
Translated Report (Full Report Below)

Process: Stardew Valley [26147]
Path: /Users/USER/Library/Application Support/Steam/*/Stardew Valley
Identifier: Stardew Valley
Version: ???
Code Type: X86-64 (Native)
Parent Process: bash [26142]
Responsible: steam_osx [26021]
User ID: 501

Date/Time: 2023-04-14 19:56:25.3037 -0400
OS Version: macOS 12.4 (21F79)
Report Version: 12
Bridge OS Version: 6.5 (19P5071)
Anonymous UUID: A563D413-E160-59F6-EB1F-9A3EA2481059

Sleep/Wake UUID: 1F74B1FB-B789-42EB-B7CF-04AC5A36EEB8

Time Awake Since Boot: 420000 seconds
Time Since Wake: 5749 seconds

System Integrity Protection: enabled

Crashed Thread: 0 MainThrd Dispatch queue: com.apple.main-thread

Exception Type: EXC_CRASH (SIGABRT)
Exception Codes: 0x0000000000000000, 0x0000000000000000
Exception Note: EXC_CORPSE_NOTIFY

Application Specific Information:
abort() called

Thread 0 Crashed:: MainThrd Dispatch queue: com.apple.main-thread
0 libsystem_kernel.dylib 0x7ff8074b700e __pthread_kill + 10
1 libsystem_pthread.dylib 0x7ff8074ed1ff pthread_kill + 263
2 libsystem_c.dylib 0x7ff807438d24 abort + 123
3 libcoreclr.dylib 0x10cf4090e PROCAbort + 30
4 libcoreclr.dylib 0x10cb13657 PROCEndProcess(void*, unsigned
int, int) + 215
5 libcoreclr.dylib 0x10cf433bc

UnwindManagedExceptionPass1(PAL_SEHException&, _CONTEXT*) (.cold.1) + 44
6 libcoreclr.dylib 0x10cd629a6
UnwindManagedExceptionPass1(PAL_SEHException&, _CONTEXT*) + 822
7 libcoreclr.dylib 0x10cd62a36
DispatchManagedException(PAL_SEHException&, bool) + 134
8 libcoreclr.dylib 0x10ccc62a4 IL_Throw(Object*) + 548
9 ??? 0x11dd3dc55 ???
10 ??? 0x11da79e0f ???
11 ??? 0x11da76886 ???
12 ??? 0x11da73251 ???
13 ??? 0x11da724da ???
14 ??? 0x11da72111 ???
15 ??? 0x11da831a7 ???
16 ??? 0x11da82f95 ???
17 ??? 0x11cbf90b8 ???
18 ??? 0x11b94675a ???
19 libcoreclr.dylib 0x10ce033c9 CallDescrWorkerInternal + 124
20 libcoreclr.dylib 0x10cc57ebf
MethodDescCallSite::CallTargetWorker(unsigned long const*, unsigned long*, int)
+ 1519
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Thread 1:

0 libsystem_kernel.dylib 0x7ff8074b097a mach_msg_trap + 10

| | | |
|---|-------------------------|---|
| 1 | libsystem_kernel.dylib | 0x7ff8074b0ce8 mach_msg + 56 |
| 2 | libcoreclr.dylib | 0x10cb19e28 MachMessage::Receive(unsigned int) + 72 |
| 3 | libcoreclr.dylib | 0x10cb1907e SEHExceptionThread(void*) + 142 |
| 4 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 5 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 2:

| | | |
|---|-------------------------|---|
| 0 | libsystem_kernel.dylib | 0x7ff8074b70aa poll + 10 |
| 1 | libcoreclr.dylib | 0x10cb0bf1e CorUnix::CPalSynchronizationManager::ThreadPrepareForShutdown() + 30 |
| 2 | libcoreclr.dylib | 0x10cb0dbb0 CorUnix::CPalSynchronizationManager::WorkerThread(void*) + 912 |
| 3 | libcoreclr.dylib | 0x10cb16e0a CorUnix::CPalThread::ThreadEntry(void*) + 426 |
| 4 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 5 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 3:

| | | |
|---|-------------------------|---|
| 0 | libsystem_kernel.dylib | 0x7ff8074b70aa poll + 10 |
| 1 | libcoreclr.dylib | 0x10ce720ea IpcStream::DiagnosticsIpc::Poll(IpcStream::DiagnosticsIpc::IpcPollHandle*, unsigned int, int, void (*)(char const*, unsigned int)) + 138 |
| 2 | libcoreclr.dylib | 0x10ccb8171 IpcStreamFactory::GetNextAvailableStream(void (*)(char const*, unsigned int)) + 1057 |
| 3 | libcoreclr.dylib | 0x10cc7e478 DiagnosticServer::DiagnosticsServerThread(void*) + 280 |
| 4 | libcoreclr.dylib | 0x10cb16e0a CorUnix::CPalThread::ThreadEntry(void*) + 426 |
| 5 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 6 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 4:

