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udioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 - pending =
2 returns 0x0
+ IOAudioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 -
pending = 2
- IOAudioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 -
pending = 2 returns 0x0
+ IOAudioDevice[<ptr>]::audioEngineStarting() - numRunningAudioEngines = 0
- IOAudioDevice[<ptr>]::audioEngineStarting() - numRunningAudioEngines = 1
+- IOAudioEngine[<ptr>]::resetStatusBuffer()
PMRD: setAggressiveness(0) kPMMinutesToSleep = 0
PMRD: aggressiveness changed: system 23->0, display 23
PMRD: idle time -> 0 secs (ena 0)
PMRD: idle sleep timer disabled
PMRD: changePowerStateToPriv(4)
PMRD: PowerChangeDone: ON_STATE->ON_STATE
+-IOAudioEngine[<ptr>]::setState(0x1. oldState=0)
- IOAudioEngine[<ptr>]::getTimerInterval()
- IOAudioEngine[<ptr>]::startAudioEngine() returns 0x0
- IOAudioEngine[<ptr>]::incrementActiveUserClients() - 1 returns 0
- IOAudioEngine[<ptr>]::startClient(<ptr>) returns 0x0
  engine started
  bufferSet <ptr>
  output clientBuffer <ptr>
+ IOAudioStream[<ptr>]::addClient(<ptr>)
- IOAudioStream[<ptr>]::addClient(<ptr>) returns 0x0
- IOAudioEngineUserClient[<ptr>]::startClient() - 1 returns 0x0
- IOAudioEngineUserClient::externalMethod returns 0x0
+ IOAudioEngineUserClient::externalMethod, selector=0x4,  arg0 0x0, arg1 0x0,
arg2 0x0 arg3 0x0
  scalarInputCount=0x0  structureInputSize 0x0, scalarOutputCount 0x0,
structureOutputSize 0x0
+ IOAudioStream[<ptr>]::removeClient(<ptr>)
+-IOAudioStream[<ptr>]::safeLogError kErrorLogDumpCounters
mStreamErrorCountsUpdated=0
- IOAudioStream[<ptr>]::removeClient(<ptr>)
+- IOAudioEngine[<ptr>]::decrementActiveUserClients() - 0 returns 0x0
+- IOAudioEngine[<ptr>]::stopClient(<ptr>) returns 0x0
+- IOAudioEngineUserClient[<ptr>]::setOnline(0)
- IOAudioEngineUserClient::externalMethod returns 0x0
+ IOAudioEngineUserClient::externalMethod, selector=0x1,  arg0 0x1099CF000,
arg1 0x68, arg2 0x0 arg3 0x0
  scalarInputCount=0x2  structureInputSize 0x0, scalarOutputCount 0x0,
structureOutputSize 0x0
+ IOAudioEngineUserClient[<ptr>]::unregisterClientBuffer64(0x<ptr>, 0x68)
  searching for sourceBuffer 0x1099cf000
+- IOAudioEngineUserClient[<ptr>]::removeBufferSet(<ptr>)
+ IOAudioStream[<ptr>]::removeClient(<ptr>)
+-IOAudioStream[<ptr>]::safeLogError kErrorLogDumpCounters
mStreamErrorCountsUpdated=0
- IOAudioStream[<ptr>]::removeClient(<ptr>)

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- IOAudioEngineUserClient::unregisterClientBuffer64 no sourcebuffer returns 0x0
- IOAudioEngineUserClient::externalMethod returns 0x0
PMRD: setAggressiveness(0) kPMMinutesToSleep = 23
PMRD: aggressiveness changed: system 0->23, display 23
PMRD: idle time -> 0 secs (ena 1)
PMRD: idle sleep timer enabled
+ IOAudioEngine[<ptr>]::stopAudioEngine()
+-IOAudioEngine[<ptr>]::setState(0x0. oldState=0x1)
+ IOAudioDevice[<ptr>]::audioEngineStopped() - numRunningAudioEngines = 1
+ IOAudioDevice[<ptr>]::scheduleIdleAudioSleep: idleSleepDelayTime =
#####
- IOAudioDevice[<ptr>]::scheduleIdleAudioSleep: idleSleepDelayTime =
#####
- IOAudioDevice[<ptr>]::audioEngineStopped() - numRunningAudioEngines = 0
- IOAudioEngine[<ptr>]::stopAudioEngine() returns 0x0
+-IOAudioEngine[<ptr>]::setState(0x0. oldState=0)
PMRD: power event 14 args 0 0x0
PMRD: wrangler RootDomainPower (ps 4, 0->1)
