

```
24.01. 10:35:04.061    ***Logfile for Yuri's Revenge client***
24.01. 10:35:04.082    Client version: 2.8.0.0
24.01. 10:35:04.082    Loading settings.
24.01. 10:35:04.166    Failed to load the translation file. Could
not find file "Z:\Applications\Origin Games\Command and Conquer Red
Alert II\Resources\Translation.ini"
24.01. 10:35:04.230    Initializing updater.
24.01. 10:35:04.241    Update mirror count: 1
24.01. 10:35:04.242    Running from: clientxna.exe
24.01. 10:35:04.244    Operating system: Microsoft Windows NT
6.2.9200.0
24.01. 10:35:04.244    Selected OS profile: WIN810
24.01. 10:35:04.245    Current culture: en-US
24.01. 10:35:04.254    Removing partial custom component downloads.
24.01. 10:35:04.256    Checking for the existence of FinalSun.ini.
24.01. 10:35:04.257    FinalSun.ini doesn't exist - writing default
settings.
24.01. 10:35:04.258    An exception occured while checking the
existence of FinalSun settings
24.01. 10:35:04.261    Writing installation path to the Windows
registry.
24.01. 10:35:04.331    Starting background processing of INI files.
24.01. 10:35:04.334    /INI/Base does not exist, skipping background
processing of INI files.
24.01. 10:35:04.926    Hardware info: Intel(R) Core(TM) i5-6500 CPU
@ 3.20GHz (4 cores) | Video controller: WineD3D DirectDraw Emulation
| Total physical memory: 15GB
24.01. 10:35:06.996    Initializing GameClass.
24.01. 10:35:07.214    InitGraphicsMode: 1280x720
24.01. 10:35:07.471    Checking local file versions.
24.01. 10:35:07.474    Loading maps.
24.01. 10:35:07.592    Game Client Version: YR 8.52.0
24.01. 10:35:08.536    Map Maps\Yuri's
Revenge\Survival\2_hard_survival_razer doesn't exist!
24.01. 10:35:08.645    Map Maps\Yuri's
Revenge\Survival\2_liberty_island_razer doesn't exist!
24.01. 10:35:09.318    Map Maps\Yuri's
Revenge\Survival\2_survival_in_razadonia_razer doesn't exist!
24.01. 10:35:09.345    Map Maps\Yuri's
Revenge\Survival\2_the_chrono_surprise_razer doesn't exist!
24.01. 10:35:09.534    Map Maps\Yuri's
Revenge\Survival\3_cliffs_of_pandemonium_razer doesn't exist!
24.01. 10:35:10.867    Map Maps\Yuri's
Revenge\Survival\4_show_down_arena_razer doesn't exist!
24.01. 10:35:11.045    Map Maps\Yuri's
Revenge\Survival\4_symmetrical_survival_v1_razer doesn't exist!
24.01. 10:35:11.045    Map Maps\Yuri's
Revenge\Survival\4_symmetrical_survival_v2_razer doesn't exist!
24.01. 10:35:12.803    DiscordHandler: Connected Discord RPC client.
24.01. 10:35:13.132    AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav
24.01. 10:35:13.133    AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav
24.01. 10:35:13.134    AssetLoader.LoadSound: Sound not found!
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MainMenu/button.wav	
24.01. 10:35:13.135	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.136	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.137	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.138	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.139	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.140	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.141	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:13.142	AssetLoader.LoadSound: Sound not found!
MainMenu/button.wav	
24.01. 10:35:14.387	Attempting to parse INI/Battle.ini to
populate mission list.	
24.01. 10:35:14.427	Finished parsing INI/Battle.ini.
24.01. 10:35:14.428	Attempting to parse INI/BattleE.ini to
populate mission list.	
24.01. 10:35:14.429	File INI/BattleE.ini not found. Ignoring.
24.01. 10:35:14.473	Saved Games directory not found!
24.01. 10:35:14.661	Reading statistics.
24.01. 10:35:15.591	AssetLoader.LoadSound: Sound not found!
getready.wav	
24.01. 10:35:15.674	AssetLoader.LoadSound: Sound not found!
getready.wav	
24.01. 10:35:15.675	AssetLoader.LoadSound: Sound not found!
return.wav	
24.01. 10:35:15.675	MultiplayerGameLobby: Saved games are not
available!	
24.01. 10:35:15.852	AssetLoader.LoadSound: Sound not found!
getready.wav	
24.01. 10:35:15.852	AssetLoader.LoadSound: Sound not found!
return.wav	
24.01. 10:35:15.853	MultiplayerGameLobby: Saved games are not
available!	
