

**** Orbiter.log

Build Aug 30 2010 [v.100830]

Timer precision: 2.77056e-007 sec

Found 0 joystick(s)

Module AtlantisConfig.dll [Build 100830, API 100830]

Module AtmConfig.dll [Build 100830, API 100830]

Module DGConfigurator.dll [Build 100830, API 100830]

Module D3D9Client.dll [Build 160408, API 100830]

Module CRT.dll [Build 161210, API 100830]

>>> WARNING: Obsolete API function used: oapiRegisterMFDMode
At least one active module is accessing an obsolete interface function.
Addons which rely on obsolete functions may not be compatible with
future versions of Orbiter.

Module OrbiterSound.dll [Build 121120, API 100830]

**** Creating simulation session

D3D9Client: [DirectX 9 Initialized]

D3D9Client: Sytem has XNA math support

D3D9Client: [3DDevice Initialized]

D3D9Client: [Loading Stars]

D3D9Client: [Loading Constellations]

D3D9Client: [D3D9Client Initialized]

Module Sun.dll [Build 100830, API 100830]

VSOP87(E) Sun: Precision 1e-006, Terms 554/6634

Module Mercury.dll [Build 100830, API 100830]

VSOP87(B) Mercury: Precision 1e-005, Terms 167/7123

Module Venus.dll [Build 100830, API 100830]

Module VenusAtm2006.dll [Build 100830, API 100830]

VSOP87(B) Venus: Precision 1e-005, Terms 79/1710

Module Earth.dll [Build 100830, API 100830]

Module EarthAtmJ71G.dll [Build 100830, API 100830]

VSOP87(B) Earth: Precision 1e-008, Terms 2564/2564

Module Moon.dll [Build 100830, API 100830]

ELP82: Precision 1e-005, Terms 116/829

Module Mars.dll [Build 100830, API 100830]

Module MarsAtm2006.dll [Build 100830, API 100830]

VSOP87(B) Mars: Precision 1e-005, Terms 405/6400

Module Phobos.dll [Build *****, API 060425]

Module Deimos.dll [Build *****, API 060425]

Module Galsat.dll [Build 100217, API 100215]

Module Jupiter.dll [Build 100830, API 100830]

VSOP87(B) Jupiter: Precision 1e-006, Terms 1624/3625

Module Io.dll [Build 100217, API 100215]

Module Europa.dll [Build 100217, API 100215]

Module Ganymede.dll [Build 100217, API 100215]

Module Callisto.dll [Build 100217, API 100215]

Module Satsat.dll [Build 100215, API 100212]

Module Saturn.dll [Build 100830, API 100830]
VSOP87(B) Saturn: Precision 1e-006, Terms 2904/6365
Module Mimas.dll [Build 100215, API 100212]
SATSAT Mimas: Terms 113
Module Enceladus.dll [Build 100215, API 100212]
SATSAT Enceladus: Terms 33
Module Tethys.dll [Build 100215, API 100212]
SATSAT Tethys: Terms 101
Module Dione.dll [Build 100215, API 100212]
SATSAT Dione: Terms 59
Module Rhea.dll [Build 100215, API 100212]
SATSAT Rhea: Terms 68
Module Titan.dll [Build 100215, API 100212]
SATSAT Titan: Terms 100
Module Iapetus.dll [Build 100215, API 100212]
SATSAT Iapetus: Terms 605
Module Uranus.dll [Build 100830, API 100830]
VSOP87(B) Uranus: Precision 1e-006, Terms 1827/5269
Module Miranda.dll [Build *****, API 060425]
Module Ariel.dll [Build *****, API 060425]
Module Umbriel.dll [Build *****, API 060425]
Module Titania.dll [Build *****, API 060425]
Module Oberon.dll [Build *****, API 060425]
Module Neptune.dll [Build 100830, API 100830]
VSOP87(B) Neptune: Precision 1e-006, Terms 391/2024
Finished initialising world
Module SSU_Pad.dll [Build 161210, API 100830]
Shuttle name: Discovery
Module SpaceShuttleUltra.dll . [Build 161210, API 100830]
Loading aerodynamic data from file
Config/SSU_Elevon.csv
Loading aerodynamic data from file
Config/SSU_Aero.csv
Loading aerodynamic data from file
Config/SSU_BodyFlap.csv
Loading aerodynamic data from file
Config/SSU_GroundEffect.csv
Loading aerodynamic data from file
Config/SSU_GroundEffectBodyFlap.csv
Loading aerodynamic data from file
Config/SSU_HorizontalAero.csv
Read 3D table block ending at 242

Read 3D table block ending at 484

Read 3D table block ending at 726

Read 3D table block ending at 968

Read 3D table block ending at 1210
Read 3D table block ending at 1452
Read 3D table block ending at 1694
Read 3D table block ending at 1936
Read 3D table block ending at 2178
Read 3D table block ending at 2420
Read 3D table block ending at 2662
Read 3D table block ending at 2904
Read 3D table block ending at 3178
Read 3D table block ending at 3452
Read 3D table block ending at 3822
Read 3D table block ending at 4192
Read 3D table block ending at 4562
Read 3D table block ending at 4932
Read 3D table block ending at 5334
Read 3D table block ending at 5736
Read 3D table block ending at 6134
Read 3D table block ending at 6536
Read 3D table block ending at 6938
Read 3D table block ending at 7340
Read 3D table block ending at 7742

Loading aerodynamic data from file
Config/SSU_Aileron.csv
(Mission File Management) Load mission file into shared memory.
(PanelO6::PanelO6) Enter constructor.
(PanelO6::PanelO6) Leave constructor.
(PanelR13L::PanelR13L) Enter constructor.
(PanelR13L::PanelR13L) Leave constructor.

(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem HeEng_C.
HeSysEng::HeSysEng in || ID:1
HeSysEng::HeSysEng out
Added subsystem HeEng_C.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem HeEng_L.
HeSysEng::HeSysEng in || ID:2
HeSysEng::HeSysEng out
Added subsystem HeEng_L.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem HeEng_R.
HeSysEng::HeSysEng in || ID:3
HeSysEng::HeSysEng out
Added subsystem HeEng_R.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem HePneu.
Added subsystem HePneu.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MPS.
Added subsystem MPS.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MPS_C.
SSME::SSME in || name:MPS_C|ID:1|controllertype:2|sw:AD08
SSMEController::SSMEController in
SSMEController::SSMEController out
SSMEController_BLOCK_II::SSMEController_BLOCK_II in || sw:AD08
VehicleInterfaceElectronics::VehicleInterfaceElectronics in
VehicleInterfaceElectronics::VehicleInterfaceElectronics out
VehicleInterfaceElectronics_BLOCK_II::VehicleInterfaceElectronics_BLOCK_II in
VehicleInterfaceElectronics_BLOCK_II::VehicleInterfaceElectronics_BLOCK_II out
PowerSupplyElectronics::PowerSupplyElectronics in
PowerSupplyElectronics::PowerSupplyElectronics out
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II in
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II out
PowerSupplyElectronics::PowerSupplyElectronics in
PowerSupplyElectronics::PowerSupplyElectronics out
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II in
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II out
InputElectronics::InputElectronics in || ch:0
InputElectronics::InputElectronics out
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II in || ch:0
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II out
InputElectronics::InputElectronics in || ch:1
InputElectronics::InputElectronics out
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II in || ch:1
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II out
OutputElectronics::OutputElectronics in || ch:0
OutputElectronics::OutputElectronics out

OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II in || ch:0
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II out
OutputElectronics::OutputElectronics in || ch:1
OutputElectronics::OutputElectronics out
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II in || ch:1
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II out
DigitalComputerUnit::DigitalComputerUnit in || ch:0|ramsize:65536|sw:AD08
SSMEControllerSW::SSMEControllerSW in
SSMEControllerSW::SSMEControllerSW out
SSMEControllerSW_AD08::SSMEControllerSW_AD08 in
SSMEControllerSW_AD08::SSMEControllerSW_AD08 out
DigitalComputerUnit::DigitalComputerUnit out
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II in || ch:0|sw:AD08
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II out
DigitalComputerUnit::DigitalComputerUnit in || ch:1|ramsize:65536|sw:AD08
SSMEControllerSW::SSMEControllerSW in
SSMEControllerSW::SSMEControllerSW out
SSMEControllerSW_AD08::SSMEControllerSW_AD08 in
SSMEControllerSW_AD08::SSMEControllerSW_AD08 out
DigitalComputerUnit::DigitalComputerUnit out
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II in || ch:1|sw:AD08
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II out
ComputerInterfaceElectronics::ComputerInterfaceElectronics in || ch:0
ComputerInterfaceElectronics::ComputerInterfaceElectronics out
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II in
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II out
ComputerInterfaceElectronics::ComputerInterfaceElectronics in || ch:1
ComputerInterfaceElectronics::ComputerInterfaceElectronics out
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II in
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II out
SSMEController_BLOCK_II::SSMEController_BLOCK_II out
SSME::SSME out
SSME_BLOCK_II::SSME_BLOCK_II in || nID:1|controllertype:2|sw:AD08
SSME_BLOCK_II::SSME_BLOCK_II out
Added subsystem MPS_C.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MPS_L.
SSME::SSME in || name:MPS_L|ID:2|controllertype:2|sw:AD08
SSMEController::SSMEController in
SSMEController::SSMEController out
SSMEController_BLOCK_II::SSMEController_BLOCK_II in || sw:AD08
VehicleInterfaceElectronics::VehicleInterfaceElectronics in
VehicleInterfaceElectronics::VehicleInterfaceElectronics out
VehicleInterfaceElectronics_BLOCK_II::VehicleInterfaceElectronics_BLOCK_II in
VehicleInterfaceElectronics_BLOCK_II::VehicleInterfaceElectronics_BLOCK_II out
PowerSupplyElectronics::PowerSupplyElectronics in
PowerSupplyElectronics::PowerSupplyElectronics out
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II in
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II out

PowerSupplyElectronics::PowerSupplyElectronics in
PowerSupplyElectronics::PowerSupplyElectronics out
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II in
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II out
InputElectronics::InputElectronics in || ch:0
InputElectronics::InputElectronics out
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II in || ch:0
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II out
InputElectronics::InputElectronics in || ch:1
InputElectronics::InputElectronics out
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II in || ch:1
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II out
OutputElectronics::OutputElectronics in || ch:0
OutputElectronics::OutputElectronics out
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II in || ch:0
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II out
OutputElectronics::OutputElectronics in || ch:1
OutputElectronics::OutputElectronics out
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II in || ch:1
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II out
DigitalComputerUnit::DigitalComputerUnit in || ch:0|ramsize:65536|sw:AD08
SSMEControllerSW::SSMEControllerSW in
SSMEControllerSW::SSMEControllerSW out
SSMEControllerSW_AD08::SSMEControllerSW_AD08 in
SSMEControllerSW_AD08::SSMEControllerSW_AD08 out
DigitalComputerUnit::DigitalComputerUnit out
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II in || ch:0|sw:AD08
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II out
DigitalComputerUnit::DigitalComputerUnit in || ch:1|ramsize:65536|sw:AD08
SSMEControllerSW::SSMEControllerSW in
SSMEControllerSW::SSMEControllerSW out
SSMEControllerSW_AD08::SSMEControllerSW_AD08 in
SSMEControllerSW_AD08::SSMEControllerSW_AD08 out
DigitalComputerUnit::DigitalComputerUnit out
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II in || ch:1|sw:AD08
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II out
ComputerInterfaceElectronics::ComputerInterfaceElectronics in || ch:0
ComputerInterfaceElectronics::ComputerInterfaceElectronics out
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II in
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II out
ComputerInterfaceElectronics::ComputerInterfaceElectronics in || ch:1
ComputerInterfaceElectronics::ComputerInterfaceElectronics out
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II in
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II out
SSMEController_BLOCK_II::SSMEController_BLOCK_II out
SSME::SSME out
SSME_BLOCK_II::SSME_BLOCK_II in || nID:2|controllertype:2|sw:AD08
SSME_BLOCK_II::SSME_BLOCK_II out
Added subsystem MPS_L.

(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MPS_R.
SSME::SSME in || name:MPS_R|ID:3|controllertype:2|sw:AD08
SSMEController::SSMEController in
SSMEController::SSMEController out
SSMEController_BLOCK_II::SSMEController_BLOCK_II in || sw:AD08
VehicleInterfaceElectronics::VehicleInterfaceElectronics in
VehicleInterfaceElectronics::VehicleInterfaceElectronics out
VehicleInterfaceElectronics_BLOCK_II::VehicleInterfaceElectronics_BLOCK_II in
VehicleInterfaceElectronics_BLOCK_II::VehicleInterfaceElectronics_BLOCK_II out
PowerSupplyElectronics::PowerSupplyElectronics in
PowerSupplyElectronics::PowerSupplyElectronics out
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II in
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II out
PowerSupplyElectronics::PowerSupplyElectronics in
PowerSupplyElectronics::PowerSupplyElectronics out
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II in
PowerSupplyElectronics_BLOCK_II::PowerSupplyElectronics_BLOCK_II out
InputElectronics::InputElectronics in || ch:0
InputElectronics::InputElectronics out
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II in || ch:0
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II out
InputElectronics::InputElectronics in || ch:1
InputElectronics::InputElectronics out
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II in || ch:1
InputElectronics_BLOCK_II::InputElectronics_BLOCK_II out
OutputElectronics::OutputElectronics in || ch:0
OutputElectronics::OutputElectronics out
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II in || ch:0
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II out
OutputElectronics::OutputElectronics in || ch:1
OutputElectronics::OutputElectronics out
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II in || ch:1
OutputElectronics_BLOCK_II::OutputElectronics_BLOCK_II out
DigitalComputerUnit::DigitalComputerUnit in || ch:0|ramsize:65536|sw:AD08
SSMEControllerSW::SSMEControllerSW in
SSMEControllerSW::SSMEControllerSW out
SSMEControllerSW_AD08::SSMEControllerSW_AD08 in
SSMEControllerSW_AD08::SSMEControllerSW_AD08 out
DigitalComputerUnit::DigitalComputerUnit out
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II in || ch:0|sw:AD08
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II out
DigitalComputerUnit::DigitalComputerUnit in || ch:1|ramsize:65536|sw:AD08
SSMEControllerSW::SSMEControllerSW in
SSMEControllerSW::SSMEControllerSW out
SSMEControllerSW_AD08::SSMEControllerSW_AD08 in
SSMEControllerSW_AD08::SSMEControllerSW_AD08 out
DigitalComputerUnit::DigitalComputerUnit out
DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II in || ch:1|sw:AD08

DigitalComputerUnit_BLOCK_II::DigitalComputerUnit_BLOCK_II out
ComputerInterfaceElectronics::ComputerInterfaceElectronics in || ch:0
ComputerInterfaceElectronics::ComputerInterfaceElectronics out
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II in
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II out
ComputerInterfaceElectronics::ComputerInterfaceElectronics in || ch:1
ComputerInterfaceElectronics::ComputerInterfaceElectronics out
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II in
ComputerInterfaceElectronics_BLOCK_II::ComputerInterfaceElectronics_BLOCK_II out
SSMEController_BLOCK_II::SSMEController_BLOCK_II out
SSME::SSME out
SSME_BLOCK_II::SSME_BLOCK_II in || nID:3|controllertype:2|sw:AD08
SSME_BLOCK_II::SSME_BLOCK_II out
Added subsystem MPS_R.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FMC1.
(MCA::MCA)
Added subsystem FMC1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FMC2.
(MCA::MCA)
Added subsystem FMC2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FMC3.
(MCA::MCA)
Added subsystem FMC3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MMC1.
(MCA::MCA)
Added subsystem MMC1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MMC2.
(MCA::MCA)
Added subsystem MMC2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MMC3.
(MCA::MCA)
Added subsystem MMC3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MMC4.
(MCA::MCA)
Added subsystem MMC4.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem AMC1.
(MCA::MCA)
Added subsystem AMC1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem AMC2.
(MCA::MCA)

Added subsystem AMC2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem AMC3.
(MCA::MCA)
Added subsystem AMC3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FF1.
Added subsystem FF1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FF2.
Added subsystem FF2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FF3.
Added subsystem FF3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FF4.
Added subsystem FF4.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FA1.
Added subsystem FA1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FA2.
Added subsystem FA2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FA3.
Added subsystem FA3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem FA4.
Added subsystem FA4.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem PL1.
Added subsystem PL1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem PL2.
Added subsystem PL2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LF1.
Added subsystem LF1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LM1.
Added subsystem LM1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LA1.
Added subsystem LA1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OF1.
Added subsystem OF1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OF2.

Added subsystem OF2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OF3.
Added subsystem OF3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OF4.
Added subsystem OF4.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OA1.
Added subsystem OA1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OA2.
Added subsystem OA2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem OA3.
Added subsystem OA3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LL1.
Added subsystem LL1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LL2.
Added subsystem LL2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LR1.
Added subsystem LR1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LR2.
Added subsystem LR2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem EIU1.
EIU::EIU in || name:EIU1|ID:1
EIU::EIU out
Added subsystem EIU1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem EIU2.
EIU::EIU in || name:EIU2|ID:2
EIU::EIU out
Added subsystem EIU2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem EIU3.
EIU::EIU in || name:EIU3|ID:3
EIU::EIU out
Added subsystem EIU3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MTU.
Added subsystem MTU.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IDP1.
Added subsystem IDP1.