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|---|------------------------|--|
| 0 | libsystem_kernel.dylib | 0x7ff8074b123e __open + 10 |
| 1 | libsystem_kernel.dylib | 0x7ff8074b9631 open + 204 |
| 2 | libcoreclr.dylib | 0x10ce7266f TwoWayPipe::WaitForConnection() + 31 |
| 3 | libcoreclr.dylib | 0x10ce6aa13 DbgTransportSession::TransportWorker() + 147 |
| 4 | libcoreclr.dylib | 0x10ce69609 DbgTransportSession::TransportWorkerStatic(void*) + 9 |
| 5 | libcoreclr.dylib | 0x10cb16e0a CorUnix::CPalThread::ThreadEntry(void*) + 426 |

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|---|-------------------------|-------------------------------------|
| 6 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 7 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 5:

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| 0 | libsystem_kernel.dylib | 0x7ff8074b33ea __psynch_cvwait + 10 |
| 1 | libsystem_pthread.dylib | 0x7ff8074eda6f _pthread_cond_wait + 1249 |
| 2 | libcoreclr.dylib | 0x10cb0bc23 CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 275 |
| 3 | libcoreclr.dylib | 0x10cb0b90a CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 458 |
| 4 | libcoreclr.dylib | 0x10cb10306 CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*, int, unsigned int, int, int) + 2102 |
| 5 | libcoreclr.dylib | 0x10cb10612 WaitForMultipleObjectsEx + 82 |
| 6 | libcoreclr.dylib | 0x10ce67dba DebuggerRCThread::MainLoop() + 186 |
| 7 | libcoreclr.dylib | 0x10ce67ca0 DebuggerRCThread::ThreadProc() + 240 |
| 8 | libcoreclr.dylib | 0x10ce67a3d DebuggerRCThread::ThreadProcStatic(void*) + 29 |
| 9 | libcoreclr.dylib | 0x10cb16e0a CorUnix::CPalThread::ThreadEntry(void*) + 426 |
| 10 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 11 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 6:

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|---|-------------------------|--|
| 0 | libsystem_kernel.dylib | 0x7ff8074b33ea __psynch_cvwait + 10 |
| 1 | libsystem_pthread.dylib | 0x7ff8074eda6f _pthread_cond_wait + 1249 |
| 2 | libcoreclr.dylib | 0x10cb0bc23 CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 275 |
| 3 | libcoreclr.dylib | 0x10cb0b90a CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 458 |
| 4 | libcoreclr.dylib | 0x10cb10306 CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*, int, unsigned int, int, int) + 2102 |
| 5 | libcoreclr.dylib | 0x10cb10612 WaitForMultipleObjectsEx + 82 |
| 6 | libcoreclr.dylib | 0x10cc9c071 FinalizerThread::WaitForFinalizerEvent(CLREvent*) + 161 |
| 7 | libcoreclr.dylib | 0x10cc9c163 FinalizerThread::FinalizerThreadWorker(void*) + 99 |

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|------------|-------------------------|----------------|---|
| 8 | libcoreclr.dylib | 0x10cc22b0b | ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 315 |
| 9 | libcoreclr.dylib | 0x10cc23120 | ManagedThreadBase::FinalizerBase(void (*)(void*)) + 32 |
| 10 | libcoreclr.dylib | 0x10cc9c2d8 | FinalizerThread::FinalizerThreadStart(void*) + 88 |
| 11 | libcoreclr.dylib | 0x10cb16e0a | CorUnix::CPalThread::ThreadEntry(void*) + 426 |
| 12 | libsystem_pthread.dylib | 0x7ff8074ed4e1 | _pthread_start + 125 |
| 13 | libsystem_pthread.dylib | 0x7ff8074e8f6b | thread_start + 15 |
| Thread 7: | | | |
| 0 | libsystem_pthread.dylib | 0x7ff8074e8f48 | start_wqthread + 0 |
| Thread 8: | | | |
| 0 | libsystem_pthread.dylib | 0x7ff8074e8f48 | start_wqthread + 0 |
| Thread 9: | | | |
| 0 | libsystem_kernel.dylib | 0x7ff8074b33ea | __psynch_cvwait + 10 |
| 1 | libsystem_pthread.dylib | 0x7ff8074eda6f | _pthread_cond_wait + 1249 |
| 2 | libcoreclr.dylib | 0x10cb0bc06 | CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 246 |
| 3 | libcoreclr.dylib | 0x10cb0b90a | CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 458 |
| 4 | libcoreclr.dylib | 0x10cb10306 | CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*, int, unsigned int, int, int) + 2102 |
| 5 | libcoreclr.dylib | 0x10cb1054d | WaitForSingleObjectEx + 77 |
| 6 | libcoreclr.dylib | 0x10cd34328 | CLREventBase::WaitEx(unsigned int, WaitMode, PendingSync*) + 200 |
| 7 | libcoreclr.dylib | 0x10cdf1c2a | WKS::gc_heap::bgc_thread_function() + 154 |
| 8 | libcoreclr.dylib | 0x10cc9eda6 | (anonymous namespace)::CreateSuspendableThread(void (*)(void*), void*, char16_t const*):::_\$0::__invoke(void*) + 118 |
| 9 | libcoreclr.dylib | 0x10cb16e0a | CorUnix::CPalThread::ThreadEntry(void*) + 426 |
| 10 | libsystem_pthread.dylib | 0x7ff8074ed4e1 | _pthread_start + 125 |
| 11 | libsystem_pthread.dylib | 0x7ff8074e8f6b | thread_start + 15 |
| Thread 10: | | | |
| 0 | libsystem_pthread.dylib | 0x7ff8074e8f48 | start_wqthread + 0 |