24.01. 10:35:15.874	AssetLoader.LoadSound: Sound not found!
getready.wav	
24.01. 10:35:17.250	CheckForUpdates()
24.01. 10:35:17.253	Checking version on the server.
24.01. 10:35:17.254	Trying to connect to update mirror https://
downloads.cncnet.org/updates/games/yr/live/	
24.01. 10:35:19.274	Downloaded version information, parsing.
24.01. 10:35:19.281	Server game version is 8.52.0, local version
is 8.52.0	
24.01. 10:35:19.282	File identifiers updated.
24.01. 10:35:19.283	Checking if custom components are outdated.
24.01. 10:35:22.145	Writing settings INI.
24.01. 10:35:22.156	Attempting to DNS resolve GameSurge London,
UK (Burstfire.UK.EU.GameSurge.net).	
24.01. 10:35:22.157	Attempting to DNS resolve GameSurge Seattle,

WA (NuclearFallout.WA.US.GameSurge.net).
24.01. 10:35:22.158 Attempting to DNS resolve GameSurge Newark,
NJ (Gameservers.NJ.US.GameSurge.net).
24.01. 10:35:22.158 Attempting to DNS resolve GameSurge Santa
Ana, CA (Krypt.CA.US.GameSurge.net).
24.01. 10:35:22.159 Attempting to DNS resolve GameSurge Chicago,
IL (ColoCrossing.IL.US.GameSurge.net).
24.01. 10:35:22.296 DNS resolved GameSurge Santa Ana, CA
(Krypt.CA.US.GameSurge.net): 209.11.244.82
24.01. 10:35:22.298 Attempting to DNS resolve GameSurge
Stockholm, Sweden (Portlane.SE.EU.GameSurge.net).
24.01. 10:35:22.591 DNS resolved GameSurge Chicago, IL
(ColoCrossing.IL.US.GameSurge.net): 162.248.94.123, 192.223.27.109
24.01. 10:35:22.592 Attempting to DNS resolve GameSurge NYC, NY
(Prothid.NY.US.GameSurge.Net).
24.01. 10:35:22.592 DNS resolved GameSurge Newark, NJ
(Gameservers.NJ.US.GameSurge.net): 162.248.94.123, 192.223.27.109
24.01. 10:35:22.593 Attempting to DNS resolve GameSurge
Wuppertal, Germany (TAL.DE.EU.GameSurge.net).
24.01. 10:35:22.593 DNS resolved GameSurge Stockholm, Sweden
(Portlane.SE.EU.GameSurge.net): 195.68.206.250, 128.140.107.226,
188.240.145.60
24.01. 10:35:22.594 Attempting to DNS resolve GameSurge IP
208.167.237.120 (208.167.237.120).
24.01. 10:35:22.594 DNS resolved GameSurge London, UK
(Burstfire.UK.EU.GameSurge.net): 195.68.206.250
24.01. 10:35:22.594 DNS resolved GameSurge Seattle, WA
(NuclearFallout.WA.US.GameSurge.net): 162.248.94.123
24.01. 10:35:22.595 DNS resolved GameSurge IP 208.167.237.120
(208.167.237.120): 208.167.237.120
24.01. 10:35:22.595 Attempting to DNS resolve GameSurge IP
208.146.35.105 (208.146.35.105).
24.01. 10:35:22.596 Attempting to DNS resolve GameSurge IP
108.174.48.100 (108.174.48.100).
24.01. 10:35:22.596 Attempting to DNS resolve GameSurge IP
192.223.27.109 (192.223.27.109).
24.01. 10:35:22.596 DNS resolved GameSurge IP 192.223.27.109
(192.223.27.109): 192.223.27.109
24.01. 10:35:22.597 Attempting to DNS resolve GameSurge IP
195.8.250.180 (195.8.250.180).
24.01. 10:35:22.597 DNS resolved GameSurge IP 195.8.250.180
(195.8.250.180): 195.8.250.180
24.01. 10:35:22.598 Attempting to DNS resolve GameSurge IP
91.217.189.76 (91.217.189.76).
24.01. 10:35:22.598 DNS resolved GameSurge IP 91.217.189.76
(91.217.189.76): 91.217.189.76
24.01. 10:35:22.598 DNS resolved GameSurge IP 108.174.48.100
(108.174.48.100): 108.174.48.100
24.01. 10:35:22.599 DNS resolved GameSurge IP 208.146.35.105
(208.146.35.105): 208.146.35.105
24.01. 10:35:22.599 Attempting to DNS resolve GameSurge IP
195.68.206.250 (195.68.206.250).
