

“StardewModdingAPI quit unexpectedly” message

Translated Report (Full Report Below)

Process: StardewModdingAPI [2275]
Path: /Users/USER/Library/Application Support/Steam/*/StardewModdingAPI
Identifier: StardewModdingAPI
Version: ???
Code Type: X86-64 (Translated)
Parent Process: Exited process [2271]
Responsible: Terminal [608]
User ID: 501

Date/Time: 2024-05-04 11:15:00.6347 -0600
OS Version: macOS 12.4 (21F2081)
Report Version: 12
Anonymous UUID: 80C3668C-7E83-28AF-E434-E538AA27C53A

Time Awake Since Boot: 2500 seconds

System Integrity Protection: enabled

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

Exception Type: EXC_BAD_ACCESS (SIGSEGV)
Exception Codes: KERN_INVALID_ADDRESS at 0x0000000000000000
Exception Codes: 0x0000000000000001, 0x0000000000000000
Exception Note: EXC_CORPSE_NOTIFY

Termination Reason: Namespace SIGNAL, Code 11 Segmentation fault: 11
Terminating Process: exc handler [2275]

VM Region Info: 0 is not in any region. Bytes before following region: 4300681216
REGION TYPE START - END [VSIZE] PRT/MAX SHRMOD REGION

DETAIL

UNUSED SPACE AT START

--->

__TEXT 100573000-100583000 [64K] r-x/r-x SM=COW ...dewModdingAPI

Kernel Triage:

VM - pmap_enter failed with resource shortage
VM - pmap_enter failed with resource shortage
VM - pmap_enter failed with resource shortage
VM - pmap_enter failed with resource shortage
VM - pmap_enter failed with resource shortage

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

0 libcoreclr.dylib 0x109616959 MethodTable::IsICastable() + 9
1 libsystem_kernel.dylib 0x7ff81c0e0a82 swtch_pri + 10

2	libcoreclr.dylib	0x1095657d5 PAL_DispatchException + 325
3	libcoreclr.dylib	0x1095653a3 PAL_DispatchExceptionWrapper + 10
4	libcoreclr.dylib	0x109616959 MethodTable::IsCastable() + 9
5	libcoreclr.dylib	0x1095f3bef
CEELInfo::compareTypesForCast(CORINFO_CLASS_STRUCT_*, CORINFO_CLASS_STRUCT_*) + 63		
6	libclrjit.dylib	0x10a866758
Compiler::impOptimizeCastClassOrInst(GenTree*, CORINFO_RESOLVED_TOKEN*, bool) + 120		
7	libclrjit.dylib	0x10a870ee4 Compiler::implImportBlockCode(BasicBlock*) + 41028
8	libclrjit.dylib	0x10a876f6b Compiler::implImportBlock(BasicBlock*) + 379
9	libclrjit.dylib	0x10a87a580 Compiler::implImport() + 2784
10	libclrjit.dylib	0x10a8260d3 Compiler::fgImport() + 19
11	libclrjit.dylib	0x10a8f47a8 Phase::Run() + 24
12	libclrjit.dylib	0x10a7f76de Compiler::compCompile(void**, unsigned int*, JitFlags*) + 334
13	libclrjit.dylib	0x10a7f928c
Compiler::compCompileHelper(CORINFO_MODULE_STRUCT_*, ICorJitInfo*, CORINFO_METHOD_INFO*, void**, unsigned int*, JitFlags*) + 796		
14	libclrjit.dylib	0x10a7f8bd4
Compiler::compCompile(CORINFO_MODULE_STRUCT_*, void**, unsigned int*, JitFlags*) + 900		
15	libclrjit.dylib	0x10a7f9e9b jitNativeCode(CORINFO_METHOD_STRUCT_*, CORINFO_MODULE_STRUCT_*, ICorJitInfo*, CORINFO_METHOD_INFO*, void**, unsigned int*, JitFlags*, void*) + 539
16	libclrjit.dylib	0x10a7fe139 CILJit::compileMethod(ICorJitInfo*, CORINFO_METHOD_INFO*, unsigned int, unsigned char**, unsigned int*) + 105
17	libcoreclr.dylib	0x109600242 invokeCompileMethodHelper(EELJitManager*, CEELInfo*, CORINFO_METHOD_INFO*, CORJIT_FLAGS, unsigned char**, unsigned int*) + 354
18	libcoreclr.dylib	0x109600312 invokeCompileMethod(EELJitManager*, CEELInfo*, CORINFO_METHOD_INFO*, CORJIT_FLAGS, unsigned char**, unsigned int*) + 130
19	libcoreclr.dylib	0x109600d15 UnsafeJitFunction(PrepareCodeConfig*, COR_ILMETHOD_DECODER*, CORJIT_FLAGS, unsigned int*) + 1317
20	libcoreclr.dylib	0x109638fe0
MethodDesc::JitCompileCodeLocked(PrepareCodeConfig*, ListLockEntryBase<NativeCodeVersion>*, unsigned int*, CORJIT_FLAGS*) + 288		
21	libcoreclr.dylib	0x109638ae5
MethodDesc::JitCompileCodeLockedEventWrapper(PrepareCodeConfig*, ListLockEntryBase<NativeCodeVersion>*) + 613		
22	libcoreclr.dylib	0x10963824f
MethodDesc::JitCompileCode(PrepareCodeConfig*) + 479		
23	libcoreclr.dylib	0x109637dba
MethodDesc::PrepareILBasedCode(PrepareCodeConfig*) + 634		
24	libcoreclr.dylib	0x1095af07c
CodeVersionManager::PublishVersionableCodeIfNecessary(MethodDesc*, CallerGCMode, bool*, bool*) + 492		
25	libcoreclr.dylib	0x10963ada4 MethodDesc::DoPreStub(MethodTable*, CallerGCMode) + 212
26	libcoreclr.dylib	0x10963a877 PreStubWorker + 535
27	libcoreclr.dylib	0x10984e21b ThePreStub + 92
28	???	0x114cc54f0 ???
29	???	0x114379a91 ???
30	???	0x114373ccf ???

```

31 ??? 0x11436be7a ???
32 ??? 0x11436a28a ???
33 ??? 0x1143689bf ???
34 ??? 0x1143683b1 ???
35 ??? 0x114421425 ???
36 ??? 0x1144210c5 ???
37 ??? 0x112daf774 ???
38 ??? 0x11236f3ed ???
39 ??? 0x110a398b0 ???
40 ??? 0x1104a393f ???
41 libcoreclr.dylib 0x10984d5e9 CallDescrWorkerInternal + 124
42 libcoreclr.dylib 0x1096999ea
MethodDescCallSite::CallTargetWorker(unsigned long const*, unsigned long*, int) + 1530
43 libcoreclr.dylib 0x10957f93e RunMain(MethodDesc*, short, int*, PtrArray**) +
734
44 libcoreclr.dylib 0x10957fc5b Assembly::ExecuteMainMethod(PtrArray**, int)
+ 395
45 libcoreclr.dylib 0x1095b17b2 CorHost2::ExecuteAssembly(unsigned int,
char16_t const*, int, char16_t const**, unsigned int*) + 498
46 libcoreclr.dylib 0x1095694e4 coreclr_execute_assembly + 180
47 libhostpolicy.dylib 0x108d7bafd run_app_for_context(hostpolicy_context_t
const&, int, char const**) + 1293
48 libhostpolicy.dylib 0x108d7c961 corehost_main + 241
49 libhostfxr.dylib 0x108c824f5
fx_muxer_t::handle_exec_host_command(std::__1::basic_string<char,
std::__1::char_traits<char>, std::__1::allocator<char> > const&, host_startup_info_t const&,
std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char> > const&,
std::__1::unordered_map<known_options, std::__1::vector<std::__1::basic_string<char,
std::__1::char_traits<char>, std::__1::allocator<char> >,
std::__1::allocator<std::__1::basic_string<char, std::__1::char_traits<char>,
std::__1::allocator<char> > >, known_options_hash, std::__1::equal_to<known_options>,
std::__1::allocator<std::__1::pair<known_options const,
std::__1::vector<std::__1::basic_string<char, std::__1::char_traits<char>,
std::__1::allocator<char> >, std::__1::allocator<std::__1::basic_string<char,
std::__1::char_traits<char>, std::__1::allocator<char> > > > > const&, int, char const**, int,
host_mode_t, bool, char*, int, int*) + 1621
50 libhostfxr.dylib 0x108c812fd
fx_muxer_t::execute(std::__1::basic_string<char, std::__1::char_traits<char>,
std::__1::allocator<char> >, int, char const**, host_startup_info_t const&, char*, int, int*) + 621
51 libhostfxr.dylib 0x108c7dcf8 hostfxr_main_startupinfo + 152
52 StardewModdingAPI 0x100580854 exe_start(int, char const**) + 1508
53 StardewModdingAPI 0x100580a60 main + 144
54 dyld 0x2005eb51e start + 462

