```
    0.00-tmmodule:            (7 modules) (tmatmosphere,1) (tmsystimer,1)
(tmrandom,2) (tmfile,4) (tmwinjoystick,10) (tmwinogl,10) (tmopenal,20)
    0.00-tmmodule:            init modules=(tmsystimer=ok)
(tmrandom=(seed=995470002) ok) done
    0.02-tmsyswin:            Program version 7.0.1
    0.02-tmsyswin:            Copyright (C) 1998-2013, IPACS,
http://www.ipacs.de
    0.02-tmsyswin:            memory=(physical=8190MB, avail=0MB)
(virtual=6058MB, avail=0MB) (15356 in use)
    0.02-tmsyswin:            operating system=Microsoft Windows 7 Version 6.1
Service Pack 1 (Build 7601)  Service Pack: Service Pack 1 (Build 7601)
    0.02-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/main.mcf' = (4996 bytes)  done
    0.16-tm:                  operating system real version=6.1.7601
    0.16-tmsyswin:            fullscreen modes=(1024x768x32x60) (1024x768x32x70)
(1024x768x32x75) (1152x864x32x60) (1280x720x32x60) (1280x768x32x60)
(1280x800x32x60) (1280x960x32x60) (1280x1024x32x60) (1280x1024x32x75)
(1360x768x32x60) (1366x768x32x60) (1600x900x32x59) (1600x1024x32x59)
(1600x1200x32x60) (1680x1050x32x59) (1920x1080x32x59) (1920x1080x32x29)
(1440x900x16x60)
    0.24-tmsyswin:            init window=(mdf=59Hz) (window=0x0x1920x1080)
(client=1920x1080) (screen=1920x1080) (32bpp) (59Hz) (fullscreen)
    0.61-tmwinogl:            initializing opengl= (samplebuffers=0)
(colorbits=32) (stencilbits=0) (depthbits=0)
    1.05-tmwinogl:            (glversion='4.2.0') (compiling opengl 4.2 test
shader= ok) (version=4.2) (compatibility profile) (vendor=NVIDIA Corporation)
(renderer=GeForce GTX 570/PCIe/SSE2) (version=4.2.0)
    1.15-tmwinogl:            opengl caps=(viewport=16384x16384)
(texsize=16384)  (texsize3d=0)  (stencil=160)  (texunits=32)  (ps-texunits=0)
(shading_language=4.20 NVIDIA via Cg compiler)  (shader_max_vertex=4096)
(shader_max_fragment=2048)
    1.16-tmwinogl:              gl extensions=GL_AMD_multi_draw_indirect
GL_ARB_base_instance GL_ARB_blend_func_extended GL_ARB_color_buffer_float
GL_ARB_compatibility GL_ARB_compressed_texture_pixel_storage
GL_ARB_conservative_depth GL_ARB_copy_buffer GL_ARB_depth_buffer_float
GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_draw_buffers
GL_ARB_draw_buffers_blend GL_ARB_draw_indirect GL_ARB_draw_elements_base_vertex
GL_ARB_draw_instanced GL_ARB_ES2_compatibility GL_ARB_explicit_attrib_location
GL_ARB_fragment_coord_conventions GL_ARB_fragment_program
GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_framebuffer_object
GL_ARB_framebuffer_sRGB GL_ARB_geometry_shader4 GL_ARB_get_program_binary
GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64 GL_ARB_half_float_pixel
GL_ARB_half_float_vertex GL_ARB_imaging GL_ARB_instanced_arrays
GL_ARB_internalformat_query GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range
GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query
GL_ARB_occlusion_query2 GL_ARB_pixel_buffer_object GL_ARB_point_parameters
GL_ARB_point_sprite GL_ARB_provoking_vertex GL_ARB_robustness
GL_ARB_sample_shading GL_ARB_sampler_objects GL_ARB_seamless_cube_map
GL_ARB_separate_shader_objects GL_ARB_shader_atomic_counters
GL_ARB_shader_bit_encoding GL_ARB_shader_image_load_store GL_ARB_shader_objects
GL_ARB_shader_precision GL_ARB_shader_subroutine GL_ARB_shader_texture_lod
GL_ARB_shading_language_100 GL_ARB_shading_language_420pack