PMRD: evaluatePolicy( 0, 0x0 )
PMRD: setAggressiveness(0) kPMMinutesToSleep = 0
PMRD: aggressiveness changed: system 23->0, display 23
PMRD: idle time -> 0 secs (ena 0)
PMRD: idle sleep timer disabled
PMRD: changePowerStateToPriv(4)
PMRD: PowerChangeDone: ON_STATE->ON_STATE
PMRD: setAggressiveness(0) kPMMinutesToSleep = 23
PMRD: aggressiveness changed: system 0->23, display 23
PMRD: idle time -> 0 secs (ena 1)
PMRD: idle sleep timer enabled
+ IOAudioEngineUserClient::externalMethod, selector=0x0,  arg0 0x0, arg1
0x1099cf000, arg2 0x8010 arg3 0x68
  scalarInputCount=0x4  structureInputSize 0x0, scalarOutputCount 0x0,
structureOutputSize 0x0
+ IOAudioEngineUserClient::registerBuffer64 0x0 0x1099cf000 0x8010 0x68
+ IOAudioEngineUserClient::safeRegisterClientBuffer64 <ptr>
+ IOAudioEngineUserClient[<ptr>]::registerClientBuffer64 (<ptr>[1], 0x1099cf000,
0x8010, 0x68)
  null clientBufferSetList
  did not find clientBufferSetList for ID 0x68
  clientBuffer->mAudioClientBuffer32.sourceBuffer before offset: <ptr>, offset size: 16
  clientBuffer->mAudioClientBuffer32.sourceBuffer after offset: <ptr>
  null clientBufferSetList
  did not find clientBufferSetList for ID 0x68
  creating new IOAudioClientBufferSet
  output
  lisOnline
- IOAudioEngineUserClient::registerClientBuffer64() result 0x0
- IOAudioEngineUserClient::safeRegisterClientBuffer64  returns 0x0
- IOAudioEngineUserClient::registerBuffer64 0x0 0x1099cf000 0x8010 0x68 returns
0x0

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- IOAudioEngineUserClient::externalMethod returns 0x0
+ IOAudioEngineUserClient::externalMethod, selector=0x3,  arg0 0x0, arg1 0x0,
arg2 0x0 arg3 0x0
  scalarInputCount=0x0  structureInputSize 0x0, scalarOutputCount 0x0,
structureOutputSize 0x0
+ IOAudioEngineUserClient[<ptr>]::startClient() - 0
  audioEngine && !isInactive(). State = 0
  audioEngine->getState() != kIOAudioEnginePaused
+- IOAudioEngineUserClient[<ptr>]::setOnline(1)
  !isOnline() setting online
+ IOAudioEngine[<ptr>]::startClient(<ptr>)
+ IOAudioEngine[<ptr>]::incrementActiveUserClients() - 0
+ IOAudioEngine[<ptr>]::startAudioEngine(state = 0)
+ IOAudioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 -
pending = 2
- IOAudioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 -
pending = 2 returns 0x0
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+- IOAudioEngine[<ptr>]::resetStatusBuffer()
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PMRD: aggressiveness changed: system 23->0, display 23
PMRD: idle time -> 0 secs (ena 0)
PMRD: idle sleep timer disabled
PMRD: changePowerStateToPriv(4)
PMRD: PowerChangeDone: ON_STATE->ON_STATE
+-IOAudioEngine[<ptr>]::setState(0x1. oldState=0)
- IOAudioEngine[<ptr>]::getTimerInterval()
- IOAudioEngine[<ptr>]::startAudioEngine() returns 0x0
- IOAudioEngine[<ptr>]::incrementActiveUserClients() - 1 returns 0
- IOAudioEngine[<ptr>]::startClient(<ptr>) returns 0x0
  engine started
  bufferSet <ptr>
  output clientBuffer <ptr>
+ IOAudioStream[<ptr>]::addClient(<ptr>)
- IOAudioStream[<ptr>]::addClient(<ptr>) returns 0x0
- IOAudioEngineUserClient[<ptr>]::startClient() - 1 returns 0x0
- IOAudioEngineUserClient::externalMethod returns 0x0
Sandbox: AssetCache(495) deny(1) file-read-metadata /Volumes/Sandbox:
AssetCache(495) deny(1) file-read-metadata /Volumes/EFI+
IOAudioEngineUserClient::externalMethod, selector=0x4,  arg0 0x0, arg1 0x0, arg2
