

[SMAPI] SMAPI 3.18.1 with Stardew Valley 1.5.6 (build 22018) on Microsoft Windows 10 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 40 mods:

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

[SMAPI] Better Junimos 2.1.2 by ceruleandeep | Allow your Junimos (from Junimo huts) to automatically plant seeds, fertilize, and so much more!

[SMAPI] Bigger Backpack 6.0.0 by spacechase0, yoseiri, bcmpinc | Adds another backpack size.

[SMAPI] CJB Cheats Menu 1.32.1 by CJBok and Pathoschild | Simple in-game cheats menu!

[SMAPI] CJB Item Spawner 2.2.1 by CJBok and Pathoschild | Simple in-game item spawner!

[SMAPI] Console Commands 3.18.1 by SMAPI | Adds SMAPI console commands that let you manipulate the game.

[SMAPI] Content Patcher 1.28.3 by Pathoschild | Loads content packs which edit game data, images, and maps without changing the game files.

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

[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 Night Time 1.3.7 by Sakorona | Dynamic Night Time

[SMAPI] Error Handler 3.18.1 by SMAPI | Handles some common vanilla errors to log more useful info or avoid breaking the game.

[SMAPI] Event Repeater 6.5.6 by MissCoriel | Adds Repeating capability to Content Patcher.

[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 0.3.3 by aedenthorn | Draws additional layers from map files.

[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] Fashion Sense 4.11.3 by PeacefulEnd | Framework which adds hair animation and more into Stardew Valley.

[SMAPI] Friends Forever 1.2.3 by Isaac S. | Makes it so friendship levels never decay!

[SMAPI] Generic Mod Config Menu 1.10.0 by spacechase0 | Adds an in-game UI to edit other mods' config options (for mods which support it).

[SMAPI] Json Assets 1.10.10 by spacechase0 | Lets content packs add custom content to the game.

[SMAPI] Mobile Phone 3.0.3 by aedenthorn | Gives you a mobile phone.

[SMAPI] Movement Speed 6.0.0 by bcmpinc | Changes the player's movement speed and charging time of the hoe and watering can.

[SMAPI] Multiple Spouses 3.2.1 by aedenthorn | Allows you to have multiple spouses at once.

[SMAPI] No Fence Decay 1.5.0 by Cat | Makes all fences and gates last forever.

[SMAPI] NPC Map Locations 2.11.1 by Bouhm | Shows NPCs and farmers on a modified map page for accurate tracking.

[SMAPI] PyTK 1.23.2 by Platononymous | Platononymous Toolkit

[SMAPI] Quest Framework 1.4.2 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 3.18.1 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] SkullCavernElevator 1.5.0 by lestoph | Elevator for the Skull Cavern

[SMAPI] SpaceCore 1.10.0 by spacechase0 | A framework mod used by some of my other mods.

[SMAPI] Stardew Valley Expanded 1.14.18 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] TMXL Map Toolkit 1.23.1 by Platononymous | Load TMX Maps into the Game

[SMAPI] Tractor Mod 4.16.2 by Pathoschild | Lets you buy a tractor to more efficiently work with crops, clear twigs and rocks, etc.

[SMAPI] Wear More Rings 6.3.0 by bcmpinc | Adds additional ring slots to your inventory.

[SMAPI] Loaded 17 content packs:

[SMAPI] (CP) Better Junimos Config Wizard 1.0.3 by ceruleandee | for Content Patcher | Better Junimos Config Wizard

[SMAPI] (CP) Ridgeside Mobile 1.1.2 by Rafseazz | for Content Patcher | Adds a new village in the west. Along with lots more!

[SMAPI] (FTM) Ridgeside Mobile 1.1.1 by Rafseazz | for Farm Type Manager | FTM for RSV

[SMAPI] (JA) Ridgeside Mobile 1.1.1 by Rafseazz | for Json Assets | Adds items for Ridgeside Mobile

[SMAPI] (STF) Ridgeside Mobile 1.1.1 by Rafseazz | for Shop Tile Framework | Adds shops for Ridgeside Village

[SMAPI] (TMXL) Ridgeside Mobile 1.1.1 by Rafseazz | for TMXL Map Toolkit | RSV TMXL Files

[SMAPI] Elle's New Barn Animals 1.1.3 by Elle/Junimods | for Content Patcher | A CP replacement for all your barn animals!

[SMAPI] Elle's New Coop Animals 1.1.5 by Elle/Junimods | for Content Patcher | A CP replacement for all your coop animals!

[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] New Objects for Stardew Valley Expanded 1.14.18 by FlashShifter | for Json Assets | Adds new fish, objects, weapons, crops, and decorations.

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

[SMAPI] Slowlax Farm 1.0.0 by relaexo | for Content Patcher | Replaces barn animals with Slowpoke, Slowbro, Slowking, Munchlax, Snorlax.

[SMAPI] Starblue Valley 1.5.1 by Lita | for Content Patcher

[SMAPI] Stardew Valley Expanded 1.14.18 by FlashShifter | for Content Patcher | An expansive fanmade mod for ConcernedApe's Stardew Valley.

