

4820 2012-11-17 22.59

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[15:59:54.937 N] Honorbuddy v2.5.6519.513 started.
[16:00:49.421 N] Logging in...
[16:00:54.656 D] Attached To : D3D9
[16:00:55.078 N] Attached to wow with ID 3616
[16:00:55.390 N] New bot added!: ArchaeologyBuddy
[16:00:55.406 N] New bot added!: BGBuddy
[16:00:55.593 N] New bot added!: DungeonBuddy
[16:00:55.656 N] New bot added!: Gatherbuddy2
[16:00:55.656 N] New bot added!: Grind Bot
[16:00:55.671 N] New bot added!: Questing
[16:00:55.671 N] New bot added!: Mixed Mode
[16:00:55.687 N] New bot added!: PartyBot
[16:00:55.687 D] Reloading AssemblyLoader<BotBase> - Reloading Bots
[16:00:56.640 N] New bot added!: Combat Bot
[16:00:56.640 N] New bot added!: Raid Bot
[16:00:56.640 N] Honorbuddy v2.5.6519.513 started!
[16:00:56.640 D] Using wow with process ID 3616
[16:00:56.640 D] Platform: Microsoft Windows NT 5.1.2600 Service Pack 3
[16:00:56.640 D] Executable Path: C:\Documents and Settings\Pc6\My
Documents\Downloads\HoBoNew4\Honorbuddy.exe
[16:00:56.640 N] Character is a level 90 Human Deathknight
[16:00:56.640 N] Current zone is The Jade Forest
[16:00:56.765 D] CombatRoutinesPath: Routines
[16:00:56.765 D] ReloadRoutinesOnFileChange: False
[16:00:56.765 D] PluginsPath: Plugins
[16:00:56.765 D] ReloadPluginsOnFileChange: False
[16:00:56.765 D] BotsPath: Bots
[16:00:56.765 D] ReloadBotsOnFileChange: False
[16:00:56.765 D] QuestBehaviorsPath: Quest Behaviors
[16:00:56.765 D] MeshesFolderPath: C:\Documents and Settings\Pc6\Local
Settings\Application Data\HonorbuddyMeshes
[16:00:56.765 D] KillBetweenHotspots: True
[16:00:56.765 D] AdvancedSettingsMode: True
[16:00:56.765 D] LogoutForInactivity: True
[16:00:56.765 D] LogoutInactivityTimer: 10
[16:00:56.765 D] LogoutInactivityUseForceQuit: False
[16:00:56.765 D] ProfileDebuggingMode: False
[16:00:56.765 D] LogLevel: Normal
[16:00:56.765 D] FoodAmount: 0
[16:00:56.765 D] DrinkAmount: 0
[16:00:56.765 D] UseNativeFlying: False
[16:00:56.765 D] SelectedBotIndex: 4
[16:00:56.765 D] UseFlightPaths: False
[16:00:56.765 D] FindMountAutomatically: True
[16:00:56.765 D] UseRandomMount: True
[16:00:56.765 D] FoodName: 81413
[16:00:56.765 D] DrinkName: 81413
[16:00:56.765 D] MountName: 10793
[16:00:56.765 D] FlyingMountName: 32289
[16:00:56.765 D] LootMobs: True
[16:00:56.765 D] SkinMobs: True
[16:00:56.765 D] NinjaSkin: False
[16:00:56.765 D] LootChests: True
[16:00:56.765 D] HarvestMinerals: False
[16:00:56.765 D] HarvestHerbs: True
[16:00:56.765 D] UseMount: True
[16:00:56.765 D] PullDistance: 45
[16:00:56.765 D] LootRadius: 45
[16:00:56.765 D] FindVendorsAutomatically: False
[16:00:56.765 D] LastUsedPath: C:\Documents and Settings\Pc6\My
Documents\Downloads\[GB2] Jade Forest Herb-Mining [ALLIANCE].xml
[16:00:56.765 D] MountDistance: 75
[16:00:56.765 D] RessAtSpiritHealers: False
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[16:00:56.765 D] GroundMountFarmingMode: False
[16:00:56.765 N] Please wait a few seconds while Honorbuddy initializes.
[16:00:56.765 D] Activity: Initializing.
[16:00:56.765 D] Activity: Loading memory management & tables
[16:00:56.921 D] Activity: Loading Spells
[16:00:56.984 D] Activity: Initializing Spell Manager
[16:00:57.015 D] [SpellManager] Adding known spell: Survey (80451)
[16:00:57.015 D] [SpellManager] Adding known spell: Archaeology (78670)
[16:00:57.015 D] [SpellManager] Adding known spell: Master of Anatomy (102219)
[16:00:57.015 D] [SpellManager] Adding known spell: Skinning (102216)
[16:00:57.015 D] [SpellManager] Adding known spell: Fishing (131474)
[16:00:57.015 D] [SpellManager] Adding known spell: Lifeblood (121279)
[16:00:57.015 D] [SpellManager] Adding known spell: Herb Gathering (110413)
[16:00:57.015 D] [SpellManager] Adding known spell: First Aid (27028)
[16:00:57.015 D] [SpellManager] Adding known spell: Symbiosis (110498)
[16:00:57.015 D] [SpellManager] Adding known spell: Unholy Aura (55610)
[16:00:57.015 D] [SpellManager] Adding known spell: Threat of Thassarian (66192)
[16:00:57.015 D] [SpellManager] Adding known spell: Runic Corruption (51462)
[16:00:57.015 D] [SpellManager] Adding known spell: Roiling Blood (108170)
[16:00:57.015 D] [SpellManager] Adding known spell: Rime (59057)
[16:00:57.015 D] [SpellManager] Adding known spell: Purgatory (114556)
[16:00:57.015 D] [SpellManager] Adding known spell: Plate Specialization (86524)
[16:00:57.015 D] [SpellManager] Adding known spell: Parry (82246)
[16:00:57.015 D] [SpellManager] Adding known spell: On a Pale Horse (51986)
[16:00:57.015 D] [SpellManager] Adding known spell: Might of the Frozen Wastes
(81333)
[16:00:57.015 D] [SpellManager] Adding known spell: Mastery: Frozen Heart (77514)
[16:00:57.015 D] [SpellManager] Adding known spell: Killing Machine (51128)
[16:00:57.015 D] [SpellManager] Adding known spell: Improved Frost Presence (50385)
[16:00:57.015 D] [SpellManager] Adding known spell: Icy Talons (50887)
[16:00:57.015 D] [SpellManager] Adding known spell: Frost Fever (59921)
[16:00:57.015 D] [SpellManager] Adding known spell: Chilblains (50041)
[16:00:57.015 D] [SpellManager] Adding known spell: Brittle Bones (81328)
[16:00:57.015 D] [SpellManager] Adding known spell: Blood Plague (59879)
[16:00:57.015 D] [SpellManager] Adding known spell: Blood of the North (54637)
[16:00:57.015 D] [SpellManager] Adding known spell: Unholy Presence (48265)
[16:00:57.015 D] [SpellManager] Adding known spell: Strangulate (47476)
[16:00:57.015 D] [SpellManager] Adding known spell: Soul Reaper (130735)
[16:00:57.015 D] [SpellManager] Adding known spell: Runeforming (53428)
[16:00:57.015 D] [SpellManager] Adding known spell: Remorseless Winter (108200)
[16:00:57.015 D] [SpellManager] Adding known spell: Raise Dead (46584)
[16:00:57.015 D] [SpellManager] Adding known spell: Raise Ally (61999)
[16:00:57.015 D] [SpellManager] Adding known spell: Plague Strike (45462)
[16:00:57.015 D] [SpellManager] Adding known spell: Pillar of Frost (51271)
