

Python 2.7.13 Stackless 3.1b3 060516 (default, May 22 2017, 13:45:26) [MSC
v.1900 32 bit (Intel)] wxPython 3.0.2.0
couatl v3.2 (build 3985)
log started on Tue Apr 10 19:32:32 2018

connecting to SimConnect...
connected to SimConnect
connected to bglmanx
Running in mode: Prepar3D v4 (bglmanx setting)
Loading addons
Loading addon common
Added Menu Item "Couatl settings" (id 67)
Addon common loaded
Loading addon LiveUpdate
Added Menu Item "Couatl Live Update" (id 69)
Added Menu SubItem "Disable" (parentId 69, id 70)
Addon LiveUpdate loaded
requesting AddOn list to bglmanx
Added Menu SubItem "Check Live Update" (parentId 69, id 71)
Added Menu SubItem "Restart Couatl" (parentId 67, id 73)
Added Menu SubItem "Restart Couatl and rebuild airport cache" (parentId 67, id
74)
Added Menu SubItem "Key Mappings..." (parentId 67, id 75)
Added Menu SubItem "Show YouControl○ Menu Ctrl+F12" (parentId 67, id
79)
Current locale is English_United Kingdom.1252
Initializing audio...
Available devices:
 Generic Software on SONY TV (NVIDIA High Definition Audio)
 (47656e6572696320536f667477617265206f6e20534f4e5920545620284e564
 9444941204869676820446566696e6974696f6e20417564696f29)
 Generic Software on Realtek Digital Output (Realtek Audio)
 (47656e6572696320536f667477617265206f6e205265616c74656b204469676
 974616c204f757470757420285265616c74656b20417564696f29)
Created OpenAL device: Generic Software on SONY TV (NVIDIA High Definition
Audio)

Device info:

 Major version: 1
 Minor version: 1
 Frequency: 44100
 Refresh: 40
 Sync: 0
 Mono sources: 255
 Stereo sources: 1
 Extensions: ALC_ENUMERATE_ALL_EXT ALC_ENUMERATION_EXT
ALC_EXT_CAPTURE ALC_EXT_EFX

Context info:

Vendor: Creative Labs Inc.
Version: 1.1
Renderer: Software
Extensions: EAX EAX2.0 EAX3.0 EAX4.0 EAX5.0 EAX3.0EMULATED
EAX4.0EMULATED AL_EXT_OFFSET AL_EXT_LINEAR_DISTANCE
AL_EXT_EXPONENT_DISTANCE

Using EFX 1.0 extension, with 1 auxiliary send(s)
Using EAX reverb
Slew mode False
bglmanx list contains 26 AddOn(s)
Loading addon KCLT
Addon KCLT not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KCLT
Loading addon KSDF
Addon KSDF not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KSDF
Loading addon OHareX
Addon OHareX not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named OHareX
Loading addon KDFW
Addon KDFW not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KDFW
Loading addon LSGG
Addon LSGG not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named LSGG
Loading addon f18ag
Addon f18ag not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named f18ag
Loading addon GSX
Current sim directory is C:/Lockheed Martin/Prepar3D v4

Looking for scenery.cfg in

"C:\ProgramData\Virtuali\Couatl\prepar3dv4\scenery.cfg"

using "Scenery\World\scenery" (layer 1)
using "Scenery\BASE\scenery" (layer 2)
using "Scenery\0000\scenery" (layer 4)
using "Scenery\0001\scenery" (layer 5)
using "Scenery\0002\scenery" (layer 6)
using "Scenery\0003\scenery" (layer 7)
using "Scenery\0004\scenery" (layer 8)
using "Scenery\0005\scenery" (layer 9)
using "Scenery\0006\scenery" (layer 10)
using "Scenery\0007\scenery" (layer 11)
using "Scenery\0100\scenery" (layer 12)
using "Scenery\0101\scenery" (layer 13)
using "Scenery\0102\scenery" (layer 14)
using "Scenery\0103\scenery" (layer 15)
using "Scenery\0104\scenery" (layer 16)
using "Scenery\0105\scenery" (layer 17)
using "Scenery\0106\scenery" (layer 18)
using "Scenery\0107\scenery" (layer 19)
using "Scenery\0200\scenery" (layer 20)
using "Scenery\0201\scenery" (layer 21)
using "Scenery\0202\scenery" (layer 22)
using "Scenery\0203\scenery" (layer 23)
using "Scenery\0204\scenery" (layer 24)
using "Scenery\0205\scenery" (layer 25)
using "Scenery\0206\scenery" (layer 26)
using "Scenery\0207\scenery" (layer 27)
using "Scenery\0300\scenery" (layer 28)
using "Scenery\0301\scenery" (layer 29)
using "Scenery\0302\scenery" (layer 30)
using "Scenery\0303\scenery" (layer 31)
using "Scenery\0304\scenery" (layer 32)
using "Scenery\0305\scenery" (layer 33)
using "Scenery\0306\scenery" (layer 34)
using "Scenery\0307\scenery" (layer 35)
using "Scenery\0400\scenery" (layer 36)
using "Scenery\0401\scenery" (layer 37)
using "Scenery\0402\scenery" (layer 38)
using "Scenery\0403\scenery" (layer 39)
using "Scenery\0404\scenery" (layer 40)
using "Scenery\0405\scenery" (layer 41)
using "Scenery\0406\scenery" (layer 42)
using "Scenery\0407\scenery" (layer 43)
using "Scenery\0500\scenery" (layer 44)
using "Scenery\0501\scenery" (layer 45)
using "Scenery\0502\scenery" (layer 46)
using "Scenery\0503\scenery" (layer 47)
using "Scenery\0504\scenery" (layer 48)