[SMAPI] Stardew Valley Expanded - Shop Tile Framework 1.14.18 by FlashShifter | for Shop Tile Framework | Adds vendors to Stardew Valley Expanded.

[SMAPI] Stardew Valley Expanded Forage Locations 1.14.18 by FlashShifter | for Farm Type Manager | This FTM pack is for SVE!

[SMAPI] Stardew Valley Expanded Music 1.14.18 by FlashShifter | for SAAT.Mod | Adds soundtracks to the game

[SMAPI] Found 32 mods with warnings:

[SMAPI] Skipped mods

[SMAPI] -----

[SMAPI] These mods could not be added to your game.

[SMAPI] - ChildToNPC 1.2.0 because it's no longer compatible. Please check for a new version at <https://smapi.io/mods>

[SMAPI] - NPC The Farmer's Children 3.0.4 because it needs the 'ChildToNPC' mod, which couldn't be loaded.

[SMAPI] - (CM) Ridgeside Mobile 1.1.1 because it requires mods which aren't installed (Platonymous.CustomMusic).

[SMAPI] - Mi's and Magimatica Country Furniture\previews because it's an empty Vortex folder (is the mod disabled in Vortex?).

[SMAPI] - Mi's and Magimatica Country Furniture\TileSheets because it's not a SMAPI mod (see <https://smapi.io/xnb> for info).

[SMAPI] - NPC The Farmer's Children Gift 3.0.4 because it needs the 'ChildToNPC' mod, which couldn't be loaded.

[SMAPI] - Ridgeside Village Mobile Phone Events 1.1.2 because it requires mods which aren't installed (Rafseazz.RSVCP).

[SMAPI] - Ridgeside Village Mobile Phone Greetings 1.1.2 because it requires mods which aren't installed (Rafseazz.RSVCP).

[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] - TMXL Map Toolkit

[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] - AntiSocial NPCs  
[SMAPI] - Better Junimos  
[SMAPI] - Bigger Backpack  
[SMAPI] - Custom Companions  
[SMAPI] - Custom NPC Exclusions  
[SMAPI] - Custom Spouse Patio  
[SMAPI] - Dynamic Night Time  
[SMAPI] - Extra Map Layers  
[SMAPI] - Farm Type Manager  
[SMAPI] - Fashion Sense  
[SMAPI] - Json Assets  
[SMAPI] - Mobile Phone  
[SMAPI] - Movement Speed  
[SMAPI] - Multiple Spouses  
[SMAPI] - PyTK  
[SMAPI] - Quest Framework  
[SMAPI] - Shop Tile Framework  
[SMAPI] - SpaceCore  
[SMAPI] - Stardew Valley Expanded  
[SMAPI] - StardewHack  
[SMAPI] - TMLX Map Toolkit  
[SMAPI] - Wear More Rings

[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] - (CP) Ridgeside Mobile

[SMAPI] - Slowlax Farm

[SMAPI] Launching mods...

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

[StardewHack] Loaded StardewHack library v6.0.0 using Harmony v2.2.2.0.

[Bigger Backpack] Applying bytecode patches for spacechase0.BiggerBackpack.

[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.

[PyTK] Patched: FileStream Constructors (6)

[TMXL Map Toolkit] Open Buildables Menu with: F2

[Movement Speed] Applying bytecode patches for bcmpinc.MovementSpeed.

[Shop Tile Framework] Adding Content Packs...

[Shop Tile Framework] Loading: Stardew Valley Expanded - Shop Tile Framework by FlashShifter | 1.14.18 | Adds vendors to Stardew Valley Expanded.

[Shop Tile Framework] Loading: (STF) Ridgeside Mobile by Rafseazz | 1.1.1 | Adds shops for Ridgeside Village

[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!

[Wear More Rings] Applying bytecode patches for bcmpinc.WearMoreRings.

[Wear More Rings] Found SpaceCore mod, trying to patch its NewForgeMenu class instead.

[SMAPI] Mods loaded and ready!

[SMAPI] You can update 2 mods:

[SMAPI] ChildToNPC 1.2.1-unofficial.8-candidus42: [https://smapi.io/mods#Child\\_to\\_NPC](https://smapi.io/mods#Child_to_NPC) (you have 1.2.0)

[SMAPI] Dynamic Night Time 1.3.8: <https://www.moddrop.com/stardew-valley/mod/664041> (you have 1.3.7)

Setting breakpad minidump AppID = 413150

SteamInternal\_SetMinidumpSteamID: Caching Steam ID: 76561198266667459 [API loaded no]

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

[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] 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] Type 'help' for help, or 'help <cmd>' for a command's usage

[Event Repeater] Loaded a grand total of

3 events

0 mail

2 responses.

[Wear More Rings] Mod Custom Companions requested the deprecated Wear More Rings API. Since version 5.0 mods should be compatible with WMR without custom support.

[Custom Companions] Successfully hooked into bcmpinc.WearMoreRings.

