

Last login: Tue Mar 5 15:05:02 on ttys000

The default interactive shell is now zsh.

To update your account to use zsh, please run `chsh -s /bin/zsh`.

For more details, please visit <https://support.apple.com/kb/HT208050>.

/tmp/open-smapi-terminal.command ; exit;

Moon:~ emmagreene\$ /tmp/open-smapi-terminal.command ; exit;

[SMAPI] SMAPI 3.18.6 with Stardew Valley 1.5.6 (build 1.3.37.0) on macOS Unix 14.1.2

[SMAPI] Mods go here: /Users/emmagreene/Library/Application Support/Steam/steamapps/common/Stardew Valley/Contents/MacOS/Mods

[SMAPI] Waiting for game to launch...

[SMAPI] Loading mod metadata...

[SMAPI] Loading mods...

[SMAPI] Loaded 27 mods:

[SMAPI] Alternative Textures 6.10.4 by PeacefulEnd | Framework which allows the usage of different textures for placeable items in Stardew Valley.

[SMAPI] AntiSocial NPCs 1.0.6 by Super Aardvark | Allows modders to create NPCs that the player can't befriend.

[SMAPI] CJB Cheats Menu 1.33.5 by CJBok and Pathoschild | Simple in-game cheats menu!

[SMAPI] CJB Item Spawner 2.3.1 by CJBok and Pathoschild | Simple in-game item spawner!

[SMAPI] Console Commands 3.18.6 by SMAPI | Adds SMAPI console commands that let you manipulate the game.

[SMAPI] Content Patcher 1.30.4 by Pathoschild | Loads content packs which edit game data, images, and maps without changing the game files.

[SMAPI] Custom Companions 3.0.0 by PeacefulEnd | Framework for creating custom entities that can be spawned on maps or follow you around in Stardew Valley.

[SMAPI] Custom NPC Exclusions 1.5.0 by Esca | Allows modders to exclude custom NPCs from quests and events via Content Patcher.

[SMAPI] Custom Spouse Patio 0.10.0 by aedenthorn | Lets you create a custom spouse patio.

[SMAPI] Dynamic Game Assets 1.4.4 by spacechase0 | Lets content packs add custom content to the game.

[SMAPI] Error Handler 3.18.6 by SMAPI | Handles some common vanilla errors to log more useful info or avoid breaking the game.

[SMAPI] Expanded Preconditions Utility 1.0.1 by Cherry | A condition checking system designed for use by other mods, in the format of event preconditions

[SMAPI] Extra Map Layers 0.3.10 by aedenthorn | Draws additional layers from map files.

[SMAPI] Farm Type Manager 1.16.2 by Esca | Allows custom spawning of content from each farm type: forage, large objects, ore, and monsters

[SMAPI] Fashion Sense 5.8.1 by PeacefulEnd | Framework which adds hair animation and more into Stardew Valley.

[SMAPI] Json Assets 1.10.14 by spacechase0 | Lets content packs add custom content to the game.  
[SMAPI] Mail Framework Mod 1.15.0 by Digus | Utility classes to send mail in the game.  
[SMAPI] Multiple Spouses 3.2.1 by aedenthorn | Allows you to have multiple spouses at once.  
[SMAPI] NPC Map Locations 2.11.5 by Bouhm | Shows NPCs and farmers on a modified map page for accurate tracking.  
[SMAPI] Ridgeside Village (SMAPI component) 2.5.3 by Rafseazz | Ridgeside Village SMAPI and Harmony Component  
[SMAPI] SAAT.API 1.1.2 by ZeroMeters | Audio API for SMAPI  
[SMAPI] SAAT.Mod 1.1.2 by ZeroMeters | Custom Audio Loader & Management for SMAPI  
[SMAPI] Save Backup 3.18.6 by SMAPI | Automatically backs up all your saves once per day into its folder.  
[SMAPI] Shop Tile Framework 1.0.9 by Cherry | Define new shops as custom tile properties  
[SMAPI] SkipFishingMinigame 0.5.5 by DewMods | When a fish bites, just hook the fish and skip the bobber bar minigame  
[SMAPI] SpaceCore 1.17.2 by spacechase0 | A framework mod used by some of my other mods.  
[SMAPI] Stardew Valley Expanded 1.14.24 by FlashShifter, Esca, and super-aardvark | Adds coded elements to the game

