

Message: Could not load TileSheets\Crops asset!

InnerException:

Stack Trace: at StardewValley.LocalizedContentManager.LoadImpl[Texture2D](String baseAssetName, String localizedAssetName, LanguageCode languageCode)
at StardewValley.LocalizedContentManager.Load[Texture2D](String assetName, LanguageCode language)
at StardewValley.LocalizedContentManager.Load[Texture2D](String assetName)
at StardewValley.TerrainFeatures.GiantCrop.draw(SpriteBatch spriteBatch)
at StardewValley.GameLocation.draw(SpriteBatch b)
at StardewValley.Farm.draw(SpriteBatch b)
at StardewValley.Game1.DrawWorld(GameTime time, RenderTarget2D target_screen)
at StardewValley.Game1._draw(GameTime gameTime, RenderTarget2D target_screen)
at StardewValley.Game1.Draw(GameTime gameTime)
at StardewValley.GameRunner.InnerDraw(GameTime gameTime_)
at StardewValley.GameRunner.Draw(GameTime gameTime)
at Microsoft.Xna.Framework.Game.DoDraw(GameTime gameTime)
at Microsoft.Xna.Framework.Game.Tick()
at Microsoft.Xna.Framework.iOSGamePlatform.Tick()
at Microsoft.Xna.Framework.iOSGameView.DoTick()
--- End of stack trace from previous location ---
at ObjCRuntime.Runtime.ThrowException(IntPtr)
at UIKit.UIApplication.UIApplicationMain(Int32 , String[] , IntPtr , IntPtr)
at UIKit.UIApplication.Main(String[] , String , String)
at StardewValley.iOS.Application.Main(String[] args)

Game Version: 1.6.14.1 build 24320

SDK Helper: NullSDKHelper

Game Language: en

OS: Unix Unix 17.6.1

In-game Date: Spring 11 Y6 Time of Day: 1850

Game Location: Farm