

Log.txt for X-Plane 12.1.4-r3-c8d19b62 (build 121407 Intel 64-bit, Vulkan 59235a786972e067b43342607074f05dbe5da088)

Compiled on Feb 24 2025 13:13:55

X-Plane Started on Sat Jun 21 14:10:36 2025

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 10.0 (build 26100/2)

This is a 64-bit version of Windows.

CPU type: Intel Core i7-10700F CPU - Speed: 2.8-3.2 GHz - Cores: 16

Microcode 0xe2

Physical Memory (total for computer) : 17065271296

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

X-System folder: 'E:\X-Plane 12\'', case sensitive=0

Vulkan Layers : VK_LAYER_NV_optimus (1) , VK_LAYER_NV_present (1) , VK_LAYER_OBS_HOOK (1)

Instance Extensions : VK_KHR_device_group_creation VK_KHR_display VK_KHR_external_fence_capabilities VK_KHR_external_memory_capabilities VK_KHR_external_semaphore_capabilities VK_KHR_get_display_properties2 VK_KHR_get_physical_device_properties2 VK_KHR_get_surface_capabilities2 VK_KHR_surface VK_KHR_surface_protected_capabilities VK_KHR_win32_surface VK_EXT_debug_report VK_EXT_debug_utils VK_EXT_direct_mode_display VK_EXT_surface_maintenance1 VK_EXT_swapchain_colorspace VK_NV_external_memory_capabilities VK_KHR_portability_enumeration VK_LUNARG_direct_driver_loading

VK_LAYER_NV_optimus (0):

VK_LAYER_NV_present (0):

VK_LAYER_OBS_HOOK (0):

0:00:00.000 I/GFX: Enabled D3D11 bridge

Vulkan Device : NVIDIA GeForce RTX 2060 SUPER (1226100000)

Vulkan Version : 1.4.303

Vulkan Driver : 576.40.0

Vulkan Extensions : VK_KHR_16bit_storage VK_KHR_8bit_storage VK_KHR_acceleration_structure VK_KHR_bind_memory2 VK_KHR_buffer_device_address VK_KHR_calibrated_timestamps VK_KHR_compute_shader_derivatives VK_KHR_cooperative_matrix VK_KHR_copy_commands2 VK_KHR_create_renderpass2 VK_KHR_dedicated_allocation VK_KHR_deferred_host_operations VK_KHR_depth_stencil_resolve VK_KHR_descriptor_update_template VK_KHR_device_group VK_KHR_draw_indirect_count VK_KHR_driver_properties VK_KHR_dynamic_rendering VK_KHR_dynamic_rendering_local_read VK_KHR_external_fence VK_KHR_external_fence_win32 VK_KHR_external_memory VK_KHR_external_memory_win32 VK_KHR_external_semaphore VK_KHR_external_semaphore_win32 VK_KHR_format_feature_flags2 VK_KHR_fragment_shader_barycentric VK_KHR_fragment_shading_rate VK_KHR_get_memory_requirements2 VK_KHR_global_priority

VK_KHR_image_format_list VK_KHR_imageless_framebuffer VK_KHR_index_type_uint8
 VK_KHR_line_rasterization VK_KHR_load_store_op_none VK_KHR_maintenance1 VK_KHR_maintenance2
 VK_KHR_maintenance3 VK_KHR_maintenance4 VK_KHR_maintenance5 VK_KHR_maintenance6
 VK_KHR_maintenance7 VK_KHR_map_memory2 VK_KHR_multiview VK_KHR_pipeline_binary
 VK_KHR_pipeline_executable_properties VK_KHR_pipeline_library VK_KHR_present_id
 VK_KHR_present_wait VK_KHR_push_descriptor VK_KHR_ray_query VK_KHR_ray_tracing_maintenance1
 VK_KHR_ray_tracing_pipeline VK_KHR_ray_tracing_position_fetch VK_KHR_relaxed_block_layout
 VK_KHR_sampler_mirror_clamp_to_edge VK_KHR_sampler_ycbcr_conversion
 VK_KHR_separate_depth_stencil_layouts VK_KHR_shader_atomic_int64 VK_KHR_shader_clock
 VK_KHR_shader_draw_parameters VK_KHR_shader_expect_assume VK_KHR_shader_float16_int8
 VK_KHR_shader_float_controls VK_KHR_shader_float_controls2 VK_KHR_shader_integer_dot_product
 VK_KHR_shader_maximal_reconvergence VK_KHR_shader_non_semantic_info VK_KHR_shader_quad_control
 VK_KHR_shader_relaxed_extended_instruction VK_KHR_shader_subgroup_extended_types
 VK_KHR_shader_subgroup_rotate VK_KHR_shader_subgroup_uniform_control_flow
 VK_KHR_shader_terminate_invocation VK_KHR_spirv_1_4 VK_KHR_storage_buffer_storage_class
 VK_KHR_swapchain VK_KHR_swapchain_mutable_format VK_KHR_synchronization2
 VK_KHR_timeline_semaphore VK_KHR_uniform_buffer_standard_layout VK_KHR_variable_pointers
 VK_KHR_vertex_attribute_divisor VK_KHR_video_decode_h264 VK_KHR_video_decode_h265
 VK_KHR_video_decode_queue VK_KHR_video_encode_h264 VK_KHR_video_encode_h265
 VK_KHR_video_encode_quantization_map VK_KHR_video_encode_queue VK_KHR_video_maintenance1
 VK_KHR_video_maintenance2 VK_KHR_video_queue VK_KHR_vulkan_memory_model
 VK_KHR_win32_keyed_mutex VK_KHR_workgroup_memory_explicit_layout
 VK_KHR_zero_initialize_workgroup_memory VK_EXT_4444_formats
 VK_EXT_attachment_feedback_loop_dynamic_state VK_EXT_attachment_feedback_loop_layout
 VK_EXT_blend_operation_advanced VK_EXT_border_color_swizzle VK_EXT_buffer_device_address
 VK_EXT_calibrated_timestamps VK_EXT_color_write_enable VK_EXT_conditional_rendering
 VK_EXT_conservative_rasterization VK_EXT_custom_border_color VK_EXT_depth_bias_control
 VK_EXT_depth_clamp_control VK_EXT_depth_clamp_zero_one VK_EXT_depth_clip_control
 VK_EXT_depth_clip_enable VK_EXT_depth_range_unrestricted VK_EXT_descriptor_buffer
 VK_EXT_descriptor_indexing VK_EXT_device_address_binding_report VK_EXT_device_fault
 VK_EXT_device_generated_commands VK_EXT_discard_rectangles
 VK_EXT_dynamic_rendering_unused_attachments VK_EXT_extended_dynamic_state
 VK_EXT_extended_dynamic_state2 VK_EXT_extended_dynamic_state3 VK_EXT_external_memory_host
 VK_EXT_fragment_shader_interlock VK_EXT_full_screen_exclusive VK_EXT_global_priority
 VK_EXT_global_priority_query VK_EXT_graphics_pipeline_library VK_EXT_hdr_metadata
 VK_EXT_host_image_copy VK_EXT_host_query_reset VK_EXT_image_2d_view_of_3d
 VK_EXT_image_robustness VK_EXT_image_sliced_view_of_3d VK_EXT_image_view_min_lod
 VK_EXT_index_type_uint8 VK_EXT_inline_uniform_block VK_EXT_legacy_vertex_attributes
 VK_EXT_line_rasterization VK_EXT_load_store_op_none VK_EXT_memory_budget VK_EXT_memory_priority
 VK_EXT_mesh_shader VK_EXT_multi_draw VK_EXT_mutable_descriptor_type
 VK_EXT_nested_command_buffer VK_EXT_non_seamless_cube_map VK_EXT_opacity_micromap
 VK_EXT_pageable_device_local_memory VK_EXT_pci_bus_info VK_EXT_pipeline_creation_cache_control
 VK_EXT_pipeline_creation_feedback VK_EXT_pipeline_library_group_handles VK_EXT_pipeline_robustness
 VK_EXT_post_depth_coverage VK_EXT_present_mode_fifo_latest_ready
 VK_EXT_primitive_topology_list_restart VK_EXT_primitives_generated_query VK_EXT_private_data

VK_EXT_provoking_vertex VK_EXT_queue_family_foreign VK_EXT_robustness2 VK_EXT_sample_locations
 VK_EXT_sampler_filter_minmax VK_EXT_scalar_block_layout VK_EXT_separate_stencil_usage
 VK_EXT_shader_atomic_float VK_EXT_shader_demote_to_helper_invocation
 VK_EXT_shader_image_atomic_int64 VK_EXT_shader_module_identifier VK_EXT_shader_object
 VK_EXT_shader_replicated_composites VK_EXT_shader_subgroup_ballot VK_EXT_shader_subgroup_vote
 VK_EXT_shader_viewport_index_layer VK_EXT_subgroup_size_control VK_EXT_swapchain_maintenance1
 VK_EXT_texel_buffer_alignment VK_EXT_tooling_info VK_EXT_transform_feedback
 VK_EXT_vertex_attribute_divisor VK_EXT_vertex_attribute_robustness VK_EXT_vertex_input_dynamic_state
 VK_EXT_ycbcr_2plane_444_formats VK_EXT_ycbcr_image_arrays VK_NV_acquire_winrt_display
 VK_NV_clip_space_w_scaling VK_NV_cluster_acceleration_structure VK_NV_compute_shader_derivatives
 VK_NV_cooperative_matrix VK_NV_cooperative_matrix2 VK_NV_cooperative_vector
 VK_NV_copy_memory_indirect VK_NV_corner_sampled_image VK_NV_coverage_reduction_mode
 VK_NV_cuda_kernel_launch VK_NV_dedicated_allocation VK_NV_dedicated_allocation_image_aliasing
 VK_NV_descriptor_pool_overallocation VK_NV_device_diagnostic_checkpoints
 VK_NV_device_diagnostics_config VK_NV_device_generated_commands
 VK_NV_device_generated_commands_compute VK_NV_disk_cache_utils VK_NV_external_compute_queue
 VK_NV_external_memory VK_NV_external_memory_win32 VK_NV_fill_rectangle
 VK_NV_fragment_coverage_to_color VK_NV_fragment_shader_barycentric
 VK_NV_fragment_shading_rate_enums VK_NV_framebuffer_mixed_samples
 VK_NV_geometry_shader_passthrough VK_NV_inherited_viewport_scissor VK_NV_internal_nvpresent
 VK_NV_linear_color_attachment VK_NV_low_latency VK_NV_low_latency2 VK_NV_memory_decompression
 VK_NV_mesh_shader VK_NV_partitioned_acceleration_structure VK_NV_present_metering
 VK_NV_raw_access_chains VK_NV_ray_tracing VK_NV_ray_tracing_invocation_reorder
 VK_NV_representative_fragment_test VK_NV_sample_mask_override_coverage VK_NV_scissor_exclusive
 VK_NV_shader_atomic_float16_vector VK_NV_shader_image_footprint VK_NV_shader_sm_builtins
 VK_NV_shader_subgroup_partitioned VK_NV_shading_rate_image VK_NV_viewport_array2
 VK_NV_viewport_swizzle VK_NV_win32_keyed_mutex VK_NVX_binary_import VK_NVX_image_view_handle
 VK_NVX_multiview_per_view_attributes VK_AMD_buffer_marker VK_GOOGLE_hlsl_functionality1
 VK_GOOGLE_user_type
 Vulkan Instance Extensions: VK_KHR_device_group_creation VK_KHR_display
 VK_KHR_external_fence_capabilities VK_KHR_external_memory_capabilities
 VK_KHR_external_semaphore_capabilities VK_KHR_get_display_properties2
 VK_KHR_get_physical_device_properties2 VK_KHR_get_surface_capabilities2 VK_KHR_surface
 VK_KHR_surface_protected_capabilities VK_KHR_win32_surface VK_EXT_debug_report VK_EXT_debug_utils
 VK_EXT_direct_mode_display VK_EXT_surface_maintenance1 VK_EXT_swapchain_colorspace
 VK_NV_external_memory_capabilities VK_KHR_portability_enumeration VK_LUNARG_direct_driver_loading
 checkpoints : 1 aftermath : 0 descriptor_buffers : 0
 anisotropic_avail : 1 coarse_timer_avail : 1 precise_timer_avail : 1 tess_avail
 : 1 geom_avail : 1
 viewport_arr : 1 layer_arr : 1 native_reverse_z : 1
 has_reverse_z : 1
 persistent_map : 1 msaa_shader_write : 1 shader_float16 : 0 shader
 int16 : 1
 rebar_avail : 0 alpha_to_one_avail : 1 msaa_storage_image_avail: 1
 max_iso_filtering : 16

max samples : 3
max texture size : 32768 (hardware limit)
max tex units : 1048576

This video card is bucketed as: Vulkan with async compute

0:00:00.000 I/GFX/VK: Surface formats for surface:

0:00:00.000 I/GFX/VK: VK_FORMAT_B8G8R8A8_UNORM

0:00:00.000 I/GFX/VK: VK_FORMAT_B8G8R8A8_SRGB

0:00:00.000 I/GFX/VK: VK_FORMAT_R8G8B8A8_UNORM

0:00:00.000 I/GFX/VK: VK_FORMAT_R8G8B8A8_SRGB

0:00:00.000 I/GFX/VK: VK_FORMAT_A2B10G10R10_UNORM_PACK32

0:00:00.000 I/GFX/VK: Picked VK_FORMAT_B8G8R8A8_SRGB as the common window surface format

0:00:00.000 I/GFX/VK: Surface 000001CD2E495000:

0:00:00.000 I/GFX/VK: minImageCount 2:

0:00:00.000 I/GFX/VK: maxImageCount 8:

0:00:00.000 I/GFX/VK: supportedUsageFlags 9f:

0:00:00.000 I/GFX/VK: supportedTransforms: VK_SURFACE_TRANSFORM_IDENTITY_BIT_KHR

0:00:00.000 I/GFX/VK: currentTransform: VK_SURFACE_TRANSFORM_IDENTITY_BIT_KHR

0:00:00.000 I/GFX/VK: supported modes:

0:00:00.000 I/GFX/VK: VK_PRESENT_MODE_MAILBOX_KHR:

0:00:00.000 I/GFX/VK: VK_PRESENT_MODE_IMMEDIATE_KHR:

0:00:00.000 I/GFX/VK: VK_PRESENT_MODE_FIFO_KHR:

0:00:00.000 I/GFX/VK: VK_PRESENT_MODE_FIFO_RELAXED_KHR:

0:00:00.000 I/GFX/VK: Unhandled VkPresentModeKHR:

0:00:00.000 I/GFX/VK: Created swapchain for 000001CD3469E3A0 with size { 1920x1009x3 }. Mode: VK_PRESENT_MODE_MAILBOX_KHR

Queue 0: Generic, Presentation,

(

VK_QUEUE_GRAPHICS_BIT|VK_QUEUE_COMPUTE_BIT|VK_QUEUE_TRANSFER_BIT|VK_QUEUE_SPARSE_BINDING_BIT)

Queue 1: (VK_QUEUE_TRANSFER_BIT|VK_QUEUE_SPARSE_BINDING_BIT)

Queue 2: Async Compute,

(VK_QUEUE_COMPUTE_BIT|VK_QUEUE_TRANSFER_BIT|VK_QUEUE_SPARSE_BINDING_BIT)

Queue 3:

(

VK_QUEUE_TRANSFER_BIT|VK_QUEUE_SPARSE_BINDING_BIT|VK_QUEUE_VIDEO_DECODE_BIT_KHR)

Queue 4: Transfer,

(

VK_QUEUE_TRANSFER_BIT|VK_QUEUE_SPARSE_BINDING_BIT|VK_QUEUE_VIDEO_ENCODE_BIT_KHR)

Heap info (3 heaps)

Heap 0 - Flags: VK_MEMORY_HEAP_DEVICE_LOCAL_BIT, Size: 8394899456

Heap 1 - Flags: VkMemoryHeapFlags (0) , Size: 8532635648

Heap 2 - Flags: VK_MEMORY_HEAP_DEVICE_LOCAL_BIT, Size: 224395264

Memory type info (6 types)

Heap: 1, Flags: VkMemoryPropertyFlags (0)

Heap: 0, Flags: VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT

Heap: 0, Flags: VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT

Heap: 1, Flags:

VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT|VK_MEMORY_PROPERTY_HOST_COHERENT_BIT

Heap: 1, Flags:

VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT|VK_MEMORY_PROPERTY_HOST_COHERENT_BIT|VK_MEMORY_PROPERTY_HOST_CACHED_BIT

Heap: 2, Flags:

VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT|VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT|VK_MEMORY_PROPERTY_HOST_COHERENT_BIT

Discovered Vulkan devices, in order of preference:

(0) NVIDIA GeForce RTX 2060 SUPER

Vulkan: 1.4.303, driver: 576.40.0

LUID: 1226100000

Bridge distance: 0

Zink profile: VP_ZINK_gl46_baseline

This device is usable

Discovered OpenGL bridge device:

zink Vulkan 1.4 (NVIDIA GeForce RTX 2060 SUPER (NVIDIA_PROPRIETARY))

OpenGL: 4.6 (Compatibility Profile) Mesa 23.2.1 (git-3cf5f04161)

LUID: 1226100000

Diagnostics : memory

Device memory : 7813857280

Host memory : 7837568410

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/depth_resolve_mapping.xsv with hash: af40e5d0f0ac6023eae43belfab0a39e

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/depth_resolve.xsa with hash: 75e9a89cb6b8f21a15346c9d8c316a8

OpenGL bridge device:

OpenGL Vendor : Mesa

OpenGL Render : zink Vulkan 1.4 (NVIDIA GeForce RTX 2060 SUPER (NVIDIA_PROPRIETARY)) (1226100000)

OpenGL Version : 4.6 (Compatibility Profile) Mesa 23.2.1 (git-3cf5f04161) (460/0)

OpenGL Extensions : GL_ARB_multisample GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_copy_texture GL_EXT_subtexture GL_EXT_texture_object GL_EXT_vertex_array GL_EXT_compiled_vertex_array GL_EXT_texture GL_EXT_texture3D GL_IBM_rasterpos_clip GL_ARB_point_parameters GL_EXT_draw_range_elements