using "Scenery\0505\scenery" (layer 49)
using "Scenery\0506\scenery" (layer 50)
using "Scenery\0507\scenery" (layer 51)
using "Scenery\0600\scenery" (layer 52)
using "Scenery\0601\scenery" (layer 53)
using "Scenery\0602\scenery" (layer 54)
using "Scenery\0603\scenery" (layer 55)
using "Scenery\0604\scenery" (layer 56)
using "Scenery\0605\scenery" (layer 57)
using "Scenery\0606\scenery" (layer 58)
using "Scenery\0607\scenery" (layer 59)
using "Scenery\0700\scenery" (layer 60)
using "Scenery\0701\scenery" (layer 61)
using "Scenery\0702\scenery" (layer 62)
using "Scenery\0703\scenery" (layer 63)
using "Scenery\0704\scenery" (layer 64)
using "Scenery\0705\scenery" (layer 65)
using "Scenery\0706\scenery" (layer 66)
using "Scenery\0707\scenery" (layer 67)
using "Scenery\0800\scenery" (layer 68)
using "Scenery\0801\scenery" (layer 69)
using "Scenery\0802\scenery" (layer 70)
using "Scenery\0803\scenery" (layer 71)
using "Scenery\0804\scenery" (layer 72)
using "Scenery\0805\scenery" (layer 73)
using "Scenery\0806\scenery" (layer 74)
using "Scenery\0807\scenery" (layer 75)
using "Scenery\0900\scenery" (layer 76)
using "Scenery\0901\scenery" (layer 77)
using "Scenery\0902\scenery" (layer 78)
using "Scenery\0903\scenery" (layer 79)
using "Scenery\0904\scenery" (layer 80)
using "Scenery\0905\scenery" (layer 81)
using "Scenery\0906\scenery" (layer 82)
using "Scenery\0907\scenery" (layer 83)
using "Scenery\1000\scenery" (layer 84)
using "Scenery\1001\scenery" (layer 85)
using "Scenery\1002\scenery" (layer 86)
using "Scenery\1003\scenery" (layer 87)
using "Scenery\1004\scenery" (layer 88)
using "Scenery\1005\scenery" (layer 89)
using "Scenery\1006\scenery" (layer 90)
using "Scenery\1007\scenery" (layer 91)
using "Scenery\1100\scenery" (layer 92)
using "Scenery\1101\scenery" (layer 93)
using "Scenery\1102\scenery" (layer 94)
using "Scenery\1103\scenery" (layer 95)
using "Scenery\1104\scenery" (layer 96)
using "Scenery\1105\scenery" (layer 97)