Thread 11:: com.apple.NSEventThread

| | | |
|---|-------------------------|---|
| 0 | libsystem_kernel.dylib | 0x7ff8074b097a mach_msg_trap + 10 |
| 1 | libsystem_kernel.dylib | 0x7ff8074b0ce8 mach_msg + 56 |
| 2 | CoreFoundation | 0x7ff8075b438d __CFRunLoopServiceMachPort + 319 |
| 3 | CoreFoundation | 0x7ff8075b2a18 __CFRunLoopRun + 1276 |
| 4 | CoreFoundation | 0x7ff8075b1e5c CFRunLoopRunSpecific + 562 |
| 5 | AppKit | 0x7ff80a15ec1e _NSEventThread + 132 |
| 6 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 7 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 12:: AMCP Logging Spool

| | | |
|---|-------------------------|--|
| 0 | libsystem_kernel.dylib | 0x7ff8074b09b6 semaphore_wait_trap + 10 |
| 1 | caulk | 0x7ff80ffe52e6 caulk::mach::semaphore::wait_or_error() + 16 |
| 2 | caulk | 0x7ff80ffcd148 caulk::concurrent::details::worker_thread::run() + 36 |
| 3 | caulk | 0x7ff80ffcce0c void* caulk::thread_proxy<std::__1::tuple<caulk::thread::attributes, void (caulk::concurrent::details::worker_thread::*)>(), std::__1::tuple<caulk::concurrent::details::worker_thread*> > >(void*) + 41 |
| 4 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 5 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 13:: AudioQueue thread

| | | |
|---|-------------------------|---|
| 0 | libsystem_kernel.dylib | 0x7ff8074b097a mach_msg_trap + 10 |
| 1 | libsystem_kernel.dylib | 0x7ff8074b0ce8 mach_msg + 56 |
| 2 | CoreFoundation | 0x7ff8075b438d __CFRunLoopServiceMachPort + 319 |
| 3 | CoreFoundation | 0x7ff8075b2a18 __CFRunLoopRun + 1276 |
| 4 | CoreFoundation | 0x7ff8075b1e5c CFRunLoopRunSpecific + 562 |
| 5 | libSDL2-2.0.0.dylib | 0x10f924c4b audioqueue_thread + 1035 |
| 6 | libSDL2-2.0.0.dylib | 0x10f895005 SDL_RunThread + 53 |
| 7 | libSDL2-2.0.0.dylib | 0x10f9171f9 RunThread + 9 |
| 8 | libsystem_pthread.dylib | 0x7ff8074ed4e1 _pthread_start + 125 |
| 9 | libsystem_pthread.dylib | 0x7ff8074e8f6b thread_start + 15 |

Thread 14:

| | | |
|---|------------------------|---|
| 0 | libsystem_kernel.dylib | 0x7ff8074b09b6 semaphore_wait_trap + 10 |
| 1 | caulk | 0x7ff80ffe52e6 caulk::mach::semaphore::wait_or_error() + 16 |
| 2 | caulk | 0x7ff80ffcd148 caulk::concurrent::details::worker_thread::run() + 36 |

```
3  caulk                                0x7ff80ffcce0c void*
caulk::thread_proxy<std::__1::tuple<caulk::thread::attributes, void
(caulk::concurrent::details::worker_thread::*)()>,
std::__1::tuple<caulk::concurrent::details::worker_thread*> >>(void*) + 41
4  libsystem_pthread.dylib              0x7ff8074ed4e1 _pthread_start + 125
5  libsystem_pthread.dylib              0x7ff8074e8f6b thread_start + 15
```

Thread 15:: AQConverterThread

```
0  libsystem_kernel.dylib               0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib              0x7ff8074eda6f _pthread_cond_wait + 1249
2  libAudioToolboxUtility.dylib         0x7ff813e8bbc4
CADeprecated::CAGuard::Wait() + 54
3  AudioToolbox                        0x7ff814f109e6
AQConverterManager::AQConverterThread::ConverterThreadEntry(void*) + 722
4  libAudioToolboxUtility.dylib         0x7ff813e6de97
CADeprecated::CAPThread::Entry(CADeprecated::CAPThread*) + 77
5  libsystem_pthread.dylib              0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib              0x7ff8074e8f6b thread_start + 15
```

Thread 16:: com.apple.audio.IOThread.client

```
0  libsystem_kernel.dylib               0x7ff8074b097a mach_msg_trap + 10
1  libsystem_kernel.dylib               0x7ff8074b0ce8 mach_msg + 56
2  CoreAudio                            0x7ff809138c87
HALB_MachPort::SendMessageWithSimpleReply(unsigned int, unsigned int,
int, int&, bool, unsigned int) + 111
3  CoreAudio                            0x7ff808fc3d6b
HALC_ProxyIOContext::IOWorkLoop() + 3909
4  CoreAudio                            0x7ff808fc285d invocation function for block in
HALC_ProxyIOContext::HALC_ProxyIOContext(unsigned int, unsigned int) + 63
5  CoreAudio                            0x7ff80918e696 HALB_IOThread::Entry(void*) +
72
6  libsystem_pthread.dylib              0x7ff8074ed4e1 _pthread_start + 125
7  libsystem_pthread.dylib              0x7ff8074e8f6b thread_start + 15
```

