log.txt for X-Plane 10.35r1 (64-bit build 103503) compiled on Mar 1 2015 12:44:30

X-Plane started on Mon Mar 23 11:53:50 2015

This log file is generated automatically by Laminar Research applications and contains diagnostics about your graphics hardware, installation, and any error conditions.

If you need to contact tech support or file a bug, please send us this file. NOTE: this file is rewritten every time you start ANY of your X-System applications.

Windows 6.2 (build 9200/2)

This is a 64-bit version of Windows.

CPU type: 8664

Physical Memory (total for computer): 17118732288

Maximum Virtual Memory (for X-Plane only): 140737488224256

CPU 0: Intel(R) Core(TM) i7-4790K CPU @ 4.00GHz Speed (mhz): 4000

CPU 0: Intel(R) Core(TM) i7-4790K CPU @ 4.00GHz Speed (mhz): 4000

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X-System folder:'D:\X-Plane 10/', case sensitive=0

WGL\_ARB\_buffer\_region WGL\_ARB\_create\_context WGL\_ARB\_create\_context\_profile WGL\_ARB\_create\_context\_robustness WGL\_ARB\_context\_flush\_control WGL\_ARB\_extensions\_string WGL\_ARB\_make\_current\_read WGL\_ARB\_multisample WGL\_ARB\_pbuffer WGL\_ARB\_pixel\_format WGL\_ARB\_pixel\_format\_float WGL\_ARB\_render\_texture WGL\_ATI\_pixel\_format\_float WGL\_EXT\_create\_context\_es\_profile WGL\_EXT\_create\_context\_es2\_profile WGL\_EXT\_extensions\_string WGL\_EXT\_framebuffer\_sRGB WGL\_EXT\_pixel\_format\_packed\_float WGL\_EXT\_swap\_control WGL\_EXT\_swap\_control\_tear WGL\_NVX\_DX\_interop WGL\_NV\_DX\_interop WGL\_NV\_DX\_interop2 WGL\_NV\_copy\_image WGL\_NV\_delay\_before\_swap WGL\_NV\_float\_buffer WGL\_NV\_multisample\_coverage WGL\_NV\_render\_depth\_texture WGL\_NV\_render\_texture\_rectangle

OpenGL Vendor : NVIDIA Corporation

OpenGL Render : GeForce GTX 970/PCIe/SSE2

OpenGL Version : 4.5.0 NVIDIA 347.88 (450/0)