using "Scenery\1106\scenery" (layer 98)
using "Scenery\1107\scenery" (layer 99)
using "C:\FSGU_NG\oce\scenery" (layer 100)
using "C:\FSGU_NG\eur\scenery" (layer 101)
using "C:\FSGU_NG\asi\scenery" (layer 102)
using "C:\FSGU_NG\sam\scenery" (layer 103)
using "C:\FSGU_NG\afri\scenery" (layer 104)
using "C:\FSGU_NG\ant\scenery" (layer 105)
using "C:\FSGU_NG\nam\scenery" (layer 106)
using "C:\FSGU_NG\LocalMeshes\scenery" (layer 107)
using "Scenery\AFRI\scenery" (layer 113)
using "Scenery\ASIA\scenery" (layer 114)
using "Scenery\AUST\scenery" (layer 115)
using "Scenery\EURE\scenery" (layer 116)
using "Scenery\EURW\scenery" (layer 117)
using "Scenery\NAMC\scenery" (layer 118)
using "Scenery\NAME\scenery" (layer 119)
using "Scenery\NAMW\scenery" (layer 120)
using "Scenery\OCEN\scenery" (layer 121)
using "Scenery\SAME\scenery" (layer 122)
using "Scenery\Cities\Oshkosh\scenery" (layer 123)
using "Scenery\Cities\StMaarten\scenery" (layer 124)
using "Scenery\Cities\Rio\scenery" (layer 125)
using "Scenery\Cities\LasVegas\scenery" (layer 126)
using "Scenery\Global\scenery" (layer 127)
using "Scenery\Cities\Reno\scenery" (layer 128)
using "Scenery\Cities\Istanbul\scenery" (layer 129)
using "Scenery\Cities\Longleat\scenery" (layer 130)
using "Scenery\Cities\Berlin\scenery" (layer 131)
using "Scenery\Cities\Edwards_AFB\scenery" (layer 132)
using "Scenery\Cities\Eglin\scenery" (layer 133)
using "Scenery\Cities\KORL_OrlandoExecutive\scenery" (layer 134)
using "Scenery\Cities\KLFI_Langley_AFB\scenery" (layer 135)
using "Scenery\Cities\FortRucker\scenery" (layer 136)
using "Scenery\Cities\Iwakuni\scenery" (layer 137)
using "Scenery\Cities\TwentyNine_Palms\scenery" (layer 138)
using "Scenery\Cities\Washington_DC\scenery" (layer 139)
using "Scenery\Cities\Rockhampton\scenery" (layer 140)
using "Scenery\Cities\Kennedy_Space_Center\scenery" (layer 141)
using "Scenery\Cities\Orlando\scenery" (layer 142)
using "Scenery\Cities\SanDiego\scenery" (layer 143)
using "Scenery\Bathymetry\scenery" (layer 144)
using "Ecosystem\erosoft\IBIZA_TERRAIN\scenery" (layer 145)
using "Ecosystem\erosoft\IBIZA_AIRPORT\scenery" (layer 146)
using "Ecosystem\erosoft\LEPA_EVO_TERRAIN\scenery" (layer 147)
using "Ecosystem\erosoft\LEPA_EVO_AIRPORT\scenery" (layer 148)
using "Ecosystem\erosoft\Menorca_Terrain\scenery" (layer 149)
using "Ecosystem\erosoft\Menorca_Airport\scenery" (layer 150)
using "Ecosystem\erosoft\SIMWINGS_LIB\scenery" (layer 151)