Thread 17:

```
0  libsystem_kernel.dylib               0x7ff8074b70aa poll + 10
1  steamclient.dylib                   0x117b9ce95 0x1177ff000 + 3792533
2  steamclient.dylib                   0x117b9c2a2 0x1177ff000 + 3789474
3  steamclient.dylib                   0x117b9eac1 0x1177ff000 + 3799745
4  libsystem_pthread.dylib              0x7ff8074ed4e1 _pthread_start + 125
5  libsystem_pthread.dylib              0x7ff8074e8f6b thread_start + 15
```

Thread 18:

```
0  libsystem_kernel.dylib               0x7ff8074b33ea __psynch_cvwait + 10
```



```

1  libsystem_pthread.dylib          0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                   0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib                0x1acb91033
gog::LoggingCore::TrafficThreadFunction() + 195
4  libGalaxy64.dylib                0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (*)> >>(void*) + 51
5  libsystem_pthread.dylib          0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib          0x7ff8074e8f6b thread_start + 15

```

Thread 19:

```

0  libsystem_kernel.dylib           0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib          0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                   0x7ff80744bd93
std::__1::condition_variable::__do_timed_wait(std::__1::unique_lock<std::__1::mutex>&, std::__1::chrono::time_point<std::__1::chrono::system_clock, std::__1::chrono::duration<long long, std::__1::ratio<1l, 1000000000l> > >) + 93
3  libGalaxy64.dylib                0x1acd8c545
galaxy::peer::InternalThread::SleepIfNotNotified(gog::TimeInterval const&) + 245
4  libGalaxy64.dylib                0x1acd8cd68
galaxy::peer::InternalThread::Run() + 2040
5  libGalaxy64.dylib                0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (*)> >>(void*) + 51
6  libsystem_pthread.dylib          0x7ff8074ed4e1 _pthread_start + 125
7  libsystem_pthread.dylib          0x7ff8074e8f6b thread_start + 15

```

Thread 20:

```

0  libsystem_kernel.dylib           0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib          0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                   0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib                0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib                0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (*)> >>(void*) + 51
5  libsystem_pthread.dylib          0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib          0x7ff8074e8f6b thread_start + 15

```

Thread 21:

```
0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                  0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib              0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib              0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (*)> >>(void*) + 51
5  libsystem_pthread.dylib         0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib         0x7ff8074e8f6b thread_start + 15
```

Thread 22:

```
0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                  0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib              0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib              0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (*)> >>(void*) + 51
5  libsystem_pthread.dylib         0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib         0x7ff8074e8f6b thread_start + 15
```

Thread 23:

```
0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                  0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib              0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib              0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (*)> >>(void*) + 51
5  libsystem_pthread.dylib         0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib         0x7ff8074e8f6b thread_start + 15
```

Thread 24:

```

0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                  0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib               0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib               0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (>>>(void*) + 51
5  libsystem_pthread.dylib         0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib         0x7ff8074e8f6b thread_start + 15

```

Thread 25:

```

0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                  0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib               0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib               0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (>>>(void*) + 51
5  libsystem_pthread.dylib         0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib         0x7ff8074e8f6b thread_start + 15

```

Thread 26:

```

0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                  0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib               0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib               0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_struct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void (>>>(void*) + 51
5  libsystem_pthread.dylib         0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib         0x7ff8074e8f6b thread_start + 15

```

Thread 27:

```

0  libsystem_kernel.dylib          0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib         0x7ff8074eda6f _pthread_cond_wait + 1249

```

```

2  libc++.1.dylib                                0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib                             0x1acb4fe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
4  libGalaxy64.dylib                             0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_st
ruct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void
()> > >(void*) + 51
5  libsystem_pthread.dylib                       0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib                       0x7ff8074e8f6b thread_start + 15

```

Thread 28:

```

0  libsystem_kernel.dylib                       0x7ff8074b3f0e __recvfrom + 10
1  libGalaxy64.dylib                             0x1acec9947
GalaxyRakNet::RNS2_Berkley::RecvFromLoopInt() + 215
2  libGalaxy64.dylib                             0x1acec9869
GalaxyRakNet::RNS2_Berkley::RecvFromLoop(void*) + 9
3  libGalaxy64.dylib                             0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_st
ruct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void
()> > >(void*) + 51
4  libsystem_pthread.dylib                       0x7ff8074ed4e1 _pthread_start + 125
5  libsystem_pthread.dylib                       0x7ff8074e8f6b thread_start + 15