GL_EXT_packed_pixels GL_EXT_point_parameters GL_EXT_rescale_normal GL_EXT_separate_specular_color
 GL_EXT_texture_edge_clamp GL_SGIS_generate_mipmap GL_SGIS_texture_border_clamp
 GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod GL_ARB_framebuffer_sRGB GL_ARB_multitexture
 GL_EXT_framebuffer_sRGB GL_IBM_multimode_draw_arrays GL_IBM_texture_mirrored_repeat
 GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_transpose_matrix
 GL_EXT_blend_func_separate GL_EXT_fog_coord GL_EXT_multi_draw_arrays GL_EXT_secondary_color
 GL_EXT_texture_env_add GL_EXT_texture_filter_anisotropic GL_EXT_texture_lod_bias
 GL_INCR_blend_func_separate GL_NV_blend_square GL_NV_light_max_exponent GL_NV_texgen_reflection
 GL_NV_texture_env_combine4 GL_S3_s3tc GL_SUN_multi_draw_arrays GL_ARB_texture_border_clamp
 GL_ARB_texture_compression GL_EXT_framebuffer_object GL_EXT_texture_compression_s3tc
 GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_MESA_window_pos
 GL_NV_packed_depth_stencil GL_NV_texture_rectangle GL_ARB_depth_texture GL_ARB_occlusion_query
 GL_ARB_shadow GL_ARB_texture_env_combine GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3
 GL_ARB_texture_mirrored_repeat GL_ARB_window_pos GL_ATI_fragment_shader GL_EXT_stencil_two_side
 GL_EXT_texture_cube_map GL_NV_depth_clamp GL_NV_fog_distance GL_NV_half_float
 GL_APPLE_packed_pixels GL_ARB_draw_buffers GL_ARB_fragment_program GL_ARB_fragment_shader
 GL_ARB_shader_objects GL_ARB_vertex_program GL_ARB_vertex_shader GL_ATI_draw_buffers
 GL_ATI_texture_env_combine3 GL_ATI_texture_float GL_EXT_shadow_funcs GL_EXT_stencil_wrap
 GL_MESA_pack_invert GL_NV_primitive_restart GL_ARB_depth_clamp GL_ARB_fragment_program_shadow
 GL_ARB_half_float_pixel GL_ARB_occlusion_query2 GL_ARB_point_sprite GL_ARB_shading_language_100
 GL_ARB_sync GL_ARB_texture_non_power_of_two GL_ARB_vertex_buffer_object
 GL_ATI_blend_equation_separate GL_EXT_blend_equation_separate GL_OES_read_format
 GL_ARB_color_buffer_float GL_ARB_pixel_buffer_object GL_ARB_texture_compression_rgtc
 GL_ARB_texture_float GL_ARB_texture_rectangle GL_ATI_texture_compression_3dc GL_EXT_packed_float
 GL_EXT_pixel_buffer_object GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc
 GL_EXT_texture_rectangle GL_EXT_texture_sRGB GL_EXT_texture_shared_exponent
 GL_ARB_framebuffer_object GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample
 GL_EXT_packed_depth_stencil GL_ARB_vertex_array_object GL_ATI_separate_stencil GL_EXT_draw_buffers2
 GL_EXT_draw_instanced GL_EXT_gpu_program_parameters GL_EXT_gpu_shader4 GL_EXT_texture_array
 GL_EXT_texture_compression_latc GL_EXT_texture_integer GL_EXT_texture_sRGB_decode
 GL_EXT_timer_query GL_OES_EGL_image GL_EXT_texture_buffer_object GL_AMD_texture_texture4
 GL_ARB_copy_buffer GL_ARB_depth_buffer_float GL_ARB_draw_instanced GL_ARB_half_float_vertex
 GL_ARB_instanced_arrays GL_ARB_map_buffer_range GL_ARB_texture_buffer_object GL_ARB_texture_rg
 GL_ARB_texture_swizzle GL_ARB_vertex_array_bgra GL_EXT_texture_swizzle GL_EXT_vertex_array_bgra
 GL_NV_conditional_render GL_AMD_conservative_depth GL_AMD_draw_buffers_blend
 GL_AMD_seamless_cubemap_per_texture GL_ARB_ES2_compatibility GL_ARB_blend_func_extended
 GL_ARB_compatibility GL_ARB_debug_output GL_ARB_draw_buffers_blend
 GL_ARB_draw_elements_base_vertex GL_ARB_explicit_attrib_location GL_ARB_fragment_coord_conventions
 GL_ARB_provoking_vertex GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map
 GL_ARB_shader_texture_lod GL_ARB_tessellation_shader GL_ARB_texture_buffer_object_rgb32
 GL_ARB_texture_cube_map_array GL_ARB_texture_gather GL_ARB_texture_multisample
 GL_ARB_texture_query_lod GL_ARB_texture_rgb10_a2ui GL_ARB_uniform_buffer_object
 GL_ARB_vertex_type_2_10_10_rev GL_ATI_meminfo GL_EXT_provoking_vertex GL_EXT_texture_snorm
 GL_MESA_texture_signed_rgba GL_NV_copy_image GL_NV_texture_barrier GL_ARB_draw_indirect
 GL_ARB_get_program_binary GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_robustness

GL_ARB_separate_shader_objects GL_ARB_shader_bit_encoding GL_ARB_shader_precision
 GL_ARB_shader_subroutine GL_ARB_texture_compression_bptc GL_ARB_timer_query
 GL_ARB_transform_feedback2 GL_ARB_transform_feedback3 GL_ARB_vertex_attrib_64bit
 GL_ARB_viewport_array GL_EXT_direct_state_access GL_EXT_vertex_attrib_64bit
 GL_AMD_multi_draw_indirect GL_ANGLE_texture_compression_dxt3 GL_ANGLE_texture_compression_dxt5
 GL_ARB_base_instance GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth
 GL_ARB_internalformat_query GL_ARB_map_buffer_alignment GL_ARB_shader_atomic_counters
 GL_ARB_shader_image_load_store GL_ARB_shading_language_420pack GL_ARB_shading_language_packing
 GL_ARB_texture_storage GL_ARB_transform_feedback_instanced GL_EXT_framebuffer_multisample_blit_scaled
 GL_EXT_transform_feedback GL_AMD_query_buffer_object GL_AMD_shader_trinary_minmax
 GL_AMD_vertex_shader_layer GL_AMD_vertex_shader_viewport_index GL_ARB_ES3_compatibility
 GL_ARB_arrays_of_arrays GL_ARB_clear_buffer_object GL_ARB_compute_shader GL_ARB_copy_image
 GL_ARB_explicit_uniform_location GL_ARB_fragment_layer_viewport GL_ARB_framebuffer_no_attachments
 GL_ARB_invalidate_subdata GL_ARB_multi_draw_indirect GL_ARB_program_interface_query
 GL_ARB_robust_buffer_access_behavior GL_ARB_shader_image_size GL_ARB_shader_storage_buffer_object
 GL_ARB_stencil_texturing GL_ARB_texture_buffer_range GL_ARB_texture_query_levels
 GL_ARB_texture_storage_multisample GL_ARB_texture_view GL_ARB_vertex_attrib_binding GL_KHR_debug
 GL_KHR_robustness GL_KHR_texture_compression_astc_ldr GL_ARB_buffer_storage GL_ARB_clear_texture
 GL_ARB_compute_variable_group_size GL_ARB_enhanced_layouts GL_ARB_indirect_parameters
 GL_ARB_internalformat_query2 GL_ARB_multi_bind GL_ARB_query_buffer_object
 GL_ARB_seamless_cubemap_per_texture GL_ARB_shader_draw_parameters GL_ARB_shader_group_vote
 GL_ARB_shading_language_include GL_ARB_sparse_texture GL_ARB_texture_mirror_clamp_to_edge
 GL_ARB_texture_stencil8 GL_ARB_vertex_type_10f_11f_11f_rev GL_EXT_debug_label
 GL_EXT_shader_integer_mix GL_NVX_gpu_memory_info GL_ARB_ES3_1_compatibility GL_ARB_clip_control
 GL_ARB_conditional_render_inverted GL_ARB_cull_distance GL_ARB_derivative_control
 GL_ARB_direct_state_access GL_ARB_get_texture_sub_image GL_ARB_shader_texture_image_samples
 GL_ARB_sparse_buffer GL_ARB_texture_barrier GL_ARB_transform_feedback_overflow_query
 GL_EXT_polygon_offset_clamp GL_KHR_blend_equation_advanced GL_KHR_context_flush_control
 GL_KHR_robust_buffer_access_behavior GL_ARB_ES3_2_compatibility GL_ARB_gpu_shader_int64
 GL_ARB_parallel_shader_compile GL_ARB_shader_atomic_counter_ops GL_ARB_shader_ballot
 GL_ARB_shader_viewport_layer_array GL_EXT_texture_sRGB_R8 GL_KHR_no_error
 GL_KHR_texture_compression_astc_sliced_3d GL_ARB_gl_spirv GL_ARB_spirv_extensions
 GL_MESA_shader_integer_functions GL_ARB_polygon_offset_clamp GL_ARB_texture_filter_anisotropic
 GL_EXT_memory_object GL_EXT_memory_object_win32 GL_EXT_semaphore GL_EXT_semaphore_win32
 GL_KHR_parallel_shader_compile GL_EXT_EGL_image_storage GL_MESA_framebuffer_flip_y
 GL_EXT_EGL_sync GL_EXT_demote_to_helper_invocation GL_NV_ES1_1_compatibility

CPU count : 16

0:00:00.000 I/wmgr: Monitor 0: { 0, 0, 1920, 1080 }

0:00:00.000 I/wmgr: Monitor 1: { 1920, 35, 1680, 1050 }

0:00:00.000 I/wmgr: Re-building fbos for window 000001CD2D0AEAC0 using pool 6

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/legacy_flat_mapping.xsv with hash:
803313d0b72235a3b573fff3e5445ef

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/legacy_flat.xsa with hash:
2b44deb5e397f27d557e183a9834f2d

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/legacy_depth_mapping.xsv with hash: d4a799ba5bcfe17862ea2c03e11e1

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/legacy_depth.xsa with hash: 6725c23b4d476615638abf4297764d

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/blit_mapping.xsv with hash: 3b9c96f57a8cec0c48e863de81b9531

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/blit.xsa with hash: 8759fd9ca55a6ec599a6b9d4b98e9a1

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/font_mapping.xsv with hash: 20beea3752d67d02a6b3a455297d4bc

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/font.xsa with hash: 79773697a9d554b27f0af1af244b868

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/minify_mapping.xsv with hash: 38b01377aa927935612d9d24fc73b0

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/minify.xsa with hash: 954228bc429d4f77191d6d5fb6b4badd

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/gstack_mapping.xsv with hash: d9f847179619589be69ae6f516d6621

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/gstack.xsa with hash: cae63c9061eeb3e0ddec4e9a8a99aelf

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/in_place_blur_mapping.xsv with hash: 4d2f926fe826c61751c6968dc36bf28f

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/in_place_blur.xsa with hash: e5d66e91418b32841f12745d6dfead

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/single_pass_blur_mapping.xsv with hash: 60d8dc296bf5d77740c35dd72cff5614

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/single_pass_blur.xsa with hash: e21f548e2870d39d30b413c87cfb787e

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/background_blur_mapping.xsv with hash: cb867d4f18187a67242c8e931ccb54

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/background_blur.xsa with hash: ca5215abc3e9a69dc39accca3401283

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/resolve_mapping.xsv with hash: 9db89789d45970539811afca4f7652

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/resolve.xsa with hash: 84647c1064b63e8043b1d0a0f199e6f1

0:00:00.000 W/TEX: WARNING: texture Resources/bitmaps/new_HUD.png has a size that is not a power of 2; it may not render correctly.

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/fake_terrain_mapping.xsv with hash: 7f69c8c769e34432b6451c04b61a8c8

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/fake_terrain.xsa with hash: c9689e33cc1273cbeaff873b52374ea

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/line3d_mapping.xsv with hash: 7536d2bdc7418e7ffd68f358a753cc7

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/line3d.xsa with hash:

1539c3ad2e6db5eeef23863e906dc3a7

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/terrain_mapping.xsv with hash: d1234a1fla486b2a6a51824f993b35

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/terrain.xsa with hash: fb62147aff8abfe41f3b9e4fbbf31fb

===== CHANGING LANGUAGE TO: 譚・譜々隠・ =====

0:00:00.000 I/FMOD: Initial Sample rate: 48000 speaker mode: 3 (2 speakers)

0:00:00.000 I/FMOD: Using driver 0: 縋ヶ縋斐・縋ヲ縋シ (Realtek High Definition Audio)

Fetching plugins for E:\X-Plane 12/Resources/plugins

Loaded: E:\X-Plane 12/Resources/plugins/PluginAdmin/64/win.xpl (xpsdk.examples.pluginadmin).

AviTab version 0.6.3

Loaded: E:\X-Plane 12/Resources/plugins/AviTab/win_x64/AviTab.xpl (org.solhost.folko.avitab).

FlyWithLua: Your system path is E:\X-Plane 12/

FlyWithLua: System Dir: E:\X-Plane 12/

FlyWithLua: Plugin Dir: E:\X-Plane 12/Resources/plugins/FlyWithLua

FlyWithLua: Plugin Scripts Dir: E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts

FlyWithLua: Plugin Internals Dir: E:\X-Plane 12/Resources/plugins/FlyWithLua/Internals/

FlyWithLua: Plugin Modules Dir: E:\X-Plane 12/Resources/plugins/FlyWithLua/Modules/

FlyWithLua: Plugin Scripts Quarantine Dir: E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts (Quarantine)/

FlyWithLua: Plugin Version: 2.8.10 build Aug 28 2023 06:56:10

Loaded: E:\X-Plane 12/Resources/plugins/FlyWithLua/win_x64/FlyWithLua.xpl (CarstenLynker.FlyWithLua.NG+).

Loaded: E:\X-Plane 12/Resources/plugins/Little Xpconnect/64/win.xpl (ABarthel.LittleXpconnect.Connect).

[0.0000] Terrain radar plugin: version 1.30.0.e40267d1.xplm301

[0.0000] Terrain radar plugin: int ver 103000

[0.0000] Terrain radar plugin: plugin directory is, E:\X-Plane 12\Resources\plugins\TerrainRadar\

Loaded: E:\X-Plane 12/Resources/plugins/TerrainRadar/64/win.xpl (drgluck.plugins.terrain_radar).

WebFMC: Plugin version 2.4.1 for X-Plane 12

WebFMC: WebFMC starting up

WebFMC: Expecting backend binary in "E:\X-Plane 12\Resources\plugins\WebFMC\bin\webfmc-win.exe"

WebFMC: Starting WebFMC backend

WebFMC: WebFMC started

WebFMC: Creating menu

Loaded: E:\X-Plane 12/Resources/plugins/WebFMC/win_x64/WebFMC.xpl (com.greenarcstudios.webfmc).

Xchecklist: ver 1.52 build Feb 28 2024 09:18:39

Xchecklist: VersionXP = 12140 VersionSDK = 412

Xchecklist: During Startup initial prefs file found, using values found.

Xcheckboxlist: Checklist widget window position widget_win_pos_x1 left = 10 widget_win_pos_x2 top = 663
 widget_win_pos_y1 right = 537 widget_win_pos_y2 bottom = 370
 Xcheckboxlist: Checklist gui window position gui_win_pos_x1 left = 50 gui_win_pos_x2 top = 500 gui_win_pos_y1
 right = 350 gui_win_pos_y2 bottom = 100
 Xcheckboxlist: TRANSLUCENT: 1
 Xcheckboxlist: SHOW_CHECKLIST: 1
 Xcheckboxlist: COPILOT_ON: 1
 Xcheckboxlist: VOICE: 1
 Xcheckboxlist: AUTO_HIDE: 1
 Xcheckboxlist: SHOW_WIDGET: 1
 Xcheckboxlist: SHOW_GUI: 0
 Loaded: E:\X-Plane 12/Resources/plugins/Xcheckboxlist/64/win.xpl (Michal_Bill.Example.Xcheckboxlist) .

[2025-06-21T14:10:41.662 INFO] Little Xpconnect: Plugin id 4 installed in path "E:\X-Plane 12\Resources\plugins\Little Xpconnect\64\win.xpl" ("E:\X-Plane 12\Resources\plugins\Little Xpconnect\64\win.xpl") , app path "E:/X-Plane 12/X-Plane.exe"

[2025-06-21T14:10:41.662 INFO] Little Xpconnect: Plugin path "E:/X-Plane 12/Resources/plugins/Little Xpconnect/64" is ok

WebFMC: Plugin enabled

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

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/tchotchke_mapping.xsv with hash: b06f5bebedcf330a1fbb47aa57c35fa

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/tchotchke.xsa with hash: ea59594f44ca7ad71a9091bd72fbb56c

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

- 0 Custom Scenery/RJAH_2019/
- 1 Custom Scenery/DarkBlue-RJTT_Haneda/
- 2 Custom Scenery/RJFF_2nd_Scenery_Pack/
- 3 Custom Scenery/X-Plane Airports - EGPR Barra/
- 4 Custom Scenery/X-Plane Airports - KJRB Downtown Manhattan Heliport/
- 5 Custom Scenery/X-Plane Airports - TFFJ St Barthelemy/
- 6 Custom Scenery/X-Plane Airports - TNCS Juancho E Yrausquin/
- 7 Custom Scenery/japan zenkoji v1.0/
- 8 Custom Scenery/japan utsukushigahara1.3/
- 9 Custom Scenery/japan matsumotojyo v2.3/
- 10 Custom Scenery/japan shinsyuidai hospital2.0/
- 11 Custom Scenery/KEDW Edwards AFB XP12/
- 12 Custom Scenery/japan shimofusa/
- 13 Custom Scenery/Chichijima_XRJAO/
- 14 Custom Scenery/Iwakuni_XRJOI_v1.01/
- 15 Custom Scenery/japan hashiri/
- 16 Custom Scenery/japan yugeshima/
- 17 Custom Scenery/japan sime/
- 18 Custom Scenery/japan mikurajima/
- 19 Custom Scenery/MtFuji/

20 Custom Scenery/Japan Chuzenji/
21 Custom Scenery/japan kashiwanoha2.02/
22 Custom Scenery/japan matsuba2.03/
23 Custom Scenery/Japan Lake Towada/
24 Custom Scenery/Japan Lake Inawashiro/
25 Custom Scenery/aji_sta_XRJTF/
26 Custom Scenery/Aerosoft - LFMN Nice Cote d Azur X/
27 Custom Scenery/Aerosoft - LPFR Faro/
28 Custom Scenery/X-Plane Airports - KBTV Burlington/
29 Custom Scenery/X-Plane Landmarks - Berlin and Frankfurt/
30 Custom Scenery/X-Plane Landmarks - Budapest/
31 Custom Scenery/X-Plane Landmarks - Chicago/
32 Custom Scenery/X-Plane Landmarks - Dubai/
33 Custom Scenery/X-Plane Landmarks - Las Vegas/
34 Custom Scenery/X-Plane Landmarks - London/
35 Custom Scenery/X-Plane Landmarks - Los Angeles/
36 Custom Scenery/X-Plane Landmarks - New York/
37 Custom Scenery/X-Plane Landmarks - Paris/
38 Custom Scenery/X-Plane Landmarks - Portland/
39 Custom Scenery/X-Plane Landmarks - Rio De Janeiro/
40 Custom Scenery/X-Plane Landmarks - Saint Louis/
41 Custom Scenery/X-Plane Landmarks - San Francisco/
42 Custom Scenery/X-Plane Landmarks - Sydney/
43 Custom Scenery/X-Plane Landmarks - Washington DC/
44 Global Scenery/Global Airports/
45 Custom Scenery/BS2001 Object Library/
46 Custom Scenery/CDB-Library/
47 Custom Scenery/MisterX_Library/
48 Custom Scenery/OpenSceneryX/
49 Custom Scenery/The_Handy_Objects_Library/
50 Custom Scenery/X-Plane Landmarks - Salzburg/
51 Custom Scenery/RJAH_Mod/
52 Global Scenery/X-Plane 12 Demo Areas/
53 Global Scenery/X-Plane 12 Global Scenery/
54 Resources/default scenery/1000 autogen/
55 Resources/default scenery/1000 decals/
56 Resources/default scenery/1000 roads/
57 Resources/default scenery/1000 world terrain/
58 Resources/default scenery/1200 atc data/
59 Resources/default scenery/1200 beaches/
60 Resources/default scenery/1200 forests/
61 Resources/default scenery/700 roads/
62 Resources/default scenery/900 beaches/
63 Resources/default scenery/900 europe objects/
64 Resources/default scenery/900 forests/

65 Resources/default scenery/900 roads/
66 Resources/default scenery/900 us objects/
67 Resources/default scenery/900 world object placeholders/
68 Resources/default scenery/airport scenery/
69 Resources/default scenery/sim objects/
70 Resources/tutorials/tutorials_Alaska/
71 Resources/tutorials/tutorials_Hawaii/
72 Resources/tutorials/tutorials_Portland/
73 Resources/tutorials/tutorials_Seattle/

Fetching plugins for Custom Scenery/japan hashiri/plugins

Loaded: Custom Scenery/japan hashiri/plugins/GroundTraffic/64/win.xpl (Marginal.GroundTraffic.japan hashiri) .

