[SMAPI] SMAPI 3.18.3 with Stardew Valley 1.5.6 (build 22018) on Microsoft Windows 11 Home
[SMAPI] Mods go here: c:\program files (x86)\steam\steamapps\common\Stardew Valley\Mods
[SMAPI] Waiting for game to launch...
[SMAPI] Loading mod metadata...
[SMAPI] Loading mods...
[SMAPI] Loaded 64 mods:
[SMAPI]   AeroCore 0.9.5 by Tlitookilakin | A utility coremod
[SMAPI]   AntiSocial NPCs 1.0.6 by Super Aardvark | Allows modders to create NPCs that the player can't befriend.
[SMAPI]   AtraCore 0.2.3 by atravita | A core library mod some of my other mods depend on.
[SMAPI]   Automate 1.28.3 by Pathoschild | Lets you automate crafting machines, fruit trees, and more by connecting them to chests.
[SMAPI]   Better Artisan Good Icons 1.5.0 by Cat | Makes jelly, pickles, wine, juice, and honey icons be based on the fruit, vegetable, or flower used to make them.
[SMAPI]   Better Beehouses 1.3.3 by Tlitookilakin | Improves bee houses
[SMAPI]   Better Junimos 2.1.2 by ceruleandeep | Allow your Junimos (from Junimo huts) to automatically plant seeds, fertilize, and so much more!
[SMAPI]   Change Farm Caves 1.0.3 by MindMeltMax | Allows you to change farm caves by talking to Demetrius
[SMAPI]   Console Commands 3.18.3 by SMAPI | Adds SMAPI console commands that let you manipulate the game.
[SMAPI]   Content Patcher 1.29.1 by Pathoschild | Loads content packs which edit game data, images, and maps without changing the game files.
[SMAPI]   Content Patcher Animations 1.2.4 by spacechase0 | Lets Content Patcher packs animate textures.
[SMAPI]   Convenient Chests 1.5.1 by aEnigma | Makes your life easier: Allows crafting from and auto-stashing to chests.
[SMAPI]   Convenient Inventory 1.3.0 by gaussfire | Adds convenience features to the player's inventory, such as quick stack to nearby chests and favorited items.
[SMAPI]   Custom Companions 2.5.0 by PeacefulEnd | Framework for creating custom entities that can be spawned on maps or follow you around in Stardew Valley.
[SMAPI]   Custom NPC Exclusions 1.4.0 by Esca | Allows modders to exclude custom NPCs from quests and events via Content Patcher.
[SMAPI]   Custom NPC Fixes 1.2.6 by spacechase0 | Fixes NPC spawning in custom locations, pathing to custom locations, and schedules for new NPCs.
[SMAPI]   Custom Obelisks 1.1.0 by XxHarvzBackxX | Allows you to add custom obelisks to be sold at the wizard's shop.
[SMAPI]   Custom Ore Nodes 2.3.0 by aedenthorn | Spawns custom ore nodes in mines.
[SMAPI]   Custom Resource Clumps 0.7.0 by aedenthorn | Spawns custom resource clumps in mines.
[SMAPI]   Deep Woods 3.0.0-beta by Max Vollmer | Adds an explorable forest to the secret woods. How deep does it go?
[SMAPI]   Dynamic Game Assets 1.4.4 by spacechase0 | Lets content packs add custom content to the game.