24.01. 10:35:22.600 DNS resolved GameSurge IP 195.68.206.250
(195.68.206.250): 195.68.206.250

24.01. 10:35:22.600 Attempting to DNS resolve GameSurge
(irc.gamesurge.net).
24.01. 10:35:22.640 DNS resolved GameSurge NYC, NY
(Prothid.NY.US.GameSurge.Net): 192.223.27.109
24.01. 10:35:22.641 DNS resolved GameSurge (irc.gamesurge.net):
162.248.94.123, 195.68.206.250, 188.240.145.60, 128.140.107.226,
192.223.27.109
24.01. 10:35:22.652 DNS resolved GameSurge Wuppertal, Germany
(TAL.DE.EU.GameSurge.net): 128.140.107.226
24.01. 10:35:22.659 Got a Lobby server. IP: 195.68.206.250; Name:
GameSurge London, UK, GameSurge Stockholm, Sweden, GameSurge IP
195.68.206.250, GameSurge; Ports: 6667, 6668, 7000, 6660, 6666,
6669, 8080.
24.01. 10:35:22.659 Got a Lobby server. IP: 162.248.94.123; Name:
GameSurge Chicago, IL, GameSurge Newark, NJ, GameSurge Seattle, WA,
GameSurge; Ports: 6660, 6666, 6667, 6668, 6669, 6665, 7000, 8080,
5960.
24.01. 10:35:22.660 Got a Lobby server. IP: 192.223.27.109; Name:
GameSurge Chicago, IL, GameSurge Newark, NJ, GameSurge NYC, NY,
GameSurge IP 192.223.27.109, GameSurge; Ports: 6660, 6666, 6667,
6668, 6669, 6665, 7000, 8080, 5960, 6697.
24.01. 10:35:22.660 Got a Lobby server. IP: 209.11.244.82; Name:
GameSurge Santa Ana, CA; Ports: 6666, 6667, 6668, 6669.
24.01. 10:35:22.660 Got a Lobby server. IP: 128.140.107.226;
Name: GameSurge Stockholm, Sweden, GameSurge Wuppertal, Germany,
GameSurge; Ports: 6660, 6666, 6667, 6668, 6669.
24.01. 10:35:22.661 Got a Lobby server. IP: 188.240.145.60; Name:
GameSurge Stockholm, Sweden, GameSurge; Ports: 6660, 6666, 6667,
6668, 6669.
24.01. 10:35:22.661 Got a Lobby server. IP: 208.167.237.120;
Name: GameSurge IP 208.167.237.120; Ports: 6660, 6666, 6667, 6668,
6669, 7000, 8080.
24.01. 10:35:22.662 Got a Lobby server. IP: 108.174.48.100; Name:
GameSurge IP 108.174.48.100; Ports: 6660, 6666, 6667, 6668, 6669,
7000, 8080.
24.01. 10:35:22.662 Got a Lobby server. IP: 208.146.35.105; Name:
GameSurge IP 208.146.35.105; Ports: 6660, 6666, 6667, 6668, 6669,
7000, 8080.
24.01. 10:35:22.662 Got a Lobby server. IP: 195.8.250.180; Name:
GameSurge IP 195.8.250.180; Ports: 6660, 6666, 6667, 6668, 6669,
7000, 8080.
24.01. 10:35:22.663 Got a Lobby server. IP: 91.217.189.76; Name:
GameSurge IP 91.217.189.76; Ports: 6660, 6666, 6667, 6668, 6669,
7000, 8080.
24.01. 10:35:22.663 The number of Lobby servers is 11.
24.01. 10:35:22.666 Attempting to ping GameSurge London, UK,
GameSurge Stockholm, Sweden, GameSurge IP 195.68.206.250, GameSurge
(195.68.206.250).
24.01. 10:35:22.668 Attempting to ping GameSurge Chicago, IL,
GameSurge Newark, NJ, GameSurge Seattle, WA, GameSurge
(162.248.94.123).
24.01. 10:35:22.669 Attempting to ping GameSurge Chicago, IL,
GameSurge Newark, NJ, GameSurge NYC, NY, GameSurge IP
192.223.27.109, GameSurge (192.223.27.109).

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24.01. 10:35:22.669    Attempting to ping GameSurge Santa Ana, CA
(209.11.244.82).
24.01. 10:35:22.670    Attempting to ping GameSurge Stockholm,
Sweden, GameSurge Wuppertal, Germany, GameSurge (128.140.107.226).
24.01. 10:35:22.670    Attempting to ping GameSurge Stockholm,
Sweden, GameSurge (188.240.145.60).