Fetching plugins for Custom Scenery/japan matsuba2.03/plugins

Loaded: Custom Scenery/japan matsuba2.03/plugins/GroundTraffic/64/win.xpl (Marginal.GroundTraffic.japan matsuba2.03) .

0:00:00.000 I/INS: Global scenery version: 120907

0:00:00.000 E/APT: The airport ETOU (Wiesbaden Erbenheim AAF) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport EEEI (7 * ari Military Aerodrome) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport EBCV (Chievres Air Base) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport EHLW (Leeuwarden) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport KPSM (PORTSMOUTH INTL AT PEASE) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport KAGC (Allegheny Co) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 I/NAVT: Airspaces are done loading async...

0:00:00.000 E/APT: The airport KTRI (Tri Cities Rgnl Tn Va) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport LIED (Decimomannu) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport LERT (Cadiz Rota) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport XLT0003 (Cukurova) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport KAFW (Fort Worth Alliance) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport LCPH (Pafos Intl) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport RJOP ([H] Komatsushima AB) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport RCKH (Kaohsiung Intl) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport RCFN (Taitung Fongnian) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 E/APT: The airport OEDF (King Fahd Intl) has lost some controllers due to bad frequencies. Each controller needs at least one frequency in the range of 118.00 to 136.990 mhz.

0:00:00.000 W/APT: WARNING: airport Hubbard (ID TA49) overrides code 25TX but it has already been overridden by Chennault Airfield (ID XK00BR)

0:00:00.000 W/APT: WARNING: airport Standard Field (ID 1M6) overrides code 5KY4 but it has already been overridden by Muhlenberg Co (ID M21)

0:00:00.000 W/APT: WARNING: airport Stony Creek (ID XY000M) overrides code AU999 but it has already been overridden by Bunurong Field (ID XY000G)

0:00:00.000 W/APT: WARNING: airport Washington Island (ID XK2P2) overrides code WI47 but it has already been overridden by Timberline (ID XKWI47)

0:00:00.000 W/APT: WARNING: airport ґ м kurova Intl (ID XLT0004) overrides code LTDB but it has already been overridden by Cukurova (ID XLT0003)

0:00:00.000 W/APT: WARNING: airport [H] Grace Hospital Emergency Medical (ID 5NC3) overrides code BQ1 but it has already been overridden by Gilliam-McConnell (ID XK002J)

0:00:00.000 W/APT: WARNING: airport [H] Mays (ID OH71) overrides code 6CM but it has already been overridden by Chapman Memorial Field (ID 00I)

0:00:00.000 W/APT: WARNING: airport [X] Stockton Muni (ID SN07) overrides code 07S but it has already been overridden by Beaumont Hotel (ID 7K9)

0:00:00.000 I/APT: Airport '[H] Kewanee Hospital' (ID 14IL, code 0IL5) overrides '[H] City of Pontiac' (ID 0IL5).

0:00:00.000 I/APT: Airport '[H] Mendota Community Hospital' (ID 74IL, code 14IL) overrides '[H] Kewanee Hospital' (ID 14IL).

0:00:00.000 I/APT: Airport 'Outlaw Flyers' (ID XK009M, code 16XS) overrides 'Propwash' (ID 16XS).

0:00:00.000 I/APT: Airport 'Slack' (ID 9N6, code 18PA) overrides 'Echo' (ID 18PA).

0:00:00.000 I/APT: Airport 'Nest of Eagles' (ID 9WI7, code 1H9) overrides 'Ribble' (ID 1H9).

0:00:00.000 I/APT: Airport 'Ickes' (ID XK006G, code 1PS0) overrides '[H] Southern Adams County' (ID 1PS0).

0:00:00.000 I/APT: Airport 'Pela 15' (ID XK007J, code 1TN1) overrides '[H] Clayton' (ID 1TN1).

0:00:00.000 I/APT: Airport 'Etna' (ID XK004V, code 2AR1) overrides 'Ozark Aerodrome' (ID 2AR1).

0:00:00.000 I/APT: Airport 'Flying Hare Field' (ID XK009C, code 34XS) overrides 'Kenley Ranch' (ID 34XS).

0:00:00.000 I/APT: Airport 'Philadelphia Gliderport' (ID 0PA0, code 3PA2) overrides 'Neeb' (ID 3PA2).

0:00:00.000 I/APT: Airport 'Clark' (ID 3TX6, code 3T6) overrides 'Gum Island' (ID 3T6).

0:00:00.000 I/APT: Airport 'Middle Bass Island' (ID XK0033, code 3T7) overrides 'Pavlat' (ID 3T7).

0:00:00.000 I/APT: Airport 'Gerald Weidner' (ID H33, code 4IS9) overrides '[H] Doctors Hospital' (ID 4IS9).

0:00:00.000 I/APT: Airport 'Catoctin Crosswind' (ID XK005S, code 4MD7) overrides 'Wood' (ID 4MD7).

0:00:00.000 I/APT: Airport 'Kapaun-Wilson Field' (ID 00Y, code 4MN5) overrides '[H] Chisago Health Services' (ID 4MN5).

0:00:00.000 I/APT: Airport '[H] Meritus Hospital' (ID XK005Q, code 5MD3) overrides '[H] Sinai Hospital' (ID 5MD3) .

0:00:00.000 I/APT: Airport 'Old Hoppe Place' (ID 67TX, code 67T) overrides 'Fisher Ranch' (ID 67T) .

0:00:00.000 I/APT: Airport 'Heathcliff Airpark' (ID XK00A6, code 7OH7) overrides 'Hydebrook' (ID 7OH7) .

0:00:00.000 I/APT: Airport 'American Creek' (ID AK80, code 80A) overrides 'McLean Brothers' (ID 80A) .

0:00:00.000 I/APT: Airport 'Maxson Airfield' (ID 89N, code 89NY) overrides 'Sheldon Airstrip' (ID 89NY) .

0:00:00.000 I/APT: Airport 'Barnesville Muni' (ID 8M3, code 9MN3) overrides '[S] Fountain Lake' (ID 9MN3) .

0:00:00.000 I/APT: Airport 'CD-3 Airstrip' (ID XPA000D, code AK20) overrides 'Quail Creek' (ID AK20) .

0:00:00.000 I/APT: Airport 'Big Creek' (ID XPA000J, code AK51) overrides '[S] Tazlina Smokey Lake' (ID AK51) .

0:00:00.000 I/APT: Airport 'Snowy Range' (ID XY000K, code AU53) overrides 'Mundrabilla Road' (ID AU53) .

0:00:00.000 I/APT: Airport 'Dingo' (ID XY0034, code AU90) overrides 'Cranbrook' (ID AU90) .

0:00:00.000 I/APT: Airport 'Hidden Valley' (ID XK0011, code AZ43) overrides 'Solair Estates' (ID AZ43) .

0:00:00.000 I/APT: Airport 'Lower Loon Creek' (ID ID67, code C53) overrides 'John Deere Dubuque Works' (ID C53) .

0:00:00.000 I/APT: Airport 'Cayuse Creek USFS' (ID S74, code C64) overrides 'Wawasee' (ID C64) .

0:00:00.000 I/APT: Airport 'Ullswater' (ID XC008L, code CLW2) overrides 'Lewvan (Farr Air)' (ID CLW2) .

0:00:00.000 I/APT: Airport 'Colorado Springs East' (ID A50, code CO49) overrides 'Flying Lazy D Ranch' (ID CO49) .

0:00:00.000 I/APT: Airport 'Pakuba Airfield' (ID HUKF, code HUPA) overrides 'Bugungu Airstrip' (ID HUPA) .

0:00:00.000 I/APT: Airport 'Hell Roaring Ranch' (ID XK00CE, code ID39) overrides 'Owen Ranches Inc' (ID ID39) .

0:00:00.000 I/APT: Airport 'Fairfield Ranch (pvt)' (ID XK00CD, code ID70) overrides '[H] Adams Gulch' (ID ID70) .

0:00:00.000 I/APT: Airport 'Foster Field' (ID 7A4, code IL28) overrides 'Werries' (ID IL28) .

0:00:00.000 I/APT: Airport 'Harrold' (ID 2IN6, code IN16) overrides 'Wilkins Strip' (ID IN16) .

0:00:00.000 I/APT: Airport 'Wolfe Field' (ID 3C9, code IN65) overrides 'Culp Farms' (ID IN65) .

0:00:00.000 I/APT: Airport '[H] Kantonsspital St.Gallen' (ID XLS0010, code LSHG) overrides '[H] Gampel' (ID LSHG) .

0:00:00.000 I/APT: Airport 'Mountainair Muni' (ID Q04, code M10) overrides 'Hunter' (ID M10) .

0:00:00.000 I/APT: Airport 'Bel-Voir Acres' (ID MO61, code MO04) overrides 'Lyell' (ID MO04) .

0:00:00.000 I/APT: Airport 'Sassuolo' (ID XLI001U, code MO07) overrides '[S] Bagnell' (ID MO07) .

0:00:00.000 I/APT: Airport 'Table Rock' (ID 36M, code MO32) overrides 'Princeton-Kauffman Meml' (ID MO32) .

0:00:00.000 I/APT: Airport '[H] Red River Heliport' (ID XK006N, code N02) overrides '[H] Keystone' (ID N02) .

0:00:00.000 I/APT: Airport 'Blue Heron' (ID NK93, code N25) overrides 'Westport' (ID N25) .

0:00:00.000 I/APT: Airport 'Harvey Point Defense Test Act' (ID XK008A, code NC01) overrides 'May' (ID NC01) .

0:00:00.000 I/APT: Airport 'Deck Airpark' (ID 02W, code NC11) overrides 'Bear Creek' (ID NC11) .

0:00:00.000 I/APT: Airport 'Old Forge NY' (ID XK00CM, code NK26) overrides 'Coles Landing' (ID NK26) .

0:00:00.000 I/APT: Airport 'Cielo Dorado Estates' (ID TA50, code NM05) overrides 'Williams' (ID NM05).
 0:00:00.000 I/APT: Airport 'Porter' (ID 2I6, code OH92) overrides 'Camstra' (ID OH92).
 0:00:00.000 I/APT: Airport 'JJ & PK Airstrip' (ID 73W, code PA08) overrides 'Moorhead Airpark' (ID PA08).
 0:00:00.000 I/APT: Airport 'Kingsdale Air Park' (ID 76W, code PA23) overrides 'Mifflintown' (ID PA23).
 0:00:00.000 I/APT: Airport 'Cloudbound' (ID XK006F, code PA47) overrides 'Jim Shearer' (ID PA47).
 0:00:00.000 I/APT: Airport 'Port Alsworth' (ID XPA000G, code PALJ) overrides 'Wilder Runway' (ID PALJ).
 0:00:00.000 I/APT: Airport 'Adjuntas' (ID XTJ0003, code PR20) overrides '[H] Old San Juan' (ID PR20).
 0:00:00.000 I/APT: Airport 'Flying R.N.' (ID KS10, code S10) overrides 'Lake Chelan' (ID S10).
 0:00:00.000 I/APT: Airport 'Fazenda Sao Miguel' (ID SJOY, code SDTV) overrides '[H] Tivoli Center' (ID SDTV).
 0:00:00.000 I/APT: Airport 'Agropastoril Bom Pastor' (ID SDRO, code SDWC) overrides 'Aldeia Bau' (ID SDWC).
 0:00:00.000 I/APT: Airport 'Irmãos Goncalves' (ID XSB0008, code SIDG) overrides 'Fazenda Jotabasso' (ID SIDG).
 0:00:00.000 I/APT: Airport 'Rio Negrinho' (ID SSRN, code SILN) overrides 'Fazenda Rio Capim' (ID SILN).
 0:00:00.000 I/APT: Airport 'Manoel Urbano' (ID SSPX, code SIMB) overrides '[H] Monumental Business' (ID SIMB).
 0:00:00.000 I/APT: Airport 'Jorge Luiz Stocco' (ID XSB000C, code SJOY) overrides 'Fazenda Sao Miguel' (ID SJOY).
 0:00:00.000 I/APT: Airport 'Cond. Aeron. Santos Dumont' (ID XSB000I, code SNDD) overrides 'Fazenda Eldorado' (ID SNDD).
 0:00:00.000 I/APT: Airport 'Tancredo Thomas de Faria' (ID SBGU, code SSGG) overrides 'Fazenda Jacare de Chifre' (ID SSGG).
 0:00:00.000 I/APT: Airport 'Forquilha' (ID SBCM, code SSIM) overrides 'Boqueirao Alegre' (ID SSIM).
 0:00:00.000 I/APT: Airport 'Telemaco Borba' (ID SBTL, code SSVL) overrides 'Fazenda Santa Claudina' (ID SSVL).
 0:00:00.000 I/APT: Airport 'Sao Joao dos Patos' (ID XSB0003, code SSYR) overrides 'Fazenda Santa Maria' (ID SSYR).
 0:00:00.000 I/APT: Airport 'Zirondi' (ID XSB0009, code SSZD) overrides '[H] Aficel' (ID SSZD).
 0:00:00.000 I/APT: Airport 'Playa Pintada' (ID XSVPQ, code SVPQ) overrides 'El Pardillero' (ID SVPQ).
 0:00:00.000 I/APT: Airport 'Luis Eduardo Magalhaes' (ID XSB000G, code SWNB) overrides 'Nobres' (ID SWNB).
 0:00:00.000 I/APT: Airport 'Aero Estates' (ID TS96, code T25) overrides 'Jennings Ranch' (ID T25).
 0:00:00.000 I/APT: Airport 'Goldthwaite Muni' (ID XK007O, code T37) overrides 'Locker Brothers' (ID T37).
 0:00:00.000 I/APT: Airport 'Flying B Ranch' (ID XK009L, code TA12) overrides '[H] Petroleum Helicopters Inc' (ID TA12).
 0:00:00.000 I/APT: Airport 'West Liberty' (ID XK009G, code TS35) overrides '[H] Marriott Astrodome' (ID TS35).
 0:00:00.000 I/APT: Airport 'Hammer Airfield' (ID XK009K, code TS75) overrides 'Mitchell Nr One' (ID TS75).
 0:00:00.000 I/APT: Airport 'Fair Weather Field' (ID XK009I, code TX42) overrides 'Bransom Farm' (ID TX42).
 0:00:00.000 I/APT: Airport 'Eberly Ranch' (ID XK008Z, code TX70) overrides 'Hess' (ID TX70).
 0:00:00.000 I/APT: Airport 'Morowali Industrial Park' (ID XWI000L, code WAMP) overrides 'Kasiguncu' (ID WAMP).

0:00:00.000 I/APT: Airport 'Mukah Lapangan Terbang' (ID XWB0005, code WBGK) overrides 'Mukah' (ID WBGK) .

0:00:00.000 I/APT: Airport 'Mundaring Weir' (ID YMWR, code YMDW) overrides 'MAITLAND DOWNS' (ID YMDW) .

0:00:00.000 I/APT: Airport 'Mandemar' (ID XY004M, code YMMR) overrides 'MUNMARLARY' (ID YMMR) .

0:00:00.000 I/APT: Airport 'Port Hedland/Wodgina' (ID XY001Z, code YWGA) overrides 'Wonga Beach' (ID YWGA) .

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/cube_filter_compute_mapping.xsv with hash: 9f486e6616a7dc8b23c66aebac77025

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/cube_filter_compute.xsa with hash: a9dffaaf2138afd93cef59a11457cc0

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/cube_filter_raster_mapping.xsv with hash: c426ba5d306571c4a49c7474f15b6a8

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/cube_filter_raster.xsa with hash: 2acb0882f92bce086982048449b122c

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/ssr_deferred_mapping.xsv with hash: 78d98674b4a47a1e46592b2086856e

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/ssr_deferred.xsa with hash: d150fbf4f6d2c4e46127eccdb0fc66

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/ssr_mesh_mapping.xsv with hash: c8430fc207c9e531c5daed05adfb

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/ssr_mesh.xsa with hash: e660fcfa1333e5176e5b94ead6174f4

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/ground_lights_mapping.xsv with hash: ce2a9edbf336879c7eb84b6ab8821fc

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/ground_lights.xsa with hash: a6d32d4c9dfe9eb1277af768c6ed1f1

0:00:00.000 I/GFX: Loaded mapping Resources/shaders/bin/light_mapping.xsv with hash: e36dadb389c14dbb687db3054b25851

0:00:00.000 I/GFX: Loaded archive Resources/shaders/bin/spv/light.xsa with hash: 8f4d456bb880cd9bd1e6e15f648e2a43

0:00:00.000 I/REN: Setting texture resolution read from prefs as 5

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

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

0:00:00.000 I/REN: Setting |drawing range read from prefs as 4.

0:00:00.000 I/REN: Setting |draw parked aircraft at airports read from prefs as 1.

0:00:00.000 I/REN: Setting |draw boats in the water read from prefs as 1.

0:00:00.000 I/REN: Setting |Cloud quality read from prefs as 1.

0:00:00.000 I/REN: Setting |FSR quality level read from prefs as 1.

0:00:00.000 I/REN: Setting |SSAO quality level read from prefs as 2.

0:00:00.000 I/REN: Setting |Enable 3D trees read from prefs as 0.

0:00:00.000 I/REN: Setting |3-d shadows read from prefs as 2.

0:00:00.000 I/REN: Setting |Tree quality level read from prefs as 0.

0:00:00.000 I/REN: Setting |HDR anti-aliasing read from prefs as 2.

0:00:00.000 I/REN: Setting |Enable FXAA to remove jagged lines via post processing which is cheaper than MSAA. read from prefs as 1.

0:00:00.000 I/REN: Setting |Texture Resolution read from prefs as 4.

0:00:00.000 I/REN: Setting |Anisotropic Filtering read from prefs as 8.

