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user@ubuntu:/home/user$ /etc/debian_version
jessie/sid
```

```
user@ubuntu:/home/user$ uname -a
Linux ubuntu 3.16.0-46-generic #62~14.04.1-Ubuntu SMP Tue Aug 11 16:27:16 UTC 2015 x86_64 x86_64 x86_64 GNU/Linux
```

```
root@ubuntu:/home/user# aptitude install libgtk2.0-0:i386
The following NEW packages will be installed:
 libatk1.0-0:i386{a} libcairo2:i386{a} libdatrie1:i386{a} libgdk-pixbuf2.0-0:i386{a} libgraphite2-3:i386{a}
 libgtk2.0-0:i386 libharfbuzz0b:i386{a} libjasper1:i386{a} libpango-1.0-0:i386{a} libpangocairo-1.0-0:i386{a}
 libpangoft2-1.0-0:i386{a} libpixmap-1-0:i386{a} libthai0:i386{a} libxcb-render0:i386{a} libxcb-shm0:i386{a}
0 packages upgraded, 15 newly installed, 0 to remove and 0 not upgraded.
```

```
user@ubuntu:/home/user$ cat ls ~/.steam/steam/SteamApps/common/X3\ Terrain\ Conflict\test_log
ERROR: ld.so: object '/home/kumito/.local/share/Steam/ubuntu12_64/gameoverlayrenderer.so' from LD_PRELOAD cannot be preloaded (wrong ELF class: ELFCLASS64): ignored.
```

```
user@ubuntu:~/\.steam/steam/SteamApps/common/X3 Terrain Conflict$ ./X3AP_config 2>&1 > log.txt
```

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./src/X3/s_linux/simd_float.cpp : lgp_get_cpu_flags : 12 : dStub
./src/X3/s_linux/init.cpp : S_GetCPUSpeed : 341 : dStub
No dump, because DEBUG disabled
SB_LoadLocation() loading story file x3config
Gtk-Message: Failed to load module "overlay-scrollbar"
Xlib: extension "RANDR" missing on display ":0.0".
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(X3AP_config:24281): Gtk-WARNING **: Unable to locate theme engine in module_path: "murrine",
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./src/X3/s_linux/simd_float.cpp : lgp_get_cpu_flags : 12 : dStub
[S_API FAIL] SteamAPI_Init() failed; SteamAPI_IsSteamRunning() failed.
[S_API FAIL] SteamAPI_Init() failed; unable to locate a running instance of Steam, or a local steamclient.so.
=====
SteamStats::RequestStats() failed, Steam API not enabled
=====
./src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 211 : dPStub: Setting D3DF_ALPHATRANS to true without test
./src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 214 : dStub
./src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 216 : dPStub: Setting D3DF_MODULATEALPHA to true without test
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../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 219 : dStub
../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 221 : dPStub: Setting D3DF_MULTITEXTURE to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 224 : dStub
../src/X3/s_linux/init.cpp : S_GetCPUSpeed : 341 : dStub
No dump, because DEBUG disabled
SB_LoadLocation() loading story file x3config
No dump, because DEBUG disabled
Xlib: extension "RANDR" missing on display ":0.0".
../src/X3/s_linux/sdl2/svideo.cpp : S_InitVideo : 1091 : SDL ERROR: Invalid renderer
../src/X3/s_linux/sdl2/svideo.cpp : S_InitVideo : 1109 : dPStub: SDL_WM_SetIcon( icon, NULL );
../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 211 : dPStub: Setting D3DF_ALPHATRANS to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 214 : dStub
../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 216 : dPStub: Setting D3DF_MODULATEALPHA to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 219 : dStub
../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 221 : dPStub: Setting D3DF_MULTITEXTURE to true without test

../src/X3/s_linux/sdl2/svideo.cpp : S_SetDefault3DSettings : 224 : dStub
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 379 : dStub
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 382 : glGetString(GL_VENDOR) = NVIDIA Corporation
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 383 : glGetString(GL_RENDERER) = GeForce GTX 960/PCIe/SSE2
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 384 : glGetString(GL_VERSION) = 4.5.0 NVIDIA 352.30
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 385 : glGetString(GL_SHADING_LANGUAGE_VERSION) = 4.50 NVIDIA
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 421 : dPStub: Need to detect if postprocess must be turned off
../src/X3/s_linux/sdl2/svideo.cpp : S_Create3DDevice : 436 : dPStub: Not sure if we don't need to load some LightMaps here?