```

Thread 29:

```

0  libsystem_kernel.dylib                       0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib                       0x7ff8074eda6f _pthread_cond_wait + 1249
2  libGalaxy64.dylib                             0x1acef99a4
GalaxyRakNet::SignaledEvent::WaitOnEvent(int) + 308
3  libGalaxy64.dylib                             0x1acecde2d
GalaxyRakNet::UpdateNetworkLoop(void*) + 157
4  libGalaxy64.dylib                             0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_st
ruct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void
()> > >(void*) + 51
5  libsystem_pthread.dylib                       0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib                       0x7ff8074e8f6b thread_start + 15

```

Thread 30:

```

0  libsystem_kernel.dylib                       0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib                       0x7ff8074eda6f _pthread_cond_wait + 1249
2  libc++.1.dylib                                0x7ff80744bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
3  libGalaxy64.dylib                             0x1acb93575

```

```

gog::CachingLoggerOutput::ThreadFunction() + 373
4  libGalaxy64.dylib                0x1acb9d1d3 void*
std::__1::__thread_proxy<std::__1::tuple<std::__1::unique_ptr<std::__1::__thread_st
ruct, std::__1::default_delete<std::__1::__thread_struct> >, std::__1::function<void
()> > >(void*) + 51
5  libsystem_pthread.dylib          0x7ff8074ed4e1 _pthread_start + 125
6  libsystem_pthread.dylib          0x7ff8074e8f6b thread_start + 15

```

Thread 31:

```

0  libsystem_kernel.dylib           0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib          0x7ff8074eda6f _pthread_cond_wait + 1249
2  libGalaxy64.dylib                0x1acbbe3d3
boost::asio::detail::scheduler::do_run_one(boost::asio::detail::conditionally_enable
d_mutex::scoped_lock&, boost::asio::detail::scheduler_thread_info&,
boost::system::error_code const&) + 499
3  libGalaxy64.dylib                0x1acbbe011
boost::asio::detail::scheduler::run(boost::system::error_code&) + 209
4  libGalaxy64.dylib                0x1acbbdf2b
boost::asio::detail::posix_thread::func<boost::asio::detail::resolver_service_base::
work_scheduler_runner>::run() + 43
5  libGalaxy64.dylib                0x1acbbded0
boost_asio_detail_posix_thread_function + 16
6  libsystem_pthread.dylib          0x7ff8074ed4e1 _pthread_start + 125
7  libsystem_pthread.dylib          0x7ff8074e8f6b thread_start + 15

```

Thread 32:

```

0  libsystem_kernel.dylib           0x7ff8074b33ea __psynch_cvwait + 10
1  libsystem_pthread.dylib          0x7ff8074eda6f _pthread_cond_wait + 1249
2  libcoreclr.dylib                 0x10cb0bc06
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNative
WaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 246
3  libcoreclr.dylib                 0x10cb0b90a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*,
unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 458
4  libcoreclr.dylib                 0x10cb10306
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int,
void* const*, int, unsigned int, int, int) + 2102
5  libcoreclr.dylib                 0x10cb104f8
PAL_WaitForSingleObjectPrioritized + 72
6  libcoreclr.dylib                 0x10cd34c30
CLR_LifoSemaphore::Wait(unsigned int, unsigned int, unsigned int) + 560
7  libcoreclr.dylib                 0x10cc3ea47
ThreadpoolMgr::WorkerThreadStart(void*) + 1383
8  libcoreclr.dylib                 0x10cb16e0a

```

CorUnix::CPalThread::ThreadEntry(void*) + 426

9 libsystem_pthread.dylib 0x7ff8074ed4e1 _pthread_start + 125

10 libsystem_pthread.dylib 0x7ff8074e8f6b thread_start + 15

Thread 33:

0 libsystem_kernel.dylib 0x7ff8074b33ea __psynch_cvwait + 10

1 libsystem_pthread.dylib 0x7ff8074eda6f _pthread_cond_wait + 1249

2 libcoreclr.dylib 0x10cb0bc06

CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 246

3 libcoreclr.dylib 0x10cb0b90a

CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 458

4 libcoreclr.dylib 0x10cb10306

CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*, int, unsigned int, int, int) + 2102

5 libcoreclr.dylib 0x10cb104f8

PAL_WaitForSingleObjectPrioritized + 72

6 libcoreclr.dylib 0x10cd34c30

CLRLifoSemaphore::Wait(unsigned int, unsigned int, unsigned int) + 560

7 libcoreclr.dylib 0x10cc3ea47

ThreadpoolMgr::WorkerThreadStart(void*) + 1383

8 libcoreclr.dylib 0x10cb16e0a

CorUnix::CPalThread::ThreadEntry(void*) + 426

9 libsystem_pthread.dylib 0x7ff8074ed4e1 _pthread_start + 125

10 libsystem_pthread.dylib 0x7ff8074e8f6b thread_start + 15

Thread 34:

0 libsystem_pthread.dylib 0x7ff8074e8f48 start_wqthread + 0

Thread 35:

0 libsystem_kernel.dylib 0x7ff8074b33ea __psynch_cvwait + 10

1 libsystem_pthread.dylib 0x7ff8074eda6f _pthread_cond_wait + 1249

2 libcoreclr.dylib 0x10cb0bc06

CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 246

3 libcoreclr.dylib 0x10cb0b90a

CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 458

4 libcoreclr.dylib 0x10cb10a0d SleepEx + 141

5 libcoreclr.dylib 0x10cca461f __SwitchToThread(unsigned int, unsigned int) + 15

6 libcoreclr.dylib 0x10cc4099c

ThreadpoolMgr::GateThreadStart(void*) + 92

```
7  libcoreclr.dylib                0x10cb16e0a
CorUnix::CPalThread::ThreadEntry(void*) + 426
8  libsystem_pthread.dylib          0x7ff8074ed4e1 _pthread_start + 125
9  libsystem_pthread.dylib          0x7ff8074e8f6b thread_start + 15
```

Thread 0 crashed with X86 Thread State (64-bit):

```
rax: 0x0000000000000000 rbx: 0x00000001177c7600 rcx:
0x00007ff7b3d34168 rdx: 0x0000000000000000
rdi: 0x0000000000000103 rsi: 0x0000000000000006 rbp:
0x00007ff7b3d34190 rsp: 0x00007ff7b3d34168
r8: 0x0000000000495836 r9: 0xffffffff00000000 r10:
0x0000000000000000 r11: 0x0000000000200246
r12: 0x0000000000000103 r13: 0x00007ff7b3d34840 r14:
0x0000000000000006 r15: 0x0000000000000016
rip: 0x00007ff8074b700e rfl: 0x0000000000200246 cr2:
0x000000010cf6c520
```

```
Logical CPU:    0
Error Code:     0x02000148
Trap Number:    133
```

Binary Images:

```
0x7ff8074af000 - 0x7ff8074e6fff libsystem_kernel.dylib (*) <61711d11-
e776-3bc3-b9a2-6f9f37cb8499> /usr/lib/system/libsystem_kernel.dylib
0x7ff8074e7000 - 0x7ff8074f2fff libsystem_pthread.dylib (*)
<bc574849-1aae-31e7-b350-916dda999d97> /usr/lib/system/
libsystem_pthread.dylib
0x7ff8073b7000 - 0x7ff80743ffff libsystem_c.dylib (*)
<d9ba0660-744d-3f84-9f80-afb51d450512> /usr/lib/system/libsystem_c.dylib
0x10cad2000 - 0x10cfe3fff libcoreclr.dylib (*) <c9d40fcb-bc67-32bc-
a248-5cd570985906> /Users/USER/Library/Application Support/Steam/*/
libcoreclr.dylib
0x0 - 0xffffffffffffffff ??? (*)
<00000000-0000-0000-0000-000000000000> ???
0x7ff807534000 - 0x7ff807a36fff com.apple.CoreFoundation (6.9)
<f8e45ef9-9fd2-3331-bb1b-703d5dacdaf1> /System/Library/Frameworks/
CoreFoundation.framework/Versions/A/CoreFoundation
0x7ff809fb2000 - 0x7ff80ae40fff com.apple.AppKit (6.9) <832ad371-
d3b8-3061-b4e2-1c4e0cffce0b> /System/Library/Frameworks/AppKit.framework/
Versions/C/AppKit
0x7ff80ffcb000 - 0x7ff80ffecfff com.apple.audio.caulk (1.0)
<42fecc51-73d2-3b5c-b109-208f4cb4c3cd> /System/Library/PrivateFrameworks/
```

```

caulk.framework/Versions/A/caulk
0x10f82d000 - 0x10f954fff libSDL2-2.0.0.dylib (*) <a5ec0d35-
fa73-3cbc-8b18-7173d4f49df7> /Users/USER/Library/Application Support/Steam/
*/libSDL2-2.0.0.dylib
0x7ff813e61000 - 0x7ff813e91fff libAudioToolboxUtility.dylib (*)
<b42d7e99-5ac8-3c6e-9fcf-f99b4c388f33> /usr/lib/libAudioToolboxUtility.dylib
0x7ff814eda000 - 0x7ff815015fff com.apple.audio.toolbox.AudioToolbox
(1.14) <7ffe3279-a735-3d5c-ba04-0f9479f781e8> /System/Library/Frameworks/
AudioToolbox.framework/Versions/A/AudioToolbox
0x7ff808e0a000 - 0x7ff80953efff com.apple.audio.CoreAudio (5.0)
<1621fd80-991f-3b5f-97f3-dbbb21bdeba3> /System/Library/Frameworks/
CoreAudio.framework/Versions/A/CoreAudio
0x1177ff000 - 0x118c5efff steamclient.dylib (*) <3e269b51-ed04-3b75-
b026-76c3493d5137> /Users/USER/Library/Application Support/Steam/*/
steamclient.dylib
0x7ff807440000 - 0x7ff807498fff libc++.1.dylib (*) <533dbd32-a8fb-3ef5-
b911-4d8f543bedb4> /usr/lib/libc++.1.dylib
0x1acac4000 - 0x1ad277fff libGalaxy64.dylib (*) <de9a64e7-d6f2-3a0a-
ad86-079a94142931> /Users/USER/Library/Application Support/Steam/*/
libGalaxy64.dylib

```

External Modification Summary:

Calls made by other processes targeting this process:

```

task_for_pid: 0
thread_create: 0
thread_set_state: 0