0:00:00.000 D/KTX2: [Resources/bitmaps/world/moon_NML.ktx2] 1024x1024x0 0 layers 11 levels 1 faces none

0:00:00.000 I/WEBSRV: Port 8086 bound

0:00:00.000 I/WEBSRV: Port 55522 bound

0:00:00.000 I/gfx: Max budget for managed buffers changed to 536870912

0:00:00.000 I/NET: OS has RFC 4941 Privacy Extensions for IPv6 *enabled*, using TEMPORARY IPv6 addresses

0:00:00.000 I/NET: 纒、纒シ纒オ纒阪ヤ纒・2 (Intel(R) Ethernet Connection (11) I219-V) 192.168.10.101

0:00:00.000 I/NET: 纒、纒シ纒オ纒阪ヤ纒・2 (Intel(R) Ethernet Connection (11) I219-V) 2400:4051:bb41:2100:cd70:d377:323b:c885

0:00:00.000 I/NET: (RakNet) Init: Successful!

0:00:00.000 I/NET: Networking initialized successfully

0:00:00.000 D/TEX: Target scale moved to 16.000000. Texture budget is 6281719168, total texture use is at 0. Change needed is 6281719168

0:00:00.000 D/TEX: Memory controller is reporting 189960832 allocated out of 7811329462 budget

0:00:00.000 I/TEX: Target scale moved to 16.000000

0:00:00.000 D/HID: Hardware ADDED(06a3, 0763) - Saitek Pro Flight Rudder Pedals at path ¥¥?¥hid#vid_06a3&pid_0763#7&3add70df&0&0000#{4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: Saitek Pro Flight Rudder Pedals - VID:1699PID:1891, this is a familiar device.

0:00:00.000 D/HID: AXIS Added Index: 0 (HID_Page_GenericDesktop/HID_Usage_GD_Y) for handle: 000001CDB5486A90. Min/Max 0 - 127

0:00:00.000 D/HID: AXIS Added Index: 1 (HID_Page_GenericDesktop/HID_Usage_GD_X) for handle: 000001CDB5486A90. Min/Max 0 - 127

0:00:00.000 D/HID: AXIS Added Index: 2 (HID_Page_GenericDesktop/HID_Usage_GD_Rz) for handle: 000001CDB5486A90. Min/Max 0 - 511

0:00:00.000 D/HID: END HARDWARE

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: Saitek Pro Flight Rudder Pedals (VID:1699PID:1891) Axis #0, assigned to joy_use_none, has an expected min/max range of [0.000000, 127.000000], but is calibrated for [9900000256.000000, -9900000256.000000]. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: Saitek Pro Flight Rudder Pedals (VID:1699PID:1891) Axis #1, assigned to joy_use_none, has an expected min/max range of [0.000000, 127.000000], but is calibrated for [0.000000, 0.000000]. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: Saitek Pro Flight Rudder Pedals (VID:1699PID:1891) Axis #2, assigned to joy_use_hdng, has an expected min/max range of [0.000000, 511.000000], but is calibrated for [0.499022, 0.512720]. You should recalibrate the device in the Settings menu.

0:00:00.000 D/HID: Hardware ADDED(06a3, 0bac) - Saitek Pro Flight Yoke at path

¥?¥hid#vid_06a3&pid_0bac#7&1acca104&0&0000# { 4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: Saitek Pro Flight Yoke - VID:1699PID:2988, this is a familiar device.

0:00:00.000 D/HID: BUTTON Added Index: 0 (HID_Page_Button/01) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 1 (HID_Page_Button/02) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 2 (HID_Page_Button/03) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 3 (HID_Page_Button/04) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 4 (HID_Page_Button/05) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 5 (HID_Page_Button/06) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 6 (HID_Page_Button/07) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 7 (HID_Page_Button/08) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 8 (HID_Page_Button/09) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 9 (HID_Page_Button/0a) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 10 (HID_Page_Button/0b) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 11 (HID_Page_Button/0c) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 12 (HID_Page_Button/0d) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 13 (HID_Page_Button/0e) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 14 (HID_Page_Button/0f) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 15 (HID_Page_Button/10) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 16 (HID_Page_Button/11) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 17 (HID_Page_Button/12) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 18 (HID_Page_Button/13) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 19 (HID_Page_Button/14) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 20 (HID_Page_Button/15) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 21 (HID_Page_Button/16) for handle: 000001CDB5486910
0:00:00.000 D/HID: BUTTON Added Index: 22 (HID_Page_Button/17) for handle: 000001CDB5486910
0:00:00.000 D/HID: AXIS Added Index: 0 (HID_Page_GenericDesktop/HID_Usage_GD_Y) for handle: 000001CDB5486910. Min/Max 0 - 1023
0:00:00.000 D/HID: AXIS Added Index: 1 (HID_Page_GenericDesktop/HID_Usage_GD_X) for handle: 000001CDB5486910. Min/Max 0 - 1023
0:00:00.000 D/HID: AXIS Added Index: 2 (HID_Page_GenericDesktop/HID_Usage_GD_Ry) for handle: 000001CDB5486910. Min/Max 0 - 255
0:00:00.000 D/HID: AXIS Added Index: 3 (HID_Page_GenericDesktop/HID_Usage_GD_Rx) for handle: 000001CDB5486910. Min/Max 0 - 255
0:00:00.000 D/HID: AXIS Added Index: 4 (HID_Page_GenericDesktop/HID_Usage_GD_Z) for handle: 000001CDB5486910. Min/Max 0 - 255
0:00:00.000 D/HID: HATSWITCH Added Index: 0 (HID_Page_GenericDesktop/HID_Usage_GD_Hatswitch) for handle: 000001CDB5486910. It has 8 positions.
0:00:00.000 D/HID: END HARDWARE
0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: Saitek Pro Flight Yoke (VID:1699PID:2988) Axis #0, assigned to joy_use_none, has an expected min/max range of [0.000000, 1023.000000], but is calibrated for [0.394917, 0.500489]. You should recalibrate the device in the Settings menu.
0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: Saitek Pro Flight Yoke (VID:1699PID:2988) Axis #1, assigned to joy_use_none, has an expected min/max range of [0.000000, 1023.000000], but is calibrated for [0.500489, 0.846530]. You should recalibrate the device in the Settings menu.

0:00:00.000 D/HID: Hardware ADDED(044f, b10a) - T.16000M at path ¥¥?¥hid#vid_044f&pid_b10a#7&1a37dd38&1&0000#{ 4d1e55b2-f16f-11cf-88cb-001111000030}

0:00:00.000 I/JOY: REGISTER Joystick device: T.16000M - VID:1103PID:45322, this is a familiar device.

0:00:00.000 D/HID: BUTTON Added Index: 0 (HID_Page_Button/01) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 1 (HID_Page_Button/02) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 2 (HID_Page_Button/03) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 3 (HID_Page_Button/04) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 4 (HID_Page_Button/05) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 5 (HID_Page_Button/06) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 6 (HID_Page_Button/07) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 7 (HID_Page_Button/08) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 8 (HID_Page_Button/09) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 9 (HID_Page_Button/0a) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 10 (HID_Page_Button/0b) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 11 (HID_Page_Button/0c) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 12 (HID_Page_Button/0d) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 13 (HID_Page_Button/0e) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 14 (HID_Page_Button/0f) for handle: 000001CDB5486B50

0:00:00.000 D/HID: BUTTON Added Index: 15 (HID_Page_Button/10) for handle: 000001CDB5486B50

0:00:00.000 D/HID: HATSWITCH Added Index: 0 (HID_Page_GenericDesktop/HID_Usage_GD_Hatswitch) for handle: 000001CDB5486B50. It has 8 positions.

0:00:00.000 D/HID: AXIS Added Index: 0 (HID_Page_GenericDesktop/HID_Usage_GD_X) for handle: 000001CDB5486B50. Min/Max 0 - 16383

0:00:00.000 D/HID: AXIS Added Index: 1 (HID_Page_GenericDesktop/HID_Usage_GD_Y) for handle: 000001CDB5486B50. Min/Max 0 - 16383

0:00:00.000 D/HID: AXIS Added Index: 2 (HID_Page_GenericDesktop/HID_Usage_GD_Slider) for handle: 000001CDB5486B50. Min/Max 0 - 255

0:00:00.000 D/HID: AXIS Added Index: 3 (HID_Page_GenericDesktop/HID_Usage_GD_Rz) for handle: 000001CDB5486B50. Min/Max 0 - 255

0:00:00.000 D/HID: END HARDWARE

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: T.16000M (VID:1103PID:45322) Axis #0, assigned to joy_use_roll, has an expected min/max range of [0.000000, 16383.000000], but is calibrated for [0.218519, 0.832143]. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: CALIBRATION OVERRIDE: T.16000M (VID:1103PID:45322) Axis #0 forced to be treated as calibrated due to a user pref.

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: T.16000M (VID:1103PID:45322) Axis #1, assigned to joy_use_ptch, has an expected min/max range of [0.000000, 16383.000000], but is calibrated for [0.087225, 0.722273]. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: CALIBRATION OVERRIDE: T.16000M (VID:1103PID:45322) Axis #1 forced to be treated as calibrated due to a user pref.

0:00:00.000 E/JOY: UNCENTERED AXIS DETECTED: T.16000M (VID:1103PID:45322) Axis #1, assigned to joy_use_ptch, 'centered' at 0.300077. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: T.16000M (VID:1103PID:45322) Axis #2, assigned to joy_use_none, has an expected min/max range of [0.000000, 255.000000], but is calibrated for [0.262745, 0.866667]. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: CALIBRATION OVERRIDE: T.16000M (VID:1103PID:45322) Axis #2 forced to be treated as calibrated due to a user pref.

0:00:00.000 E/JOY: UNCALIBRATED AXIS DETECTED: T.16000M (VID:1103PID:45322) Axis #3, assigned to joy_use_none, has an expected min/max range of [0.000000, 255.000000], but is calibrated for [0.501961, 0.501961]. You should recalibrate the device in the Settings menu.

0:00:00.000 E/JOY: CALIBRATION OVERRIDE: T.16000M (VID:1103PID:45322) Axis #3 forced to be treated as calibrated due to a user pref.

0:00:00.000 D/STM: Transitioning from state state_InitialLoading to state_QuickFlightWizard

0:00:00.000 I/ACF: Loading airplane number 20 with Aircraft/Epic Victory/victory.acf

WebFMC: Plane loaded: 20

0:00:00.000 I/WIN: Showing subscreen Main Menu

0:00:00.000 I/OVR: User is entering the holodeck.

0:00:00.000 I/WIN: Opened window Primary V11 UI

0:00:00.000 I/WXR: wxr cache: (window 000001CD2D0AEAC0) 369 x 194

0:00:00.115 D/KTX2: [Resources/bitmaps/world/moon_NML.ktx2] 1024x1024x0 0 layers 11 levels 1 faces none

0:00:02.446 I/NAVT: NavData is done loading async...

0:00:02.564 I/NAVT: Navaids are done loading async...

0:00:02.794 I/NAVT: Fixes are done loading async...

0:00:02.887 I/WIN: Showing subscreen Freeflight

0:00:03.335 I/NAVT: Airways are done loading async...

0:00:03.335 I/NAVT: All navt data is done loading async...

0:00:14.125 I/WIN: Showing subscreen Freeflight Failures Window

0:00:36.279 I/FCG: Applying changes from Flight Configuration screen

0:00:36.279 I/FCG: Starting new flight in Aircraft/Epic Victory/victory.acf at 豹 題オ-霍ッ 34R

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_mapping.xsv with hash: 88c8a357e81478465e8459e2f883d7

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain.xsa with hash: 4755f27987c165cf3e7d13b201ad249

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/shadow_rect_mapping.xsv with hash: a27d99ac871b63f6d3abdbfb43e4c3f

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/shadow_rect.xsa with hash: 5ee03af77ca631a5c3164f4de7cab2c

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/debug_mapping.xsv with hash: d898172b2737ffc3b5449e54bfbc062

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/debug.xsa with hash: 94ccda3d53918a309723c3ecae709bb8

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/z_minmax_mapping.xsv with hash: 3163f1bffc61bedff09090265629be5

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/z_minmax.xsa with hash: ec4433465595c093dba8bf8cfeefbb27

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/lumi_histo_mapping.xsv with hash: c072e83538cae18353eeacf2dd10a3

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/lumi_histo.xsa with hash: 82d6c2d01be880701cade4c6fa96c7

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/histo_debug_mapping.xsv with hash: b1dd2ffea5b3ded26a72d2725aba7836
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/histo_debug.xsa with hash: 89f94aad88585ce2ec73466c98a99
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/vegetation_data_mapping.xsv with hash: 189e1c765dfdd33bfbcc1cd69182b43d
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/vegetation_data.xsa with hash: b488148ffab99e19cbbc8fd7ff6a65e6
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/vegetation_cull_mapping.xsv with hash: f67145d1528d9a848f3c62d62e90b8ff
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/vegetation_cull.xsa with hash: 246e480bf7be4bec79e86a8176538d
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/weather_apply_compute_mapping.xsv with hash: cef49def1d88ef59c61bb04b4a62296d
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/weather_apply_compute.xsa with hash: 137e23ab52a8dc339d1f7cc81df9eb2
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/weather_apply_raster_mapping.xsv with hash: 6ebe3a36c7083184bedb5d2a7d3656
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/weather_apply_raster.xsa with hash: 1ff62dd3a945d9e79d8af789f43fbc3a
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_upscale_mapping.xsv with hash: 9503fe2d1e7122a834ef5aa74412c3
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_upscale.xsa with hash: 2bfafec3144f40dc31159d9ae3e0538e
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/volumetric_apply_mapping.xsv with hash: e7727d818d6f5db552718a85744af9f5
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/volumetric_apply.xsa with hash: 9687fef82b1a5ea7eec3d6c5f238d590
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/volumetric_fog_mapping.xsv with hash: 761eacf702a7ce715c8b99b1863c18
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/volumetric_fog.xsa with hash: 109de8d125cf11a89f6673ee5a4863
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_render_raster_mapping.xsv with hash: cd1e7b0c3f44d84e646adbecb7621e2
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_render_raster.xsa with hash: c6dbd4c21d606ca1a7a1fad811c38f5
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_render_compute_mapping.xsv with hash: 8610d4809a518783bab7131b11bd6452
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_render_compute.xsa with hash: 69cda53fe8c84fe69fe5cae3dbca04d
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_update_mapping.xsv with hash: 3382b8d93dce2e91ed66a6b3e3fbb1a
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_update.xsa with hash: 256667aa5200795a67fce53de9ec8
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_minify_mapping.xsv with hash:

701cd0df8eeca7973ddacaf1e5826778

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_minify.xsa with hash:
1ca0658ecf365e306b5c67d511b5a7e

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_map_mapping.xsv with hash:
79344d3e13bfc44311b2c79cbe44a137

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_map.xsa with hash:
7797d455c5862fb444b4d45dc4d2c961

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_shadows_mapping.xsv with hash:
2d491453aa315f5fa0e7f6c48a6346e3

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_shadows.xsa with hash:
338f65fc9455e2592d5274289aebc197

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_precipitation_mapping.xsv with hash:
32e4b4ac633c40bd5cf077ed8d7767bc

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_precipitation.xsa with hash:
299c987731ab2e5134d5e15ee1139c4

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_categorize_mapping.xsv with hash:
929520aa1f46286d442d28462acfd79

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_categorize.xsa with hash:
f6b0b63ab0fe126fff456f8f8088fecf

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cloud_opacity_mapping.xsv with hash:
ae6e7d5df69ba21bc67ab2c80d9262f

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cloud_opacity.xsa with hash:
385d3d54628981c3fd35cd77664f8c91

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ripple_mapping.xsv with hash:
cb74d67c42da2f7152c59efbc343d6d5

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ripple.xsa with hash:
b85d757f2dcc77af1cd356a232974e28

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_surface_mapping.xsv with hash:
c910827dc762425a333d2a14ddc827

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_surface.xsa with hash:
32bf83ffceaa49a35be7562bfe34462f

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_visualize_mapping.xsv with hash:
bbd0429aaa59e32c78f4bdc2a9537535

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_visualize.xsa with hash:
f5478b719627b75a4e9722b1aa5fe69

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_forces_visualize_mapping.xsv with hash:
ea173137aa102429ce4f7059394b228

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_forces_visualize.xsa with hash:
4df8d9a58ba35012f7553921386b5632

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_ice_accumulation_mapping.xsv with hash:
56ba635db5086399e52da1685409a3c

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_ice_accumulation.xsa with hash:
a638e8edc014f373e13376126223d1

0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_droplets_compute_mapping.xsv with hash:
56458faf048d978ba8828446af

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_droplets_compute.xsa with hash: 2d444e916829b636aeef47cae1d93
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_droplets_wipers_mapping.xsv with hash: 908db0b0b13c48b9171b77593145d7
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_droplets_wipers.xsa with hash: 28b73958f17ae6cabab73b18e41bdd
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_forces_mapping.xsv with hash: 1d8c57c86ece692771b54d7b17d4a
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_forces.xsa with hash: 5fee28aadd947574c10d6b93ebe126
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_normals_mapping.xsv with hash: f5afb5544ad843492fcc30cad6c17679
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_normals.xsa with hash: 71cceca687dfda99b27a5a197c83a4
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/rain_draw_mapping.xsv with hash: 3363ca815c4567e459be312bfcblea5a
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/rain_draw.xsa with hash: 68ab67f6fcd790ebc4693a29a71a
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/compute_fft_mapping.xsv with hash: 2ba4b3948ffcaf4724a12087368cd
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/compute_fft.xsa with hash: 3f9785eae9c1fb5a71d32bdd731b9a7
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/cacao_mapping.xsv with hash: 1ba29654eb3f6f9e70d9888bba4e41f
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/cacao.xsa with hash: cada3e7bad651224c6438fd74f5a5ef6
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/depth_of_field_mapping.xsv with hash: e7744b9a3e8753d9dd9608bcf9130c7
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/depth_of_field.xsa with hash: 424b2376e05add79dbc9bc5afa69cdf
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/fsr_mapping.xsv with hash: f369cf80cd99eeabebaf6dc2b0d1c7
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/fsr.xsa with hash: 1cb590e39ac495e3567d558e743cb553
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/sectional2_mapping.xsv with hash: abe2429a65a13dfe9525deae5ccd9
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/sectional2.xsa with hash: 8fdbafdb2f77349d8578d42a64184e
 Initializing off screen memory.
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/scatter_compute_t_mapping.xsv with hash: 77d2db9f54b8d89d3712ce823594f6d7
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/scatter_compute_t.xsa with hash: cfabcbadfa315360af9ea39ffcd9dcfbf
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/scatter_compute_multi_mapping.xsv with hash: 3d90ee255ea2b8451d418c9d9441a91