[SMAPI] Loaded 19 content packs:

[SMAPI] (AT) Cute Pink and White Craftables 1.2.1 by BeneathThePlass | for Alternative Textures | [AT] Cute Pink and White Craftables  
[SMAPI] (AT) More Buildings for Cute Valley Pink 1.2.0 by BeneathThePlass | for Alternative Textures | [AT] More Buildings for Cute Valley Pink  
[SMAPI] (AT) Tanga Forest Wood Craftables 1.1.0 by Tanga | for Alternative Textures | Forest Wood Craftables.  
[SMAPI] (FS) The Coquette Collection 1.2.0 by Wabi | for Fashion Sense | Angelic clothes for your farmer  
[SMAPI] Canon-Friendly Dialogue Expansion 2.1.5 by gizzymo (dialogue), paradigmnomad (coding) | for Content Patcher | Adds about 2600 new lines of dialogue across all 34 characters who have a heart level  
[SMAPI] Cottagecore Set 1.0.2 by plurffle | for Fashion Sense | Adds cottagecore aesthetic clothing items for the Fashion Sense framework.  
[SMAPI] New Objects for Stardew Valley Expanded 1.14.24 by FlashShifter | for Json Assets | Adds new fish, objects, weapons, crops, and decorations.  
[SMAPI] Ridgeside Village (Content Patcher component) 2.5.3 by Rafseazz | for Content Patcher | Adds Ridgeside Village to the game. A Stardew Valley Expansion mod.  
[SMAPI] Ridgeside Village (Custom Companions component) 2.5.3 by Rafseazz | for Custom Companions | Custom Companions pack for

Ridgeside Village.

[SMAPI] Ridgeside Village (Farm Type Manager component) 2.5.3 by Rafseazz | for Farm Type Manager | Adds forage and monsters to Ridgeside Village.

[SMAPI] Ridgeside Village (JSON Assets component) 2.5.3 by Rafseazz | for Json Assets | Adds custom items to Ridgeside Village.

[SMAPI] Ridgeside Village (Mail Framework Mod component) 2.5.3 by Rafseazz | for Mail Framework Mod | Adds mail related assets for Ridgeside Village.

[SMAPI] Ridgeside Village (Shop Tile Framework component) 2.5.3 by Rafseazz | for Shop Tile Framework | Adds shops to Ridgeside Village.

[SMAPI] Ridgeside Village (Stardew Audio API Toolkit component) 2.5.3 by Rafseazz | for SAAT.Mod | Adds custom audio to Ridgeside Village.

[SMAPI] Shardust's Animated Hairstyles for Fashion Sense 10.0.0 by Shardust | for Fashion Sense | Animated hairstyles for the Fashion Sense framework.

[SMAPI] Stardew Valley Expanded 1.14.24 by FlashShifter | for Content Patcher | An expansive fanmade mod for ConcernedApe's Stardew Valley.

[SMAPI] Stardew Valley Expanded – Shop Tile Framework 1.14.24 by FlashShifter | for Shop Tile Framework | Adds vendors to Stardew Valley Expanded.

[SMAPI] Stardew Valley Expanded Forage Locations 1.14.24 by FlashShifter | for Farm Type Manager | This FTM pack is for SVE!

[SMAPI] Stardew Valley Expanded Music 1.14.24 by FlashShifter | for SAAT.Mod | Adds soundtracks to the game

[SMAPI] Found 16 mods with warnings:

[SMAPI] Changed save serializer

[SMAPI] -----

[SMAPI] These mods change the save serializer. They may corrupt your save files, or make them unusable if

[SMAPI] you uninstall these mods.

[SMAPI] – SpaceCore

[SMAPI] Patched game code

[SMAPI] -----

[SMAPI] These mods directly change the game code. They're more likely to cause errors or bugs in-game; if

[SMAPI] your game has issues, try removing these first.

Otherwise you can ignore this warning.