[SMAPI]   Dynamic Reflections 1.4.0 by PeacefulEnd | Dynamic water and surface reflections for Stardew Valley.
[SMAPI]   Error Handler 3.18.3 by SMAPI | Handles some common vanilla errors to log more useful info or avoid breaking the game.
[SMAPI]   Event Lookup 0.2.7 by shekurika | Allows event lookup in an ingame menu or console. Also adds an ingame display of currently available heart events
[SMAPI]   EXP From Monster Kills On Farm 0.3.1 by atravita | Grants XP for monster kills on the farm.
[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]   Experience Bars 1.4.4 by spacechase0 | Shows experience bars in the top-left corner.
[SMAPI]   Extra Map Layers 0.3.7 by aedenthorn | Draws additional layers from map files.
[SMAPI]   Farm Cave Framework 0.3.3 by aedenthorn | Farm Cave Framework.
[SMAPI]   Farm Type Manager 1.16.0 by Esca | Allows custom spawning of content from each farm type: forage, large objects, ore, and monsters
[SMAPI]   Farmer Helper 0.4.2 by aedenthorn | Farmer Helper.
[SMAPI]   Friends Forever 1.2.3 by Isaac S. | Makes it so friendship levels never decay!
[SMAPI]   Generic Mod Config Menu 1.11.0 by spacechase0 | Adds an in-game UI to edit other mods' config options (for mods which support it).
[SMAPI]   GreenhouseUpgrades 1.1.0 by Cecidelus | Allows Greenhouse upgrades for more space and auto-watering.
[SMAPI]   Harvest With Scythe 6.0.0 by bcmpinc | Allows you to harvest all crops and forage using the scythe. They can also still be plucked.
[SMAPI]   HD Portraits 1.3.4 by Tlitookilakin | Enables portraits at other resolutions & with animation.
[SMAPI]   Help Wanted 0.8.1 by aedenthorn | Help Wanted.
[SMAPI]   Hold To Break Geodes 1.3.1 by Cat | Hold left click/<gamepad key> to continuously break geodes.
[SMAPI]   Horse Overhaul 1.4.1 by Goldenrevolver | Thin horse with saddle bags. Give your horse pets, food and water for friendship and increased speed.
[SMAPI]   Json Assets 1.10.12 by spacechase0 | Lets content packs add custom content to the game.
[SMAPI]   Lookup Anything 1.39.0 by Pathoschild | View metadata about anything by pressing a button.
[SMAPI]   Love of Cooking 1.0.29 by blueberry | Cooking overhaul suite. Enter a world of food!
[SMAPI]   Mail Framework Mod 1.15.0 by Digus | Utility classes to send mail in the game.
[SMAPI]   Mushroom Rancher 1.1.0 by Goldenrevolver | Allows raising living mushrooms in the slime hutch.
[SMAPI]   No Fence Decay 1.5.0 by Cat | Makes all fences and gates last forever.
[SMAPI]   PanningUpgrades 1.0.11 by drbirbdev | Add Pan upgrades at the blacksmith.
[SMAPI]   Producer Framework Mod 1.7.4 by Digus | Framework to add rules to produce objects or change the vanilla rules.
[SMAPI]   PyTK 1.23.2 by Platonymous | Platonymous Toolkit

[SMAPI]   Quest Framework 1.4.3 by PurrplingCat | Add, edit and manage your own quests and create new quest types.
[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 3.18.3 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]   Show Birthdays 1.3.0 by Traktori | Allows the calendar to display multiple birthdays.
[SMAPI]   Solid Foundations 1.16.0 by PeacefulEnd | Custom buildings framework for Stardew Valley.
[SMAPI]   SpaceCore 1.12.0 by spacechase0 | A framework mod used by some of my other mods.
[SMAPI]   Stardew Aquarium Code 1.5.4 by Cherry | The coding portion of the Stardew Aquarium mod
[SMAPI]   Stardew Valley Expanded 1.14.23 by FlashShifter, Esca, and super-aardvark | Adds coded elements to the game
[SMAPI]   StardewHack 6.0.0 by bcmpinc | Transpilation library used by my other mods. Doesn't do much on its own.
[SMAPI]   Train Station 1.1.1 by Cherry | Allows mods to add destinations at the train station
[SMAPI]   UI Info Suite 2 2.2.9 by Annosz | Adds a useful information to the user interface. Based on Cdaragorn's excellent UI Info Suite.
[SMAPI]   Visible Fish 0.3.5 by shekurika | Shows fish in the water
[SMAPI]   Wind Effects 1.0.2 by Cat | Wind blows through Stardew Valley!
[SMAPI]   Winter Grass 2.0.3 by Cat | Grass will stay around in winter.