=====
S_DICreateJoystick() CreateDevice() failed
=====
../src/X3/s_linux/init.cpp : Int_OpenAL_Init : 906 : al first err 0
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PROGRAM: 19 0x0 RenderPrimitive: compiled
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PROGRAM: 0 0x0 scenebuffer: compiled
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PROGRAM: 1 0x0 BaseNormalShip: compiled
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PROGRAM: 1 0x27 BaseNormalShip: compiled
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PROGRAM: 2 0x0 BaseNormalShipBumpOld: compiled
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PROGRAM: 3 0x0 xt_standard_lighting: compiled
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PROGRAM: 5 0x0 xt_standard_lighting_damage: compiled
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PROGRAM: 6 0x25 boron: compiled
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PROGRAM: 6 0x26 boron: compiled
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PROGRAM: 6 0x27 boron: compiled
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PROGRAM: 7 0x0 paranid: compiled
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PROGRAM: 7 0x1 paranid: compiled
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PROGRAM: 7 0x2 paranid: compiled
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PROGRAM: 7 0x3 paranid: compiled
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PROGRAM: 7 0x4 paranid: compiled
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PROGRAM: 7 0x14 paranid: compiled
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PROGRAM: 7 0x15 paranid: compiled
=====
PROGRAM: 7 0x16 paranid: compiled
=====
PROGRAM: 7 0x17 paranid: compiled
=====

```
=====
PROGRAM: 7 0x20 paranid: compiled
=====
PROGRAM: 7 0x21 paranid: compiled
=====
PROGRAM: 7 0x22 paranid: compiled
=====
PROGRAM: 7 0x23 paranid: compiled
=====
PROGRAM: 7 0x24 paranid: compiled
=====
PROGRAM: 7 0x25 paranid: compiled
=====
PROGRAM: 7 0x26 paranid: compiled
=====
PROGRAM: 7 0x27 paranid: compiled
=====
PROGRAM: 8 0x0 Asteroid: compiled
=====
PROGRAM: 8 0x1 Asteroid: compiled
=====
PROGRAM: 8 0x2 Asteroid: compiled
=====
PROGRAM: 8 0x3 Asteroid: compiled
=====
PROGRAM: 8 0x8 Asteroid: compiled
=====
PROGRAM: 8 0x9 Asteroid: compiled
=====
PROGRAM: 8 0xa Asteroid: compiled
=====
PROGRAM: 8 0xb Asteroid: compiled
=====
PROGRAM: 8 0x10 Asteroid: compiled
=====
PROGRAM: 8 0x11 Asteroid: compiled
=====
PROGRAM: 8 0x12 Asteroid: compiled
=====
PROGRAM: 8 0x13 Asteroid: compiled
=====
PROGRAM: 8 0x20 Asteroid: compiled
=====
PROGRAM: 8 0x21 Asteroid: compiled
=====
PROGRAM: 8 0x22 Asteroid: compiled
=====
PROGRAM: 8 0x23 Asteroid: compiled
=====
PROGRAM: 9 0x0 Planet: compiled
=====
PROGRAM: 9 0x4 Planet: compiled
=====
PROGRAM: 10 0x0 PlanetHaze: compiled
=====
PROGRAM: 11 0x0 NebulaFog: compiled
=====
PROGRAM: 12 0x0 ZOnly: compiled
=====
PROGRAM: 13 0x0 Particle: compiled
=====
PROGRAM: 14 0x0 Bloom_normalize: compiled
=====
PROGRAM: 15 0x0 Bloom_bloom: compiled
=====
PROGRAM: 16 0x0 Bloom_combine: compiled
=====
PROGRAM: 17 0x0 texenv: compiled
=====
PROGRAM: 18 0x0 adeffects: compiled
=====
PROGRAM: 20 0x0 tag: compiled
=====
dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)dS3D_NameSpace(InitPostProcessFX)
```

J3D_LoadCut2: Loaded embedded body 901000003
J3D_LoadCut2: Loaded embedded body 901000004
J3D_LoadCut2: Loaded embedded body 901300000
J3D_LoadCut2: Loaded embedded body 901300001
J3D_LoadCut2: Loaded embedded body 901300003
J3D_LoadCut2: Loaded embedded body 901400003
J3D_LoadCut2: Loaded embedded body 901400004
J3D_LoadCut2: Loaded embedded body 901400005
J3D_LoadCut2: Loaded embedded body 909900003
J3D_LoadCut2: Loaded embedded body 909900004
J3D_LoadCut2: Loaded embedded body 909900005
No dump, because DEBUG disabled
J3D_FreeCut() freeing cut 4097
J3D_FreeCut() freeing cut 4145
J3D_FreeCut() freeing cut 4161
J3D_FreeCut() freeing cut 4162
J3D_FreeCut() freeing cut 4163
J3D_FreeCut() freeing cut 4169
J3D_FreeCut() freeing cut 4177
J3D_FreeCut() freeing cut 4178
J3D_FreeCut() freeing cut 4191
J3D_FreeCut() freeing cut 4200
J3D_FreeCut() freeing cut 4207
J3D_FreeCut() freeing cut 4209
J3D_FreeCut() freeing cut 4210
J3D_FreeCut() freeing cut 4211
J3D_FreeCut() freeing cut 4212
J3D_FreeCut() freeing cut 4213
J3D_FreeCut() freeing cut 4218
J3D_FreeCut() freeing cut 4228
J3D_FreeCut() freeing cut 4279
J3D_FreeCut() freeing cut 4280
J3D_FreeCut() freeing cut 4281
J3D_FreeCut() freeing cut 4438
J3D_FreeCut() freeing cut 4446
J3D_FreeCut() freeing cut 4700
J3D_FreeCut() freeing cut 4702
J3D_FreeCut() freeing cut 4704
J3D_FreeCut() freeing cut 4706
J3D_FreeCut() freeing cut 641
J3D_FreeCut() freeing cut 4774
J3D_FreeCut() freeing cut 9000
J3D_FreeCut() freeing cut 4906
J3D_FreeCut() freeing cut 9008
J3D_FreeCut() freeing cut 9009
J3D_FreeCut() freeing cut 9010
J3D_FreeCut() freeing cut 9013
J3D_FreeCut() freeing cut 9014
J3D_FreeCut() freeing cut 50000
J3D_FreeCut() freeing cut 50001
J3D_FreeCut() freeing cut 50002