0x0 arg3 0x0
  scalarInputCount=0x0  structureInputSize 0x0, scalarOutputCount 0x0,
structureOutputSize 0x0
+ IOAudioStream[<ptr>]::removeClient(<ptr>)
+-IOAudioStream[<ptr>]::safeLogError kErrorLogDumpCounters

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mStreamErrorCountsUpdated=0
- IOAudioStream[<ptr>]::removeClient(<ptr>)
+- IOAudioEngine[<ptr>]::decrementActiveUserClients() - 0 returns 0x0
+- IOAudioEngine[<ptr>]::stopClient(<ptr>) returns 0x0
+- IOAudioEngineUserClient[<ptr>]::setOnline(0)
- IOAudioEngineUserClient::externalMethod returns 0x0
+ IOAudioEngineUserClient::externalMethod, selector=0x1,  arg0 0x1099CF000,
arg1 0x68, arg2 0x0 arg3 0x0
  scalarInputCount=0x2  structureInputSize 0x0, scalarOutputCount 0x0,
structureOutputSize 0x0
+ IOAudioEngineUserClient[<ptr>]::unregisterClientBuffer64(0x<ptr>, 0x68)
  searching for sourceBuffer 0x1099cf000
+- IOAudioEngineUserClient[<ptr>]::removeBufferSet(<ptr>)
+ IOAudioStream[<ptr>]::removeClient(<ptr>)
+-IOAudioStream[<ptr>]::safeLogError kErrorLogDumpCounters
mStreamErrorCountsUpdated=0
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- IOAudioEngineUserClient::unregisterClientBuffer64 no sourcebuffer returns 0x0
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PMRD: setAggressiveness(0) kPMMinutesToSleep = 23
PMRD: aggressiveness changed: system 0->23, display 23
PMRD: idle time -> 0 secs (ena 1)
PMRD: idle sleep timer enabled
Sandbox: fileproviderd(496) deny(1) iokit-get-properties
Rolehandle_get_purgeable_stats:8636: total purgeable file count: 12 total purgeable
size: 409600
Sandbox: fileproviderd(496) deny(1) iokit-open AppleAPFSUserClientSandbox:
TVCacheExtension(1624) deny(1) file-read-xattr /Users/lala/Library/Caches/
com.apple.TVSandbox: 3 duplicate reports for TVCacheExtension deny(1) file-read-
xattr /Users/lala/Library/Caches/com.apple.TVSandbox: AssetCache(495) deny(1)
file-read-metadata /VolumesSandbox: AssetCache(495) deny(1) file-read-metadata /
Volumes/EFI+ IOAudioEngine[<ptr>]::stopAudioEngine()
+-IOAudioEngine[<ptr>]::setState(0x0. oldState=0x1)
+ IOAudioDevice[<ptr>]::audioEngineStopped() - numRunningAudioEngines = 1
+ IOAudioDevice[<ptr>]::scheduleIdleAudioSleep: idleSleepDelayTime =
ffffffffffffffffffff
- IOAudioDevice[<ptr>]::scheduleIdleAudioSleep: idleSleepDelayTime =
ffffffffffffffffffff
- IOAudioDevice[<ptr>]::audioEngineStopped() - numRunningAudioEngines = 0
- IOAudioEngine[<ptr>]::stopAudioEngine() returns 0x0
+-IOAudioEngine[<ptr>]::setState(0x0. oldState=0)
Sandbox: bluetoothd(144) deny(1) mach-lookup com.apple.server.bluetoothPMRD:
power event 14 args 0 0x0
PMRD: wrangler RootDomainPower (ps 4, 0->1)
PMRD: evaluatePolicy( 0, 0x0 )
tx_flush:1028: xid 17877 tx stats: # 440 finish 440 enter 187 wait 1 16456us close
0us flush 20297us
ALF, old data swfs_pid_entry <ptr>, updaterrules_msg <ptr>, updaterrules_state
<ptr>ALF, hash_free: found kext_info <ptr> Sandbox: 8 duplicate reports for
bluetoothd deny(1) mach-lookup com.apple.server.bluetoothSandbox:

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ContextStoreAgen(444) deny(1) user-preference-write
ContextStoreAgentdeconstruct_extension_data: failed to resolve vnode:
22deconstruct_extension_data: failed to resolve vnode: 22Sandbox: 1 duplicate
report for ContextStoreAgen deny(1) user-preference-write
