

0.00-tmmodule: (7 modules) (tmsystimer,1) (tmsteam,1) (tmrandom,5) (tmsysinputdevicejoystick,10) (tmatmosphere,10) (tm_magnetic_field,11) (tmsyssound,20)

0.00-tmmodule: init modules=(tmsystimer=ok) (tmsteam=ok) (tmrandom=4029332182) (magnetic field=(257 198147)) (tmsyssound=(default=Generic Software) (0:Generic Software) (version=1.1) (1.1)) done

3.97-tmmodule: Program version 2.0.1 EA3.80

3.97-tmmodule: Copyright (C) 1998-2017 IPACS

3.97-tmsyswin: memory=(physical=16326MB, avail=12137MB) (virtual=32651MB, avail=8388607MB) (25 in use)

3.97-tmsyswin: operating system (7.1)= Microsoft Windows 7 SP1

3.98-tmsyswin: bogus monitor size = 1040 330

3.98-tmmodule: fullscreen modes=(1024x768x32x59) (1024x768x32x75) (1152x864x32x59) (1152x864x32x75) (1280x768x32x59) (1280x768x32x75) (1280x800x32x59) (1280x800x32x75) (1280x960x32x59) (1280x960x32x75) (1280x1024x32x59) (1280x1024x32x75) (1360x768x32x59) (1366x768x32x59) (1600x900x32x59) (1600x1024x32x59) (1600x1200x32x59) (1680x1050x32x59) (1920x1080x32x59) (1920x1200x32x59) (2048x768x32x59) (2048x768x32x75) (2720x768x16x59) (3840x1200x16x59)

4.25-tmsysmisc: preferred ui language = 'en-US'

4.25-aerofly_fs: preferred language = 'en'

4.25-aerofly: config folder = 'C:/Users/Ray/Documents/Aerofly FS 2/'

4.25-module_config: loading config file 'C:/Users/Ray/Documents/Aerofly FS 2/main.mcf = ok

4.25-tmsyswin: init window=(mdf=59Hz) (window=1x12x1912x1176) (client=1897x1150) (screen=3840x1200) (32bpp) (59Hz) (windowed mode)

4.30-tmmodule: initializing opengl= init window=(mdf=59Hz) (window=1x12x1912x1176) (client=1897x1150) (screen=3840x1200) (32bpp) (59Hz) (windowed mode)

4.74-tmmodule: creating opengl context= (createcontextarb) (trying OpenGL 4.5= ok) (samplebuffers=0) (colorbits=32) (stencilbits=0) (depthbits=0)

4.75-tmmodule: (core profile) (vendor=NVIDIA Corporation) (renderer=GeForce GTX 970/PCIe/SSE2) (version=4.5.0 NVIDIA 378.49)

4.75-tmwinogl: opengl caps=(viewport=16384.00x16384.00) (texsize=16384) (stencil=0) (texunits=192) (ps-texunits=32) (shading_language=4.50 NVIDIA) (shader_max_vertex=4096) (shader_max_fragment=4096)