```

Thread 1: com.apple.rosetta.exceptionserver

```

0 runtime 0x7ff7ffdde9c4 0x7ff7ffdda000 + 18884
1 runtime 0x7ff7ffdec460 0x7ff7ffdda000 + 74848
2 runtime 0x7ff7ffdeded8 0x7ff7ffdda000 + 81624

```

Thread 2:

```

0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e097a mach_msg_trap + 10
2 libsystem_kernel.dylib 0x7ff81c0e0ce8 mach_msg + 56
3 libcoreclr.dylib 0x109566668 MachMessage::Receive(unsigned int) + 72

```

```

4 libcoreclr.dylib          0x10956589e SEHExceptionThread(void*) + 110
5 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
6 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 3:

```

0 ???                      0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib    0x7ff81c0e534e kevent + 10
2 libcoreclr.dylib          0x1095596ac
CorUnix::CPalSynchronizationManager::ReadBytesFromProcessPipe(int, unsigned char*, int) +
460
3 libcoreclr.dylib          0x109558d53
CorUnix::CPalSynchronizationManager::WorkerThread(void*) + 131
4 libcoreclr.dylib          0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
5 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
6 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 4:

```

0 ???                      0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib    0x7ff81c0e70aa poll + 10
2 libcoreclr.dylib          0x1098b9eac ds_ipc_poll(_DiagnosticsIpcPollHandle*,
unsigned long, unsigned int, void (*)(char const*, unsigned int)) + 172
3 libcoreclr.dylib          0x10997998d
ds_ipc_stream_factory_get_next_available_stream(void (*)(char const*, unsigned int)) + 957
4 libcoreclr.dylib          0x10997791a server_thread(void*) + 170
5 libcoreclr.dylib          0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
6 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 5:

```

0 ???                      0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib    0x7ff81c0e123e __open + 10
2 libsystem_kernel.dylib    0x7ff81c0e9631 open + 204
3 libcoreclr.dylib          0x1098ba8df TwoWayPipe::WaitForConnection() + 31
4 libcoreclr.dylib          0x1098b2dfd DbgTransportSession::TransportWorker() + 189
5 libcoreclr.dylib          0x1098b19e9
DbgTransportSession::TransportWorkerStatic(void*) + 9
6 libcoreclr.dylib          0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
7 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
8 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 6:

```

0 ???                      0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib    0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib    0x7ff81c11da6f _pthread_cond_wait + 1249
3 libcoreclr.dylib          0x109557162
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*,
unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 322
4 libcoreclr.dylib          0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool,
bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362
5 libcoreclr.dylib          0x10955b609
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*,
int, unsigned int, int, int) + 2153
6 libcoreclr.dylib          0x10955b8a2 WaitForMultipleObjectsEx + 82

```

7	libcoreclr.dylib	0x1098b01c9 DebuggerRCThread::MainLoop() + 217
8	libcoreclr.dylib	0x1098b009c DebuggerRCThread::ThreadProc() + 220
9	libcoreclr.dylib	0x1098afe1d DebuggerRCThread::ThreadProcStatic(void*) + 29
10	libcoreclr.dylib	0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
11	libsystem_pthread.dylib	0x7ff81c11d4e1 _pthread_start + 125
12	libsystem_pthread.dylib	0x7ff81c118f6b thread_start + 15

Thread 7:

0	???	0x7ff8ac5a6940 ???
1	libsystem_kernel.dylib	0x7ff81c0e33ea __psynch_cvwait + 10
2	libsystem_pthread.dylib	0x7ff81c11da6f _pthread_cond_wait + 1249
3	libcoreclr.dylib	0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293		
4	libcoreclr.dylib	0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362		
5	libcoreclr.dylib	0x10955b609
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*, int, unsigned int, int, int) + 2153		
6	libcoreclr.dylib	0x10955b7dd WaitForSingleObjectEx + 77
7	libcoreclr.dylib	0x1097761bf CLREventBase::WaitEx(unsigned int, WaitMode, PendingSync*) + 191
8	libcoreclr.dylib	0x1096de49f
FinalizerThread::WaitForFinalizerEvent(CLREvent*) + 31		
9	libcoreclr.dylib	0x1096de664 FinalizerThread::FinalizerThreadWorker(void*) + 180
10	libcoreclr.dylib	0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296		
11	libcoreclr.dylib	0x109661e60 ManagedThreadBase::FinalizerBase(void (*) (void*)) + 32
12	libcoreclr.dylib	0x1096de7d8 FinalizerThread::FinalizerThreadStart(void*) + 88
13	libcoreclr.dylib	0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
14	libsystem_pthread.dylib	0x7ff81c11d4e1 _pthread_start + 125
15	libsystem_pthread.dylib	0x7ff81c118f6b thread_start + 15

Thread 8:

0	runtime	0x7ff7ffdfc814 0x7ff7ffdda000 + 141332
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Thread 9:

0	???	0x7ff8ac5a6940 ???
1	libsystem_kernel.dylib	0x7ff81c0e13ba read + 10
2	libSystem.Native.dylib	0x1094bd43f SignalHandlerLoop + 47
3	libsystem_pthread.dylib	0x7ff81c11d4e1 _pthread_start + 125
4	libsystem_pthread.dylib	0x7ff81c118f6b thread_start + 15