OpenGL Extensions: GL\_AMD\_multi\_draw\_indirect GL\_AMD\_seamless\_cubemap\_per\_texture GL\_AMD\_vertex\_shader\_viewport\_index GL\_AMD\_vertex\_shader\_layer GL\_ARB\_arrays\_of\_arrays GL\_ARB\_base\_instance GL\_ARB\_bindless\_texture GL\_ARB\_blend\_func\_extended GL\_ARB\_buffer\_storage GL\_ARB\_clear\_buffer\_object GL\_ARB\_clear\_texture GL\_ARB\_clip\_control GL\_ARB\_color\_buffer\_float GL\_ARB\_compatibility GL\_ARB\_compressed\_texture\_pixel\_storage GL\_ARB\_conservative\_depth GL\_ARB\_compute\_shader GL\_ARB\_compute\_variable\_group\_size GL\_ARB\_conditional\_render\_inverted GL\_ARB\_copy\_buffer GL\_ARB\_copy\_image GL\_ARB\_cull\_distance GL\_ARB\_debug\_output GL\_ARB\_depth\_buffer\_float GL\_ARB\_depth\_clamp GL\_ARB\_depth\_texture GL\_ARB\_derivative\_control GL\_ARB\_direct\_state\_access GL\_ARB\_draw\_buffers GL\_ARB\_draw\_buffers\_blend GL\_ARB\_draw\_indirect GL\_ARB\_draw\_elements\_base\_vertex GL\_ARB\_draw\_instanced GL\_ARB\_enhanced\_layouts GL\_ARB\_ES2\_compatibility GL\_ARB\_ES3\_compatibility GL\_ARB\_ES3\_1\_compatibility GL\_ARB\_explicit\_attrib\_location GL\_ARB\_explicit\_uniform\_location GL\_ARB\_fragment\_coord\_conventions GL\_ARB\_fragment\_layer\_viewport GL\_ARB\_fragment\_program GL\_ARB\_fragment\_program\_shadow GL\_ARB\_fragment\_shader GL\_ARB\_framebuffer\_no\_attachments GL\_ARB\_framebuffer\_object GL\_ARB\_framebuffer\_sRGB GL\_ARB\_geometry\_shader4 GL\_ARB\_get\_program\_binary GL\_ARB\_get\_texture\_sub\_image GL\_ARB\_gpu\_shader5 GL\_ARB\_gpu\_shader\_fp64 GL\_ARB\_half\_float\_pixel GL\_ARB\_half\_float\_vertex GL\_ARB\_imaging GL\_ARB\_indirect\_parameters GL\_ARB\_instanced\_arrays GL\_ARB\_internalformat\_query GL\_ARB\_internalformat\_query2 GL\_NV\_internalformat\_sample\_query GL\_ARB\_invalidate\_subdata GL\_ARB\_map\_buffer\_alignment GL\_ARB\_map\_buffer\_range GL\_ARB\_multi\_bind GL\_ARB\_multi\_draw\_indirect GL\_ARB\_multisample GL\_ARB\_multitexture GL\_ARB\_occlusion\_query GL\_ARB\_occlusion\_query2 GL\_ARB\_pipeline\_statistics\_query GL\_ARB\_pixel\_buffer\_object GL\_ARB\_point\_parameters GL\_ARB\_point\_sprite GL\_ARB\_program\_interface\_query GL\_ARB\_provoking\_vertex GL\_ARB\_robust\_buffer\_access\_behavior GL\_ARB\_robustness GL\_ARB\_sample\_shading GL\_ARB\_sampler\_objects GL\_ARB\_seamless\_cube\_map GL\_ARB\_seamless\_cubemap\_per\_texture GL\_ARB\_separate\_shader\_objects GL\_ARB\_shader\_atomic\_counters GL\_ARB\_shader\_bit\_encoding GL\_ARB\_shader\_draw\_parameters GL\_ARB\_shader\_group\_vote GL\_ARB\_shader\_image\_load\_store GL\_ARB\_shader\_image\_size GL\_ARB\_shader\_objects GL\_ARB\_shader\_precision GL\_ARB\_query\_buffer\_object GL\_ARB\_shader\_storage\_buffer\_object GL\_ARB\_shader\_subroutine GL\_ARB\_shader\_texture\_image\_samples GL\_ARB\_shader\_texture\_lod GL\_ARB\_shading\_language\_100 GL\_ARB\_shading\_language\_420pack GL\_ARB\_shading\_language\_include GL\_ARB\_shading\_language\_packing GL\_ARB\_shadow GL\_ARB\_sparse\_buffer GL\_ARB\_sparse\_texture GL\_ARB\_stencil\_texturing GL\_ARB\_sync GL\_ARB\_tessellation\_shader GL\_ARB\_texture\_barrier GL\_ARB\_texture\_border\_clamp GL\_ARB\_texture\_buffer\_object GL\_ARB\_texture\_buffer\_object\_rgb32 GL\_ARB\_texture\_buffer\_range GL\_ARB\_texture\_compression GL\_ARB\_texture\_compression\_bptc GL\_ARB\_texture\_compression\_rgtc GL\_ARB\_texture\_cube\_map GL\_ARB\_texture\_cube\_map\_array GL\_ARB\_texture\_env\_add GL\_ARB\_texture\_env\_combine GL\_ARB\_texture\_env\_crossbar GL\_ARB\_texture\_env\_dot3 GL\_ARB\_texture\_float GL\_ARB\_texture\_gather GL\_ARB\_texture\_mirror\_clamp\_to\_edge GL\_ARB\_texture\_mirrored\_repeat GL\_ARB\_texture\_multisample GL\_ARB\_texture\_non\_power\_of\_two GL\_ARB\_texture\_query\_levels GL\_ARB\_texture\_query\_lod GL\_ARB\_texture\_rectangle GL\_ARB\_texture\_rg GL\_ARB\_texture\_rgb10\_a2ui GL\_ARB\_texture\_stencil8 GL\_ARB\_texture\_storage GL\_ARB\_texture\_storage\_multisample GL\_ARB\_texture\_swizzle GL\_ARB\_texture\_view GL\_ARB\_timer\_query GL\_ARB\_transform\_feedback2 GL\_ARB\_transform\_feedback3 GL\_ARB\_transform\_feedback\_instanced GL\_ARB\_transform\_feedback\_overflow\_query GL\_ARB\_transpose\_matrix GL\_ARB\_uniform\_buffer\_object GL\_ARB\_vertex\_array\_bgra GL\_ARB\_vertex\_array\_object GL\_ARB\_vertex\_attrib\_64bit GL\_ARB\_vertex\_attrib\_binding GL\_ARB\_vertex\_buffer\_object GL\_ARB\_vertex\_program GL\_ARB\_vertex\_shader GL\_ARB\_vertex\_type\_10f\_11f\_11f\_rev GL\_ARB\_vertex\_type\_2\_10\_10\_10\_rev GL\_ARB\_viewport\_array GL\_ARB\_window\_pos GL\_ATI\_draw\_buffers GL\_ATI\_texture\_float GL\_ATI\_texture\_mirror\_once GL\_S3\_s3tc GL\_EXT\_texture\_env\_add GL\_EXT\_abgr GL\_EXT\_bgra GL\_EXT\_bindable\_uniform GL\_EXT\_blend\_color GL\_EXT\_blend\_equation\_separate GL\_EXT\_blend\_func\_separate GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract GL\_EXT\_compiled\_vertex\_array GL\_EXT\_Cg\_shader GL\_EXT\_depth\_bounds\_test GL\_EXT\_direct\_state\_access GL\_EXT\_draw\_buffers2 GL\_EXT\_draw\_instanced GL\_EXT\_draw\_range\_elements GL\_EXT\_fog\_coord GL\_EXT\_framebuffer\_blit GL\_EXT\_framebuffer\_multisample GL\_EXTX\_framebuffer\_mixed\_formats GL\_EXT\_framebuffer\_multisample\_blit\_scaled GL\_EXT\_framebuffer\_object GL\_EXT\_framebuffer\_sRGB GL\_EXT\_geometry\_shader4 GL\_EXT\_gpu\_program\_parameters GL\_EXT\_gpu\_shader4 GL\_EXT\_multi\_draw\_arrays GL\_EXT\_packed\_depth\_stencil GL\_EXT\_packed\_float GL\_EXT\_packed\_pixels GL\_EXT\_pixel\_buffer\_object GL\_EXT\_point\_parameters GL\_EXT\_polygon\_offset\_clamp GL\_EXT\_post\_depth\_coverage GL\_EXT\_provoking\_vertex GL\_EXT\_raster\_multisample GL\_EXT\_rescale\_normal GL\_EXT\_secondary\_color GL\_EXT\_separate\_shader\_objects GL\_EXT\_separate\_specular\_color GL\_EXT\_shader\_image\_load\_formatted GL\_EXT\_shader\_image\_load\_store GL\_EXT\_shader\_integer\_mix GL\_EXT\_shadow\_funcs GL\_EXT\_sparse\_texture2 GL\_EXT\_stencil\_two\_side GL\_EXT\_stencil\_wrap GL\_EXT\_texture3D GL\_EXT\_texture\_array GL\_EXT\_texture\_buffer\_object GL\_EXT\_texture\_compression\_dxt1 GL\_EXT\_texture\_compression\_latc GL\_EXT\_texture\_compression\_rgtc GL\_EXT\_texture\_compression\_s3tc GL\_EXT\_texture\_cube\_map GL\_EXT\_texture\_edge\_clamp GL\_EXT\_texture\_env\_combine GL\_EXT\_texture\_env\_dot3 GL\_EXT\_texture\_filter\_anisotropic GL\_EXT\_texture\_filter\_minmax GL\_EXT\_texture\_integer GL\_EXT\_texture\_lod GL\_EXT\_texture\_lod\_bias GL\_EXT\_texture\_mirror\_clamp GL\_EXT\_texture\_object GL\_EXT\_texture\_shared\_exponent GL\_EXT\_texture\_sRGB GL\_EXT\_texture\_sRGB\_decode GL\_EXT\_texture\_storage GL\_EXT\_texture\_swizzle GL\_EXT\_timer\_query GL\_EXT\_transform\_feedback2 GL\_EXT\_vertex\_array GL\_EXT\_vertex\_array\_bgra GL\_EXT\_vertex\_attrib\_64bit GL\_EXT\_import\_sync\_object GL\_IBM\_rasterpos\_clip GL\_IBM\_texture\_mirrored\_repeat GL\_KHR\_context\_flush\_control GL\_KHR\_debug GL\_KHR\_robust\_buffer\_access\_behavior GL\_KHR\_robustness GL\_KTX\_buffer\_region GL\_NV\_bindless\_multi\_draw\_indirect GL\_NV\_bindless\_multi\_draw\_indirect\_count GL\_NV\_bindless\_texture GL\_NV\_blend\_equation\_advanced GL\_NV\_blend\_equation\_advanced\_coherent GL\_NV\_blend\_square GL\_NV\_command\_list GL\_NV\_compute\_program5 GL\_NV\_conditional\_render GL\_NV\_conservative\_raster GL\_NV\_copy\_depth\_to\_color GL\_NV\_copy\_image GL\_NV\_depth\_buffer\_float GL\_NV\_depth\_clamp GL\_NV\_draw\_texture GL\_NV\_ES1\_1\_compatibility GL\_NV\_ES3\_1\_compatibility GL\_NV\_explicit\_multisample GL\_NV\_fence GL\_NV\_fill\_rectangle GL\_NV\_float\_buffer GL\_NV\_fog\_distance GL\_NV\_fragment\_coverage\_to\_color GL\_NV\_fragment\_program GL\_NV\_fragment\_program\_option GL\_NV\_fragment\_program2 GL\_NV\_fragment\_shader\_interlock GL\_NV\_framebuffer\_mixed\_samples GL\_NV\_framebuffer\_multisample\_coverage GL\_NV\_geometry\_shader4 GL\_NV\_geometry\_shader\_passthrough GL\_NV\_gpu\_program4 GL\_NV\_gpu\_program4\_1 GL\_NV\_gpu\_program5 GL\_NV\_gpu\_program5\_mem\_extended GL\_NV\_gpu\_program\_fp64 GL\_NV\_gpu\_shader5 GL\_NV\_half\_float GL\_NV\_light\_max\_exponent GL\_NV\_multisample\_coverage GL\_NV\_multisample\_filter\_hint GL\_NV\_occlusion\_query GL\_NV\_packed\_depth\_stencil GL\_NV\_parameter\_buffer\_object GL\_NV\_parameter\_buffer\_object2 GL\_NV\_path\_rendering GL\_NV\_path\_rendering\_shared\_edge GL\_NV\_pixel\_data\_range GL\_NV\_point\_sprite GL\_NV\_primitive\_restart GL\_NV\_register\_combiners GL\_NV\_register\_combiners2 GL\_NV\_sample\_locations GL\_NV\_sample\_mask\_override\_coverage GL\_NV\_shader\_atomic\_counters GL\_NV\_shader\_atomic\_float GL\_NV\_shader\_atomic\_fp16\_vector GL\_NV\_shader\_atomic\_int64 GL\_NV\_shader\_buffer\_load GL\_NV\_shader\_storage\_buffer\_object GL\_NV\_texgen\_reflection GL\_NV\_texture\_barrier GL\_NV\_texture\_compression\_vtc GL\_NV\_texture\_env\_combine4 GL\_NV\_texture\_multisample GL\_NV\_texture\_rectangle GL\_NV\_texture\_shader GL\_NV\_texture\_shader2 GL\_NV\_texture\_shader3 GL\_NV\_transform\_feedback GL\_NV\_transform\_feedback2 GL\_NV\_uniform\_buffer\_unified\_memory GL\_NV\_vertex\_array\_range GL\_NV\_vertex\_array\_range2 GL\_NV\_vertex\_attrib\_integer\_64bit GL\_NV\_vertex\_buffer\_unified\_memory GL\_NV\_vertex\_program GL\_NV\_vertex\_program1\_1 GL\_NV\_vertex\_program2 GL\_NV\_vertex\_program2\_option GL\_NV\_vertex\_program3 GL\_NV\_viewport\_array2 GL\_NVX\_conditional\_render GL\_NVX\_gpu\_memory\_info GL\_NVX\_nvenc\_interop GL\_NV\_shader\_thread\_group GL\_NV\_shader\_thread\_shuffle GL\_KHR\_blend\_equation\_advanced GL\_KHR\_blend\_equation\_advanced\_coherent GL\_SGIS\_generate\_mipmap GL\_SGIS\_texture\_lod GL\_SGIX\_depth\_texture GL\_SGIX\_shadow GL\_SUN\_slice\_accum GL\_WIN\_swap\_hint WGL\_EXT\_swap\_control