ContextStoreAgentSandbox: QuickLookSatelli(416) deny(1) mach-lookup
com.apple.tccd.systemPMRD: setAggressiveness(0) kPMMinutesToSleep = 0
PMRD: aggressiveness changed: system 23->0, display 23
PMRD: idle time -> 0 secs (ena 0)
PMRD: idle sleep timer disabled
PMRD: changePowerStateToPriv(4)
PMRD: PowerChangeDone: ON_STATE->ON_STATE
PMRD: setAggressiveness(0) kPMMinutesToSleep = 23
PMRD: aggressiveness changed: system 0->23, display 23
PMRD: idle time -> 0 secs (ena 1)
PMRD: idle sleep timer enabled
+ IOAudioEngineUserClient::externalMethod, selector=0x0,  arg0 0x0, arg1
0x1099cf000, arg2 0x8010 arg3 0x68
  scalarInputCount=0x4  structureInputSize 0x0, scalarOutputCount 0x0,
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+ IOAudioEngineUserClient::registerBuffer64 0x0 0x1099cf000 0x8010 0x68
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  did not find clientBufferSetList for ID 0x68
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  clientBuffer->mAudioClientBuffer32.sourceBuffer after offset: <ptr>
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  creating new IOAudioClientBufferSet
  output
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- IOAudioEngineUserClient::registerClientBuffer64() result 0x0
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- IOAudioEngineUserClient::registerBuffer64 0x0 0x1099cf000 0x8010 0x68 returns
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+ IOAudioEngineUserClient::externalMethod, selector=0x3,  arg0 0x0, arg1 0x0,
arg2 0x0 arg3 0x0
  scalarInputCount=0x0  structureInputSize 0x0, scalarOutputCount 0x0,
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+- IOAudioEngineUserClient[<ptr>]::setOnline(1)
  !isOnline() setting online
+ IOAudioEngine[<ptr>]::startClient(<ptr>)
+ IOAudioEngine[<ptr>]::incrementActiveUserClients() - 0
+ IOAudioEngine[<ptr>]::startAudioEngine(state = 0)
+ IOAudioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 -

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pending = 2
- IOAudioDevice[<ptr>]::protectedCompletePowerStateChange() - current = 2 -
pending = 2 returns 0x0
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Sandbox: 1 duplicate report for QuickLookSatelli deny(1) mach-lookup
com.apple.tccd.systemSandbox: bluetoothd(144) deny(1) mach-lookup
com.apple.server.bluetooth+ IOAudioEngineUserClient::externalMethod,
selector=0x4,  arg0 0x0, arg1 0x0, arg2 0x0 arg3 0x0
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+ IOAudioStream[<ptr>]::removeClient(<ptr>)
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- IOAudioDevice[<ptr>]::scheduleIdleAudioSleep: idleSleepDelayTime =  
ffffffffffffffffffff  
- IOAudioDevice[<ptr>]::audioEngineStopped() - numRunningAudioEngines = 0  
- IOAudioEngine[<ptr>]::stopAudioEngine() returns 0x0  
+IOAudioEngine[<ptr>]::setState(0x0. oldState=0)  
IOConsoleUsers: time(0) 0->0, lin 1, llk 0,  
IOConsoleUsers: glOScreenLockState 1, hs 0, bs 0, now 0, sm 0x0  
IOConsoleUsers: time(0) 0->0, lin 1, llk 0,  
IOConsoleUsers: glOScreenLockState 1, hs 0, bs 0, now 0, sm 0x0  
AppleKeyStore: operation failed (pid: 123 sel: 75 ret: e00002ce '-536870194', -1,  
100000)  
IOConsoleUsers: time(0) 0->0, lin 1, llk 0,  
IOConsoleUsers: glOScreenLockState 1, hs 0, bs 0, now 0, sm 0x0  
IOConsoleUsers: time(0) 0->0, lin 1, llk 0,  
IOConsoleUsers: glOScreenLockState 1, hs 0, bs 0, now 0, sm 0x0