Thread 10:

0	runtime	0x7ff7ffdfc814 0x7ff7ffdda000 + 141332
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Thread 11:

0	runtime	0x7ff7ffdfc814 0x7ff7ffdda000 + 141332
---	---------	--

Thread 12:: com.apple.NSEventThread

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e097a mach_msg_trap + 10
2 libsystem_kernel.dylib 0x7ff81c0e0ce8 mach_msg + 56
3 CoreFoundation 0x7ff81c1e3540 __CFRunLoopServiceMachPort + 319
4 CoreFoundation 0x7ff81c1e1bd0 __CFRunLoopRun + 1276
5 CoreFoundation 0x7ff81c1e1014 CFRunLoopRunSpecific + 562
6 AppKit 0x7ff81ecc1c1e _NSEventThread + 132
7 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
8 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 13:: AMCP Logging Spool

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e09b6 semaphore_wait_trap + 10
2 caulk 0x7ff8250812e6 caulk::mach::semaphore::wait_or_error() + 16
3 caulk 0x7ff825069148 caulk::concurrent::details::worker_thread::run()
+ 36
4 caulk 0x7ff825068e0c 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
5 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
6 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 14:: AudioQueue thread

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e097a mach_msg_trap + 10
2 libsystem_kernel.dylib 0x7ff81c0e0ce8 mach_msg + 56
3 CoreFoundation 0x7ff81c1e3540 __CFRunLoopServiceMachPort + 319
4 CoreFoundation 0x7ff81c1e1bd0 __CFRunLoopRun + 1276
5 CoreFoundation 0x7ff81c1e1014 CFRunLoopRunSpecific + 562
6 libSDL2-2.0.0.dylib 0x10db74c4b audioqueue_thread + 1035
7 libSDL2-2.0.0.dylib 0x10dae5005 SDL_RunThread + 53
8 libSDL2-2.0.0.dylib 0x10db671f9 RunThread + 9
9 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
10 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 15:

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e09b6 semaphore_wait_trap + 10
2 caulk 0x7ff8250812e6 caulk::mach::semaphore::wait_or_error() + 16
3 caulk 0x7ff825069148 caulk::concurrent::details::worker_thread::run()
+ 36
4 caulk 0x7ff825068e0c 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
5 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
6 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 16:: AQConverterThread

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
```

```
3 libAudioToolboxUtility.dylib      0x7ff828f70bc4 CADeprecated::CAGuard::Wait() + 54
4 AudioToolbox                      0x7ff829ff39e6
AQConverterManager::AQConverterThread::ConverterThreadEntry(void*) + 722
5 libAudioToolboxUtility.dylib      0x7ff828f52e97
CADeprecated::CAPThread::Entry(CADeprecated::CAPThread*) + 77
6 libsystem_pthread.dylib           0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib           0x7ff81c118f6b thread_start + 15
```

Thread 17:: com.apple.audio.IOThread.client

```
0 ???                               0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib            0x7ff81c0e097a mach_msg_trap + 10
2 libsystem_kernel.dylib            0x7ff81c0e0ce8 mach_msg + 56
3 CoreAudio                         0x7ff81dc9bc87
HALB_MachPort::SendSimpleMessageWithSimpleReply(unsigned int, unsigned int, int, int&,
bool, unsigned int) + 111
4 CoreAudio                         0x7ff81db26d6b HALC_ProxyIOContext::IOWorkLoop() + 3909
5 CoreAudio                         0x7ff81db2585d invocation function for block in
HALC_ProxyIOContext::HALC_ProxyIOContext(unsigned int, unsigned int) + 63
6 CoreAudio                         0x7ff81dcf1696 HALB_IOThread::Entry(void*) + 72
7 libsystem_pthread.dylib           0x7ff81c11d4e1 _pthread_start + 125
8 libsystem_pthread.dylib           0x7ff81c118f6b thread_start + 15
```

Thread 18:

```
0 ???                               0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib            0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib           0x7ff81c11da6f _pthread_cond_wait + 1249
3 libcoreclr.dylib                  0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*,
unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293
4 libcoreclr.dylib                  0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool,
bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362
5 libcoreclr.dylib                  0x10955b609
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*,
int, unsigned int, int, int) + 2153
6 libcoreclr.dylib                  0x10955b8a2 WaitForMultipleObjectsEx + 82
7 libcoreclr.dylib                  0x10965e2fa Thread::DoAppropriateWaitWorker(int, void**,
int, unsigned int, WaitMode) + 730
8 libcoreclr.dylib                  0x109659750 Thread::DoAppropriateWait(int, void**, int,
unsigned int, WaitMode, PendingSync*) + 48
9 libcoreclr.dylib                  0x1096be893 WaitHandleNative::CorWaitOneNative(void*,
int) + 179
10 ???                              0x10fbfdb5b ???
11 ???                              0x10fbfdab4 ???
12 ???                              0x10fc111d4 ???
13 ???                              0x10fbf7f8e ???
14 libcoreclr.dylib                  0x10984d5e9 CallDescrWorkerInternal + 124
15 libcoreclr.dylib                  0x10969937f DispatchCallSimple(unsigned long*, unsigned
int, unsigned long, unsigned int) + 223
16 libcoreclr.dylib                  0x1096b04f8 ThreadNative::KickOffThread_Worker(void*) +
136
17 libcoreclr.dylib                  0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296
```

18	libcoreclr.dylib	0x109661e00 ManagedThreadBase::KickOff(void (*)(void*), void*) + 32
19	libcoreclr.dylib	0x1096b05ca ThreadNative::KickOffThread(void*) + 170
20	libcoreclr.dylib	0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
21	libsystem_pthread.dylib	0x7ff81c11d4e1 _pthread_start + 125
22	libsystem_pthread.dylib	0x7ff81c118f6b thread_start + 15

Thread 19:

0	???	0x7ff8ac5a6940 ???
1	libsystem_kernel.dylib	0x7ff81c0e33ea __psynch_cvwait + 10
2	libsystem_pthread.dylib	0x7ff81c11da6f _pthread_cond_wait + 1249
3	libcoreclr.dylib	0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293		
4	libcoreclr.dylib	0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362		
5	libcoreclr.dylib	0x10955bc9d SleepEx + 141
6	libcoreclr.dylib	0x109681383 ThreadpoolMgr::TimerThreadFire() + 131
7	libcoreclr.dylib	0x109681275 ThreadpoolMgr::TimerThreadStart(void*) + 85
8	libcoreclr.dylib	0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
9	libsystem_pthread.dylib	0x7ff81c11d4e1 _pthread_start + 125
10	libsystem_pthread.dylib	0x7ff81c118f6b thread_start + 15

Thread 20:

0	???	0x7ff8ac5a6940 ???
1	libsystem_kernel.dylib	0x7ff81c0e534e kevent + 10
2	libSystem.Native.dylib	0x1094ba852 SystemNative_WaitForSocketEvents + 82
3	???	0x113f5d024 ???
4	???	0x113f82699 ???
5	???	0x113f82c45 ???
6	libcoreclr.dylib	0x10984d5e9 CallDescrWorkerInternal + 124
7	libcoreclr.dylib	0x10969937f DispatchCallSimple(unsigned long*, unsigned int, unsigned long, unsigned int) + 223
8	libcoreclr.dylib	0x1096b04f8 ThreadNative::KickOffThread_Worker(void*) + 136
9	libcoreclr.dylib	0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296		
10	libcoreclr.dylib	0x109661e00 ManagedThreadBase::KickOff(void (*)(void*), void*) + 32
11	libcoreclr.dylib	0x1096b05ca ThreadNative::KickOffThread(void*) + 170
12	libcoreclr.dylib	0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
13	libsystem_pthread.dylib	0x7ff81c11d4e1 _pthread_start + 125
14	libsystem_pthread.dylib	0x7ff81c118f6b thread_start + 15

Thread 21:: .NET ThreadPool Worker

0	???	0x7ff8ac5a6940 ???
1	libsystem_kernel.dylib	0x7ff81c0e33ea __psynch_cvwait + 10
2	libsystem_pthread.dylib	0x7ff81c11da6f _pthread_cond_wait + 1249
3	libcoreclr.dylib	0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293		