[SMAPI] – Alternative Textures

[SMAPI] – AntiSocial NPCs

[SMAPI] – Custom Companions

[SMAPI] – Custom NPC Exclusions

[SMAPI] – Custom Spouse Patio

[SMAPI] – Dynamic Game Assets

[SMAPI] - Extra Map Layers  
[SMAPI] - Farm Type Manager  
[SMAPI] - Fashion Sense  
[SMAPI] - Json Assets  
[SMAPI] - Mail Framework Mod  
[SMAPI] - Multiple Spouses  
[SMAPI] - Ridgeside Village (SMAPI component)  
[SMAPI] - Shop Tile Framework  
[SMAPI] - SpaceCore  
[SMAPI] - Stardew Valley Expanded

[SMAPI] Launching mods...

[Shop Tile Framework] Adding Content Packs...

[Shop Tile Framework] Loading: Ridgeside Village (Shop Tile Framework component) by Rafseazz | 2.5.3 | Adds shops to Ridgeside Village.

[Shop Tile Framework] Loading: Stardew Valley Expanded - Shop Tile Framework by FlashShifter | 1.14.24 | Adds vendors to Stardew Valley Expanded.

[AntiSocial NPCs] AntiSocial Mod performing stand-alone setup.

[Stardew Valley Expanded] AntiSocial Mod loaded. Skipping ad hoc setup.

[Stardew Valley Expanded] Starting Installation Checker...

[Stardew Valley Expanded] (Installation Checker provided by shekurika and moe)

[Stardew Valley Expanded] Installation check completed. Everything seems fine!

[SMAPI] Mods loaded and ready!

[S\_API] SteamAPI\_Init(): Loaded '/Users/emmagreene/Library/Application Support/Steam/Steam.AppBundle/Steam/Contents/MacOS/steamclient.dylib' OK.

Setting breakpad minidump AppID = 413150

SteamInternal\_SetMinidumpSteamID: Caching Steam ID:

76561198872005339 [API loaded no]

[SMAPI] Multiple Spouses uses deprecated code (IAssetEditor) and will break in the next major SMAPI update.

[SMAPI] Multiple Spouses uses deprecated code (IAssetLoader) and will break in the next major SMAPI update.

[SMAPI] Stardew Valley Expanded uses deprecated code (IContentHelper.AssetLoaders) and will break in the next major SMAPI update.

[SMAPI] at StardewValleyExpanded.ModEntry.Entry(IModHelper helper)  
at StardewModdingAPI.Framework.SCore.LoadMods(IModMetadata[] mods, JsonHelper jsonHelper, ContentCoordinator contentCore, ModDatabase modDatabase)

[SMAPI] Stardew Valley Expanded uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.

[SMAPI] at StardewValleyExpanded.ModEntry.Entry(IModHelper helper)  
at StardewModdingAPI.Framework.SCore.LoadMods(IModMetadata[] mods, JsonHelper jsonHelper, ContentCoordinator contentCore, ModDatabase modDatabase)