threaded\_avail : 1 dis\_fog\_avail : 1 instance\_avail : 1 pbo\_avail : 1

aniso\_avail : 1 gshader\_avail : 1 buniform\_avail : 1 shad\_lod\_avail : 1

gpu\_shad4\_avail : 1 framebuf\_avail : 1 frameblit\_avail : 1 drawbuf2\_avail : 1

tex\_float\_avail : 1 packed\_stencil : 1 texture\_rg : 1 framebuffer\_srgb : 1

copy\_buf\_avail : 1 pinned\_avail : 0 timer\_avail : 1 sync/fence : 1

max tex units : 32 (32/8)

max iso filtering: 16.000000

max texture size : 16384 (hardware limit)

max point size : 189.875000

idx in vram : 1

GLSL Version :4.50 NVIDIA/450

first-gen shaders: 0

(16/4096/124/192/32/2048/2048)

This video card is: DX10 or 11 - With instancing

CPU count : 8

OpenAL loaded: Resources/dlls/64/openal32.dll

OpenAL devices: OpenAL Soft

Open AL default device:OpenAL Soft

OpenAL vendor : OpenAL Community

OpenAL renderer : OpenAL Soft

OpenAL version : 1.1

OpenAL hardware : OpenAL Soft

OpenAL extensions: ALC\_ENUMERATE\_ALL\_EXT ALC\_ENUMERATION\_EXT ALC\_EXT\_CAPTURE ALC\_EXT\_DEDICATED ALC\_EXT\_disconnect ALC\_EXT\_EFX ALC\_EXT\_thread\_local\_context ALC\_SOFT\_loopback AL\_EXT\_ALAW AL\_EXT\_DOUBLE AL\_EXT\_EXPONENT\_DISTANCE AL\_EXT\_FLOAT32 AL\_EXT\_IMA4 AL\_EXT\_LINEAR\_DISTANCE AL\_EXT\_MCFORMATS AL\_EXT\_MULAW AL\_EXT\_MULAW\_MCFORMATS AL\_EXT\_OFFSET AL\_EXT\_source\_distance\_model AL\_LOKI\_quadriphonic AL\_SOFT\_buffer\_samples AL\_SOFT\_buffer\_sub\_data AL\_SOFTX\_deferred\_updates AL\_SOFT\_direct\_channels AL\_SOFT\_loop\_points

Fetching plugins for D:\X-Plane 10/Resources/plugins

Loaded: D:\X-Plane 10/Resources/plugins/PluginAdmin/64/win.xpl (xpsdk.examples.pluginadmin).

Loaded: D:\X-Plane 10/Resources/plugins/PilotEdge/64/win.xpl (com.pilotedge.plugin.xplane).

PythonInterfaceVersionNumber = 2.73.06

Loaded: D:\X-Plane 10/Resources/plugins/PythonInterface/64/win.xpl (sandybarbour.projects.pythoninterface).

X-Camera: License file D:\X-Plane 10\Resources\plugins\X-Camera\license.txt not found, X-Camera will run in limited mode

Loaded: D:\X-Plane 10/Resources/plugins/X-Camera/64/win.xpl (SRS/X-Camera).

Loaded: D:\X-Plane 10/Resources/plugins/xgs/64/win.xpl (babichev.landspeed).

Initializing off screen memory.

Initializing off screen memory complete.

I found the following scenery packages (prioritized in this order):