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/scatter_compute_multi.xsa with hash: 7a2367acb4354905476bdbc5230cd12
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/scatter_compute_skydome_mapping.xsv with hash: f86220fcabf341c7897168fa7c54d99e
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/scatter_compute_skydome.xsa with hash: d1f75b692a6d2ac5b37a6299531c4ad6
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/scatter_compute_scattering_mapping.xsv with hash: ed7485c4c16350b1e4df8de6511b5d7
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/scatter_compute_scattering.xsa with hash: ce88808337ed931e6f29262844d82993
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/scatter_render_atmosphere_mapping.xsv with hash: 40594647e116e3b65763e3e6284cba4
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/scatter_render_atmosphere.xsa with hash: 98aacbb1d432d6ee5b2e6be4a72371
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/deferred_gbuf_mapping.xsv with hash: d478688254bcb6147d27e71f4981e20
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/deferred_gbuf.xsa with hash: cd199037ee6a87b978756ec5501f74
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/msaa_categorize_mapping.xsv with hash: 175877c0dba91db5b3115ab428c66c7
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/msaa_categorize.xsa with hash: 30ea79732df8364b711d910da7d3050
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/csm_resolve_mapping.xsv with hash: e9d8161e219932729f21fla5186640
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/csm_resolve.xsa with hash: 866469c3c02f625e64f82513b6863069
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/hdr_mapping.xsv with hash: 6d58a3d295dfb226574be76d075ce19
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/hdr.xsa with hash: 28fd7939791c8f257e107d826aba24b9
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/bloom_mapping.xsv with hash: 3593b745af49ab084efd3c28cb58734
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/bloom.xsa with hash: 9214f199bdbd3558f92aaab92a64a36
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/airport_raster_mapping.xsv with hash: da9a6f1cb694c886c1e421b58ea1187
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/airport_raster.xsa with hash: 3e09e5f18592cb9d394deb8977ddf2
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/acf_map_icon_mapping.xsv with hash: 879a5b721e70fd2b2510907b85f8aa4
 0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/acf_map_icon.xsa with hash: 3fc3644bbc36581a6e79b5f8e80b5da
 Initializing off screen memory complete.
 0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_spectrum_mapping.xsv with hash: 816b28c76bce710cdf1c5afde622982

0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_spectrum.xsa with hash: 5add391e8b98bde95f9f71cfe9da91
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_bake_textures_mapping.xsv with hash: 5ce72d267d733dfa71533f87e4bb1c7
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_bake_textures.xsa with hash: 9a83789f913747a487e515d5758925
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_variance_mapping.xsv with hash: 90dd87afa95cc2677c7f79ad387c
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_variance.xsa with hash: f12f2932bd7d7c6cb19983947e521
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_mesh_data_mapping.xsv with hash: 373b4084ee5ee6dd38ca94207985935
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_mesh_data.xsa with hash: ec1ef3e9f16c8ecfaf26602fe5ea1e26
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_mesh_bake_mapping.xsv with hash: dda8d8f955f8d86828d5dc94dc7b50bb
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_mesh_bake.xsa with hash: 9f1d5425674c1badb1dd663165d11ec
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_shading_mapping.xsv with hash: 26b63b79ad98a8f50e03e183fb165c
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_shading.xsa with hash: 73aad7d1dd9f82e68b9b9166e6b061dd
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_meta_data_mapping.xsv with hash: 647ad04a618844a1fdd567e2b29de97
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_meta_data.xsa with hash: 924ff6d936cc90109a817b9613206156
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/ocean_readback_mapping.xsv with hash: 983d8402beb65d00bf561e3e2c240
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/ocean_readback.xsa with hash: 19ac6e89c473ed83c6379a51a188d49d
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/planet_mapping.xsv with hash: 68cfe7b7d77112595a6c19a7cdeb0e3
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/planet.xsa with hash: 1d94f59b678bc93882a670cc682b716b
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/dome_mapping.xsv with hash: 86cd2ed5a8a512bcdd38bf459b85e5
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/dome.xsa with hash: eadc4dba7c3b19547e17db6e2aa274
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/stars_mapping.xsv with hash: dae4e194c31b0ba51c7d6ff6460c6
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/stars.xsa with hash: 3bad7fafa52097aa43133bec4c8174c0
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/astronomical_mapping.xsv with hash: f04ecf729c765029bbe57184bcda4f69
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/astronomical.xsa with hash:

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dlc1cee84cd646cbbf3695585dd8a6f5
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/particle_mapping.xsv with hash:
3f47baf44e24219f191f67a610eabde8
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/particle.xsa with hash:
9015eac3ded792eafa6aad1f51f73ef
0:00:36.279 I/GFX: Loaded mapping Resources/shaders/bin/manip3d_mapping.xsv with hash:
16d5bded92d5854d5fecb75f5e6aba0
0:00:36.279 I/GFX: Loaded archive Resources/shaders/bin/spv/manip3d.xsa with hash:
4753a8161682517191d01e7fc999e971
0:00:36.279 D/TEX: Paging plan is pausing
0:00:36.279 D/STM: Transitioning from state state_QuickFlightWizard to state_NormalLoading
WebFMC: Plane unloaded: 0
0:00:36.279 I/ACF: Loading airplane number 0 with Aircraft/Epic Victory/victory.acf
FlyWithLua Info: XPLM_MSG_FMOD_BANK_UNLOADING & xplm_RadioBank true
FlyWithLua Info: fmod_uninitialize() FmodSounds.size = 0
FlyWithLua Info: fmod_uninitialize() Should be 0 now FmodSounds.size = 0
[36.2791] Terrain radar plugin: read settings
[36.2791] Terrain radar plugin: aircraft description is "Epic Victory"
[36.2791] Terrain radar plugin: found unsupported aircraft "Epic Victory", switched to window mode
[36.2791] Terrain radar plugin: aircraft engines type is turbofan
[36.2791] Terrain radar plugin: terrain collision prediction function disabled because aircraft empty weight is
1224.699951
[36.2791] Terrain radar plugin: minimum aircraft empty weight is 1800.000000
WebFMC: Plane loaded: 0
WebFMC: WebFMC main loop enabled
Fetching plugins for E:\X-Plane 12/Aircraft/Epic Victory/plugins

[VICTORY G1000 INFO]: Starting X-Plane SASL plugin v3.17.0+a6e5c61 [Commercial Edition]
[VICTORY G1000 INFO]: Victory G1000 | Aircraft | Start Full
[VICTORY G1000 INFO]: Loading cursors...
Loaded: E:\X-Plane 12/Aircraft/Epic Victory/plugins/SASL/64/win.xpl (1-sim Victory G1000).

[VICTORY G1000 INFO]: Enabling...
[VICTORY G1000 INFO]: Sound output device: OpenAL Soft
[VICTORY G1000 INFO]: Initializing...
[VICTORY G1000 INFO]: [DISPLAY] Main Screen Bounds: 0, 0, 1920, 1009
[VICTORY G1000 INFO]: Path to module: E:\X-Plane 12/Aircraft/Epic
Victory/plugins/SASL/data/modules/main.key
[VICTORY G1000 INFO]: Loading module...
[VICTORY G1000 INFO]: [LUA]: loading module
[VICTORY G1000 INFO]: [LUA]: including helpers/bootstrap.lua
[VICTORY G1000 INFO]: [LUA]: "module" Language: Japanese
[VICTORY G1000 INFO]: [LUA]: including helpers/config.lua
[VICTORY G1000 INFO]: [LUA]: requesting helpers/json.lua
[VICTORY G1000 INFO]: [LUA]: including class.lua

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[VICTORY G1000 INFO]: [LUA]: including lib_math.lua
[VICTORY G1000 INFO]: [LUA]: including lib_strings.lua
[VICTORY G1000 INFO]: [LUA]: including lib_tables.lua
[VICTORY G1000 INFO]: [LUA]: including lib_lists.lua
[VICTORY G1000 INFO]: [LUA]: including lib_properties.lua
[VICTORY G1000 INFO]: [LUA]: including lib_scheduler
[VICTORY G1000 INFO]: [LUA]: including lib_textures
[VICTORY G1000 INFO]: [LUA]: including lib_tooltips
[VICTORY G1000 INFO]: [LUA]: including lib_fonts
[VICTORY G1000 INFO]: [LUA]: requesting helpers/skunkcrafts.lua
[VICTORY G1000 INFO]: [LUA]: SkunkCrafts Updater utility
[VICTORY G1000 INFO]: [LUA]: Loading configuration from E:\X-Plane 12/Aircraft/Epic
Victory/skunkcrafts_updater.cfg
[VICTORY G1000 INFO]: [LUA]: Using normal config
[VICTORY G1000 INFO]: [LUA]: including helpers.lua
[VICTORY G1000 INFO]: [LUA]: including colors.lua
[VICTORY G1000 INFO]: [LUA]: including constants.lua
[VICTORY G1000 INFO]: [LUA]: including preferences.lua
[VICTORY G1000 INFO]: [LUA]: including various.lua
[VICTORY G1000 INFO]: [LUA]: including geography.lua
[VICTORY G1000 INFO]: [LUA]: including class_time.lua
[VICTORY G1000 INFO]: [LUA]: including class_pid.lua
[VICTORY G1000 INFO]: [LUA]: including class_image.lua
[VICTORY G1000 INFO]: [LUA]: including class_command.lua
[VICTORY G1000 INFO]: [LUA]: including class_font.lua
[VICTORY G1000 INFO]: [LUA]: including class_spy.lua
[VICTORY G1000 INFO]: [LUA]: including class_sound.lua
[VICTORY G1000 INFO]: [LUA]: including class_fmod.lua
[VICTORY G1000 INFO]: [LUA]: including class_scenery.lua
[VICTORY G1000 INFO]: [LUA]: including class_avionics.lua
[VICTORY G1000 INFO]: [LUA]: "module" Loading configuration for breakers
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][rel] = 10000 100 1
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][0] = fuel_pump
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][1] = ice_detect
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][2] = fuel_auto
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][3] = sam
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][4] = otto
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][5] = trims
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][6] = ah500
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][7] = press_air
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][8] = oxygen
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][9] = light_land
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][10] = light_taxi
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][11] = light_strobe
[VICTORY G1000 INFO]: [LUA]: "module" Config[breakers][12] = light_nav

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[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [13] = light_beacon
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [14] = surf_heat
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [15] = inlet_heat
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [16] = windsh_heat
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [17] = seats
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [18] = pitot_stall
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [19] = com1
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [20] = com2
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [21] = pfd
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [22] = pfd2
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [23] = mfd
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [24] = gps_nav1
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [25] = gps_nav2
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [26] = generator
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [27] = l_batt
[VICTORY G1000 INFO]: [LUA]: "module"	Config [breakers] [28] = r_batt
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [fuel_pump]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [ice_detect]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [fuel_auto]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [sam]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [otto]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [trims]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [ah500]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [press_air]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [oxygen]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [light_land]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [light_taxi]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [light_strobe]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [light_nav]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [light_beacon]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [surf_heat]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [inlet_heat]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [windsh_heat]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [seats]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [pitot_stall]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [com1]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [com2]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [pfd]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [pfd2]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [mfd]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [gps_nav1]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [gps_nav2]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [generator]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [l_batt]
[VICTORY G1000 INFO]: [LUA]: "module"	New breaker [r_batt]

[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/kill_cabin
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/toggle_inst_reflections : Toggle instrument reflections	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/hide_inst_reflections : Hide instrument reflections	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/show_inst_reflections : Show instrument reflections	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/toggle_wind_reflections : Toggle windows reflections	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/hide_wind_reflections : Hide windows reflections	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/show_wind_reflections : Show windows reflections	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/toggle_static_elements : Toggle static elements	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/hide_static_elements : Hide static elements	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command
aerobask/options/show_static_elements : Show static elements	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/options/toggle_cabin : Toggle cabin
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/options/hide_cabin : Hide cabin
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/options/show_cabin : Show cabin
[VICTORY G1000 INFO]: [LUA]: loading	libXPSV
[VICTORY G1000 INFO]: [LUA]: "module"	Loading config/libXPSV.json
[VICTORY G1000 INFO]: [LUA]: loading	cas
[VICTORY G1000 INFO]: [LUA]: "module"	Loading config/cas.json
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/info_chime
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/info_unrest
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/cas/info_ack : CAS
Acknowledge info events and lower	
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/pb_info_ack
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/caution_chime
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/caution_unrest
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/cas/caution_ack : CAS
Acknowledge caution events and lower	
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/pb_caution_ack
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/warning_chime
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/warning_unrest
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/cas/warning_ack : CAS
Acknowledge warning events and lower	
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/cas/pb_warning_ack
[VICTORY G1000 INFO]: [LUA]: loading	victoryg

[VICTORY G1000 INFO]: [LUA]: including	g1000_custom
[Victory G1000 (SASL)]: Dataref 'sim/cockpit2/engine/indicators/ITT_deg_C' has been replaced. Please use the new name.	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_csc : GFC700
CSC button	
[VICTORY G1000 INFO]: [LUA]: including	g1000_ems
[VICTORY G1000 INFO]: [LUA]: including	g1000_system
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/g1000n1/kn_crs
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/g1000n2/kn_crs
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/g1000n3/kn_crs
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/g1000n1/kn_hdg
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/g1000n2/kn_hdg
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/g1000n3/kn_hdg
[VICTORY G1000 INFO]: [LUA]: including	gcu477
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/g1000n3_key_ssfc : GCU
select SFK	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/g1000n3_key_lsfc : GCU
left SFK	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/g1000n3_key_rsfc : GCU
right SFK	
[VICTORY G1000 INFO]: [LUA]: loading	s_texture
[VICTORY G1000 INFO]: [LUA]: loading	clicker
[VICTORY G1000 INFO]: [LUA]: loading	wheeler
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gcu477/popup_toggle :
GCU477 popup toggle	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gcu477/popup_show :
GCU477 popup show	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gcu477/popup_hide :
GCU477 popup hide	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gcu477/popup_reset :
GCU477 popup reset	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gcu477/popup_out :
GCU477 popup out	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gcu477/popup_up :
GCU477 popup in	
[VICTORY G1000 INFO]: [LUA]: including	gfc700
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700/popup_toggle :
GFC700 popup toggle	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700/popup_show :
GFC700 popup show	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700/popup_hide :
GFC700 popup hide	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700/popup_reset :
GFC700 popup reset	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700/popup_out :

GFC700 popup out	Registered command aerobask/gfc700/popup_up :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 popup in	Registered command aerobask/gfc700_vvi_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 VVI decrease	Registered command aerobask/gfc700_vvi_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 VVI increase	New custom dataref aerobask/gfc700_knob_vvi
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_hdg_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 HDG decrease	Registered command aerobask/gfc700_hdg_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 HDG increase	New custom dataref aerobask/gfc700_knob_hdg
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_spd_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 SPD decrease	Registered command aerobask/gfc700_spd_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 SPD increase	New custom dataref aerobask/gfc700_knob_spd
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_alto_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 ALT outer decrease	Registered command aerobask/gfc700_alto_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 ALT outer increase	New custom dataref aerobask/gfc700_knob_alto
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_alti_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 ALT inner decrease	Registered command aerobask/gfc700_alti_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 ALT inner increase	New custom dataref aerobask/gfc700_knob_alti
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_crs1_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 CRS1 decrease	Registered command aerobask/gfc700_crs1_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 CRS1 increase	New custom dataref aerobask/gfc700_knob_crs1
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/gfc700_crs2_dec :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 CRS2 decrease	Registered command aerobask/gfc700_crs2_inc :
[VICTORY G1000 INFO]: [LUA]: "module"	
GFC700 CRS2 increase	New custom dataref aerobask/gfc700_knob_crs2
[VICTORY G1000 INFO]: [LUA]: "module"	g1000_pfd
[VICTORY G1000 INFO]: [LUA]: loading	New custom dataref aerobask/taws_test
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/tcas_test
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/sync_crs_with_hdg :
Synch pilot HSI course with actual HDG	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/baro_2992_pilot : Set
pilot barometer to 29.92 inhg	

[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/g1000n1_mins_up :
G1000n1 minimums up	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/g1000n1_mins_dn :
G1000n1 minimums down	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/g1000n1_mins_toggle :
G1000n1 toggleminimums	
[VICTORY G1000 INFO]: [LUA]: loading	g1000_cas
[VICTORY G1000 INFO]: [LUA]: loading	g1000_dial
[VICTORY G1000 INFO]: [LUA]: loading	image
[VICTORY G1000 INFO]: [LUA]: loading	dummy
[VICTORY G1000 INFO]: [LUA]: loading	empty
[VICTORY G1000 INFO]: [LUA]: loading	g1000_mfd
[VICTORY G1000 INFO]: [LUA]: loading	g1000_pfd_options
[VICTORY G1000 INFO]: [LUA]: loading	ui_checkbox
[VICTORY G1000 INFO]: [LUA]: loading	ui_radiobox
[VICTORY G1000 INFO]: [LUA]: loading	g1000_mfd_options
[VICTORY G1000 INFO]: [LUA]: loading	md302
[VICTORY G1000 INFO]: [LUA]: "module"	Loading config/md302.json
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/barometer_up :
MD302 Stby baro up	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/barometer_dn :
MD302 Stby baro down	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/turn_on : MD302
turn on	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/knob_p : MD302
push knob	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/knob_l : MD302
turn knob CCW	
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/knob_r : MD302
turn knob CW	
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/md302/sw_knob_p
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/md302/sw_knob_r
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/md302/popup : MD302
toggle popup (s)	
[VICTORY G1000 INFO]: [LUA]: loading	md302_options
[VICTORY G1000 INFO]: [LUA]: loading	ui_label
[VICTORY G1000 INFO]: [LUA]: loading	ui_radioarray
[VICTORY G1000 INFO]: [LUA]: loading	systems
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/knob_flaps
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/lt_elt
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/elt_up : ELT switch up
[VICTORY G1000 INFO]: [LUA]: "module"	Registered command aerobask/elt_dn : ELT switch
down	
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/sw_elt
[VICTORY G1000 INFO]: [LUA]: "module"	New custom dataref aerobask/pb_batt1

[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
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igniter
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Standby Alt
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
pusher
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
autopilot computer
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
trims
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
Press Air
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
dump pressure to altitude
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
Dump pressure
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
[VICTORY G1000 INFO]: [LUA]: "module"
Emergency oxygen
[VICTORY G1000 INFO]: [LUA]: "module"

New custom dataref aerobask/pb_batt2
New custom dataref aerobask/pb_avionics
New custom dataref aerobask/pb_generator
New custom dataref aerobask/lt_start
New custom dataref aerobask/lt_gen
New custom dataref aerobask/pb_cutoff
Registered command aerobask/igniter_toggle : Toggle

New custom dataref aerobask/pb_igniter
Replaced command sim/engines/engage_starters
Replaced command sim/starters/engage_starter_1
New custom dataref aerobask/pb_starter
New breaker [pusher]
New custom dataref aerobask/md302/lit_on
Registered command aerobask/stby_alt_toggle : Toggle

New custom dataref aerobask/pb_stby_alt
New custom dataref aerobask/lt_pusher
Registered command aerobask/pusher_toggle : Toggle

New custom dataref aerobask/pb_pusher
New custom dataref aerobask/lt_otto
Registered command aerobask/otto_pwr_toggle : Toggle

New custom dataref aerobask/pb_otto
New custom dataref aerobask/lt_trim
Registered command aerobask/trim_toggle : Toggle

