HMJMPSAA.ACM...Allocating new sound volume ... Done.
77 Loading sound\sfx\HMJMPSAA.ACM ... trying HMXXXXAA.ACM Loading sound\sfx\HMXXXXAA.ACM ...
Done.
78 succeeded (with alias).
79 Playing sound buffer 0 handle 1 ... Done
80 Num free sounds 2
81 Loading sound file ib1p1xx1.ACM...Allocating new sound volume ... Done.
82 Loading sound\sfx\ib1p1xx1.ACM ... Done.
83 succeeded.
84 Playing sound buffer 0 handle 1 ... Done
85 Num free sounds 2
86 Loading sound file ib3p1xx1.ACM...Allocating new sound volume ... Done.
87 Loading sound\sfx\ib3p1xx1.ACM ... Done.
88 succeeded.
89 Playing sound buffer 0 handle 1 ... Done
90 Loading sound file ib3lu1xx1.ACM...Allocating new sound volume ... Done.
91 Loading sound\sfx\ib3lu1xx1.ACM ... Done.
92 succeeded.
93 Playing sound buffer 0 handle 2 ... Done
94 Num free sounds 1
95 Num free sounds 2
96 Loading sound file ib1p1xx1.ACM...Allocating new sound volume ... Done.
97 Loading sound\sfx\ib1p1xx1.ACM ... Done.
98 succeeded.
99 Playing sound buffer 0 handle 1 ... Done
100 Num free sounds 2
101 Loading sound file ib3p1xx1.ACM...Allocating new sound volume ... Done.
102 Loading sound\sfx\ib3p1xx1.ACM ... Done.
103 succeeded.
104 Playing sound buffer 0 handle 1 ... Done
105 Loading sound file ib3lu1xx1.ACM...Allocating new sound volume ... Done.
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62 succeeded.
63 Num free sounds 2
64 OVERRIDE_MAP_START: x: 90, y: 88Loading sound file monitor.ACM...Allocating new sound volume
... Done.
65 Loading sound\sfx\monitor.ACM ... Done.
66 succeeded.
67 Playing sound buffer 0 handle 1 ... Done
68 Num free sounds 2
69
70 [Party Member 0]: Max Stone
71
72
73
74 [Party Members]:
75 Total Critter Count: 21
76
77
78 Playing movie: ovrrun.mve
79 Direct Playing at (0, 0) not scaled
80 Loading sound file HMJMPSAA.ACM...Allocating new sound volume ... Done.
81 Loading sound\sfx\HMJMPSAA.ACM ... trying HMXXXXAA.ACM Loading sound\sfx\HMXXXXAA.ACM ... Heap
Error: Bad guard end detected during unlock.
82 Heap Error: Bad guard end detected during lock.
83 Heap Error: Bad guard end detected during unlock.
84 Done.
85 succeeded (with alias).
86 Playing sound buffer 0 handle 2 ... Done
87 Num free sounds 2
88 Movie aborted
89 Frames 143, dropped 0
90 Loading background sound file 06VAULT.ACM...Allocating new sound looping volume ... Done.
91 finding background sound Loading data\sound\music\06VAULT.ACM ... Allocating new heap
92 Hit read limit, read in 786432
93 filesize 20513876, maxBuffers 24, end 24, read in 786432
94 Done.
95 playing Playing sound buffer 0 handle 0 ... Done
96 succeeded.
97 Num free sounds 2
```

106	Loading sound\sfx\ib3lu1x1.ACM ... Done.		
107	succeeded.		
108	Playing sound buffer 0 handle 2 ... Done		
109	Num free sounds 1		
110	Num free sounds 2		
111	Loading sound file ib1p1xx1.ACM...Allocating new sound volume ... Done.		
112	Loading sound\sfx\ib1p1xx1.ACM ... Done.		
113	succeeded.		
114	Playing sound buffer 0 handle 1 ... Done		
115	Loading sound file ib1lu1x1.ACM...Allocating new sound volume ... Done.		
116	Loading sound\sfx\ib1lu1x1.ACM ... Done.		
117	succeeded.		
118	Playing sound buffer 0 handle 2 ... Done		
119	Num free sounds 1		
120	Num free sounds 2		
121	Resetting sound system...done.		
122		98	Resetting sound system...Heap Error: Bad guard end detected during deallocate.
123	Scripts: [Game Reset]Loading background sound file 07desert.ACM...Allocating new sound looping volume ... Done.	99	done.
124	finding background sound Loading data\sound\music\07desert.ACM ... Allocating new heap	100	Memory footer stomped.
125	Hit read limit, read in 262144	101	
126	filesize 17423252, maxBuffers 24, end 8, read in 262144	102	Scripts: [Game Reset]Loading background sound file 07desert.ACM...Allocating new sound looping volume ... Done.
127	Done.	103	finding background sound Loading data\sound\music\07desert.ACM ... Allocating new heap
128	playing Playing sound buffer 0 handle 0 ... Done	104	Hit read limit, read in 262144
129	succeeded.	105	filesize 17423252, maxBuffers 24, end 8, read in 262144
130	Num free sounds 2	106	Done.
131		107	playing Playing sound buffer 0 handle 0 ... Done
		108	succeeded.
		109	Num free sounds 2
		110	