[16:00:57.015 D] [SpellManager] Adding known spell: Pestilence (50842)
[16:00:57.015 D] [SpellManager] Adding known spell: Path of Frost (3714)
[16:00:57.015 D] [SpellManager] Adding known spell: Outbreak (77575)
[16:00:57.015 D] [SpellManager] Adding known spell: Obliterate (49020)
[16:00:57.015 D] [SpellManager] Adding known spell: Necrotic Strike (73975)
[16:00:57.015 D] [SpellManager] Adding known spell: Mind Freeze (47528)
[16:00:57.015 D] [SpellManager] Adding known spell: Icy Touch (45477)
[16:00:57.015 D] [SpellManager] Adding known spell: Icebound Fortitude (48792)
[16:00:57.015 D] [SpellManager] Adding known spell: Howling Blast (49184)
[16:00:57.015 D] [SpellManager] Adding known spell: Horn of Winter (57330)
[16:00:57.015 D] [SpellManager] Adding known spell: Blood Strike (45902)
[16:00:57.015 D] [SpellManager] Adding known spell: Frost Presence (48266)
[16:00:57.015 D] [SpellManager] Adding known spell: Empower Rune Weapon (47568)
[16:00:57.015 D] [SpellManager] Adding known spell: Death Strike (49998)
[16:00:57.015 D] [SpellManager] Adding known spell: Death Siphon (108196)
[16:00:57.015 D] [SpellManager] Adding known spell: Death Grip (49576)
[16:00:57.015 D] [SpellManager] Adding known spell: Death Gate (50977)
[16:00:57.015 D] [SpellManager] Adding known spell: Death Coil (47541)
[16:00:57.015 D] [SpellManager] Adding known spell: Death and Decay (43265)
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[16:00:57.015 D] [SpellManager] Adding known spell: Dark Simulacrum (77606)
[16:00:57.015 D] [SpellManager] Adding known spell: Control Undead (111673)
[16:00:57.015 D] [SpellManager] Adding known spell: Chains of Ice (45524)
[16:00:57.015 D] [SpellManager] Adding known spell: Blood Presence (48263)
[16:00:57.015 D] [SpellManager] Adding known spell: Blood Boil (48721)
[16:00:57.015 D] [SpellManager] Adding known spell: Army of the Dead (42650)
[16:00:57.015 D] [SpellManager] Adding known spell: Anti-Magic Shell (48707)
[16:00:57.015 D] [SpellManager] Adding known spell: Working Overtime (118021)
[16:00:57.015 D] [SpellManager] Adding known spell: Wisdom of the Four Winds
(115913)
[16:00:57.015 D] [SpellManager] Adding known spell: Weapon Skills (76292)
[16:00:57.015 D] [SpellManager] Adding known spell: The Quick and the Dead (83950)
[16:00:57.015 D] [SpellManager] Adding known spell: The Human Spirit (20598)
[16:00:57.015 D] [SpellManager] Adding known spell: The Doctor Is In (118076)
[16:00:57.015 D] [SpellManager] Adding known spell: Sword Specialization (20597)
[16:00:57.015 D] [SpellManager] Adding known spell: Ride Like the Wind (117983)
[16:00:57.015 D] [SpellManager] Adding known spell: Reinforce (83943)
[16:00:57.015 D] [SpellManager] Adding known spell: Mr. Popularity (78635)
[16:00:57.015 D] [SpellManager] Adding known spell: Mount Up (78633)
[16:00:57.015 D] [SpellManager] Adding known spell: Mace Specialization (20864)
[16:00:57.015 D] [SpellManager] Adding known spell: Languages (79738)
[16:00:57.015 D] [SpellManager] Adding known spell: Honorable Mention (83960)
[16:00:57.015 D] [SpellManager] Adding known spell: Hasty Hearth (83944)
[16:00:57.015 D] [SpellManager] Adding known spell: Guild Mail (83951)
[16:00:57.015 D] [SpellManager] Adding known spell: For Great Justice (118483)
[16:00:57.015 D] [SpellManager] Adding known spell: Flight Master's License (90267)
[16:00:57.015 D] [SpellManager] Adding known spell: Fast Track (78632)
[16:00:57.015 D] [SpellManager] Adding known spell: Dual Wield (674)
[16:00:57.015 D] [SpellManager] Adding known spell: Diplomacy (20599)
[16:00:57.015 D] [SpellManager] Adding known spell: Cold Weather Flying (54197)
[16:00:57.015 D] [SpellManager] Adding known spell: Cash Flow (83941)
[16:00:57.015 D] [SpellManager] Adding known spell: Bountiful Bags (83966)
[16:00:57.015 D] [SpellManager] Adding known spell: Battle Pet Training (119467)
[16:00:57.015 D] [SpellManager] Adding known spell: Bartering (83964)
[16:00:57.015 D] [SpellManager] Adding known spell: Artisan Riding (34091)
[16:00:57.015 D] [SpellManager] Adding known spell: Armor Skills (76282)
[16:00:57.015 D] [SpellManager] Adding known spell: Revive Battle Pets (125439)
[16:00:57.015 D] [SpellManager] Adding known spell: Mobile Banking (83958)
[16:00:57.015 D] [SpellManager] Adding known spell: Mass Resurrection (83968)
[16:00:57.015 D] [SpellManager] Adding known spell: Every Man for Himself (59752)
[16:00:57.015 D] [SpellManager] Adding known spell: Auto Attack (6603)
[16:00:57.062 D] [SpellManager] Frost Strike (49143) overrides Blood Strike (45902)
[16:00:57.078 D] [SpellManager] GCD check spell set to Survey
[16:00:57.078 D] Activity: Initializing Plugins
[16:00:57.093 D] Reloading AssemblyLoader<HBPlugin> - RefreshPlugins called
[16:00:57.890 D] [WeightSet] Selected weight set: Death Knight-Frost
[16:00:58.281 D] Activity: Initializing Navigator
[16:00:58.312 D] Activity: Initializing Blackspot Manager
[16:00:58.312 D] Activity: Initializing Battlegrounds
[16:00:58.312 D] Activity: Initializing Flight Paths
[16:00:58.375 D] Activity: Initializing Routines
[16:00:58.375 D] Reloading AssemblyLoader<ICombatRoutine> - [RoutineManager]
ReloadRoutineAssemblies called.
[16:01:00.125 V] [Singular] 0.3 days since windows was restarted
[16:01:00.156 V] [Singular] 31 FPS currently in WOW
[16:01:00.187 V] [Singular] 287 ms of Latency in WOW
[16:01:00.125 D] [RoutineManager] Routines have been reloaded. Current
class-specific list:
[16:01:00.125 D] Singular v3 v2.5.6519.513
[16:01:00.125 N] [Singular] Starting Singular v2.5.6519.513
[16:01:00.187 N] [Singular] Determining talent spec.
[16:01:00.250 N] [Singular] TalentManager - looks like a DeathKnightFrost
[16:01:00.296 N] [Singular] Current spec is Death Knight Frost
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[16:01:00.312 D] [Singular-DEBUG] Stack trace for RebuildBehaviors called.