4.75-tmwinogl: gl extensions=GL_AMD_multi_draw_indirect GL_AMD_seamless_cubemap_per_texture GL_AMD_vertex_shader_viewport_index
GL_AMD_vertex_shader_layer GL_ARB_arrays_of_arrays GL_ARB_base_instance GL_ARB_bindless_texture GL_ARB_blend_func_extended
GL_ARB_buffer_storage GL_ARB_clear_buffer_object GL_ARB_clear_texture GL_ARB_clip_control GL_ARB_color_buffer_float
GL_ARB_compressed_texture_pixel_storage GL_ARB_conservative_depth GL_ARB_compute_shader GL_ARB_compute_variable_group_size
GL_ARB_conditional_render_inverted GL_ARB_copy_buffer GL_ARB_copy_image GL_ARB_cull_distance GL_ARB_debug_output GL_ARB_depth_buffer_float
GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_derivative_control GL_ARB_direct_state_access GL_ARB_draw_buffers GL_ARB_draw_buffers_blend
GL_ARB_draw_indirect GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced GL_ARB_enhanced_layouts GL_ARB_ES2_compatibility
GL_ARB_ES3_compatibility GL_ARB_ES3_1_compatibility GL_ARB_ES3_2_compatibility GL_ARB_explicit_attrib_location GL_ARB_explicit_uniform_location
GL_ARB_fragment_coord_conventions GL_ARB_fragment_layer_viewport GL_ARB_fragment_program GL_ARB_fragment_program_shadow
GL_ARB_fragment_shader GL_ARB_fragment_shader_interlock GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object GL_ARB_framebuffer_sRGB
GL_ARB_geometry_shader4 GL_ARB_get_program_binary GL_ARB_get_texture_sub_image GL_ARB_gl_spirv GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64
GL_ARB_gpu_shader_int64 GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_imaging GL_ARB_indirect_parameters GL_ARB_instanced_arrays
GL_ARB_internalformat_query GL_ARB_internalformat_query2 GL_ARB_invalidate_subdata GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range
GL_ARB_multi_bind GL_ARB_multi_draw_indirect GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_occlusion_query2
GL_ARB_parallel_shader_compile GL_ARB_pipeline_statistics_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite
GL_ARB_post_depth_coverage GL_ARB_program_interface_query GL_ARB_provoking_vertex GL_ARB_query_buffer_object
GL_ARB_robust_buffer_access_behavior GL_ARB_robustness GL_ARB_sample_locations GL_ARB_sample_shading GL_ARB_sampler_objects
GL_ARB_seamless_cube_map GL_ARB_seamless_cubemap_per_texture GL_ARB_separate_shader_objects GL_ARB_shader_atomic_counter_ops
GL_ARB_shader_atomic_counters GL_ARB_shader_ballot GL_ARB_shader_bit_encoding GL_ARB_shader_clock GL_ARB_shader_draw_parameters
GL_ARB_shader_group_vote GL_ARB_shader_image_load_store GL_ARB_shader_image_size GL_ARB_shader_objects GL_ARB_shader_precision
GL_ARB_shader_storage_buffer_object GL_ARB_shader_subroutine GL_ARB_shader_texture_image_samples GL_ARB_shader_texture_lod
GL_ARB_shading_language_100 GL_ARB_shader_viewport_layer_array GL_ARB_shading_language_420pack GL_ARB_shading_language_include
GL_ARB_shading_language_packing GL_ARB_shadow GL_ARB_sparse_buffer GL_ARB_sparse_texture GL_ARB_sparse_texture2 GL_ARB_sparse_texture_clamp
GL_ARB_stencil_texturing GL_ARB_sync GL_ARB_tessellation_shader GL_ARB_texture_barrier GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range GL_ARB_texture_compression GL_ARB_texture_compression_bptc
GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map GL_ARB_texture_cube_map_array GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3 GL_ARB_texture_filter_minmax GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirror_clamp_to_edge GL_ARB_texture_mirrored_repeat GL_ARB_texture_multisample GL_ARB_texture_non_power_of_two
GL_ARB_texture_query_levels GL_ARB_texture_query_lod GL_ARB_texture_rectangle GL_ARB_texture_rg GL_ARB_texture_rgb10_a2ui
GL_ARB_texture_stencil8 GL_ARB_texture_storage GL_ARB_texture_storage_multisample GL_ARB_texture_swizzle GL_ARB_texture_view GL_ARB_timer_query
GL_ARB_transform_feedback2 GL_ARB_transform_feedback3 GL_ARB_transform_feedback_instanced GL_ARB_transform_feedback_overflow_query
GL_ARB_transpose_matrix GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra GL_ARB_vertex_array_object GL_ARB_vertex_attrib_64bit
GL_ARB_vertex_attrib_binding GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader GL_ARB_vertex_type_10f_11f_11f_rev
GL_ARB_vertex_type_2_10_10_10_rev GL_ARB_viewport_array GL_ARB_window_pos GL_ATI_draw_buffers GL_ATI_texture_float GL_ATI_texture_mirror_once
GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr GL_EXT_bgra GL_EXT_bindable_uniform GL_EXT_blend_color GL_EXT_blend_equation_separate