[SMAPI] Loaded 40 content packs:
[SMAPI]   (CP) Better Junimos Config Wizard 1.0.3 by ceruleandeep | for Content Patcher | Better Junimos Config Wizard
[SMAPI]   (CP) FCF Wild Cat Cave 1.0.0 by Wickedy | for Content Patcher | CP FCF Wild Cat Cave
[SMAPI]   (CP) Love of Cooking UI Recolor 2.1.0 by KAYA | for Content Patcher | Love of Cooking UI Recolor set
[SMAPI]   (JA) Adventurer's Guild Expanded 1.0.2 by SUPERT | for Json Assets | Adds new items for the Adventurer's Guild Expanded mod.
[SMAPI]   Add Berry Seasons to Calendar 1.1.0 by Inmognito | for Content Patcher | Adds berry icons to the calendar for salmonberry and blackberry harvesting days, and shell icons for the summer
[SMAPI]   Adventurer's Guild Expanded 1.0.15 by SUPERT | for Content Patcher | An expansion for the adventurer's guild complete with quests, story events, new romanceable NPCs and the ability to befriend and recruit a friendly monster to live on your farm!
[SMAPI]   Adventurer's Guild Expanded Music 1.0.0 by SUPERT | for SAAT.Mod | Adds Custom Music to the Adventurer's Guild Expansion.
[SMAPI]   Animated Fish 1.2.0 by Gervig91 | for Content Patcher | Animates fish and fishing related items

[SMAPI]   Animated Fish SVE 1.7.0 by Gervig91 | for Content Patcher | Animates the fish in Stardew Valley Expanded

[SMAPI]   Animated Food and Drinks 3.4.1 by Gervig91 | for Content Patcher | Animates food and drinks

[SMAPI]   Animated Furniture and Stuff 1.1.0 by Gervig91 | for Content Patcher | Animated Furniture and Stuff

[SMAPI]   Animated Mining Pack 1.2.0 by Gervig91 | for Content Patcher | Animates mining and stuff

[SMAPI]   Animated Slime Eggs and Loot 2.1.0 by Gervig91 | for Content Patcher | Animates slime eggs, loot and stuff

[SMAPI]   Better Artisan Good Icons for SVE 1.3.0 by MidnightChord | for Better Artisan Good Icons | Adds unique icons for artisan goods added by SVE.

[SMAPI]   Blackberry Fields Farm 1.2.0 by DaisyNiko | for Content Patcher

[SMAPI]   Blackberry Fields Farm Spawns 1.2.0 by DaisyNiko | for Farm Type Manager

[SMAPI]   Canon-Friendly Dialogue Expansion 2.1.3 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]   DaisyNiko's Tilesheets 1.9.1 by DaisyNiko | for Content Patcher

[SMAPI]   Earthy Interface 1.0.2 by DaisyNiko | for Content Patcher

[SMAPI]   Earthy Interiors 1.0.3 by DaisyNiko | for Content Patcher

[SMAPI]   Earthy Recolour 1.3.7 by DaisyNiko | for Content Patcher

[SMAPI]   Elle's Seasonal Buildings 1.3.4 by Elle/Junimods | for Content Patcher | A replacement for all buildings on your farm for each season!

[SMAPI]   Go To Work Clint 1.1.0 by Lavender | for Content Patcher | Unofficial CP Version of Go To Work Clint.

[SMAPI]   GreenhouseUpgrades.CP 1.1.0 by Cecidelus | for Content Patcher | Adds new Greenhouse upgrades for more growing space and automatic watering on last upgrade.

[SMAPI]   Hats Won't Mess Up Hair 1.4.0 by misatse1019 | for Content Patcher | Hats won't mess up your hair anymore.