```

4 libcoreclr.dylib 0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool,
bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362
5 libcoreclr.dylib 0x10955b609
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*,
int, unsigned int, int, int) + 2153
6 libcoreclr.dylib 0x10955b788 PAL_WaitForSingleObjectPrioritized + 72
7 libcoreclr.dylib 0x1096beaa1
WaitHandleNative::CorWaitOnePrioritizedNative(void*, int) + 65
8 ??? 0x10fbfeb47 ???
9 ??? 0x10fbff005 ???
10 ??? 0x10fbfee69 ???
11 ??? 0x10fc139f2 ???
12 ??? 0x10fbf7f8e ???
13 libcoreclr.dylib 0x10984d5e9 CallDescrWorkerInternal + 124
14 libcoreclr.dylib 0x10969937f DispatchCallSimple(unsigned long*, unsigned
int, unsigned long, unsigned int) + 223
15 libcoreclr.dylib 0x1096b04f8 ThreadNative::KickOffThread_Worker(void*) +
136
16 libcoreclr.dylib 0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296
17 libcoreclr.dylib 0x109661e00 ManagedThreadBase::KickOff(void (*)(void*),
void*) + 32
18 libcoreclr.dylib 0x1096b05ca ThreadNative::KickOffThread(void*) + 170
19 libcoreclr.dylib 0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
20 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
21 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15

```

Thread 22:: .NET ThreadPool Worker

```

0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libcoreclr.dylib 0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*,
unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293
4 libcoreclr.dylib 0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool,
bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362
5 libcoreclr.dylib 0x10955b609
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*,
int, unsigned int, int, int) + 2153
6 libcoreclr.dylib 0x10955b788 PAL_WaitForSingleObjectPrioritized + 72
7 libcoreclr.dylib 0x1096beaa1
WaitHandleNative::CorWaitOnePrioritizedNative(void*, int) + 65
8 ??? 0x10fbfeb47 ???
9 ??? 0x10fbff005 ???
10 ??? 0x10fbfee69 ???
11 ??? 0x10fc139f2 ???
12 ??? 0x10fbf7f8e ???
13 libcoreclr.dylib 0x10984d5e9 CallDescrWorkerInternal + 124
14 libcoreclr.dylib 0x10969937f DispatchCallSimple(unsigned long*, unsigned
int, unsigned long, unsigned int) + 223
15 libcoreclr.dylib 0x1096b04f8 ThreadNative::KickOffThread_Worker(void*) +
136

```

```

16 libcoreclr.dylib          0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296
17 libcoreclr.dylib          0x109661e00 ManagedThreadBase::KickOff(void (*)(void*),
void*) + 32
18 libcoreclr.dylib          0x1096b05ca ThreadNative::KickOffThread(void*) + 170
19 libcoreclr.dylib          0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
20 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
21 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 23:

```

0 ???                        0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib     0x7ff81c0e70aa poll + 10
2 steamclient.dylib          0x1b5d34541 0x1b5904000 + 4392257
3 steamclient.dylib          0x1b5d336e7 0x1b5904000 + 4388583
4 steamclient.dylib          0x1b5d35da1 0x1b5904000 + 4398497
5 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
6 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 24:

```

0 ???                        0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib     0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib    0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib             0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib          0x1b2b31033 gog::LoggingCore::TrafficThreadFunction() +
195
5 libGalaxy64.dylib          0x1b2b3d1d3 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    0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 25:

```

0 ???                        0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib     0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib    0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib             0x7ff81c07bd93
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
4 libGalaxy64.dylib          0x1b2d2c545
galaxy::peer::InternalThread::SleepIfNotNotified(gog::TimeInterval const&) + 245
5 libGalaxy64.dylib          0x1b2d2cd68 galaxy::peer::InternalThread::Run() + 2040
6 libGalaxy64.dylib          0x1b2b3d1d3 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
7 libsystem_pthread.dylib    0x7ff81c11d4e1 _pthread_start + 125
8 libsystem_pthread.dylib    0x7ff81c118f6b thread_start + 15

```

Thread 26:

```

0 ???                        0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib     0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib    0x7ff81c11da6f _pthread_cond_wait + 1249

```

```
3 libc++.1.dylib 0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib 0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib 0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 27:

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib 0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib 0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib 0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 28:

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib 0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib 0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib 0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 29:

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib 0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib 0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib 0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 30:

```
0 ??? 0x7ff8ac5a6940 ???
```

```

1 libsystem_kernel.dylib          0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib         0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib                  0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib               0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib               0x1b2b3d1d3 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         0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib         0x7ff81c118f6b thread_start + 15

```

Thread 31:

```

0 ???                             0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib          0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib         0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib                  0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib               0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib               0x1b2b3d1d3 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         0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib         0x7ff81c118f6b thread_start + 15

```

Thread 32:

```

0 ???                             0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib          0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib         0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib                  0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib               0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib               0x1b2b3d1d3 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         0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib         0x7ff81c118f6b thread_start + 15

```

Thread 33:

```

0 ???                             0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib          0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib         0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib                  0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib               0x1b2aefe9d
gog::AbstractHttpClient<gog::RequestContext>::ThreadFunction() + 189
5 libGalaxy64.dylib               0x1b2b3d1d3 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         0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib         0x7ff81c118f6b thread_start + 15

```

Thread 34:

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libcoreclr.dylib 0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*,
unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293
4 libcoreclr.dylib 0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool,
bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362
5 libcoreclr.dylib 0x10955bc9d SleepEx + 141
6 libcoreclr.dylib 0x10965f857 Thread::UserSleep(int) + 263
7 libcoreclr.dylib 0x1096b1e48 ThreadNative::Sleep(int) + 152
8 ??? 0x10fbf8b1b ???
9 ??? 0x114369b59 ???
10 ??? 0x10fbf92a8 ???
11 ??? 0x10fc034eb ???
12 ??? 0x10fbf7ff1 ???
13 libcoreclr.dylib 0x10984d5e9 CallDescrWorkerInternal + 124
14 libcoreclr.dylib 0x10969937f DispatchCallSimple(unsigned long*, unsigned
int, unsigned long, unsigned int) + 223
15 libcoreclr.dylib 0x1096b04f8 ThreadNative::KickOffThread_Worker(void*) +
136
16 libcoreclr.dylib 0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296
17 libcoreclr.dylib 0x109661e00 ManagedThreadBase::KickOff(void (*)(void*),
void*) + 32
18 libcoreclr.dylib 0x1096b05ca ThreadNative::KickOffThread(void*) + 170
19 libcoreclr.dylib 0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
20 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
21 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15
```

Thread 35:

```
0 ??? 0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib 0x7ff81c0e13ba read + 10
2 libSystem.Native.dylib 0x1094be5fd SystemNative_ReadStdin + 45
3 ??? 0x11436ac68 ???
4 ??? 0x1105c26a9 ???
5 ??? 0x1105c1cbd ???
6 ??? 0x1105c192a ???
7 ??? 0x1105c1070 ???
8 ??? 0x1105b735c ???
9 ??? 0x114369d94 ???
10 ??? 0x10fbf92a8 ???
11 ??? 0x10fc034eb ???
12 ??? 0x10fbf7ff1 ???
13 libcoreclr.dylib 0x10984d5e9 CallDescrWorkerInternal + 124
14 libcoreclr.dylib 0x10969937f DispatchCallSimple(unsigned long*, unsigned
int, unsigned long, unsigned int) + 223
15 libcoreclr.dylib 0x1096b04f8 ThreadNative::KickOffThread_Worker(void*) +
136
16 libcoreclr.dylib 0x109661898
ManagedThreadBase_DispatchOuter(ManagedThreadCallState*) + 296
```

```

17 libcoreclr.dylib      0x109661e00 ManagedThreadBase::KickOff(void (*)(void*),
void*) + 32
18 libcoreclr.dylib      0x1096b05ca ThreadNative::KickOffThread(void*) + 170
19 libcoreclr.dylib      0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
20 libsystem_pthread.dylib 0x7ff81c11d4e1 _pthread_start + 125
21 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15

```

Thread 36:

```

0 runtime                0x7ff7ffdfc814 0x7ff7ffdda000 + 141332

```

Thread 37:

```

0 runtime                0x7ff7ffdfc814 0x7ff7ffdda000 + 141332

```

Thread 38:

```

0 ???                    0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib  0x7ff81c0e3f0e __recvfrom + 10
2 libGalaxy64.dylib       0x1b2e69947
GalaxyRakNet::RNS2_Berkley::RecvFromLoopInt() + 215
3 libGalaxy64.dylib       0x1b2e69869
GalaxyRakNet::RNS2_Berkley::RecvFromLoop(void*) + 9
4 libGalaxy64.dylib       0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
6 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15

```

Thread 39:

```

0 ???                    0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib  0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libGalaxy64.dylib       0x1b2e999a4
GalaxyRakNet::SignaledEvent::WaitOnEvent(int) + 308
4 libGalaxy64.dylib       0x1b2e6de2d GalaxyRakNet::UpdateNetworkLoop(void*) +
157
5 libGalaxy64.dylib       0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15

```

Thread 40:

```

0 ???                    0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib  0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib 0x7ff81c11da6f _pthread_cond_wait + 1249
3 libc++.1.dylib          0x7ff81c07bd02
std::__1::condition_variable::wait(std::__1::unique_lock<std::__1::mutex>&) + 18
4 libGalaxy64.dylib       0x1b2b33575 gog::CachingLoggerOutput::ThreadFunction()
+ 373
5 libGalaxy64.dylib       0x1b2b3d1d3 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 0x7ff81c11d4e1 _pthread_start + 125
7 libsystem_pthread.dylib 0x7ff81c118f6b thread_start + 15

```

Thread 41:

```
0 ???                                0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib             0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib            0x7ff81c11da6f _pthread_cond_wait + 1249
3 libGalaxy64.dylib                  0x1b2b5e3d3
boost::asio::detail::scheduler::do_run_one(boost::asio::detail::conditionally_enabled_mutex::scoped_lock&, boost::asio::detail::scheduler_thread_info&, boost::system::error_code const&) + 499
4 libGalaxy64.dylib                  0x1b2b5e011
boost::asio::detail::scheduler::run(boost::system::error_code&) + 209
5 libGalaxy64.dylib                  0x1b2b5df2b
boost::asio::detail::posix_thread::func<boost::asio::detail::resolver_service_base::work_scheduler_runner>::run() + 43
6 libGalaxy64.dylib                  0x1b2b5ded0 boost_asio_detail_posix_thread_function + 16
7 libsystem_pthread.dylib            0x7ff81c11d4e1 _pthread_start + 125
8 libsystem_pthread.dylib            0x7ff81c118f6b thread_start + 15
```

Thread 42:

```
0 ???                                0x7ff8ac5a6940 ???
1 libsystem_kernel.dylib             0x7ff81c0e33ea __psynch_cvwait + 10
2 libsystem_pthread.dylib            0x7ff81c11da6f _pthread_cond_wait + 1249
3 libcoreclr.dylib                   0x109557145
CorUnix::CPalSynchronizationManager::ThreadNativeWait(CorUnix::_ThreadNativeWaitData*, unsigned int, CorUnix::ThreadWakeupReason*, unsigned int*) + 293
4 libcoreclr.dylib                   0x109556d8a
CorUnix::CPalSynchronizationManager::BlockThread(CorUnix::CPalThread*, unsigned int, bool, bool, CorUnix::ThreadWakeupReason*, unsigned int*) + 362
5 libcoreclr.dylib                   0x10955b609
CorUnix::InternalWaitForMultipleObjectsEx(CorUnix::CPalThread*, unsigned int, void* const*, int, unsigned int, int, int) + 2153
6 libcoreclr.dylib                   0x10955b7dd WaitForSingleObjectEx + 77
7 libcoreclr.dylib                   0x1097761bf CLREventBase::WaitEx(unsigned int, WaitMode, PendingSync*) + 191
8 libcoreclr.dylib                   0x10983bcfa WKS::gc_heap::bgc_thread_function() + 218
9 libcoreclr.dylib                   0x1096e1914 (anonymous namespace)::CreateSuspendableThread(void (*)(void*), void*, char16_t const*):$_0::__invoke(void*) + 116
10 libcoreclr.dylib                  0x1095634e7 CorUnix::CPalThread::ThreadEntry(void*) + 407
11 libsystem_pthread.dylib            0x7ff81c11d4e1 _pthread_start + 125
12 libsystem_pthread.dylib            0x7ff81c118f6b thread_start + 15
```