```

Calls made by this process:

```

task_for_pid: 0
thread_create: 0
thread_set_state: 0

```

Calls made by all processes on this machine:

```

task_for_pid: 0
thread_create: 0
thread_set_state: 0

```

VM Region Summary:

```

ReadOnly portion of Libraries: Total=934.7M resident=0K(0%)
swapped_out_or_unallocated=934.7M(100%)
Writable regions: Total=1.2G written=0K(0%) resident=0K(0%)
swapped_out=0K(0%) unallocated=1.2G(100%)

```

| VIRTUAL REGION | | |
|----------------|-------|-----------------------|
| REGION TYPE | SIZE | COUNT (non-coalesced) |
| ===== | ===== | ===== |

| | | | | |
|--------------------------------|--------|-------|--|---------------------------|
| Accelerate framework | 384K | 3 | | |
| Activity Tracing | 256K | 1 | | |
| CG backing stores | 2160K | 4 | | |
| CG image | 116K | 5 | | |
| ColorSync | 220K | 25 | | |
| CoreAnimation | 160K | 9 | | |
| CoreGraphics | 12K | 2 | | |
| CoreUI image data | 1176K | 8 | | |
| Foundation | 16K | 1 | | |
| IOKit | 7940K | 1 | | |
| Image IO | 4K | 1 | | |
| Kernel Alloc Once | 8K | 1 | | |
| MALLOC | 732.1M | 621 | | |
| MALLOC guard page | 32K | 8 | | |
| MALLOC_NANO (reserved) | 384.0M | 1 | | reserved VM address space |
| (unallocated) | | | | |
| ObjC additional data | 15K | 1 | | |
| OpenGL GLSL | 256K | 3 | | |
| STACK GUARD | 56.1M | 36 | | |
| Stack | 25.5M | 36 | | |
| VM_ALLOCATE | 2.3G | 3136 | | |
| VM_ALLOCATE (reserved) | 72K | 3 | | reserved VM address space |
| (unallocated) | | | | |
| __CTF | 756 | 1 | | |
| __DATA | 21.9M | 337 | | |
| __DATA_CONST | 13.8M | 182 | | |
| __DATA_DIRTY | 543K | 100 | | |
| __FONT_DATA | 4K | 1 | | |
| __GLSLBUILTINS | 5176K | 1 | | |
| __LINKEDIT | 660.7M | 28 | | |
| __TEXT | 273.9M | 344 | | |
| __UNICODE | 592K | 1 | | |
| dyld private memory | 1024K | 1 | | |
| mapped file | 111.7M | 155 | | |
| shared memory | 800K | 21 | | |
| ===== | ===== | ===== | | |
| TOTAL | 4.5G | 5078 | | |
| TOTAL, minus reserved VM space | 4.1G | 5078 | | |

Full Report

```
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  "userID" : 501,
  "deployVersion" : 210,
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  "responsiblePid" : 26021,
  "responsibleProc" : "steam_osx",
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```

```
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    "uuid" : "a5ec0d35-fa73-3cbc-8b18-7173d4f49df7",
    "path" : "\Users\USER\Library\Application Support\Steam\*\
libSDL2-2.0.0.dylib",

```



```
"name" : "libSDL2-2.0.0.dylib"
},
{
  "source" : "P",
  "arch" : "x86_64",
  "base" : 140703462461440,
  "size" : 200704,
  "uuid" : "b42d7e99-5ac8-3c6e-9fcf-f99b4c388f33",
  "path" : "\\usr\\lib\\libAudioToolboxUtility.dylib",
  "name" : "libAudioToolboxUtility.dylib"
},
{
  "source" : "P",
  "arch" : "x86_64",
  "base" : 140703479734272,
  "CFBundleShortVersionString" : "1.14",
  "CFBundleIdentifier" : "com.apple.audio.toolbox.AudioToolbox",
  "size" : 1294336,
  "uuid" : "7ffe3279-a735-3d5c-ba04-0f9479f781e8",
  "path" : "\\System\\Library\\Frameworks\\AudioToolbox.framework\\Versions\\A\\
AudioToolbox",
  "name" : "AudioToolbox",
  "CFBundleVersion" : "1.14"
},
{
  "source" : "P",
  "arch" : "x86_64",
  "base" : 140703277555712,
  "CFBundleShortVersionString" : "5.0",
  "CFBundleIdentifier" : "com.apple.audio.CoreAudio",
  "size" : 7557120,
  "uuid" : "1621fd80-991f-3b5f-97f3-dbbb21bdeba3",
  "path" : "\\System\\Library\\Frameworks\\CoreAudio.framework\\Versions\\A\\
CoreAudio",
  "name" : "CoreAudio",
  "CFBundleVersion" : "5.0"
},
{
  "source" : "P",
  "arch" : "x86_64",
  "base" : 4689227776,
  "size" : 21364736,
  "uuid" : "3e269b51-ed04-3b75-b026-76c3493d5137",
  "path" : "\\Users\\USER\\Library\\Application Support\\Steam\\*\\
```

