

Strawberry Ridge

Assets report for Cities: Skylines.
To stop saving these files, disable the option 'Save assets report' in Loading Screen Mod.

Assets that failed to load

No failed assets.

Asset errors

No errors found.

Asset warnings

No warnings.

Assets that are missing

There are two reasons for an asset to appear in this section: (1) The asset is placed in the city but is missing (2) The asset is used by some other asset but is missing.

Citizens

<long name>

Duplicate asset names

In most cases duplicate names are fine; using duplicates can save memory and speed loading.
However, some duplicates (e.g. network elevations) can cause problems.
No duplicates.

Loading stats

Performance

Custom assets loaded	268 assets
Loading speed	135.8 assets / second
Custom assets loading time	0.02 minutes:seconds
Total loading time	0.59 minutes:seconds

Peak memory usage

Game RAM use	5.00 GB
Game pagefile use	7.90 GB
System RAM use	11.36 GB
System pagefile use	17.55 GB

Sharing of custom asset resources

Textures	198 times
Materials	31 times
Meshes	122 times

Skipped prefabs

Building prefabs	0
Vehicle prefabs	0
Prop prefabs	0