 0 Custom Scenery/P20 (PE\_PG)/

 1 Custom Scenery/1L8 and UT47 (DaddyO)/

 2 Custom Scenery/1Z1 (DaddyO)/

 3 Custom Scenery/67L Mesquite (DaddyO)/

 4 Custom Scenery/C83 (DaddyO)/

 5 Custom Scenery/CN37 (DaddyO)/

 6 Custom Scenery/E45 and Q66 (DaddyO)/

 7 Custom Scenery/Edwards AFB (DaddyO)/

 8 Custom Scenery/KBIH (DaddyO)/

 9 Custom Scenery/KCCR (DaddyO)/

 10 Custom Scenery/KCIC (DaddyO)/

 11 Custom Scenery/KCMA (DaddyO)/

 12 Custom Scenery/KCNO (DaddyO)/

 13 Custom Scenery/KHND (DaddyO)/

 14 Custom Scenery/KLGB (DaddyO)/

 15 Custom Scenery/KMAE (DaddyO)/

 16 Custom Scenery/KMER (DaddyO)/

 17 Custom Scenery/KMHR (DaddyO)/

 18 Custom Scenery/KMHV (DaddyO)/

 19 Custom Scenery/KMOD (DaddyO)/

 20 Custom Scenery/KMYF (DaddyO)/

 21 Custom Scenery/KSAC (DaddyO)/

 22 Custom Scenery/KSCK (DaddyO)/

 23 Custom Scenery/KSEE (DaddyO)/

 24 Custom Scenery/KSTS (DaddyO)/

 25 Custom Scenery/KWJF (DaddyO)/

 26 Custom Scenery/L05 (DaddyO)/

 27 Custom Scenery/L70 (DaddyO)/

 28 Custom Scenery/L92 (DaddyO)/

 29 Custom Scenery/O24 (DaddyO)/

 30 Custom Scenery/KSBP - San Luis Obispo (DaddyO)/

 31 Custom Scenery/KLAS (karingka)/

 32 Custom Scenery/KRNM Ramona (andyw248)/

 33 Custom Scenery/KLAX - Los Angeles Orthophotos (MisterX6)/

 34 Custom Scenery/11CL - Hansen Airport (PE Chris)/

 35 Custom Scenery/6CA5 - Valley Vista (PE Chris)/

 36 Custom Scenery/7CA1 - Abraham Ranch (PE Chris)/

 37 Custom Scenery/CA76 - Flying T Ranch (PE Chris)/

 38 Custom Scenery/CA89 - Skylark (PE Chris)/

 39 Custom Scenery/KSMX - Santa Maria - Hancock Field (PE DaddyO)/

 40 Custom Scenery/0CA6 - Emory Ranch (PE Chris)/

 41 Custom Scenery/1CA6 - On The Rocks (PE Chris)/

 42 Custom Scenery/2CA2 - Cones Field (PE Chris)/

 43 Custom Scenery/46CN - Crystal Airport (PE Chris)/

 44 Custom Scenery/8CA0 - Osborne (PE Chris)/

 45 Custom Scenery/8CL1 - Wohlford (PE Chris)/

 46 Custom Scenery/CA75 - Reider Ranch (PE Chris)/

 47 Custom Scenery/L18-Fallbrook (PE Chris)/

 48 Custom Scenery/KLAX - Los Angeles International (MisterX6)/

 49 Custom Scenery/F70 - French Valley (PE)/

 50 Custom Scenery/CL46 Quail Lake Sky Park (PE)/

 51 Custom Scenery/KIZA Santa Ynez Airport (PE)/

 52 Custom Scenery/KPOC Brackett Field (PE)/

 53 Custom Scenery/KWHP Los Angeles Whiteman Airport (PE)/

 54 Custom Scenery/KCRQ - McClellan-Palomar V2 (PE)/

 55 Custom Scenery/KHHR Hawthorne Municipal Airport2 (PE)/

 56 Custom Scenery/KSMO-Santa Monica (kris28)/

 57 Custom Scenery/KSBA\_Sanata\_Barbara\_v1.0 (danielsjam)/

 58 Custom Scenery/KVNY-Van Nuys with ortho (kris28)/

 59 Custom Scenery/0CA5 - Hoffman (PE Chris)/

 60 Custom Scenery/25CA - Lorna Madera (PE Chris)/

 61 Custom Scenery/2CA4 - Blackington (PE Chris)/

 62 Custom Scenery/46CA - Rancho Vallecito (PE Chris)/

 63 Custom Scenery/CA84 - Torrey Pines (PE Chris)/

 64 Custom Scenery/CL33 - Pauma Valley (PE Chris)/

 65 Custom Scenery/KFUL Fullerton Municipal (PE)/

 66 Custom Scenery/KSNA - John Wayne International Airport (PE)/

 67 Custom Scenery/Aerosoft - EBBR Brussels/

 68 Custom Scenery/Aerosoft - EDDF Frankfurt/

 69 Custom Scenery/Aerosoft - EDDM Munich/

 70 Custom Scenery/Aerosoft - EDDT Berlin Tegel/

 71 Custom Scenery/Aerosoft - EDLP Paderborn-Lippstadt/

 72 Custom Scenery/Aerosoft - EGBB Birmingham/

 73 Custom Scenery/Aerosoft - EGKK London-Gatwick/

 74 Custom Scenery/Aerosoft - EGLL Heathrow/

 75 Custom Scenery/Aerosoft - EGPF Glasgow/

 76 Custom Scenery/Aerosoft - EGSS London-Stansted/

 77 Custom Scenery/Aerosoft - EIDW Dublin/

 78 Custom Scenery/Aerosoft - LEBL Barcelona/

 79 Custom Scenery/Aerosoft - LEMD Madrid/

 80 Custom Scenery/Aerosoft - LFMN Nice Cote d Azur X/

 81 Custom Scenery/Aerosoft - LFPG Paris CDG/

 82 Custom Scenery/Aerosoft - LFPO Paris Orly/

 83 Custom Scenery/Aerosoft - LPFR Faro/

 84 Custom Scenery/Aerosoft - LSGG Genf/

 85 Custom Scenery/Global Airports/

 86 Custom Scenery/KSEA Demo Area/

 87 Custom Scenery/KSEA Demo Terrain/

 88 Custom Scenery/LOWI Demo Area/

 89 Custom Scenery/zzz\_Treelines\_Farms\_Europe\_v2/

 90 Custom Scenery/zzz\_Treelines\_Farms\_North\_America\_v2/

 91 Custom Scenery/zzz\_treelines\_japan\_v2/

 92 Custom Scenery/zzz\_hd\_global\_scenery3/

 93 Custom Scenery/OpenSceneryX/

 94 Custom Scenery/ruscenery/

 95 Global Scenery/Bug Fixes/

 96 Global Scenery/Extra Islands/

 97 Global Scenery/Recuts 1030/

 98 Global Scenery/X-Plane 10 Global Scenery/

 99 Resources/default scenery/1000 autogen/

100 Resources/default scenery/1000 decals/

101 Resources/default scenery/1000 forests/

102 Resources/default scenery/1000 roads/

103 Resources/default scenery/1000 urban terrain/

104 Resources/default scenery/1000 world terrain/

105 Resources/default scenery/700 roads/

106 Resources/default scenery/900 beaches/

107 Resources/default scenery/900 europe objects/

108 Resources/default scenery/900 forests/

109 Resources/default scenery/900 roads/

110 Resources/default scenery/900 us objects/

111 Resources/default scenery/900 world object placeholders/

112 Resources/default scenery/airport decals/

113 Resources/default scenery/airport scenery/

114 Resources/default scenery/default apt dat/

115 Resources/default scenery/default atc/

116 Resources/default scenery/sim objects/

0:00:00.000 D/HID: HID Bridge Running

Fetching plugins for Custom Scenery/KLAX - Los Angeles International (MisterX6)/plugins

Loaded: Custom Scenery/KLAX - Los Angeles International (MisterX6)/plugins/GroundTraffic/64/win.xpl (Marginal.GroundTraffic.KLAX - Los Angeles International (MisterX6)).

Syntax error - unknown glyph d

Syntax error - unknown glyph a

Syntax error - unknown glyph m

Syntax error - unknown glyph '

Syntax error - unknown glyph s

 (in sign 'Adam's' from airport 8TX3:Custom Scenery/Edwards AFB (DaddyO)/Earth nav data/apt.dat)

Syntax error - unknown glyph at @y}{^l}E{^r}

Syntax error - unknown glyph at {^l}E{^r}

Syntax error - unknown glyph at E{^r}

Parse error: no closing brace.

 (in sign '{@y}{^l}E{^r}' from airport KCIC:Custom Scenery/KCIC (DaddyO)/Earth nav data/apt.dat)

Could not find tile 50 name is ^r

Could not find tile 48 name is close-frame

 (in sign '{@L}E{^r}' from airport KCIC:Custom Scenery/KCIC (DaddyO)/Earth nav data/apt.dat)

Syntax error - unknown glyph at @r}13L-31R

Syntax error - missing closing brace.

 (in sign '{@L}E{@r}13L-31R' from airport KCIC:Custom Scenery/KCIC (DaddyO)/Earth nav data/apt.dat)

Syntax error - unknown glyph at @y}GATE\_1

Syntax error - missing closing brace.

 (in sign '{@y}GATE\_1' from airport KLGB:Custom Scenery/KLGB (DaddyO)/Earth nav data/apt.dat)

Syntax error - unknown glyph at @y}PACIFIC\_COAST\_AIR\_MUSEUM{^r}

Syntax error - unknown glyph at PACIFIC\_COAST\_AIR\_MUSEUM{^r}

Parse error: no closing brace.

 (in sign '{@y}PACIFIC\_COAST\_AIR\_MUSEUM{^r}' from airport KSTS:Custom Scenery/KSTS (DaddyO)/Earth nav data/apt.dat)

ATC audio initialized.

0:00:00.000 I/REN: Setting |draw view indicator read from prefs as 0.

0:00:00.000 I/REN: Setting |dim under high G-load or hypoxia read from prefs as 1.

0:00:00.000 I/REN: Setting |draw hi-res planet textures from orbit read from prefs as 0.

0:00:00.000 I/REN: Setting |draw forest fires and balloons read from prefs as 1.