[16:01:00.328 D] [Singular-DEBUG] Caller 1: RebuildBehaviors in
SingularRoutine.Behaviors.cs line 31
[16:01:00.328 D] [Singular-DEBUG] Caller 2: Initialize in SingularRoutine.cs
line 151
[16:01:00.328 D] [Singular-DEBUG] Caller 3: set_Current in line 0
[16:01:00.328 D] [Singular-DEBUG] Caller 4: ChangeRoutine in line 0
[16:01:00.328 D] [Singular-DEBUG] Caller 5:  in line 0
[16:01:00.328 D] [Singular-DEBUG] Caller 6: Reload in line 0
[16:01:00.328 D] [Singular-DEBUG] Caller 7: ReloadRoutineAssemblies in line 0
[16:01:00.328 D] [Singular-DEBUG] Caller 8:  in line 0
[16:01:00.328 D] [Singular-DEBUG] Caller 9:  in line 0
[16:01:00.328 D] [Singular-DEBUG] Creating Combat behavior.
[16:01:00.328 N] [Singular] Building method list
[16:01:00.343 D] [Singular-DEBUG] Added 232 methods
[16:01:00.343 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Combat, Normal) - DeathKnight, DeathKnightFrost, Combat, Normal, 0
[16:01:00.343 D] [Singular-DEBUG] Matched CreateDeathKnightFrostNormalCombat to
behavior Combat for Death Knight Death Knight Frost with priority 0
[16:01:00.375 D] [Singular-DEBUG] Creating Pull behavior.
[16:01:00.375 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Pull, Normal) - DeathKnight, 2147483647, Pull, Normal, Battlegrounds, 0
[16:01:00.375 D] [Singular-DEBUG] Matched CreateDeathKnightNormalAndPvPPull to
behavior Pull for Death Knight Death Knight Frost with priority 0
[16:01:00.390 D] [Singular-DEBUG] Creating Rest behavior.
[16:01:00.390 D] [Singular-DEBUG] Creating CombatBuffs behavior.
[16:01:00.390 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
CombatBuffs, Normal) - DeathKnight, DeathKnightFrost, CombatBuffs, All, 0
[16:01:00.390 D] [Singular-DEBUG] Matched CreateDeathKnightCombatBuffs to behavior
CombatBuffs for Death Knight Death Knight Frost with priority 0
[16:01:00.390 D] [Singular-DEBUG] Creating Heal behavior.
[16:01:00.390 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Heal, Normal) - DeathKnight, DeathKnightFrost, Heal, All, 0
[16:01:00.390 D] [Singular-DEBUG] Matched CreateDeathKnightHeals to behavior Heal
for Death Knight Death Knight Frost with priority 0
[16:01:00.406 D] [Singular-DEBUG] Creating PullBuffs behavior.
[16:01:00.406 D] [Singular-DEBUG] Creating PreCombatBuffs behavior.
[16:01:00.406 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
PreCombatBuffs, Normal) - DeathKnight, 2147483647, PreCombatBuffs, All, 0
[16:01:00.406 D] [Singular-DEBUG] Matched CreateDeathKnightPreCombatBuffs to
behavior PreCombatBuffs for Death Knight Death Knight Frost with priority 0
[16:01:00.421 D] [Singular-DEBUG] verified behaviors can be created!
[16:01:00.468 D] [Singular-DEBUG] Attached combat log
[16:01:00.468 D] [Singular-DEBUG] Stack trace for RebuildBehaviors called.
[16:01:00.468 D] [Singular-DEBUG] Caller 1: RebuildBehaviors in
SingularRoutine.Behaviors.cs line 31
[16:01:00.468 D] [Singular-DEBUG] Caller 2: Initialize in SingularRoutine.cs
line 164
[16:01:00.468 D] [Singular-DEBUG] Caller 3: set_Current in line 0
[16:01:00.468 D] [Singular-DEBUG] Caller 4: ChangeRoutine in line 0
[16:01:00.468 D] [Singular-DEBUG] Caller 5:  in line 0
[16:01:00.468 D] [Singular-DEBUG] Caller 6: Reload in line 0
[16:01:00.468 D] [Singular-DEBUG] Caller 7: ReloadRoutineAssemblies in line 0
[16:01:00.468 D] [Singular-DEBUG] Caller 8:  in line 0
[16:01:00.468 D] [Singular-DEBUG] Caller 9:  in line 0
[16:01:00.468 D] [Singular-DEBUG] Creating Combat behavior.
[16:01:00.468 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Combat, Normal) - DeathKnight, DeathKnightFrost, Combat, Normal, 0
[16:01:00.468 D] [Singular-DEBUG] Matched CreateDeathKnightFrostNormalCombat to
behavior Combat for Death Knight Death Knight Frost with priority 0
[16:01:00.468 D] [Singular-DEBUG] Creating Pull behavior.
[16:01:00.468 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Pull, Normal) - DeathKnight, 2147483647, Pull, Normal, Battlegrounds, 0
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[16:01:00.468 D] [Singular-DEBUG] Matched CreateDeathKnightNormalAndPvPPull to
behavior Pull for Death Knight Death Knight Frost with priority 0
[16:01:00.484 D] [Singular-DEBUG] Creating Rest behavior.
[16:01:00.484 D] [Singular-DEBUG] Creating CombatBuffs behavior.
[16:01:00.484 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
CombatBuffs, Normal) - DeathKnight, DeathKnightFrost, CombatBuffs, All, 0
[16:01:00.484 D] [Singular-DEBUG] Matched CreateDeathKnightCombatBuffs to behavior
CombatBuffs for Death Knight Death Knight Frost with priority 0
[16:01:00.484 D] [Singular-DEBUG] Creating Heal behavior.
[16:01:00.484 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Heal, Normal) - DeathKnight, DeathKnightFrost, Heal, All, 0
[16:01:00.484 D] [Singular-DEBUG] Matched CreateDeathKnightHeals to behavior Heal
for Death Knight Death Knight Frost with priority 0
[16:01:00.484 D] [Singular-DEBUG] Creating PullBuffs behavior.
[16:01:00.500 D] [Singular-DEBUG] Creating PreCombatBuffs behavior.
[16:01:00.500 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
PreCombatBuffs, Normal) - DeathKnight, 2147483647, PreCombatBuffs, All, 0
[16:01:00.500 D] [Singular-DEBUG] Matched CreateDeathKnightPreCombatBuffs to
behavior PreCombatBuffs for Death Knight Death Knight Frost with priority 0
[16:01:00.500 D] [Singular-DEBUG] Behaviors created!
[16:01:00.500 N] [Singular] Initialization complete!
[16:01:00.515 D] Activity: Initialization complete
[16:01:00.515 N] Initialization complete.
[16:01:00.546 D] Activity: Honorbuddy Startup Complete
[16:01:03.437 N] Starting the bot!
[16:01:05.234 D] Downloaded tilemap HawaiiMainLand
[16:01:06.000 D] Changed tilemap to HawaiiMainLand, Tiled: True
[16:01:06.093 D]
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Styx.CommonBot.Profiles.ProfileAttributeExpectedException`1[System.Single]: XML
Error: Value "1528,802" in "x" attribute is not supported! Expected floating type. -
On line 29 - [x="1528,802"]