[SMAPI]   New Objects for Stardew Valley Expanded 1.14.23 by FlashShifter | for Json Assets | Adds new fish, objects, weapons, crops, and decorations.

[SMAPI]   Overgrown Mailbox 1.1.0 by Medinaquirin | for Content Patcher | Ivy-covered seasonal mailbox for Content Patcher.

[SMAPI]   Seasonal Cute Characters 4.0.3 by Poltergeister with assets by various artists | for Content Patcher | Seasonal outfits with the slightly cuter character aesthetic.

[SMAPI]   Seasonal Cute Characters SVE 2.3.4 by Poltergeister | for Content Patcher | Makes the characters of Stardew Valley Expanded slightly cuter and gives them seasonal outfits.

[SMAPI]   Stardew Aquarium (CP) 1.5.4 by Gervig91 | for Content Patcher | Animations and stuff

[SMAPI]   Stardew Aquarium (STF) 1.5.4 by ZarKiiFreemanGervig91 | for Shop Tile Framework | Adds the shops for the Stardew Aquarium

[SMAPI]   Stardew Aquarium (TS) 1.5.4 by Cherry | for Train Station | Adds a train station ticket that lets you visit that Aquarium.

[SMAPI]   Stardew Aquarium Custom Companions 1.5.4 by Gervig91 | for Custom Companions | Custom Companions for Stardew Aquarium.
[SMAPI]   Stardew Aquarium NPCs (CP) 1.5.4 by LemurKat | for Content Patcher | NPCs & Events for Aquarium
[SMAPI]   Stardew Valley Expanded 1.14.23 by FlashShifter | for Content Patcher | An expansive fanmade mod for ConcernedApe's Stardew Valley.
[SMAPI]   Stardew Valley Expanded - Shop Tile Framework 1.14.23 by FlashShifter | for Shop Tile Framework | Adds vendors to Stardew Valley Expanded.
[SMAPI]   Stardew Valley Expanded Forage Locations 1.14.23 by FlashShifter | for Farm Type Manager | This FTM pack is for SVE!
[SMAPI]   Stardew Valley Expanded Music 1.14.23 by FlashShifter | for SAAT.Mod | Adds soundtracks to the game
[SMAPI]   Terracotta Garden Pots 1.0.0 by Medinaquirin | for Content Patcher | Simple terracotta reskin for the garden pots.
[SMAPI]   Tidy Pam 2.0.0 by Fippsie | for Content Patcher | Tidies up Pam's new house

[SMAPI] Found 48 mods with warnings:
[SMAPI]   Skipped mods
[SMAPI]   --
[SMAPI]   These mods could not be added to your game.

[SMAPI]   - (MG) Lumisteria Short Flowery Grass 1.0.0 because it requires mods which aren't installed (More Grass).
[SMAPI]   - Downtown-Zuzu-main\[DLL] Downtown Zuzu because it's an empty Vortex folder (is the mod disabled in Vortex?).
[SMAPI]   - East Scarp 2.2\[CP] East Scarp because it's an empty Vortex folder (is the mod disabled in Vortex?).
[SMAPI]   - East Scarp 2.2\[CP] East Scarp NPCs because it's an empty Vortex folder (is the mod disabled in Vortex?).
[SMAPI]   - Walk to the Desert Redux 1.3.1-alpha\[FTM] WTDR\data because it contains files, but none of them are manifest.json.