J3D_FreeCut() freeing cut 50007
J3D_FreeCut() freeing cut 50008
J3D_FreeCut() freeing cut 50010
J3D_FreeCut() freeing cut 50012
J3D_FreeCut() freeing cut 50013
J3D_FreeCut() freeing cut 50014
J3D_FreeCut() freeing cut 50015
J3D_FreeCut() freeing cut 50016
J3D_FreeCut() freeing cut 50019
J3D_FreeCut() freeing cut 50020
J3D_FreeCut() freeing cut 50021
J3D_FreeCut() freeing cut 50022
J3D_FreeCut() freeing cut 50023
J3D_FreeCut() freeing cut 50024
J3D_FreeCut() freeing cut 50025
J3D_FreeCut() freeing cut 50026
J3D_FreeCut() freeing cut 50027
J3D_FreeCut() freeing cut 50028
J3D_FreeCut() freeing cut 50032
J3D_FreeCut() freeing cut 50033
J3D_FreeCut() freeing cut 50034
J3D_FreeCut() freeing cut 50035
J3D_FreeCut() freeing cut 50036
J3D_FreeCut() freeing cut 50037
J3D_FreeCut() freeing cut 50038
J3D_FreeCut() freeing cut 50039
J3D_FreeCut() freeing cut 50040
J3D_FreeCut() freeing cut 50041
J3D_FreeCut() freeing cut 50042
J3D_FreeCut() freeing cut 9082
J3D_FreeCut() freeing cut 50043
J3D_FreeCut() freeing cut 9083
J3D_FreeCut() freeing cut 50044
J3D_FreeCut() freeing cut 50045
J3D_FreeCut() freeing cut 50046
J3D_FreeCut() freeing cut 50047
J3D_FreeCut() freeing cut 50048
J3D_FreeCut() freeing cut 50049
J3D_FreeCut() freeing cut 50050
J3D_FreeCut() freeing cut 50051
J3D_FreeCut() freeing cut 50052
J3D_FreeCut() freeing cut 50053
J3D_FreeCut() freeing cut 50054
J3D_FreeCut() freeing cut 50055
J3D_FreeCut() freeing cut 50056
J3D_FreeCut() freeing cut 50057
J3D_FreeCut() freeing cut 9098
J3D_FreeCut() freeing cut 50058
J3D_FreeCut() freeing cut 9099
J3D_FreeCut() freeing cut 50059
J3D_FreeCut() freeing cut 9100
J3D_FreeCut() freeing cut 50060
J3D_FreeCut() freeing cut 9101
J3D_FreeCut() freeing cut 9102
J3D_FreeCut() freeing cut 50062
J3D_FreeCut() freeing cut 50063
J3D_FreeCut() freeing cut 50064
J3D_FreeCut() freeing cut 50065
J3D_FreeCut() freeing cut 50066

J3D_FreeCut() freeing cut 50506
J3D_FreeCut() freeing cut 50507
J3D_FreeCut() freeing cut 50508
J3D_FreeCut() freeing cut 50509
J3D_FreeCut() freeing cut 50510
J3D_FreeCut() freeing cut 50511
J3D_FreeCut() freeing cut 50512
J3D_FreeCut() freeing cut 50513
J3D_FreeCut() freeing cut 50514
J3D_FreeCut() freeing cut 50515
J3D_FreeCut() freeing cut 50516
J3D_FreeCut() freeing cut 50517
J3D_FreeCut() freeing cut 50518
J3D_FreeCut() freeing cut 50519
J3D_FreeCut() freeing cut 50520
J3D_FreeCut() freeing cut 50521
J3D_FreeCut() freeing cut 50522
J3D_FreeCut() freeing cut 50524
J3D_FreeCut() freeing cut 50525
J3D_FreeCut() freeing cut 50526
J3D_FreeCut() freeing cut 50527
J3D_FreeCut() freeing cut 50528
J3D_FreeCut() freeing cut 50534
J3D_FreeCut() freeing cut 50535
J3D_FreeCut() freeing cut 50536
J3D_FreeCut() freeing cut 50537
J3D_FreeCut() freeing cut 50538
J3D_FreeCut() freeing cut 50540
J3D_FreeCut() freeing cut 50541
J3D_FreeCut() freeing cut 50542
J3D_FreeCut() freeing cut 50543
J3D_FreeCut() freeing cut 50544
J3D_FreeCut() freeing cut 50545
J3D_FreeCut() freeing cut 50546
J3D_FreeCut() freeing cut 50547
J3D_FreeCut() freeing cut 50548
J3D_FreeCut() freeing cut 50549
J3D_FreeCut() freeing cut 50550
J3D_FreeCut() freeing cut 50552
J3D_FreeCut() freeing cut 50554
J3D_FreeCut() freeing cut 50555
J3D_FreeCut() freeing cut 50556
J3D_FreeCut() freeing cut 50557
J3D_FreeCut() freeing cut 50558
J3D_FreeCut() freeing cut 50559
J3D_FreeCut() freeing cut 50560
J3D_FreeCut() freeing cut 50561
J3D_FreeCut() freeing cut 50562
J3D_FreeCut() freeing cut 50563
J3D_FreeCut() freeing cut 50564
J3D_FreeCut() freeing cut 50565
J3D_FreeCut() freeing cut 50566
J3D_FreeCut() freeing cut 50567
J3D_FreeCut() freeing cut 50568
J3D_FreeCut() freeing cut 50569
J3D_FreeCut() freeing cut 50570
J3D_FreeCut() freeing cut 50571
J3D_FreeCut() freeing cut 50572
J3D_FreeCut() freeing cut 50573
J3D_FreeCut() freeing cut 50574
J3D_FreeCut() freeing cut 50575
J3D_FreeCut() freeing cut 50576
J3D_FreeCut() freeing cut 50577
J3D_FreeCut() freeing cut 50578
J3D_FreeCut() freeing cut 50579
J3D_FreeCut() freeing cut 50580
J3D_FreeCut() freeing cut 50581
J3D_FreeCut() freeing cut 50582
J3D_FreeCut() freeing cut 50583
J3D_FreeCut() freeing cut 50584
J3D_FreeCut() freeing cut 50585
J3D_FreeCut() freeing cut 50586
J3D_FreeCut() freeing cut 50587
J3D_FreeCut() freeing cut 50588
J3D_FreeCut() freeing cut 50589
J3D_FreeCut() freeing cut 50590
J3D_FreeCut() freeing cut 50591
J3D_FreeCut() freeing cut 50592
J3D_FreeCut() freeing cut 50593
J3D_FreeCut() freeing cut 50594
J3D_FreeCut() freeing cut 50595
J3D_FreeCut() freeing cut 50596
J3D_FreeCut() freeing cut 50597
J3D_FreeCut() freeing cut 50599
J3D_FreeCut() freeing cut 50600
J3D_FreeCut() freeing cut 50602
J3D_FreeCut() freeing cut 50603
J3D_FreeCut() freeing cut 50604
J3D_FreeCut() freeing cut 50605
J3D_FreeCut() freeing cut 50606
J3D_FreeCut() freeing cut 50607
J3D_FreeCut() freeing cut 50608
J3D_FreeCut() freeing cut 50609
J3D_FreeCut() freeing cut 50610
J3D_FreeCut() freeing cut 4026
J3D_FreeCut() freeing cut 4064
[TC_MemoryFlush] freed 0, released 0 of 0 cached textures
MOV_FreeVoices() 0 pages with total 0 voices entries freed.