GL_ARB_shading_language_include GL_ARB_shading_language_packing GL_ARB_shadow
GL_ARB_sync GL_ARB_tessellation_shader GL_ARB_texture_border_clamp
GL_ARB_texture_buffer_object GL_ARB_texture_buffer_object_rgb32
GL_ARB_texture_compression GL_ARB_texture_compression_bptc
GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map
GL_ARB_texture_cube_map_array GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_float
GL_ARB_texture_gather GL_ARB_texture_mirrored_repeat GL_ARB_texture_multisample
GL_ARB_texture_non_power_of_two GL_ARB_texture_query_lod
GL_ARB_texture_rectangle GL_ARB_texture_rg GL_ARB_texture_rgb10_a2ui
GL_ARB_texture_storage GL_ARB_texture_swizzle GL_ARB_timer_query
GL_ARB_transform_feedback2 GL_ARB_transform_feedback3
GL_ARB_transform_feedback_instanced GL_ARB_transpose_matrix
GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra GL_ARB_vertex_array_object
GL_ARB_vertex_attrib_64bit GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader GL_ARB_vertex_type_2_10_10_10_rev GL_ARB_viewport_array
```

GL_ARB_window_pos GL_ATI_draw_buffers GL_ATI_texture_float
GL_ATI_texture_mirror_once GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr
GL_EXT_bgra GL_EXT_bindable_uniform GL_EXT_blend_color
GL_EXT_blend_equation_separate GL_EXT_blend_func_separate GL_EXT_blend_minmax
GL_EXT_blend_subtract GL_EXT_compiled_vertex_array GL_EXT_Cg_shader
GL_EXT_depth_bounds_test GL_EXT_direct_state_access GL_EXT_draw_buffers2
GL_EXT_draw_instanced GL_EXT_draw_range_elements GL_EXT_fog_coord
GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample
GL_EXTX_framebuffer_mixed_formats GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB GL_EXT_geometry_shader4 GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4 GL_EXT_multi_draw_arrays GL_EXT_packed_depth_stencil
GL_EXT_packed_float GL_EXT_packed_pixels GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_provoking_vertex GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_shader_objects
GL_EXT_separate_specular_color GL_EXT_shader_image_load_store
GL_EXT_shadow_funcs GL_EXT_stencil_two_side GL_EXT_stencil_wrap GL_EXT_texture3D
GL_EXT_texture_array GL_EXT_texture_buffer_object
GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_latc
GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc
GL_EXT_texture_cube_map GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotropic
GL_EXT_texture_format_BGRA8888 GL_EXT_texture_integer GL_EXT_texture_lod
GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp GL_EXT_texture_object
GL_EXT_texture_shared_exponent GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode
GL_EXT_texture_storage GL_EXT_texture_swizzle GL_EXT_texture_type_2_10_10_10_REV
GL_EXT_timer_query GL_EXT_transform_feedback2 GL_EXT_vertex_array
GL_EXT_vertex_array_bgra GL_EXT_vertex_attrib_64bit GL_EXT_import_sync_object
GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat GL_KTX_buffer_region
GL_NV_alpha_test GL_NV_blend_minmax GL_NV_blend_square GL_NV_complex_primitives
GL_NV_conditional_render GL_NV_copy_depth_to_color GL_NV_copy_image
GL_NV_depth_buffer_float GL_NV_depth_clamp GL_NV_ES1_1_compatibility
GL_NV_explicit_multisample GL_NV_fbo_color_attachments GL_NV_fence
GL_NV_float_buffer GL_NV_fog_distance GL_NV_fragdepth GL_NV_fragment_program
GL_NV_fragment_program_option GL_NV_fragment_program2