(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IDP2.
Added subsystem IDP2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IDP3.
Added subsystem IDP3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IDP4.
Added subsystem IDP4.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IMU1.
Added subsystem IMU1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IMU2.
Added subsystem IMU2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem IMU3.
Added subsystem IMU3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem GPC1.
Added subsystem GPC1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem GPC2.
Added subsystem GPC2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem GPC3.
Added subsystem GPC3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem GPC4.
Added subsystem GPC4.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem GPC5.
Added subsystem GPC5.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MMU1.
Added subsystem MMU1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem MMU2.
Added subsystem MMU2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem SimpleGPCSystem.
Added subsystem SimpleGPCSystem.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ADPS.
Added subsystem ADPS.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ETUmbDoors.
Added subsystem ETUmbDoors.
(AtlantisSubsystem::AtlantisSubsystem)

(AtlantisSubsystem) Create subsystem -YStarTrackerDoorMotor.
Added subsystem -YStarTrackerDoorMotor.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem -ZStarTrackerDoorMotor.
Added subsystem -ZStarTrackerDoorMotor.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ACBusSystem.
Added subsystem ACBusSystem.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem INVERTER1.
Added subsystem INVERTER1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem INVERTER2.
Added subsystem INVERTER2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem INVERTER3.
Added subsystem INVERTER3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem GCIL.
Added subsystem GCIL.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ATVC.
Added subsystem ATVC.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem PayloadBay.
Added subsystem PayloadBay.
(ShuttleBusManager::CreateBus) Create bus "DK1"
(ShuttleBusManager::CreateBus) Create bus "DK2"
(ShuttleBusManager::CreateBus) Create bus "DK3"
(ShuttleBusManager::CreateBus) Create bus "DK4"
(ShuttleBusManager::CreateBus) Create bus "IC1"
(ShuttleBusManager::CreateBus) Create bus "IC2"
(ShuttleBusManager::CreateBus) Create bus "IC3"
(ShuttleBusManager::CreateBus) Create bus "IC4"
(ShuttleBusManager::CreateBus) Create bus "IC5"
(ShuttleBusManager::CreateBus) Create bus "FC1"
(ShuttleBusManager::CreateBus) Create bus "FC2"
(ShuttleBusManager::CreateBus) Create bus "FC3"
(ShuttleBusManager::CreateBus) Create bus "FC4"
(ShuttleBusManager::CreateBus) Create bus "FC5"
(ShuttleBusManager::CreateBus) Create bus "FC6"
(ShuttleBusManager::CreateBus) Create bus "FC7"
(ShuttleBusManager::CreateBus) Create bus "FC8"
(ShuttleBusManager::CreateBus) Create bus "PL1"
(ShuttleBusManager::CreateBus) Create bus "PL2"
(ShuttleBusManager::CreateBus) Create bus "LB1"
(ShuttleBusManager::CreateBus) Create bus "LB2"
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem APU1.

Added subsystem APU1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem APU2.
Added subsystem APU2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem APU3.
Added subsystem APU3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem WSB1.
Added subsystem WSB1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem WSB2.
Added subsystem WSB2.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem WSB3.
Added subsystem WSB3.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LATCH0.
Added subsystem LATCH0.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LATCH1.
Added subsystem LATCH1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem LATCH2.
Added subsystem LATCH2.

(SpaceShuttleUltra) [INFO] Loading MDM configuration
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FF.mdm for FF1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FA.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FA.mdm for FA1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OF1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FF.mdm for FF2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FA.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FA.mdm for FA2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OF2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FF.mdm for FF3
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FA.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FA.mdm for FA3
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OF3
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FF.mdm for FF4
(SpaceShuttleUltra) [INFO] Looking for MDM configuration FA.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration FA.mdm for FA4
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder

(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OF4
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OA1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OA2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration OF.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration OF.mdm for OA3
(SpaceShuttleUltra) [INFO] Looking for MDM configuration PL.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration PL.mdm for PL1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LL.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LL.mdm for LL1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LR.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LR.mdm for LR1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration PL.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration PL.mdm for PL2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LL.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LL.mdm for LL2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LR.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LR.mdm for LR2
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LF1.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LF1.mdm for LF1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LM1.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LM1.mdm for LM1
(SpaceShuttleUltra) [INFO] Looking for MDM configuration LA1.mdm in default folder
(SpaceShuttleUltra) [INFO] Loading MDM configuration LA1.mdm for LA1
(SpaceShuttleUltra) [INFO] Finished MDM configuration
(SpaceShuttleUltra) Loading mission TESTING 114
(Mission File Management) Load mission file into shared memory.
(Mission) Loading mission TESTING 114 from file Missions\SSU\TESTING 114.cfg
SSU\Discovery_9thmod.dds
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem RMS.
Added subsystem RMS.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem STBD_MPM.
Added subsystem STBD_MPM.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ODS.
ExtAL mesh loaded
ODS mesh loaded
Added subsystem ODS.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem DeployedAssembly.
Added subsystem DeployedAssembly.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ElectronicsAssembly1.
Added subsystem ElectronicsAssembly1.
(AtlantisSubsystem::AtlantisSubsystem)
(AtlantisSubsystem) Create subsystem ElectronicsAssembly2.

Added subsystem ElectronicsAssembly2.

@SUBSYSTEM HeEng_C

HeSysEng::OnParseLine || TankPress:4100.000000 HeMass:33191.714492

HeSysEng::OnParseLine || vlvISOL_A:1.000000 vlvISOL_B:1.000000 vlvInIC:0.000000
vlvOutIC:0.000000

@SUBSYSTEM HeEng_L

HeSysEng::OnParseLine || TankPress:4100.000000 HeMass:33191.714492

HeSysEng::OnParseLine || vlvISOL_A:1.000000 vlvISOL_B:1.000000 vlvInIC:0.000000
vlvOutIC:0.000000

@SUBSYSTEM HeEng_R

HeSysEng::OnParseLine || TankPress:4100.000000 HeMass:33191.714492

HeSysEng::OnParseLine || vlvISOL_A:1.000000 vlvISOL_B:1.000000 vlvInIC:0.000000
vlvOutIC:0.000000

@SUBSYSTEM HePneu

HeSysPneu::OnParseLine || TankPress:4100.000000 HeMass:6245.684606

HeSysPneu::OnParseLine || vlvISOL_A:1.000000 vlvISOL_B:1.000000 vlvLEngXOVR:0.000000

@SUBSYSTEM MPS_C

SSME::OnParseLine || SSME_config:1

VehicleInterfaceElectronics::OnParseLine || VehicleInterfaceElectronics_config:0

DigitalComputerUnit::OnParseLine || DCU_chA config:1

DigitalComputerUnit::OnParseLine || DCU_chB config:1

ComputerInterfaceElectronics::OnParseLine || CIE_chA config:1

ComputerInterfaceElectronics::OnParseLine || CIE_chB config:1

@SUBSYSTEM MPS_L

SSME::OnParseLine || SSME_config:1

VehicleInterfaceElectronics::OnParseLine || VehicleInterfaceElectronics_config:0

DigitalComputerUnit::OnParseLine || DCU_chA config:1

DigitalComputerUnit::OnParseLine || DCU_chB config:1

ComputerInterfaceElectronics::OnParseLine || CIE_chA config:1

ComputerInterfaceElectronics::OnParseLine || CIE_chB config:1

@SUBSYSTEM MPS_R

SSME::OnParseLine || SSME_config:1

VehicleInterfaceElectronics::OnParseLine || VehicleInterfaceElectronics_config:0

DigitalComputerUnit::OnParseLine || DCU_chA config:1

DigitalComputerUnit::OnParseLine || DCU_chB config:1

ComputerInterfaceElectronics::OnParseLine || CIE_chA config:1

ComputerInterfaceElectronics::OnParseLine || CIE_chB config:1

@SUBSYSTEM FMC1

@SUBSYSTEM FMC2

@SUBSYSTEM FMC3

@SUBSYSTEM MMC1

@SUBSYSTEM MMC2

@SUBSYSTEM MMC3

@SUBSYSTEM MMC4

@SUBSYSTEM AMC1

@SUBSYSTEM AMC2

@SUBSYSTEM AMC3

@SUBSYSTEM FF1

@SUBSYSTEM FF2

@SUBSYSTEM FF3
@SUBSYSTEM FF4
@SUBSYSTEM FA1
@SUBSYSTEM FA2
@SUBSYSTEM FA3
@SUBSYSTEM FA4
@SUBSYSTEM PL1
@SUBSYSTEM PL2
@SUBSYSTEM LF1
@SUBSYSTEM LM1
@SUBSYSTEM LA1
@SUBSYSTEM OF1
@SUBSYSTEM OF2
@SUBSYSTEM OF3
@SUBSYSTEM OF4
@SUBSYSTEM OA1
@SUBSYSTEM OA2
@SUBSYSTEM OA3
@SUBSYSTEM LL1
@SUBSYSTEM LL2
@SUBSYSTEM LR1
@SUBSYSTEM LR2
@SUBSYSTEM EIU1
@SUBSYSTEM EIU2
@SUBSYSTEM EIU3
@SUBSYSTEM MTU

