

CALL OF DUTY

WORLD AT WAR

```
Waited 15 msec for asset 'light_corona' of type 'material'.
Waited 1 msec for asset 'clear_alpha' of type 'material'.
Waited 1 msec for asset 'depthprepass' of type 'material'.
Waited 1 msec for asset 'shadowclear' of type 'material'.
Waited 1 msec for asset 'shadowcookieoverlay' of type 'material'.
Waited 0 msec for asset 'shadowcookieblur' of type 'material'.
Waited 251 msec for asset 'shadowcaster' of type 'material'.
Waited 0 msec for asset 'shadowoverlay' of type 'material'.
Waited 1 msec for asset 'stencilshadow' of type 'material'.
Waited 127 msec for asset 'cinematic' of type 'material'.
Error: Waited 159 msec for missing asset "water_droplet".
Error: Could not load material "water_droplet".
Error: Could not load material "water_dynamic_spray".
```

----- sound system initialization -----

Error during initialization:
Unhandled exception caught

Error



Error during initialization:
Unhandled exception caught

OK