New custom dataref aerobask/pb_trim
New custom dataref aerobask/lt_press_air
Registered command aerobask/press_air_toggle : Toggle

New custom dataref aerobask/pb_press_air
New custom dataref aerobask/lt_emerg_press
Registered command aerobask/emerg_press : Emergency

New custom dataref aerobask/pb_emerg_press
New custom dataref aerobask/lt_dump_valve
Registered command aerobask/dump_valve_toggle :

New custom dataref aerobask/pb_dump_valve
New custom dataref aerobask/lt_emerg_oxygen
Registered command aerobask/emerg_oxygen_toggle :

New custom dataref aerobask/pb_emergency_oxygen

[VICTORY G1000 INFO]: [LUA]: "module"
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 oxygen ON
 [VICTORY G1000 INFO]: [LUA]: "module"
 oxygen OFF
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
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 airco
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 freshair
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 defrost
 [VICTORY G1000 INFO]: [LUA]: "module"
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 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 up

New breaker [light_ice]
 New custom dataref aerobask/pb_light_ice
 New custom dataref aerobask/pb_light_land
 New custom dataref aerobask/pb_light_taxi
 New custom dataref aerobask/pb_light_strobe
 New custom dataref aerobask/pb_light_nav
 New custom dataref aerobask/pb_light_beacon
 New custom dataref aerobask/lt_inlet_heat
 New custom dataref aerobask/pb_inlet_heat
 New custom dataref aerobask/lt_surf_heat
 New custom dataref aerobask/pb_surf_heat
 New custom dataref aerobask/lt_windsh_heat
 New custom dataref aerobask/pb_windsh_heat
 New breaker [engine_air]
 New custom dataref aerobask/lt_engine_air
 New custom dataref aerobask/pb_engine_heat
 New custom dataref aerobask/lt_pitot_stall
 New custom dataref aerobask/pb_pitot_stall
 New breaker [cabin_oxy]
 Registered command aerobask/cabin_oxygen_on : Cabin

 Registered command aerobask/cabin_oxygen_off : Cabin

 New custom dataref aerobask/knob_cab_oxy
 New breaker [airco]
 New custom dataref aerobask/lt_airco
 Registered command aerobask/airco_toggle : Toggle

 New custom dataref aerobask/pb_airco
 New breaker [freshair]
 New custom dataref aerobask/lt_freshair
 Registered command aerobask/freshair_toggle : Toggle

 New custom dataref aerobask/pb_freshair
 New breaker [defrost]
 New custom dataref aerobask/lt_defrost
 Registered command aerobask/defrost_toggle : Toggle

 New custom dataref aerobask/pb_defrost
 New breaker [fan]
 New custom dataref aerobask/sound_fan
 New custom dataref aerobask/knob_fan
 New custom dataref aerobask/knob_temp
 Registered command aerobask/airco_fan_up : Fan speed
 up

[VICTORY G1000 INFO]: [LUA]: "module"
 down
 [VICTORY G1000 INFO]: [LUA]: "module"
 temp up
 [VICTORY G1000 INFO]: [LUA]: "module"
 temp down
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 seat more
 [VICTORY G1000 INFO]: [LUA]: "module"
 seat less
 [VICTORY G1000 INFO]: [LUA]: "module"
 seat more
 [VICTORY G1000 INFO]: [LUA]: "module"
 seat less
 [VICTORY G1000 INFO]: [LUA]: "module"
 seat more
 [VICTORY G1000 INFO]: [LUA]: "module"
 seat less
 [VICTORY G1000 INFO]: [LUA]: "module"
 head more
 [VICTORY G1000 INFO]: [LUA]: "module"
 head less
 [VICTORY G1000 INFO]: [LUA]: "module"
 head more
 [VICTORY G1000 INFO]: [LUA]: "module"
 head less
 [VICTORY G1000 INFO]: [LUA]: "module"
 head more
 [VICTORY G1000 INFO]: [LUA]: "module"
 head less
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"

Registered command aerobask/airco_fan_dn : Fan speed
 Registered command aerobask/airco_temp_up : Cabin
 Registered command aerobask/airco_temp_dn : Cabin
 New custom dataref aerobask/anim_seat_m
 New custom dataref aerobask/anim_seat_l
 New custom dataref aerobask/anim_seat_r
 New custom dataref aerobask/anim_head_m
 New custom dataref aerobask/anim_head_l
 New custom dataref aerobask/anim_head_r
 Registered command aerobask/seat_m_inc : Tilt middle
 Registered command aerobask/seat_m_dec : Tilt middle
 Registered command aerobask/seat_l_inc : Tilt left
 Registered command aerobask/seat_l_dec : Tilt left
 Registered command aerobask/seat_r_inc : Tilt right
 Registered command aerobask/seat_r_dec : Tilt right
 Registered command aerobask/head_m_inc : Tilt middle
 Registered command aerobask/head_m_dec : Tilt middle
 Registered command aerobask/head_l_inc : Tilt left
 Registered command aerobask/head_l_dec : Tilt left
 Registered command aerobask/head_r_inc : Tilt right
 Registered command aerobask/head_r_dec : Tilt right
 New custom dataref aerobask/switch_seat_m
 New custom dataref aerobask/switch_seat_l
 New custom dataref aerobask/switch_seat_r
 New custom dataref aerobask/switch_head_m
 New custom dataref aerobask/switch_head_l
 New custom dataref aerobask/switch_head_r
 ah500
 Loading config/ah500.json
 New custom dataref aerobask/pb_ah500_test

[VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 Toggle ice detect
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 landing gear pump ON
 [VICTORY G1000 INFO]: [LUA]: "module"
 landing gear pump OFF
 [VICTORY G1000 INFO]: [LUA]: "module"
 Toggle landing gear pump
 [VICTORY G1000 INFO]: [LUA]: "module"
 Manually release landing gear
 [VICTORY G1000 INFO]: [LUA]: "module"
 N2 to lock gear down
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: "module"
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: loading
 [VICTORY G1000 INFO]: [LUA]: loading

breakers
 New breaker [pitot]
 New breaker [xpdr]
 tailnum
 Loading config/tailnum.json
 Could not find command sim/none/none
 Could not find command sim/none/none
 Could not find command sim/none/none
 press
 Loading config/press.json
 New breaker [press]
 New custom dataref aerobask/door_seal
 New custom dataref aerobask/door_seal_led
 Registered command aerobask/ice_detect_toggle :

 New custom dataref aerobask/pb_ice_detect
 New custom dataref aerobask/sw_gear
 New custom dataref aerobask/sw_pump
 Registered command aerobask/pump_landing_on : Turn

 Registered command aerobask/pump_landing_off : Turn

 Registered command aerobask/pump_landing_toggle :

 Registered command aerobask/gear_man_release :

 Registered command aerobask/gear_no2_release : Use

 New custom dataref aerobask/sw_gear_release
 New custom dataref aerobask/sw_gear_n2
 menus
 New custom dataref aerobask/tablet/deployed
 New custom dataref aerobask/tablet/anim_x
 New custom dataref aerobask/tablet/anim_y
 tab_ground
 New custom dataref aerobask/pax_1
 New custom dataref aerobask/pax_2
 New custom dataref aerobask/pax_3
 New custom dataref aerobask/pax_4
 ui_button
 ui_slider
 d_texture
 tab_options
 opt_general
 ui_tabs

[VICTORY G1000 INFO]: [LUA]: loading ui_tab
 [VICTORY G1000 INFO]: [LUA]: loading tab_sounds
 [VICTORY G1000 INFO]: [LUA]: loading tab_about
 [VICTORY G1000 INFO]: [LUA]: loading rectangle
 [VICTORY G1000 INFO]: [LUA]: loading tab_avitab
 [VICTORY G1000 INFO]: [LUA]: "tab_avitab" Avitab plugin detected
 [VICTORY G1000 INFO]: [LUA]: "module" Registered command aerobask/tablet/deploy_toggle :
 Show/Stow tablet
 [VICTORY G1000 INFO]: [LUA]: "module" Registered command aerobask/show_options :
 Show/hide options panel
 [VICTORY G1000 INFO]: [LUA]: "module" Plugin loaded
 [VICTORY G1000 INFO]: Scripts loading time: 1.5269
 [VICTORY G1000 INFO]: Module loaded
 0:00:36.279 D/OBJ: CPU Geometry: 7613 (100.00%) 19677 (100.00%) "Aircraft/Epic
 Victory/objects/victory_cockpit.obj"
 0:00:36.279 I/FMOD: Master bank Aircraft/Epic Victory/fmod/ Sample rate: 48000 speaker mode: 3 (2
 speakers)
 0:00:36.279 I/SND: This aircraft is using FMOD in FULL mode.
 FlyWithLua Info: XPLM_MSG_FMOD_BANK_LOADED & xplm_RadioBank true
 WARNING: auto-gen annotation not inside a tile.
 WARNING: the named light taxi_y_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_y_rev_sp does not exist.
 WARNING: the named light inset_appch_r_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.
 WARNING: the named light taxi_g_rev_sp does not exist.

0:00:36.279 I/SCN: DSF load time: 42618 for file Custom Scenery/RJAH_2019/Earth nav data/+30+140/+36+140.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 11491 for file Global Scenery/Global Airports/Earth nav data/+30+140/+36+140.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 2901 for file Custom Scenery/RJAH_Mod/Earth nav data/+30+140/+36+140.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 486244 for file Custom Scenery/japan zenkoji v1.0/Earth nav data/+30+130/+36+138.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 485354 for file Global Scenery/Global Airports/Earth nav data/+30+130/+34+138.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 3229 for file Custom Scenery/japan utsukushigahara1.3/Earth nav data/+30+130/+36+138.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 11156 for file Global Scenery/Global Airports/Earth nav data/+30+130/+36+138.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground1_NML.dds compressed texture used as material source

0:00:36.279 I/SCN: DSF load time: 9139 for file Global Scenery/Global Airports/Earth nav data/+30+130/+34+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 1066955 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+130/+34+138.dsf (116814 tris, 7 skipped for -10.6 m^2)

0:00:36.279 D/OBJ: CPU Geometry: 8 (4.88%) 12 (4.44%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower8_5.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (4.88%) 12 (4.44%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower8_4.obj"

0:00:36.279 D/OBJ: CPU Geometry: 16 (10.81%) 36 (15.38%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower8_1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 11 (6.21%) 15 (4.81%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower3_0.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (13.95%) 54 (19.57%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower8_3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (1.96%) 6 (1.92%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower3_1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (16.90%) 42 (17.07%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower8_2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 9 (8.57%) 15 (9.09%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower5_0.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (3.70%) 12 (2.99%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower3_2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (7.69%) 6 (7.69%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower8_6.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (14.63%) 54 (19.57%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower3_3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (5.56%) 6 (5.26%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower5_1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (6.15%) 78 (9.15%) "Resources/default scenery/1000

autogen/US/urban_high/objects/tower7_0.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 24	(16.67%)	54	(21.95%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower3_4.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 114	(25.00%)	213	(28.74%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower9_1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 24	(5.02%)	78	(9.15%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower7_1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(7.14%)	6	(7.14%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower5_2.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 24	(16.67%)	54	(21.95%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower3_5.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 50	(10.96%)	93	(12.55%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower9_2.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 84	(24.78%)	174	(31.35%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower9_3.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 72	(0.49%)	108	(0.29%)	"Resources/default	scenery/1000
autogen/global_objects/objects/RooftopHelipad3.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 36	(33.33%)	54	(33.33%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower5_3.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 27	(0.93%)	39	(0.67%)	"Resources/default	scenery/1000
autogen/US/industrial/obstacles/objects/mast200m.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 30	(1.00%)	42	(0.63%)	"Resources/default	scenery/1000
autogen/US/industrial/obstacles/objects/mast200m2.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 30	(1.23%)	42	(0.74%)	"Resources/default	scenery/1000
autogen/US/industrial/obstacles/objects/mast200m3.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 27	(0.86%)	39	(0.55%)	"Resources/default	scenery/1000
autogen/US/industrial/obstacles/objects/mast200m4.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(1.24%)	6	(1.15%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower18-1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 8	(2.44%)	12	(2.06%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower20-1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(1.96%)	6	(1.89%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower21-1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 46	(0.55%)	84	(0.34%)	"Resources/default	scenery/1000
autogen/global_objects/objects/RooftopHelipad1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(2.67%)	6	(2.63%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower22-1.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(2.63%)	6	(1.72%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower18-2.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(3.64%)	6	(3.45%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower20-2.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(0.35%)	6	(0.30%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower23-4.obj"	0:00:36.279	D/OBJ: CPU	Geometry: 4	(2.13%)	6	(2.13%)	"Resources/default	scenery/1000
autogen/US/urban_high/objects/tower21-2.obj"								

0:00:36.279 D/OBJ: CPU Geometry: 67 (2.55%) 117 (1.44%) "Resources/default scenery/1000 autogen/US/urban_high/objects/HR40x55x210.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (0.98%) 12 (0.92%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sign_digi_clock3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (2.20%) 12 (1.92%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower20.obj"

0:00:36.279 D/OBJ: CPU Geometry: 12 (0.18%) 30 (0.16%) "Resources/default scenery/1000 autogen/global_objects/objects/RooftopHelipad5.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (2.78%) 6 (2.44%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower22-2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (0.65%) 6 (0.42%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower19-1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 35 (0.26%) 78 (0.24%) "Resources/default scenery/1000 autogen/global_objects/objects/RooftopHelipad2A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (0.94%) 6 (0.81%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower23-1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (2.45%) 6 (2.47%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower21-3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (0.75%) 6 (0.74%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower20-3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (2.65%) 6 (2.67%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower22-3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (0.67%) 6 (0.62%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower23-2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 16 (9.09%) 24 (8.33%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower13_1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (0.48%) 6 (0.39%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower22-4.obj"

0:00:36.279 I/SCN: DSF load time: 2090998 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+140/+36+140.dsf (231424 tris, 25 skipped for -24.8 m^2)

0:00:36.279 D/OBJ: CPU Geometry: 4 (0.72%) 6 (0.70%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower23-3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (1.96%) 6 (1.85%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower13_2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 7 (2.46%) 9 (1.90%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower13_3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (1.49%) 6 (1.37%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower17-1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (1.52%) 6 (1.37%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower17-2.obj"

0:00:36.279 I/SCN: DSF load time: 2452643 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+130/+36+138.dsf (249731 tris, 5 skipped for -13.0 m^2)

0:00:36.279 I/SCN: DSF load time: 1545844 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+130/+34+139.dsf (72603 tris, 2 skipped for -1.7 m^2)

0:00:36.279 I/SCN: DSF load time: 2590 for file Custom Scenery/Japan Chuzenji/Earth nav

data/+30+130/+36+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 11738 for file Global Scenery/Global Airports/Earth nav data/+30+130/+36+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 D/OBJ: CPU Geometry: 308 (6.59%) 1020 (11.52%) "Custom Scenery/japan utsukushigahara1.3/HP/utsukushihp.obj"

0:00:36.279 D/OBJ: CPU Geometry: 36 (5.45%) 60 (4.87%) "Custom Scenery/japan utsukushigahara1.3/ougatopuhotel/ougatouhotel.obj"

0:00:36.279 D/OBJ: CPU Geometry: 56 (0.42%) 168 (0.46%) "Custom Scenery/japan utsukushigahara1.3/TVtower/sbcnhk.obj"

0:00:36.279 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.

0:00:36.279 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.

0:00:36.279 D/OBJ: CPU Geometry: 20 (22.99%) 48 (25.40%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0415J0297R120A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (4.65%) 18 (5.13%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0570J0382R085A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (3.70%) 12 (2.99%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0300A0300R048D.obj"

0:00:36.279 D/OBJ: CPU Geometry: 5 (5.00%) 9 (4.69%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0295J0191A075A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (2.69%) 12 (3.48%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0300A0450S055A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 11 (3.82%) 15 (3.12%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0298A0235R081A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 40 (22.22%) 66 (23.91%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0285A0285R120A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (1.82%) 6 (1.85%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0300A0300S055B.obj"

0:00:36.279 D/OBJ: CPU Geometry: 16 (5.06%) 36 (6.98%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0358A0358R077A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (2.72%) 12 (2.70%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0174A0129A120A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (4.92%) 12 (6.25%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0225A0300A042C.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (4.48%) 12 (5.88%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0225A0300A059A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (11.11%) 12 (14.29%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0225A0300A062B.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (16.67%) 54 (21.95%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0140A0257A040A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (3.03%) 6 (3.03%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0338A0161O060A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (6.09%) 78 (9.15%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0594J0324A122A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (2.94%) 12 (2.94%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0597A0375A052A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 28 (36.84%) 42 (36.84%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0130A0500A018A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (11.11%) 12 (14.29%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0130A0500A022B.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (14.63%) 54 (19.57%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0298A0170R040C.obj"

0:00:36.279 D/OBJ: CPU Geometry: 40 (33.90%) 72 (37.50%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0600A0358A038A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (12.00%) 12 (15.38%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0130A0500A036A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6 (12.00%) 12 (15.38%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0130A0500A036B.obj"

0:00:36.279 D/OBJ: CPU Geometry: 103 (65.61%) 165 (66.27%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0482C1147T045A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 4 (2.22%) 6 (2.17%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0225A0365A047A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 10 (11.36%) 24 (16.67%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0600A0358A042A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (2.94%) 12 (2.94%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0600A0225A052A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 26 (9.70%) 42 (10.29%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0174A0129A079A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (14.63%) 54 (19.57%) "Resources/default scenery/1000 autogen/US/urban_high/objects/sub_80m/0298A0170A080A.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (11.11%) 54 (15.00%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0298A0170A120B.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (11.76%) 12 (10.53%) "Resources/default scenery/1000 autogen/US/urban_high/objects/over_80m/0300A0150A087A.obj"

0:00:36.279 I/SCN: DSF load time: 444 for file Custom Scenery/MtFuji/Earth nav data/+30+130/+35+138.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 999 for file Custom Scenery/japan shimofusa/Earth nav data/+30+140/+35+140.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 2799 for file Global Scenery/Global Airports/Earth nav data/+30+130/+35+138.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 20033 for file Global Scenery/Global Airports/Earth nav data/+30+140/+35+140.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 5746705 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+130/+36+139.dsf (392766 tris, 35 skipped for -566.4 m^2)

0:00:36.279 D/OBJ: CPU Geometry: 845 (26.48%) 2712 (42.72%) "Custom Scenery/Japan Chuzenji/HP/chichibuhp2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 104 (3.42%) 180 (3.92%) "Custom Scenery/Japan Chuzenji/Seaplane Stop 1.1/sanbashi.obj"

0:00:36.279 D/OBJ: CPU Geometry: 42 (0.92%) 90 (0.98%) "Custom Scenery/Japan Chuzenji/chugul.obj"

0:00:36.279 D/OBJ: CPU Geometry: 64 (1.39%) 144 (1.36%) "Custom Scenery/Japan Chuzenji/kanbakudai.obj"

0:00:36.279 I/SCN: DSF load time: 2261687 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+130/+35+138.dsf (285130 tris, 8 skipped for -1025.8 m^2)

0:00:36.279 D/OBJ: CPU Geometry: 11 (2.67%) 15 (2.10%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower1-1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 8 (2.41%) 12 (2.08%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower1-2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 88 (4.42%) 132 (3.11%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower12_2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 44 (0.43%) 66 (0.26%) "Resources/default scenery/1000 autogen/global_objects/objects/RooftopHelipad4.obj"

0:00:36.279 D/OBJ: CPU Geometry: 15 (3.74%) 21 (2.95%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower1-3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 31 (13.90%) 48 (11.94%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower12_0.obj"

0:00:36.279 D/OBJ: CPU Geometry: 16 (5.26%) 24 (5.13%) "Resources/default scenery/1000 autogen/US/urban_high/objects/tower12_1.obj"

0:00:36.279 I/SCN: DSF load time: 2355165 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+140/+35+140.dsf (244918 tris, 21 skipped for -1960.1 m^2)

0:00:36.279 I/SCN: DSF load time: 333958 for file Custom Scenery/DarkBlue-RJTT_Haneda/Earth nav data/+30+130/+35+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 2742 for file Custom Scenery/japan kashiwanoha2.02/Earth nav data/+30+130/+35+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 8064 for file Custom Scenery/japan matsuba2.03/Earth nav data/+30+130/+35+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 721495 for file Custom Scenery/aji_sta_XRJTF/Earth nav data/+30+130/+35+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 36706 for file Global Scenery/Global Airports/Earth nav data/+30+130/+35+139.dsf (0 tris, 0 skipped for 0.0 m^2)

0:00:36.279 I/SCN: DSF load time: 8165774 for file Global Scenery/X-Plane 12 Global Scenery/Earth nav data/+30+130/+35+139.dsf (617022 tris, 43 skipped for -11150.4 m^2)

0:00:36.279 E/SCN: Failed to find resource 'lib/g10/decals/apt_fenced_parking_1.dcl', referenced from file 'Resources/default scenery/airport scenery/Common_Elements/Fence_Facades/'.