0:00:00.000 I/REN: Setting |draw birds and deer in nice weather read from prefs as 1.

0:00:00.000 I/REN: Setting |draw aircraft carriers and frigates read from prefs as 1.

0:00:00.000 I/REN: Setting |draw Aurora Borealis read from prefs as 0.

0:00:00.000 I/REN: Setting |number of trees read from prefs as 5.

0:00:00.000 I/REN: Setting |number of objects read from prefs as 6.

0:00:00.000 I/REN: Setting |number of roads read from prefs as 2.

0:00:00.000 I/REN: Setting |number of cars read from prefs as 1.

0:00:00.000 I/REN: Setting |world detail distance read from prefs as 3.

0:00:00.000 I/REN: Setting |airport detail read from prefs as 3.

0:00:00.000 I/REN: Setting |water reflection detail read from prefs as 3.

0:00:00.000 I/REN: Setting compress textures to save VRAM read from prefs as 1.

0:00:00.000 I/REN: Setting |runways follow terrain contours read from prefs as 0.

0:00:00.000 I/REN: Setting |draw volumetric fog read from prefs as 1.

0:00:00.000 I/REN: Setting |draw per pixel lighting read from prefs as 1.

0:00:00.000 I/REN: Setting |HDR rendering read from prefs as 1.

0:00:00.000 I/REN: Setting |shadow detail read from prefs as 3.

0:00:00.000 I/REN: Setting |atmospheric scattering read from prefs as 1.

0:00:00.000 I/REN: Setting |HDR anti-aliasing read from prefs as 3.

0:00:00.000 I/REN: Setting |3-D bump-maps read from prefs as 1.

0:00:00.000 I/REN: Setting |gritty detail textures read from prefs as 1.

0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

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0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

0:00:00.000 E/APT: Found a bad-location ramp start: 8TX3

0:00:00.000 I/NET: Ethernet 192.168.1.119

0:00:00.000 I/NET: Teredo Tunneling Pseudo-Interface 2001:0:9d38:6abd:30ab:32ed:3f57:fe88

0:00:00.000 W/ATC: Found overlapping airports with overlapping controller freqs at 9L2 and KEDW!

0:00:00.000 W/ATC: Rewrote 9L2 atc\_ControllerRole\_Twr's freq: 12070 to 11800 for being in conflict!

0:00:00.000 D/State: Received: 0:0

0:00:00.000 D/HID: Hardware ADDED(06a3, 0764) - Saitek Pro Flight Combat Rudder Pedals at path \\?\hid#vid\_06a3&pid\_0764#7&2cfd41f6&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: Saitek Pro Flight Combat Rudder Pedals - VID:1699PID:1892, this is a familiar device.

0:00:00.000 D/HID: AXIS Added Index: 0 (0001, 0031) for handle: 0x84241910. Min/Max 0 - 127

0:00:00.000 D/HID: AXIS Added Index: 1 (0001, 0030) for handle: 0x84241910. Min/Max 0 - 127

0:00:00.000 D/HID: AXIS Added Index: 2 (0001, 0035) for handle: 0x84241910. Min/Max 0 - 1023

0:00:00.000 D/HID: END HARDWARE

0:00:00.000 D/HID: Hardware ADDED(068e, 0057) - CH ECLIPSE YOKE at path \\?\hid#vid\_068e&pid\_0057#8&1325899&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: CH ECLIPSE YOKE - VID:1678PID:87, this is a familiar device.

0:00:00.000 D/HID: BUTTON Added Index: 0 (0009, 0001) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 1 (0009, 0002) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 2 (0009, 0003) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 3 (0009, 0004) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 4 (0009, 0005) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 5 (0009, 0006) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 6 (0009, 0007) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 7 (0009, 0008) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 8 (0009, 0009) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 9 (0009, 000a) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 10 (0009, 000b) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 11 (0009, 000c) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 12 (0009, 000d) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 13 (0009, 000e) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 14 (0009, 000f) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 15 (0009, 0010) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 16 (0009, 0011) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 17 (0009, 0012) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 18 (0009, 0013) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 19 (0009, 0014) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 20 (0009, 0015) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 21 (0009, 0016) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 22 (0009, 0017) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 23 (0009, 0018) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 24 (0009, 0019) for handle: 0x8423f290

0:00:00.000 D/HID: BUTTON Added Index: 25 (0009, 001a) for handle: 0x8423f290

0:00:00.000 D/HID: AXIS Added Index: 0 (0001, 0035) for handle: 0x8423f290. Min/Max 0 - 1023

0:00:00.000 D/HID: AXIS Added Index: 1 (0001, 0034) for handle: 0x8423f290. Min/Max 0 - 1023

0:00:00.000 D/HID: AXIS Added Index: 2 (0001, 0033) for handle: 0x8423f290. Min/Max 0 - 1023

0:00:00.000 D/HID: AXIS Added Index: 3 (0001, 0032) for handle: 0x8423f290. Min/Max 0 - 1023

0:00:00.000 D/HID: AXIS Added Index: 4 (0001, 0031) for handle: 0x8423f290. Min/Max 0 - 1023

0:00:00.000 D/HID: AXIS Added Index: 5 (0001, 0030) for handle: 0x8423f290. Min/Max 0 - 1023

0:00:00.000 D/HID: HATSWITCH Added Index: 0 (0001, 0039) for handle: 0x8423f290. It has 8 positions.

0:00:00.000 D/HID: END HARDWARE

0:00:00.000 D/HID: Hardware ADDED(06a3, 0c2d) - Saitek Pro Flight Quadrant at path \\?\hid#vid\_06a3&pid\_0c2d#8&e3a6a51&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: Saitek Pro Flight Quadrant - VID:1699PID:3117, this is a familiar device.

0:00:00.000 D/HID: BUTTON Added Index: 0 (0009, 0001) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 1 (0009, 0002) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 2 (0009, 0003) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 3 (0009, 0004) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 4 (0009, 0005) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 5 (0009, 0006) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 6 (0009, 0007) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 7 (0009, 0008) for handle: 0x8423f7d0

0:00:00.000 D/HID: BUTTON Added Index: 8 (0009, 0009) for handle: 0x8423f7d0

0:00:00.000 D/HID: AXIS Added Index: 0 (0001, 0032) for handle: 0x8423f7d0. Min/Max 0 - 255

0:00:00.000 D/HID: AXIS Added Index: 1 (0001, 0031) for handle: 0x8423f7d0. Min/Max 0 - 255

0:00:00.000 D/HID: AXIS Added Index: 2 (0001, 0030) for handle: 0x8423f7d0. Min/Max 0 - 255

0:00:00.000 D/HID: END HARDWARE

0:00:00.000 D/HID: Hardware ADDED(06a3, 0c2d) - Saitek Pro Flight Quadrant at path \\?\hid#vid\_06a3&pid\_0c2d#8&1d8662de&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: Saitek Pro Flight Quadrant - VID:1699PID:3117, this is a familiar device.

0:00:00.000 D/HID: BUTTON Added Index: 0 (0009, 0001) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 1 (0009, 0002) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 2 (0009, 0003) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 3 (0009, 0004) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 4 (0009, 0005) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 5 (0009, 0006) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 6 (0009, 0007) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 7 (0009, 0008) for handle: 0x84240170

0:00:00.000 D/HID: BUTTON Added Index: 8 (0009, 0009) for handle: 0x84240170

0:00:00.000 D/HID: AXIS Added Index: 0 (0001, 0032) for handle: 0x84240170. Min/Max 0 - 255

0:00:00.000 D/HID: AXIS Added Index: 1 (0001, 0031) for handle: 0x84240170. Min/Max 0 - 255

0:00:00.000 D/HID: AXIS Added Index: 2 (0001, 0030) for handle: 0x84240170. Min/Max 0 - 255

0:00:00.000 D/HID: END HARDWARE

0:00:13.852 I/ACF: Loading airplane number 0 with Aircraft/Add-On Aircraft/Carenado B200 King Air v3/Car\_B200\_King\_Air.acf

X-Camera: Attempting to initialize HeadShake

X-Camera: HeadShake not found

X-Camera: TrackIR interface -- initialize OK.

