

Log generated on 7/20/2014, 20:00

=== Application info ===

Name: The Sims 2 EP9

Version: 1.17.0.66

Build: ReleaseSRT

=== Machine info ===

OS version: Windows NT 6.0

CPU: 4748.799804Mhz, Name:GenuineIntel, FPU:1, MMX:1

Memory: 4096MB

Free memory: 4096MB

User: Purple4Eva85

Computer: PURPLE4EVA85-PC

=== Sound device info ===

Name: Unknown

Driver: Unknown

=== Graphics device info ===

Number: 0

Name (driver): AMD Radeon HD 7750 Graphics

Name (database): AMD Radeon HD 7750 Graphics <<NOT FOUND IN DATABASE!>>

Vendor: ATI

Chipset: Vendor: 1002, Device: 683f, Board: 27901462, Chipset: 0000

Driver: aticfx32.dll, Version: 8.17.10.1119, GUID: D7B71EE2-2B7F-11CF-8D73-9A07BEC2C535

Driver version: 1119

Monitor: \\.\DISPLAY1

Monitor aspect: 1.776902, 16:9

Screen mode: 1920x1080x32BPP,60Hz

Texture memory: 32MB

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

Pixel program: 3.0

Texture stages: 8

AppControlledAA: 1

Global properties

uintProp propertyRevision 6

boolProp allowCustomContent true

boolProp animationLOD false

uintProp antialiasingQuality 0

boolProp autoCentering true

boolProp autoLogin false

boolProp bumpMapping false

boolProp checkForPatch true

boolProp constrainFloorElevation true

uintProp cutawayMemorySize 3

boolProp cutawayOutside true

boolProp disableCustomObjects false

boolProp displayCustomObjectInfo true

boolProp displayLookAtBoxes false

boolProp displayPaths false

boolProp deviceVsync true

uintProp dynamicRenderStrategy 0

boolProp edgeScrolling true

floatProp horzedgescrollrate 0.5

floatProp vertedgescrollrate 0.5

uintProp effectPriorityLevel 3

stringProp lastLoadedNeighborhood Riverblossom Hills

boolProp freeWill true

floatProp geomBoneInfluenceThreshold 0.01
boolProp geomCheckGeomDataIntegrity false
uintProp geomGenerateTangentSpaceNormalLines 0
boolProp geomGenerateTangentSpaceSxT false
floatProp geomGeneratedTangentSpaceNormalLineLength 0.1
uintProp geomMaxBoneInfluencesPerVertex 4
sintProp geomMaxMorphTargetDeltasPerVertex 4
floatProp geomMorphTargetDeltaThreshold 0.001
floatProp geomPerBoneBoundBlendWeightThreshold 0.9
boolProp guob true
boolProp interrupt false
boolProp lightOpenGLStyle false
uintProp lightingQuality 3
boolProp livePIP true
boolProp lotInfoAdvancedMode true
stringProp lotWindowFillColor (0,0,0,1)
uintProp maxParticlesTarget 10000
uintProp maxTerrainGrade 5
boolProp morph true
stringProp neighborhoodWindowFillColor (0.5,0.5,0.5,1)
boolProp noStupidIFFUnlocking false
boolProp optimizeMeshes true
floatProp particleDamping 0
floatProp particleDensity 1
uintProp particleLODOffset 0
floatProp particleScale 1
floatProp particleSizeThreshold 1
boolProp quickTips true
boolProp reduceBoneWeights false