GL_EXT_blend_func_separate GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_compiled_vertex_array GL_EXT_Cg_shader GL_EXT_depth_bounds_test
GL_EXT_direct_state_access GL_EXT_draw_buffers2 GL_EXT_draw_instanced GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample GL_EXTX_framebuffer_mixed_formats GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_framebuffer_object
GL_EXT_framebuffer_sRGB GL_EXT_geometry_shader4 GL_EXT_gpu_program_parameters GL_EXT_gpu_shader4 GL_EXT_multi_draw_arrays
GL_EXT_packed_depth_stencil GL_EXT_packed_float GL_EXT_packed_pixels GL_EXT_pixel_buffer_object GL_EXT_point_parameters
GL_EXT_polygon_offset_clamp GL_EXT_post_depth_coverage GL_EXT_provoking_vertex GL_EXT_raster_multisample GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_shader_objects GL_EXT_separate_specular_color GL_EXT_shader_image_load_formatted
GL_EXT_shader_image_load_store GL_EXT_shader_integer_mix GL_EXT_shadow_funcs GL_EXT_sparse_texture2 GL_EXT_stencil_two_side
GL_EXT_stencil_wrap GL_EXT_texture3D GL_EXT_texture_array GL_EXT_texture_buffer_object GL_EXT_texture_compression_dxt1
GL_EXT_texture_compression_latc GL_EXT_texture_compression_rgtc GL_EXT_texture_compression_s3tc GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotropic GL_EXT_texture_filter_minmax
GL_EXT_texture_integer GL_EXT_texture_lod GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp GL_EXT_texture_object
GL_EXT_texture_shared_exponent GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode GL_EXT_texture_storage GL_EXT_texture_swizzle
GL_EXT_timer_query GL_EXT_transform_feedback2 GL_EXT_vertex_array GL_EXT_vertex_array_bgra GL_EXT_vertex_attrib_64bit GL_EXT_window_rectangles
GL_EXT_import_sync_object GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat GL_KHR_context_flush_control GL_KHR_debug GL_KHR_no_error
GL_KHR_robust_buffer_access_behavior GL_KHR_robustness GL_KTX_buffer_region GL_NV_alpha_to_coverage_dither_control
GL_NV_bindless_multi_draw_indirect GL_NV_bindless_multi_draw_indirect_count GL_NV_bindless_texture GL_NV_blend_equation_advanced
GL_NV_blend_equation_advanced_coherent GL_NV_blend_square GL_NV_command_list GL_NV_compute_program5 GL_NV_conditional_render
GL_NV_conservative_raster GL_NV_conservative_raster_dilate GL_NV_copy_depth_to_color GL_NV_copy_image GL_NV_depth_buffer_float
GL_NV_depth_clamp GL_NV_draw_texture GL_NV_draw_vulkan_image GL_NV_ES1_1_compatibility GL_NV_ES3_1_compatibility GL_NV_explicit_multisample
GL_NV_fence GL_NV_fill_rectangle GL_NV_float_buffer GL_NV_fog_distance GL_NV_fragment_coverage_to_color GL_NV_fragment_program
GL_NV_fragment_program_option GL_NV_fragment_program2 GL_NV_fragment_shader_interlock GL_NV_framebuffer_mixed_samples
GL_NV_framebuffer_multisample_coverage GL_NV_geometry_shader4 GL_NV_geometry_shader_passthrough GL_NV_gpu_program4
GL_NV_internalformat_sample_query GL_NV_gpu_program4_1 GL_NV_gpu_program5 GL_NV_gpu_program5_mem_extended GL_NV_gpu_program_fp64
GL_NV_gpu_shader5 GL_NV_half_float GL_NV_light_max_exponent GL_NV_multisample_coverage GL_NV_multisample_filter_hint GL_NV_occlusion_query
GL_NV_packed_depth_stencil GL_NV_parameter_buffer_object GL_NV_parameter_buffer_object2 GL_NV_path_rendering
GL_NV_path_rendering_shared_edge GL_NV_pixel_data_range GL_NV_point_sprite GL_NV_primitive_restart GL_NV_register_combiners
GL_NV_register_combiners2 GL_NV_sample_locations GL_NV_sample_mask_override_coverage GL_NV_shader_atomic_counters GL_NV_shader_atomic_float
GL_NV_shader_atomic_fp16_vector GL_NV_shader_atomic_int64 GL_NV_shader_buffer_load GL_NV_shader_storage_buffer_object GL_NV_texgen_reflection
GL_NV_texture_barrier GL_NV_texture_compression_vtc GL_NV_texture_env_combine4 GL_NV_texture_multisample GL_NV_texture_rectangle
GL_NV_texture_shader GL_NV_texture_shader2 GL_NV_texture_shader3 GL_NV_transform_feedback GL_NV_transform_feedback2
GL_NV_uniform_buffer_unified_memory GL_NV_vertex_array_range GL_NV_vertex_array_range2 GL_NV_vertex_attrib_integer_64bit
GL_NV_vertex_buffer_unified_memory GL_NV_vertex_program GL_NV_vertex_program1_1 GL_NV_vertex_program2 GL_NV_vertex_program2_option
GL_NV_vertex_program3 GL_NV_viewport_array2 GL_NV_viewport_swizzle GL_NVX_conditional_render GL_NVX_gpu_memory_info GL_NVX_multigpu_info
GL_NVX_nvenc_interop GL_NV_shader_thread_group GL_NV_shader_thread_shuffle GL_KHR_blend_equation_advanced

GL_KHR_blend_equation_advanced_coherent GL_SGIS_generate_mipmap GL_SGIS_texture_lod GL_SGIX_depth_texture GL_SGIX_shadow GL_SUN_slice_accum
GL_WIN_swap_hint WGL_EXT_swap_control

4.75-tmwinogl: wgl extensions=WGL_ARB_buffer_region WGL_ARB_create_context WGL_ARB_create_context_profile
WGL_ARB_create_context_robustness WGL_ARB_context_flush_control WGL_ARB_extensions_string WGL_ARB_make_current_read WGL_ARB_multisample
WGL_ARB_pbuffer WGL_ARB_pixel_format WGL_ARB_pixel_format_float WGL_ARB_render_texture WGL_ATI_pixel_format_float WGL_EXT_colorspace
WGL_EXT_create_context_es_profile WGL_EXT_create_context_es2_profile WGL_EXT_extensions_string WGL_EXT_framebuffer_sRGB
WGL_EXT_pixel_format_packed_float WGL_EXT_swap_control WGL_EXT_swap_control_tear WGL_NVX_DX_interop WGL_NV_DX_interop
WGL_NV_DX_interop2 WGL_NV_copy_image WGL_NV_delay_before_swap WGL_NV_float_buffer WGL_NV_multisample_coverage
WGL_NV_render_depth_texture WGL_NV_render_texture_rectangle

4.75-tmmodule: extensions used=(anisotropic filter of 16.00) (primitive restart) (vertexarrayobject) (texture array) (gpu shader4) (explicit uniform
location) (texture rgtc compression) (texture storage) (buffer storage) (bindless texture) (dsa arb) (dsa ext) (uniform_buffer_object) (drawelementsinstanced)
(drawelementsbasetexture) (vertex_type_2_10_10_10_rev) (vertex_attrib_binding) (texturebufferobject) (occlusionquery) (multi_bind) (tessellation)
(vertexbufferunifiedmemory/shaderbufferload) (invalidatesubdata) (clipcontrol) (viewportindexed) (sync) (timer_query) (debug output) (swapcontrol)