X-Camera: TrackIR Window handle registration was successful.

X-Camera: TrackIR cursor stopped

X-Camera: TrackIR data transmission started

Fetching plugins for D:\X-Plane 10/Aircraft/Add-On Aircraft/Carenado B200 King Air v3/plugins

Loaded: D:\X-Plane 10/Aircraft/Add-On Aircraft/Carenado B200 King Air v3/plugins/XPScrollWheel/64/win.xpl (thranda.window.scrollwheel).

SASL: Starting...

X-Plane scriptable avionics library plugin v2.0.1

Loaded: D:\X-Plane 10/Aircraft/Add-On Aircraft/Carenado B200 King Air v3/plugins/sasl/64/win.xpl (1-sim.sasl).

SASL: Path to panel: D:\X-Plane 10\Aircraft\Add-On Aircraft\Carenado B200 King Air v3\avionics.lua

SASL: Loading avionics...

SASL INFO: loading panel

SASL INFO: including Custom Avionics/DRFS/THDRFS.lua

SASL INFO: including Custom Avionics/DRFS/XPDRFS.lua

SASL INFO: including Custom Avionics/DRFS/XPCMNDS.lua

SASL INFO: including Custom Avionics/Fonts/Fonts.lua

SASL INFO: including AnnunLtsDRF.lua

SASL INFO: including ButtonsDRF.lua

SASL INFO: loading views

SASL INFO: loading textureLit

SASL INFO: loading switch

SASL INFO: loading clickable

SASL INFO: loading rotated\_tape

SASL INFO: loading rotary

SASL INFO: loading texture

SASL INFO: loading lever

SASL INFO: loading leverV

SASL INFO: loading button

SASL INFO: loading rectangle

SASL INFO: loading options

SASL INFO: loading AutopilotPed

SASL INFO: loading Autopilot

SASL INFO: loading needle

SASL INFO: loading knob

SASL INFO: loading draggable

SASL INFO: loading ap\_mode\_btn

SASL INFO: loading CMenu

SASL INFO: loading OMenu

SASL INFO: loading AMenu

SASL INFO: loading FlightDyn

SASL INFO: loading Reset

SASL INFO: loading StaticElements

SASL INFO: loading lights

SASL INFO: loading Animations

SASL INFO: loading Misc

SASL INFO: loading Buttons

SASL INFO: loading Electrical

SASL INFO: loading propDiscVFX

SASL INFO: loading Differential

SASL INFO: loading Lean

SASL INFO: loading DigitalFF

SASL INFO: loading Radios

SASL INFO: loading FuelSystem2

SASL INFO: loading iceandrain

SASL INFO: loading DoorsWindows

SASL INFO: loading AnnunLts

SASL INFO: loading sound

SASL INFO: loading soundEngines

SASL INFO: including soundInit.lua

SASL INFO: loading time\_logic

SASL INFO: loading Pilots

SASL INFO: loading SunVisors

SASL INFO: loading Avidyne

SASL INFO: loading rectangle2

SASL INFO: loading HSI

SASL INFO: loading PanelLogic

SASL INFO: loading Scroll

SASL INFO: loading Miniknob

SASL INFO: loading switchUp

SASL INFO: loading switchDn

SASL INFO: loading switchBtn

SASL INFO: loading switchLl

SASL INFO: loading switchRl

SASL INFO: loading switchLs

SASL INFO: loading switchRs

SASL INFO: Avionics loaded

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/KHND (DaddyO)/opensceneryx/objects/furniture/lights/flood.obj'

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/KHND (DaddyO)/custom objects/opensceneryx/objects/furniture/lights/flood.obj'

0:00:13.852 I/FLT: Init p0 type:loc\_ram apt:KHND rwy:17L

0:00:13.852 I/SCN: DSF load time: 17231 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+35-117.dsf (0 tris)

0:00:13.852 I/SCN: DSF load time: 3782888 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+35-117.dsf (1004818 tris)

0:00:37.521 E/SYS: +-------------------------------------------------------------------------------

0:00:37.521 E/SYS: | Error loading the scenery package:

0:00:37.521 E/SYS: | Custom Scenery/KHND (DaddyO)/

0:00:37.521 E/SYS: | The scenery may not look correct.

0:00:37.521 E/SYS: | Please see the log.txt file for detailed error information.

0:00:37.521 E/SYS: | (io\_dsf.cpp:675)

0:00:37.521 E/SYS: +-------------------------------------------------------------------------------

0:00:37.521 E/SCN: Custom Scenery/KHND (DaddyO)/Earth nav data/+30-120/+35-116.dsf:

0:00:37.521 E/SCN: Unable to locate object: opensceneryx/objects/furniture/lights/flood.obj

WARNING: object Custom Scenery/KLAS (karingka)/objects/00519ee04a9fb0e9a9b15d8f3a383883-JWY.obj contains a blank TEXTURE\_LIT command. delete the TEXTURE\_LIT command if you have no lit texture.

WARNING: texture Custom Scenery/KPOC Brackett Field (PE)/Tiles/LgKPOCcrnr.png has a size that is not a power of 2; it may not render correctly.

WARNING: texture Custom Scenery/KPOC Brackett Field (PE)/Tiles/LgKPOC3.png has a size that is not a power of 2; it may not render correctly.

WARNING: texture Custom Scenery/KPOC Brackett Field (PE)/Tiles/LgKPOC4.png has a size that is not a power of 2; it may not render correctly.

WARNING: texture Custom Scenery/KPOC Brackett Field (PE)/Tiles/LgKPOC1.png has a size that is not a power of 2; it may not render correctly.

WARNING: texture Custom Scenery/KPOC Brackett Field (PE)/Tiles/LgKPOC2.png has a size that is not a power of 2; it may not render correctly.

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/L70 (DaddyO)/opensceneryx/objects/furniture/lights/flood.obj'

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/L70 (DaddyO)/custom objects/opensceneryx/objects/furniture/lights/flood.obj'

0:00:37.521 I/SCN: DSF load time: 2986329 for file Custom Scenery/KHND (DaddyO)/Earth nav data/+30-120/+35-116.dsf (0 tris)

0:00:37.521 I/SCN: DSF load time: 44492 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+35-116.dsf (0 tris)

0:00:37.521 I/SCN: DSF load time: 3703901 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+35-116.dsf (1004306 tris)

0:00:37.521 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/' at 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/test/AGtrees\_test.for'

0:00:37.521 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/' at 'Resources/default scenery/airport scenery/custom objects/test/AGtrees\_test.for'

0:00:37.521 I/SCN: DSF load time: 30203 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+35-115.dsf (0 tris)

0:00:37.521 I/SCN: DSF load time: 4076047 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+35-115.dsf (1040548 tris)

0:00:37.521 I/SCN: DSF load time: 8047 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+36-117.dsf (0 tris)

0:00:37.521 I/SCN: DSF load time: 3475373 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+36-117.dsf (1009063 tris)

0:00:37.521 I/SCN: DSF load time: 157404 for file Custom Scenery/KLAS (karingka)/Earth nav data/+30-120/+36-116.dsf (0 tris)

0:00:37.521 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Modern\_Airports/Control\_Towers/' at 'Resources/default scenery/airport scenery/Modern\_Airports/Control\_Towers/test/AGtrees\_test.for'

0:00:37.521 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Modern\_Airports/Control\_Towers/' at 'Resources/default scenery/airport scenery/custom objects/test/AGtrees\_test.for'

0:00:37.521 I/SCN: DSF load time: 28990 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+36-116.dsf (0 tris)

0:00:37.521 I/SCN: DSF load time: 4401399 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+36-116.dsf (1059016 tris)

0:00:37.521 I/SCN: DSF load time: 27969 for file Custom Scenery/67L Mesquite (DaddyO)/Earth nav data/+30-120/+36-115.dsf (0 tris)

0:00:37.521 I/SCN: DSF load time: 4269691 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+36-115.dsf (1050228 tris)

0:01:08.557 D/State: Received: 0:6

0:01:45.248 E/FLT: Init p0 type:loc\_ram HAD BOGUS RUNWAY! apt:KHND rwy:7 dir:0

0:02:33.966 I/ATC: Airport flow changed at KINS!