0

B

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B

540.000000 DOWN STOPPED

540.000000 DOWN STOPPED

0.000000 DOWN STOPPED

0.000000 DOWN STOPPED

@SUBSYSTEM IDP1

@SUBSYSTEM IDP2

@SUBSYSTEM IDP3

@SUBSYSTEM IDP4

@SUBSYSTEM IMU1

@SUBSYSTEM IMU2

@SUBSYSTEM IMU3

@SUBSYSTEM GPC1

@SUBSYSTEM GPC2

@SUBSYSTEM GPC3

@SUBSYSTEM GPC4

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@SUBSYSTEM GPC5
@SUBSYSTEM MMU1
@SUBSYSTEM MMU2
@SUBSYSTEM SimpleGPCSystem
@SUBSYSTEM ODS
@SUBSYSTEM ADPS
@SUBSYSTEM ETUmbDoors
@SUBSYSTEM -YStarTrackerDoorMotor
@SUBSYSTEM -ZStarTrackerDoorMotor
@SUBSYSTEM ACBusSystem
@SUBSYSTEM INVERTER1
@SUBSYSTEM INVERTER2
@SUBSYSTEM INVERTER3
@SUBSYSTEM PayloadBay
@SUBSYSTEM APU1
@SUBSYSTEM APU2
@SUBSYSTEM APU3
@SUBSYSTEM WSB1
@SUBSYSTEM WSB2
@SUBSYSTEM WSB3
@SUBSYSTEM LATCH0
@SUBSYSTEM LATCH1
@SUBSYSTEM LATCH2
@SUBSYSTEM RMS
RMS_ROLLOUTRMS_ROLLOUT 0 0.0000
RMS_LATCHES
@SUBSYSTEM STBD_MPM
STBD_MPM_ROLLOUTSTBD_MPM_ROLLOUT 0 0.0000
STBD_MPM_LATCHES
    Look up panel "F2"...                (@PANEL F2)
        Parse panel block for panel "F2"...
    Look up switch "F2_PITCH_AUTO"...      (0)
    Found switch.
    Read switch state.
    Look up switch "F2_PITCH_CSS"...        (0)
    Found switch.
    Read switch state.
    Look up switch "F2_RY_AUTO"...          (0)
    Found switch.
    Read switch state.
    Look up switch "F2_RY_CSS"...           (0)
    Found switch.
    Read switch state.
    Done.
    Leave @PANEL block.
    Look up panel "F4"...                (@PANEL F4)
        Parse panel block for panel "F4"...
    Look up switch "F4_PITCH_AUTO"...      (0)
    Found switch.

```

Read switch state.
 Look up switch "F4_PITCH_CSS"... (0)
 Found switch.
 Read switch state.
 Look up switch "F4_RY_AUTO"... (0)
 Found switch.
 Read switch state.
 Look up switch "F4_RY_CSS"... (0)
 Found switch.
 Read switch state.
 Done.
 Leave @PANEL block.
 Look up panel "F6"... (@PANEL F6)
 Parse panel block for panel "F6" ...
 Look up switch "Cdr Flt Cntrl Pwr"... (ON)
 Found switch.
 Read switch state.
 Done.
 Leave @PANEL block.
 Look up panel "F7"... (@PANEL F7)
 Parse panel block for panel "F7" ...
 Done.
 Leave @PANEL block.
 Look up panel "F8"... (@PANEL F8)
 Parse panel block for panel "F8" ...
 Look up switch "Plt Flt Cntrl Pwr"... (ON)
 Found switch.
 Read switch state.
 Done.
 Leave @PANEL block.
 Look up panel "R2"... (@PANEL R2)
 Parse panel block for panel "R2" ...
 Look up switch "Boiler1 N2 Supply"... (ON)
 Found switch.
 Read switch state.
 Look up switch "Boiler2 N2 Supply"... (ON)
 Found switch.
 Read switch state.
 Look up switch "Boiler3 N2 Supply"... (ON)
 Found switch.
 Read switch state.
 Look up switch "Boiler1 Cntrl"... (ON)
 Found switch.
 Read switch state.
 Look up switch "Boiler2 Cntrl"... (ON)
 Found switch.
 Read switch state.
 Look up switch "Boiler3 Cntrl"... (ON)
 Found switch.

Read switch state.
 Look up switch "Boiler1 Cntlr Pwr/Htr"... (A)
 Found switch.
 Read switch state.
 Look up switch "Boiler2 Cntlr Pwr/Htr"... (A)
 Found switch.
 Read switch state.
 Look up switch "Boiler3 Cntlr Pwr/Htr"... (A)
 Found switch.
 Read switch state.
 Look up switch "APU1 Run"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "APU2 Run"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "APU3 Run"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "Hyd Main Pump Press 1"... (LOW)
 Found switch.
 Read switch state.
 Look up switch "Hyd Main Pump Press 2"... (LOW)
 Found switch.
 Read switch state.
 Look up switch "Hyd Main Pump Press 3"... (LOW)
 Found switch.
 Read switch state.
 Look up switch "APU1 Cntlr Pwr "... (OFF)
 Found switch.
 Read switch state.
 Look up switch "APU2 Cntlr Pwr "... (OFF)
 Found switch.
 Read switch state.
 Look up switch "APU3 Cntlr Pwr "... (OFF)
 Found switch.
 Read switch state.
 Look up switch "APU1 Fuel Tank Valve"... (CLOSE)
 Found switch.
 Read switch state.
 Look up switch "APU2 Fuel Tank Valve"... (CLOSE)
 Found switch.
 Read switch state.
 Look up switch "APU3 Fuel Tank Valve"... (CLOSE)
 Found switch.
 Read switch state.
 Look up switch "ET Umb Centerline Latch"... (GND)
 Found switch.
 Read switch state.

Look up switch "ET Umb Left Door"...	(OFF)
Found switch.	
Read switch state.	
Look up switch "ET Umb Left Door Latch"...	(OFF)
Found switch.	
Read switch state.	
Look up switch "ET Umb Right Door"...	(OFF)
Found switch.	
Read switch state.	
Look up switch "ET Umb Right Door Latch"...	(OFF)
Found switch.	
Read switch state.	
Look up switch "MPS Pwr Left AC2"...	([1])
Found switch.	
Read switch state.	
Look up switch "MPS Pwr Ctr AC1"...	([1])
Found switch.	
Read switch state.	
Look up switch "MPS Pwr Right AC3"...	([1])
Found switch.	
Read switch state.	
Look up switch "MPS Pwr Left AC3"...	([1])
Found switch.	
Read switch state.	
Look up switch "MPS Pwr Ctr AC2"...	([1])
Found switch.	
Read switch state.	
Look up switch "MPS Pwr Right AC1"...	([1])
Found switch.	
Read switch state.	
Look up switch "MPS He Isol A Left"...	(OPEN)
Found switch.	
Read switch state.	
Look up switch "MPS He Isol A Ctr"...	(OPEN)
Found switch.	
Read switch state.	
Look up switch "MPS He Isol A Right"...	(OPEN)
Found switch.	
Read switch state.	
Look up switch "MPS He Isol B Left"...	(OPEN)
Found switch.	
Read switch state.	
Look up switch "MPS He Isol B Ctr"...	(OPEN)
Found switch.	
Read switch state.	
Look up switch "MPS He Isol B Right"...	(OPEN)
Found switch.	
Read switch state.	
Look up switch "MPS PRPLT Dump Sequence"...	(GPC)

Found switch.
Read switch state.
Look up switch "MPS PRPLT Backup LH2 vlv"... (GPC)
Found switch.
Read switch state.
Look up switch "Pneu L Eng He XOVR"... (GPC)
Found switch.
Read switch state.
Look up switch "Pneu He Isol"... (OPEN)
Found switch.
Read switch state.
Look up switch "He Interconnect Left"... (GPC)
Found switch.
Read switch state.
Look up switch "He Interconnect Ctr"... (GPC)
Found switch.
Read switch state.
Look up switch "He Interconnect Right"... (GPC)
Found switch.
Read switch state.
Look up switch "LH2 Ullage Press"... (AUTO)
Found switch.
Read switch state.
Done.
Leave @PANEL block.
Look up panel "C3"... (@PANEL C3)
Parse panel block for panel "C3"..
Look up switch "LOMS Arm"... (ARM/PRESS)
Found switch.
Read switch state.
Look up switch "ROMS Arm"... (ARM/PRESS)
Found switch.
Read switch state.
Look up switch "BFC CRT Display"... (ON)
Found switch.
Read switch state.
Look up switch "BFC CRT Select"... (2+3)
Found switch.
Read switch state.
Look up switch "LADP Stow Enable"... (INHIBIT)
Found switch.
Read switch state.
Look up switch "RADP Stow Enable"... (INHIBIT)
Found switch.
Read switch state.
Look up switch "LADP Deploy"... (STOW)
Found switch.
Read switch state.
Look up switch "RADP Deploy"... (STOW)

Found switch.
 Read switch state.
 Look up switch "MAIN ENGINE LIMIT SHUT DN"... (AUTO)
 Found switch.
 Read switch state.
 Look up switch "SSME Left S/D PB Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "SSME Ctr S/D PB Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "SSME Right S/D PB Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "SRB Separation"... (AUTO)
 Found switch.
 Read switch state.
 Look up switch "SRB Separation PB Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "ET Separation"... (AUTO)
 Found switch.
 Read switch state.
 Look up switch "ET Separation PB Cover"... ([0])
 Found switch.
 Read switch state.
 Done.
 Leave @PANEL block.
 Look up panel "O6"... (@PANEL O6)
 Parse panel block for panel "O6"..
 Look up switch "L GLRSHLD FLOOD"... (VAR)
 Found switch.
 Read switch state.
 Look up switch "S TRK DR CNTL SYS1 Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "S TRK DR CNTL SYS2 Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "S TRK DR CNTL SYS1"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "S TRK DR CNTL SYS2"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "GPC_POWER_1_COVER"... ([0])
 Found switch.
 Read switch state.
 Look up switch "GPC_POWER_2_COVER"... ([0])

Found switch.
Read switch state.
Look up switch "GPC_POWER_3_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC_POWER_4_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC_POWER_5_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC POWER 1"... (ON)
Found switch.
Read switch state.
Look up switch "GPC POWER 2"... (ON)
Found switch.
Read switch state.
Look up switch "GPC POWER 3"... (ON)
Found switch.
Read switch state.
Look up switch "GPC POWER 4"... (ON)
Found switch.
Read switch state.
Look up switch "GPC POWER 5"... (ON)
Found switch.
Read switch state.
Look up switch "GPC_OUTPUT_1_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC_OUTPUT_2_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC_OUTPUT_3_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC_OUTPUT_4_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC_OUTPUT_5_COVER"... ([0])
Found switch.
Read switch state.
Look up switch "GPC OUTPUT 1"... (NORMAL)
Found switch.
Read switch state.
Look up switch "GPC OUTPUT 2"... (NORMAL)
Found switch.
Read switch state.
Look up switch "GPC OUTPUT 3"... (NORMAL)
Found switch.

Read switch state.
Look up switch "GPC OUTPUT 4"... (NORMAL)
Found switch.
Read switch state.
Look up switch "GPC OUTPUT 5"... (BACKUP)
Found switch.
Read switch state.
Look up switch "IPL SOURCE"... (OFF)
Found switch.
Read switch state.
Look up switch "GPC MODE 1"... (RUN)
Found switch.
Read switch state.
Look up switch "GPC MODE 2"... (RUN)
Found switch.
Read switch state.
Look up switch "GPC MODE 3"... (RUN)
Found switch.
Read switch state.
Look up switch "GPC MODE 4"... (RUN)
Found switch.
Read switch state.
Look up switch "GPC MODE 5"... (RUN)
Found switch.
Read switch state.
Done.
Leave @PANEL block.
Look up panel "R11"... (@PANEL R11)
Parse panel block for panel "R11"..
Done.
Leave @PANEL block.
Look up panel "R13L"... (@PANEL R13L)
Parse panel block for panel "R13L"..
Look up switch "PL Bay Door SYS 1"... (DISABLE)
Found switch.
Read switch state.
Look up switch "PL Bay Door SYS 2"... (DISABLE)
Found switch.
Read switch state.
Look up switch "PL Bay Mech PWR SYS 1"... (OFF)
Found switch.
Read switch state.
Look up switch "PL Bay Mech PWR SYS 2"... (OFF)
Found switch.
Read switch state.
Look up switch "PL Bay Door"... (STOP)
Found switch.
Read switch state.
Look up switch "Latch Control SYS A"... (OFF)

Found switch.
Read switch state.
Look up switch "Latch Control SYS B"... (OFF)
Found switch.
Read switch state.
Look up switch "Radiator Control SYS A"... (OFF)
Found switch.
Read switch state.
Look up switch "Radiator Control SYS B"... (OFF)
Found switch.
Read switch state.
Look up switch "KU Antenna Direct Stow"... (OFF)
Found switch.
Read switch state.
Look up switch "KU Antenna"... (GND)
Found switch.
Read switch state.
Done.
Leave @PANEL block.
Look up panel "A6"... (@PANEL A6)
Parse panel block for panel "A6"..
Look up switch "SENSE"... (-X)
Found switch.
Read switch state.
Look up switch "Aft Flt Cntrl Pwr"... (OFF)
Found switch.
Read switch state.
Look up switch "Payload Ret Latch 1"... (OFF)
Found switch.
Read switch state.
Look up switch "Payload Ret Latch 2"... (OFF)
Found switch.
Read switch state.
Look up switch "Payload Ret Latch 3"... (OFF)
Found switch.
Read switch state.
Look up switch "Payload Ret Latch 4"... (OFF)
Found switch.
Read switch state.
Look up switch "Payload Ret Latch 5"... (OFF)
Found switch.
Read switch state.
Look up switch "Payload Select"... (1)
Found switch.
Read switch state.
Done.
Leave @PANEL block.
Look up panel "AftMDU"... (@PANEL AftMDU)
Parse panel block for panel "AftMDU"...

Done.
Leave @PANEL block.
Look up panel "A7U"... (@PANEL A7U)
Parse panel block for panel "A7U"..
Done.
Leave @PANEL block.
Look up panel "A7A3/A8A3"... (@PANEL A7A3/A8A3)
Parse panel block for panel "A7A3/A8A3"..
Look up switch "SYSTEM POWER MNA"... ([1])
Found switch.
Read switch state.
Look up switch "SYSTEM POWER MNB"... ([1])
Found switch.
Read switch state.
Look up switch "PYRO POWER MNA"... ([0])
Found switch.
Read switch state.
Look up switch "PYRO POWER MNC"... ([0])
Found switch.
Read switch state.
Look up switch "SYS1 VENT ISOL"... ([1])
Found switch.
Read switch state.
Look up switch "SYS1 VENT"... ([1])
Found switch.
Read switch state.
Look up switch "SYS2 VENT ISOL"... ([1])
Found switch.
Read switch state.
Look up switch "SYS2 VENT"... ([1])
Found switch.
Read switch state.
Look up switch "PSU POWER MNA"... ([0])
Found switch.
Read switch state.
Look up switch "PSU POWER MNB"... ([0])
Found switch.
Read switch state.
Look up switch "LIGHTS AIRLOCK 1-4"... ([0])
Found switch.
Read switch state.
Look up switch "LIGHTS AIRLOCK 2-3"... ([0])
Found switch.
Read switch state.
Look up switch "LIGHTS DOCKING TRUSS FWD"... ([0])
Found switch.
Read switch state.
Look up switch "LIGHTS DOCKING TRUSS AFT"... ([0])
Found switch.

Read switch state.
Look up switch "ARLK/TNL FAN A"... ([0])
Found switch.
Read switch state.
Look up switch "ARLK/TNL FAN B"... ([0])
Found switch.
Read switch state.
Look up switch "LIGHTS C/L VESTIBULE PORT" ... ([0])
Found switch.
Read switch state.
Look up switch "LIGHTS C/L VESTIBULE STBD"... ([0])
Found switch.
Read switch state.
Look up switch "CNTL PNL PWR A"... (OFF)
Found switch.
Read switch state.
Look up switch "CNTL PNL PWR B"... (OFF)
Found switch.
Read switch state.
Look up switch "CNTL PNL PWR C"... (OFF)
Found switch.
Read switch state.
Look up switch "HTRS/DCU PWR H1"... (OFF)
Found switch.
Read switch state.
Look up switch "HTRS/DCU PWR H2/DCU"... (OFF)
Found switch.
Read switch state.
Look up switch "HTRS/DCU PWR H3/DCU"... (OFF)
Found switch.
Read switch state.
Look up switch "APDS PWR A"... (OFF)
Found switch.
Read switch state.
Look up switch "APDS PWR B"... (OFF)
Found switch.
Read switch state.
Look up switch "APDS PWR C"... (OFF)
Found switch.
Read switch state.
Look up switch "PYROS Ap"... (OFF)
Found switch.
Read switch state.
Look up switch "PYROS Bp"... (OFF)
Found switch.
Read switch state.
Look up switch "PYROS Cp"... (OFF)
Found switch.
Read switch state.

Done.
 Leave @PANEL block.
 Look up panel "A8"... (@PANEL A8)
 Parse panel block for panel "A8"..
 Look up switch "Port MPM Deploy Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "Stbd MPM Deploy Cover"... ([0])
 Found switch.
 Read switch state.
 Look up switch "Port RMS Latches"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "Stbd MPM Latches"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "Port MPM Deploy"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "Stbd MPM Deploy"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "EE Mode"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "RMS SELECT"... (OFF)
 Found switch.
 Read switch state.
 Look up switch "Parameter"... (POSITION)
 Found switch.
 Read switch state.
 Look up switch "Joint"... (SHOULDER_YAW)
 Found switch.
 Read switch state.
 Look up switch "RMS Mode"... (OPR_CMD)
 Found switch.
 Read switch state.
 Done.
 Leave @PANEL block.
 Look up panel "A1U"... (@PANEL A1U)
 Parse panel block for panel "A1U"..
 Look up switch "SLEW RATE"... (SLOW)
 Found switch.
 Read switch state.
 Look up switch "CONTROL"... (PANEL)
 Found switch.