4.76-tmwinogl: gl: reducing max texture size from 16384 to 4096

4.76-tmmodule: gl: using depthmap texture array

4.76-tmwinogl: gl: nvidia meminfo: total=4096MB dedicated=4096MB)

4.76-tmwinogl: gl: possible total mem: 4096MB

4.77-aerofly: resolution=1897px ss=560.00mm density=3.39 -> csf=1.00 res=1897.000000

4.77-aerofly: create fbo = 1897 1150 samples=0

4.83-aerofly: window size=1897x1150 physical display size=560mmx350mm

4.83-tmrenderer_font: loading font 'texture/fontdisplay.tff'=(512x512) (h=37) (nc=8365) ok

4.83-tmrenderer_font: loading font 'texture/hud.tff'=(256x512) (h=48) (nc=123) ok

4.83-tmrenderer_font: loading font 'texture/fonthelp.tff'=(512x512) (h=51) (nc=256) ok

4.83-tmrenderer_font: loading font 'texture/segment.tff'=(256x512) (h=48) (nc=124) ok

4.95-tmmodule: searching for input devices...

4.95-tmmodule: searching joysticks...

5.83-tmsysinputdevicejoystick: joystick 0: 'Saitek X52 Pro Flight Control System' axes=7 buttons=43 slider=1 pov=1 type=00010318

5.83-tmsysinputdevicejoystick: joystick 1: 'Saitek Pro Flight Combat Rudder Pedals' axes=3 buttons=0 slider=0 pov=0 type=00010114

5.84-tmsysinputdevice: 2 devices found= (Saitek X52 Pro Flight Control System) (076206a387e97e20) (Saitek Pro Flight Combat Rudder Pedals) (076406a387e97e20)

5.84-tmmodule: initializing trackir...

5.84-tmmodule: (DLL Location key not present)

5.84-tmmodule: trackir dll not found.

5.85-tmmodule: shutting down trackir... done

5.95-tmmodule: initializing Tobii EyeX...

5.96-tmmodule: done initializing Tobii EyeX

5.96-tmmodule: The connection state is now TRYINGTOCONNECT (We are trying to connect to the EyeX Engine)

5.96-tmsimulator: A0 new=5294 del=1292 dmem=4002 memory=14MB

5.96-tmsimulator:

5.96-tmsimulator: loading model lj45...

5.96-tmscene: number of stars = 1572

5.96-tmmodelmanager: model: (name='lj45') (directory='aircraft/lj45/')

5.97-tmmodelmanager: loading configfile 'aircraft/lj45//lj45.tmc'

5.97-tmmodelmanager: contact points 3: (7.268 -0.009 -0.815 r=0.209) (-0.754 1.400 -0.935 r=0.275) (-0.754 -1.400 -0.935 r=0.275)

6.09-tmscene: shadowmap = 2048x2048 sp=8

6.09-tmsimulator: A1 new=8278 del=2210 dmem=6068 memory=36MB

6.09-tmterrain: init terrain 'scenery/'...

6.09-tmterrain: scenery folder 0: 'scenery/'

6.09-tmterrain: scenery folder 1: 'C:/Users/Ray/Documents/Aerofly FS 2/scenery/'

6.55-tmmodelmanager: loading dynamics begin 'aircraft/lj45//lj45.tmd'...

6.55-tmmodule: creating mapload thread: ok

6.56-tmterrain_cmaps: color maps: num=51628 ims=2048 levelminmax=0/14

6.57-tmmodelmanager: WARNING: Input0 -> GPUAntiFlashContactorSwitch.Output not found

6.57-tmmodelmanager: WARNING: Input -> GPUAntiFlashContactorSwitch.Output not found

6.58-tmterrain_feat: omin=(32.0, 32.0) bb=(0.0:65536.0, 0.0:65536.0) numin= 310 -> nodes= 16 endnodes= 8 endobj= 721 depth= 7
maxpernode=157 min=(512.0, 512.0)

6.58-tmterrain_feat: omin=(64.0, 64.0) bb=(0.0:65536.0, 0.0:65536.0) numin= 3505 -> nodes= 97 endnodes= 65 endobj= 6861 depth= 7
maxpernode=254 min=(512.0, 512.0)

6.58-tmterrain_feat: omin=(512.0, 512.0) bb=(0.0:65536.0, 0.0:65536.0) numin= 3020 -> nodes= 78 endnodes= 58 endobj= 5671 depth= 4
maxpernode=251 min=(4096.0, 4096.0)

6.58-tmterrain_hmaps: height maps: num=6835 wgc=4096 ims=128 levelminmax=7/11

6.58-tmterrain: terrain memory: (colormaps 189 MB) (heightmaps ca. 456 MB)

6.64-tmscenery: ERROR: (no objects specified for 'scenery/places/usa/ca/912_edwards_airforce_base_north/912_edwards_airforce_base_north.tsc')

6.67-tmmodelmanager: loading dynamics end: (id=1) (1040 dynamics) (757 graphics) (81 sound) (ny=1047) (nz=67)