using "Ecosystem\ aerosoft\ PortoSantoXEvolution\ scenery" (layer 152)
using "Ecosystem\ aerosoft\ MadeiraXEvolution\ scenery" (layer 153)
using "Ecosystem\ aerosoft\ Mega Airport Oslo 2.0\ scenery" (layer 154)
using "Ecosystem\ aerosoft\ Rome2015\ scenery" (layer 155)
using "Ecosystem\ aerosoft\ Mega Airport Frankfurt 2.0 P3D V4\ scenery" (layer 156)
using "ORBX\FTX_AU\FTXAU48_CUSTOM\ scenery" (layer 175)
using "ORBX\FTX_AU\FTXAU46_SHORES\ scenery" (layer 176)
using "ORBX\FTX_AU\FTXAU45_SCENERY\ scenery" (layer 177)
using "ORBX\FTX_AU\FTXAU38_CUSTOM\ scenery" (layer 178)
using "ORBX\FTX_AU\FTXAU36_SHORES\ scenery" (layer 179)
using "ORBX\FTX_AU\FTXAU35_SCENERY\ scenery" (layer 180)
using "ORBX\FTX_AU\FTXAU28_CUSTOM\ scenery" (layer 181)
using "ORBX\FTX_AU\FTXAU26_SHORES\ scenery" (layer 182)
using "ORBX\FTX_AU\FTXAU25_SCENERY\ scenery" (layer 183)
using "ORBX\FTX_AU\FTXAU18_CUSTOM\ scenery" (layer 184)
using "ORBX\FTX_AU\FTXAU16_SHORES\ scenery" (layer 185)
using "ORBX\FTX_AU\FTXAU15_SCENERY\ scenery" (layer 186)
using "ORBX\FTX_AU\FTXAU05_ROADS\ scenery" (layer 187)
using "ORBX\FTX_AU\FTXAA_YBBN\ scenery" (layer 188)
using "ORBX\FTX_NZ\FTX_NZSI_08_CUSTOM\ scenery" (layer 189)
using "ORBX\FTX_NZ\FTX_NZSI_07_MESH\ scenery" (layer 190)
using "ORBX\FTX_NZ\FTX_NZSI_06_CVX\ scenery" (layer 191)
using "ORBX\FTX_NZ\FTX_NZSI_05_SCENERY\ scenery" (layer 192)
using "ORBX\FTX_NZ\FTX_NZNI_08_CUSTOM\ scenery" (layer 193)
using "ORBX\FTX_NZ\FTX_NZNI_07_MESH\ scenery" (layer 194)
using "ORBX\FTX_NZ\FTX_NZNI_06_CVX\ scenery" (layer 195)
using "ORBX\FTX_NZ\FTX_NZNI_05_SCENERY\ scenery" (layer 196)
using "ORBX\FTX_NA\FTX_NA_SCA08_CUSTOM\ scenery" (layer 197)
using "ORBX\FTX_NA\FTX_NA_SCA07_MESH\ scenery" (layer 198)
using "ORBX\FTX_NA\FTX_NA_SCA06_CVX\ scenery" (layer 199)
using "ORBX\FTX_NA\FTX_NA_SCA05_SCENERY\ scenery" (layer 200)
using "ORBX\FTX_NA\FTX_NA_NCA08_CUSTOM\ scenery" (layer 201)
using "ORBX\FTX_NA\FTX_NA_NCA07_MESH\ scenery" (layer 202)
using "ORBX\FTX_NA\FTX_NA_NCA06_CVX\ scenery" (layer 203)
using "ORBX\FTX_NA\FTX_NA_NCA05_SCENERY\ scenery" (layer 204)
using "ORBX\FTX_EU\FTX_EU_WLS_08_CUSTOM\ scenery" (layer 206)
using "ORBX\FTX_EU\FTX_EU_WLS_07_MESH\ scenery" (layer 207)
using "ORBX\FTX_EU\FTX_EU_WLS_06_CVX\ scenery" (layer 208)
using "ORBX\FTX_EU\FTX_EU_WLS_05_SCENERY\ scenery" (layer 209)
using "ORBX\FTX_EU\FTX_EU_SCO_08_CUSTOM\ scenery" (layer 210)
using "ORBX\FTX_EU\FTX_EU_SCO_07_MESH\ scenery" (layer 211)
using "ORBX\FTX_EU\FTX_EU_SCO_06_CVX\ scenery" (layer 212)
using "ORBX\FTX_EU\FTX_EU_SCO_05_SCENERY\ scenery" (layer 213)
using "ORBX\FTX_EU\FTX_EU_NOR_08_CUSTOM\ scenery" (layer 214)
using "ORBX\FTX_EU\FTX_EU_NOR_07_MESH\ scenery" (layer 215)
using "ORBX\FTX_EU\FTX_EU_NOR_06_CVX\ scenery" (layer 216)
using "ORBX\FTX_EU\FTX_EU_NOR_05_SCENERY\ scenery" (layer 217)
using "ORBX\FTX_EU\FTX_EU_NIR_08_CUSTOM\ scenery" (layer 218)