 Read switch state.
 Look up switch "STEERING MODE"... (MAN SLEW)
 Found switch.

Read switch state.
Look up switch "POWER"... (OFF)
Found switch.
Read switch state.
Look up switch "MODE"... (RDR PASSIVE)
Found switch.
Read switch state.
Look up switch "RADAR OUTPUT"... (LOW)
Found switch.
Read switch state.
Done.

Leave @PANEL block.

OFFSET REENTRY MESH SET

REENTRY MESH ADDED

ODS mesh added

ExtAL mesh added

BasicPanel[F2]: Define VC Animations. 15 components

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

STANDARD SWITCH[F2::HUD Mode]: Define VC Animations()

BASIC ROTARY SWITCH[F2::HUD Brightness]: Define VC Animations()

STANDARD SWITCH[F2::HUD Bright]: Define VC Animations()

BasicPanel[F3]: Define VC Animations. 8 components

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

STANDARD SWITCH[F3::HUD Power CDR]: Define VC Animations()

STANDARD SWITCH[F3::HUD Power PLT]: Define VC Animations()

BasicPanel[F4]: Define VC Animations. 13 components

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations

STANDARD SWITCH[F4::HUD Mode]: Define VC Animations()

BASIC ROTARY SWITCH[F4::HUD Brightness]: Define VC Animations()

STANDARD SWITCH[F4::HUD Bright]: Define VC Animations()

BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
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BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
Lockable Lever[C3::LOMS Arm]: Define VC Animations()
Lockable Lever[C3::ROMS Arm]: Define VC Animations()
STANDARD SWITCH[C3::BFC CRT Display]: Define VC Animations()
STANDARD SWITCH[C3::BFC CRT Select]: Define VC Animations()
STANDARD SWITCH[C3::LADP Stow Enable]: Define VC Animations()
STANDARD SWITCH[C3::RADP Stow Enable]: Define VC Animations()
Lockable Lever[C3::LADP Deploy]: Define VC Animations()
Lockable Lever[C3::RADP Deploy]: Define VC Animations()
STANDARD SWITCH[C3::MAIN ENGINE LIMIT SHUT DN]: Define VC Animations()
PUSH BUTTON[C3::SSME Left S/D PB]: Define VC Animations()
PUSH BUTTON[C3::SSME Ctr S/D PB]: Define VC Animations()
PUSH BUTTON[C3::SSME Right S/D PB]: Define VC Animations()
STANDARD SWITCH[C3::SRB Separation]: Define VC Animations()
PUSH BUTTON[C3::SRB Separation PB]: Define VC Animations()
Lockable Lever[C3::ET Separation]: Define VC Animations()
PUSH BUTTON[C3::ET Separation PB]: Define VC Animations()
(PanelO6::Define VC)
BasicPanel[O3]: Define VC Animations. 3 components
BASIC ROTARY SWITCH[O3::RCS/OMS/PRESS]: Define VC Animations()
BASIC ROTARY SWITCH[O3::RCS/OMS PRPLT QTY]: Define VC Animations()
STANDARD SWITCH[O3::Mission Timer]: Define VC Animations()
BasicPanel[O6]: Define VC Animations. 48 components
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
STANDARD SWITCH[O6::S TRK DR CNTL SYS1]: Define VC Animations()
STANDARD SWITCH[O6::S TRK DR CNTL SYS2]: Define VC Animations()
STANDARD SWITCH[O6::GPC POWER 1]: Define VC Animations()
STANDARD SWITCH[O6::GPC POWER 2]: Define VC Animations()
STANDARD SWITCH[O6::GPC POWER 3]: Define VC Animations()
STANDARD SWITCH[O6::GPC POWER 4]: Define VC Animations()
STANDARD SWITCH[O6::GPC POWER 5]: Define VC Animations()

BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 STANDARD SWITCH[O6::GPC OUTPUT 1]: Define VC Animations()
 STANDARD SWITCH[O6::GPC OUTPUT 2]: Define VC Animations()
 STANDARD SWITCH[O6::GPC OUTPUT 3]: Define VC Animations()
 STANDARD SWITCH[O6::GPC OUTPUT 4]: Define VC Animations()
 STANDARD SWITCH[O6::GPC OUTPUT 5]: Define VC Animations()
 STANDARD SWITCH[O6::IPL SOURCE]: Define VC Animations()
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations
 Lockable Lever[O6::GPC MODE 1]: Define VC Animations()
 Lockable Lever[O6::GPC MODE 2]: Define VC Animations()
 Lockable Lever[O6::GPC MODE 3]: Define VC Animations()
 Lockable Lever[O6::GPC MODE 4]: Define VC Animations()
 Lockable Lever[O6::GPC MODE 5]: Define VC Animations()
 BasicPanel[O17]: Define VC Animations. 3 components
 STANDARD SWITCH[O17::EIU L-C]: Define VC Animations()
 STANDARD SWITCH[O17::EIU C-R]: Define VC Animations()
 STANDARD SWITCH[O17::EIU R-L]: Define VC Animations()
 BasicPanel[R2]: Define VC Animations. 54 components
 STANDARD SWITCH[R2::Boiler1 N2 Supply]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler2 N2 Supply]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler3 N2 Supply]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler1 Cntlr]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler2 Cntlr]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler3 Cntlr]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler1 Cntlr Pwr/Htr]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler2 Cntlr Pwr/Htr]: Define VC Animations()
 STANDARD SWITCH[R2::Boiler3 Cntlr Pwr/Htr]: Define VC Animations()
 Lockable Lever[R2::APU1 Run]: Define VC Animations()
 Lockable Lever[R2::APU2 Run]: Define VC Animations()
 Lockable Lever[R2::APU3 Run]: Define VC Animations()
 Lockable Lever[R2::Hyd Main Pump Press 1]: Define VC Animations()
 Lockable Lever[R2::Hyd Main Pump Press 2]: Define VC Animations()
 Lockable Lever[R2::Hyd Main Pump Press 3]: Define VC Animations()
 Lockable Lever[R2::APU1 Cntlr Pwr]: Define VC Animations()
 Lockable Lever[R2::APU2 Cntlr Pwr]: Define VC Animations()
 Lockable Lever[R2::APU3 Cntlr Pwr]: Define VC Animations()
 Lockable Lever[R2::APU1 Fuel Tank Valve]: Define VC Animations()
 Lockable Lever[R2::APU2 Fuel Tank Valve]: Define VC Animations()
 Lockable Lever[R2::APU3 Fuel Tank Valve]: Define VC Animations()
 BasicVCComponent: Define VC Animations
 BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations
STANDARD SWITCH[R2::ET Umb Centerline Latch]: Define VC Animations()
STANDARD SWITCH[R2::ET Umb Left Door]: Define VC Animations()
STANDARD SWITCH[R2::ET Umb Left Door Latch]: Define VC Animations()
STANDARD SWITCH[R2::ET Umb Right Door]: Define VC Animations()
STANDARD SWITCH[R2::ET Umb Right Door Latch]: Define VC Animations()
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
STANDARD SWITCH[R2::MPS Pwr Left AC2]: Define VC Animations()
STANDARD SWITCH[R2::MPS Pwr Ctr AC1]: Define VC Animations()
STANDARD SWITCH[R2::MPS Pwr Right AC3]: Define VC Animations()
STANDARD SWITCH[R2::MPS Pwr Left AC3]: Define VC Animations()
STANDARD SWITCH[R2::MPS Pwr Ctr AC2]: Define VC Animations()
STANDARD SWITCH[R2::MPS Pwr Right AC1]: Define VC Animations()
STANDARD SWITCH[R2::MPS He Isol A Left]: Define VC Animations()
STANDARD SWITCH[R2::MPS He Isol A Ctr]: Define VC Animations()
STANDARD SWITCH[R2::MPS He Isol A Right]: Define VC Animations()
STANDARD SWITCH[R2::MPS He Isol B Left]: Define VC Animations()
STANDARD SWITCH[R2::MPS He Isol B Ctr]: Define VC Animations()
STANDARD SWITCH[R2::MPS He Isol B Right]: Define VC Animations()
STANDARD SWITCH[R2::MPS PRPLT Dump Sequence]: Define VC Animations()
STANDARD SWITCH[R2::MPS PRPLT Backup LH2 vlv]: Define VC Animations()
STANDARD SWITCH[R2::Pneu L Eng He XOVR]: Define VC Animations()
STANDARD SWITCH[R2::Pneu He Isol]: Define VC Animations()
STANDARD SWITCH[R2::He Interconnect Left]: Define VC Animations()
STANDARD SWITCH[R2::He Interconnect Ctr]: Define VC Animations()
STANDARD SWITCH[R2::He Interconnect Right]: Define VC Animations()
Lockable Lever[R2::LH2 Ullage Press]: Define VC Animations()
PanelA6: DefineVC called
Panel A7/A8: Define VC
BasicPanel[A6]: Define VC Animations. 50 components
STANDARD SWITCH[A6::SENSE]: Define VC Animations()
Lockable Lever[A6::Aft Flt Cntlr Pwr]: Define VC Animations()
STANDARD SWITCH[A6::Payload Retention Logic Power Sys 1]: Define VC Animations()
STANDARD SWITCH[A6::Payload Retention Logic Power Sys 2]: Define VC Animations()
STANDARD SWITCH[A6::Payload Ret Latch 1]: Define VC Animations()
STANDARD SWITCH[A6::Payload Ret Latch 2]: Define VC Animations()
STANDARD SWITCH[A6::Payload Ret Latch 3]: Define VC Animations()
STANDARD SWITCH[A6::Payload Ret Latch 4]: Define VC Animations()
STANDARD SWITCH[A6::Payload Ret Latch 5]: Define VC Animations()
BASIC ROTARY SWITCH[A6::Payload Select]: Define VC Animations()
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations

BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
STANDARD SWITCH[A7A3/A8A3::CNTL PNL PWR A]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::CNTL PNL PWR B]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::CNTL PNL PWR C]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::HTRS/DCU PWR H1]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::HTRS/DCU PWR H2/DCU]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::HTRS/DCU PWR H3/DCU]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::APDS PWR A]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::APDS PWR B]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::APDS PWR C]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::PYROS Ap]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::PYROS Bp]: Define VC Animations()
STANDARD SWITCH[A7A3/A8A3::PYROS Cp]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::LAMP TEST]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::POWER ON]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::POWER OFF]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::RING OUT]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::RING IN]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::APDS CIRC PROT OFF]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::CLOSE HOOKS]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::CLOSE LATCHES]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::FIXER OFF]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Pyro Circ Prot Off]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Pyro Circ Prot On]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Act Hooks Firing]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Pas Hooks Firing]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Open Hooks]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Open Latches]: Define VC Animations()
PUSH BUTTON[A7A3/A8A3::Undocking]: Define VC Animations()
BasicPanel[R11]: Define VC Animations. 4 components
BasicVCComponent: Define VC Animations
STANDARD SWITCH[R11::IDP/CRT 4 Power]: Define VC Animations()
STANDARD SWITCH[R11::IDP/CRT 4 Maj Func]: Define VC Animations()
BasicPanel[R13L]: Define VC Animations. 21 components
STANDARD SWITCH[R13L::PL Bay Door SYS 1]: Define VC Animations()
STANDARD SWITCH[R13L::PL Bay Door SYS 2]: Define VC Animations()
STANDARD SWITCH[R13L::PL Bay Mech PWR SYS 1]: Define VC Animations()
STANDARD SWITCH[R13L::PL Bay Mech PWR SYS 2]: Define VC Animations()
Lockable Lever[R13L::PL Bay Door]: Define VC Animations()
STANDARD SWITCH[R13L::Latch Control SYS A]: Define VC Animations()
STANDARD SWITCH[R13L::Latch Control SYS B]: Define VC Animations()
STANDARD SWITCH[R13L::Radiator Control SYS A]: Define VC Animations()
STANDARD SWITCH[R13L::Radiator Control SYS B]: Define VC Animations()
Lockable Lever[R13L::KU Antenna Direct Stow]: Define VC Animations()
STANDARD SWITCH[R13L::KU Antenna]: Define VC Animations()

STANDARD SWITCH[R13L::MMU GN2 SPLY ISOL VLV A]: Define VC Animations()
STANDARD SWITCH[R13L::MMU GN2 SPLY ISOL VLV B]: Define VC Animations()
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
BasicVCComponent: Define VC Animations
Attachment count: 23
Module SSU_Tank.dll [Build 161210, API 100830]

>>> WARNING: Obsolete API function used: VESSEL::SetBankMomentScale
At least one active module is accessing an obsolete interface function.
Addons which rely on obsolete functions may not be compatible with
future versions of Orbiter.

Module SSU_SRB.dll [Build 161210, API 100830]

(ssu)Realize ODS...

Panel A7/A8: Realize()

Panel A7/A8: Realize done.

Panel group dump for group "Center":

C2 : REALIZED

C3 : REALIZED

Panel group dump for group "Forward":

F2 : REALIZED

F3 : REALIZED

F4 : REALIZED

F6 : REALIZED

F7 : REALIZED

F8 : REALIZED

Panel group dump for group "Overhead":

O3 : REALIZED

O6 : REALIZED

Panel group dump for group "Left":

Panel group dump for group "Right":

R2 : REALIZED

Panel group dump for group "Aft":

A6 : REALIZED

A7U : REALIZED

A4 : REALIZED

A1U : REALIZED

A2 : REALIZED

AftMDU : REALIZED

A8 : REALIZED

A7A3/A8A3 : REALIZED

Panel group dump for group "Aft Port":

Panel group dump for group "Aft Starboard":

R11 : REALIZED
R13L : REALIZED
Panel group dump for group "Aft Overhead":
O17 : REALIZED
Finished initialising status
Finished initialising camera
Registering Panel C3
(PanelO6::RegisterVC) Begin registration.
[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

Finished initialising panels
Finished setting up render state
D3D9Client: [Scene Initialized]
In clbkPreStep
(Atlantis::clbkVisualCreated) Entered.
GETTING DEVMESH
Started Panels UpdateUVState
Ended Panels UpdateUVState
(Atlantis::clbkVisualCreated) Leaving.
(Atlantis::clbkPostStep) Entering.
Payload: Ultra_OBSS CoG: 2.765004 0.933000 -0.180406
(Atlantis::clbkPostStep) Processing subsystems.
(Atlantis::clbkPostStep) Processing DAP.
(Atlantis::clbkPostStep) Processing panels.
(Atlantis::clbkPostStep) Executing state depending behavior.
(Atlantis::clbkPostStep) Leaving.

**** WARNING: Mesh not found: .\Meshes\VandenbergAFB\VAFBtaxiway.msh

Orbiter Version 100830

D3D9Client Build [Apr 8 2016]

Exception Code=0xC0000005, Address=0x00411A86

EAX=0x00003837 EBX=0x085AC6A8 ECX=0x00000000 EDX=0x02B10BC0 ESI=0x00000000

EDI=0x00000000 EBP=0x07B14A28 ESP=0x009FF7F0 EIP=0x00411A86

D:\Libraries\Desktop\Orbiter 2010P1 May2018\orbiter100830 SSU ONLY\modules\server\orbiter.exe
EntryPoint=0x004ACFAC, Base=0x00400000, Size=2097152
Critical Exception in gc->GetBaseStructures(hObj, &sbs, &nsbs, &sas, &nsas)
(SpaceShuttleUltra) [DEBUG] Panel state violation in C2, not realized at RegisterVC()
Registering Panel C3
(SpaceShuttleUltra) [DEBUG] Panel state violation in C3, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F2, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F3, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F4, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F6, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F7, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F8, not realized at RegisterVC()
Registering PanelR2
(SpaceShuttleUltra) [DEBUG] Panel state violation in O3, not realized at RegisterVC()
(PanelO6::RegisterVC) Begin registration.
(SpaceShuttleUltra) [DEBUG] Panel state violation in O6, not realized at RegisterVC()
[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

LCC: OAA retract
LCC: PSN4
LCC: MPS Engine TVC Actuator Profile started
LCC: GVA retract
LCC: MPS Engine TVC Actuator Profile terminated
LCC: T-31
LCC: MPS He Supply terminated
RSLs: Open LOX POGO Recirculation Valves
RSLs: Initialize MEs throttle to 100%
RSLs: ME Start Enable Command
RSLs: Open LH2 Prevalves
RSLs: Close LO2 Overboard Bleed Valve
RSLs: ME-3 Ignition Command
RSLs: ME-2 Ignition Command
RSLs: ME-1 Ignition Command

RSLs: SSME gimbal to Launch Configuration Command
MLP::OnT0() called
TDEL_adjust:-0.35 THROT2:100.0 THROT3:72.0
PC < 50 @ MET 119.19
Payload: Ultra_OBSS CoG: 2.268088 0.973169 -0.180398
Payload: Ultra_OBSS CoG: 2.263253 -0.059002 -0.477956