6.67-tmmodelmanager:

6.67-tmmodelmanager: mass: 7102.000000kg

6.67-tmmodelmanager: mbs joint 0 <- 1 LeftWing

6.67-tmmodelmanager: mbs joint 0 <- 2 RightWing

6.67-tmmodelmanager: mbs joint 0 <- 3 LeftEngineBody

6.67-tmmodelmanager: mbs joint 0 <- 4 RightEngineBody

6.67-tmmodelmanager: mbs joint 0 <- 5 NoseGearUpper

6.67-tmmodelmanager: mbs joint 5 <- 6 NoseGearMiddle

6.67-tmmodelmanager: mbs joint 6 <- 7 NoseGearLower

6.67-tmmodelmanager: mbs joint 0 <- 8 LeftGear

6.67-tmmodelmanager: mbs joint 8 <- 9 LeftGearLower

6.67-tmmodelmanager: mbs joint 0 <- 10 RightGear

6.67-tmmodelmanager: mbs joint 10 <- 11 RightGearLower

6.67-tmmodelmanager: mbs joint 0 <- 12 GasoilFuselage

6.68-tmmodelmanager: mbs joint 0 <- 13 GasoilLeftWing

6.68-tmmodelmanager: mbs joint 0 <- 14 GasoilRightWing

6.68-tmmodelmanager: mbs joint 0 <- 15 Passengers

6.68-tmmodelmanager: 15 multibody joints / 1 components

6.72-tmmodule: init terrain geometry manager...

6.72-tmterrain_object: 5 texture search folders:

6.72-tmterrain_object: folder = ''

6.72-tmterrain_object: folder = 'scenery/textures_shared/ch/bldg/'

6.72-tmterrain_object: folder = 'scenery/textures_shared/ground/'

6.72-tmterrain_object: folder = 'scenery/textures_shared/usa/bldg/'

6.72-tmterrain_object: folder = 'scenery/textures_shared/usa/bldg/ny/'

6.72-tmterrain_object: register xref 'xref_aircraft' -> lonlat_min(-180.00,-85.00) lonlat_max(180.00,85.00)

6.77-tmterrain_object: register xref 'xref_ch' -> lonlat_min(5.00,45.00) lonlat_max(11.00,47.50)

6.77-tmterrain_object: register xref 'xref_usa' -> lonlat_min(-125.00,24.00) lonlat_max(-50.00,50.00)

6.78-tmterrain_object: register xref 'xref_usa_airport' -> lonlat_min(-125.00,24.00) lonlat_max(-50.00,50.00)

6.78-tmmodule: done init terrain geometry manager

6.78-tmmodule:

6.79-tmterrain: mesh quality = 2.50

6.79-tmterrain: terrain quadtree: maximum depth=13 nodes=22369620 min_size=2.00 avgnode per render=351 quadtree_size=4096

6.81-tmterrain_mesh: terrain mesh: indices=46592 memory=25 MB

6.81-tmterrain_mesh:

6.81-tmmodule: creating terrain tree manager begin

6.82-tmmodule: tree types='broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'broadleaf' 'fir' 'fir' 'fir'

6.87-tmterrain_feat: omin=(64.0, 64.0) bb=(0.0:65536.0, 0.0:65536.0) numin= 1792 -> nodes= 58 endnodes= 37 endobj= 3660 depth= 7 maxpernode=250 min=(512.0, 512.0)

6.87-tmterrain_trees: tree maps: num=1792 wgc=1024 ims=16 levelminmax=10/10

6.95-tmterrain_trees: treevisr=11 numtiles=2304 treenv=32768 treevbsize=384kB treetexbufsize=216MB

6.95-tmmodule: creating terrain tree manager end

6.95-tmmodule:

7.29-tmsimulator: done loading model lj45 (repaint=N2RM)

7.29-tmsimulator:

7.29-tmsimulator: A4 new=91398 del=53224 dmem=38174 memory=324MB time=1201.61ms

7.29-tmsimulator: 113 textures using 557 MB

7.29-tmsimulator: 47 shaders with 1098 references

7.29-tmsimulator: 93182 strings with 8735kB size=96 fc=0

7.29-tmmodule: creating mapload thread: ok

7.30-tmterrain: initial terrain position: pg(-2477986.06,-4684905.30,3537470.15) pwg(11309.38,39329.37)

7.30-aerofly: done initializing (t=2.52s)

7.30-aerofly:

157.89-tmsimulator:

157.89-tmsimulator: loading model lj45...

157.89-tmmodelmanager: model: (name='lj45') (directory='aircraft/lj45/')

157.89-tmmodelmanager: loading configfile 'aircraft/lj45//lj45.tmc'

157.89-tmmodelmanager: contact points 3: (7.268 -0.009 -0.815 r=0.209) (-0.754 1.400 -0.935 r=0.275) (-0.754 -1.400 -0.935 r=0.275)

158.35-tmmodelmanager: loading dynamics begin 'aircraft/lj45//lj45.tmd'...