at System.Xml.Linq.XElement

at Styx.CommonBot.Profiles.ProfileAttributeExpectedException`1[System.Single].ctor(XElement xml)

at Styx.CommonBot.Profiles.ProfileAttributeExpectedException`1[System.Single].ctor(XElement xml)

[16:01:06.078 D] warning: 'Factions' has been moved to the 'GrindArea'. Please
reflect this change in your profiles.

[16:01:06.093 D]

Styx.CommonBot.Profiles.ProfileAttributeExpectedException`1[System.Single]: XML
Error: Value "1528,802" in "x" attribute is not supported! Expected floating type. -
On line 29 - [x="1528,802"]

at System.Xml.Linq.XElement

at Styx.CommonBot.Profiles.ProfileAttributeExpectedException`1[System.Single].ctor(XElement xml)

at Styx.CommonBot.Profiles.ProfileAttributeExpectedException`1[System.Single].ctor(XElement xml)

[16:01:06.156 N] Changing current profile to Jade Forest

[16:01:06.281 D] Cleared POI

[16:01:06.281 D] Cleared POI - Reason Starting up

[16:01:06.281 D] Cleared POI

[16:01:06.296 D] [SpellManager] Adding known spell: Survey (80451)

[16:01:06.296 D] [SpellManager] Adding known spell: Archaeology (78670)