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

```
rax: 0x0000000000400000 rbx: 0x0000000000000000 rcx: 0x00000000109a4a860 rdx: 0x00000000112712cc8
rdi: 0x0000000000000000 rsi: 0x000000001109ae62a rbp: 0x00000000304c0d9e0 rsp: 0x00000000304c0d9e0
r8: 0x00000000112712cc8 r9: 0x0000000000000006 r10: 0x000000001ac8d3e68 r11: 0x00007fadb54d8018
r12: 0x00007fadb54d8018 r13: 0x000000001109ae62a r14: 0x00000000304c0ef10 r15: 0x0000000000000000
rip: 0x00000000109616959 rfi: 0x0000000000200203
tmp0: 0xffffffffffffff tmp1: 0x00007ff8ac5a6910 tmp2: 0x00007ff81c0e0a78
```

Binary Images:

0x109521000 - 0x109a44fff libcoreclr.dylib (*) <97d490c4-f6f3-3b23-ab0a-92f6ed4523da> /Users/USER/Library/Application Support/Steam/*/libcoreclr.dylib
0x7ff81c0df000 - 0x7ff81c116fff libsystem_kernel.dylib (*) <cb093f93-d621-3b01-be31-19e24b93233d> /usr/lib/system/libsystem_kernel.dylib
0x10a7d0000 - 0x10a9ebfff libclrjit.dylib (*) <ef3e6c7b-d836-34d9-ab1c-c05561b80669> /Users/USER/Library/Application Support/Steam/*/libclrjit.dylib
0x0 - 0xffffffffffff ??? (*) <00000000-0000-0000-0000-000000000000> ???
0x108d69000 - 0x108da8fff libhostpolicy.dylib (*) <7980341e-5ab9-393a-b4bb-7b7ced629865> /Users/USER/Library/Application Support/Steam/*/libhostpolicy.dylib
0x108c76000 - 0x108cbdfbf libhostfxr.dylib (*) <da607252-e46c-3140-8c18-1987186b36c6> /Users/USER/Library/Application Support/Steam/*/libhostfxr.dylib
0x100573000 - 0x100582fff StardewModdingAPI (*)
<0a0e3bf4-3f56-3078-8078-9f6d5b05e7b4> /Users/USER/Library/Application Support/Steam/*/StardewModdingAPI
0x2005e6000 - 0x200651fff dyld (*) <84ab8218-af1e-3c1a-864b-527a79e38362> /usr/lib/dyld
0x7ff7ffdda000 - 0x7ff7ffe09fff runtime (*) <0ed8985d-88b6-3901-be7c-19b93888c3bc> /usr/libexec/rosetta/runtime
0x7ff81c117000 - 0x7ff81c122fff libsystem_pthread.dylib (*)
<a0a4bbc4-8410-35d1-8921-70d455efafb3> /usr/lib/system/libsystem_pthread.dylib
0x1094b0000 - 0x1094bffff libSystem.Native.dylib (*) <1902de04-a7b6-3298-a88d-6d4a1c06dc83> /Users/USER/Library/Application Support/Steam/*/libSystem.Native.dylib
0x7ff81c164000 - 0x7ff81c664fff com.apple.CoreFoundation (6.9)
<991f268a-6ce2-3882-8aa1-112a1198a52a> /System/Library/Frameworks/CoreFoundation.framework/Versions/A/CoreFoundation
0x7ff81eb15000 - 0x7ff81f9a3fff com.apple.AppKit (6.9) <0b875ddd-9982-33cc-9cbf-b67c46685403> /System/Library/Frameworks/AppKit.framework/Versions/C/AppKit
0x7ff825067000 - 0x7ff825088fff com.apple.audio.caulk (1.0) <47bb8122-9875-3863-b4fb-bf41baafed77> /System/Library/PrivateFrameworks/caulk.framework/Versions/A/caulk
0x10da7d000 - 0x10dba4fff libSDL2-2.0.0.dylib (*) <a5ec0d35-fa73-3cbc-8b18-7173d4f49df7> /Users/USER/Library/Application Support/Steam/*/libSDL2-2.0.0.dylib
0x7ff828f46000 - 0x7ff828f76fff libAudioToolboxUtility.dylib (*) <299db3e6-b065-3af0-9717-1ee44fd77b68> /usr/lib/libAudioToolboxUtility.dylib
0x7ff829fbd000 - 0x7ff82a0f8fff com.apple.audio.toolbox.AudioToolbox (1.14) <7298bf6c-de42-3397-820a-cba1aad765ec> /System/Library/Frameworks/AudioToolbox.framework/Versions/A/AudioToolbox
0x7ff81d96d000 - 0x7ff81e0a1fff com.apple.audio.CoreAudio (5.0)
<ffe4b7ce-2adb-3ad6-83f4-94a891fee912> /System/Library/Frameworks/CoreAudio.framework/Versions/A/CoreAudio
0x1b5904000 - 0x1b6ddffff steamclient.dylib (*) <b85b4c64-2dce-31d4-8dee-d5218daaccb3> /Users/USER/Library/Application Support/Steam/*/steamclient.dylib
0x7ff81c070000 - 0x7ff81c0c8fff libc++.1.dylib (*) <11ee617d-f07d-3bc8-a521-3364293b6b18> /usr/lib/libc++.1.dylib
0x1b2a64000 - 0x1b3217fff 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=1.0G resident=0K(0%)

swapped_out_or_unallocated=1.0G(100%)

Writable regions: Total=2.2G written=0K(0%) resident=0K(0%) swapped_out=0K(0%)

unallocated=2.2G(100%)

REGION TYPE	VIRTUAL REGION			
	SIZE	COUNT	(non-coalesced)	
=====	=====	=====		
Activity Tracing	256K	1		
ColorSync	208K	23		
CoreGraphics	4K	1		
Foundation	16K	1		
Kernel Alloc Once	8K	1		
MALLOC	823.4M	117		
MALLOC guard page	192K	8		
MALLOC_MEDIUM (reserved)	528.0M	6	reserved VM address space	
(unallocated)				
MALLOC_NANO (reserved)	384.0M	1	reserved VM address space (unallocated)	
Rosetta Arena	4096K	2		
Rosetta Generic	12.5M	3209		
Rosetta JIT	128.0M	1		
Rosetta Return Stack	200K	20		
Rosetta Thread Context	200K	20		
STACK GUARD	20K	5		
Stack	28.4M	42		
Stack Guard	56.2M	37		
VM_ALLOCATE	1.8G	6802		
VM_ALLOCATE (reserved)	80K	5	reserved VM address space (unallocated)	
__CTF	756	1		
__DATA	22.2M	347		
__DATA_CONST	12.4M	184		
__DATA_DIRTY	549K	102		
__FONT_DATA	4K	1		
__GLSLBUILTINS	5176K	1		
__LINKEDIT	719.3M	35		
__OBJC_RO	82.7M	1		
__OBJC_RW	3200K	2		
__TEXT	282.3M	351		
__UNICODE	592K	1		
dyld private memory	1024K	1		
mapped file	5.2G	656		
shared memory	804K	15		

```
unshared pmap          10.0M    7
=====
TOTAL                  10.0G   12007
TOTAL, minus reserved VM space  9.2G   12007
```