GL_NV_framebuffer_multisample_coverage GL_NV_geometry_shader4 GL_NV_gpu_program4
GL_NV_gpu_program4_1 GL_NV_gpu_program5 GL_NV_gpu_program_fp64 GL_NV_gpu_shader5
GL_NV_half_float GL_NV_light_max_exponent GL_NV_multisample_coverage
GL_NV_multisample_filter_hint GL_NV_occlusion_query GL_NV_packed_depth_stencil
GL_NV_parameter_buffer_object GL_NV_parameter_buffer_object2
GL_NV_path_rendering GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_primitive_restart GL_NV_register_combiners GL_NV_register_combiners2
GL_NV_shader_atomic_counters GL_NV_shader_atomic_float GL_NV_shader_buffer_load
GL_NV_texgen_reflection GL_NV_texture_barrier GL_NV_texture_compression_vtc
GL_NV_texture_env_combine4 GL_NV_texture_expand_normal GL_NV_texture_lod_clamp
GL_NV_texture_multisample GL_NV_texture_rectangle GL_NV_texture_shader
GL_NV_texture_shader2 GL_NV_texture_shader3 GL_NV_transform_feedback
GL_NV_transform_feedback2 GL_NV_vertex_array_range GL_NV_vertex_array_range2
GL_NV_vertex_attrib_integer_64bit GL_NV_vertex_buffer_unified_memory
GL_NV_vertex_program GL_NV_vertex_program1_1 GL_NV_vertex_program2
GL_NV_vertex_program2_option GL_NV_vertex_program3 GL_NVX_conditional_render
GL_NVX_gpu_memory_info GL_OES_compressed_paletted_texture GL_OES_depth24
GL_OES_depth32 GL_OES_depth_texture GL_OES_element_index_uint
GL_OES_fbo_render_mipmap GL_OES_get_program_binary GL_OES_mapbuffer
GL_OES_packed_depth_stencil GL_OES_point_size_array GL_OES_point_sprite
GL_OES_rgb8_rgba8 GL_OES_read_format GL_OES_standard_derivatives
GL_OES_texture_3D GL_OES_texture_float GL_OES_texture_float_linear
GL_OES_texture_half_float GL_OES_texture_half_float_linear GL_OES_texture_npot
GL_OES_vertex_array_object GL_OES_vertex_half_float GL_SGIS_generate_mipmap
GL_SGIS_texture_lod GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum
GL_WIN_swap_hint WGL_EXT_swap_control
    1.16-tmwinogl: wgl extensions=WGL_ARB_buffer_region
WGL_ARB_create_context WGL_ARB_create_context_profile
WGL_ARB_create_context_robustness WGL_ARB_extensions_string
WGL_ARB_make_current_read WGL_ARB_multisample WGL_ARB_pbuffer
WGL_ARB_pixel_format WGL_ARB_pixel_format_float WGL_ARB_render_texture
WGL_ATI_pixel_format_float WGL_EXT_create_context_es_profile
WGL_EXT_create_context_es2_profile WGL_EXT_extensions_string
WGL_EXT_framebuffer_sRGB WGL_EXT_pixel_format_packed_float WGL_EXT_swap_control

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WGL_EXT_swap_control_tear WGL_NVX_DX_interop WGL_NV_DX_interop
WGL_NV_DX_interop2 WGL_NV_float_buffer WGL_NV_multisample_coverage
WGL_NV_render_depth_texture WGL_NV_render_texture_rectangle
    1.16-tmwinogl:              extensions used=(anisotropic filter of 16.00)
(texture array) (gpu shader4) (texture rgtc compression) (directstateaccess)
(uniform_buffer_object) (drawelementsinstanced) (drawelementsbasevertex)
(texturebufferobject) (occlusionquery) (tessellation) (shaderbufferload)
(vertexbufferunifiedmemory) (sync) (swapcontrol)
    1.16-tmwinogl:            gl:  reducing max texture size from 16384 to 8192
    1.16-tmwinogl:            gl:  using depthmap texture array
    1.16-tmwinogl:
    1.16-tmopenal:            init= (default=Generic Software) (0:Generic
Software) (version=1.1) (1.1) ok
    1.33-sim:
    1.33-sim:                 FUNC RenderOpen BEGIN
    1.33-sim:
    1.40-tmxgltext:           loading font (0) 'texture/fontbig.tff'=(512x256)
(h=26) (nc=256) ok