MG_Atlantis: Residual SRB propellant mass is 2912.794433 kg

Boosters separated
SRB SEP @ MET 124.09
Low Level Sensors Arm @ MET 469.65
Fine Count (throttle to 67%) @ MET 486.24
MECO @ MET 492.12
MECO Confirmed @ MET 492.76 @ 3.09% Prop
Zero Thrust @ MET 496.50
LH2 Backup Dump Valves open @ MET 504.16
-Z Translation comanded
Payload: Ultra_OBSS CoG: 2.268088 0.973171 -0.180403
ET SEP @ MET 510.91
Helium Interconnect valves open @ MET 512.76
-Z Translation terminated

(SpaceShuttleUltra) [DEBUG] Panel state violation in C2, not realized at RegisterVC()
Registering Panel C3
(SpaceShuttleUltra) [DEBUG] Panel state violation in C3, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F2, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F3, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F4, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F6, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F7, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in F8, not realized at RegisterVC()
(SpaceShuttleUltra) [DEBUG] Panel state violation in O3, not realized at RegisterVC()
(PanelO6::RegisterVC) Begin registration.
(SpaceShuttleUltra) [DEBUG] Panel state violation in O6, not realized at RegisterVC()
[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

[CRT]:DIMENSIONS: 256 256

MPS Dump Sequence start @ MET 612.76
LOX Dump start @ MET 612.76
LH2 Dump start @ MET 612.76
LH2 Backup Dump Valves close @ MET 732.76
LOX Dump complete @ MET 732.76
LH2 Dump complete @ MET 732.76
MPS Dump Sequence complete @ MET 732.76

D3D9Client Log

(0: 0.00s 47245815853us)(0x25B0) [Not Compiled With nVidia API]
(1: 0.00s 47245819236us)(0x25B0) ===== clbkInitialise =====
(2: 0.00s 47245819263us)(0x25B0) Orbiter Version = 100830
(3: 0.03s 47245841535us)(0x25B0) Index:0 640 x 480 59Hz (22)
(4: 0.03s 47245841733us)(0x25B0) Index:1 640 x 480 60Hz (22)
(5: 0.03s 47245842083us)(0x25B0) Index:2 720 x 480 60Hz (22)
(6: 0.03s 47245842654us)(0x25B0) Index:3 720 x 480 59Hz (22)
(7: 0.03s 47245843074us)(0x25B0) Index:4 720 x 576 50Hz (22)
(8: 0.03s 47245843495us)(0x25B0) Index:5 800 x 600 60Hz (22)
(9: 0.03s 47245843915us)(0x25B0) Index:6 1024 x 768 60Hz (22)
(10: 0.03s 47245844486us)(0x25B0) Index:7 1152 x 864 60Hz (22)
(11: 0.03s 47245844897us)(0x25B0) Index:8 1176 x 664 50Hz (22)
(12: 0.03s 47245845300us)(0x25B0) Index:9 1176 x 664 60Hz (22)
(13: 0.03s 47245845702us)(0x25B0) Index:10 1176 x 664 59Hz (22)
(14: 0.03s 47245846105us)(0x25B0) Index:11 1280 x 720 60Hz (22)
(15: 0.03s 47245846506us)(0x25B0) Index:12 1280 x 720 59Hz (22)
(16: 0.03s 47245846908us)(0x25B0) Index:13 1280 x 720 50Hz (22)
(17: 0.03s 47245847309us)(0x25B0) Index:14 1280 x 768 60Hz (22)
(18: 0.03s 47245847711us)(0x25B0) Index:15 1280 x 800 60Hz (22)
(19: 0.03s 47245848116us)(0x25B0) Index:16 1280 x 960 60Hz (22)

(20: 0.03s 47245848516us)(0x25B0) Index:17 1280 x 1024 60Hz (22)
(21: 0.03s 47245848918us)(0x25B0) Index:18 1360 x 768 60Hz (22)
(22: 0.03s 47245849320us)(0x25B0) Index:19 1366 x 768 60Hz (22)
(23: 0.03s 47245849722us)(0x25B0) Index:20 1600 x 900 60Hz (22)
(24: 0.03s 47245850138us)(0x25B0) Index:21 1600 x 1024 59Hz (22)
(25: 0.03s 47245850545us)(0x25B0) Index:22 1600 x 1024 60Hz (22)
(26: 0.04s 47245850948us)(0x25B0) Index:23 1680 x 1050 59Hz (22)
(27: 0.04s 47245851355us)(0x25B0) Index:24 1680 x 1050 60Hz (22)
(28: 0.04s 47245851757us)(0x25B0) Index:25 1768 x 992 60Hz (22)
(29: 0.04s 47245852160us)(0x25B0) Index:26 1768 x 992 59Hz (22)
(30: 0.04s 47245852561us)(0x25B0) Index:27 1768 x 992 50Hz (22)
(31: 0.04s 47245852964us)(0x25B0) Index:28 1920 x 1080 60Hz (22)
(32: 0.04s 47245853367us)(0x25B0) Index:29 1920 x 1080 59Hz (22)
(33: 0.04s 47245853868us)(0x25B0) Index:30 1920 x 1080 50Hz (22)
(34: 0.04s 47245854239us)(0x25B0) Index:31 1440 x 900 60Hz (22)
(35: 5.16s 47250971355us)(0x25B0) Node[0] = TESTING 114 (0x2C37AE0)
(36: 5.16s 47250971395us)(0x25B0) Scenario = .\Scenarios\TESTING 114.scn
(37: 5.16s 47250977520us)(0x25B0) ===== clbkCreateRenderWindow =====
(38: 5.18s 47250992946us)(0x25B0) [VideoConfiguration] Adapter=0, ModeIndex=0
(39: 5.18s 47250993079us)(0x25B0) Adapter = NVIDIA GeForce GTX 1070
(40: 5.18s 47250993094us)(0x25B0) dwFSMode = 0
(41: 5.18s 47250994137us)(0x25B0) MaxTextureBlendStages...: 8
(42: 5.18s 47250994156us)(0x25B0) MaxTextureWidth.....: 16384
(43: 5.18s 47250994167us)(0x25B0) MaxTextureHeight.....: 16384
(44: 5.18s 47250994177us)(0x25B0) MaxPrimitiveCount.....: 16777215
(45: 5.18s 47250994186us)(0x25B0) MaxVertexIndex.....: 16777215
(46: 5.18s 47250994196us)(0x25B0) MaxAnisotropy.....: 16
(47: 5.18s 47250994205us)(0x25B0) MaxSimultaneousTextures: 8
(48: 5.18s 47250994214us)(0x25B0) MaxStreams.....: 16
(49: 5.18s 47250994224us)(0x25B0) MaxStreamStride.....: 255
(50: 5.18s 47250994233us)(0x25B0) MaxVertexBlendMatrices.: 4
(51: 5.18s 47250994242us)(0x25B0) MaxVShaderInstrExecuted: 65535
(52: 5.18s 47250994251us)(0x25B0) MaxPointSize.....: 8192.000000
(53: 5.18s 47250994261us)(0x25B0) VertexShaderVersion....: 0x300
(54: 5.18s 47250994270us)(0x25B0) PixelShaderVersion.....: 0x300
(55: 5.18s 47250994280us)(0x25B0) NumSimultaneousRTs.....: 4
(56: 5.18s 47250994289us)(0x25B0) D3DPTEXTURECAPS_POW2....: 0
(57: 5.18s 47250994298us)(0x25B0) NONPOW2CONDITIONAL.....: 0
(58: 5.18s 47250994307us)(0x25B0) VertexDeclCaps.....: 0x30F
(59: 5.18s 47250994316us)(0x25B0) DevCaps.....: 0x1BBEF0
(60: 5.18s 47250994325us)(0x25B0) DevCaps2.....: 0x51

(61: 5.18s 47250994334us)(0x25B0) XNA Math Support.....: Yes
(62: 5.18s 47250994503us)(0x25B0) Vertex Texture.....: Yes
(63: 5.18s 47250994518us)(0x25B0) Shadow Mapping.....: Yes
(64: 5.18s 47250994528us)(0x25B0) D3DFMT_A16B16G16R16F...: Yes
(65: 5.18s 47250994539us)(0x25B0) D3DFMT_A32B32G32R32F...: Yes
(66: 5.18s 47250994549us)(0x25B0) D3DFMT_D32F_LOCKABLE...: Yes
(67: 5.18s 47250994560us)(0x25B0) D3DFMT_A4R4G4B4 Tex....: No
(68: 5.18s 47250994572us)(0x25B0) D3DFMT_A4R4G4B4 Srf....: No
(69: 5.18s 47250994583us)(0x25B0) D3DFMT_A2R10G10B10.....: Yes
(70: 5.18s 47250994594us)(0x25B0) Window Size = [1914, 1051]
(71: 5.21s 47251025701us)(0x25B0) Available Texture Memory = 4080 MB
(72: 5.22s 47251030909us)(0x25B0) === [3DDevice Initialized] ===
(73: 5.22s 47251031202us)(0x25B0) ----- Initialize D3D9ClientSurface Tech -----
(74: 5.26s 47251071745us)(0x25B0) Render Target = 0x2C18BC0
(75: 5.34s 47251151637us)(0x25B0) [NEW FONT] (Courier New), Size=20, Weight=400 Pitch&Family=31
(76: 5.38s 47251191605us)(0x25B0) Font Video Memory Usage = 512 kb
(77: 5.38s 47251192215us)(0x25B0) Font and Charter set creation succesfull
(78: 5.44s 47251251538us)(0x25B0) [Compiling Effects for Shader Model 3.0]
(79: 6.18s 47252000624us)(0x25B0) TileManager::GlobalInit()...
(80: 6.21s 47252029496us)(0x25B0) CSphereManager::GlobalInit()...
(81: 6.24s 47252056645us)(0x25B0) [NEW FONT] (Arial), Size=24, Weight=400 Pitch&Family=31
(82: 6.27s 47252084855us)(0x25B0) Font Video Memory Usage = 512 kb
(83: 6.27s 47252085073us)(0x25B0) Font and Charter set creation succesfull
(84: 6.27s 47252085108us)(0x25B0) [NEW FONT] (Arial), Size=15, Weight=400 Pitch&Family=31
(85: 6.29s 47252106952us)(0x25B0) Font Video Memory Usage = 256 kb
(86: 6.29s 47252107114us)(0x25B0) Font and Charter set creation succesfull
(87: 6.29s 47252107157us)(0x25B0) [NEW FONT] (Fixed), Size=18, Weight=400 Pitch&Family=31
(88: 6.32s 47252134032us)(0x25B0) Font Video Memory Usage = 512 kb
(89: 6.32s 47252134249us)(0x25B0) Font and Charter set creation succesfull
(90: 6.32s 47252134320us)(0x25B0) ===== Scene Created =====
(91: 6.49s 47252305424us)(0x25B0) [NEW FONT] (Courier New), Size=-21, Weight=400 Pitch&Family=31
(92: 6.52s 47252335706us)(0x25B0) Font Video Memory Usage = 512 kb
(93: 6.52s 47252335923us)(0x25B0) Font and Charter set creation succesfull
(94: 6.52s 47252335955us)(0x25B0) [NEW FONT] (Arial), Size=20, Weight=400 Pitch&Family=31
(95: 6.54s 47252356539us)(0x25B0) Font Video Memory Usage = 512 kb
(96: 6.54s 47252356918us)(0x25B0) Font and Charter set creation succesfull
(97: 6.64s 47252456728us)(0x25B0) Texture 0x8BD7C80 (SSU\15K_marker.dds) added in repository
(98: 6.64s 47252460094us)(0x25B0) Texture 0x8BD7DA8 (SSU\1K_marker.dds) added in repository
(99: 6.65s 47252463454us)(0x25B0) Texture 0x8BD6FC8 (SSU\14K_marker.dds) added in repository
(100: 6.65s 47252466488us)(0x25B0) Texture 0x8BD6560 (SSU\2K_marker.dds) added in repository
(101: 6.65s 47252469730us)(0x25B0) Texture 0x8BD7ED0 (SSU\13K_marker.dds) added in repository

(102: 6.66s 47252472735us)(0x25B0) Texture 0x8BD6688 (SSU\3K_marker.dds) added in repository
(103: 6.66s 47252476268us)(0x25B0) Texture 0x8BD70F0 (SSU\12K_marker.dds) added in repository
(104: 6.66s 47252479441us)(0x25B0) Texture 0x8BD7468 (SSU\4K_marker.dds) added in repository
(105: 6.67s 47252482597us)(0x25B0) Texture 0x8BD7590 (SSU\11K_marker.dds) added in repository
(106: 6.67s 47252485480us)(0x25B0) Texture 0x8BD67B0 (SSU\5K_marker.dds) added in repository
(107: 6.67s 47252488677us)(0x25B0) Texture 0x8BD7908 (SSU\10K_marker.dds) added in repository
(108: 6.68s 47252491861us)(0x25B0) Texture 0x8BD7A30 (SSU\6K_marker.dds) added in repository
(109: 6.68s 47252495945us)(0x25B0) Texture 0x8BD7B58 (SSU\9K_marker.dds) added in repository
(110: 6.68s 47252499030us)(0x25B0) Texture 0x8BD68D8 (SSU\7K_marker.dds) added in repository
(111: 6.72s 47252537101us)(0x25B0) Texture 0x8BD7FF8 (SSU\KSC_Surge_Facility_Side2.dds) added in repository
(112: 6.73s 47252544570us)(0x25B0) Texture 0x8BD6A00 (SSU\KSC_SSMEPF_Roof.dds) added in repository
(113: 6.78s 47252595898us)(0x25B0) Texture 0x8BD6B28 (SSU\VAB_VLD.dds) added in repository
(114: 6.79s 47252603742us)(0x25B0) Texture 0x8BDF418 (SSU\VAB_HLD.dds) added in repository
(115: 6.83s 47252641480us)(0x25B0) Texture 0x8BE0570 (SSU\SpaceShuttle_VABTex_1980.dds) added in repository
(116: 6.83s 47252644717us)(0x25B0) Texture 0x8BDF790 (SSU\VAB_floor.dds) added in repository
(117: 6.85s 47252670525us)(0x25B0) Texture 0x8BE0320 (VAB_TL1.dds) added in repository
(118: 6.86s 47252672954us)(0x25B0) Texture 0x8BE0448 (VAB_FR01.dds) added in repository
(119: 6.86s 47252675814us)(0x25B0) Texture 0x8BE0B38 (VAB_TL2.dds) added in repository
(120: 6.86s 47252678829us)(0x25B0) Texture 0x8BE0A10 (VAB_FR02.dds) added in repository
(121: 6.87s 47252683522us)(0x25B0) Texture 0x8BDFC30 (VAB_BK01.dds) added in repository
(122: 6.87s 47252685912us)(0x25B0) Texture 0x8BDFE80 (LCC_WNDS.dds) added in repository
(123: 6.87s 47252688185us)(0x25B0) Texture 0x8BDFB08 (LCC_DRS.dds) added in repository
(124: 7.13s 47252940914us)(0x25B0) Texture 0x8BE0EB0 (ISS_DC.dds) added in repository
(125: 7.13s 47252944178us)(0x25B0) Texture 0x8BE0698 (ISS_DCS.dds) added in repository
(126: 7.13s 47252947368us)(0x25B0) Texture 0x8BDF540 (D_RING.dds) added in repository
(127: 7.14s 47252952784us)(0x25B0) Texture 0x8BE07C0 (ISSPANEL.dds) added in repository
(128: 7.14s 47252955421us)(0x25B0) Texture 0x8BE08E8 (ISSMOD.dds) added in repository
(129: 7.14s 47252958606us)(0x25B0) Texture 0x8BDFD58 (ISSCOVER.dds) added in repository
(130: 7.15s 47252963580us)(0x25B0) Texture 0x8BE00D0 (ISSB.dds) added in repository
(131: 7.15s 47252966072us)(0x25B0) Texture 0x8BDFFA8 (ISSP2.dds) added in repository
(132: 7.15s 47252968393us)(0x25B0) Texture 0x8BE01F8 (ISSDOT.dds) added in repository
(133: 7.16s 47252971449us)(0x25B0) Texture 0x8BE0C60 (ISSB3.dds) added in repository
(134: 7.16s 47252977243us)(0x25B0) Texture 0x8BDF668 (ISSZMOD.dds) added in repository
(135: 7.16s 47252980771us)(0x25B0) Texture 0x8BDF1C8 (ISSB2.dds) added in repository
(136: 7.17s 47252984098us)(0x25B0) Texture 0x8BE0D88 (ISSSOLAR.dds) added in repository
(137: 7.17s 47252986453us)(0x25B0) Texture 0x8BDF0A0 (ISSB4.dds) added in repository
(138: 7.17s 47252989561us)(0x25B0) Texture 0x8BDF2F0 (ISSKU.dds) added in repository
(139: 7.18s 47252992515us)(0x25B0) Texture 0x8BDF8B8 (ISSKU1.dds) added in repository
(140: 7.18s 47252994998us)(0x25B0) Texture 0x8BDF9E0 (ISSDISH.dds) added in repository

(141: 7.18s 47252997809us)(0x25B0) Texture 0x8BE29F0 (ISSKU2.dds) added in repository
(142: 7.19s 47253001573us)(0x25B0) Texture 0x8BE2B18 (ISSBSO.dds) added in repository
(143: 7.19s 47253005403us)(0x25B0) Texture 0x8BE3458 (ISSBSO2.dds) added in repository
(144: 7.19s 47253008490us)(0x25B0) Texture 0x8BE3580 (ISSMB.dds) added in repository
(145: 7.20s 47253011825us)(0x25B0) Texture 0x8BE2428 (ISSUSAF.dds) added in repository
(146: 7.20s 47253014968us)(0x25B0) Texture 0x8BE36A8 (NASDA.dds) added in repository
(147: 7.20s 47253017912us)(0x25B0) Texture 0x8BE2550 (ISSRAD.dds) added in repository
(148: 7.20s 47253020574us)(0x25B0) Texture 0x8BE3C70 (ISSESA.dds) added in repository
(149: 7.21s 47253023015us)(0x25B0) Texture 0x8BE2D68 (ISSBS.dds) added in repository
(150: 7.21s 47253025776us)(0x25B0) Texture 0x8BE3EC0 (ISSCUP.dds) added in repository
(151: 7.21s 47253028889us)(0x25B0) Texture 0x8BE2FB8 (METALCON.dds) added in repository
(152: 7.22s 47253032186us)(0x25B0) Texture 0x8BE3208 (ISSINS.dds) added in repository
(153: 7.22s 47253036332us)(0x25B0) Texture 0x8BE2C40 (QUESTCOV.dds) added in repository
(154: 7.22s 47253039534us)(0x25B0) Texture 0x8BE27A0 (GRAPLE.dds) added in repository
(155: 7.23s 47253043539us)(0x25B0) Texture 0x8BE37D0 (ISSCOV2.dds) added in repository
(156: 7.23s 47253046208us)(0x25B0) Texture 0x8BE3330 (ISSHAND.dds) added in repository
(157: 7.23s 47253048850us)(0x25B0) Texture 0x8BE30E0 (ISS_UN.dds) added in repository
(158: 7.24s 47253051078us)(0x25B0) Texture 0x8BE2E90 (ISSRED.dds) added in repository
(159: 7.24s 47253053659us)(0x25B0) Texture 0x8BE3A20 (ISSUSA.dds) added in repository
(160: 7.48s 47253298894us)(0x25B0) Texture 0x8BE38F8 (SSU\FSS_tex.dds) added in repository
(161: 7.49s 47253305215us)(0x25B0) Texture 0x8BE20B0 (SSU\FSS_metal_grating.dds) added in repository
(162: 7.49s 47253305829us)(0x25B0) Storing a mesh 0x85E2E08 (SSU/LC39A_FSS)
(163: 7.64s 47253451301us)(0x25B0) Texture 0x8BE3B48 (SSU\RSSStex_1.dds) added in repository
(164: 7.64s 47253451619us)(0x25B0) Storing a mesh 0x85E3000 (SSU/LC39A_RSS)
(165: 7.78s 47253596569us)(0x25B0) Texture 0x8BE2678 (SSU\Concrete_hardstand_MLPpedestals.dds) added in repository
(166: 7.82s 47253633521us)(0x25B0) Texture 0x8BE3D98 (SSU\Main_Concrete_Hardstand_texture_1.dds) added in repository
(167: 7.86s 47253674574us)(0x25B0) Texture 0x8BE21D8 (SSU\Main_Concrete_Hardstand_texture_2.dds) added in repository
(168: 7.90s 47253712719us)(0x25B0) Texture 0x8BE2300 (SSU\Main_Concrete_Hardstand_texture.dds) added in repository
(169: 7.90s 47253713071us)(0x25B0) Storing a mesh 0x85E2D28 (SSU/LC39A_hardstand)
(170: 7.92s 47253735587us)(0x25B0) Storing a mesh 0x85E2BA0 (SSU/LC-39_watertower)
(171: 7.92s 47253738980us)(0x25B0) Texture 0x8C08888 (SSU\GOX_stream.dds) added in repository
(172: 8.20s 47254014145us)(0x25B0) Texture 0x8C09418 (SSU\MLP_Side1_decks_grating.dds) added in repository
(173: 8.24s 47254052060us)(0x25B0) Texture 0x8C08C00 (SSU\MLP-2_main_tex.dds) added in repository
(174: 8.24s 47254052693us)(0x25B0) Storing a mesh 0x85E2D60 (SSU\MLP-2)
(175: 8.25s 47254069948us)(0x25B0) Texture 0x8C082C0 (contrail4.dds) added in repository
(176: 8.26s 47254079102us)(0x25B0) Texture 0x8C09540 (contrail3.dds) added in repository