CurFlow: AUTOGEN: North NewFlow: AUTOGEN: West

0:02:33.966 I/ATC: Changing KINS CabState from 0 to 1

0:02:33.966 I/ATC: All departures are done at KINS. Advancing...

0:02:33.966 I/ATC: Changing KINS CabState from 1 to 2

0:02:33.966 I/ATC: All arrivals are done at KINS. Advancing...

0:02:33.966 I/ATC: Changing KINS CabState from 2 to 0

0:02:33.966 I/ATC: Airport flow changed at KLSV!

CurFlow: AUTOGEN: East NewFlow: AUTOGEN: South

0:02:33.966 I/ATC: Changing KLSV CabState from 0 to 1

0:02:33.966 I/ATC: All departures are done at KLSV. Advancing...

0:02:33.966 I/ATC: Changing KLSV CabState from 1 to 2

0:02:33.966 I/ATC: All arrivals are done at KLSV. Advancing...

0:02:33.966 I/ATC: Changing KLSV CabState from 2 to 0

0:02:33.966 I/ATC: Airport flow changed at KVGT!

CurFlow: North ATC Flow NewFlow: West ATC Flow

0:02:33.966 I/ATC: Changing KVGT CabState from 0 to 1

0:02:33.966 I/ATC: All departures are done at KVGT. Advancing...

0:02:33.966 I/ATC: Changing KVGT CabState from 1 to 2

0:02:33.966 I/ATC: All arrivals are done at KVGT. Advancing...

0:02:33.966 I/ATC: Changing KVGT CabState from 2 to 0

0:02:33.966 I/ATC: Airport flow changed at KLAS!

CurFlow: AUTOGEN: East NewFlow: AUTOGEN: West

0:02:33.966 I/ATC: Changing KLAS CabState from 0 to 1

0:02:33.966 I/ATC: All departures are done at KLAS. Advancing...

0:02:33.966 I/ATC: Changing KLAS CabState from 1 to 2

0:02:33.966 I/ATC: All arrivals are done at KLAS. Advancing...

0:02:33.966 I/ATC: Changing KLAS CabState from 2 to 0

0:14:30.782 I/REN: Setting |draw birds and deer in nice weather set to 0.

0:39:11.939 I/SCN: DSF load time: 438255 for file Custom Scenery/6CA5 - Valley Vista (PE Chris)/Earth nav data/+30-120/+34-117.dsf (0 tris)

0:39:13.826 I/SCN: DSF load time: 1861287 for file Custom Scenery/7CA1 - Abraham Ranch (PE Chris)/Earth nav data/+30-120/+34-117.dsf (0 tris)

0:39:14.192 I/SCN: DSF load time: 369535 for file Custom Scenery/2CA2 - Cones Field (PE Chris)/Earth nav data/+30-120/+34-117.dsf (0 tris)

0:39:22.110 I/SCN: DSF load time: 7898515 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+34-117.dsf (1009754 tris)

0:39:26.633 I/SCN: DSF load time: 4131766 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+34-116.dsf (1001311 tris)

0:39:26.950 I/SCN: DSF load time: 132614 for file Custom Scenery/P20 (PE\_PG)/Earth nav data/+30-120/+34-115.dsf (0 tris)

0:39:31.321 I/SCN: DSF load time: 4369075 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+34-115.dsf (1037732 tris)

0:42:02.491 I/SCN: DSF load time: 6319382 for file Custom Scenery/Edwards AFB (DaddyO)/Earth nav data/+30-120/+34-118.dsf (0 tris)

0:42:02.972 I/SCN: DSF load time: 480100 for file Custom Scenery/11CL - Hansen Airport (PE Chris)/Earth nav data/+30-120/+34-118.dsf (0 tris)

0:42:04.241 I/SCN: DSF load time: 1284458 for file Custom Scenery/46CN - Crystal Airport (PE Chris)/Earth nav data/+30-120/+34-118.dsf (0 tris)

0:42:04.264 I/SCN: DSF load time: 11537 for file Custom Scenery/8CA0 - Osborne (PE Chris)/Earth nav data/+30-120/+34-118.dsf (0 tris)

0:42:06.456 I/SCN: DSF load time: 2192748 for file Custom Scenery/KPOC Brackett Field (PE)/Earth nav data/+30-120/+34-118.dsf (0 tris)

0:42:07.086 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Vintage\_Airports/Control\_Towers/' at 'Resources/default scenery/airport scenery/Vintage\_Airports/Control\_Towers/test/AGtrees\_test.for'

0:42:07.086 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Vintage\_Airports/Control\_Towers/' at 'Resources/default scenery/airport scenery/custom objects/test/AGtrees\_test.for'

0:42:07.292 I/SCN: DSF load time: 824889 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+34-118.dsf (0 tris)

0:42:15.586 I/SCN: DSF load time: 8299473 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+34-118.dsf (1093459 tris)

0:42:21.955 I/SCN: DSF load time: 4187744 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+35-118.dsf (1012738 tris)

0:57:00.039 I/SCN: DSF load time: 1641821 for file Custom Scenery/KWJF (DaddyO)/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:04.730 E/SCN: Custom Scenery/L70 (DaddyO)/Earth nav data/+30-120/+34-119.dsf:

0:57:04.730 E/SCN: Unable to locate object: opensceneryx/objects/furniture/lights/flood.obj

0:57:08.238 E/SYS: +-------------------------------------------------------------------------------

0:57:08.238 E/SYS: | Error loading the scenery package:

0:57:08.238 E/SYS: | Custom Scenery/L70 (DaddyO)/

0:57:08.238 E/SYS: | The scenery may not look correct.

0:57:08.238 E/SYS: | Please see the log.txt file for detailed error information.

0:57:08.238 E/SYS: | (io\_dsf.cpp:675)

0:57:08.238 E/SYS: +-------------------------------------------------------------------------------

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/KLGB (DaddyO)/opensceneryx/objects/furniture/lights/flood.obj'

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/KLGB (DaddyO)/custom objects/opensceneryx/objects/furniture/lights/flood.obj'

0:57:22.066 I/SCN: DSF load time: 22024190 for file Custom Scenery/L70 (DaddyO)/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:22.209 I/SCN: DSF load time: 143373 for file Custom Scenery/CL46 Quail Lake Sky Park (PE)/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:23.396 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/' at 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/test/AGtrees\_test.for'

0:57:23.396 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/' at 'Resources/default scenery/airport scenery/custom objects/test/AGtrees\_test.for'

0:57:23.567 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Modern\_Airports/Control\_Towers/' at 'Resources/default scenery/airport scenery/Modern\_Airports/Control\_Towers/test/AGtrees\_test.for'

0:57:23.567 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Modern\_Airports/Control\_Towers/' at 'Resources/default scenery/airport scenery/custom objects/test/AGtrees\_test.for'