[16:01:06.296 D] [SpellManager] Adding known spell: Master of Anatomy (102219)

[16:01:06.296 D] [SpellManager] Adding known spell: Skinning (102216)

[16:01:06.296 D] [SpellManager] Adding known spell: Fishing (131474)

[16:01:06.296 D] [SpellManager] Adding known spell: Lifeblood (121279)

[16:01:06.296 D] [SpellManager] Adding known spell: Herb Gathering (110413)

[16:01:06.296 D] [SpellManager] Adding known spell: First Aid (27028)

[16:01:06.296 D] [SpellManager] Adding known spell: Symbiosis (110498)

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[16:01:06.296 D] [SpellManager] Adding known spell: Runic Corruption (51462)

[16:01:06.296 D] [SpellManager] Adding known spell: Roiling Blood (108170)

[16:01:06.296 D] [SpellManager] Adding known spell: Rime (59057)

[16:01:06.296 D] [SpellManager] Adding known spell: Purgatory (114556)

[16:01:06.296 D] [SpellManager] Adding known spell: Plate Specialization (86524)

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[16:01:06.296 D] [SpellManager] Adding known spell: Parry (82246)
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(81333)
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[16:01:06.296 D] [SpellManager] Adding known spell: Blood Plague (59879)
[16:01:06.296 D] [SpellManager] Adding known spell: Blood of the North (54637)
[16:01:06.296 D] [SpellManager] Adding known spell: Unholy Presence (48265)
[16:01:06.296 D] [SpellManager] Adding known spell: Strangulate (47476)
[16:01:06.296 D] [SpellManager] Adding known spell: Soul Reaper (130735)
[16:01:06.296 D] [SpellManager] Adding known spell: Runeforming (53428)
[16:01:06.296 D] [SpellManager] Adding known spell: Remorseless winter (108200)
[16:01:06.296 D] [SpellManager] Adding known spell: Raise Dead (46584)
[16:01:06.296 D] [SpellManager] Adding known spell: Raise Ally (61999)
[16:01:06.296 D] [SpellManager] Adding known spell: Plague Strike (45462)
[16:01:06.296 D] [SpellManager] Adding known spell: Pillar of Frost (51271)
[16:01:06.296 D] [SpellManager] Adding known spell: Pestilence (50842)
[16:01:06.296 D] [SpellManager] Adding known spell: Path of Frost (3714)
[16:01:06.296 D] [SpellManager] Adding known spell: Outbreak (77575)
[16:01:06.296 D] [SpellManager] Adding known spell: Obliterate (49020)
[16:01:06.296 D] [SpellManager] Adding known spell: Necrotic Strike (73975)
[16:01:06.296 D] [SpellManager] Adding known spell: Mind Freeze (47528)
[16:01:06.296 D] [SpellManager] Adding known spell: Icy Touch (45477)
[16:01:06.296 D] [SpellManager] Adding known spell: Icebound Fortitude (48792)
[16:01:06.296 D] [SpellManager] Adding known spell: Howling Blast (49184)
[16:01:06.296 D] [SpellManager] Adding known spell: Horn of Winter (57330)
[16:01:06.296 D] [SpellManager] Adding known spell: Blood Strike (45902)
[16:01:06.296 D] [SpellManager] Adding known spell: Frost Presence (48266)
[16:01:06.296 D] [SpellManager] Adding known spell: Empower Rune Weapon (47568)
[16:01:06.296 D] [SpellManager] Adding known spell: Death Strike (49998)
[16:01:06.296 D] [SpellManager] Adding known spell: Death Siphon (108196)
[16:01:06.296 D] [SpellManager] Adding known spell: Death Grip (49576)
[16:01:06.296 D] [SpellManager] Adding known spell: Death Gate (50977)
[16:01:06.296 D] [SpellManager] Adding known spell: Death Coil (47541)
[16:01:06.296 D] [SpellManager] Adding known spell: Death and Decay (43265)
[16:01:06.296 D] [SpellManager] Adding known spell: Dark Simulacrum (77606)
[16:01:06.296 D] [SpellManager] Adding known spell: Control Undead (111673)
[16:01:06.296 D] [SpellManager] Adding known spell: Chains of Ice (45524)
[16:01:06.296 D] [SpellManager] Adding known spell: Blood Presence (48263)
[16:01:06.296 D] [SpellManager] Adding known spell: Blood Boil (48721)
[16:01:06.296 D] [SpellManager] Adding known spell: Army of the Dead (42650)
[16:01:06.296 D] [SpellManager] Adding known spell: Anti-Magic Shell (48707)
[16:01:06.296 D] [SpellManager] Adding known spell: Working Overtime (118021)
[16:01:06.296 D] [SpellManager] Adding known spell: Wisdom of the Four Winds
(115913)
[16:01:06.296 D] [SpellManager] Adding known spell: Weapon Skills (76292)
[16:01:06.296 D] [SpellManager] Adding known spell: The Quick and the Dead (83950)
[16:01:06.296 D] [SpellManager] Adding known spell: The Human Spirit (20598)
[16:01:06.296 D] [SpellManager] Adding known spell: The Doctor Is In (118076)
[16:01:06.296 D] [SpellManager] Adding known spell: Sword Specialization (20597)
[16:01:06.296 D] [SpellManager] Adding known spell: Ride Like the Wind (117983)
[16:01:06.296 D] [SpellManager] Adding known spell: Reinforce (83943)
[16:01:06.296 D] [SpellManager] Adding known spell: Mr. Popularity (78635)
[16:01:06.296 D] [SpellManager] Adding known spell: Mount Up (78633)
[16:01:06.296 D] [SpellManager] Adding known spell: Mace Specialization (20864)
[16:01:06.296 D] [SpellManager] Adding known spell: Languages (79738)
[16:01:06.296 D] [SpellManager] Adding known spell: Honorable Mention (83960)