SB_LoadLocation() loading story file x3intro
Version=5
FontHeight=15.000000
TopPadding=0.000000
BottomPadding=2.000000
FontYAdvance=13.000000
MaxGlyph=1169
NumGlyphs=612
max char height=14 (user supplied font height=13)
Version=5
FontHeight=33.000000
TopPadding=0.000000

```
BottomPadding=0.000000
FontYAdvance=33.000000
MaxGlyph=512
NumGlyphs=274
max char height=25 (user supplied font height=26)
LoadVoices(44)
movloadmovie success: reply=1 (1 / 3)
movloadmovie success: reply=1 (1 / 3)
[mpegvideo @ 0xe313fc0] max_analyze_duration 5000000 reached at 5000000
[mpegvideo @ 0xe313fc0] Estimating duration from bitrate, this may be inaccurate
movloadmovie success: reply=1 (1 / 3)
../src/X3/s_linux/s3d.cpp : S_3DCleanAndOptimizeMesh : 3217 : dStub
../src/X3/s_linux/sd12/svideo.cpp : W_RectFill : 1430 : dStub
J3D_LoadCut2: Loaded embedded body 830000001
J3D_LoadCut2: Loaded embedded body 830000002
ST_LoadCut() cut 8300 loaded
ST_StartFromIndex(8300, 1) found starttime 0, endtime 4000
Switching to Camera Camera01
Error opening movie stream: 830
Error opening movie stream: 830
=====
Failed loading movie 830
=====
Failed stoping movie 830
ST_UnloadCut() cut 8300 start
ST_UnloadCut() starting unload cut 8300, numinst=3
J3D_FreeCut() freeing cut 8300
No dump, because DEBUG disabled
[TC_MemoryFlush] freed 5, released 0 of 5 cached textures
MOV_FreeVoices() 143 pages with total 10789 voices entries freed.
No dump, because DEBUG disabled
[TC_MemoryFlush] freed 0, released 0 of 0 cached textures
MOV_FreeVoices() 0 pages with total 0 voices entries freed.
SB_LoadLocation() loading story file x3intro
LoadVoices(44)
movloadmovie success: reply=1 (1 / 17)
movloadmovie success: reply=1 (1 / 17)
[mpegvideo @ 0xdb4a400] max_analyze_duration 5000000 reached at 5000000
[mpegvideo @ 0xdb4a400] Estimating duration from bitrate, this may be inaccurate
movloadmovie success: reply=1 (1 / 17)
J3D_LoadCut2: Loaded embedded body 831000001
J3D_LoadCut2: Loaded embedded body 831000002
ST_LoadCut() cut 8310 loaded
ST_StartFromIndex(8310, 1) found starttime 0, endtime 13000
Switching to Camera Camera01
movloadmovie success: reply=1 (1 / 21)
../src/X3/s_linux/s3d.cpp : RenderInit : 11936 : dStub
../src/X3/s_linux/s3d.cpp : CheckVisibility : 15567 : dPStub: What SHOULD this be, no documentation Ive found shows [] operators for this - Confirmed it is the nth float so 8 would be m[1][3]

../src/X3/s_linux/s3d.cpp : RenderExit : 11975 : dStub
No dump, because DEBUG disabled
J3D_FreeCut() freeing cut 8310
[TC_MemoryFlush] freed 5, released 0 of 5 cached textures
MOV_FreeVoices() 143 pages with total 10789 voices entries freed.
No dump, because DEBUG disabled
[TC_MemoryFlush] freed 0, released 0 of 0 cached textures
MOV_FreeVoices() 0 pages with total 0 voices entries freed.
SB_LoadLocation() loading story file x3intro
LoadVoices(44)
movloadmovie success: reply=1 (1 / 427)
movloadmovie success: reply=1 (1 / 427)
[mpegvideo @ 0xda69e20] max_analyze_duration 5000000 reached at 5000000
[mpegvideo @ 0xda69e20] Estimating duration from bitrate, this may be inaccurate
movloadmovie success: reply=1 (1 / 427)
ST_LoadCut() cut 948 loaded
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
Warning! Some triangles have zero area!
----
J3D_LoadCut2: Loaded embedded body 901400003
J3D_LoadCut2: Loaded embedded body 901400004
J3D_LoadCut2: Loaded embedded body 901400005
J3D_LoadCut2: Loaded embedded body 901300000
J3D_LoadCut2: Loaded embedded body 901300001
J3D_LoadCut2: Loaded embedded body 901300003
No dump, because DEBUG disabled
J3D_FreeCut() freeing cut 4097
J3D_FreeCut() freeing cut 4169
J3D_FreeCut() freeing cut 4678
J3D_FreeCut() freeing cut 9013
J3D_FreeCut() freeing cut 9014
J3D_FreeCut() freeing cut 50000
J3D_FreeCut() freeing cut 50001
J3D_FreeCut() freeing cut 50007
J3D_FreeCut() freeing cut 50014
J3D_FreeCut() freeing cut 948
J3D_FreeCut() freeing cut 969
J3D_FreeCut() freeing cut 50268
J3D_FreeCut() freeing cut 50286
J3D_FreeCut() freeing cut 50288
J3D_FreeCut() freeing cut 50294
J3D_FreeCut() freeing cut 50548
```


J3D_FreeCut() freeing cut 50557
J3D_FreeCut() freeing cut 50583
J3D_FreeCut() freeing cut 50594
J3D_FreeCut() freeing cut 50596
J3D_FreeCut() freeing cut 50611
J3D_FreeCut() freeing cut 1950
[TC_MemoryFlush] freed 470, released 9 of 479 cached textures
MOV_FreeVoices() 143 pages with total 10789 voices entries freed.
