

# Troubleshooting - tm.log

The most important resource for troubleshooting is the simulator's log file

C:\Users\%USERNAME%\Documents\Aerofly FS 2\tm.log inside the [user-folder](#) of the Aerofly FS 2. This file logs all events during the Aerofly FS 2 Flight Simulator execution. It contains warnings and errors that might be generated when the new aircraft is loaded.

## Crashes

When the Aerofly FS 2 Flight Simulator application crashes the IPACS support team ([mail \(at\) ipacs.de](mailto:mail@ipacs.de)) can help better when a copy of the tm.log is attached to an e-mail to them.

## Debugging

Common issues during own aircraft development are

- [Syntax](#) accidentally changed, pay particular attention to unmatched braces/brackets
- Spelling mistakes
- Same name used for more than one object
- Object referred to does not exist
- 3D objects used multiple times
- Joint force and dampening constants too high
- Output / Input not defined
- Control message names not matched
- Control message qualifier not set for a toggle switch
- Infinite loops created by using the output of the same object or by chaining object to a loop without any object in the chain that can provide a delay (like a servoclassic or servolinear).

To debug a longer chain of connected objects one can simply overwrite the input property of an object by replacing the usual xyz.Output text with '1.0', '0.0' or any other constant value. Note that inputs with an 'ID' in their name don't directly read the value but use a pointer object instead. It is possible to write a constant value into the InputID parameter of an object.

For debugging it is very useful to assign a key to the 'Reload aircraft' in the simulator control settings (available only if the 'developer' option is set to true in the 'main.mcf'). Using this function only the aircraft but no scenery is reloaded.

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