    1.43-tmxgltext:           loading font (1) 'texture/fontbig.tff'=(512x256)
(h=26) (nc=256) ok
    1.43-tmxgltext:           loading font (2) 'texture/console.tff'=(256x128)
(h=15) (nc=256) ok
    1.59-tmxgltext:           loading font (3) 'texture/font.tff'=(2048x2048)
(h=17) (nc=65535) ok
    1.62-tminput:             searching for input devices...(3)
    1.63-tmwinjoystick:       searching joysticks=(ef IKARUS input)(0: 5 axes, 6
buttons, 1 slider, 0 pov, 10114 type)
    1.71-tminput:             1 devices found= (easyFly2 Interface)
(e027127fce2bd730)
    1.71-trackir:             initializing trackir...
    1.71-trackir:             (DLL Location key not present) TrackIR dll not
found.
    1.72-tmmusic:             (11 mp3 files found)  (playlist = 11 songs)off
    1.82-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/player0.mcf' = (3436 bytes)  done
    1.82-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/player1.mcf' = (3369 bytes)  done
    1.84-sim:                 loading scenery 'scenery//hahnweide'...
    2.64-tmscene:             (8x8) (29x14) (r=5000.00) (sp=-0.14 0.01 2.25)
(vp=-0.14 0.01 2.25) (ambient=0.10 0.12 0.15) (diffuse=1.00 1.00 0.98)
(sphereambient=0.22 0.45 0.45)
    3.23-tmscene:             (8x8) (29x14) (r=5000.00) (sp=54.22 26.97 11.96)
(vp=54.22 26.97 11.96) (ambient=0.10 0.12 0.15) (diffuse=1.00 1.00 0.98)
(sphereambient=0.22 0.45 0.45)
    3.75-tmscene:             (8x8) (29x14) (r=5000.00) (sp=-495.96 263.19 2.55)
(vp=-495.96 263.19 2.55) (ambient=0.10 0.12 0.15) (diffuse=1.00 1.00 0.98)
(sphereambient=0.22 0.45 0.45)
    3.97-tmcollision:         omin=(2.0,2.0,2.0)
bb=(-3577.1:2882.9,-4748.6:2626.3,-74.2:439.9) nodes=25014 endnodes=18757
objv=216377 endobj=216377 depth=12 objr=61183 maxobjpernode=210
min=(1.6,1.8,514.0)
    3.97-tmcollision:           create quadtree = (tris= 61183, 12 MB)
(-3577.12 -4748.60 -74.16 - 2882.90 2626.27 439.89)  ('static')
    3.97-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/scenery-hahnweide.tmc' = (905 bytes)  done
    3.98-tmcollision:           creating static collisionobjects quadtree =
(objects=3)  (-3577.12 -4748.60 -74.16) - (2882.90 2626.27
439.89)omin=(10.0,10.0,10.0) bb=(-3577.1:2882.9,-4748.6:2626.3,-74.2:439.9)
nodes=  1 endnodes=  1 objv=3 endobj=3 depth= 0 objr=3 maxobjpernode=3
min=(6460.0,7374.9,514.0)
    3.98-tmcollision:           (time=0.66ms)
    3.99-tmscene:               (objs=450)  (bbox=(-3589.20 -4748.59
-74.15)-(2882.89 2651.72 439.88))  (max_obj_per_cell=121)shadowmap = 2048x2048
sp=6  (6.00 15.75 42.25 113.00 300.50 800.00 0.00)
    3.99-sim:                 done loading scenery (t=2.17s  objects=453)
    3.99-sim:
    4.03-sim:                 windfieldinfo 0: resolution=5.00  min=(-2500.00
-2500.00 0.00)  max=(2500.00 2500.00 100.00)
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    4.03-tmwindfield:         Setup Windfield with origin = (-2500.0, -2500.0,
0.0), size_xy = (5000.0m, 5000.0m), Grid relation (x:y): 1:1, MipMapLevels: 10,
Resolution: (4.9m, 4.9m)
    4.06-tmwindfield:         Windfield Map Load from file
'scenery/hahnweide/windfield0.twd' successful
    4.06-tmscene:             statistics = (objects=455) (transparent=0)
(graphics=2) (graphicspl=0) (decals=0) (water=0) (tris=0) (shadow faces=0)
(btrees=0) (trees=0)
    4.26-sim:                 loading model 'raketenwurm'...