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[16:01:06.296 D] [SpellManager] Adding known spell: Hasty Hearth (83944)
[16:01:06.296 D] [SpellManager] Adding known spell: Guild Mail (83951)
[16:01:06.296 D] [SpellManager] Adding known spell: For Great Justice (118483)
[16:01:06.296 D] [SpellManager] Adding known spell: Flight Master's License (90267)
[16:01:06.296 D] [SpellManager] Adding known spell: Fast Track (78632)
[16:01:06.296 D] [SpellManager] Adding known spell: Dual Wield (674)
[16:01:06.296 D] [SpellManager] Adding known spell: Diplomacy (20599)
[16:01:06.296 D] [SpellManager] Adding known spell: Cold Weather Flying (54197)
[16:01:06.296 D] [SpellManager] Adding known spell: Cash Flow (83941)
[16:01:06.296 D] [SpellManager] Adding known spell: Bountiful Bags (83966)
[16:01:06.296 D] [SpellManager] Adding known spell: Battle Pet Training (119467)
[16:01:06.296 D] [SpellManager] Adding known spell: Bartering (83964)
[16:01:06.296 D] [SpellManager] Adding known spell: Artisan Riding (34091)
[16:01:06.296 D] [SpellManager] Adding known spell: Armor Skills (76282)
[16:01:06.296 D] [SpellManager] Adding known spell: Revive Battle Pets (125439)
[16:01:06.296 D] [SpellManager] Adding known spell: Mobile Banking (83958)
[16:01:06.296 D] [SpellManager] Adding known spell: Mass Resurrection (83968)
[16:01:06.296 D] [SpellManager] Adding known spell: Every Man for Himself (59752)
[16:01:06.296 D] [SpellManager] Adding known spell: Auto Attack (6603)
[16:01:06.296 D] [SpellManager] Frost Strike (49143) overrides Blood Strike (45902)
[16:01:06.312 D] [SpellManager] GCD check spell set to Survey
[16:01:07.171 V] [Singular]
[16:01:07.171 V] [Singular] Equipped Total Item Level : 6193
[16:01:07.171 V] [Singular] Equipped Average Item Level: 364
[16:01:07.171 V] [Singular]
[16:01:07.171 V] [Singular] Health:      238201
[16:01:07.171 V] [Singular] Agility:    151
[16:01:07.171 V] [Singular] Intellect:  58
[16:01:07.171 V] [Singular] Spirit:     89
[16:01:07.171 V] [Singular]
[16:01:07.171 V] [Singular] Hit(M/R):    607/607
[16:01:07.171 V] [Singular] Expertise:   682
[16:01:07.187 V] [Singular] Mastery:    1568.00
[16:01:07.187 V] [Singular] Crit:       8.44
[16:01:07.187 V] [Singular] Haste(M/R): 1420/1420
[16:01:07.187 V] [Singular] SpellPen:   0
[16:01:07.187 V] [Singular] PvP Resil:  0
[16:01:07.187 V] [Singular] PvP Power:  0
[16:01:07.187 V] [Singular] --- no glyphs equipped
[16:01:07.187 V] [Singular]
[16:01:07.140 D] [Singular] Changed tilemap to HawaiiMainLand, Tiled: True
[16:01:07.156 N] [Singular] Your Level 90 Human Frost DeathKnight Build is
[16:01:07.156 N] [Singular] ... running the Gatherbuddy2 bot Solo in The Jade Forest
[16:01:07.187 N] [Singular] Context changed, re-creating behaviors
[16:01:07.187 D] [Singular-DEBUG] Stack trace for RebuildBehaviors called.
[16:01:07.187 D] [Singular-DEBUG] Caller 1: RebuildBehaviors in
SingularRoutine.Behaviors.cs line 31
[16:01:07.187 D] [Singular-DEBUG] Caller 2: <Initialize>b__c in
SingularRoutine.cs line 142
[16:01:07.187 D] [Singular-DEBUG] Caller 3: Invoke in line 0
[16:01:07.187 D] [Singular-DEBUG] Caller 4: UpdateContext in
SingularRoutine.Context.cs line 80
[16:01:07.187 D] [Singular-DEBUG] Caller 5: <.ctor>b__8 in SingularRoutine.cs
line 46
[16:01:07.187 D] [Singular-DEBUG] Caller 6: _InvokeMethodFast in line 0
[16:01:07.187 D] [Singular-DEBUG] Caller 7: InvokeMethodFast in line 0
[16:01:07.187 D] [Singular-DEBUG] Caller 8: Invoke in line 0
[16:01:07.187 D] [Singular-DEBUG] Caller 9: DynamicInvokeImpl in line 0
[16:01:07.187 D] [Singular-DEBUG] Creating Combat behavior.
[16:01:07.187 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Combat, Normal) - DeathKnight, DeathKnightFrost, Combat, Normal, 0
[16:01:07.187 D] [Singular-DEBUG] Matched CreateDeathKnightFrostNormalCombat to
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behavior Combat for Death Knight Death Knight Frost with priority 0
[16:01:07.187 D] [Singular-DEBUG] Creating Pull behavior.
[16:01:07.187 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Pull, Normal) - DeathKnight, 2147483647, Pull, Normal, Battlegrounds, 0
[16:01:07.187 D] [Singular-DEBUG] Matched CreateDeathKnightNormalAndPvPPull to
behavior Pull for Death Knight Death Knight Frost with priority 0
[16:01:07.187 D] [Singular-DEBUG] Creating Rest behavior.
[16:01:07.203 D] [Singular-DEBUG] Using default rest behavior.
[16:01:07.203 D] [Singular-DEBUG] Creating CombatBuffs behavior.
[16:01:07.203 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
CombatBuffs, Normal) - DeathKnight, DeathKnightFrost, CombatBuffs, All, 0
[16:01:07.203 D] [Singular-DEBUG] Matched CreateDeathKnightCombatBuffs to behavior
CombatBuffs for Death Knight Death Knight Frost with priority 0
[16:01:07.203 D] [Singular-DEBUG] Creating Heal behavior.
[16:01:07.203 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
Heal, Normal) - DeathKnight, DeathKnightFrost, Heal, All, 0
[16:01:07.203 D] [Singular-DEBUG] Matched CreateDeathKnightHeals to behavior Heal
for Death Knight Death Knight Frost with priority 0
[16:01:07.203 D] [Singular-DEBUG] Creating PullBuffs behavior.
[16:01:07.218 D] [Singular-DEBUG] Creating PreCombatBuffs behavior.
[16:01:07.218 D] [Singular-DEBUG] IsMatchingMethod(DeathKnight, DeathKnightFrost,
PreCombatBuffs, Normal) - DeathKnight, 2147483647, PreCombatBuffs, All, 0
[16:01:07.218 D] [Singular-DEBUG] Matched CreateDeathKnightPreCombatBuffs to
behavior PreCombatBuffs for Death Knight Death Knight Frost with priority 0
[16:01:07.593 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="309.1858"
Y="-2049.976" Z="65.24545"
[16:01:07.593 D] Activity: Moving to node
[16:01:07.625 D] Activity: Loading Tile/s
[16:01:07.625 D] Loading HawaiiMainLand_35_31
[16:01:10.343 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="309.1858"
Y="-2049.976" Z="65.24545"
[16:01:10.343 D] Activity: Moving to node
[16:01:10.515 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="309.1858"
Y="-2049.976" Z="65.24545"
[16:01:15.609 D] Activity: Interacting with node
[16:01:16.375 D] InteractDebug:295802496
[16:01:16.375 D] Interact Done:295802496
[16:01:16.453 D] Flushing timed movement. Direction: AllAllowed
[16:01:19.468 N] [Gatherbuddy2]: Harvested Green Tea Leaf.
[16:01:19.593 D] Activity: Moving to next hotspot
[16:01:19.687 D] [Cast] Imperial Quilen 124659
[16:01:19.687 D] Spell_C::CastSpell(124659, 0, 0x0, 0) [1]
[16:01:19.703 D] [CGSpellBook::CastSpell] override ID: 124659, KnownIndex: -1
[16:01:19.718 N] Mounting: Imperial Quilen
[16:01:25.937 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="452.8993"
Y="-2005.533" Z="53.91891"
[16:01:25.937 D] Activity: Moving to node
[16:01:26.031 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="452.8993"
Y="-2005.533" Z="53.91891"
[16:01:26.312 D] [Flightor]: Unstuck attempt 1
[16:01:27.453 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="452.8993"
Y="-2005.533" Z="53.91891"
[16:01:29.375 D] Flushing timed movement. Direction: AllAllowed
[16:01:29.453 D] Activity: Interacting with node
[16:01:30.156 D] InteractDebug:295803152
[16:01:30.156 D] Interact Done:295803152
[16:01:30.234 D] Flushing timed movement. Direction: AllAllowed
[16:01:33.359 N] [Gatherbuddy2]: Harvested Green Tea Leaf.
[16:01:33.640 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="401.4549"
Y="-1942.755" Z="60.56824"
[16:01:33.640 D] Activity: Moving to node
[16:01:33.750 D] [Cast] Phosphorescent Stone Drake 88718
[16:01:33.750 D] Spell_C::CastSpell(88718, 0, 0xF530E969003EBA92, 0) [2]
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[16:01:33.765 D] [CGSpellBook::CastSpell] Override ID: 88718, KnownIndex: -1
[16:01:33.765 N] Mounting: Phosphorescent Stone Drake
[16:01:36.796 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="401.4549"