=====
Unable to load texture addon\loadscr\loadscr00007.jpg, trying addon\loadscr\loadscr00007
=====

SB_LoadLocation() loading story file x3story
SB_LoadGame() NextStringID: 2300254 NextArrayID: 2491067 NextTableID: 1950123 NextInstID: 38995 NextTaskID: 507679
Loaded static object 0 numvars 52
Loaded static object 150 numvars 63
Loaded static object 200 numvars 21
Loaded static object 201 numvars 0
Loaded static object 202 numvars 2
Loaded static object 203 numvars 8
Loaded static object 204 numvars 0
Loaded static object 205 numvars 10
Loaded static object 300 numvars 28
Loaded static object 301 numvars 3
Loaded static object 302 numvars 27
Loaded static object 303 numvars 4
Loaded static object 304 numvars 2
Loaded static object 305 numvars 2
Loaded static object 306 numvars 1
Loaded static object 307 numvars 32
Loaded static object 308 numvars 28
Loaded static object 309 numvars 29
Loaded static object 310 numvars 32
Loaded static object 311 numvars 3
Loaded static object 312 numvars 4
Loaded static object 313 numvars 11
Loaded static object 314 numvars 2
Loaded static object 315 numvars 15
Loaded static object 316 numvars 19
Loaded static object 400 numvars 9
Loaded static object 401 numvars 9
Loaded static object 402 numvars 49
Loaded static object 403 numvars 10
Loaded static object 404 numvars 10
Loaded static object 405 numvars 13
Loaded static object 406 numvars 9
Loaded static object 500 numvars 20
Loaded static object 501 numvars 0
Loaded static object 502 numvars 22
Loaded static object 503 numvars 1
Loaded static object 600 numvars 2
Loaded static object 605 numvars 47
Loaded static object 606 numvars 41
Loaded static object 620 numvars 1
Loaded static object 621 numvars 32
Loaded static object 622 numvars 2
Loaded static object 623 numvars 3
Loaded static object 624 numvars 27
Loaded static object 625 numvars 2
Loaded static object 626 numvars 0
Loaded static object 627 numvars 2
Loaded static object 630 numvars 19
Loaded static object 631 numvars 6
Loaded static object 632 numvars 14
Loaded static object 640 numvars 17
Loaded static object 641 numvars 33
Loaded static object 642 numvars 35
Loaded static object 660 numvars 0
Loaded static object 661 numvars 1
Loaded static object 662 numvars 7
Loaded static object 663 numvars 3
Loaded static object 664 numvars 7
Loaded static object 665 numvars 3
Loaded static object 666 numvars 2
Loaded static object 667 numvars 2
Loaded static object 668 numvars 2
Loaded static object 669 numvars 3
Loaded static object 670 numvars 3
Loaded static object 671 numvars 3
Loaded static object 672 numvars 5
Loaded static object 673 numvars 4
Loaded static object 674 numvars 3
Loaded static object 675 numvars 1
Loaded static object 676 numvars 3
Loaded static object 677 numvars 4
Loaded static object 700 numvars 17
Loaded static object 701 numvars 6
Loaded static object 702 numvars 12
Loaded static object 703 numvars 5
Loaded static object 1000 numvars 6
Loaded static object 1001 numvars 10
Loaded static object 1650 numvars 14
Loaded static object 1651 numvars 8
Loaded static object 1652 numvars 13
Loaded static object 1653 numvars 4
Loaded static object 1700 numvars 120
Loaded static object 2001 numvars 56
Loaded static object 2002 numvars 10
Loaded static object 2004 numvars 107
Loaded static object 2006 numvars 70
Loaded static object 2007 numvars 53
Loaded static object 2008 numvars 8
Loaded static object 2011 numvars 111
Loaded static object 2012 numvars 14
Loaded static object 2014 numvars 19
Loaded static object 2016 numvars 43
Loaded static object 2019 numvars 121
Loaded static object 2021 numvars 121
Loaded static object 2022 numvars 121
Loaded static object 2023 numvars 108
Loaded static object 2024 numvars 108

Loaded static object 2025 numvars 108
Loaded static object 2026 numvars 121
Loaded static object 2027 numvars 121
Loaded static object 2030 numvars 108
Loaded static object 2031 numvars 108
Loaded static object 2032 numvars 121
Loaded static object 2033 numvars 121
Loaded static object 2034 numvars 108
Loaded static object 2035 numvars 109
Loaded static object 2037 numvars 72
Loaded static object 2038 numvars 108
Loaded static object 2039 numvars 108
Loaded static object 2042 numvars 53
Loaded static object 2043 numvars 17
Loaded static object 2044 numvars 73
Loaded static object 2046 numvars 95
Loaded static object 2060 numvars 107
Loaded static object 2061 numvars 108
Loaded static object 2062 numvars 107
Loaded static object 2064 numvars 109
Loaded static object 2065 numvars 107
Loaded static object 2066 numvars 110
Loaded static object 2067 numvars 110
Loaded static object 2068 numvars 107
Loaded static object 2070 numvars 107
Loaded static object 2073 numvars 117
Loaded static object 2074 numvars 53
Loaded static object 2075 numvars 53
Loaded static object 2076 numvars 53
Loaded static object 2078 numvars 53
Loaded static object 2079 numvars 107
Loaded static object 2080 numvars 107
Loaded static object 2081 numvars 72
Loaded static object 2082 numvars 72
Loaded static object 2084 numvars 12
Loaded static object 2085 numvars 10
Loaded static object 2086 numvars 72
Loaded static object 2092 numvars 110
Loaded static object 2131 numvars 108
Loaded static object 2133 numvars 108
Loaded static object 2134 numvars 108
Loaded static object 2135 numvars 107
Loaded static object 2136 numvars 107
Loaded static object 2141 numvars 121
Loaded static object 2142 numvars 117
Loaded static object 2143 numvars 110
Loaded static object 2144 numvars 110
Loaded static object 2145 numvars 110
Loaded static object 2146 numvars 110
Loaded static object 2147 numvars 110
Loaded static object 2148 numvars 54
Loaded static object 2149 numvars 111
Loaded static object 2150 numvars 110
Loaded static object 2200 numvars 82
Loaded static object 2202 numvars 83
Loaded static object 2203 numvars 86
Loaded static object 2204 numvars 104
Loaded static object 2205 numvars 86
Loaded static object 2211 numvars 91
Loaded static object 2212 numvars 86
Loaded static object 2213 numvars 86
Loaded static object 2214 numvars 83
Loaded static object 2216 numvars 147
Loaded static object 2217 numvars 141
Loaded static object 2225 numvars 94
Loaded static object 2226 numvars 88
Loaded static object 2228 numvars 112