    4.26-sim:                   path='aircraft/raketenwurm'
geometry='raketenwurm'  physics='raketenwurm__000'  paintscheme='black' ...
    4.51-tmmodelmanager:      assigning controller to receiver
    4.51-tmmodelmanager:      model input channel  Glider-Engine Aileron-L1
Aileron-R1 Elevator Flap-Left Flap-Right Glider-Airbrake
    4.52-sim:                 done loading model (t=0.26s, n=49, id=8)
    4.52-sim:
    4.53-tmfile_properties:   loading tmfile 'menu/settings.mcf' = (98251 bytes)
 done
    5.86-tmmodelmanager:      assigning controller to receiver
    5.86-tmmodelmanager:      model input channel  Glider-Engine Aileron-L1
Aileron-R1 Elevator Flap-Left Flap-Right Glider-Airbrake
    5.86-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/joy0-e027127fce2bd730.tmc' = (77267 bytes)  done
    5.88-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/other0-0000000000000001.tmc' = (75994 bytes)  done
    5.90-tmmodelmanager:      assigning controller to receiver
    5.90-tmmodelmanager:      model input channel  Glider-Engine Aileron-L1
Aileron-R1 Elevator Flap-Left Flap-Right Glider-Airbrake
    5.93-license:             tml file './aerofly-rc-7.tml' =  'aerofly RC 7'
'g012-96c6507563c494054bf3d9d7.lic' (activated=1)
    5.93-sim:
    5.93-sim:                 FUNC RenderOpen END = 4.607302 sec
    5.93-sim:
  111.74-sim:                 loading scenery 'scenery//seiser-alm20'...
  112.47-tmscene:             (10x10) (23x8) (r=5000.00) (sp=0.00 0.00 1.70)
(vp=0.00 0.00 1.70) (ambient=0.09 0.15 0.24) (diffuse=1.06 1.06 1.03)
(sphereambient=0.18 0.20 0.20)
  112.49-tmcollision:         omin=(2.0,2.0,2.0)
bb=(-7889.6:7837.6,-7951.7:7594.2,-1461.1:833.0) nodes=3065 endnodes=2299
objv=29467 endobj=29467 depth=13 objr=12154 maxobjpernode=23
min=(1.9,1.9,2294.1)
  112.49-tmcollision:           create quadtree = (tris= 12154,  2 MB)
(-7889.60 -7951.75 -1461.13 - 7837.62 7594.25 832.98)  ('static')
  112.49-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/scenery-seiser-alm20.tmc' = (904 bytes)  done
  112.51-tmcollision:           creating static collisionobjects quadtree =
(objects=1)  (-7889.60 -7951.75 -1461.13) - (7837.62 7594.25
832.98)omin=(10.0,10.0,10.0) bb=(-7889.6:7837.6,-7951.7:7594.2,-1461.1:833.0)
nodes=  1 endnodes=  1 objv=1 endobj=1 depth= 0 objr=1 maxobjpernode=1
min=(15727.2,15546.0,2294.1)
  112.51-tmcollision:           (time=0.56ms)
  112.51-tmscene:               (objs=42)  (bbox=(-9501.29 -9812.56
-1461.12)-(9441.72 9300.61 832.97))  (max_obj_per_cell=24)done loading scenery
(t=0.79s  objects=42)
  112.51-sim:
  112.51-sim:                 windfieldinfo 0: resolution=5.00  min=(-2500.00
-2500.00 0.00)  max=(2500.00 2500.00 100.00)