Y="-1942.755" Z="60.56824"
[16:01:37.359 D] [Flightor]: Unstuck attempt 2
[16:01:38.484 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="401.4549"
Y="-1942.755" Z="60.56824"
[16:01:41.406 D] [Flightor]: Unstuck attempt 3
[16:01:42.515 N] [Gatherbuddy2]: Approaching "Green Tea Leaf" at X="401.4549"
Y="-1942.755" Z="60.56824"
[16:01:42.671 D] [Flightor]: Unstuck attempt 4
[16:01:51.546 N] wow exited, Honorbuddy stopped!
[16:01:51.546 D] Stop called!
[16:01:51.546 Q] Bot Stopped! Reason: Wow exited, Honorbuddy stopped!
[16:01:53.296 D] System.Exception: Process must have frozen or gotten out of sync:
InjectionFinishedEvent was never fired
    at Styx.MemoryManagement.Executor.Execute(String debugMessage)
    at Styx.WowInternals.WowMovement.(MovementDirection , Boolean )
    at Styx.WowInternals.WowMovement.Move(MovementDirection direction)
    at Styx.Pathing.Flightor.DoAntiStuck()
    at Styx.Pathing.Flightor.get_AntiStuck()
    at Styx.Pathing.Flightor.MoveTo(WowPoint destination, Single minHeight)
    at Styx.Pathing.Flightor.MoveTo(WowPoint destination)
    at Bots.Gatherbuddy.GatherbuddyBot.(Object )
    at Styx.TreeSharp.Action.RunAction(Object context)
    at Styx.TreeSharp.Action.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.TreeSharp.Sequence.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.TreeSharp.Decorator.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.TreeSharp.PrioritySelector.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.TreeSharp.PrioritySelector.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.TreeSharp.Decorator.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.TreeSharp.PrioritySelector.( )
    at Styx.TreeSharp.Composite.Tick(Object context)
    at Styx.CommonBot.TreeRoot.( )
[16:01:53.375 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.( )
    at Styx.CommonBot.TreeRoot.( )
[16:01:53.375 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.()
    at Styx.CommonBot.TreeRoot.()
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.375 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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count, Boolean isRelative)
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count, Boolean isRelative)
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isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.375 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.390 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
```

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```
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.□()
    at Styx.CommonBot.TreeRoot.□()
[16:01:53.390 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.□()
    at Styx.CommonBot.TreeRoot.□()
[16:01:53.390 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.□()
    at Styx.CommonBot.TreeRoot.□()
[16:01:53.390 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.□()
    at Styx.CommonBot.TreeRoot.□()
[16:01:53.390 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:01:53.406 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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isRelative)
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  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.515 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.531 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.531 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.531 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.531 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.□()
    at Styx.CommonBot.TreeRoot.□()
[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.CommonBot.TreeRoot.□()
    at Styx.CommonBot.TreeRoot.□()
[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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count, Boolean isRelative)
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isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.296 D] System.Exception: Process must have frozen or gotten out of sync:
InjectionFinishedEvent was never fired
  at Styx.MemoryManagement.Executor.Execute(String debugMessage)
  at Styx.WowInternals.WowMovement.[](MovementDirection [], Boolean [])
  at Styx.WowInternals.WowMovement.Move(MovementDirection direction)
  at Styx.Pathing.Flightor.DoAntiStuck()
  at Styx.Pathing.Flightor.get_AntiStuck()
  at Styx.Pathing.Flightor.MoveTo(WowPoint destination, Single minHeight)
  at Styx.Pathing.Flightor.MoveTo(WowPoint destination)
  at Bots.Gatherbuddy.GatherbuddyBot.[](Object [])
  at Styx.TreeSharp.Action.RunAction(Object context)
  at Styx.TreeSharp.Action.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.TreeSharp.Sequence.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.TreeSharp.Decorator.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.TreeSharp.PrioritySelector.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.TreeSharp.PrioritySelector.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.TreeSharp.Decorator.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.TreeSharp.PrioritySelector.[].[]()
  at Styx.TreeSharp.Composite.Tick(Object context)
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.296 D] Cleared POI - Reason Exception in Root.Tick()
[16:01:53.296 D] Cleared POI
[16:01:53.375 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
  at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
  at Styx.StyxWow.get_IsInGame()
  at Styx.CommonBot.TreeRoot.[]()
  at Styx.CommonBot.TreeRoot.[]()
[16:01:53.562 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
  at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:01:53.562 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.578 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.593 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:01:53.593 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:53.593 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:01:53.609 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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isRelative)
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at Styx.CommonBot.TreeRoot.[]()
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[16:01:53.609 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:01:53.609 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:01:53.625 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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isRelative)
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[16:01:53.625 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:01:53.843 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:53.921 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:53.984 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:54.125 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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at Styx.CommonBot.TreeRoot.[]()
[16:01:54.140 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:54.734 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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isRelative)
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at Styx.CommonBot.TreeRoot.[]()
[16:01:54.734 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:54.750 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:01:54.750 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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isRelative)
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    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:01:54.781 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
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    at Styx.CommonBot.TreeRoot.[]()
[16:01:54.781 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.CommonBot.TreeRoot.[]()
