

Unhandled exception:

state->m_rootState == m_state

Program : C:\ProgramData\FAForever\bin\ForgedAlliance.exe

Cmd line arguments : /init init.lua /nobufreport /log C:\Users\ajhau\AppData\Roaming\Forged Alliance Forever\logs\game_16296943.log /gpgnet 127.0.0.1:46626 /mean 752.158 /deviation 105.233 /savereplay gpgnet://127.0.0.1:65194/16296943/PopSniper.SCFAreplay /country US /numgames 2343 /numgames 2268

Callstack:

unavailable.

Last 100 lines of log...

info: ADAPTIVE: optional_wreckage = \0001
info: ADAPTIVE: optional_naval_wreckage = \0001
info: ADAPTIVE: optional_wreckage_middle = \0001
info: ADAPTIVE: optional_adaptive_faction_wreckage = \0001
info: ADAPTIVE: optional_civilian_base = \0001
info: ADAPTIVE: optional_civilian_defenses = \0001
info: ADAPTIVE: jamming = \0001
info: Debug: SetPlayableArea before round : 0, 200.5 1024, 830.5
info: Debug: SetPlayableArea after round : 0, 200 1024, 828
info: Hooked /lua/simsync.lua with /schook/lua/simsync.lua
info: Camera:SyncPlayableRect \000{ x0=0, x1=1024, y0=200, y1=828 }
info: Request: \000{
info: Name="WorldCamera",
info: Region={ x0=0, x1=1024, y0=200, y1=828 },
info: Type="CAMERA_SYNC_PLAYABLE_RECT"
info: }
info: ADAPTIVE: Activate map expansion script. expand_map = \0001
info: Hooked /lua/ui/game/gamemain.lua with
/mods/additionalcamerastuff/hook/lua/ui/game/gamemain.lua
info: Hooked /lua/ui/game/gamemain.lua with
/mods/supremescoreboard/hook/lua/ui/game/gamemain.lua
info: Hooked /lua/ui/game/gamemain.lua with /mods/em/hook/lua/ui/game/gamemain.lua
info: Hooked /lua/ui/game/selection.lua with /schook/lua/ui/game/selection.lua
warning: Unable to find file /mods/common/units.lua
warning: stack traceback:
warning: [C]: in function `doscript'
warning: [C]: ?
warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(87): in function `import'
warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(72): in function `import'
warning: ...aforever\gamedata\lua.nx2\lua\ui\game\gamemain.lua(1040): in main chunk
warning: [C]: in function `doscript'
warning: [C]: ?
warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(87): in function `import'

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warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(72): in function `import'
warning: ...r forged alliance\gamedata\lua.scd\lua\ui\uimain.lua(85): in function <...r forged
alliance\gamedata\lua.scd\lua\ui\uimain.lua:83>
warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(72): Error importing
'/mods/common/units.lua'
warning: stack traceback:
warning: [C]: in function `error'
warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(92): in function `import'
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warning: ...r forged alliance\gamedata\lua.scd\lua\ui\uimain.lua(85): in function <...r forged
alliance\gamedata\lua.scd\lua\ui\uimain.lua:83>
warning: Error running '/lua/ui/uimain.lua:StartGameUI':
...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(72): Error importing
'/lua/ui/game/gamemain.lua'
stack traceback:
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info: Hooked /lua/ui/game/gamemain.lua with
/mods/additionalcamerastuff/hook/lua/ui/game/gamemain.lua
info: Hooked /lua/ui/game/gamemain.lua with
/mods/supremescoreboard/hook/lua/ui/game/gamemain.lua
info: Hooked /lua/ui/game/gamemain.lua with /mods/em/hook/lua/ui/game/gamemain.lua
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warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(87): in function `import'
warning: ...gramdata\faforever\gamedata\lua.nx2\lua\usersync.lua(112): in function
<...gramdata\faforever\gamedata\lua.nx2\lua\usersync.lua:20>
warning: ...gramdata\faforever\gamedata\lua.nx2\lua\usersync.lua(125): in function
<...gramdata\faforever\gamedata\lua.nx2\lua\usersync.lua:124>
warning: ...gramdata\faforever\gamedata\lua.nx2\lua\usersync.lua(407): in function `OnSync'
warning: [string "OnSync()"](1): in main chunk
warning: ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(72): Error importing
'/mods/common/units.lua'
```

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warning: stack traceback:
warning:      [C]: in function `error'
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Error importing '/lua/ui/game/gamemain.lua'
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  Error importing '/lua/ui/game/gamemain.lua'  
  stack traceback:  
    [C]: in function `error'  
    ...ata\faforever\gamedata\lua.nx2\lua\system\import.lua(92): in function `import'  
warning: Error running '/lua/ui/game/gamemain.lua:OnBeat': attempt to index a nil value  
  stack traceback:
```