[Custom Companions] Successfully hooked into spacechase0.JsonAssets.

[Custom Companions] Successfully hooked into Pathoschild.ContentPatcher.

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

[Dynamic Night Time] Didn't find mod Lunar Disturbances; you can optionally install it for extra features!

[Dynamic Night Time] Didn't find mod Climates of Ferngill; you can optionally install it for extra features!

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

[Fashion Sense] Successfully hooked into Pathoschild.ContentPatcher.

[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.

[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] New Objects for Stardew Valley Expanded 1.14.18 by FlashShifter - Adds new fish, objects, weapons, crops, and decorations.

[Json Assets] (JA) Ridgeside Mobile 1.1.1 by Rafseazz - Adds items for Ridgeside Mobile

[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(SocializeQuest \_\_instance)

at

StardewValley.Quests.SocializeQuest.loadQuestInfo\_PatchedBy<Esca.CustomNPCExclusions\_\_Super Aardvark.AntiSocial>(SocializeQuest this)

at StardewValley.Quests.Quest.getQuestFromId\_PatchedBy<PurrplingCat.QuestFramework>(Int32 id)

at StardewValley.Locations.Cabin.getFarmhand()

at StardewValley.Locations.Cabin.get\_owner()

at StardewValley.Locations.FarmHouse.updateMap()

at StardewValley.Locations.DecoratableLocation.UpdateWallpaper(String wallpaper\_id)



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at Netcode.NetDictionary`5.added(TKey key, TField field, NetVersion reassign)

at Netcode.NetDictionary`5.CopyFrom(IEnumerable`1 dict)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read149_Cabin_P
atchedBy<Platonymous.PyTK.Rev>(XmlSerializationReaderSaveGame this, Boolean isNullable,
Boolean checkType)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read190_GameL
ocation_PatchedBy<Platonymous.PyTK.Rev>(XmlSerializationReaderSaveGame this, Boolean
isNullable, Boolean checkType)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read110_Building
_PatchedBy<Platonymous.PyTK.Rev>(XmlSerializationReaderSaveGame this, Boolean isNullable,
Boolean checkType)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read113_Farm_P
atchedBy<Platonymous.PyTK.Rev>(XmlSerializationReaderSaveGame this, Boolean isNullable,
Boolean checkType)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read190_GameL
ocation_PatchedBy<Platonymous.PyTK.Rev>(XmlSerializationReaderSaveGame this, Boolean
isNullable, Boolean checkType)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read237_SaveGa
me_PatchedBy<Platonymous.PyTK.Rev>(XmlSerializationReaderSaveGame this, Boolean isNullable,
Boolean checkType)

at
Microsoft.Xml.Serialization.GeneratedAssembly.XmlSerializationReaderSaveGame.Read238_SaveGa
me()

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)

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at  
StardewValley.SaveGame+c\_\_DisplayClass95\_0.<getLoadEnumerator>b\_\_0\_PatchedBy<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(Task 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<spacechase0.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)

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

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

[Custom Spouse Patio] Total outdoor spouse areas: 0

[Wear More Rings] Save loaded for Rick.

[Custom Spouse Patio] Added default tilesheet zzz\_custom\_spouse\_default\_patio to farm map

[Custom Spouse Patio] no custom spouse areas

[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 RSVJericShop

[Shop Tile Framework] Generating stock for RSVPikaShop

[Shop Tile Framework] Generating stock for RSVLolaShop

[Shop Tile Framework] Generating stock for RSVMysticFalls1

[Shop Tile Framework] Generating stock for RSVMysticFalls2

[Shop Tile Framework] Generating stock for RSVMysticFalls3

[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] Refreshing stock for all Vanilla shops...

[Shop Tile Framework] Generating stock for HarveyShop

[Shop Tile Framework] Generating stock for QiShop

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

[SMAPI] at MultipleSpouses.Misc.SetNPCRelations()

at MultipleSpouses.HelperEvents.GameLoop\_SaveLoaded(Object sender, SaveLoadedEventArgs 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)

[SMAPI] TMXL Map Toolkit uses deprecated code (IContentHelper.AssetEditors) and will break in the next major SMAPI update.

[SMAPI] at MultipleSpouses.FileIO.LoadTMXSpouseRooms()

at MultipleSpouses.HelperEvents.GameLoop\_SaveLoaded(Object sender, SaveLoadedEventArgs e)

at StardewModdingAPI.Framework.Events.ManagedEvent`1.Raise(TEventArgs args)

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)

[SMAPI] TMXL Map Toolkit uses deprecated code (IModHelper.Content) and will break in the next major SMAPI update.

[SMAPI] at MultipleSpouses.FileIO.LoadTMXSpouseRooms()

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at StardewModdingAPI.Framework.SGame.Update(GameTime gameTime)

at StardewValley.GameRunner.Update(GameTime gameTime)

at StardewModdingAPI.Framework.SCore.OnGameUpdating(GameTime gameTime, Action runGameUpdate)

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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)
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