24.01. 10:35:22.694    Attempting to ping GameSurge IP
108.174.48.100 (108.174.48.100).
24.01. 10:35:22.694    Attempting to ping GameSurge IP
208.167.237.120 (208.167.237.120).
24.01. 10:35:22.695    Attempting to ping GameSurge IP
208.146.35.105 (208.146.35.105).
24.01. 10:35:22.695    Attempting to ping GameSurge IP 195.8.250.180
(195.8.250.180).
24.01. 10:35:22.695    Attempting to ping GameSurge IP 91.217.189.76
(91.217.189.76).
24.01. 10:35:22.699    KAB000000M!!! Info:
24.01. 10:35:22.700    Message: One or more errors occurred. (Access
denied.
) (Access denied.
) (Access denied.
) (Access denied.
) (Access denied.
) (Access denied.
) (Access denied.
) (Access denied.
)
24.01. 10:35:22.700    Source: mscorlib
24.01. 10:35:22.701    TargetSite.Name: WaitAll
24.01. 10:35:22.701    Stacktrace: at
System.Threading.Tasks.Task.WaitAll (System.Threading.Tasks.Task[]
tasks, System.Int32 millisecondsTimeout,
System.Threading.CancellationToken cancellationToken) [0x001c8] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.Tasks.Task.WaitAll
(System.Threading.Tasks.Task[] tasks, System.Int32
millisecondsTimeout) [0x00000] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.Tasks.Task.WaitAll
(System.Threading.Tasks.Task[] tasks) [0x00000] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at DTAClient.Online.Connection.GetServerListSortedByLatency ()
[0x002e6] in <7776e976c6a54036a129265f3594597b>:0
    at DTAClient.Online.Connection.ConnectToServer () [0x00000] in
<7776e976c6a54036a129265f3594597b>:0
    at System.Threading.ThreadHelper.ThreadStart_Context
(System.Object state) [0x00014] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.ExecutionContext.RunInternal
(System.Threading.ExecutionContext executionContext,
System.Threading.ContextCallback callback, System.Object state,

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System.Boolean preserveSyncCtx) [0x00071] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.ExecutionContext.Run
(System.Threading.ExecutionContext executionContext,
System.Threading.ContextCallback callback, System.Object state,
System.Boolean preserveSyncCtx) [0x00000] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.ExecutionContext.Run
(System.Threading.ExecutionContext executionContext,
System.Threading.ContextCallback callback, System.Object state)
[0x0002b] in <e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.ThreadHelper.ThreadStart () [0x00008] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
24.01. 10:35:22.701    InnerException info:
24.01. 10:35:22.702    Message: Access denied.

24.01. 10:35:22.703    Stacktrace: at
System.Net.Sockets.Socket..ctor (System.Net.Sockets.AddressFamily
addressFamily, System.Net.Sockets.SocketType socketType,
System.Net.Sockets.ProtocolType protocolType) [0x00068] in
<55ce033b43204763a015d41564e2639e>:0
    at System.Net.NetworkInformation.Ping.SendPrivileged
(System.Net.IPAddress address, System.Int32 timeout, System.Byte[]
buffer, System.Net.NetworkInformation.PingOptions options) [0x00008]
in <55ce033b43204763a015d41564e2639e>:0
    at System.Net.NetworkInformation.Ping.Send (System.Net.IPAddress
address, System.Int32 timeout, System.Byte[] buffer,
System.Net.NetworkInformation.PingOptions options) [0x0004c] in
<55ce033b43204763a015d41564e2639e>:0
    at System.Net.NetworkInformation.Ping.Send (System.Net.IPAddress
address, System.Int32 timeout, System.Byte[] buffer) [0x00009] in
<55ce033b43204763a015d41564e2639e>:0
    at System.Net.NetworkInformation.Ping.Send (System.Net.IPAddress
address, System.Int32 timeout) [0x00000] in
<55ce033b43204763a015d41564e2639e>:0
    at (wrapper remoting-invoke-with-check)
System.Net.NetworkInformation.Ping.Send(System.Net.IPAddress,int)
    at
DTAClient.Online.Connection+<>c__DisplayClass42_1.<GetServerListSort
edByLatency>b__13 () [0x0003f] in
<7776e976c6a54036a129265f3594597b>:0
    at System.Threading.Tasks.Task`1[TResult].InnerInvoke () [0x0000f]
in <e70d6e9587d64cb3abb4b3f99bbf5a0d>:0
    at System.Threading.Tasks.Task.Execute () [0x00000] in
<e70d6e9587d64cb3abb4b3f99bbf5a0d>:0

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