Full Report

```
{"app_name":"StardewModdingAPI","timestamp":"2024-05-04 11:15:00.00
-0600","app_version":"","slice_uuid":"0a0e3bf4-3f56-3078-8078-9f6d5b05e7b4","build_versio
n":"","platform":1,"share_with_app_devs":1,"is_first_party":1,"bug_type":"309","os_version":"
macOS 12.4 (21F2081)","incident_id":"C2710DD4-4860-4C61-A366-2AB0BE6A8628","name":"StardewModdingAPI"}
{
  "uptime" : 2500,
  "procLaunch" : "2024-05-04 11:14:24.4352 -0600",
  "procRole" : "Foreground",
  "version" : 2,
  "userID" : 501,
  "deployVersion" : 210,
  "modelCode" : "Mac14,7",
  "procStartAbsTime" : 60543292064,
  "coalitionID" : 625,
  "osVersion" : {
    "train" : "macOS 12.4",
    "build" : "21F2081",
    "releaseType" : "User"
  },
  "captureTime" : "2024-05-04 11:15:00.6347 -0600",
  "incident" : "C2710DD4-4860-4C61-A366-2AB0BE6A8628",
  "bug_type" : "309",
  "pid" : 2275,
  "procExitAbsTime" : 61411915465,
  "translated" : true,
  "cpuType" : "X86-64",
  "procName" : "StardewModdingAPI",
  "procPath" : "\Users\USER\Library\Application Support\Steam\*VStardewModdingAPI",
  "parentProc" : "Exited process",
  "parentPid" : 2271,
  "coalitionName" : "com.apple.Terminal",
  "crashReporterKey" : "80C3668C-7E83-28AF-E434-E538AA27C53A",
  "responsiblePid" : 608,
  "responsibleProc" : "Terminal",
  "sip" : "enabled",
  "vmRegionInfo" : "0 is not in any region. Bytes before following region: 4300681216\n
REGION TYPE          START - END          [ VSIZE] PRTV/MAX SHRMOD  REGION
DETAIL\n  UNUSED SPACE AT START\n--> \n  __TEXT
100573000-100583000  [ 64K] r-x/r-x SM=COW  ...dewModdingAPI",
  "isCorpse" : 1,
```

```

"exception" : {"codes":"0x0000000000000001, 0x0000000000000000","rawCodes":
[1,0],"type":"EXC_BAD_ACCESS","signal":"SIGSEGV","subtype":"KERN_INVALID_ADDRESS
at 0x0000000000000000"},
"termination" : {"flags":0,"code":11,"namespace":"SIGNAL","indicator":"Segmentation fault:
11","byProc":"exc handler","byPid":2275},
"ktriageinfo" : "VM - pmap_enter failed with resource shortage\nVM - pmap_enter failed with
resource shortage\nVM - pmap_enter failed with resource shortage\nVM - pmap_enter failed
with resource shortage\nVM - pmap_enter failed with resource shortage\n",
"vmregioninfo" : "0 is not in any region. Bytes before following region: 4300681216\n
REGION TYPE          START - END          [ VSIZE] PRTVMAX SHRMOD  REGION
DETAIL\n  UNUSED SPACE AT START\n--> \n    _TEXT
100573000-100583000  [ 64K] r-x\v-r-x SM=COW  ...dewModdingAPI",
"extMods" : {"caller":{"thread_create":0,"thread_set_state":0,"task_for_pid":0},"system":
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"faultingThread" : 0,
"threads" : [{"triggered":true,"id":36328,"threadState":{"r13":{"value":4573554218},"rflags":
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JitFlags*)","symbolLocation":796,"imageIndex":2},
{"imageOffset":166868,"symbol":"Compiler::compCompile(CORINFO_MODULE_STRUCT_*,
void**, unsigned int*, JitFlags*)","symbolLocation":900,"imageIndex":2},
{"imageOffset":171675,"symbol":"jitNativeCode(CORINFO_METHOD_STRUCT_*,

```

```

CORINFO_MODULE_STRUCT_*, ICorJitInfo*, CORINFO_METHOD_INFO*, void**, unsigned
int*, JitFlags*, void*)", "symbolLocation":539,"imageIndex":2},
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PtrArray**)", "symbolLocation":734,"imageIndex":0},
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{"imageOffset":296164,"symbol":"coreclr_execute_assembly", "symbolLocation":180,"imageIn
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char const**)", "symbolLocation":1293,"imageIndex":4},
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g<char, std::__1::char_traits<char>, std::__1::allocator<char> > const&, host_startup_info_t
const&, std::__1::basic_string<char, std::__1::char_traits<char>, std::__1::allocator<char> >
const&, std::__1::unordered_map<known_options, std::__1::vector<std::__1::basic_string<char,

```

```

std::__1::char_traits<char>, std::__1::allocator<char> >,
std::__1::allocator<std::__1::basic_string<char, std::__1::char_traits<char>,
std::__1::allocator<char> > > >, known_options_hash, std::__1::equal_to<known_options>,
std::__1::allocator<std::__1::pair<known_options const,
std::__1::vector<std::__1::basic_string<char, std::__1::char_traits<char>,
std::__1::allocator<char> >, std::__1::allocator<std::__1::basic_string<char,
std::__1::char_traits<char>, std::__1::allocator<char> > > > > > const&, int, char const**, int,
host_mode_t, bool, char*, int, int*)", "symbolLocation":1621,"imageIndex":5},
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unsigned int, void (*)(char const*, unsigned int))", "symbolLocation":172,"imageIndex":0},
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char const*, unsigned int))", "symbolLocation":957,"imageIndex":0},
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```

```

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resident=0K(0%) swapped_out=0K(0%) unallocated=2.2G(100%)\n\n
VIRTUAL REGION \nREGION TYPE                SIZE  COUNT (non-coalesced)
\n=====
\nActivity Tracing                        256K    1
\nColorSync                            208K    23 \nCoreGraphics                      4K     1
\nFoundation                             16K     1 \nKernel Alloc Once                      8K     1 \nMALLOC
823.4M   117 \nMALLOC guard page                192K     8 \nMALLOC_MEDIUM (reserved)
528.0M    6   reserved VM address space (unallocated)\nMALLOC_NANO (reserved)
384.0M    1   reserved VM address space (unallocated)\nRosetta Arena
4096K     2 \nRosetta Generic                   12.5M   3209 \nRosetta JIT                      128.0M
1 \nRosetta Return Stack                   200K    20 \nRosetta Thread Context          200K    20
\nSTACK GUARD                             20K     5 \nStack                      28.4M   42 \nStack
Guard                    56.2M   37 \nVM_ALLOCATE                1.8G   6802
\nVM_ALLOCATE (reserved)                   80K     5   reserved VM address space (unallocated)
\n__CTF                                   756     1 \n__DATA                      22.2M   347
\n__DATA_CONST                          12.4M   184 \n__DATA_DIRTY                   549K   102
\n__FONT_DATA                           4K      1 \n__GLSLBUILTINS                   5176K    1
\n__LINKEDIT                          719.3M   35 \n__OBJC_RO                      82.7M    1
\n__OBJC_RW                           3200K     2 \n__TEXT                     282.3M   351
\n__UNICODE                             592K     1 \ndyld private memory          1024K    1
\nmapped file                          5.2G   656 \nshared memory              804K    15
\nunshared pmap                        10.0M     7 \n=====
\nTOTAL                               10.0G  12007 \nTOTAL, minus reserved VM space   9.2G  12007
\n",
"legacyInfo" : {
  "threadTriggered" : {
    "name" : "MainThrd",
    "queue" : "com.apple.main-thread"
  }
}

```