[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]   - PyTK
[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]   - AeroCore
[SMAPI]   - AntiSocial NPCs
[SMAPI]   - AtraCore
[SMAPI]   - Better Artisan Good Icons
[SMAPI]   - Better Beehouses
[SMAPI]   - Better Junimos
[SMAPI]   - Change Farm Caves
[SMAPI]   - Content Patcher Animations
[SMAPI]   - Convenient Inventory
[SMAPI]   - Custom Companions
[SMAPI]   - Custom NPC Exclusions
[SMAPI]   - Custom Obelisks
[SMAPI]   - Custom Ore Nodes
[SMAPI]   - Custom Resource Clumps
[SMAPI]   - Dynamic Game Assets
[SMAPI]   - Dynamic Reflections
[SMAPI]   - EXP From Monster Kills On Farm
[SMAPI]   - Extra Map Layers
[SMAPI]   - Farm Cave Framework
[SMAPI]   - Farm Type Manager
[SMAPI]   - Farmer Helper
[SMAPI]   - GreenhouseUpgrades
[SMAPI]   - Harvest With Scythe
[SMAPI]   - HD Portraits
[SMAPI]   - Help Wanted
[SMAPI]   - Horse Overhaul
[SMAPI]   - Json Assets
[SMAPI]   - Love of Cooking
[SMAPI]   - Mail Framework Mod
[SMAPI]   - Mushroom Rancher
[SMAPI]   - PanningUpgrades
[SMAPI]   - Producer Framework Mod
[SMAPI]   - PyTK
[SMAPI]   - Quest Framework
[SMAPI]   - Shop Tile Framework
[SMAPI]   - Solid Foundations
[SMAPI]   - SpaceCore
[SMAPI]   - Stardew Aquarium Code
[SMAPI]   - Stardew Valley Expanded

[SMAPI]   - StardewHack
[SMAPI]   - Visible Fish
[SMAPI]   - Winter Grass

[SMAPI]   No update keys
[SMAPI]   ---
[SMAPI]   These mods have no update keys in their manifest. SMAPI may not notify you about updates for these
[SMAPI]   mods. Consider notifying the mod authors about this problem.

[SMAPI]   - Go To Work Clint

[SMAPI] Launching mods...
[Shop Tile Framework] Adding Content Packs...
[Shop Tile Framework] Loading: Stardew Valley Expanded - Shop Tile Framework by FlashShifter | 1.14.23 | Adds vendors to Stardew Valley Expanded.
[Shop Tile Framework] Loading: Stardew Aquarium (STF) by ZarKiiFreemanGervig91 | 1.5.4 | Adds the shops for the Stardew Aquarium
[AeroCore] Hello and welcome to the Enrichment Center!
[AntiSocial NPCs] AntiSocial Mod performing stand-alone setup.
[Automate] Machine recipes added by Producer Framework Mod aren't currently automated. Install PFMAutomate too to enable them: https://www.nexusmods.com/stardewvalley/mods/5038.
[SMAPI] Enabled compatibility mode for PyTK 1.23.* or earlier. This won't cause any issues, but may impact performance. This will no longer be supported in the upcoming SMAPI 4.0.0.
[Better Beehouses] Starting up...
[StardewHack] Loaded StardewHack library v6.0.0 using Harmony v2.2.2.0.
[Harvest With Scythe] Applying bytecode patches for bcmpinc.HarvestWithScythe.
[HD Portraits] Starting up...
[PanningUpgrades] PanningUpgrades.ModEntry
[PyTK] Patched: FileStream Constructors (6)
[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!
[SMAPI] You can update SMAPI to 3.18.4: https://smapi.io

[SMAPI] You can update 10 mods:
[SMAPI]   Automate 1.28.4: https://www.nexusmods.com/stardewvalley/mods/1063 (you have 1.28.3)
[SMAPI]   Content Patcher 1.29.3: https://www.nexusmods.com/stardewvalley/mods/1915 (you have 1.29.1)

[SMAPI]   Convenient Chests 1.5.2-unofficial.2-borthain: https://smapi.io/mods#Convenient_Chests (you have 1.5.1)

[SMAPI]   Custom Companions 3.0.0: https://www.nexusmods.com/stardewvalley/mods/8626 (you have 2.5.0)

[SMAPI]   Generic Mod Config Menu 1.11.1: https://www.nexusmods.com/stardewvalley/mods/5098 (you have 1.11.0)

[SMAPI]   Json Assets 1.10.13: https://www.nexusmods.com/stardewvalley/mods/1720 (you have 1.10.12)