[SMAPI] Type 'help' for help, or 'help <cmd>' for a command's usage  
[Fashion Sense] Successfully hooked into Pathoschild.ContentPatcher.  
[Fashion Sense] Loading data from pack: (FS) The Coquette Collection 1.2.0 by Wabi  
[Fashion Sense] Loading data from pack: Cottagecore Set 1.0.2 by plurffle  
[Fashion Sense] Loading data from pack: Shardust's Animated Hairstyles for Fashion Sense 10.0.0 by Shardust  
[Alternative Textures] Successfully hooked into spacechase0.JsonAssets.  
[Alternative Textures] Successfully hooked into spacechase0.DynamicGameAssets.  
[Alternative Textures] Successfully hooked into Pathoschild.ContentPatcher.  
[Alternative Textures] Loading textures from pack: (AT) Cute Pink and White Craftables 1.2.1 by BeneathThePlass  
[Alternative Textures] Loading textures from pack: (AT) Tanga Forest Wood Craftables 1.1.0 by Tanga  
[Alternative Textures] Loading textures from pack: (AT) More Buildings for Cute Valley Pink 1.2.0 by BeneathThePlass  
[Alternative Textures] Finished loading Alternative Textures content packs  
[Custom Companions] Successfully hooked into spacechase0.JsonAssets.  
[Custom Companions] Successfully hooked into Pathoschild.ContentPatcher.  
[Custom Companions] Loading companions from pack: Ridgeside Village (Custom Companions component) 2.5.3 by Rafseazz  
[Json Assets] Ridgeside Village (Custom Companions component) 2.5.3 by Rafseazz – Custom Companions pack for Ridgeside Village.  
[Shop Tile Framework] BFAV API not detected. This is only an issue if you're using custom BFAV animals and a custom shop that's supposed to sell them, as custom animals will not appear in those shops.  
[SpaceCore] Adding event command: RSVShowImage = Void  
command\_RSVShowImage(StardewValley.Event, StardewValley.GameLocation, Microsoft.Xna.Framework.GameTime, System.String[])  
[SpaceCore] Adding event command: RSVStopShowImage = Void  
command\_RSVStopShowImage(StardewValley.Event, StardewValley.GameLocation, Microsoft.Xna.Framework.GameTime, System.String[])  
[SpaceCore] Adding event command: RSVAddSO = Void  
command\_RSVAddSO(StardewValley.Event, StardewValley.GameLocation, Microsoft.Xna.Framework.GameTime, System.String[])  
[Json Assets] Loading content packs...  
[Json Assets] Ridgeside Village (JSON Assets component) 2.5.3 by Rafseazz – Adds custom items to Ridgeside Village.  
[Json Assets] New Objects for Stardew Valley Expanded 1.14.24 by FlashShifter – Adds new fish, objects, weapons, crops, and decorations.  
[Json Assets] Building map to resolve normal objects.  
[Multiple Spouses] Building Haley's room