using "ORBX\FTX_EU\FTX_EU_NIR_06_CVX\scenery" (layer 219)
using "ORBX\FTX_EU\FTX_EU_NIR_05_SCENERY\scenery" (layer 220)
using "ORBX\FTX_EU\FTX_EU_IRL_08_CUSTOM\scenery" (layer 221)
using "ORBX\FTX_EU\FTX_EU_IRL_06_CVX\scenery" (layer 222)
using "ORBX\FTX_EU\FTX_EU_IRL_05_SCENERY\scenery" (layer 223)
using "ORBX\FTX_EU\FTX_EU_GES_08_CUSTOM\scenery" (layer 224)
using "ORBX\FTX_EU\FTX_EU_GES_07_MESH\scenery" (layer 225)
using "ORBX\FTX_EU\FTX_EU_GES_06_CVX\scenery" (layer 226)
using "ORBX\FTX_EU\FTX_EU_GES_05_SCENERY\scenery" (layer 227)
using "ORBX\FTX_EU\FTX_EU_GEN_08_CUSTOM\scenery" (layer 228)
using "ORBX\FTX_EU\FTX_EU_GEN_07_MESH\scenery" (layer 229)
using "ORBX\FTX_EU\FTX_EU_GEN_06_CVX\scenery" (layer 230)
using "ORBX\FTX_EU\FTX_EU_GEN_05_SCENERY\scenery" (layer 231)
using "ORBX\FTX_EU\FTX_EU_ENG_08_CUSTOM\scenery" (layer 232)
using "ORBX\FTX_EU\FTX_EU_ENG_07_MESH\scenery" (layer 233)
using "ORBX\FTX_EU\FTX_EU_ENG_06_CVX\scenery" (layer 234)
using "ORBX\FTX_EU\FTX_EU_ENG_05_SCENERY\scenery" (layer 235)
using "ORBX\FTX_NZ\FTX_AA_NZQN\scenery" (layer 236)
using "ORBX\FTX_NZ\FTX_AA_NZMF\scenery" (layer 237)
using "ORBX\FTX_EU\FTX_AA_LOWI\scenery" (layer 238)
using "ORBX\FTX_EU\FTX_AA_EGFF\scenery" (layer 239)
using "ORBX\FTX_AU\FTXAA_ORBXLIBS\scenery" (layer 240)
using "C:\Users\mike\Documents\Prepar3D v4 Add-ons\UK2000 Common Library\scenery" (layer 216)
airportCacheOptimizeSearch enabled, excluding files larger than 2000000 bytes
Airport cache loaded successfully
SharedMemInterface connected
Added Menu Item "GSX" (id 82)
Added Menu SubItem "Disable" (parentId 82, id 83)
Addon GSX loaded
Loading addon HAWAII1
Addon HAWAII1 not installed or missing one or more files, skipping.
Traceback (most recent call last):
 File "<string>", line 79, in loadAddons
 File "<string>", line 37, in importAndCreateInstance
ImportError: No module named HAWAII1
Loading addon HAWAII2
Addon HAWAII2 not installed or missing one or more files, skipping.
Traceback (most recent call last):
 File "<string>", line 79, in loadAddons
 File "<string>", line 37, in importAndCreateInstance
ImportError: No module named HAWAII2
Loading addon PHNL
Addon PHNL not installed or missing one or more files, skipping.
Traceback (most recent call last):
 File "<string>", line 79, in loadAddons
 File "<string>", line 37, in importAndCreateInstance
ImportError: No module named PHNL
Loading addon JFK

Addon JFK not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named JFK
Loading addon JFK2
Addon JFK2 not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named JFK2
Loading addon KFLL
Addon KFLL not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KFLL
Loading addon KIAH
Addon KIAH not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KIAH
Loading addon KLAS
Addon KLAS not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KLAS
Loading addon KLAX
Addon KLAX not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KLAX
Loading addon KMEM
Addon KMEM not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KMEM
Loading addon CYVR
Addon CYVR not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named CYVR
Loading addon XPOI
Addon XPOI not installed or missing one or more files, skipping.

Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named XPOI
Loading addon ZurichX
Addon ZurichX not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named ZurichX
Loading addon KSFO
Addon KSFO not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KSFO
Loading addon KPHX
Addon KPHX not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KPHX
Loading addon KIAD
Addon KIAD not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KIAD
Loading addon KDEN
Addon KDEN not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KDEN
Loading addon KSFOHD
Addon KSFOHD not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named KSFOHD
Loading addon ENBR
Addon ENBR not installed or missing one or more files, skipping.
Traceback (most recent call last):
File "<string>", line 79, in loadAddons
File "<string>", line 37, in importAndCreateInstance
ImportError: No module named ENBR
Starting system monitors
Added Menu SubItem "Settings..." (parentId 82, id 91)
Added Menu SubItem "Customize aircraft..." (parentId 82, id 92)

Added Menu SubItem "Show GSX Menu by-passing YouControl○
Shift+Ctrl+F12" (parentId 82, id 94)
Loading aircraft data from C:\Users\mike_\Documents\Prepar3d v4 Add-
ons\FSLabs\SimObjects\Airplanes\FSLabs A320 IAE
aircraftDb.py provides aircraft data with priority 2
Using aircraft data from aircraftDb.py
Found gsx.cfg file at
C:\Users\mike_\AppData\Roaming\Virtuali\Airplanes\FSLabs A320
IAE\gsx.cfg
User collision geometries reloaded
Changed AVATAR id (3)
Loading airport LOWW from C:\Lockheed Martin\Prepar3D
v4\Scenery\0601\scenery\APX52140.bgl
Added Menu SubItem "Customize airport positions..." (parentId 82, id 99)
Avatar mode False
Slew mode False