  112.51-tmwindfield:         Setup Windfield with origin = (-2500.0, -2500.0,
0.0), size_xy = (5000.0m, 5000.0m), Grid relation (x:y): 1:1, MipMapLevels: 10,
Resolution: (4.9m, 4.9m)
  112.54-tmwindfield:         Windfield Map Load from file
'scenery/seiser-alm20/windfield0.twd' successful
  112.54-tmscene:             statistics = (objects=70) (transparent=3)
(graphics=28) (graphicspl=0) (decals=0) (water=0) (tris=0) (shadow faces=0)
(btrees=0) (trees=0)
  166.71-sim:                 loading scenery 'scenery//mfcsalzburg'...
  168.18-tmscene:             (12x12) (19x8) (r=5000.00) (sp=0.04 0.04 7.00)
(vp=0.00 0.00 1.84) (ambient=0.09 0.11 0.16) (diffuse=1.00 1.00 0.98)
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(sphereambient=0.22 0.20 0.20)
  169.37-tmscene:             (12x12) (19x8) (r=5000.00) (sp=-61.18 -29.42 1.12)
(vp=-61.18 -29.42 0.57) (ambient=0.09 0.11 0.16) (diffuse=1.00 1.00 0.98)
(sphereambient=0.22 0.20 0.20)
  169.47-tmcollision:         omin=(2.0,2.0,2.0)
bb=(-1957.2:1950.8,-1374.3:1479.0,-39.0:169.6) nodes=12673 endnodes=9505
objv=121909 endobj=121909 depth=11 objr=32102 maxobjpernode=157
min=(1.9,1.4,208.5)
  169.47-tmcollision:           create quadtree = (tris= 32102,  6 MB)
(-1957.19 -1374.29 -38.96 - 1950.84 1479.03 169.57)  ('static')
  169.47-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/scenery-mfcsalzburg.tmc' = (905 bytes)  done
  169.49-tmcollision:           creating static collisionobjects quadtree =
(objects=7)  (-1957.19 -1374.29 -38.96) - (1950.84 1479.03
169.57)omin=(10.0,10.0,10.0) bb=(-1957.2:1950.8,-1374.3:1479.0,-39.0:169.6)
nodes=  1 endnodes=  1 objv=7 endobj=7 depth= 0 objr=7 maxobjpernode=7
min=(3908.0,2853.3,208.5)
  169.49-tmcollision:           (time=1.12ms)
  169.50-tmscene:               (objs=540)  (bbox=(-1957.18 -1374.28
-41.92)-(1950.83 1479.02 169.56))  (max_obj_per_cell=114)done loading scenery
(t=2.81s  objects=542)
  169.50-sim:
  169.52-sim:                 windfieldinfo 0: resolution=2.00  min=(-2000.00
-2000.00 0.00)  max=(2000.00 2000.00 100.00)
  169.52-tmwindfield:         Setup Windfield with origin = (-2000.0, -2000.0,
0.0), size_xy = (4000.0m, 4000.0m), Grid relation (x:y): 1:1, MipMapLevels: 11,
Resolution: (2.0m, 2.0m)
  169.72-tmwindfield:         Windfield Map Load from file
'scenery/mfcsalzburg/windfield0.twd' successful
  169.73-tmscene:             statistics = (objects=575) (transparent=3)
(graphics=33) (graphicspl=0) (decals=0) (water=0) (tris=0) (shadow faces=0)
(btrees=0) (trees=0)
  188.69-tmmodelmanager:      assigning controller to receiver
  188.69-tmmodelmanager:      model input channel  Glider-Engine Aileron-L1
Aileron-R1 Elevator Flap-Left Flap-Right Glider-Airbrake
  322.14-sim:                 loading scenery 'scenery//seiser-alm20'...