158.36-tmmodelmanager: WARNING: Input0 -> GPUAntiFlashContactorSwitch.Output not found

158.36-tmmodelmanager: WARNING: Input -> GPUAntiFlashContactorSwitch.Output not found

158.48-tmmodelmanager: loading dynamics end: (id=1) (1040 dynamics) (757 graphics) (81 sound) (ny=1047) (nz=67)

158.48-tmmodelmanager:

158.48-tmmodelmanager: mass: 7102.000000kg

158.48-tmmodelmanager: mbs joint 0 <- 1 LeftWing

158.48-tmmodelmanager: mbs joint 0 <- 2 RightWing

158.48-tmmodelmanager: mbs joint 0 <- 3 LeftEngineBody

158.48-tmmodelmanager: mbs joint 0 <- 4 RightEngineBody

158.48-tmmodelmanager: mbs joint 0 <- 5 NoseGearUpper
158.48-tmmodelmanager: mbs joint 5 <- 6 NoseGearMiddle
158.48-tmmodelmanager: mbs joint 6 <- 7 NoseGearLower
158.48-tmmodelmanager: mbs joint 0 <- 8 LeftGear
158.48-tmmodelmanager: mbs joint 8 <- 9 LeftGearLower
158.48-tmmodelmanager: mbs joint 0 <- 10 RightGear
158.48-tmmodelmanager: mbs joint 10 <- 11 RightGearLower
158.48-tmmodelmanager: mbs joint 0 <- 12 GasoilFuselage
158.48-tmmodelmanager: mbs joint 0 <- 13 GasoilLeftWing
158.48-tmmodelmanager: mbs joint 0 <- 14 GasoilRightWing
158.48-tmmodelmanager: mbs joint 0 <- 15 Passengers
158.48-tmmodelmanager: 15 multibody joints / 1 components
158.86-tmsimulator: done loading model lj45 (repaint=blue)
158.86-tmsimulator:
158.93-tmterrain: new terrain position: wg=(11309.38 39329.37) global=(-2477986.06 -4684905.30 3537470.15)
158.94-tmterrain_object: loading xref 'xref_aircraft' = 1
158.98-tmterrain_object: loading xref 'xref_usa' = 1
159.02-tmterrain_object: loading xref 'xref_usa_airport' = 1
159.05-tmterrain_object:
159.05-tmterrain_object: loading terrain object static 'Anaheim City'...
159.17-tmterrain_object: heightmap compute: object='stadiumground__runway' nf=444 wgbmin=(11307.47 39346.18) wgbmax=(11308.74 39347.47)
size=(150,150) mem=180000

159.17-tmterrain_object: merging 667 objects for type=2 (667 are virtual)

159.18-tmcollision: create 'Anaheim City' quadtree: (tris= 23900) (1.82MB) (wbb=-2478868:-2474504 -4680979:-4677254 3542681:3546144) qtstat=(omin=(30.0 30.0 100.0) bb=(-2073.646591 -2015.639873 -101.282646)-(2308.2 2136.1 -10.7) numin=23900 -> nodes=481 endnodes=354 endobj=36067 depth=8 maxpernode=444 min=(17.1 16.2 90.6))

159.19-tmterrain_object: done loading terrain object static. (time=139.77ms) (geom=2) (refgeom=0) (virtgeom=0) (mat=19) (faces=6612) (verts=40318) (collobj=2) (virtinuse=0) (pointlights=0)

159.19-tmterrain_object:

159.20-tmmodule: terrain object manager synchronize begin

159.24-tmmodule: create cellgrid: (1x1x1) (objs=2) (max_obj_per_cell=2) (bbox=(-2479038.95 -4681179.24 3542681.20)-(-2474050.53 -4677021.57 3546181.54))

159.24-tmterrain_object: 150 textures using 569 MB / 59 shaders with 1158 references

159.24-tmcollision: creating collisionobjects quadtree: (objects=1) (-2478867.83 -4680978.65 3542681.35)-(-2474503.79 -4677253.93 3546143.53) qtstat=(omin=(5000.0 5000.0 5000.0) bb=(-2478867.828080 -4680978.653252 3542681.351188)-(-2474503.8 -4677253.9 3546143.5) numin=1 -> nodes=1 endnodes=1 endobj=1 depth=0 maxpernode=1 min=(4364.0 3724.7 3462.2))

159.24-tmterrain_object: terrain object manager synchronize end (time=45.90ms)

159.24-tmterrain_object:

159.24-tmterrain_object:

159.24-tmterrain_object: loading terrain object static 'Long Beach'...

160.53-tmterrain_object: heightmap compute: object='platte__runway' nf=20328 wgbmin=(11255.06 39347.01) wgbmax=(11263.68 39354.04) size=(360,330) mem=950400

160.56-tmterrain_object: merging 547 objects for type=2 (547 are virtual)

160.58-tmcollision: create 'Long Beach' quadtree: (tris=116279) (8.87MB) (wbb=-2499203:-2495452 -4668823:-4665468 3544135:3547205) qtstat=(omin=(30.0 30.0 100.0) bb=(-2166.314707 -1812.220889 -73.402401)-(2204.6 1885.3 -23.9) numin=116279 -> nodes=1773 endnodes=1268 endobj=146954 depth=8 maxpernode=1644 min=(17.1 28.9 49.5))

160.63-tmterrain_object: done loading terrain object static. (time=1388.23ms) (geom=18) (refgeom=0) (virtgeom=547) (mat=6) (faces=45476) (verts=386556) (collobj=2) (virtinuse=0) (pointlights=880)

160.63-tmterrain_object:

160.63-tmterrain_object:

160.63-tmterrain_object: loading terrain object static 'John Wayne Airport'...