0:57:24.038 I/SCN: DSF load time: 1836229 for file Custom Scenery/KWHP Los Angeles Whiteman Airport (PE)/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:24.667 I/SCN: DSF load time: 635635 for file Custom Scenery/KSMO-Santa Monica (kris28)/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:26.016 I/SCN: DSF load time: 1333527 for file Custom Scenery/KVNY-Van Nuys with ortho (kris28)/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:26.605 I/SCN: DSF load time: 597435 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+34-119.dsf (0 tris)

0:57:35.339 I/SCN: DSF load time: 8721117 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+34-119.dsf (1126644 tris)

0:57:39.398 I/SCN: DSF load time: 310164 for file Custom Scenery/CN37 (DaddyO)/Earth nav data/+30-120/+35-119.dsf (0 tris)

0:57:40.733 I/SCN: DSF load time: 1331649 for file Custom Scenery/KMHV (DaddyO)/Earth nav data/+30-120/+35-119.dsf (0 tris)

0:57:41.133 I/SCN: DSF load time: 405869 for file Custom Scenery/L05 (DaddyO)/Earth nav data/+30-120/+35-119.dsf (0 tris)

0:57:48.920 I/SCN: DSF load time: 7798308 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+35-119.dsf (1043435 tris)

1:10:00.635 I/SCN: DSF load time: 24953392 for file Custom Scenery/KCMA (DaddyO)/Earth nav data/+30-120/+34-120.dsf (0 tris)

1:10:04.600 I/SCN: DSF load time: 3961203 for file Custom Scenery/KSBA\_Sanata\_Barbara\_v1.0 (danielsjam)/Earth nav data/+30-120/+34-120.dsf (0 tris)

1:10:07.215 I/SCN: DSF load time: 2620619 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+34-120.dsf (0 tris)

1:10:14.215 I/SCN: DSF load time: 7018606 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+34-120.dsf (900862 tris)

1:10:15.386 I/SCN: DSF load time: 62835 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+35-120.dsf (0 tris)

1:10:21.068 I/SCN: DSF load time: 5673899 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+35-120.dsf (972348 tris)

1:13:31.947 I/SCN: DSF load time: 456943 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+33-120.dsf (36374 tris)

1:13:34.420 E/SCN: Custom Scenery/KLGB (DaddyO)/Earth nav data/+30-120/+33-119.dsf:

1:13:34.420 E/SCN: Unable to locate object: opensceneryx/objects/furniture/lights/flood.obj

1:13:35.083 I/SCN: DSF load time: 3091914 for file Custom Scenery/KLGB (DaddyO)/Earth nav data/+30-120/+33-119.dsf (0 tris)

1:13:35.182 I/SCN: DSF load time: 97513 for file Custom Scenery/KLAX - Los Angeles Orthophotos (MisterX6)/Earth nav data/+30-120/+33-119.dsf (0 tris)

1:13:36.972 E/SYS: +-------------------------------------------------------------------------------

1:13:36.972 E/SYS: | Error loading the scenery package:

1:13:36.972 E/SYS: | Custom Scenery/KLGB (DaddyO)/

1:13:36.972 E/SYS: | The scenery may not look correct.

1:13:36.972 E/SYS: | Please see the log.txt file for detailed error information.

1:13:36.972 E/SYS: | (io\_dsf.cpp:675)

1:13:36.972 E/SYS: +-------------------------------------------------------------------------------

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/KCNO (DaddyO)/opensceneryx/objects/furniture/lights/flood.obj'

Failed to find resource 'opensceneryx/objects/furniture/lights/flood.obj' at 'Custom Scenery/KCNO (DaddyO)/custom objects/opensceneryx/objects/furniture/lights/flood.obj'

1:13:47.517 I/SCN: DSF load time: 12360875 for file Custom Scenery/KLAX - Los Angeles International (MisterX6)/Earth nav data/+30-120/+33-119.dsf (0 tris)

1:13:48.339 I/SCN: DSF load time: 813277 for file Custom Scenery/KHHR Hawthorne Municipal Airport2 (PE)/Earth nav data/+30-120/+33-119.dsf (0 tris)

1:13:49.847 I/SCN: DSF load time: 1502974 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+33-119.dsf (0 tris)

1:13:51.675 I/SCN: DSF load time: 1816065 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+33-119.dsf (221694 tris)

1:13:54.572 E/SCN: Custom Scenery/KCNO (DaddyO)/Earth nav data/+30-120/+33-118.dsf:

1:13:54.572 E/SCN: Unable to locate object: opensceneryx/objects/furniture/lights/flood.obj

1:13:54.883 I/SCN: DSF load time: 1424120 for file Custom Scenery/KCNO (DaddyO)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:54.939 I/SCN: DSF load time: 56402 for file Custom Scenery/CA89 - Skylark (PE Chris)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:54.984 I/SCN: DSF load time: 44677 for file Custom Scenery/8CL1 - Wohlford (PE Chris)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:55.012 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/' at 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/test/AGtrees\_test.for'

1:13:55.012 I/SCN: Failed to find resource 'test/AGtrees\_test.for' (parent = 'Resources/default scenery/airport scenery/Common\_Elements/Misc\_Buildings/' at 'Resources/default scenery/airport scenery/custom objects/test/AGtrees\_test.for'

1:13:55.056 I/SCN: DSF load time: 71066 for file Custom Scenery/L18-Fallbrook (PE Chris)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:55.096 I/SCN: DSF load time: 39903 for file Custom Scenery/F70 - French Valley (PE)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:56.033 I/SCN: DSF load time: 937589 for file Custom Scenery/KCRQ - McClellan-Palomar V2 (PE)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:56.165 I/SCN: DSF load time: 131248 for file Custom Scenery/2CA4 - Blackington (PE Chris)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:56.199 I/SCN: DSF load time: 34268 for file Custom Scenery/CL33 - Pauma Valley (PE Chris)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:56.476 I/SCN: DSF load time: 277259 for file Custom Scenery/KFUL Fullerton Municipal (PE)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:56.969 E/SYS: +-------------------------------------------------------------------------------

1:13:56.969 E/SYS: | Error loading the scenery package:

1:13:56.969 E/SYS: | Custom Scenery/KCNO (DaddyO)/

1:13:56.969 E/SYS: | The scenery may not look correct.

1:13:56.969 E/SYS: | Please see the log.txt file for detailed error information.

1:13:56.969 E/SYS: | (io\_dsf.cpp:675)

1:13:56.969 E/SYS: +-------------------------------------------------------------------------------

WARNING: texture Custom Scenery/KFUL Fullerton Municipal (PE)/KFULwindsocksq.png has a size that is not a power of 2; it may not render correctly.

Clean exit from threads.

1:13:58.820 I/SCN: DSF load time: 2361494 for file Custom Scenery/KSNA - John Wayne International Airport (PE)/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:13:59.046 I/SCN: DSF load time: 210980 for file Custom Scenery/Global Airports/Earth nav data/+30-120/+33-118.dsf (0 tris)

1:14:06.458 I/SCN: DSF load time: 7688771 for file Custom Scenery/zzz\_hd\_global\_scenery3/Earth nav data/+30-120/+33-118.dsf (977979 tris)

X-Camera: TrackIR has been shutdown

1:27:48.477 I/JOY: UNREGISTER Joystick device: Saitek Pro Flight Combat Rudder Pedals - VID:1699PID:1892

1:27:48.477 I/JOY: UNREGISTER Joystick device: CH ECLIPSE YOKE - VID:1678PID:87

1:27:48.477 I/JOY: UNREGISTER Joystick device: Saitek Pro Flight Quadrant - VID:1699PID:3117

1:27:48.477 I/JOY: UNREGISTER Joystick device: Saitek Pro Flight Quadrant - VID:1699PID:3117

1:27:48.477 D/HID: HID Bridge Shutdown

----- X-Plane has shut down -----