```

steamclient.dylib",
  "name" : "steamclient.dylib"
},
{
  "source" : "P",
  "arch" : "x86_64",
  "base" : 140703250513920,
  "size" : 364544,
  "uuid" : "533dbd32-a8fb-3ef5-b911-4d8f543bedb4",
  "path" : "\usr\lib\libc++.1.dylib",
  "name" : "libc++.1.dylib"
},
{
  "source" : "P",
  "arch" : "x86_64",
  "base" : 7191937024,
  "size" : 8077312,
  "uuid" : "de9a64e7-d6f2-3a0a-ad86-079a94142931",
  "path" : "\Users\USER\Library\Application Support\Steam\*\V
libGalaxy64.dylib",
  "name" : "libGalaxy64.dylib"
}
],
"sharedCache" : {
  "base" : 140703247941632,
  "size" : 15220686848,
  "uuid" : "398acfb4-57f6-31e0-bc82-e9959e5c92ce"
},
"vmSummary" : "ReadOnly portion of Libraries: Total=934.7M resident=0K(0%)
swapped_out_or_unallocated=934.7M(100%)\nWritable regions: Total=1.2G
written=0K(0%) resident=0K(0%) swapped_out=0K(0%) unallocated=1.2G(100%)
\n\n          VIRTUAL  REGION \nREGION TYPE              SIZE
COUNT (non-coalesced) \n=====
\nAccelerate framework          384K    3 \nActivity Tracing          256K
1 \nCG backing stores          2160K    4 \nCG image          116K
5 \nColorSync          220K    25 \nCoreAnimation          160K
9 \nCoreGraphics          12K     2 \nCoreUI image data          1176K
8 \nFoundation          16K     1 \nIOKit          7940K     1
\nImage IO          4K     1 \nKernel Alloc Once          8K     1
\nMALLOC          732.1M    621 \nMALLOC guard page          32K
8 \nMALLOC_NANO (reserved)      384.0M     1    reserved VM address
space (unallocated)\nObjC additional data          15K     1 \nOpenGL GLSL
256K     3 \nSTACK GUARD          56.1M    36 \nStack
25.5M    36 \nVM_ALLOCATE          2.3G   3136 \nVM_ALLOCATE

```

```

(reserved)          72K      3      reserved VM address space (unallocated)
\n__CTF              756      1\n__DATA              21.9M      337
\n__DATA_CONST       13.8M     182\n__DATA_DIRTY        543K
100\n__FONT_DATA      4K       1\n__GLSLBUILTINS        5176K
1\n__LINKEDIT        660.7M     28\n__TEXT              273.9M
344\n__UNICODE         592K      1\n dyld private memory
1024K      1\nmapped file              111.7M     155\nshared memory
800K      21\n=====
4.5G     5078\nTOTAL, minus reserved VM space   4.1G     5078\n",
"legacyInfo" : {
  "threadTriggered" : {
    "name" : "MainThrd",
    "queue" : "com.apple.main-thread"
  }
},
"trialInfo" : {
  "rollouts" : [
    {
      "rolloutId" : "6112dda2fc54bc3389840642",
      "factorPackIds" : {
        "SIRI_DICTATION_ASSETS" : "620aec83b02b354d3afd2f50"
      },
      "deploymentId" : 240000143
    },
    {
      "rolloutId" : "5fb4245a1bbfe8005e33a1e1",
      "factorPackIds" : {

      },
      "deploymentId" : 240000021
    }
  ],
  "experiments" : [
    {
      "treatmentId" : "c28e4ee6-1b08-4f90-8e05-2809e78310a3",
      "experimentId" : "6317d2003d24842ff850182a",
      "deploymentId" : 400000013
    }
  ]
}
}

```

Model: MacBookPro16,3, BootROM 1731.120.10.0.0 (iBridge: 19.16.15071.0.0,0), 4 processors, Quad-Core Intel Core i5, 1.4 GHz, 16 GB, SMC

Graphics: Intel Iris Plus Graphics 645, Intel Iris Plus Graphics 645, Built-In
Display: Color LCD, 2560 x 1600 Retina, Main, MirrorOff, Online
Memory Module: BANK 0/ChannelA-DIMM0, 8 GB, LPDDR3, 2133 MHz, Samsung, K4EBE304ED-EGCG
Memory Module: BANK 2/ChannelB-DIMM0, 8 GB, LPDDR3, 2133 MHz, Samsung, K4EBE304ED-EGCG
AirPort: spairport_wireless_card_type_wifi (0x14E4, 0x870), wl0: Jul 16 2021 18:25:13 version 16.20.328.0.3.6.105 FWID 01-30be2b3a
Bluetooth: Version (null), 0 services, 0 devices, 0 incoming serial ports
Network Service: Wi-Fi, AirPort, en0
Network Service: iPhone 2, Ethernet, en9
Network Service: iPhone 3, Ethernet, en10
USB Device: USB31Bus
USB Device: iPhone
USB Device: T2Bus
USB Device: Touch Bar Backlight
USB Device: Touch Bar Display
USB Device: Apple Internal Keyboard / Trackpad
USB Device: Headset
USB Device: Ambient Light Sensor
USB Device: FaceTime HD Camera (Built-in)
USB Device: Apple T2 Controller
Thunderbolt Bus: MacBook Pro, Apple Inc., 63.5