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Hold_Y.obj has a bad light name: taxi_y_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Centerline_GG.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Centerline_GG.obj has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Centerline_GY.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Centerline_GY.obj has a bad light name:

taxi_y_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom

Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Stop_R.obj has a bad light name: inset_appch_r_sp

0:00:36.279 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds
compressed texture used as material source

0:00:36.279 D/OBJ: CPU Geometry: 230 (0.13%) 666 (0.15%) "Resources/default scenery/sim
objects/ships/parts/OilTanker_183A_BaseModel.obj"

0:00:36.279 D/OBJ: CPU Geometry: 41094 (100.00%) 41094 (100.00%) "Custom
Scenery/aji_sta_XRJTF/objects/ajinomoto_stadium.obj"

0:00:36.279 D/OBJ: CPU Geometry: 58 (7.60%) 114 (8.66%) "Custom Scenery/japan
kashiwanoha2.02/kashiwanoha2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 588 (32.38%) 1206 (34.18%) "Custom Scenery/japan
kashiwanoha2.02/kashiwanoha01.obj"

0:00:36.279 D/OBJ: CPU Geometry: 438 (7.55%) 756 (7.18%) "Custom Scenery/japan
kashiwanoha2.02/lalaport/lalaport.obj"

0:00:36.279 D/OBJ: CPU Geometry: 63 (1.49%) 123 (1.48%) "Custom Scenery/japan
matsuba2.03/maruetsu/maruetsu.obj"

0:00:36.279 D/OBJ: CPU Geometry: 1371 (4.81%) 4014 (6.05%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/HANGER02.obj"

0:00:36.279 D/OBJ: CPU Geometry: 1371 (2.20%) 4014 (2.75%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/HANGER01.obj"

0:00:36.279 D/OBJ: CPU Geometry: 146 (6.16%) 354 (9.10%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/innovation1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (0.27%) 60 (0.29%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/North/North2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (0.65%) 36 (0.31%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/BaR/tunnel/tunnel5.obj"

0:00:36.279 D/OBJ: CPU Geometry: 32 (0.12%) 48 (0.08%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/North/North1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 126 (0.20%) 330 (0.22%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/building01.obj"

0:00:36.279 D/OBJ: CPU Geometry: 202 (1.57%) 654 (2.30%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/HANGER03.obj"

0:00:36.279 D/OBJ: CPU Geometry: 98 (1.34%) 258 (1.72%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/dock.obj"

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj
has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj
has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj
has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj
has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj
has a bad light name: taxi_g_rev_sp

has a bad light name: taxi g sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_rev_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_sp

0:00:36.279 E/OBJ: ERROR: object Custom Scenery/DarkBlue-RJTT_Haneda/objects/buildings/taxibgeCO3.obj has a bad light name: taxi_g_rev_sp

0:00:36.279 D/OBJ: CPU Geometry: 424 (1.70%) 1116 (1.62%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge3.obj"

0:00:36.279 D/OBJ: CPU Geometry: 158 (0.58%) 378 (0.44%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge4.obj"

0:00:36.279 D/OBJ: CPU Geometry: 394 (23.20%) 816 (22.22%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge7.obj"

0:00:36.279 D/OBJ: CPU Geometry: 162 (1.66%) 312 (1.37%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/taxibge.obj"

0:00:36.279 D/OBJ: CPU Geometry: 24 (0.43%) 36 (0.16%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge6.obj"

0:00:36.279 D/OBJ: CPU Geometry: 546 (0.72%) 1194 (0.66%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge2.obj"

0:00:36.279 D/OBJ: CPU Geometry: 104 (0.54%) 180 (0.37%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge5.obj"

0:00:36.279 D/OBJ: CPU Geometry: 2413 (2.62%) 5544 (2.37%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge.obj"

0:00:36.279 D/OBJ: CPU Geometry: 6308 (69.98%) 16926 (68.39%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T1/T1GND.obj"

0:00:36.279 D/OBJ: CPU Geometry: 1748 (1.19%) 4152 (1.04%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/BaR/bridge1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 92 (0.55%) 216 (0.52%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T1/T1MIN1.obj"

0:00:36.279 D/OBJ: CPU Geometry: 41 (14.96%) 87 (16.11%) "Custom Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T2/T2M.obj"

0:00:36.279 D/OBJ: CPU Geometry: 1924 (19.15%) 4434 (17.63%) "Custom

Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T2/T2GND.obj"
0:00:36.279 D/OBJ: CPU Geometry: 50 (0.18%) 114 (0.17%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T2/T2MIN2.obj"
0:00:36.279 D/OBJ: CPU Geometry: 356 (0.06%) 672 (0.04%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/manmade.obj"
0:00:36.279 D/OBJ: CPU Geometry: 1184 (0.70%) 3552 (0.97%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/parking.obj"
0:00:36.279 E/SCN: Failed to find resource 'maxwell.dds', referenced from file 'Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/'.
0:00:36.279 D/OBJ: CPU Geometry: 2648 (21.64%) 6618 (20.65%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/T3GND.obj"
0:00:36.279 D/OBJ: CPU Geometry: 74 (0.02%) 150 (0.02%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T2/T2ROOF.obj"
0:00:36.279 D/OBJ: CPU Geometry: 308 (0.07%) 690 (0.06%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T2EXT/T2EXTinter.obj"
0:00:36.279 D/OBJ: CPU Geometry: 310 (0.37%) 1002 (0.48%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/T3TRAIN.obj"
0:00:36.279 D/OBJ: CPU Geometry: 126 (0.91%) 282 (0.71%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/T3MIN1.obj"
0:00:36.279 D/OBJ: CPU Geometry: 534 (0.46%) 1482 (0.41%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/T3TRAINinter.obj"
0:00:36.279 D/OBJ: CPU Geometry: 70 (0.03%) 186 (0.03%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/T3ROOF.obj"
0:00:36.279 D/OBJ: CPU Geometry: 784 (0.16%) 1644 (0.11%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/twr/tower.obj"
0:00:36.279 D/OBJ: CPU Geometry: 10 (0.17%) 18 (0.11%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/buildings/platform.obj"
0:00:36.279 E/OBJ: ERROR: object Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Centerline_YY.obj has a bad light name: taxi_y_sp
0:00:36.279 E/OBJ: ERROR: object Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Line/taxilts/Taxiway_Centerline_YY.obj has a bad light name:
taxi_y_rev_sp
0:00:36.279 D/OBJ: CPU Geometry: 264 (0.01%) 522 (0.01%) "Custom
Scenery/DarkBlue-RJTT_Haneda/objects/Teminal/T3/T3INTER.obj"
0:00:36.279 I/SCN: Preload time: 315835
0:00:36.279 E/GFX: Rebuilding offscreens for window resize: x=1920 y=1009 hdx=1476 hdy=776
0:00:36.279 I/REPLAY: Starting replay recording
0:00:36.279 I/SCN: Preload time: 8735550
0:00:36.279 D/OBJ: CPU Geometry: 584 (100.00%) 1464 (100.00%) "Resources/default scenery/sim
objects/dynamic/ford_carrier_parts/Gerald_R_Ford_Deck.obj"
0:00:36.279 D/OBJ: CPU Geometry: 57 (100.00%) 57 (100.00%) "Resources/default scenery/sim
objects/dynamic/ford_carrier_parts/Gerald_R_Ford_HangarPavement.obj"
0:00:36.279 D/OBJ: CPU Geometry: 320 (0.37%) 480 (0.21%) "Resources/default scenery/sim
objects/ships/parts/BulkCarrier_155A_BaseModel.obj"
0:00:36.279 D/OBJ: CPU Geometry: 122 (0.08%) 216 (0.08%) "Resources/default scenery/sim

objects/dynamic/Perry.obj"

0:00:36.279	D/OBJ: CPU	Geometry: 320 (0.40%)	480 (0.23%)	"Resources/default	scenery/sim
objects/ships/parts/BulkCarrier_155B_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 327 (0.30%)	822 (0.31%)	"Resources/default	scenery/sim
objects/ships/parts/BulkCarrier_190A_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 327 (0.30%)	822 (0.31%)	"Resources/default	scenery/sim
objects/ships/parts/BulkCarrier_190C_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 480 (0.46%)	1146 (0.47%)	"Resources/default	scenery/sim
objects/ships/parts/BulkCarrier_342B_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 28 (0.03%)	42 (0.02%)	"Resources/default	scenery/sim
objects/ships/parts/ContainerCarrier_155A_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 408 (0.22%)	612 (0.12%)	"Resources/default	scenery/sim
objects/ships/parts/ContainerCarrier_399A_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 408 (0.22%)	612 (0.12%)	"Resources/default	scenery/sim
objects/ships/parts/ContainerCarrier_399B_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 225 (0.12%)	636 (0.13%)	"Resources/default	scenery/sim
objects/ships/parts/LNGCarrier_190A_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 300 (0.15%)	756 (0.15%)	"Resources/default	scenery/sim
objects/ships/parts/LNGCarrier_190B_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 225 (0.12%)	636 (0.13%)	"Resources/default	scenery/sim
objects/ships/parts/LNGCarrier_190C_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 320 (0.16%)	816 (0.17%)	"Resources/default	scenery/sim
objects/ships/parts/LNGCarrier_190D_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 230 (0.13%)	666 (0.15%)	"Resources/default	scenery/sim
objects/ships/parts/OilTanker_183B_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 308 (0.17%)	798 (0.18%)	"Resources/default	scenery/sim
objects/ships/parts/OilTanker_190A_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 220 (0.11%)	708 (0.14%)	"Resources/default	scenery/sim
objects/ships/parts/OilTanker_250A_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 208 (0.10%)	666 (0.13%)	"Resources/default	scenery/sim
objects/ships/parts/OilTanker_250B_BaseModel.obj"					
0:00:36.279	D/OBJ: CPU	Geometry: 190 (0.32%)	348 (0.17%)	"Resources/default	scenery/sim
objects/ships/parts/Luxury_Yacht_6500_01_BaseModel.obj"					
0:00:36.279 I/REPLAY: Registered birth event for flt 0, entity id: 110					
0:00:36.279 I/REPLAY: Creating flt entity with entity id 110 and p_index 0					
0:00:36.279 I/SCN: Loading sim objects for airport RJTT					
0:00:36.279 I/SCN: Preload time: 4298408					
FlyWithLua: User switched to a new airport (or changed the plane) . Script files have to be reloaded.					
FlyWithLua: Found fwl_prefs.ini in the FlyWithLua plugin path and it is					
./Resources/plugins/FlyWithLua/fwl_prefs.ini					
FlyWithLua Info: deinitFmodSupport () FmodSounds.size = 0					
FlyWithLua Info: deinitFmodSupport () Should be 0 now FmodSounds.size = 0					
FlyWithLua Info: Lua engine (re) started. LUA_RUN =1, SDK_VERSION = 412, XPLANE_VERSION = 12140, XPLANE_LANGUAGE = Japanese and XPLANE_HOSTID = 1					
FlyWithLua Info: HID access initialized.					

FlyWithLua Info: FlyWithLua.ini full path
 E:\X-Plane 12/Resources/plugins/FlyWithLua/Internals/FlyWithLua.ini
 FlyWithLua Info: Discovered 15 HID devices.
 FlyWithLua Info: Initial assignments successfully saved.
 FlyWithLua Info: Load ini file.
 FlyWithLua Info: Searching for Lua script files
 FlyWithLua Info: Sorting Lua script files
 FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HazeAdjust.lua
 FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HazeAdjust.lua
 FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HeliTrim_sensitivity.lua
 FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HeliTrim_sensitivity.lua
 FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/instrument display 2 Ver128.lua
 FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/instrument display 2 Ver128.lua
 FlyWithLua Info: All script files loaded successfully.
 FlyWithLua Info: Loading time for all scripts is 0.033 sec.
 0:00:36.279 I/OVR: Reading VR conf file: Aircraft/Epic Victory/victory_vrconfig.txt
 0:00:36.279 D/STM: Transitioning from state state_NormalLoading to state_Normal
 0:00:36.279 D/FCG: Resetting all failures
 0:00:36.279 I/OVR: User is leaving the holodeck.
 0:01:52.642 I/TEX: Pre-warming paging cache
 0:01:52.642 D/TEX: Paging plan is resuming with a reset target scale
 0:01:52.642 D/TEX: Target scale moved to 1.000000. Texture budget is 4759007275, total texture use is at 31900011. Change needed is 4727107264
 0:01:52.642 D/TEX: Memory controller is reporting 1744572736 allocated out of 7810318336 budget
 0:01:52.642 I/TEX: Target scale moved to 1.000000
 0:01:52.642 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 4
 0:01:52.642 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground1_NML.dds compressed texture used as material source
 0:01:52.642 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 2. Retirement queue: 6
 0:01:52.642 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source
 0:01:52.642 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 5
 0:01:52.642 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 5
 0:01:52.642 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 5
 0:01:52.642 I/TEX: Pager pre-warm status: Stable evaluation: true. Stable collection: true. Execution queue: 2. Retirement queue: 6

0:01:52.642 I/TEX: Finished pre-warming paging cache. Time taken: 15.542s

FlyWithLua Info: Searching for Lua quarantined script files

[VICTORY G1000 INFO]: Initializing modules...

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

12//Output/preferences/epic_victoryg_by_aerobask.prf

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

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[VICTORY G1000 INFO]: [LUA]: "module"

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[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

[VICTORY G1000 INFO]: [LUA]: "module"

Post-loading initializations

Loading preferences from E:\X-Plane

Set G1000:flc_no_synch to true as boolean

Set G1000:touchscreen to true as boolean

Set G1000_1:cross_ptr to false as boolean

Set G1000_1:fuel_lbs to false as boolean

Set G1000_1:keep_onscreen to false as boolean

Set G1000_1:no_bezel to false as boolean

Set G1000_1:proportional to false as boolean

Set G1000_1:show_fpv to true as boolean

Set G1000_1:show_gs to true as boolean

Set G1000_1:show_ra to true as boolean

Set G1000_1:sky_ptr to true as boolean

Set G1000_1:syn_terrain to 2 as number

Set G1000_1:syn_vis to true as boolean

Set G1000_1:tas_in_kts to true as boolean

Set G1000_MFD:keep_onscreen to false as boolean

Set G1000_MFD:no_bezel to false as boolean

Set G1000_MFD:proportional to false as boolean

Set aircraft:num_pax to 4 as number

Set anim_head_l to 0.5 as number

Set anim_head_m to 0.5 as number

Set anim_head_r to 0.5 as number

Set anim_seat_l to 0.5 as number

Set anim_seat_m to 0.5 as number

Set anim_seat_r to 0.5 as number

Set brk:reliability to 0 as number

Set custom:test_drf to 0 as number

Set fuel:left to 105.00103759766 as number

Set fuel:right to 97.823760986328 as number

Set fuel:selector to 2 as number

Set global:instr_no_popup to false as boolean

Set global:instr_no_reset to false as boolean

Set global:jit_on to true as boolean

Set global:kill_cabin to true as boolean

Set global:show_reflet_inst to true as boolean

Set global:show_reflet_wind to true as boolean

Set global:show_static to false as boolean

Set md302:alt_feet to 0 as number

Set md302:alt_trend to 1 as number

Set md302:att_mask to 0 as number

[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:baro_units to 0 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:battery to 3899.9497487433 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:keep_onscreen to false as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:no_bezel to false as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:proportional to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:roll_scale to 2 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:run_time to 115087.79137521 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:show_heading to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set md302:symbol to 0 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:MFD_prop to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:PFD_prop to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:SFD_prop to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:csc_as_thr to false as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:g1000_bug_views to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:g1000_ems to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:g1000_touch to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:keep_onscrn to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:no_bezels to false as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:no_popups to false as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set options:tas_in_kts to true as boolean
[VICTORY G1000 INFO]: [LUA]: "module"	Set pax:1 to 1 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set pax:2 to 1 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set pax:3 to 1 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Set pax:4 to 1 as number
[VICTORY G1000 INFO]: [LUA]: "module"	Saving preferences to E:\X-Plane
12//Output/preferences/epic_victoryg_by_aerobask.prf	
[VICTORY G1000 INFO]: [LUA]: "libXPSV"	Reading C declarations from E:\X-Plane
12/Aircraft/Epic Victory/plugins/SASL/data/modules/Custom Module/libXPSV/include/Synthetic_Vision_Module.h	
[VICTORY G1000 INFO]: [LUA]: "libXPSV"	Loading library E:\X-Plane 12/Aircraft/Epic
Victory/plugins/SASL/data/modules/Custom Module/libXPSV/win_x64/libXPSV.dll	
[VICTORY G1000 INFO]: [LUA]: "libXPSV"	_NOSV is nil
[VICTORY G1000 INFO]: [LUA]: "libXPSV"	Success
[VICTORY G1000 INFO]: [LUA]: "libXPSV"	Setting log file to E:\X-Plane 12/libXPSV.log
[VICTORY G1000 INFO]: [LUA]: "g1000_pfd"	new_terrain_map_3d 1024 768 68
0 0 0 3 1	topographic_cmap.png
[VICTORY G1000 INFO]: [LUA]: "g1000_pfd"	new_screen 0 0 1024
768	
[VICTORY G1000 INFO]: [LUA]: "libXPSV"	Custom colormap E:\X-Plane 12/Aircraft/Epic
Victory/plugins/SASL/data/modules/Custom Module/libXPSV_data/custom_data/bitmaps/topographic_cmap.png	
not found	
[VICTORY G1000 INFO]: [LUA]: "module"	Linking screen #0 to map #0
[VICTORY G1000 INFO]: [LUA]: "g1000_pfd"	new_terrain_map_3d 1024 768 68
0 0 0 3 1	
[VICTORY G1000 INFO]: [LUA]: "g1000_pfd"	new_screen 0 0 1024
768	