161.22-tmterrain_object: heightmap compute: object='platte__runway' nf=16762 wgbmin=(11306.71 39314.07) wgbmax=(11314.43 39324.30) size=(360,420) mem=1209600

161.24-tmterrain_object: merging 842 objects for type=2 (842 are virtual)

161.29-tmcollision: create 'John Wayne Airport' quadtree: (tris=189310) (14.44MB) (wbb=-2480480:-2476266 -4688356:-4685738 3530541:3534810) qtstat=(omin=(30.0 30.0 100.0) bb=(-2018.094706 -2533.619169 -64.514322)-(1905.6 2600.0 -22.4) numin=189310 -> nodes=2438 endnodes=1827 endobj=240340 depth=8 maxpernode=1210 min=(15.3 20.1 42.1))

161.38-tmterrain_object: done loading terrain object static. (time=745.37ms) (geom=9) (refgeom=0) (virtgeom=841) (mat=18) (faces=33054) (verts=680843) (collobj=2) (virtinuse=0) (pointlights=599)

161.38-tmterrain_object:

161.38-tmterrain_object:

161.38-tmterrain_object: loading terrain object static 'Long Beach City'...

161.77-tmterrain_object: merging 252 objects for type=2 (252 are virtual)

161.79-tmcollision: create 'Long Beach City' quadtree: (tris=100175) (7.64MB) (wbb=-2503050:-2499062 -4669428:-4666676 3540593:3543317) qtstat=(omin=(30.0 30.0 100.0) bb=(-2016.857930 -1545.312856 -144.005028)-(1879.1 1712.3 -17.3) numin=100175 -> nodes=1893 endnodes=1259 endobj=126170 depth=8 maxpernode=357 min=(15.2 25.5 63.4))

161.83-tmterrain_object: done loading terrain object static. (time=447.59ms) (geom=1) (refgeom=0) (virtgeom=0) (mat=57) (faces=16858) (verts=157227) (collobj=1) (virtinuse=0) (pointlights=0)

161.83-tmterrain_object:

161.83-tmmodule: terrain object manager synchronize begin

162.22-tmmodule: create cellgrid: (1x1x1) (objs=30) (max_obj_per_cell=30) (bbox=(-2503233.15 -4689147.27 3530531.41)-(-2474050.53 -4665144.76 3547215.73))

162.22-tmterrain_object: 443 textures using 913 MB / 73 shaders with 1957 references

162.22-tmcollision: creating collisionobjects quadtree: (objects=4) (-2503050.43 -4688356.06 3530541.11)-(-2474503.79 -4665468.05 3547204.92) qtstat=(omin=(5000.0 5000.0 5000.0) bb=(-2503050.433073 -4688356.059621 3530541.108694)-(-2474503.8 -4665468.1 3547204.9) numin=4 -> nodes=17 endnodes=9 endobj=11 depth=5 maxpernode=2 min=(3568.3 2861.0 4166.0))

162.22-tmterrain_object: terrain object manager synchronize end (time=386.55ms)

162.22-tmterrain_object:

162.23-tmmodule: terrain engine updated

162.23-tmmodule:

163.01-tmmodule: compute thread begin

163.08-tmmodule:

163.08-tmmodule: recording begin

165.06-tmmodule: compute thread end

391.80-tmsimulator:

391.80-tmsimulator: loading model lj45...

391.80-tmmodelmanager: model: (name='lj45') (directory='aircraft/lj45/')

391.80-tmmodelmanager: loading configfile 'aircraft/lj45//lj45.tmc'

391.80-tmmodelmanager: contact points 3: (7.268 -0.009 -0.815 r=0.209) (-0.754 1.400 -0.935 r=0.275) (-0.754 -1.400 -0.935 r=0.275)

392.30-tmmodelmanager: loading dynamics begin 'aircraft/lj45//lj45.tmd'...

392.31-tmmodelmanager: WARNING: Input0 -> GPUAntiFlashContactorSwitch.Output not found

392.31-tmmodelmanager: WARNING: Input -> GPUAntiFlashContactorSwitch.Output not found

392.41-tmmodelmanager: loading dynamics end: (id=1) (1040 dynamics) (757 graphics) (81 sound) (ny=1047) (nz=67)

392.41-tmmodelmanager:

392.41-tmmodelmanager: mass: 7102.000000kg

392.41-tmmodelmanager: mbs joint 0 <- 1 LeftWing

392.41-tmmodelmanager: mbs joint 0 <- 2 RightWing

392.41-tmmodelmanager: mbs joint 0 <- 3 LeftEngineBody

392.41-tmmodelmanager: mbs joint 0 <- 4 RightEngineBody

392.41-tmmodelmanager: mbs joint 0 <- 5 NoseGearUpper

392.41-tmmodelmanager: mbs joint 5 <- 6 NoseGearMiddle

392.41-tmmodelmanager: mbs joint 6 <- 7 NoseGearLower

392.41-tmmodelmanager: mbs joint 0 <- 8 LeftGear

392.41-tmmodelmanager: mbs joint 8 <- 9 LeftGearLower

392.41-tmmodelmanager: mbs joint 0 <- 10 RightGear

392.41-tmmodelmanager: mbs joint 10 <- 11 RightGearLower

392.41-tmmodelmanager: mbs joint 0 <- 12 GasoilFuselage

392.41-tmmodelmanager: mbs joint 0 <- 13 GasoilLeftWing

392.41-tmmodelmanager: mbs joint 0 <- 14 GasoilRightWing

392.41-tmmodelmanager: mbs joint 0 <- 15 Passengers

392.41-tmmodelmanager: 15 multibody joints / 1 components

392.76-tmsimulator: done loading model lj45 (repaint=Red Lear N45RM)

392.76-tmsimulator:

392.79-tmterrain: new terrain position: wg=(11309.91 39329.22) global=(-2477768.12 -4685065.21 3537411.04)

392.86-tmmodule: terrain engine updated

392.86-tmmodule:

393.70-tmmodule: compute thread begin

393.79-tmmodule:

393.79-tmmodule: recording begin

395.78-tmmodule: compute thread end

712.92-tmsimulator:

712.92-tmsimulator: loading model lj45...

712.92-tmmodelmanager: model: (name='lj45') (directory='aircraft/lj45/')

712.93-tmmodelmanager: loading configfile 'aircraft/lj45//lj45.tmc'

712.93-tmmodelmanager: contact points 3: (7.268 -0.009 -0.815 r=0.209) (-0.754 1.400 -0.935 r=0.275) (-0.754 -1.400 -0.935 r=0.275)

713.38-tmmodelmanager: loading dynamics begin 'aircraft/lj45//lj45.tmd'...

713.39-tmmodelmanager: WARNING: Input0 -> GPUAntiFlashContactorSwitch.Output not found

713.39-tmmodelmanager: WARNING: Input -> GPUAntiFlashContactorSwitch.Output not found

713.49-tmmodelmanager: loading dynamics end: (id=1) (1040 dynamics) (757 graphics) (81 sound) (ny=1047) (nz=67)

713.49-tmmodelmanager:

713.49-tmmodelmanager: mass: 7102.000000kg

713.49-tmmodelmanager: mbs joint 0 <- 1 LeftWing

713.50-tmmodelmanager: mbs joint 0 <- 2 RightWing

713.50-tmmodelmanager: mbs joint 0 <- 3 LeftEngineBody

713.50-tmmodelmanager: mbs joint 0 <- 4 RightEngineBody
713.50-tmmodelmanager: mbs joint 0 <- 5 NoseGearUpper
713.50-tmmodelmanager: mbs joint 5 <- 6 NoseGearMiddle
713.50-tmmodelmanager: mbs joint 6 <- 7 NoseGearLower
713.50-tmmodelmanager: mbs joint 0 <- 8 LeftGear
713.50-tmmodelmanager: mbs joint 8 <- 9 LeftGearLower
713.50-tmmodelmanager: mbs joint 0 <- 10 RightGear
713.50-tmmodelmanager: mbs joint 10 <- 11 RightGearLower
713.50-tmmodelmanager: mbs joint 0 <- 12 GasoilFuselage
713.50-tmmodelmanager: mbs joint 0 <- 13 GasoilLeftWing
713.50-tmmodelmanager: mbs joint 0 <- 14 GasoilRightWing
713.50-tmmodelmanager: mbs joint 0 <- 15 Passengers
713.50-tmmodelmanager: 15 multibody joints / 1 components
713.88-tmsimulator: done loading model lj45 (repaint=blue)
713.88-tmsimulator:
713.92-tmterrain: new terrain position: wg=(11310.48 39329.07) global=(-2477530.61 -4685240.36 3537345.42)
713.99-tmmodule: terrain engine updated
713.99-tmmodule:
714.80-tmmodule: compute thread begin
714.88-tmmodule:
714.88-tmmodule: recording begin

715.92-tmmodule: compute thread end

1097.61-tmmodule: init terrain flat renderer...

1098.03-tmmodule: creating mapload thread: ok

1098.04-tmterrain_cmaps: color maps: num=51628 ims=0 levelminmax=0/14

1098.10-tmmodule: done init terrain flat renderer

1098.11-tmterrain_feat: omin=(1024.0, 1024.0) bb=(0.0:65536.0, 0.0:65536.0) numin= 3020 -> nodes=297 endnodes=218 endobj=29040 depth= 5
maxpernode=256 min=(2048.0, 2048.0)

1098.11-tmterrain_hmaps: height maps: num=3020 wgc=4096 ims=8 levelminmax=7/7

1098.11-tmterrain_hmaps: creating mapload thread 'thread_hmaps': ok

1098.11-tmmodule: init terrain flat renderer...

1098.12-tmterrain_feat: omin=(512.0, 512.0) bb=(0.0:65536.0, 0.0:65536.0) numin= 2229 -> nodes= 61 endnodes= 46 endobj= 4186 depth= 4
maxpernode=247 min=(4096.0, 4096.0)