  322.56-tmscene:             (10x10) (23x8) (r=5000.00) (sp=0.00 0.00 1.70)
(vp=0.00 0.00 1.70) (ambient=0.09 0.15 0.24) (diffuse=1.06 1.06 1.03)
(sphereambient=0.18 0.20 0.20)
  322.58-tmcollision:         omin=(2.0,2.0,2.0)
bb=(-7889.6:7837.6,-7951.7:7594.2,-1461.1:833.0) nodes=3065 endnodes=2299
objv=29467 endobj=29467 depth=13 objr=12154 maxobjpernode=23
min=(1.9,1.9,2294.1)
  322.58-tmcollision:           create quadtree = (tris= 12154,  2 MB)
(-7889.60 -7951.75 -1461.13 - 7837.62 7594.25 832.98)  ('static')
  322.58-tmfile_properties:   loading tmfile 'E:/Win7 eigene Dateien/aerofly RC
7/config/scenery-seiser-alm20.tmc' = (904 bytes)  done
  322.59-tmcollision:           creating static collisionobjects quadtree =
(objects=1)  (-7889.60 -7951.75 -1461.13) - (7837.62 7594.25
832.98)omin=(10.0,10.0,10.0) bb=(-7889.6:7837.6,-7951.7:7594.2,-1461.1:833.0)
nodes=  1 endnodes=  1 objv=1 endobj=1 depth= 0 objr=1 maxobjpernode=1
min=(15727.2,15546.0,2294.1)
  322.59-tmcollision:           (time=0.52ms)
  322.59-tmscene:               (objs=42)  (bbox=(-9501.29 -9812.56
-1461.12)-(9441.72 9300.61 832.97))  (max_obj_per_cell=24)done loading scenery
(t=0.47s  objects=42)
  322.59-sim:
  322.59-sim:                 windfieldinfo 0: resolution=5.00  min=(-2500.00
-2500.00 0.00)  max=(2500.00 2500.00 100.00)
  322.59-tmwindfield:         Setup Windfield with origin = (-2500.0, -2500.0,
0.0), size_xy = (5000.0m, 5000.0m), Grid relation (x:y): 1:1, MipMapLevels: 10,
Resolution: (4.9m, 4.9m)
  322.60-tmwindfield:         Windfield Map Load from file
'scenery/seiser-alm20/windfield0.twd' successful
  322.60-tmscene:             statistics = (objects=70) (transparent=3)
(graphics=28) (graphicspl=0) (decals=0) (water=0) (tris=0) (shadow faces=0)
(btrees=0) (trees=0)
  431.00-sim:                 loading model 'cularis'...
```

```
  431.02-sim:                   path='aircraft/cularis'  geometry='cularis'
physics='cularis'  paintscheme='' ...
  431.16-tmmodelmanager:      assigning controller to receiver
  431.16-tmmodelmanager:      model input channel  Glider-Airbrake Aileron
Elevator Rudder Flaps Glider-Engine
  431.17-sim:                 done loading model (t=0.16s, n=59, id=8)
  431.17-sim:
  475.72-sim:                 loading model 'alpina4001'...
  475.74-sim:                   path='aircraft/alpina4001'
geometry='alpina4001'  physics='alpina4001'  paintscheme='' ...
  475.89-tmmodelmanager:      assigning controller to receiver
  475.89-tmmodelmanager:      model input channel  Glider-Airbrake Aileron
Elevator Rudder Flaps Glider-Engine Hook
  475.90-sim:                 done loading model (t=0.18s, n=59, id=8)
  475.90-sim:
```