[VICTORY G1000 INFO]: [LUA]: "module" Linking screen #1 to map #1
 [VICTORY G1000 INFO]: Modules initialization done
 [VICTORY G1000 INFO]: [LUA]: "module" Prerendering...
 [VICTORY G1000 INFO]: [LUA]: "module" Done rendering 53 textures
 [VICTORY G1000 INFO]: [LUA]: "module" Prerendering...
 [VICTORY G1000 INFO]: [LUA]: "module" Done rendering 16 textures
 [VICTORY G1000 INFO]: [LUA]: "module" Aircraft Epic Victory liveries Red Vic
 [VICTORY G1000 INFO]: [LUA]: "module" livery_name 4 Red Vic
 [VICTORY G1000 INFO]: [LUA]: "module" Looking for E:¥X-Plane 12/Aircraft/Epic
 Victory/liveries/Red Vic/victory_icon11.png
 [VICTORY G1000 INFO]: [LUA]: "module" Tail number set to N5817S
 [VICTORY G1000 INFO]: [LUA]: "g1000_pfd" Turning PFD#1 on
 Xchecklist: XPLMGetScreenSize screen_w = 1920 screen_h = 1009
 Xchecklist: Checklist widget window position widget_win_pos_x1 left = 10 widget_win_pos_x2 top = 663
 widget_win_pos_y1 right = 537 widget_win_pos_y2 bottom = 370
 Xchecklist: XPLMGetScreenBoundsGlobal_ptr gbl_left = 0 gbl_top = 1009 gbl_right = 1920 gbl_bottom = 0
 Xchecklist: Checklist gui window position gui_win_pos_x1 left = 50 gui_win_pos_x2 top = 500 gui_win_pos_y1
 right = 350 gui_win_pos_y2 bottom = 100

 Xchecklist: prefs file found, Saving these values.
 Xchecklist: Checklist widget window position widget_win_pos_x1 left = 10 widget_win_pos_x2 top = 663
 widget_win_pos_y1 right = 537 widget_win_pos_y2 bottom = 370
 Xchecklist: Checklist gui window position gui_win_pos_x1 left = 50 gui_win_pos_x2 top = 500 gui_win_pos_y1
 right = 350 gui_win_pos_y2 bottom = 100
 Xchecklist: TRANSLUCENT: 1
 Xchecklist: SHOW_CHECKLIST: 1
 Xchecklist: COPILOT_ON: 1
 Xchecklist: VOICE: 1
 Xchecklist: AUTO_HIDE: 1
 Xchecklist: SHOW_WIDGET: 1
 Xchecklist: SHOW_GUI: 0
 WebFMC: IO thread running
 WebFMC: Server version 2.4.1
 WebFMC: Determining plane type
 WebFMC: acf_ICAO: 'EVIC', acf_author: 'Aerobask - SkunkCrafts', acf_descrip: 'Epic Victory'
 WebFMC: Unsupported aircraft
 WebFMC: WebFMC main loop disabled
 [FlyWithLua NG+ 2.8.10 build Aug 28 2023 06:56:10] : Dataref 'sim/weather/barometer_sealevel_inhg' has been
 replaced. Please use the new name.
 0:01:52.642 I/WIN: Opened window menu bar
 0:02:11.046 D/TEX: Target scale moved to 2.000000. Texture budget is 3325721305, total texture use is at
 1874993689. Change needed is 1450727616
 0:02:11.046 D/TEX: Memory controller is reporting 4987520832 allocated out of 7806152704 budget
 0:02:11.046 I/TEX: Target scale moved to 2.000000
 [VICTORY G1000 INFO]: [LUA]: "module" changelog: 0 12.2r1

[VICTORY G1000 INFO]: [LUA]: "module" local : 0 12.2r1
[VICTORY G1000 INFO]: [LUA]: "module" remote : 0 12.2r1
0:02:12.390 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.
0:02:14.459 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.
0:02:19.522 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source
0:04:35.736 I/WIN: Showing subscreen Freeflight
0:04:35.736 I/OVR: User is entering the holodeck.
0:04:35.736 I/WIN: Opened window Primary V11 UI
0:04:43.636 I/WIN: Showing subscreen FreeFlight Location Controller (Advanced)
0:04:52.493 I/FCG: Applying changes from Flight Configuration screen
0:04:52.493 I/FCG: Starting new flight in Aircraft/Epic Victory/victory.acf at 猫 題オ-霍 ヲ 05
0:04:52.493 D/TEX: Paging plan is pausing
0:04:52.493 D/TEX: Paging plan is pausing
0:04:52.493 I/FLT: Init dat_p0 type:loc_tak apt:RJTT rwy:05
0:04:52.493 I/REPLAY: Starting replay recording
0:04:52.493 I/SCN: Preload time: 3085282
0:04:52.493 I/REPLAY: Registered birth event for flt 0, entity id: 606
0:04:52.493 I/REPLAY: Creating flt entity with entity id 606 and p_index 0
0:04:52.493 I/SCN: Loading sim objects for airport RJTT
0:04:52.493 I/SCN: Preload time: 3808007
FlyWithLua: User switched to a new airport (or changed the plane) . Script files have to be reloaded.
FlyWithLua: Found fwl_prefs.ini in the FlyWithLua plugin path and it is
./Resources/plugins/FlyWithLua/fwl_prefs.ini
FlyWithLua Info: Load exit file.
FlyWithLua Info: deinitFmodSupport() FmodSounds.size = 0
FlyWithLua Info: deinitFmodSupport() Should be 0 now FmodSounds.size = 0
FlyWithLua Info: Lua engine (re)started. LUA_RUN =2, SDK_VERSION = 412, XPLANE_VERSION = 12140, XPLANE_LANGUAGE = Japanese and XPLANE_HOSTID = 1
FlyWithLua Info: HID access initialized.
FlyWithLua Info: FlyWithLua.ini full path
E:\X-Plane 12/Resources/plugins/FlyWithLua/Internals/FlyWithLua.ini
FlyWithLua Info: Discovered 15 HID devices.
FlyWithLua Info: Load ini file.
FlyWithLua Info: Searching for Lua script files
FlyWithLua Info: Sorting Lua script files
FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HazeAdjust.lua
FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HazeAdjust.lua
FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HeliTrim_sensitivity.lua
FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HeliTrim_sensitivity.lua
FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/instrument display

2 Ver128.lua

FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/instrument display 2 Ver128.lua

FlyWithLua Info: All script files loaded successfully.

FlyWithLua Info: Loading time for all scripts is 0.03 sec.

0:04:52.493 I/OVR: Reading VR conf file: Aircraft/Epic Victory/victory_vrconfig.txt

0:04:52.493 I/OVR: User is leaving the holodeck.

0:04:59.574 I/TEX: Pre-warming paging cache

0:04:59.574 D/TEX: Paging plan is resuming with a reset target scale

0:04:59.574 D/TEX: Target scale moved to 1.000000. Texture budget is 3771247956, total texture use is at 2982524164. Change needed is 788723792

0:04:59.574 D/TEX: Memory controller is reporting 5547909808 allocated out of 7653707776 budget

0:04:59.574 I/TEX: Target scale moved to 1.000000

0:04:59.574 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.

0:04:59.574 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.

0:04:59.574 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 2. Retirement queue: 6

0:04:59.574 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source

0:04:59.574 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 6

0:04:59.574 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 6

0:04:59.574 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 1. Retirement queue: 6

0:04:59.574 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 1. Retirement queue: 6

0:04:59.574 I/TEX: Pager pre-warm status: Stable evaluation: true. Stable collection: true. Execution queue: 0. Retirement queue: 4

0:04:59.574 I/TEX: Finished pre-warming paging cache. Time taken: 14.311s

0:05:17.823 D/TEX: Target scale moved to 2.000000. Texture budget is 2779081894, total texture use is at 1503630486. Change needed is 1275451408

0:05:17.823 D/TEX: Memory controller is reporting 5061182192 allocated out of 7653707776 budget

0:05:17.823 I/TEX: Target scale moved to 2.000000

0:05:18.843 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.

0:05:20.453 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.

0:05:25.055 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source

[VICTORY G1000 INFO]: [LUA]: "g1000_lib" Set XPNDR to ALT mode

[VICTORY G1000 INFO]: [LUA]: "module" Plane crashed!

[VICTORY G1000 INFO]: [LUA]: "g1000_pfd" Turning MFD on

[VICTORY G1000 INFO]: [LUA]: "g1000_lib" Set XPNDR to ON (GND) mode
 0:07:01.306 I/REPLAY: Starting replay playback
 0:07:01.306 I/WIN: Opened window replay_controls
 [VICTORY G1000 INFO]: [LUA]: "g1000_pfd" Turning PFD#1 on
 [VICTORY G1000 INFO]: [LUA]: "g1000_lib" Set XPNDR to ALT mode
 [VICTORY G1000 INFO]: [LUA]: "g1000_lib" Set XPNDR to ON (GND) mode
 [VICTORY G1000 INFO]: [LUA]: "module" Plane crashed!
 0:10:24.371 I/REPLAY: Starting replay recording
 [VICTORY G1000 INFO]: [LUA]: "g1000_pfd" Turning MFD on
 0:11:00.429 I/WIN: Showing subscreen Freeflight
 0:11:00.429 I/OVR: User is entering the holodeck.
 0:11:00.429 I/WIN: Opened window Primary V11 UI
 0:11:05.301 I/FCG: Applying changes from Flight Configuration screen
 0:11:05.301 I/FCG: Starting new flight in Aircraft/Epic Victory/victory.acf at 猫 題オ-霍 ヲ 05
 0:11:05.301 D/TEX: Paging plan is pausing
 0:11:05.301 D/TEX: Paging plan is pausing
 0:11:05.301 I/FLT: Init dat_p0 type:loc_tak apt:RJTT rwy:05
 0:11:05.301 I/REPLAY: Starting replay recording
 0:11:05.301 I/SCN: Preload time: 3235122
 0:11:05.301 I/REPLAY: Registered birth event for flt 0, entity id: 1080
 0:11:05.301 I/REPLAY: Creating flt entity with entity id 1080 and p_index 0
 0:11:05.301 I/SCN: Loading sim objects for airport RJTT
 0:11:05.301 I/SCN: Preload time: 3633715
 FlyWithLua: User switched to a new airport (or changed the plane) . Script files have to be reloaded.
 FlyWithLua: Found fwl_prefs.ini in the FlyWithLua plugin path and it is
 ./Resources/plugins/FlyWithLua/fwl_prefs.ini
 FlyWithLua Info: Load exit file.
 FlyWithLua Info: deinitFmodSupport() FmodSounds.size = 0
 FlyWithLua Info: deinitFmodSupport() Should be 0 now FmodSounds.size = 0
 FlyWithLua Info: Lua engine (re)started. LUA_RUN =3, SDK_VERSION = 412, XPLANE_VERSION = 12140, XPLANE_LANGUAGE = Japanese and XPLANE_HOSTID = 1
 FlyWithLua Info: HID access initialized.
 FlyWithLua Info: FlyWithLua.ini full path
 E:\X-Plane 12/Resources/plugins/FlyWithLua/Internals/FlyWithLua.ini
 FlyWithLua Info: Discovered 15 HID devices.
 FlyWithLua Info: Load ini file.
 FlyWithLua Info: Searching for Lua script files
 FlyWithLua Info: Sorting Lua script files
 FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HazeAdjust.lua
 FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HazeAdjust.lua
 FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HeliTrim_sensitivity.lua
 FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/HeliTrim_sensitivity.lua
 FlyWithLua Info: Start loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/instrument display

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FlyWithLua Info: Finished loading script file E:\X-Plane 12/Resources/plugins/FlyWithLua/Scripts/instrument display 2 Ver128.lua

FlyWithLua Info: All script files loaded successfully.

FlyWithLua Info: Loading time for all scripts is 0.03 sec.

0:11:05.301 I/OVR: Reading VR conf file: Aircraft/Epic Victory/victory_vrconfig.txt

0:11:05.301 I/OVR: User is leaving the holodeck.

0:11:12.358 I/TEX: Pre-warming paging cache

0:11:12.358 D/TEX: Paging plan is resuming with a reset target scale

0:11:12.358 D/TEX: Target scale moved to 1.000000. Texture budget is 3551627896, total texture use is at 2346040152. Change needed is 1205587744

0:11:12.358 D/TEX: Memory controller is reporting 5131045856 allocated out of 7785742336 budget

0:11:12.358 I/TEX: Target scale moved to 1.000000

0:11:12.358 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.

0:11:12.358 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.

0:11:12.358 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 1. Retirement queue: 6

0:11:12.358 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 4

0:11:12.358 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source

0:11:12.358 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 0. Retirement queue: 6

0:11:12.358 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 1. Retirement queue: 6

0:11:12.358 I/TEX: Pager pre-warm status: Stable evaluation: false. Stable collection: false. Execution queue: 3. Retirement queue: 6

0:11:12.358 I/TEX: Finished pre-warming paging cache. Time taken: 14.451s

[VICTORY G1000 INFO]: [LUA]: "g1000_pfd" Turning PFD#1 on

0:11:27.490 D/TEX: Target scale moved to 2.000000. Texture budget is 2425165688, total texture use is at 1473337688. Change needed is 951828000

0:11:27.490 D/TEX: Memory controller is reporting 5385315760 allocated out of 7780763584 budget

0:11:27.490 I/TEX: Target scale moved to 2.000000

0:11:29.076 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.

0:11:31.080 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.

0:11:35.728 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source

0:13:07.615 D/TEX: Target scale moved to 4.000000. Texture budget is 3931016131, total texture use is at 2343401907. Change needed is 1587614224

0:13:07.615 D/TEX: Memory controller is reporting 4749019376 allocated out of 7785742336 budget

0:13:07.615 I/TEX: Target scale moved to 4.000000

0:13:08.664 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/roadpaint_old_line.png has a size that is not a power of 2; it may not render correctly.

0:13:10.449 W/TEX: WARNING: texture Custom Scenery/RJAH_2019/objects/ramp_no/30.png has a size that is not a power of 2; it may not render correctly.

0:13:14.553 W/TEX: Resources/default scenery/1000 world terrain/textures12/apt/apt_ground2_NML.dds compressed texture used as material source

0:13:25.286 I/SIM: Exiting the sim without confirmation

0:13:25.286 D/STM: Transitioning from state state_Normal to state_ShuttingDown

FlyWithLua Info: Load exit file.

FlyWithLua Info: Exit file loaded.

FlyWithLua Info: deinitFmodSupport() FmodSounds.size = 0

FlyWithLua Info: deinitFmodSupport() Should be 0 now FmodSounds.size = 0

FlyWithLua Info: FlyWithLua plugin disabled.

WebFMC: Plugin disabled

[VICTORY G1000 INFO]: Disabling...

[VICTORY G1000 INFO]: [LUA]: "libXPSV" Shutting down

[VICTORY G1000 INFO]: [LUA]: "module" Unloading aircraft

[VICTORY G1000 INFO]: [LUA]: "module" Saving preferences to E:\X-Plane 12//Output/preferences/epic_victoryg_by_aerobask.prf

[VICTORY G1000 INFO]: [LUA]: "g1000_lib" Restoring G1000 horizon

[VICTORY G1000 INFO]: [LUA]: "g1000_lib" Restoring G1000 EIS

[VICTORY G1000 INFO]: [LUA]: "g1000_lib" Releasing global key handler

FlyWithLua Info: deinitFmodSupport() FmodSounds.size = 0

FlyWithLua Info: deinitFmodSupport() Should be 0 now FmodSounds.size = 0

WebFMC: WebFMC shutting down

WebFMC: IO stopped

WebFMC: Waiting for IO thread

WebFMC: IO thread stopped

WebFMC: Stopping backend process

WebFMC: Backend process stopped

WebFMC: WebFMC shutdown complete

Xchecklist: Shutting down so trying to save prefs.

Xchecklist: XPLMGetScreenSize screen_w = 1920 screen_h = 1009

Xchecklist: Checklist widget window position widget_win_pos_x1 left = 10 widget_win_pos_x2 top = 663 widget_win_pos_y1 right = 537 widget_win_pos_y2 bottom = 370

Xchecklist: XPLMGetScreenBoundsGlobal_ptr gbl_left = 0 gbl_top = 1009 gbl_right = 1920 gbl_bottom = 0

Xchecklist: Checklist gui window position gui_win_pos_x1 left = 50 gui_win_pos_x2 top = 500 gui_win_pos_y1 right = 350 gui_win_pos_y2 bottom = 100

Xchecklist: prefs file found, Saving these values.

Xchecklist: Checklist widget window position widget_win_pos_x1 left = 10 widget_win_pos_x2 top = 663 widget_win_pos_y1 right = 537 widget_win_pos_y2 bottom = 370

Xchecklist: Checklist gui window position gui_win_pos_x1 left = 50 gui_win_pos_x2 top = 500 gui_win_pos_y1 right = 350 gui_win_pos_y2 bottom = 100

Xchecklist: TRANSLUCENT: 1
Xchecklist: SHOW_CHECKLIST: 1
Xchecklist: COPILOT_ON: 1
Xchecklist: VOICE: 1
Xchecklist: AUTO_HIDE: 1
Xchecklist: SHOW_WIDGET: 1
Xchecklist: SHOW_GUI: 0
[VICTORY G1000 INFO] : SASL plugin stopped...
Clean exit from threads.
0:13:25.286 I/JOY: Control response for axis joy_use_ptch: 0.259786
0:13:25.286 I/JOY: Control response for axis joy_use_roll: 0.262524
0:13:25.286 I/JOY: Control response for axis joy_use_hdng: 0.266630
0:13:25.286 I/JOY: Control response for axis joy_use_thro: 0.000000
0:13:25.286 I/JOY: Control response for axis joy_use_mixt: 0.000000
0:13:25.286 I/JOY: Control response for axis joy_use_wheelbrakes: 0.000000
0:13:25.286 I/JOY: UNREGISTER Joystick device: Saitek Pro Flight Rudder Pedals - VID:1699PID:1891
0:13:25.286 I/JOY: UNREGISTER Joystick device: Saitek Pro Flight Yoke - VID:1699PID:2988
0:13:25.286 I/JOY: UNREGISTER Joystick device: T.16000M - VID:1103PID:45322
0:13:25.286 D/HID: HID Bridge Shutdown
----- X-Plane has shut down -----