

log.txt for X-Plane 10.51r2 (build 105101 64-bit)
compiled on Oct 18 2016 20:10:54
X-Plane started on Sat Jan 14 17:13:20 2017

This log file is generated automatically by Laminar Research applications and contains diagnostics about your graphics hardware, installation, and any error conditions.

If you need to contact tech support or file a bug, please send us this file. NOTE: this file is rewritten every time you start ANY of your X-System applications.

Mac OS X: Version 10.11.6 (Build 15G1212)
CPU type: Intel(R) Core(TM) i5-3330S CPU @ 2.70GHz CPU speed (mhz):
2700 Bus speed (mhz): 100 RAM (MB): 8192

X-System folder: '/Users/MarlaWolf/Desktop/X-Plane 10/', case sensitive=0

OpenGL Vendor : NVIDIA Corporation
OpenGL Render : NVIDIA GeForce GT 640M OpenGL Engine
OpenGL Version : 2.1 NVIDIA-10.10.14 310.42.25f02 (210/0)
OpenGL Extensions: GL_ARB_color_buffer_float GL_ARB_depth_buffer_float
GL_ARB_depth_clamp GL_ARB_depth_texture GL_ARB_draw_buffers
GL_ARB_draw_elements_base_vertex GL_ARB_draw_instanced
GL_ARB_fragment_program GL_ARB_fragment_program_shadow
GL_ARB_fragment_shader GL_ARB_framebuffer_object
GL_ARB_framebuffer_sRGB GL_ARB_half_float_pixel
GL_ARB_half_float_vertex GL_ARB_imaging GL_ARB_instanced_arrays
GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query
GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite
GL_ARB_provoking_vertex GL_ARB_seamless_cube_map GL_ARB_shader_objects
GL_ARB_shader_texture_lod GL_ARB_shading_language_100 GL_ARB_shadow
GL_ARB_sync GL_ARB_texture_border_clamp GL_ARB_texture_compression
GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map
GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3
GL_ARB_texture_float GL_ARB_texture_mirrored_repeat
GL_ARB_texture_non_power_of_two GL_ARB_texture_rectangle
GL_ARB_texture_rg GL_ARB_transpose_matrix GL_ARB_vertex_array_bgra
GL_ARB_vertex_blend GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader GL_ARB_window_pos GL_EXT_abgr GL_EXT_bgra
GL_EXT_bindable_uniform GL_EXT_blend_color
GL_EXT_blend_equation_separate GL_EXT_blend_func_separate
GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_clip_volume_hint
GL_EXT_compiled_vertex_array GL_EXT_debug_label GL_EXT_debug_marker
GL_EXT_depth_bounds_test GL_EXT_draw_buffers2
GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample
GL_EXT_framebuffer_multisample_blit_scaled GL_EXT_framebuffer_object

GL_EXT_framebuffer_sRGB GL_EXT_geometry_shader4
 GL_EXT_gpu_program_parameters GL_EXT_gpu_shader4
 GL_EXT_multi_draw_arrays GL_EXT_packed_depth_stencil
 GL_EXT_packed_float GL_EXT_provoking_vertex GL_EXT_rescale_normal
 GL_EXT_secondary_color GL_EXT_separate_specular_color
 GL_EXT_shadow_funcs GL_EXT_stencil_two_side GL_EXT_stencil_wrap
 GL_EXT_texture_array GL_EXT_texture_compression_dxt1
 GL_EXT_texture_compression_s3tc GL_EXT_texture_env_add
 GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer
 GL_EXT_texture_lod_bias GL_EXT_texture_mirror_clamp
 GL_EXT_texture_rectangle GL_EXT_texture_shared_exponent
 GL_EXT_texture_sRGB GL_EXT_texture_sRGB_decode GL_EXT_timer_query
 GL_EXT_transform_feedback GL_EXT_vertex_array_bgra
 GL_APPLE_aux_depth_stencil GL_APPLE_client_storage
 GL_APPLE_element_array GL_APPLE_fence GL_APPLE_float_pixels
 GL_APPLE_flush_buffer_range GL_APPLE_flush_render
 GL_APPLE_object_purgeable GL_APPLE_packed_pixels GL_APPLE_pixel_buffer
 GL_APPLE_rgb_422 GL_APPLE_row_bytes GL_APPLE_specular_vector
 GL_APPLE_texture_range GL_APPLE_transform_hint
 GL_APPLE_vertex_array_object GL_APPLE_vertex_array_range
 GL_APPLE_vertex_point_size GL_APPLE_vertex_program_evaluators
 GL_APPLE_ycbcr_422 GL_ATI_separate_stencil GL_ATI_texture_env_combine3
 GL_ATI_texture_float GL_ATI_texture_mirror_once GL_IBM_rasterpos_clip
 GL_NV_blend_square GL_NV_conditional_render GL_NV_depth_clamp
 GL_NV_fog_distance GL_NV_fragment_program_option
 GL_NV_fragment_program2 GL_NV_light_max_exponent
 GL_NV_multisample_filter_hint GL_NV_point_sprite
 GL_NV_texgen_reflection GL_NV_texture_barrier
 GL_NV_vertex_program2_option GL_NV_vertex_program3
 GL_SGIS_generate_mipmap GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod

threaded_avail : 1 aniso_avail : 1 timer_avail : 1
 sync/fence : 1
 pbo_avail : 1 frameblit_avail : 1
 gpu_shad4_avail : 1 shad_lod_avail : 1 array_tex_avail : 1
 texture_rg : 1
 tex_float_avail : 1 seamless_avail : 1 drawbuf2_avail : 1
 packed_stencil : 1
 framebuffer_srgb : 1 copy_buf_avail : 0 ubo_avail : 0
 gshader_avail : 1
 base_vert_avail : 1
 instance_avail : 1 dis_fog_avail : 1 pinned_avail : 0
 debug_avail : 0
 max tex units : 8 (16/8)
 max iso filtering: 16.000000
 max texture size : 16384 (hardware limit)
 max point size : 189.875000
 idx in vram : 1
 GLSL Version :1.20/120
 first-gen shaders: 0

(16/4096/124/16/16/2048/2048)

This video card is: DX10 or 11 - With instancing

CPU count : 4

OpenAL devices: Built-in Output

Open AL default device: Built-in Output

OpenAL vendor : Apple Computer Inc.

OpenAL renderer : Software

OpenAL version : 1.1

OpenAL hardware : Built-in Output

OpenAL extensions: ALC_EXT_CAPTURE ALC_ENUMERATION_EXT ALC_EXT_MAC_OSX

ALC_EXT_ASA ALC_EXT_ASA_DISTORTION ALC_EXT_ASA_ROGER_BEEP

AL_EXT_OFFSET AL_EXT_LINEAR_DISTANCE AL_EXT_EXPONENT_DISTANCE

AL_EXT_float32 AL_EXT_STATIC_BUFFER AL_EXT_SOURCE_NOTIFICATIONS

AL_EXT_SOURCE_SPATIALIZATION

Fetching plugins for /Users/MarlaWolf/Desktop/X-Plane 10/Resources/
plugins

Loaded: /Users/MarlaWolf/Desktop/X-Plane 10/Resources/plugins/
PluginAdmin/mac.xpl (xpsdk.examples.pluginadmin).

Initializing off screen memory.

Initializing off screen memory complete.

I found the following scenery packages (prioritized in this order):

- 0 Custom Scenery/Global Airports/
- 1 Custom Scenery/KSEA Demo Area/
- 2 Custom Scenery/KSEA Demo Terrain/
- 3 Global Scenery/Bug Fixes/
- 4 Global Scenery/Extra Islands/
- 5 Global Scenery/Recuts 1030/
- 6 Global Scenery/X-Plane 10 Global Scenery/
- 7 Resources/default scenery/1000 autogen/
- 8 Resources/default scenery/1000 decals/
- 9 Resources/default scenery/1000 forests/
- 10 Resources/default scenery/1000 roads/
- 11 Resources/default scenery/1000 urban terrain/
- 12 Resources/default scenery/1000 world terrain/
- 13 Resources/default scenery/700 roads/
- 14 Resources/default scenery/900 beaches/
- 15 Resources/default scenery/900 europe objects/
- 16 Resources/default scenery/900 forests/
- 17 Resources/default scenery/900 roads/
- 18 Resources/default scenery/900 us objects/
- 19 Resources/default scenery/900 world object placeholders/
- 20 Resources/default scenery/airport decals/
- 21 Resources/default scenery/airport scenery/
- 22 Resources/default scenery/default apt dat/
- 23 Resources/default scenery/default atc/
- 24 Resources/default scenery/sim objects/

ATC audio initialized.

--=={This application has crashed because of the plugin:
[XPLM_PLUGIN_XPLANE]}==--