[SMAPI]   Lookup Anything 1.40.0: https://www.nexusmods.com/stardewvalley/mods/541 (you have 1.39.0)

[SMAPI]   PyTK 1.24.0: https://www.nexusmods.com/stardewvalley/mods/1726 (you have 1.23.2)

[SMAPI]   SpaceCore 1.13.2: https://www.nexusmods.com/stardewvalley/mods/1348 (you have 1.12.0)

[SMAPI]   Wind Effects 1.0.3-unofficial.4-brimbane: https://smapi.io/mods#Wind_Effects (you have 1.0.2)

Setting breakpad minidump AppID = 413150

SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561198801121866 [API loaded no]

[SMAPI] Better Artisan Good Icons uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.

[SMAPI]   at BetterArtisanGoodIcons.Content.ModSource.Load[T](String path)
   at BetterArtisanGoodIcons.Content.ContentSourceManager.TryLoadTextureProvider(IContentSource contentSource, String imagePath, List`1 source, ArtisanGood good, IMonitor monitor, ArtisanGoodTextureProvider& provider)
   at BetterArtisanGoodIcons.Content.ContentSourceManager.TryLoadContentSource(TextureDataContentSource contentSource, IMonitor monitor)+MoveNext()
   at BetterArtisanGoodIcons.Content.ContentSourceManager.GetTextureProviders(IModHelper helper, IMonitor monitor)+MoveNext()
   at BetterArtisanGoodIcons.ArtisanGoodsManager.Init(IModHelper helper, IMonitor monitor)
   at BetterArtisanGoodIcons.BetterArtisanGoodIconsMod.Entry(IModHelper helper)
   at StardewModdingAPI.Framework.SCore.LoadMods(IModMetadata[] mods, JsonHelper jsonHelper, ContentCoordinator contentCore, ModDatabase modDatabase)

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

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

[SMAPI] Custom NPC Exclusions uses deprecated code (IAssetLoader) and will break in the next major SMAPI update.

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

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

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

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

[SMAPI] Quest Framework uses deprecated code (IContentHelper.AssetEditors) and will break in the next major SMAPI update.

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

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

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

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

[SMAPI]   at WindEffects.Framework.SpriteBatchExtensions.Init(IModHelper helper)
   at WindEffects.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

[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.

[Generic Mod Config Menu] Esca.FarmTypeManager (registering for Esca.FarmTypeManager) is using deprecated code (RegisterModConfig) that will break in a future version of GMCM.

[Generic Mod Config Menu] shekurika.EventLookup (registering for shekurika.EventLookup) is using deprecated code (RegisterModConfig) that will break in a future version of GMCM.

[AeroCore] Patch 'Mouse Cursor' was successfully applied.

[AeroCore] Patch 'grabbable wrapper' was successfully applied.

[AeroCore] Patch 'Lighting' was successfully applied.