[SMAPI] Multiple Spouses uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.

```
[SMAPI]    at MultipleSpouses.ModEntry.Load[T](IAssetInfo asset)
          at
StardewModdingAPI.Framework.ContentCoordinator.<>c__DisplayClass60_0`1
.<GetAssetOperationsWithoutCache>b__1(IAssetInfo assetInfo)
          at
StardewModdingAPI.Framework.ContentManagers.GameContentManager.ApplyLo
ader[T](IAssetInfo info, List`1 loadOperations)
          at
StardewModdingAPI.Framework.ContentManagers.GameContentManager.<>c__Di
splayClass6_0`1.<LoadExact>b__0()
          at
StardewModdingAPI.Framework.Utilities.ContextHash`1.Track[TResult](T
key, Func`1 action)
          at
StardewModdingAPI.Framework.ContentManagers.GameContentManager.LoadExa
ct[T](IAssetName assetName, Boolean useCache)
          at
StardewModdingAPI.Framework.ContentManagers.BaseContentManager.LoadLoc
alized[T](IAssetName assetName, LanguageCode language, Boolean
useCache)
          at StardewValley.AnimatedSprite.loadTexture()
          at
StardewValley.Characters.Child.reloadSprite_PatchedBy<aedenthorn.Multi
pleSpouses>(Child this)
          at Netcode.NetField`2.Add(T value)
          at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSa
veGame.Read195_Child(Boolean isNullable, Boolean checkType)
          at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSa
veGame.Read100_NPC(Boolean isNullable, Boolean checkType)
          at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSa
veGame.Read130_FarmHouse(Boolean isNullable, Boolean checkType)
          at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSa
veGame.Read190_GameLocation(Boolean isNullable, Boolean checkType)
          at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSa
veGame.Read254_SaveGame(Boolean isNullable, Boolean checkType)
          at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSa
veGame.Read255_SaveGame()
          at System.RuntimeMethodHandle.InvokeMethod(Object target, Object[]
arguments, Signature sig, Boolean constructor, Boolean wrapExceptions)
          at System.Reflection.RuntimeMethodInfo.Invoke(Object obj,
BindingFlags invokeAttr, Binder binder, Object[] parameters,
CultureInfo culture)
```

```

    at System.Reflection.MethodBase.Invoke(Object obj, Object[]
parameters)
    at System.Xml.Serialization.TempAssembly.InvokeReader(XmlMapping
mapping, XmlReader xmlReader, XmlDeserializationEvents events, String
encodingStyle)
    at System.Xml.Serialization.XmlSerializer.Deserialize(XmlReader
xmlReader, String encodingStyle, XmlDeserializationEvents events)
    at SpaceCore.Patches.SaveGamePatcher.DeserializeProxy(XmlSerializer
serializer, Stream stream, String farmerPath, Boolean fromSaveGame)
    at
StardewValley.SaveGame+c__DisplayClass95_0.<getLoadEnumerator>b__0_Pat
chedBy<spacechase0.SpaceCore>(<c__DisplayClass95_0 this)
    at System.Threading.Tasks.Task.InnerInvoke()
    at System.Threading.Tasks.Task.<c__cctor>b__277_0(Object obj)
    at System.Threading.ExecutionContext.RunInternal(ExecutionContext
executionContext, ContextCallback callback, Object state)
    at System.Threading.Tasks.Task.ExecuteWithThreadLocal(Task&
currentTaskSlot, Thread threadPoolThread)
    at System.Threading.Tasks.Task.ExecuteEntryUnsafe(Thread
threadPoolThread)
    at
System.Threading.Tasks.ThreadPoolTaskScheduler.TryExecuteTaskInline(Ta
sk task, Boolean taskWasPreviouslyQueued)
    at System.Threading.Tasks.TaskScheduler.TryRunInline(Task task,
Boolean taskWasPreviouslyQueued)
    at
System.Threading.Tasks.Task.InternalRunSynchronously(TaskScheduler
scheduler, Boolean waitForCompletion)
    at StardewModdingAPI.Framework.SModHooks.StartTask(Task task,
String id)
    at
StardewValley.SaveGame+<getLoadEnumerator>d__95.MoveNext_PatchedBy<spa
cechase0.SpaceCore>(<getLoadEnumerator>d__95 this)
    at StardewModdingAPI.Framework.SCore.OnPlayerInstanceUpdating(SGame
instance, GameTime gameTime, Action runUpdate)
    at StardewModdingAPI.Framework.SGame.Update(GameTime gameTime)
    at StardewValley.GameRunner.Update(GameTime gameTime)
    at StardewModdingAPI.Framework.SCore.OnGameUpdating(GameTime
gameTime, Action runGameUpdate)
    at Microsoft.Xna.Framework.Game.DoUpdate(GameTime gameTime)
    at Microsoft.Xna.Framework.Game.Tick()
    at Microsoft.Xna.Framework.SdlGamePlatform.RunLoop()
    at Microsoft.Xna.Framework.Game.Run(GameRunBehavior runBehavior)
    at StardewModdingAPI.Framework.SCore.RunInteractively()
    at StardewModdingAPI.Program.Start(String[] args)
    at StardewModdingAPI.Program.Main(String[] args)

