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 ---------