(177: 9.43s 47255247869us)(0x25B0) Specular Map SSU\SSUbay_spec.dds Loaded Successfully
(178: 9.53s 47255343068us)(0x25B0) Reflection Map SSU\SSUbay_refl.dds Loaded Successfully
(179: 9.71s 47255523246us)(0x25B0) Texture 0x8C091C8 (SSU\SSUbay.dds) added in repository
(180: 9.88s 47255698733us)(0x25B0) Texture 0x8C07AA8 (SSU\Atlantis_5thmod.dds) added in repository
(181: 9.95s 47255764843us)(0x25B0) Normal Map SSU\PORT_OMSpod_norm.dds Loaded Successfully
(182: 10.09s 47255906241us)(0x25B0) Specular Map SSU\PORT_OMSpod_spec.dds Loaded Successfully
(183: 10.24s 47256056576us)(0x25B0) Texture 0x8C07F48 (SSU\PORT_OMSpod.dds) added in repository
(184: 10.31s 47256127439us)(0x25B0) Normal Map SSU\STBD_OMSpod_norm.dds Loaded Successfully
(185: 10.45s 47256268373us)(0x25B0) Specular Map SSU\STBD_OMSpod_spec.dds Loaded Successfully
(186: 10.60s 47256418295us)(0x25B0) Texture 0x8C089B0 (SSU\STBD_OMSpod.dds) added in repository
(187: 10.64s 47256458144us)(0x25B0) Specular Map SSU\SSME_TEX_spec.dds Loaded Successfully
(188: 10.68s 47256495269us)(0x25B0) Texture 0x8C092F0 (SSU\SSME_TEX.dds) added in repository
(189: 10.81s 47256624240us)(0x25B0) Texture 0x8C07980 (SSU\SSU_Bridgerail.dds) added in repository
(190: 10.81s 47256625815us)(0x25B0) Storing a mesh 0x85E29E0 (SSU/Orbiter)
(191: 11.00s 47256819545us)(0x25B0) Texture 0x8C08F78 (SSU\STSV02.dds) added in repository
(192: 11.04s 47256859601us)(0x25B0) Texture 0x8C07E20 (SSU\STSV03.dds) added in repository
(193: 11.09s 47256904853us)(0x25B0) Texture 0x8C08AD8 (SSU\STSV01.dds) added in repository
(194: 11.09s 47256904942us)(0x25B0) Storing a mesh 0x85E2D98 (SSU/Cockpit)
(195: 11.46s 47257277939us)(0x25B0) Texture 0x8C08070 (SSU/A1shadow.dds) added in repository
(196: 11.59s 47257403338us)(0x25B0) Texture 0x8C07CF8 (SSU/panelA1U.dds) added in repository
(197: 11.69s 47257501434us)(0x25B0) Texture 0x8C08198 (SSU/C3.dds) added in repository
(198: 11.69s 47257508145us)(0x25B0) Texture 0x8C08D28 (SSU/clocknums.dds) added in repository
(199: 11.82s 47257638685us)(0x25B0) Texture 0x8C08E50 (SSU/panelA1L.dds) added in repository
(200: 11.96s 47257772498us)(0x25B0) Texture 0x8C090A0 (SSU/panelA1R.dds) added in repository
(201: 12.06s 47257871352us)(0x25B0) Texture 0x8C37268 (SSU/R2.dds) added in repository
(202: 12.08s 47257896582us)(0x25B0) Texture 0x8C38048 (SSU/O13_17.dds) added in repository
(203: 12.22s 47258032033us)(0x25B0) Texture 0x8C37DF8 (SSU/L4.dds) added in repository
(204: 12.37s 47258186390us)(0x25B0) Texture 0x8C37830 (SSU/R1L1.dds) added in repository
(205: 12.47s 47258284474us)(0x25B0) Texture 0x8C38860 (SSU/r1l1.dds) added in repository
(206: 12.51s 47258323318us)(0x25B0) Texture 0x8C38298 (SSU/R13U.dds) added in repository
(207: 12.51s 47258330249us)(0x25B0) Texture 0x8C37140 (SSU/C&Wlights.dds) added in repository
(208: 12.52s 47258334744us)(0x25B0) Texture 0x8C38988 (SSU/talkback.dds) added in repository
(209: 12.56s 47258373986us)(0x25B0) Texture 0x8C38AB0 (SSU/r13l.dds) added in repository
(210: 12.58s 47258396720us)(0x25B0) Texture 0x8C37F20 (SSU/R11.dds) added in repository
(211: 12.68s 47258497490us)(0x25B0) Texture 0x8C383C0 (SSU/Fpanels.dds) added in repository
(212: 12.71s 47258522094us)(0x25B0) Texture 0x8C37A80 (SSU/R10_L9.dds) added in repository
(213: 12.75s 47258565975us)(0x25B0) Texture 0x8C375E0 (SSU/panelR4.dds) added in repository
(214: 12.76s 47258573892us)(0x25B0) Texture 0x8C384E8 (SSU/O17.dds) added in repository
(215: 12.89s 47258706395us)(0x25B0) Texture 0x8C37708 (SSU/O5O9.dds) added in repository
(216: 13.02s 47258833374us)(0x25B0) Texture 0x8C37BA8 (SSU/O1.dds) added in repository
(217: 13.14s 47258954253us)(0x25B0) Texture 0x8C37958 (SSU/O3.dds) added in repository

(218: 13.15s 47258964220us)(0x25B0) Texture 0x8C37CD0 (SSU/digitPOS.dds) added in repository
(219: 13.19s 47259001749us)(0x25B0) Texture 0x8C38170 (SSU/panelF8.dds) added in repository
(220: 13.23s 47259040979us)(0x25B0) Texture 0x8C38BD8 (SSU/panelF6.dds) added in repository
(221: 13.32s 47259138751us)(0x25B0) Texture 0x8C38610 (SSU/A6A7.dds) added in repository
(222: 13.35s 47259168520us)(0x25B0) Texture 0x8C38D00 (SSU/AftTimer.dds) added in repository
(223: 13.45s 47259267091us)(0x25B0) Texture 0x8C38E28 (SSU/A2panel.dds) added in repository
(224: 13.59s 47259403269us)(0x25B0) Texture 0x8C38738 (SSU/O8.dds) added in repository
(225: 13.73s 47259547126us)(0x25B0) Texture 0x8C37018 (SSU/O6.dds) added in repository
(226: 13.87s 47259680971us)(0x25B0) Texture 0x8C37390 (SSU/O7.dds) added in repository
(227: 13.91s 47259721077us)(0x25B0) Texture 0x8C374B8 (SSU/A8top.dds) added in repository
(228: 13.94s 47259760070us)(0x25B0) Texture 0x8C39270 (SSU/C2.dds) added in repository
(229: 13.98s 47259797326us)(0x25B0) Texture 0x8C39BB0 (SSU/F9panel.dds) added in repository
(230: 14.01s 47259827376us)(0x25B0) Texture 0x8C39CD8 (SSU/timer.dds) added in repository
(231: 14.02s 47259835037us)(0x25B0) Texture 0x8C3AAB8 (SSU/COAS.dds) added in repository
(232: 14.05s 47259869290us)(0x25B0) Texture 0x8C3ABE0 (SSU/gpc.dds) added in repository
(233: 14.06s 47259876798us)(0x25B0) Texture 0x8C39148 (SSU/label.dds) added in repository
(234: 14.11s 47259921114us)(0x25B0) Texture 0x8C3A2A0 (SSU/stsvc03.dds) added in repository
(235: 14.26s 47260078479us)(0x25B0) Texture 0x8C39398 (SSU/STSV02.dds) added in repository
(236: 14.31s 47260127246us)(0x25B0) Texture 0x8C39E00 (SSU/stsvc01.dds) added in repository
(237: 14.32s 47260133530us)(0x25B0) Texture 0x8C3A3C8 (SSU/O6talkbacks.dds) added in repository
(238: 14.32s 47260139139us)(0x25B0) Texture 0x8C395E8 (SSU/label2.dds) added in repository
(239: 14.33s 47260145795us)(0x25B0) Texture 0x8C3A868 (SSU/overlay.dds) added in repository
(240: 14.45s 47260264267us)(0x25B0) Texture 0x8C39710 (SSU/CCTVMon.dds) added in repository
(241: 14.46s 47260277549us)(0x25B0) Texture 0x8C3AD08 (SSU/MON1veiw.dds) added in repository
(242: 14.48s 47260291184us)(0x25B0) Texture 0x8C3A740 (SSU/MON2view.dds) added in repository
(243: 14.48s 47260292065us)(0x25B0) Storing a mesh 0x85E2AF8 (SSU/VC)
(244: 14.58s 47260394995us)(0x25B0) Texture 0x8C3A4F0 (SSU/TXT_Sto4.dds) added in repository
(245: 14.59s 47260408616us)(0x25B0) Texture 0x8C3AE30 (SSU/TXT_Sto3.dds) added in repository
(246: 14.61s 47260422009us)(0x25B0) Texture 0x8C3A990 (SSU/TXT_Stan.dds) added in repository
(247: 14.75s 47260562609us)(0x25B0) Texture 0x8C39020 (SSU/TXT_Mid_.dds) added in repository
(248: 14.76s 47260575627us)(0x25B0) Texture 0x8C394C0 (SSU/Seat2.dds) added in repository
(249: 14.90s 47260720003us)(0x25B0) Texture 0x8C39838 (SSU/TXT_Pan3.dds) added in repository
(250: 14.92s 47260732804us)(0x25B0) Texture 0x8C3A618 (SSU/MDLRear3.dds) added in repository
(251: 14.93s 47260745590us)(0x25B0) Texture 0x8C39960 (SSU/MDLForwa.dds) added in repository
(252: 14.97s 47260782492us)(0x25B0) Texture 0x8C39A88 (SSU/TXT_Left.dds) added in repository
(253: 14.98s 47260795651us)(0x25B0) Texture 0x8C39F28 (SSU/TXT_Ladd.dds) added in repository
(254: 15.02s 47260836489us)(0x25B0) Texture 0x8C3A050 (SSU/TXT_Inte.dds) added in repository
(255: 15.03s 47260849753us)(0x25B0) Texture 0x8C3A178 (SSU/TXT_Infl.dds) added in repository
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(257: 15.08s 47260895183us)(0x25B0) Texture 0x8C98A58 (SSU/TXT_Gall.dds) added in repository
(258: 15.11s 47260929576us)(0x25B0) Texture 0x8C994C0 (SSU/TXT_Food.dds) added in repository

(259: 15.13s 47260942219us)(0x25B0) Texture 0x8C99270 (SSU/TXT_Floo.dds) added in repository
(260: 15.17s 47260984821us)(0x25B0) Texture 0x8C97EC8 (SSU/TXT_Esca.dds) added in repository
(261: 15.21s 47261024684us)(0x25B0) Texture 0x8C98EF8 (SSU/TXT_MidC.dds) added in repository
(262: 15.33s 47261142370us)(0x25B0) Texture 0x8C99CD8 (SSU/TXT_Pan4.dds) added in repository
(263: 15.37s 47261182451us)(0x25B0) Texture 0x8C99BB0 (SSU/TXT_MidR.dds) added in repository
(264: 15.37s 47261188475us)(0x25B0) Texture 0x8C995E8 (SSU/TXT_FWDM.dds) added in repository
(265: 15.41s 47261229612us)(0x25B0) Texture 0x8C99A88 (SSU/TXT_MidF.dds) added in repository
(266: 15.46s 47261271349us)(0x25B0) Texture 0x8C97FF0 (SSU/TXT_Side.dds) added in repository
(267: 15.46s 47261271568us)(0x25B0) Storing a mesh 0x85E2E78 (SSU/MidDeck)
(268: 15.51s 47261328932us)(0x25B0) Normal Map SSU\ku_norm.dds Loaded Successfully
(269: 15.56s 47261372048us)(0x25B0) Specular Map SSU\ku_spec.dds Loaded Successfully
(270: 15.58s 47261396562us)(0x25B0) Reflection Map SSU\ku_refl.dds Loaded Successfully
(271: 15.62s 47261433148us)(0x25B0) Texture 0x8C99710 (SSU\ku.dds) added in repository
(272: 15.62s 47261433267us)(0x25B0) Storing a mesh 0x85E2A18 (SSU/Ku_band_DA)
(273: 15.65s 47261465598us)(0x25B0) Texture 0x8C99020 (SSU/chute.dds) added in repository
(274: 15.65s 47261465696us)(0x25B0) Storing a mesh 0x85E2A50 (SSU/parachute)
(275: 15.89s 47261702807us)(0x25B0) Texture 0x8C99838 (SSU/RETAatlantis.dds) added in repository
(276: 15.89s 47261702906us)(0x25B0) Storing a mesh 0x85E2C10 (SSU/SSU_entry)
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(284: 16.00s 47261817088us)(0x25B0) Texture 0x8C98118 (SSU\ps-rcs2.dds) added in repository
(285: 16.10s 47261919739us)(0x25B0) Normal Map SSU\RMS_norm.dds Loaded Successfully
(286: 16.26s 47262075692us)(0x25B0) Texture 0x8C98B80 (SSU\RMS.dds) added in repository
(287: 16.27s 47262087681us)(0x25B0) Storing a mesh 0x85E30A8 (SSU/RMS)
(288: 16.45s 47262270654us)(0x25B0) Texture 0x8C98240 (SSU/stsvc02.dds) added in repository
(289: 16.50s 47262312609us)(0x25B0) Texture 0x8C98490 (SSU/A8bottom.dds) added in repository
(290: 16.51s 47262330350us)(0x25B0) Texture 0x8C985B8 (SSU/A8lights.dds) added in repository
(291: 16.51s 47262330451us)(0x25B0) Storing a mesh 0x18060228 (SSU/RMSVC)
(292: 16.52s 47262337579us)(0x25B0) Storing a mesh 0x1805FE38 (SSU/OBSSMPMs)
(293: 16.70s 47262516325us)(0x25B0) Texture 0x8C986E0 (SSU\Airlock.dds) added in repository
(294: 16.70s 47262516435us)(0x25B0) Storing a mesh 0x180601B8 (SSU\ExtAL)
(295: 16.87s 47262684430us)(0x25B0) Texture 0x8C98808 (SSU\docking_ring.dds) added in repository
(296: 16.87s 47262684563us)(0x25B0) Storing a mesh 0x18060148 (SSU\ODS)
(297: 17.05s 47262867285us)(0x25B0) Texture 0x8C98CA8 (SSU/panelA7A8.dds) added in repository
(298: 17.08s 47262896832us)(0x25B0) Texture 0x8C98930 (SSU/ODSbuttons.dds) added in repository
(299: 17.08s 47262896971us)(0x25B0) Storing a mesh 0x1805FEE0 (SSU/ODSVC)

(300: 17.17s 47262990002us)(0x25B0) Texture 0x8C99148 (contrail1.dds) added in repository
(301: 17.18s 47263000349us)(0x25B0) Texture 0x8C99398 (SSU\SSME_exhaust.dds) added in repository
(302: 17.19s 47263004545us)(0x25B0) Texture 0x8C99960 (Exhaust2.dds) added in repository
(303: 17.20s 47263011915us)(0x25B0) Texture 0x8CAA798 (SSU\SRB_exhaust.dds) added in repository
(304: 17.20s 47263017610us)(0x25B0) Texture 0x8CA9C08 (SSU\SRB_contrail.dds) added in repository
(305: 17.21s 47263023313us)(0x25B0) Texture 0x8CAA0A8 (SSU\OMSExhaust.dds) added in repository
(306: 17.30s 47263118326us)(0x25B0) Texture 0x8CAA2F8 (SSU\RMS_grapple_fixture.dds) added in repository
(307: 17.49s 47263310144us)(0x25B0) Normal Map SSU\SLWT_ETtex_norm.dds Loaded Successfully
(308: 17.64s 47263458326us)(0x25B0) Texture 0x8CAAB10 (SSU\SLWT_ETtex.dds) added in repository
(309: 17.66s 47263471158us)(0x25B0) Texture 0x8CAB6A0 (SSU\Cabletray_tex.dds) added in repository
(310: 17.66s 47263471418us)(0x25B0) Storing a mesh 0x1805FF50 (SSU/SLWT)
(311: 17.71s 47263525880us)(0x25B0) Texture 0x8CA9F80 (SSU\RSRM_Casing.dds) added in repository
(312: 17.72s 47263534064us)(0x25B0) Texture 0x8CAAD60 (SSU\ThermalCurtain.dds) added in repository
(313: 17.72s 47263539880us)(0x25B0) Texture 0x8CAB328 (SSU\AftSkirt_bottom_foam.dds) added in repository
(314: 17.73s 47263547916us)(0x25B0) Texture 0x8CABA18 (SSU\Nozzle.dds) added in repository
(315: 17.74s 47263554404us)(0x25B0) Texture 0x8CAAFB0 (SSU\Instafoam.dds) added in repository
(316: 17.74s 47263554528us)(0x25B0) Storing a mesh 0x180600A0 (SSU/RSRM_LSRB_aft_segment)
(317: 17.76s 47263572550us)(0x25B0) Storing a mesh 0x18060340 (SSU/RSRM_LSRB_aft_center_segment)
(318: 17.77s 47263588429us)(0x25B0) Storing a mesh 0x1805FDC8 (SSU/RSRM_LSRB_fwd_center_segment)
(319: 17.79s 47263603026us)(0x25B0) Storing a mesh 0x1805FFC0 (SSU/RSRM_LSRB_fwd_segment)
(320: 17.81s 47263623656us)(0x25B0) Texture 0x8CAA670 (SSU\RSRM_LSRB_FWD_Skirt_Assy.dds) added in repository
(321: 17.81s 47263623736us)(0x25B0) Storing a mesh 0x180602D0 (SSU/RSRM_LSRB_fwd_skirt_assy)
(322: 17.89s 47263703238us)(0x25B0) Storing a mesh 0x18060308 (SSU/RSRM_RSRB_aft_segment)
(323: 17.90s 47263718375us)(0x25B0) Storing a mesh 0x1805FF18 (SSU/RSRM_RSRB_aft_center_segment)
(324: 17.92s 47263734684us)(0x25B0) Storing a mesh 0x18060110 (SSU/RSRM_RSRB_fwd_center_segment)
(325: 17.94s 47263751332us)(0x25B0) Storing a mesh 0x18060378 (SSU/RSRM_RSRB_fwd_segment)
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(327: 17.96s 47263771983us)(0x25B0) Storing a mesh 0x18060030 (SSU/RSRM_RSRB_fwd_skirt_assy)
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(347: 18.33s 47264145384us)(0x25B0) ==== Scanning Configuration Files ====
(348: 18.33s 47264145445us)(0x25B0) Scenario System=Sol
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(352: 18.33s 47264145663us)(0x25B0) Planet Added: 0x7ADBF98, Mercury.cfg
(353: 18.33s 47264145752us)(0x25B0) Planet Added: 0x7ADC6E0, Venus.cfg
(354: 18.33s 47264145847us)(0x25B0) Planet Added: 0x7AB7590, Earth.cfg
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(357: 18.33s 47264146090us)(0x25B0) Base Added: 0x7AD1D18, .\Config\Earth\SSU\Bermuda.cfg
(358: 18.33s 47264146152us)(0x25B0) Base Added: 0x7AF6F80, .\Config\Earth\SSU\Canaveral.cfg
(359: 18.33s 47264146208us)(0x25B0) Base Added: 0x8518308, .\Config\Earth\SSU\Diego_Garcia.cfg
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(362: 18.33s 47264146384us)(0x25B0) Base Added: 0x8587F98, .\Config\Earth\SSU\Gander.cfg
(363: 18.33s 47264146440us)(0x25B0) Base Added: 0x8588300, .\Config\Earth\SSU\Hao.cfg
(364: 18.33s 47264146495us)(0x25B0) Base Added: 0x8588668, .\Config\Earth\SSU\Istres.cfg
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(374: 18.33s 47264147104us)(0x25B0) Base Added: 0x85B1C18, .\Config\Earth\Base\Al_Anbar.cfg
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(409: 18.33s 47264150582us)(0x25B0) Planet Added: 0x8666C38, Deimos.cfg
(410: 18.33s 47264150666us)(0x25B0) Planet Added: 0x7ADCDC8, Jupiter.cfg
(411: 18.33s 47264150754us)(0x25B0) Planet Added: 0x86886D0, Io.cfg
(412: 18.33s 47264150836us)(0x25B0) Planet Added: 0x7ADD4B0, Europa.cfg
(413: 18.34s 47264150918us)(0x25B0) Planet Added: 0x861BFA8, Ganymede.cfg
(414: 18.34s 47264150997us)(0x25B0) Planet Added: 0x861C690, Callisto.cfg
(415: 18.34s 47264151077us)(0x25B0) Planet Added: 0x8664428, Saturn.cfg
(416: 18.34s 47264151161us)(0x25B0) Planet Added: 0x8664B10, Mimas.cfg
(417: 18.34s 47264151244us)(0x25B0) Planet Added: 0x866AD00, Enceladus.cfg
(418: 18.34s 47264151326us)(0x25B0) Planet Added: 0x866B3E8, Tethys.cfg
(419: 18.34s 47264151409us)(0x25B0) Planet Added: 0x86C6878, Dione.cfg
