HPL.log:
Creating Engine Modules

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 Creating graphics module

 Creating system module

 Creating resource module

 Creating input module

 Creating sound module

 Creating physics module

 Creating ai module

 Creating gui module

 Creating generate module

 Creating haptic module

 Creating scene module

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Initializing Resources Module

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 Creating loader handlers

 Creating resource managers

 Adding loaders to handlers

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Initializing Graphics Module

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Init lowlevel graphics: 1024x768 bpp:32 fs:1 ms:0 gpufmt:2 cap:'Amnesia - The Dark Descent - Loading...' pos:(-1x-1)

 Setting video mode: 1024 x 768 - 32 bpp

 Init Glew...OK

 Setting up OpenGL

 Vendor: NVIDIA Corporation

 Renderer: GeForce 7150M / nForce 630M/PCI/SSE2/3DNOW!

 Version: 2.1.2

 Max texture image units: 16

 Max texture coord units: 8

 Max user clip planes: 6

 Two sided stencil: 1

 Vertex Buffer Object: 1

 Anisotropic filtering: 1

 Max Anisotropic degree: 16

 Multisampling: 1

 Texture compression: 1

 Texture compression S3TC: 1

 Auto generate MipMaps: 1

 Render to texture: 1

 Max draw buffers: 4

 Max color render targets: 8

 Packed depth-stencil: 1

 Texture float: 1

 GLSL Version: 1.20 NVIDIA via Cg compiler

 ShaderModel 2: 1

 ShaderModel 3: 1

 ShaderModel 4: 0

 OGL ATIFragmentShader: 0

ATTENTION: System does not support const arrays in glsl!

Setting up G-Bugger: type: 0 texturenum: 3

 Adding engine materials

 Initializing DevIL

 Vendor String: Abysmal Software

 Version String: Developer's Image Library (DevIL) 1.6.8pre Aug 12 2006

 Version Number: 168

 Adding engine post effects

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Initializing Sound Module

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 Initializing OpenAL

 Available OpenAL devices:

 0. Generic Software on Speakers (Conexant High Definition SmartAudio 221)(OpenAL default)

 1. Generic Software on SPDIF Interface (Conexant High Definition SmartAudio 221)

 Trying to open device 'Generic Software on Speakers (Conexant High Definition SmartAudio 221)'... Success!

 Number of mono sources: 32

 Streaming setup: 4 Buffers x 262144 bytes each

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Initializing Game Module

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 Adding engine updates

 Initializing script functions

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User Initialization

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Game Running

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 -------- Loading map 'menu\_bg.map' ---------

 Cache Loading: 6361 ms

 Entities: 2184 ms

 Compilation: 2 ms

 Total: 8710 ms

 Meshes created: 26

 Bodies created: 5

 -------- Loading complete ---------