boolProp renderOpaqueUI false
boolProp reflectionWithExtraViewer false
boolProp rotateCameraSims1Mode false
boolProp nhoodWaterReflection false
boolProp renderInsideObjectOnlyOnSelectedSimLevel true
boolProp showSnowOnGround true
uintProp renderInsideVisibleObjects 1
boolProp renderSelectedSimLevel false
boolProp sleepInBackground true
boolProp simInBackground false
boolProp simShadows true
boolProp snapObjectsToGrid true
uintProp soundDetail 2
boolProp specHighlights true
boolProp unevenTilesFloorable true
boolProp useEffects true
boolProp useLODs false
uintProp snapshotPictureQuality 2
uintProp snapshotPictureSize 2
boolProp usePixelAspectRatio true
uintProp videoCaptureMaxRecordingSeconds 60
uintProp videoCaptureQuality 1
uintProp videoCaptureSize 1
boolProp videoCaptureAudioOn true
boolProp CameraDriftCamEnabled true
boolProp CameraSpecialEventEnabled true
boolProp ShowLotPackageFilename false
boolProp SoundMasterGroupVoxEnabled true
boolProp SoundMasterGroupFXEnabled true

boolProp SoundMasterGroupMusicEnabled true
boolProp SoundMasterGroupAmbienceEnabled true
uintProp FXVolume 100
uintProp VOXVolume 100
uintProp AmbienceVolume 100
uintProp MusicVolume 40
floatProp tvVolume 0.5
uintProp AudioPerformance 1
boolProp ShowTutorialWelcome true
boolProp NoLegacySounds true
boolProp liveCameraConstraints true
uintProp edithConfigFlags 1
uintProp copiedShippedDataToUserDataFolder 262143
boolProp enableLotImpostersInLot true
boolProp enableNeighborhoodOccupantsInLot true
uintProp lotSkirtSizeIncrease 9
uintProp neighborhoodPropFadeDistance 50
boolProp clickableLotImposters true
boolProp showXRayCursor true
uintProp maxTotalSims 10
uintProp maxTotalHumans 8
uintProp maxTotalPets 6
floatProp pagodaSlopeControlX 1
floatProp pagodaSlopeControlY 1
floatProp pagodaCornerHeightRatio 0.25
floatProp pagodaEaveX 1.5
floatProp pagodaEaveY 1.5
floatProp diagonalPagodaEaveX 1
floatProp diagonalPagodaEaveY 1

boolProp force12HrTime false
boolProp enableOceanReflection false
boolProp includeCeilings false
boolProp quarterTilePlacementEnabled false
stringProp activeDeviceDisplayMode 800x600x32x60
boolProp activeDeviceUseSoftwareRasterizer false
uintProp optionMaterialDetail 3
uintProp optionObjectDetail 3
uintProp optionObjectHiding 0
uintProp optionSnowOnGround 1
uintProp optionShadows 3
uintProp optionOpaqueUI 0
uintProp optionReflection 1
uintProp optionCeiling 1
uintProp optionEffectsQuality 3
uintProp optionLightingQuality 3
uintProp optionSoundQuality 3
uintProp optionEnableLotImpostersInLot 1
uintProp optionEnableNeighborhoodOccupantsInLot 1
uintProp optionLotSkirtSizeIncrease 1
sintProp activeDeviceNum 0
boolProp copiedUSToUKEnglishNames false
stringProp activeDeviceList 1;0;AMD Radeon HD 7750 Graphics;1002;683f;1119;8.17.10.1119, GUID:
D7B71EE2-2B7F-11CF-8D73-9A07BEC2C535;
boolProp carsOnRight true
stringProp startingNeighborhood Pleasantview
boolProp perfAddLights true
boolProp perfRenderParts true
boolProp perfLightCaching true

boolProp perfEnableSkinning true
boolProp perfEnableMorphing true
uintProp lodOverride 0
boolProp effectLODSoftChange true
floatProp effectMaxTimeDelta 0
boolProp enableSnapshot true
boolProp floorCollisions true
boolProp wallCollisions true
boolProp creatingLotTemplate false