Loaded static object 2229 numvars 92
Loaded static object 2230 numvars 85
Loaded static object 2231 numvars 86
Loaded static object 2232 numvars 85
Loaded static object 2233 numvars 85
Loaded static object 2235 numvars 90
Loaded static object 2236 numvars 90
Loaded static object 2243 numvars 92
Loaded static object 2244 numvars 92
Loaded static object 2245 numvars 92
Loaded static object 2249 numvars 88
Loaded static object 2251 numvars 105
Loaded static object 2252 numvars 96
Loaded static object 2253 numvars 110
Loaded static object 2256 numvars 85
Loaded static object 2257 numvars 91
Loaded static object 2258 numvars 91
Loaded static object 2259 numvars 97
Loaded static object 2261 numvars 96
Loaded static object 2262 numvars 96
Loaded static object 2263 numvars 141
Loaded static object 2265 numvars 96
Loaded static object 2266 numvars 117
Loaded static object 2267 numvars 84
Loaded static object 2268 numvars 88
Loaded static object 2269 numvars 89
Loaded static object 2270 numvars 84
Loaded static object 2271 numvars 99
Loaded static object 2272 numvars 101
Loaded static object 2273 numvars 93
Loaded static object 2274 numvars 94
Loaded static object 2275 numvars 92
Loaded static object 2278 numvars 95
Loaded static object 2288 numvars 102
Loaded static object 2289 numvars 88
Loaded static object 2290 numvars 87
Loaded static object 2291 numvars 86
Loaded static object 2292 numvars 87
Loaded static object 2293 numvars 87
Loaded static object 2294 numvars 89
Loaded static object 2295 numvars 94
Loaded static object 2296 numvars 110
Loaded static object 2298 numvars 85

Loaded static object 2300 numvars 84
Loaded static object 2301 numvars 87
Loaded static object 2303 numvars 84
Loaded static object 2304 numvars 84
Loaded static object 2305 numvars 85
Loaded static object 2307 numvars 87
Loaded static object 2308 numvars 97
Loaded static object 2309 numvars 91
Loaded static object 2310 numvars 83
Loaded static object 2311 numvars 83
Loaded static object 2312 numvars 83
Loaded static object 2313 numvars 86
Loaded static object 2314 numvars 88
Loaded static object 2315 numvars 10
Loaded static object 2316 numvars 4
Loaded static object 2317 numvars 3
Loaded static object 2318 numvars 84
Loaded static object 2319 numvars 89
Loaded static object 2320 numvars 89
Loaded static object 2321 numvars 84
Loaded static object 2322 numvars 85
Loaded static object 2323 numvars 89
Loaded static object 2325 numvars 85
Loaded static object 2326 numvars 84
Loaded static object 2327 numvars 139
Loaded static object 2328 numvars 121
Loaded static object 2329 numvars 101
Loaded static object 2330 numvars 84
Loaded static object 3001 numvars 10
Loaded static object 3100 numvars 7
Loaded static object 3101 numvars 16
Loaded static object 4194 numvars 28
Loaded static object 4289 numvars 17
Loaded static object 4290 numvars 17
Loaded static object 4293 numvars 27
Loaded static object 4302 numvars 16
Loaded static object 4314 numvars 16
Loaded static object 5000 numvars 3
Loaded static object 5001 numvars 5
Loaded static object 5003 numvars 6
Loaded static object 5004 numvars 23
Loaded static object 5005 numvars 6
Loaded static object 5006 numvars 7
Loaded static object 5008 numvars 22
Loaded static object 5012 numvars 5
Loaded static object 5013 numvars 5
Loaded static object 5014 numvars 5
Loaded static object 5015 numvars 5
Loaded static object 5016 numvars 5
Loaded static object 5017 numvars 5
Loaded static object 5018 numvars 5
Loaded static object 5019 numvars 5
Loaded static object 5020 numvars 5
Loaded static object 5021 numvars 5
Loaded static object 5035 numvars 5
Loaded static object 5038 numvars 5
Loaded static object 5043 numvars 5
Loaded static object 5050 numvars 5
Loaded static object 5051 numvars 5
Loaded static object 5052 numvars 5
Loaded static object 5053 numvars 5
Loaded static object 5054 numvars 5
Loaded static object 5055 numvars 5
Loaded static object 6001 numvars 4
Loaded static object 6100 numvars 14
Loaded static object 6101 numvars 22
Loaded static object 6102 numvars 19
Loaded static object 6103 numvars 24
Loaded static object 6104 numvars 14
Loaded static object 6105 numvars 21
Loaded static object 8047 numvars 4
Loaded static object 8048 numvars 7
Loaded static object 9000 numvars 2
Loaded static object 9001 numvars 23
J3D_LoadCut2: Loaded embedded body 901000003
J3D_LoadCut2: Loaded embedded body 901000004

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

J3D_LoadCut2: Loaded embedded body 901400003
J3D_LoadCut2: Loaded embedded body 901400004
J3D_LoadCut2: Loaded embedded body 901400005
J3D_LoadCut2: Loaded embedded body 901300000
J3D_LoadCut2: Loaded embedded body 901300001
J3D_LoadCut2: Loaded embedded body 901300003

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

MOV_LoadGame() 4 movies
MOV_LoadGame() opening movie 244
MOV_LoadGame() opening movie 144
MOV_LoadGame() opening movie 1
[mpegvideo @ 0x49420220] max_analyze_duration 5000000 reached at 5000000
[mpegvideo @ 0x49420220] Estimating duration from bitrate, this may be inaccurate
movloadmovie success: reply=0 (0 / 0)
MOV_LoadGame() opening movie 2
[mpegvideo @ 0x49427a20] max_analyze_duration 5000000 reached at 5000000
[mpegvideo @ 0x49427a20] Estimating duration from bitrate, this may be inaccurate
movloadmovie success: reply=0 (0 / 0)
MOV_LoadGame() 1 voice files
MOV_LoadGame() saved audio language was 44

J3D_LoadCut2: Loaded embedded body 909900003
J3D_LoadCut2: Loaded embedded body 909900004
J3D_LoadCut2: Loaded embedded body 909900005

Removing load instance 145188, bodyid -1
Removing load instance 145189, bodyid -1
Removing load instance 145190, bodyid -1
Removing load instance 145191, bodyid -1
Removing load instance 145192, bodyid -1
Removing load instance 145193, bodyid -1
Removing load instance 145194, bodyid -1
Removing load instance 145195, bodyid -1
Removing load instance 145196, bodyid -1
Removing load instance 145197, bodyid -1
Removing load instance 145198, bodyid -1
Removing load instance 145199, bodyid -1
Removing load instance 145200, bodyid -1
Removing load instance 145201, bodyid -1
Removing load instance 145202, bodyid -1
Removing load instance 145203, bodyid -1
Removing load instance 145204, bodyid -1
Removing load instance 145205, bodyid -1