[16:01:54.796 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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isRelative)
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    at Styx.CommonBot.TreeRoot.[]()
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[16:01:54.812 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:01:54.828 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:54.968 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:54.984 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:55.031 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:55.046 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:55.640 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:55.687 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:55.734 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:56.000 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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    at Styx.CommonBot.TreeRoot.[]()
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[16:01:56.046 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:01:56.046 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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isRelative)
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[16:01:56.046 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:56.062 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:56.078 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:56.093 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:01:56.109 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
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[16:01:56.125 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:56.125 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:01:56.484 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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isRelative)
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[16:01:56.750 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.015 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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isRelative)
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[16:01:57.015 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:57.031 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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isRelative)
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at Styx.CommonBot.TreeRoot.[]()
[16:01:57.031 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:57.031 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.CommonBot.TreeRoot.[]()
[16:01:57.046 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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isRelative)
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[16:01:57.062 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.140 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.218 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.484 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.640 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.656 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:57.687 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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[16:01:57.687 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.CommonBot.TreeRoot.[]()
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[16:01:57.703 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
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[16:01:57.703 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:01:57.703 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:58.140 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:58.140 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:58.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:58.265 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:58.281 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:01:58.843 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:59.140 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:59.218 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:59.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:01:59.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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at Styx.CommonBot.TreeRoot.[]()
[16:01:59.296 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
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[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:01:59.531 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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    at Styx.CommonBot.TreeRoot.[]()
[16:02:00.203 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:02:00.218 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:02:00.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:00.703 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.031 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.140 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.156 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:02:01.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:02:01.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:02:01.234 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:02:01.250 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:02:01.250 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
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count, Boolean isRelative)
at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
at Styx.StyxWow.get_IsInGame()
at Styx.CommonBot.TreeRoot.[]()
at Styx.CommonBot.TreeRoot.[]()
[16:02:01.250 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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[16:02:01.250 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.265 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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isRelative)
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    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:02:01.281 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
    at Styx.StyxWow.get_IsInGame()
    at Styx.CommonBot.TreeRoot.[]()
    at Styx.CommonBot.TreeRoot.[]()
[16:02:01.281 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.MemoryManagement.ExternalProcessReader.Read[T](IntPtr address, Boolean
isRelative)
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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    at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
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isRelative)
at Styx.StyxWow.get_IsInGame()
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[16:02:01.296 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:02:01.296 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.312 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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at Styx.CommonBot.TreeRoot.[]()
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[5]!
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[16:02:01.531 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
[5]!
at Styx.MemoryManagement.ExternalProcessReader.ReadBytes(IntPtr address, Int32
count, Boolean isRelative)
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[16:02:01.546 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.562 D] System.AccessViolationException: Could not read bytes from 0106BBDE
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[16:02:01.578 D] System.Exception: Process must have frozen or gotten out of sync:
InjectionFinishedEvent was never fired
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    at Styx.CommonBot.TreeRoot.Stop(String reason)
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