Device 0

Options

uintProp MaterialDetail 3 #default: 3
uintProp ObjectDetail 3 #default: 3
uintProp ObjectHiding 0 #default: 0
uintProp SnowOnGround 1 #default: 1
uintProp Shadows 3 #default: 3
uintProp OpaqueUI 0 #default: 0
uintProp Reflection 1 #default: 1
uintProp Ceiling 1 #default: 1
uintProp EffectsQuality 3 #default: 3
uintProp LightingQuality 3 #default: 3
uintProp SoundQuality 3 #default: 3
uintProp DirtyRect 2 #default: 2
uintProp FullscreenFadeEffect 0 #default: 0

uintProp Turbo 2 #default: 2
uintProp SimulatorControls 3 #default: 3
uintProp LightingOptimizations 3 #default: 3
uintProp AnimationSamplingLevel 2 #default: 2
uintProp LivePIP 1 #default: 1
uintProp SpecialEventCamera 1 #default: 1
uintProp ScreenModeResolution 1 #default: 1
uintProp SubjectTracking 3 #default: 3
uintProp EnableLotImpostersInLot 1 #default: 1
uintProp EnableNeighborhoodOccupantsInLot 1 #default: 1
uintProp LotSkirtSizeIncrease 1 #default: 1

Option properties

boolProp bumpMapping true
uintProp imageDataSizeReductionOnLoad 0
boolProp reduceBoneWeights false
boolProp useLODs false
uintProp lodOverride 0
uintProp renderInsideVisibleObjects 0
boolProp showSnowOnGround true
boolProp simShadows true
boolProp objectShadows true
boolProp guob true
boolProp heightMapShadows true
boolProp renderOpaqueUI false
boolProp reflectionWithExtraViewer true
boolProp nhoodWaterReflection true
boolProp includeCeilings true

boolProp useEffects true
boolProp enableOceanReflection true
uintProp maxParticlesTarget 10000
uintProp particleLODOffset 0
uintProp effectPriorityLevel 3
floatProp particleDensity 1
floatProp particleScale 1
boolProp lightingEnabled true
boolProp portalLighting true
boolProp floorAndWallNormalMapping true
boolProp specHighlights true
uintProp AudioPerformance 2
uintProp dynamicRenderStrategy 2
boolProp enableSnapshot false
boolProp useTurboRect true
uintProp maxNumOfVisitingSims 8
boolProp optimizedDiffusion true
boolProp incrementalLighting true
boolProp lerpLights true
boolProp useDirtyTiles true
boolProp animationFrameSampling false
boolProp livePIPDefault true
boolProp chooseCameraSpecialEventEnabled true
uintProp maxResWidth 800
uintProp maxResHeight 600
uintProp defaultResWidth 800
uintProp defaultResHeight 600
floatProp centerTrackingDeadZoneMagnitude 30
boolProp enableLotImpostersInLot true

boolProp enableNeighborhoodOccupantsInLot true
uintProp lotSkirtSizeIncrease 9
uintProp optionMaterialDetail 3
uintProp optionObjectDetail 3
uintProp optionObjectHiding 0
uintProp optionSnowOnGround 1
uintProp optionShadows 3
uintProp optionOpaqueUI 0
uintProp optionReflection 1
uintProp optionCeiling 1
uintProp optionEffectsQuality 3
uintProp optionLightingQuality 3
uintProp optionSoundQuality 3
uintProp optionDirtyRect 2
uintProp optionFullscreenFadeEffect 0
uintProp optionTurbo 2
uintProp optionSimulatorControls 3
uintProp optionLightingOptimizations 3
uintProp optionAnimationSamplingLevel 2
uintProp optionLivePIP 1
uintProp optionSpecialEventCamera 1
uintProp optionScreenModeResolution 1
uintProp optionSubjectTracking 3
uintProp optionEnableLotImpostersInLot 1
uintProp optionEnableNeighborhoodOccupantsInLot 1
uintProp optionLotSkirtSizeIncrease 1
sintProp activeDeviceNum 0

Device properties

boolProp useRenderTextures true

uintProp antialiasingSupport 1

boolProp dontMergeNHFlora true

boolProp enableDriverMemoryManager false

boolProp vs2LoopsFunctional false

boolProp presentWorkaround true

boolProp enumerateMultisampleLevels false

boolProp usePS30 false

uintProp deviceLocalVideoMemorySizeDefault 33554432

boolProp activeDeviceUseSoftwareRasterizer false

uintProp configParserErrorCode 0

uintProp hwMajorPSVersion 3