```

[Custom Spouse Patio] Couldn't get spouse areas from outdoor-  
areas.json

[Custom Spouse Patio] Total outdoor spouse areas: 0

[Shop Tile Framework] Refreshing stock for all custom shops...  
[Shop Tile Framework] Generating stock for RSVJericShop  
[Shop Tile Framework] Generating stock for RSVPikaShop  
[Shop Tile Framework] Generating stock for RSVPikaRecipes  
[Shop Tile Framework] Generating stock for RSVLolaShop  
[Shop Tile Framework] Generating stock for RSMysticFalls1  
[Shop Tile Framework] Generating stock for RSMysticFalls2  
[Shop Tile Framework] Generating stock for RSMysticFalls3  
[Shop Tile Framework] Generating stock for RSVFestPika  
[Shop Tile Framework] Generating stock for RSVFestGirls  
[Shop Tile Framework] Generating stock for RSVFestBoys  
[Shop Tile Framework] Generating stock for RSVJioShop  
[Shop Tile Framework] Generating stock for RSMalayaShop  
[Shop Tile Framework] Generating stock for RSMalayaRecipes  
[Shop Tile Framework] Generating stock for RSVKimpoiShop  
[Shop Tile Framework] Generating stock for RSVHeapsStore  
[Shop Tile Framework] Generating stock for RSVFayeShop  
[Shop Tile Framework] Generating stock for RSEggFestKeahiTrinnie  
[Shop Tile Framework] Generating stock for ClaireShop  
[Shop Tile Framework] Generating stock for MartinShop  
[Shop Tile Framework] Generating stock for ClaireShopJojaDay  
[Shop Tile Framework] Generating stock for MartinShopJojaDay  
[Shop Tile Framework] Generating stock for LewisLedger  
[Shop Tile Framework] Generating stock for MorrisLedger  
[Shop Tile Framework] Generating stock for AuroraVineyardDeedLedger  
[Shop Tile Framework] Generating stock for SophiaLedger  
[Shop Tile Framework] Generating stock for AlesiaVendor  
[Shop Tile Framework] Generating stock for IsaacVendor  
[Shop Tile Framework] Generating stock for CamillaVendor  
[Shop Tile Framework] Generating stock for HighlandsDwarfShop  
[Shop Tile Framework] Generating stock for AdventurerLedger  
[Shop Tile Framework] Generating stock for BearVendor  
[Shop Tile Framework] Generating stock for BlueJunimoVendor  
[Shop Tile Framework] Generating stock for GreyJunimoVendor  
[Shop Tile Framework] Generating stock for RedJunimoVendor  
[Shop Tile Framework] Generating stock for YellowJunimoVendor  
[Shop Tile Framework] Generating stock for OrangeJunimoVendor  
[Shop Tile Framework] Generating stock for PurpleJunimoVendor  
[Shop Tile Framework] Generating stock for BrooklynVendor  
[Shop Tile Framework] Generating stock for ZoeyVendor  
[Shop Tile Framework] Generating stock for ChloeVendor1  
[Shop Tile Framework] Generating stock for ChloeVendor2  
[Shop Tile Framework] Generating stock for ChloeVendor3  
[Shop Tile Framework] Generating stock for ChloeVendor4  
[Shop Tile Framework] Generating stock for JaceVendor  
[Shop Tile Framework] Generating stock for AxelVendor1  
[Shop Tile Framework] Generating stock for AxelVendor2  
[Shop Tile Framework] Refreshing stock for all Vanilla shops...  
[Shop Tile Framework] Generating stock for HarveyShop  
[Shop Tile Framework] Generating stock for QiShop



```

[Custom Spouse Patio] Added default tilesheet
zzz_custom_spouse_default_patio to farm map
[Custom Spouse Patio] no custom spouse areas
[Custom Spouse Patio] Adding spouse Paula for default area
[Custom Spouse Patio] No default tiles for Paula
[Multiple Spouses] Building Haley's room
[SMAPI] Custom Spouse Patio uses deprecated code (IModHelper.Content)
and will break in the next major SMAPI update.
[SMAPI]    at CustomSpousePatio.ModEntry.AddTileSheets()
           at CustomSpousePatio.ModEntry.SetupSpouseAreas()
           at CustomSpousePatio.ModEntry.GameLoop_DayStarted(Object sender,
DayStartedEventArgs e)
           at
StardewModdingAPI.Framework.Events.ManagedEvent`1.Raise(TEventArgs
args)
[SMAPI] Shop Tile Framework uses deprecated code (IModHelper.Content)
and will break in the next major SMAPI update.
[SMAPI]    at
ShopTileFramework.Utility.ItemsUtil.UpdateObjectInfoSource()
           at ShopTileFramework.ModEntry.GameLoop_SaveLoaded(Object sender,
SaveLoadedEventArgs e)
           at
StardewModdingAPI.Framework.Events.ManagedEvent`1.Raise(TEventArgs
args)
[Multiple Spouses] Building Haley's room
[Multiple Spouses] Building Haley's room
[Ridgeside Village (SMAPI component)] RSV: using warp totem
[Ridgeside Village (SMAPI component)] VillageQuestBoard,
VillageQuestBoard, True
[Multiple Spouses] Building Haley's room
[game] FormatException: Input string was not in a correct format.
           at System.Number.ThrowOverflowOrFormatException(ParsingStatus
status, TypeCode type)
           at System.Number.ParseInt32(ReadOnlySpan`1 value, NumberStyles
styles, NumberFormatInfo info)
           at
StardewValley.NPC.playSleepingAnimation_PatchedBy<aedenthorn.MultipleS
pouses>(NPC this)
           at StardewValley.NPC.Halt()
           at StardewValley.NPC.resetForNewDay(Int32 dayOfMonth)
           at StardewValley.NPC.dayUpdate(Int32 dayOfMonth)
           at StardewValley.Game1._newDayAfterFade()+MoveNext()
           at StardewValley.Game1.<>c.<newDayAfterFade>b__716_2()
           at System.Threading.Tasks.Task.InnerInvoke()
           at System.Threading.Tasks.Task.<>c.<.cctor>b__277_0(Object obj)
           at System.Threading.ExecutionContext.RunInternal(ExecutionContext
executionContext, ContextCallback callback, Object state)
--- End of stack trace from previous location ---
           at System.Threading.ExecutionContext.RunInternal(ExecutionContext
executionContext, ContextCallback callback, Object state)