Removing load instance 145206, bodyid -1
Removing load instance 145207, bodyid -1
Removing load instance 145208, bodyid -1
Removing load instance 145209, bodyid -1
Removing load instance 145210, bodyid -1
Removing load instance 145211, bodyid -1
Removing load instance 145212, bodyid -1
Removing load instance 145213, bodyid -1
Removing load instance 145214, bodyid -1
Removing load instance 145215, bodyid -1
Removing load instance 145216, bodyid -1
Removing load instance 145217, bodyid -1
Removing load instance 145218, bodyid -1
Removing load instance 145219, bodyid -1
Removing load instance 145220, bodyid -1
Removing load instance 145221, bodyid -1
Removing load instance 145222, bodyid -1
Removing load instance 145223, bodyid -1
Removing load instance 145224, bodyid -1
Removing load instance 145225, bodyid -1
Removing load instance 145226, bodyid -1
Removing load instance 145227, bodyid -1
Removing load instance 145228, bodyid -1
Removing load instance 145229, bodyid -1
Removing load instance 145230, bodyid -1
Removing load instance 145231, bodyid -1
Removing load instance 145232, bodyid -1
Removing load instance 145233, bodyid -1
Removing load instance 145234, bodyid -1
Removing load instance 145235, bodyid -1
Removing load instance 30734, bodyid -1
Removing load instance 30736, bodyid -1
Removing load instance 30737, bodyid -1
Removing load instance 30738, bodyid -1
Removing load instance 30739, bodyid -1
Removing load instance 30740, bodyid -1
Removing load instance 30741, bodyid -1
Removing load instance 30742, bodyid -1
Removing load instance 30743, bodyid -1
Removing load instance 30744, bodyid -1
Removing load instance 30745, bodyid -1
Removing load instance 30746, bodyid -1
Removing load instance 30747, bodyid -1
Removing load instance 30748, bodyid -1
Removing load instance 155498, bodyid -1
Removing load instance 155500, bodyid -1
Removing load instance 155501, bodyid -1
Removing load instance 155502, bodyid -1
Removing load instance 155503, bodyid -1
Removing load instance 155504, bodyid -1
Removing load instance 155505, bodyid -1
Removing load instance 155506, bodyid -1
Removing load instance 155507, bodyid -1
Removing load instance 155508, bodyid -1
Removing load instance 155509, bodyid -1
Removing load instance 155510, bodyid -1
Removing load instance 155511, bodyid -1
Removing load instance 155512, bodyid -1

=====
SE_ReadFile: Can't load file addon/t/0004.xml
=====

LoadVoices(44)

movloadmovie success: reply=1 (1 / 507680)
movloadmovie success: reply=1 (1 / 507680)

New 3d sound for (pri=200) unknown

New 3d sound for (pri= 0) unknown

B3D_MemoryFlush(): freed 14 of 162 bodies

[TC_MemoryFlush] freed 481, released 9 of 575 cached textures

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18433 eventobj=-37171 maintype=7 coursetype=29
=====

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18437 eventobj=-37172 maintype=7 coursetype=25
=====

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18441 eventobj=-37173 maintype=7 coursetype=4
=====

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18443 eventobj=-37174 maintype=7 coursetype=25
=====

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18446 eventobj=-37175 maintype=7 coursetype=25
=====

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18450 eventobj=-37176 maintype=7 coursetype=25
=====

=====
WARNING: SectorObject freeing but a task waits for a system call on this object! id=18453 eventobj=-37177 maintype=7 coursetype=5
=====

J3D_FreeCut() freeing cut 50520
J3D_FreeCut() freeing cut 50521
J3D_FreeCut() freeing cut 50522
J3D_FreeCut() freeing cut 50524
J3D_FreeCut() freeing cut 50525
J3D_FreeCut() freeing cut 50526
J3D_FreeCut() freeing cut 50527
J3D_FreeCut() freeing cut 50528
J3D_FreeCut() freeing cut 50534
J3D_FreeCut() freeing cut 50535
J3D_FreeCut() freeing cut 50536
J3D_FreeCut() freeing cut 50537
J3D_FreeCut() freeing cut 50538
J3D_FreeCut() freeing cut 50540
J3D_FreeCut() freeing cut 50541
J3D_FreeCut() freeing cut 50542
J3D_FreeCut() freeing cut 50543
J3D_FreeCut() freeing cut 50544
J3D_FreeCut() freeing cut 50545
J3D_FreeCut() freeing cut 50546
J3D_FreeCut() freeing cut 50547
J3D_FreeCut() freeing cut 50548
J3D_FreeCut() freeing cut 50549
J3D_FreeCut() freeing cut 50550
J3D_FreeCut() freeing cut 50552
J3D_FreeCut() freeing cut 50554
J3D_FreeCut() freeing cut 50555
J3D_FreeCut() freeing cut 50556
J3D_FreeCut() freeing cut 50557
J3D_FreeCut() freeing cut 50558
J3D_FreeCut() freeing cut 50559
J3D_FreeCut() freeing cut 50560
J3D_FreeCut() freeing cut 50561
J3D_FreeCut() freeing cut 50562
J3D_FreeCut() freeing cut 50563
J3D_FreeCut() freeing cut 50564
J3D_FreeCut() freeing cut 50565
J3D_FreeCut() freeing cut 50566
J3D_FreeCut() freeing cut 50567
J3D_FreeCut() freeing cut 50568
J3D_FreeCut() freeing cut 50569
J3D_FreeCut() freeing cut 50570
J3D_FreeCut() freeing cut 50571
J3D_FreeCut() freeing cut 50572
J3D_FreeCut() freeing cut 50573
J3D_FreeCut() freeing cut 50574
J3D_FreeCut() freeing cut 50575
J3D_FreeCut() freeing cut 50576
J3D_FreeCut() freeing cut 50577
J3D_FreeCut() freeing cut 50578
J3D_FreeCut() freeing cut 50579
J3D_FreeCut() freeing cut 50580
J3D_FreeCut() freeing cut 50581
J3D_FreeCut() freeing cut 50582
J3D_FreeCut() freeing cut 50583
J3D_FreeCut() freeing cut 50584
J3D_FreeCut() freeing cut 50585
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J3D_FreeCut() freeing cut 50587
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J3D_FreeCut() freeing cut 50589
J3D_FreeCut() freeing cut 50590
J3D_FreeCut() freeing cut 50591
J3D_FreeCut() freeing cut 50592
J3D_FreeCut() freeing cut 50593
J3D_FreeCut() freeing cut 50594
J3D_FreeCut() freeing cut 50595
J3D_FreeCut() freeing cut 50596
J3D_FreeCut() freeing cut 50597
J3D_FreeCut() freeing cut 50599
J3D_FreeCut() freeing cut 50600
J3D_FreeCut() freeing cut 50602
J3D_FreeCut() freeing cut 50603
J3D_FreeCut() freeing cut 50604
J3D_FreeCut() freeing cut 50605
J3D_FreeCut() freeing cut 50606
J3D_FreeCut() freeing cut 50607
J3D_FreeCut() freeing cut 50608
J3D_FreeCut() freeing cut 50609
J3D_FreeCut() freeing cut 50610
J3D_FreeCut() freeing cut 4026
J3D_FreeCut() freeing cut 4064
[TC_MemoryFlush] freed 168, released 8 of 255 cached textures
MOV_FreeVoices() 143 pages with total 10789 voices entries freed.