[AeroCore] Patch 'spawnable persistance' was successfully applied.
[AeroCore] Patch 'preconditions' was successfully applied.
[AeroCore] Patch 'Use Item: Object' was successfully applied.
[Better Beehouses] Now applying patch 'Object: Minutes Elapsed'...
[Better Beehouses] Successfully applied patch 'Object: Minutes Elapsed'.
[Better Beehouses] Now applying patch 'Object: Day Update'...
[Better Beehouses] Successfully applied patch 'Object: Day Update'.
[Better Beehouses] Now applying patch 'Object: Drop Down Action'...
[Better Beehouses] Successfully applied patch 'Object: Drop Down Action'.
[Better Beehouses] Now applying patch 'Object: Check for Action'...
[Better Beehouses] Successfully applied patch 'Object: Check for Action'.
[Better Beehouses] Now applying patch 'Automate:GetState'...
[Better Beehouses] Successfully applied patch 'Automate:GetState'.
[Better Beehouses] Now applying patch 'Automate:GetOutput'...
[Better Beehouses] Successfully applied patch 'Automate:GetOutput'.
[Better Beehouses] Now applying patch 'Automate:Reset'...
[Better Beehouses] Successfully applied patch 'Automate:Reset'.
[Generic Mod Config Menu] gaussfire.ConvenientInventory (registering for
gaussfire.ConvenientInventory) is using deprecated code (RegisterModConfig) that will break in
a future version of GMCM.
[Custom Companions] Successfully hooked into spacechase0.JsonAssets.
[Custom Companions] Successfully hooked into Pathoschild.ContentPatcher.
[Custom Companions] Loading companions from pack: Stardew Aquarium Custom Companions
1.5.4 by Gervig91
[Custom Resource Clumps] Got 0 clumps total
[Dynamic Reflections] Successfully hooked into spacechase0.GenericModConfigMenu.
[Generic Mod Config Menu] aedenthorn.FarmerHelper (registering for
aedenthorn.FarmerHelper) is using deprecated code (AddNumberOption(IManifest mod,
Func<int> getValue, Action<int> setValue, Func<string> name = null, Func<string> tooltip = null,
int? min = null, int? max = null, int? interval = null, string fieldId = null)) that will break in a future
version of GMCM.
[HD Portraits] Patch 'Dialogue Patch' was successfully applied.
[HD Portraits] Patch 'Shop draw' was successfully applied.
[HD Portraits] Reloading portrait data...
[Generic Mod Config Menu] aedenthorn.HelpWanted (registering for aedenthorn.HelpWanted) is
using deprecated code (AddNumberOption(IManifest mod, Func<int> getValue, Action<int>
setValue, Func<string> name = null, Func<string> tooltip = null, int? min = null, int? max = null,
int? interval = null, string fieldId = null)) that will break in a future version of GMCM.
[Generic Mod Config Menu] Goldenrevolver.HorseOverhaul (registering for
Goldenrevolver.HorseOverhaul) is using deprecated code (RegisterModConfig) that will break in
a future version of GMCM.
[Generic Mod Config Menu] Goldenrevolver.MushroomRancher (registering for
Goldenrevolver.MushroomRancher) is using deprecated code (RegisterModConfig) that will
break in a future version of GMCM.

[Solid Foundations] Successfully hooked into Pathoschild.ContentPatcher.
[Solid Foundations] Successfully hooked into Cherry.ShopTileFramework.
[Solid Foundations] Successfully hooked into spacechase0.JsonAssets.
[Json Assets]   (JA) Stardew Aquarium 1.4.0 by Gervig91 - JA Pack adding objects for Stardew Aquarium
[SpaceCore] Adding event command: GiveAquariumTrophy1 = Void GiveAquariumTrophy1(StardewValley.Event, StardewValley.GameLocation, Microsoft.Xna.Framework.GameTime, System.String[])
[SpaceCore] Adding event command: GiveAquariumTrophy2 = Void GiveAquariumTrophy2(StardewValley.Event, StardewValley.GameLocation, Microsoft.Xna.Framework.GameTime, System.String[])
[Generic Mod Config Menu] shekurika.WaterFish (registering for shekurika.WaterFish) is using deprecated code (RegisterModConfig) that will break in a future version of GMCM.
[Content Patcher] Enabled compatibility mode for PyTK 1.23.* or earlier. This won't cause any issues, but may impact performance.
[Json Assets] Loading content packs...
[Json Assets]   (JA) Adventurer's Guild Expanded 1.0.2 by SUPERT - Adds new items for the Adventurer's Guild Expanded mod.
[Json Assets]   New Objects for Stardew Valley Expanded 1.14.23 by FlashShifter - Adds new fish, objects, weapons, crops, and decorations.
[Json Assets]   blueberry.LoveOfCooking.BasicObjectsPack 1.0.0 by blueberry - Love of Cooking content pack.
[Json Assets]   blueberry.LoveOfCooking.NewRecipesPack 1.0.0 by blueberry - Love of Cooking content pack.
[Json Assets]   blueberry.LoveOfCooking.NewCropsPack 1.0.0 by blueberry - Love of Cooking content pack.
[Json Assets]   blueberry.LoveOfCooking.NettlesPack 1.0.0 by blueberry - Love of Cooking content pack.
[Generic Mod Config Menu] blueberry.LoveOfCooking (registering for blueberry.LoveOfCooking) is using deprecated code (RegisterModConfig) that will break in a future version of GMCM.
[Json Assets]   drbirbdev.PanningUpgrades.Hats 1.0.0 by drbirbdev - Adds hat objects when wearing pans.
[SMAPI] Stardew Aquarium Code uses deprecated code (IContentHelper.AssetEditors) and will break in the next major SMAPI update.
[SMAPI]   at StardewAquarium.ModEntry.InitializeEditors()
   at StardewAquarium.ModEntry.GameLoop_UpdateTicked(Object sender, UpdateTickedEventArgs e)
   at StardewModdingAPI.Framework.Events.ManagedEvent`1.Raise(TEventArgs args)
[SMAPI] Stardew Aquarium Code uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.
[SMAPI]   at StardewAquarium.ModEntry.InitializeEditors()
   at StardewAquarium.ModEntry.GameLoop_UpdateTicked(Object sender, UpdateTickedEventArgs e)
   at StardewModdingAPI.Framework.Events.ManagedEvent`1.Raise(TEventArgs args)