```

    }
  },
  "trialInfo" : {
    "rollouts" : [
      {
        "rolloutId" : "5fb4245a1bbfe8005e33a1e1",
        "factorPackIds" : {

        },
        "deploymentId" : 240000021
      },
      {
        "rolloutId" : "5ffde50ce2aacd000d47a95f",
        "factorPackIds" : {

        },
        "deploymentId" : 240000380
      }
    ],
    "experiments" : [

    ]
  }
}

```

Model: Mac14,7, BootROM 7459.121.3, proc 8:4:4 processors, 8 GB, SMC
 Graphics: Apple M2, Apple M2, Built-In
 Display: Color LCD, 2560 x 1600 Retina, Main, MirrorOff, Online
 Memory Module: LPDDR5
 AirPort: Wi-Fi, wl0: Mar 23 2022 20:47:07 version 18.60.27.0.7.8.129 FWID 01-bfc059c1
 Bluetooth: Version (null), 0 services, 0 devices, 0 incoming serial ports
 Network Service: Wi-Fi, AirPort, en0
 USB Device: USB31Bus
 USB Device: USB31Bus
 Thunderbolt Bus: MacBook Pro, Apple Inc.
 Thunderbolt Bus: MacBook Pro, Apple Inc.

SMAPI terminal log (I've changed the spots with my name)

```
Last login: Sat May  4 11:14:06 on ttys000
myname@myname-MacBook-Pro ~ % /tmp/open-smapi-terminal.command ; exit;
[SMAPI] SMAPI 4.0.0 with Stardew Valley 1.6.8 build 24119 on macOS
Unix 12.4.0
[SMAPI] Mods go here: /Users/myname/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 6 mods:
[SMAPI]   AutomaticGates 2.5.3 by Rakiin aKa ScheKaa | Opens and
closes gates automatically
[SMAPI]   Console Commands 4.0.0 by SMAPI | Adds SMAPI console
commands that let you manipulate the game.
[SMAPI]   Content Patcher 2.0.0 by Pathoschild | Loads content packs
which edit game data, images, and maps without changing the game
files.
[SMAPI]   Generic Mod Config Menu 1.12.0-sdvalpha.20240222 by
spacechase0 | Adds an in-game UI to edit other mods' config options
(for mods which support it).
[SMAPI]   NPC Map Locations 3.0.0 by Bouhm | Shows NPCs and farmers
on a modified map page for accurate tracking.
[SMAPI]   Save Backup 4.0.0 by SMAPI | Automatically backs up all
your saves once per day into its folder.

[SMAPI] Loaded 11 content packs:
[SMAPI]   Cat to Fox 1.1.1 by Justine & Annabelle Ivor | for Content
Patcher | A CP replacement for your pet cat!
[SMAPI]   Chic Cute Kitchen 1.0.0 by mioudew | for Content Patcher |
Chic Cute Kitchen
[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]   Fishing Made Easy Suite 6.0.0 by Ericlegacy | for Content
Patcher | Customizes your fishing experience in Stardew Valley. You
can enable settings from the cog wheel on the Stardew Valley title
screen on the bottom left. Refer to the INSTRUCTIONS & INFO document
included for more information.
[SMAPI]   Immersive Spouses 0.5.0 by someguy363 | for Content Patcher
| Updates schedules for spouses to more reflect their original
schedules and personality.
[SMAPI]   Leyalluna's Portraits 1.6.0 by Leyalluna | for Content
Patcher | Replaces NPC Portraits
[SMAPI]   Rosy cottage farmhouse 1.3.0 by Wabi | for Content Patcher
| A brick cottage to replace the farmhouse
[SMAPI]   Slightly Cuter Characters 3.0.1 by Poltergeist | for
Content Patcher | Makes all character sprites slightly cuter.
```

[SMAPI] True Love Valley – A Romance Dialogue Expansion Pack 0.6.0 by linenpants | for Content Patcher | True Love Valley is a romance dialogue expansion pack for Content Patcher. Find romance and affection with your true love in Stardew Valley!

[SMAPI] Vintage Interface 2.0 (CP) 2.2.4 by ManaKirel | for Content Patcher | A cream-brown menu interface for CP

[SMAPI] Found 3 mods with warnings:

[SMAPI] Skipped mods

[SMAPI] -----

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

[SMAPI] – Error Handler 3.18.6 because it's obsolete: its error handling was integrated into Stardew Valley 1.6.

[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] – Chic Cute Kitchen

[SMAPI] Launching mods...

[SMAPI] Mods loaded and ready!

[S_API] SteamAPI_Init(): Loaded '/Users/myname/Library/Application Support/Steam/Steam.AppBundle/Steam/Contents/MacOS/steamclient.dylib' OK.

Setting breakpad minidump AppID = 413150

SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561198452754241 [API loaded no]

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

[Content Patcher] Some content packs haven't been updated for Stardew Valley 1.6.0. Content Patcher will try to auto-migrate them, but compatibility isn't guaranteed.

Affected content packs:

- Cat to Fox
- Chic Cute Kitchen
- Elle's New Barn Animals
- Elle's New Coop Animals
- Immersive Spouses
- Leyalluna's Portraits
- Rosy cottage farmhouse
- Slightly Cuter Characters
- True Love Valley – A Romance Dialogue Expansion Pack
- Vintage Interface 2.0 (CP)

For mod authors, see how to update a mod: <https://smapi.io/cp-migrate>.

[game] Applying save fix: ResetForges_1_6

[game] Applying save fix: RestoreAncientSeedRecipe_1_6

[game] Applying save fix: FixInstancedInterior

[game] Applying save fix: FixNonInstancedInterior

[game] Applying save fix: PopulateConstructedBuildings

[game] Applying save fix: FixRaccoonQuestCompletion

/Users/myname/Library/Application Support/Steam/steamapps/common/

Stardew Valley/Contents/MacOS/StardewValley: line 169: 2275

Segmentation fault: 11 ./StardewModdingAPI "\$@"

Saving session...

...copying shared history...

...saving history...truncating history files...

...completed.

[Process completed]