(420: 18.34s 47264151490us)(0x25B0) Planet Added: 0x8678178, Rhea.cfg

(421: 18.34s 47264151571us)(0x25B0) Planet Added: 0x8679D98, Titan.cfg
(422: 18.34s 47264151656us)(0x25B0) Planet Added: 0x8677368, Hyperion.cfg
(423: 18.34s 47264151736us)(0x25B0) Planet Added: 0x8677A70, Iapetus.cfg
(424: 18.34s 47264151814us)(0x25B0) Planet Added: 0x8678880, Uranus.cfg
(425: 18.34s 47264151898us)(0x25B0) Planet Added: 0x8676C60, Miranda.cfg
(426: 18.34s 47264151978us)(0x25B0) Planet Added: 0x8678F88, Ariel.cfg
(427: 18.34s 47264152059us)(0x25B0) Planet Added: 0x8679690, Umbriel.cfg
(428: 18.34s 47264152138us)(0x25B0) Planet Added: 0x8676558, Titania.cfg
(429: 18.34s 47264152218us)(0x25B0) Planet Added: 0x869A4B8, Oberon.cfg
(430: 18.34s 47264152298us)(0x25B0) Planet Added: 0x86996A8, Neptune.cfg
(431: 18.34s 47264152381us)(0x25B0) Planet Added: 0x86A0728, Triton.cfg
(432: 18.34s 47264152466us)(0x25B0) Planet Added: 0x8699DB0, Proteus.cfg
(433: 18.34s 47264152547us)(0x25B0) Planet Added: 0x869E400, Nereid.cfg
(434: 18.34s 47264152615us)(0x25B0) ===== Loading Completed and Visuals Created
=====

(435: 18.98s 47264792661us)(0x25B0) RegisteringVisual (Sun) hVessel=0x0, hObj=0x2B9D130,
Vis=0x1BE139D8, Rec=0x1BDD3F00, Type=3
(436: 18.98s 47264792698us)(0x25B0) RegisteringVisual (Mercury) hVessel=0x0, hObj=0x7ADBF98,
Vis=0x1BE13BF0, Rec=0x1BDD3E60, Type=4
(437: 18.98s 47264795518us)(0x25B0) Texture 0x1BD0CF050 (cloud1.dds) added in repository
(438: 18.98s 47264795540us)(0x25B0) RegisteringVisual (Venus) hVessel=0x0, hObj=0x7ADC6E0,
Vis=0x1BDCA1B0, Rec=0x1BDD4180, Type=4
(439: 18.98s 47264795750us)(0x25B0) Reading Tile Data for Earth_tile.bin
(440: 19.10s 47264916500us)(0x25B0) FogParams: alt_ref=4000, dens_0=5e-005, dens_ref=3e-005
(441: 19.10s 47264916555us)(0x25B0) RegisteringVisual (Earth) hVessel=0x0, hObj=0x7AB7590,
Vis=0x1BE12038, Rec=0x1BDD3FC0, Type=4
(442: 19.14s 47264953460us)(0x25B0) RegisteringVisual (Moon) hVessel=0x0, hObj=0x85DC698,
Vis=0x1BEA1588, Rec=0x1BDD41E0, Type=4
(443: 19.14s 47264953514us)(0x25B0) RegisteringVisual (Mars) hVessel=0x0, hObj=0x8630FD8,
Vis=0x1BED8BA8, Rec=0x1BDD41A0, Type=4
(444: 19.14s 47264959340us)(0x25B0) Texture 0x1BDD0898 (Phobos.dds) added in repository
(445: 19.14s 47264959640us)(0x25B0) RegisteringVisual (Phobos) hVessel=0x0, hObj=0x8635FF0,
Vis=0x1BE0F3E8, Rec=0x1BDD3FE0, Type=4
(446: 19.15s 47264965274us)(0x25B0) Texture 0x1BDCEF28 (Deimos.dds) added in repository
(447: 19.15s 47264965414us)(0x25B0) RegisteringVisual (Deimos) hVessel=0x0, hObj=0x8666C38,
Vis=0x1BE0F888, Rec=0x1BDD4100, Type=4
(448: 19.15s 47264965444us)(0x25B0) RegisteringVisual (Jupiter) hVessel=0x0, hObj=0x7ADCDC8,
Vis=0x1BE0FD28, Rec=0x1BDD4020, Type=4
(449: 19.15s 47264965458us)(0x25B0) RegisteringVisual (Io) hVessel=0x0, hObj=0x86886D0, Vis=0x1BEC3EF0,
Rec=0x1BDD41C0, Type=4
(450: 19.15s 47264965471us)(0x25B0) RegisteringVisual (Europa) hVessel=0x0, hObj=0x7ADD4B0,

Vis=0x1BEC4178, Rec=0x1BDD3E80, Type=4
(451: 19.15s 47264965484us)(0x25B0) RegisteringVisual (Ganymede) hVessel=0x0, hObj=0x861BFA8,
Vis=0x1BEB8558, Rec=0x1BDD3E00, Type=4
(452: 19.15s 47264965498us)(0x25B0) RegisteringVisual (Callisto) hVessel=0x0, hObj=0x861C690,
Vis=0x1BEB8BA0, Rec=0x1BDD3F80, Type=4
(453: 19.15s 47264965510us)(0x25B0) RegisteringVisual (Saturn) hVessel=0x0, hObj=0x8664428,
Vis=0x1BEB91E8, Rec=0x1BDD4120, Type=4
(454: 19.15s 47264965524us)(0x25B0) RegisteringVisual (Mimas) hVessel=0x0, hObj=0x8664B10,
Vis=0x1BEB9B30, Rec=0x1BDD4040, Type=4
(455: 19.15s 47264965543us)(0x25B0) RegisteringVisual (Enceladus) hVessel=0x0, hObj=0x866AD00,
Vis=0x1BEA6AD8, Rec=0x1BDD3EA0, Type=4
(456: 19.15s 47264965559us)(0x25B0) RegisteringVisual (Tethys) hVessel=0x0, hObj=0x866B3E8,
Vis=0x1BEA6F78, Rec=0x1BDD3EE0, Type=4
(457: 19.15s 47264965577us)(0x25B0) RegisteringVisual (Dione) hVessel=0x0, hObj=0x86C6878,
Vis=0x1BF000B8, Rec=0x1BDD4080, Type=4
(458: 19.15s 47264965591us)(0x25B0) RegisteringVisual (Rhea) hVessel=0x0, hObj=0x8678178,
Vis=0x1BEFF188, Rec=0x1BDD4140, Type=4
(459: 19.15s 47264965607us)(0x25B0) RegisteringVisual (Titan) hVessel=0x0, hObj=0x8679D98,
Vis=0x1BEFEC78, Rec=0x1BDD3E20, Type=4
(460: 19.15s 47264965619us)(0x25B0) RegisteringVisual (Hyperion) hVessel=0x0, hObj=0x8677368,
Vis=0x1BEFF698, Rec=0x1BDD40A0, Type=4
(461: 19.15s 47264965633us)(0x25B0) RegisteringVisual (Iapetus) hVessel=0x0, hObj=0x8677A70,
Vis=0x1BEFF920, Rec=0x1BDD40C0, Type=4
(462: 19.15s 47264965645us)(0x25B0) RegisteringVisual (Uranus) hVessel=0x0, hObj=0x8678880,
Vis=0x1BEFE9F0, Rec=0x1BDD4160, Type=4
(463: 19.15s 47264965657us)(0x25B0) RegisteringVisual (Miranda) hVessel=0x0, hObj=0x8676C60,
Vis=0x1BEFFBA8, Rec=0x1BDD3EC0, Type=4
(464: 19.15s 47264965669us)(0x25B0) RegisteringVisual (Ariel) hVessel=0x0, hObj=0x8678F88,
Vis=0x1BF00340, Rec=0x1BDD3F20, Type=4
(465: 19.15s 47264965683us)(0x25B0) RegisteringVisual (Umbriel) hVessel=0x0, hObj=0x8679690,
Vis=0x1BF005C8, Rec=0x1BDD40E0, Type=4
(466: 19.15s 47264965696us)(0x25B0) RegisteringVisual (Titania) hVessel=0x0, hObj=0x8676558,
Vis=0x1BEFFE30, Rec=0x1BDD3F40, Type=4
(467: 19.15s 47264965708us)(0x25B0) RegisteringVisual (Oberon) hVessel=0x0, hObj=0x869A4B8,
Vis=0x1BEFEF00, Rec=0x1BDD3F60, Type=4
(468: 19.15s 47264965722us)(0x25B0) RegisteringVisual (Neptune) hVessel=0x0, hObj=0x86996A8,
Vis=0x1BEFF410, Rec=0x1BF00AC0, Type=4
(469: 19.15s 47264965749us)(0x25B0) RegisteringVisual (Triton) hVessel=0x0, hObj=0x86A0728,
Vis=0x1BF4D108, Rec=0x1BF00D20, Type=4
(470: 19.15s 47264965764us)(0x25B0) RegisteringVisual (Proteus) hVessel=0x0, hObj=0x8699DB0,
Vis=0x1BF4BA40, Rec=0x1BF00A80, Type=4

(471: 19.15s 47264965777us)(0x25B0) RegisteringVisual (Nereid) hVessel=0x0, hObj=0x869E400, Vis=0x1BF4B2A8, Rec=0x1BF00AA0, Type=4

(472: 19.15s 47264965790us)(0x25B0) Vessel(0x867DB40) ProjectAlpha_ISS has 1 meshes

(473: 19.15s 47264970272us)(0x25B0) Mesh(0x180603B0) Offset = (0, 0, 0)

(474: 19.15s 47264970293us)(0x25B0) RegisteringVisual (ISS) hVessel=0x867DB40, hObj=0x86AC660, Vis=0x1BEA9088, Rec=0x1BF00AE0, Type=10

(475: 19.15s 47264970349us)(0x25B0) Vessel(0x791DC1C) SSU_Pad has 4 meshes

(476: 19.16s 47264973052us)(0x25B0) Mesh(0x85E2E08) Offset = (0, 0, 0)

(477: 19.16s 47264974939us)(0x25B0) Mesh(0x85E3000) Offset = (13.7, 15.25, 1.35)

(478: 19.16s 47264976951us)(0x25B0) Mesh(0x85E2D28) Offset = (-58, -1.75, 1.3)

(479: 19.16s 47264977294us)(0x25B0) Mesh(0x85E2BA0) Offset = (100, 45, -63)

(480: 19.16s 47264977337us)(0x25B0) RegisteringVisual (LC39B) hVessel=0x791DC1C, hObj=0x86C7768, Vis=0x1BF69138, Rec=0x1BF00BC0, Type=10

(481: 19.16s 47264977415us)(0x25B0) Vessel(0x104AAA44) SSU_MLP has 1 meshes

(482: 19.17s 47264981039us)(0x25B0) Mesh(0x85E2D60) Offset = (0, 0, 0)

(483: 19.17s 47264981066us)(0x25B0) RegisteringVisual (MLP-3) hVessel=0x104AAA44, hObj=0x86AFE78, Vis=0x1BF728A0, Rec=0x1BF00B80, Type=10

(484: 19.17s 47264981117us)(0x25B0) Vessel(0x7E57AFC) SSU_LCC has 0 meshes

(485: 19.17s 47264981129us)(0x25B0) RegisteringVisual (LCC) hVessel=0x7E57AFC, hObj=0x133DE890, Vis=0x1BF75180, Rec=0x1BF00C00, Type=10

(486: 19.17s 47264981167us)(0x25B0) Vessel(0x10B1F01C) SpaceShuttleUltra has 13 meshes

(487: 19.17s 47264981380us)(0x25B0) Mesh(0x85E2D98) Offset = (0, 7.25026, -11.8434)

(488: 19.17s 47264986004us)(0x25B0) Mesh(0x85E29E0) Offset = (0, 8.57026, -9.62337)

(489: 19.17s 47264986283us)(0x25B0) Mesh(0x85E2C10) Offset = (0, 7.07026, -11.6234)

(490: 19.17s 47264990273us)(0x25B0) Mesh(0x85E2AF8) Offset = (0, 7.25026, -11.8434)

(491: 19.17s 47264990765us)(0x25B0) Mesh(0x85E2A18) Offset = (0, 8.57026, -9.62337)

(492: 19.18s 47264991382us)(0x25B0) Mesh(0x18060148) Offset = (0, 7.54026, -1.37337)

(493: 19.18s 47264991767us)(0x25B0) Mesh(0x180601B8) Offset = (0, 7.54026, -1.37337)

(494: 19.18s 47264992729us)(0x25B0) Mesh(0x85E2E78) Offset = (0, 7.25026, -11.8434)

(495: 19.18s 47264993049us)(0x25B0) Mesh(0x85E2A50) Offset = (0, 11.7358, -24.0149)

(496: 19.18s 47264993465us)(0x25B0) Mesh(0x1805FEE0) Offset = (0, 7.25026, -11.8434)

(497: 19.18s 47264993760us)(0x25B0) Mesh(0x18060228) Offset = (0, 7.25026, -11.8434)

(498: 19.18s 47264994015us)(0x25B0) Mesh(0x85E30A8) Offset = (-0.1, 9.61026, -9.59077)

(499: 19.18s 47264994168us)(0x25B0) Mesh(0x1805FE38) Offset = (2.605, 8.97826, -9.59077)

(500: 19.18s 47264994247us)(0x25B0) RegisteringVisual (Discovery) hVessel=0x10B1F01C, hObj=0x1313DDB0, Vis=0x1BF763A0, Rec=0x1BF00B60, Type=10

(501: 19.35s 47265164205us)(0x25B0) Reading a camera configuration file for a vessel Discovery (SpaceShuttleUltra)

(502: 19.35s 47265164273us)(0x25B0) Vessel(0x181E6008) SSU_OBSS has 1 meshes

(503: 19.35s 47265165530us)(0x25B0) Mesh(0x1805FF88) Offset = (0, 0, 0)

(504: 19.35s 47265165551us)(0x25B0) RegisteringVisual (Ultra_OBSS) hVessel=0x181E6008, hObj=0x18215000,

Vis=0x1BE91D50, Rec=0x1BF00BA0, Type=10

(505: 19.35s 47265165602us)(0x25B0) Vessel(0x10E659D4) SSU_SLWT has 1 meshes

(506: 19.35s 47265166844us)(0x25B0) Mesh(0x1805FF50) Offset = (0, 0, 0)

(507: 19.35s 47265166868us)(0x25B0) RegisteringVisual (ET) hVessel=0x10E659D4, hObj=0x18273F00,

Vis=0x1BE93E60, Rec=0x1BF00C40, Type=10

(508: 19.35s 47265166918us)(0x25B0) Vessel(0x2C65434) SSU_LSRB_RSRM has 5 meshes

(509: 19.35s 47265167399us)(0x25B0) Mesh(0x180600A0) Offset = (0, 0, -15.2)

(510: 19.35s 47265167487us)(0x25B0) Mesh(0x18060340) Offset = (0, 0, -5.27)

(511: 19.35s 47265167567us)(0x25B0) Mesh(0x1805FDC8) Offset = (0, 0, 2.78)

(512: 19.35s 47265167656us)(0x25B0) Mesh(0x1805FFC0) Offset = (0, 0, 10.8)

(513: 19.35s 47265167785us)(0x25B0) Mesh(0x180602D0) Offset = (0, 0, 19.1)

(514: 19.35s 47265167803us)(0x25B0) RegisteringVisual (LSRB) hVessel=0x2C65434, hObj=0x181D73C0,

Vis=0x1BE96480, Rec=0x1BF00DA0, Type=10

(515: 19.35s 47265167848us)(0x25B0) Vessel(0x2C65DC4) SSU_RSRB_RSRM has 5 meshes

(516: 19.35s 47265168347us)(0x25B0) Mesh(0x18060308) Offset = (0, 0, -15.2)

(517: 19.35s 47265168441us)(0x25B0) Mesh(0x1805FF18) Offset = (0, 0, -5.27)

(518: 19.35s 47265168521us)(0x25B0) Mesh(0x18060110) Offset = (0, 0, 2.78)

(519: 19.35s 47265168607us)(0x25B0) Mesh(0x18060378) Offset = (0, 0, 10.8)

(520: 19.35s 47265168727us)(0x25B0) Mesh(0x18060030) Offset = (0, 0, 19.1)

(521: 19.35s 47265168744us)(0x25B0) RegisteringVisual (RSRB) hVessel=0x2C65DC4, hObj=0x184E7E70,

Vis=0x1BF7EA78, Rec=0x1BF00A60, Type=10

(522: 19.35s 47265170072us)(0x25B0) New Base Visual(0x1BE9B930) Amberley hBase=0x7AC79C0

(523: 19.35s 47265170120us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Amberley.cfg

(524: 19.36s 47265172809us)(0x25B0) New Base Visual(0x1BE9BC88) Banjul hBase=0x7AD19B0

(525: 19.36s 47265172851us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Banjul.cfg

(526: 19.36s 47265179582us)(0x25B0) New Base Visual(0x232687F8) Bermuda hBase=0x7AD1D18

(527: 19.36s 47265179629us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Bermuda.cfg

(528: 19.40s 47265218462us)(0x25B0) Texture 0x23269130 (SSU\8K_marker.dds) added in repository

(529: 19.45s 47265263741us)(0x25B0) Texture 0x2326A978 (SSU\KSC_OPF_Tex.dds) added in repository

(530: 19.45s 47265270595us)(0x25B0) Texture 0x23269258 (SSU\KSC_RPSF.dds) added in repository

(531: 19.46s 47265274086us)(0x25B0) New Base Visual(0x23268AC0) Cape Canaveral hBase=0x7AF6F80

(532: 19.46s 47265274212us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Canaveral.cfg

(533: 19.47s 47265281913us)(0x25B0) New Base Visual(0x2327AC98) Diego Garcia hBase=0x8518308

(534: 19.47s 47265281959us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Diego_Garcia.cfg

(535: 19.51s 47265322659us)(0x25B0) New Base Visual(0x2327AF60) Edwards hBase=0x851E438

(536: 19.51s 47265322715us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Edwards.cfg

(537: 19.51s 47265327875us)(0x25B0) New Base Visual(0x232C6490) Ellington Field hBase=0x7B1DDE8

(538: 19.51s 47265327925us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\EFD.cfg

(539: 19.52s 47265336831us)(0x25B0) New Base Visual(0x232C7600) Gander hBase=0x8587F98

(540: 19.52s 47265336871us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Gander.cfg

(541: 19.53s 47265340864us)(0x25B0) New Base Visual(0x232C78C8) Hao hBase=0x8588300

(542: 19.53s 47265340911us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Hao.cfg
(543: 19.53s 47265342802us)(0x25B0) New Base Visual(0x232C7B90) Istres hBase=0x8588668
(544: 19.53s 47265342841us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Istres.cfg
(545: 19.53s 47265349361us)(0x25B0) New Base Visual(0x232C9E60) Lajes hBase=0x8588BE8
(546: 19.53s 47265349400us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Lajes.cfg
(547: 19.54s 47265351749us)(0x25B0) New Base Visual(0x232CA128) Mataveri hBase=0x85AD138
(548: 19.54s 47265351794us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Mataveri.cfg
(549: 19.54s 47265353970us)(0x25B0) New Base Visual(0x232CA3F0) Moron hBase=0x85AD4A0
(550: 19.54s 47265354008us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Moron.cfg
(551: 19.54s 47265360198us)(0x25B0) New Base Visual(0x232CA6B8) Shannon Intl. hBase=0x85AD978
(552: 19.54s 47265360252us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Shannon.cfg
(553: 19.55s 47265362446us)(0x25B0) New Base Visual(0x232CE988) St Johns hBase=0x85ABE68
(554: 19.55s 47265362485us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\St_Johns.cfg
(555: 19.55s 47265364601us)(0x25B0) New Base Visual(0x232CEC50) Tindal RAAF hBase=0x85AC1D0
(556: 19.55s 47265364641us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Tindal_RAAF.cfg
(557: 19.56s 47265374531us)(0x25B0) Texture 0x23282850 (VandenbergAFB\VLS_OMCF_accesspath.dds) added in repository
(558: 19.62s 47265436099us)(0x25B0) Texture 0x23282F40 (VandenbergAFB\slc6_org.dds) added in repository
(559: 19.65s 47265469733us)(0x25B0) Texture 0x23282978 (VandenbergAFB\SLC-6_STS_general_tex.dds) added in repository
(560: 19.67s 47265480954us)(0x25B0)[ERROR] Orbiter Version 100830
(561: 19.67s 47265481093us)(0x25B0)[ERROR] D3D9Client Build [Apr 8 2016]
(562: 19.67s 47265481221us)(0x25B0)[ERROR] Exception Code=0xC0000005, Address=0x00411A86
(563: 19.67s 47265481343us)(0x25B0)[ERROR] EAX=0x00003837 EBX=0x085AC6A8 ECX=0x00000000 EDX=0x02B10BC0 ESI=0x00000000 EDI=0x00000000 EBP=0x07B14A28 ESP=0x009FF7F0 EIP=0x00411A86
(564: 19.67s 47265481582us)(0x25B0)[ERROR] D:\Libraries\Desktop\Orbiter 2010P1 May2018\orbiter100830 SSU ONLY\modules\server\orbiter.exe EntryPoint=0x004ACFAC, Base=0x00400000, Size=2097152
(565: 19.67s 47265489713us)(0x25B0)[ERROR] Critical Exception in gc->GetBaseStructures(hObj, &sbs, &nsbs, &sas, &nsas)
(566: 19.67s 47265489883us)(0x25B0) New Base Visual(0x232CEF18) Vandenberg hBase=0x85AC6A8
(567: 19.67s 47265489927us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\Vandenberg.cfg
(568: 19.69s 47265502049us)(0x25B0) New Base Visual(0x232D0DD0) White Sands hBase=0x85B22E8
(569: 19.69s 47265502096us)(0x25B0) Creating Runway Lights from .\Config\Earth\SSU\White_Sands.cfg
(570: 19.70s 47265517931us)(0x25B0) New Base Visual(0x232D0B08) Alcantara hBase=0x85B1F80
(571: 19.70s 47265517978us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Alcantara.cfg
(572: 19.70s 47265518111us)(0x25B0) New Base Visual(0x232CFD20) Al Anbar hBase=0x85B1C18