[Json Assets] Building map to resolve normal objects.

[SMAPI] Custom NPC Exclusions uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.

[SMAPI]   at CustomNPCExclusions.ModEntry.get_ExclusionData()
    at CustomNPCExclusions.ModEntry.GetAllNPCExclusions(Boolean forceCacheUpdate)
    at CustomNPCExclusions.HarmonyPatch_SocializeQuest.SocializeQuest_loadQuestInfo(Socialize Quest __instance)
    at StardewValley.Quests.SocializeQuest.loadQuestInfo_PatchedBy<Esca.CustomNPCExclusions_ _SuperAardvark.AntiSocial>(SocializeQuest this)

[Quest Framework] Quest framework sucessfully initialized all stuff for this loaded save game and it's ready!

[Custom Ore Nodes] Got 0 ores total

[UI Info Suite 2] Setting up icon sheet

[Shop Tile Framework] Refreshing stock for all custom shops...

[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] Generating stock for BeachShop
[Shop Tile Framework] Generating stock for SubmarineShop
[Shop Tile Framework] Generating stock for LiterallyAShopThatJUSTSellsIceCream
[Shop Tile Framework] Refreshing stock for all Vanilla shops...
[Shop Tile Framework] Generating stock for HarveyShop
[Shop Tile Framework] Generating stock for QiShop
[Wind Effects] Wind Effects are enabled for today.
[SMAPI] Event Lookup uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.
[SMAPI]   at EventTable.ModEntry.OnDayStarted(Object sender, DayStartedEventArgs e)
  at StardewModdingAPI.Framework.Events.ManagedEvent`1.Raise(TEventArgs args)
[SMAPI] Horse Overhaul uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.
[SMAPI]   at HorseOverhaul.HorseOverhaul.SetOverlays()
  at HorseOverhaul.HorseOverhaul.<Entry>b__38_1(Object <p0>, SaveLoadedEventArgs <p1>)
  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)
[SpaceCore] Doing skill menus
[Shop Tile Framework] Refreshing stock for all custom shops...
[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] Generating stock for BeachShop
[Shop Tile Framework] Generating stock for SubmarineShop
[Shop Tile Framework] Generating stock for LiterallyAShopThatJUSTSellsIceCream
[Shop Tile Framework] Refreshing stock for all Vanilla shops...
[Shop Tile Framework] Generating stock for HarveyShop
[Shop Tile Framework] Generating stock for QiShop
[Wind Effects] Wind Effects are enabled for today.