```

```
    at System.Threading.Tasks.Task.ExecuteWithThreadLocal(Task&
currentTaskSlot, Thread threadPoolThread)
[game] An error occurred in the base update loop: System.Exception:
Error on new day:
-----
```

Input string was not in a correct format.

```
    at System.Number.ThrowOverflowOrFormatException(ParsingStatus
status, TypeCode type)
    at System.Number.ParseInt32(ReadOnlySpan`1 value, NumberStyles
styles, NumberFormatInfo info)
    at
StardewValley.NPC.playSleepingAnimation_PatchedBy<aedenthorn.MultipleS
pouses>(NPC this)
    at StardewValley.NPC.Halt()
    at StardewValley.NPC.resetForNewDay(Int32 dayOfMonth)
    at StardewValley.NPC.dayUpdate(Int32 dayOfMonth)
    at StardewValley.Game1._newDayAfterFade()+MoveNext()
    at StardewValley.Game1.<>c.<newDayAfterFade>b__716_2()
    at System.Threading.Tasks.Task.InnerInvoke()
    at System.Threading.Tasks.Task.<>c.<.cctor>b__277_0(Object obj)
    at System.Threading.ExecutionContext.RunInternal(ExecutionContext
executionContext, ContextCallback callback, Object state)
--- End of stack trace from previous location ---
    at System.Threading.ExecutionContext.RunInternal(ExecutionContext
executionContext, ContextCallback callback, Object state)
    at System.Threading.Tasks.Task.ExecuteWithThreadLocal(Task&
currentTaskSlot, Thread threadPoolThread)
-----
```

```
    at StardewValley.Game1._update(GameTime gameTime)
    at StardewValley.Game1.Update(GameTime gameTime)
    at StardewModdingAPI.Framework.SCore.OnPlayerInstanceUpdating(SGame
instance, GameTime gameTime, Action runUpdate) in
SMAPI\Framework\SCore.cs:line 1125
[game] FormatException: Input string was not in a correct format.
    at System.Number.ThrowOverflowOrFormatException(ParsingStatus
status, TypeCode type)
    at System.Number.ParseInt32(ReadOnlySpan`1 value, NumberStyles
styles, NumberFormatInfo info)
    at
StardewValley.NPC.playSleepingAnimation_PatchedBy<aedenthorn.MultipleS
pouses>(NPC this)
    at StardewValley.NPC.Halt()
    at StardewValley.NPC.resetForNewDay(Int32 dayOfMonth)
    at StardewValley.NPC.dayUpdate(Int32 dayOfMonth)
    at StardewValley.Game1._newDayAfterFade()+MoveNext()
    at StardewValley.Game1.<>c.<newDayAfterFade>b__716_2()
    at System.Threading.Tasks.Task.InnerInvoke()
    at System.Threading.Tasks.Task.<>c.<.cctor>b__277_0(Object obj)
    at System.Threading.ExecutionContext.RunInternal(ExecutionContext
```

```
executionContext, ContextCallback callback, Object state)
--- End of stack trace from previous location ---
    at System.Threading.ExecutionContext.RunInternal(ExecutionContext
executionContext, ContextCallback callback, Object state)
    at System.Threading.Tasks.Task.ExecuteWithThreadLocal(Task&
currentTaskSlot, Thread threadPoolThread)
[game] An error occurred in the base update loop: System.Exception:
Error on new day:
-----
```