(573: 19.70s 47265518147us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Al_Anbar.cfg
(574: 19.70s 47265518282us)(0x25B0) New Base Visual(0x232CF790) Baikonur hBase=0x85B1548
(575: 19.70s 47265518318us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Baikonur.cfg
(576: 19.70s 47265518447us)(0x25B0) New Base Visual(0x232CFA58) Barent Sea hBase=0x85B18B0
(577: 19.70s 47265518483us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Barent_Sea.cfg

(578: 19.70s 47265518615us)(0x25B0) New Base Visual(0x232D1098) China Lake hBase=0x85B2650
(579: 19.70s 47265518651us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\China_Lake.cfg
(580: 19.70s 47265518789us)(0x25B0) New Base Visual(0x232D0840) Gran Canaria hBase=0x85B0E78
(581: 19.70s 47265518826us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Gran_canaria.cfg
(582: 19.70s 47265519838us)(0x25B0) Texture 0x2327D3E8 (Taxiway1.dds) added in repository
(583: 19.71s 47265522972us)(0x25B0) Texture 0x2327C168 (Concrete.dds) added in repository
(584: 19.71s 47265523377us)(0x25B0) New Base Visual(0x232D1360) Habana hBase=0x85B11E0
(585: 19.71s 47265523423us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Habana.cfg
(586: 19.71s 47265528605us)(0x25B0) New Base Visual(0x232D0578) Hammaguira hBase=0x860EE18
(587: 19.71s 47265528656us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Hammaguira.cfg
(588: 19.71s 47265528774us)(0x25B0) New Base Visual(0x232CFFE8) Inyokern hBase=0x860E3E0
(589: 19.71s 47265528812us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Inyokern.cfg
(590: 19.71s 47265528954us)(0x25B0) New Base Visual(0x232D02B0) Jingyu hBase=0x860C1D0
(591: 19.71s 47265528991us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Jingyu.cfg
(592: 19.71s 47265529142us)(0x25B0) New Base Visual(0x232E3408) Jiuquan hBase=0x860C538
(593: 19.71s 47265529180us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Jiuquan.cfg
(594: 19.71s 47265529290us)(0x25B0) New Base Visual(0x232E68E0) Kagoshima hBase=0x860D2D8
(595: 19.71s 47265529330us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Kagoshima.cfg
(596: 19.71s 47265529478us)(0x25B0) New Base Visual(0x232E4A48) Kapustin Yar hBase=0x860D9A8
(597: 19.71s 47265529516us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Kapustin_Yar.cfg
(598: 19.71s 47265529622us)(0x25B0) New Base Visual(0x232E4780) Kourou hBase=0x860C8A0
(599: 19.71s 47265529665us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Kourou.cfg
(600: 19.71s 47265529808us)(0x25B0) New Base Visual(0x232E4FD8) Matagorda hBase=0x860CC08
(601: 19.71s 47265529850us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Matagorda.cfg
(602: 19.71s 47265529978us)(0x25B0) New Base Visual(0x232E5DC0) Musudan hBase=0x860DD10
(603: 19.71s 47265530016us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Musudan.cfg
(604: 19.71s 47265530138us)(0x25B0) New Base Visual(0x232E44B8) Overberg hBase=0x860E748
(605: 19.71s 47265530173us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Overberg.cfg
(606: 19.71s 47265530305us)(0x25B0) New Base Visual(0x232E6618) Palmachim hBase=0x860BB00
(607: 19.71s 47265530341us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Palmachim.cfg
(608: 19.71s 47265530470us)(0x25B0) New Base Visual(0x232E6088) Peenemünde hBase=0x860BE68
(609: 19.71s 47265530506us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Peenemunde.cfg
(610: 19.71s 47265530627us)(0x25B0) New Base Visual(0x232E36D0) Plesetsk hBase=0x860EAB0
(611: 19.71s 47265530662us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Plesetsk.cfg
(612: 19.71s 47265530760us)(0x25B0) New Base Visual(0x232E4D10) Salto di Quirra hBase=0x860CF70
(613: 19.71s 47265530797us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Salto_di_Quirra.cfg
(614: 19.72s 47265530919us)(0x25B0) New Base Visual(0x232E52A0) San Marco hBase=0x860F180
(615: 19.72s 47265530955us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\San_Marco.cfg
(616: 19.72s 47265531080us)(0x25B0) New Base Visual(0x232E6350) Sriharikota hBase=0x860D640
(617: 19.72s 47265531115us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Sriharikota.cfg
(618: 19.72s 47265531308us)(0x25B0) New Base Visual(0x232E5568) Svobodniy hBase=0x860B798

(619: 19.72s 47265531355us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Svobodniy.cfg
(620: 19.72s 47265531492us)(0x25B0) New Base Visual(0x232E3C60) Taiyuan hBase=0x860E078
(621: 19.72s 47265531530us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Taiyuan.cfg
(622: 19.72s 47265531671us)(0x25B0) New Base Visual(0x232E6BA8) Tanegashima hBase=0x86149C0
(623: 19.72s 47265531709us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Tanegashima.cfg
(624: 19.72s 47265531835us)(0x25B0) New Base Visual(0x232E3F28) Wallops Island hBase=0x8614D28
(625: 19.72s 47265531871us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Wallops_Island.cfg
(626: 19.72s 47265531992us)(0x25B0) New Base Visual(0x232E5AF8) Wuzhai hBase=0x86131E8
(627: 19.72s 47265532028us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Wuzhai.cfg
(628: 19.72s 47265532158us)(0x25B0) New Base Visual(0x232E41F0) Xichang hBase=0x8616198
(629: 19.72s 47265532194us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Xichang.cfg
(630: 53.15s 47298964430us)(0x25B0) Sketchpad: Requests conversion of 0x1BDD03F8 to Plain (Systemem)
(631: 53.15s 47298965844us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCE618 to Plain (Systemem)
(632: 53.15s 47298966375us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCEE00 to Plain (Systemem)
(633: 53.15s 47298966945us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCE868 to Plain (Systemem)
(634: 53.15s 47298967381us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCE838 to Plain (Systemem)
(635: 53.15s 47298967774us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCEBB0 to Plain (Systemem)
(636: 53.15s 47298968144us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCEFF58 to Plain (Systemem)
(637: 53.15s 47298968516us)(0x25B0) Sketchpad: Requests conversion of 0x1BDCE990 to Plain (Systemem)
(638: 53.15s 47298968878us)(0x25B0) Sketchpad: Requests conversion of 0x1BDD02D0 to Plain (Systemem)
(639: 57.97s 47303787889us)(0x25B0) Sketchpad: Requests conversion of 0x8CAD700 to Plain (Systemem)
(640: 57.97s 47303788620us)(0x25B0) Sketchpad: Requests conversion of 0x8CABEB8 to Plain (Systemem)
(641: 57.97s 47303789054us)(0x25B0) Sketchpad: Requests conversion of 0x8CAC920 to Plain (Systemem)
(642: 57.97s 47303789243us)(0x25B0) Sketchpad: Requests conversion of 0x8CAD260 to Plain (Systemem)
(643: 57.97s 47303789417us)(0x25B0) Sketchpad: Requests conversion of 0x8CAC5A8 to Plain (Systemem)
(644: 57.97s 47303789581us)(0x25B0) Sketchpad: Requests conversion of 0x8CACDC0 to Plain (Systemem)
(645: 57.97s 47303789769us)(0x25B0) Sketchpad: Requests conversion of 0x8CAD5D8 to Plain (Systemem)
(646: 57.97s 47303790738us)(0x25B0) Sketchpad: Requests conversion of 0x8CAC480 to Plain (Systemem)
(647: 57.98s 47303790991us)(0x25B0) Sketchpad: Requests conversion of 0x8CAC98 to Plain (Systemem)
(648: 63.77s 47309588805us)(0x25B0) Mesh 0x232CCF78 Removed from catalog
(649: 63.77s 47309588855us)(0x25B0) Mesh 0x232CAD70 Removed from catalog
(650: 63.77s 47309588873us)(0x25B0) Mesh 0x232E1608 Removed from catalog
(651: 63.77s 47309588887us)(0x25B0) Mesh 0x232DF400 Removed from catalog
(652: 63.77s 47309588900us)(0x25B0) Mesh 0x232E0E78 Removed from catalog
(653: 63.77s 47309588913us)(0x25B0) Mesh 0x232E19D0 Removed from catalog
(654: 63.77s 47309588926us)(0x25B0) Mesh 0x232E1D98 Removed from catalog
(655: 63.77s 47309588938us)(0x25B0) Mesh 0x232E1240 Removed from catalog
(656: 63.77s 47309588950us)(0x25B0) Mesh 0x232DF7C8 Removed from catalog
(657: 63.77s 47309588963us)(0x25B0) Mesh 0x232DFB90 Removed from catalog
(658: 63.77s 47309588979us)(0x25B0) Mesh 0x232E2528 Removed from catalog
(659: 63.77s 47309588993us)(0x25B0) Mesh 0x232E06E8 Removed from catalog

(660: 63.77s 47309589005us)(0x25B0) Mesh 0x232E28F0 Removed from catalog
(661: 63.77s 47309589018us)(0x25B0) Mesh 0x232E0AB0 Removed from catalog
(662: 63.77s 47309589031us)(0x25B0) Mesh 0x232EB0D0 Removed from catalog
(663: 63.77s 47309589043us)(0x25B0) Mesh 0x232E9290 Removed from catalog
(664: 63.77s 47309589055us)(0x25B0) Mesh 0x232E7BE0 Removed from catalog
(665: 64.00s 47309812592us)(0x25B0) Mesh 0x23276A50 Removed from catalog
(666: 64.00s 47309812651us)(0x25B0) Mesh 0x23275768 Removed from catalog
(667: 64.00s 47309812669us)(0x25B0) Mesh 0x232753A0 Removed from catalog
(668: 64.00s 47309812686us)(0x25B0) Mesh 0x23275B30 Removed from catalog
(669: 64.00s 47309812701us)(0x25B0) Mesh 0x23273928 Removed from catalog
(670: 64.00s 47309812756us)(0x25B0) Mesh 0x232CD708 Removed from catalog
(671: 64.00s 47309812774us)(0x25B0) Mesh 0x232CDAD0 Removed from catalog
(672: 64.00s 47309812789us)(0x25B0) Mesh 0x232CB500 Removed from catalog
(673: 64.00s 47309812805us)(0x25B0) Mesh 0x232E2160 Removed from catalog
(674: 64.00s 47309812821us)(0x25B0) Mesh 0x232E0320 Removed from catalog
(675: 164.69s 47410507935us)(0x25B0) Texture 0x8CACB70 (SSU\SSMEstream.dds) added in repository
(676: 317.18s 47562997227us)(0x25B0) Deleting Vessel Visual 0x1BF7EA78 ...
(677: 317.18s 47562997284us)(0x25B0) Mesh 0x1BF7D8C8 Removed from catalog
(678: 317.18s 47562997383us)(0x25B0) Mesh 0x1BF7D138 Removed from catalog
(679: 317.18s 47562997411us)(0x25B0) Mesh 0x1BF7A010 Removed from catalog
(680: 317.18s 47562997431us)(0x25B0) Mesh 0x1BF7BA88 Removed from catalog
(681: 317.18s 47562997450us)(0x25B0) Mesh 0x1BF7B2F8 Removed from catalog
(682: 317.18s 47562997474us)(0x25B0) Vessel visual deleted succesfully
(683: 323.04s 47568857713us)(0x25B0) Deleting Vessel Visual 0x1BE96480 ...
(684: 323.04s 47568857761us)(0x25B0) Mesh 0x1BE51EF0 Removed from catalog
(685: 323.04s 47568857893us)(0x25B0) Mesh 0x1BE535A0 Removed from catalog
(686: 323.04s 47568857951us)(0x25B0) Mesh 0x1BE53968 Removed from catalog
(687: 323.04s 47568857976us)(0x25B0) Mesh 0x1BE540F8 Removed from catalog
(688: 323.04s 47568857994us)(0x25B0) Mesh 0x1BF7BE50 Removed from catalog
(689: 323.04s 47568858014us)(0x25B0) Vessel visual deleted succesfully
(690: 525.50s 47771313175us)(0x25B0) Sketchpad: Requests conversion of 0x232DAB88 to Plain (System)
(691: 525.50s 47771313874us)(0x25B0) Sketchpad: Requests conversion of 0x232DB278 to Plain (System)
(692: 525.50s 47771314090us)(0x25B0) Sketchpad: Requests conversion of 0x232DCBE8 to Plain (System)
(693: 525.50s 47771314281us)(0x25B0) Sketchpad: Requests conversion of 0x232DCAC0 to Plain (System)
(694: 525.50s 47771314469us)(0x25B0) Sketchpad: Requests conversion of 0x232DCF60 to Plain (System)
(695: 525.50s 47771314648us)(0x25B0) Sketchpad: Requests conversion of 0x232DC4F8 to Plain (System)
(696: 525.50s 47771314836us)(0x25B0) Sketchpad: Requests conversion of 0x232DD088 to Plain (System)
(697: 525.50s 47771315025us)(0x25B0) Sketchpad: Requests conversion of 0x232DC180 to Plain (System)
(698: 532.38s 47778200022us)(0x25B0) New Base Visual(0x232E3998) Gran Canaria hBase=0x85B0E78
(699: 532.38s 47778200121us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Gran_canaria.cfg
(700: 533.00s 47778812461us)(0x25B0) New Base Visual(0x232E3408) Hammaguira hBase=0x860EE18

(701: 533.00s 47778812559us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Hammaguira.cfg
(702: 533.33s 47779141922us)(0x25B0) New Base Visual(0x232E36D0) Peenemünde hBase=0x860BE68
(703: 533.33s 47779142015us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Peenemunde.cfg
(704: 579.50s 47825316756us)(0x25B0) New Base Visual(0x232E5568) Salto di Quirra hBase=0x860CF70
(705: 579.50s 47825316885us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Salto_di_Quirra.cfg
(706: 583.97s 47829786393us)(0x25B0) New Base Visual(0x232E52A0) Barent Sea hBase=0x85B18B0
(707: 583.97s 47829786501us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Barent_Sea.cfg
(708: 584.40s 47830212203us)(0x25B0) New Base Visual(0x232E5830) Plesetsk hBase=0x860EAB0
(709: 584.40s 47830212317us)(0x25B0) Creating Runway Lights from .\Config\Earth\Base\Plesetsk.cfg
(710: 589.66s 47835472060us)(0x25B0) Mesh 0x232CE260 Removed from catalog
(711: 589.66s 47835472124us)(0x25B0) Mesh 0x232CDE98 Removed from catalog
(712: 589.66s 47835472147us)(0x25B0) Mesh 0x232CB138 Removed from catalog
(713: 589.86s 47835673839us)(0x25B0) Mesh 0x232E9290 Removed from catalog
(714: 590.27s 47836081246us)(0x25B0) Mesh 0x232E7818 Removed from catalog
(715: 590.38s 47836200057us)(0x25B0) Mesh 0x232EAD08 Removed from catalog
(716: 590.54s 47836359424us)(0x25B0) Mesh 0x232CC058 Removed from catalog
(717: 590.55s 47836370009us)(0x25B0) Mesh 0x1BF7C218 Removed from catalog
(718: 590.55s 47836370071us)(0x25B0) Mesh 0x1BF7A3D8 Removed from catalog
(719: 590.55s 47836370094us)(0x25B0) Mesh 0x1BF7C9A8 Removed from catalog
(720: 590.55s 47836370111us)(0x25B0) Mesh 0x1BF7CD70 Removed from catalog
(721: 590.55s 47836370126us)(0x25B0) Mesh 0x1BF7AB68 Removed from catalog
(722: 590.55s 47836370141us)(0x25B0) Mesh 0x1BF7B6C0 Removed from catalog
(723: 590.55s 47836370156us)(0x25B0) Mesh 0x1BF7AF30 Removed from catalog
(724: 590.55s 47836370172us)(0x25B0) Mesh 0x2326F3D8 Removed from catalog
(725: 590.55s 47836370186us)(0x25B0) Mesh 0x2326F7A0 Removed from catalog
(726: 590.55s 47836370199us)(0x25B0) Mesh 0x2326FB68 Removed from catalog
(727: 590.55s 47836370213us)(0x25B0) Mesh 0x2326FF30 Removed from catalog
(728: 590.55s 47836370227us)(0x25B0) Mesh 0x232702F8 Removed from catalog
(729: 590.55s 47836370241us)(0x25B0) Mesh 0x232706C0 Removed from catalog
(730: 590.55s 47836370255us)(0x25B0) Mesh 0x2326DD28 Removed from catalog
(731: 590.55s 47836370268us)(0x25B0) Mesh 0x23270A88 Removed from catalog
(732: 590.55s 47836370281us)(0x25B0) Mesh 0x23270E50 Removed from catalog
(733: 590.55s 47836370296us)(0x25B0) Mesh 0x2326F010 Removed from catalog
(734: 590.55s 47836370310us)(0x25B0) Mesh 0x2326E4B8 Removed from catalog
(735: 590.55s 47836370328us)(0x25B0) Mesh 0x23271218 Removed from catalog
(736: 590.55s 47836370344us)(0x25B0) Mesh 0x232715E0 Removed from catalog
(737: 590.55s 47836370359us)(0x25B0) Mesh 0x2326E0F0 Removed from catalog
(738: 590.55s 47836370375us)(0x25B0) Mesh 0x2326E880 Removed from catalog
(739: 590.55s 47836370393us)(0x25B0) Mesh 0x2326EC48 Removed from catalog
(740: 590.55s 47836370409us)(0x25B0) Mesh 0x23274FD8 Removed from catalog
(741: 590.55s 47836370423us)(0x25B0) Mesh 0x23274848 Removed from catalog

(742: 590.55s 47836370528us)(0x25B0) Mesh 0x23276E18 Removed from catalog
(743: 590.57s 47836385833us)(0x25B0) Mesh 0x232CCBB0 Removed from catalog
(744: 590.66s 47836475042us)(0x25B0) Mesh 0x232EB0D0 Removed from catalog
(745: 590.76s 47836576968us)(0x25B0) Mesh 0x232CB8C8 Removed from catalog
(746: 590.77s 47836587889us)(0x25B0) Mesh 0x232CA9A8 Removed from catalog
(747: 590.96s 47836779922us)(0x25B0) Mesh 0x232E8EC8 Removed from catalog
(748: 591.44s 47837252089us)(0x25B0) Mesh 0x232DFF58 Removed from catalog
(749: 591.51s 47837327386us)(0x25B0) Mesh 0x232EA1B0 Removed from catalog
(750: 591.97s 47837789485us)(0x25B0) Mesh 0x232E2CB8 Removed from catalog