No dump, because DEBUG disabled
[TC_MemoryFlush] freed 0, released 0 of 0 cached textures
MOV_FreeVoices() 0 pages with total 0 voices entries freed.
SB_LoadLocation() loading story file x3intro
LoadVoices(44)
movloadmovie success: reply=1 (1 / 538875)
movloadmovie success: reply=1 (1 / 538875)
[mpegvideo @ 0xd89209e0] max_analyze_duration 5000000 reached at 5000000
[mpegvideo @ 0xd89209e0] Estimating duration from bitrate, this may be inaccurate
movloadmovie success: reply=1 (1 / 538875)
ST_LoadCut() cut 948 loaded

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

Warning! Some triangles have zero area!

J3D_LoadCut2: Loaded embedded body 901400003
J3D_LoadCut2: Loaded embedded body 901400004
J3D_LoadCut2: Loaded embedded body 901400005
J3D_LoadCut2: Loaded embedded body 901300000
J3D_LoadCut2: Loaded embedded body 901300001
J3D_LoadCut2: Loaded embedded body 901300003

No dump, because DEBUG disabled

J3D_FreeCut() freeing cut 4097
J3D_FreeCut() freeing cut 4169
J3D_FreeCut() freeing cut 4678
J3D_FreeCut() freeing cut 9013
J3D_FreeCut() freeing cut 9014
J3D_FreeCut() freeing cut 50000
J3D_FreeCut() freeing cut 50001
J3D_FreeCut() freeing cut 50007
J3D_FreeCut() freeing cut 50014
J3D_FreeCut() freeing cut 948
J3D_FreeCut() freeing cut 969
J3D_FreeCut() freeing cut 50268
J3D_FreeCut() freeing cut 50286
J3D_FreeCut() freeing cut 50288
J3D_FreeCut() freeing cut 50294
J3D_FreeCut() freeing cut 50548
J3D_FreeCut() freeing cut 50557
J3D_FreeCut() freeing cut 50583
J3D_FreeCut() freeing cut 50594
J3D_FreeCut() freeing cut 50596
J3D_FreeCut() freeing cut 50611
J3D_FreeCut() freeing cut 1950

[TC_MemoryFlush] freed 469, released 9 of 479 cached textures
MOV_FreeVoices() 143 pages with total 10789 voices entries freed.

No dump, because DEBUG disabled

[TC_MemoryFlush] freed 0, released 0 of 0 cached textures
MOV_FreeVoices() 0 pages with total 0 voices entries freed.
MOV_FreeVoices() 0 pages with total 0 voices entries freed.

../src/X3/s_linux/sys_sfx.cpp : S_CloseAudio : 1196 : dStub
Shutting down Steam API

=====
EXIT(0)!!!
=====

AL lib: (EE) alc_cleanup: 1 device not closed

ERROR: CUID is not supported, can't detect CPU features
Trying to continue anyway with minimal settings

Video category:

Monitor Idx = 1

Width = 1280

Height = 1024

Bits Per Pixel = 32

Vertical Sync = 0

Border Less = 0

Texture Quality = 2

Shader Quality = 2

View Distance = 0

AA Mode = -1

AF Mode = 4

Gamma = 127

Frame Finish = 0

Hack FPS Replace Text = 0

Lower AQC FrameRate = 10.000000

Upper AQC FrameRate = 25.000000

Memory = 128

Audio category:

Master Volume = 255

SFX Volume = 255

Voice Volume = 205

Music Volume = 0

Input category:

Mouse Grab = 1

Joy Index = 0

Joy 1X Src = 0

Joy 1Y Src = 1

Joy 2X Src = 2

Joy 2Y Src = 3

Joy Rudder Src = 5

Joy Throttle Src = 4

Joy TriggerL Src = 6

Joy TriggerR Src = 7

Joy 1X Scale = 1.000000

Joy 1Y Scale = 1.000000

Joy 2X Scale = 1.000000

Joy 2Y Scale = 1.000000

Joy Rudder Scale = 1.000000

Joy Throttle Scale = 1.000000

Joy TriggerL Scale = 1.000000

Joy TriggerR Scale = 1.000000

Joy Button0 Src = 0

Joy Button1 Src = 1

Joy Button2 Src = 2

Joy Button3 Src = 3

Joy Button4 Src = 4

Joy Button5 Src = 5

Joy Button6 Src = 6

Joy Button7 Src = 7

Joy Button8 Src = 8

Joy Button9 Src = 9

Joy Button10 Src = 10

Joy Button11 Src = 11

Joy Button12 Src = 12

Joy Button13 Src = 13

Joy Button14 Src = 14

Joy Button15 Src = 15

Joy Button16 Src = 16

Joy Button17 Src = 17

Joy Button18 Src = 18

Joy Button19 Src = 19
Joy Button20 Src = 20
Joy Button21 Src = 21
Joy Button22 Src = 22
Joy Button23 Src = 23
Joy Button24 Src = 24
Joy Button25 Src = 25
Joy Button26 Src = 26
Joy Button27 Src = 27
Joy Button28 Src = 28
Joy Button29 Src = 29
Other category:
Mod Name = (null)
Capture Folder = screenshots
Profile = default
Player Logo Number = 0
Player Logo Name = (null)