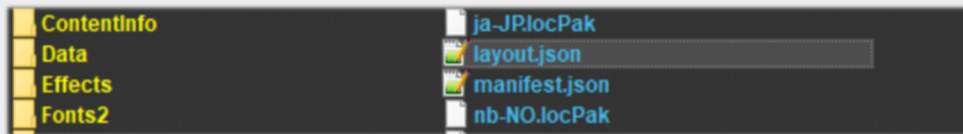


How To Manually Update the "layout.json" file

1) - Open the "layout.json" file using NotePad or NotePad++



2) - Look for **Aerosoft_CRJ.PC.PCK** (4 times)

3) - Delete those Parameters then save

```
45317 },
45318 {
45319   "path": "SimObjects/Airplanes/Aerosoft_CRJ_900/sound/Aerosoft_CRJ.PC.PCK",
45320   "size": 59296300,
45321   "date": 132778436569846328
45322 },
45323 {
45324   "path": "SimObjects/Airplanes/Aerosoft_CRJ_900/sound/sound.xml",
45325   "size": 29451,
45326   "date": 132658881669421054
45327 },
45328 {
```

```
42552 },
42553 {
42554   "path": "SimObjects/Airplanes/Aerosoft_CRJ_700/sound/Aerosoft_CRJ.PC.PCK",
42555   "size": 59296300,
42556   "date": 132778436569846328
42557 },
42558 {
42559   "path": "SimObjects/Airplanes/Aerosoft_CRJ_700/sound/sound.xml",
42560   "size": 29451,
42561   "date": 132658881669421054
42562 },
42563 {
```

```
37817 },
37818 {
37819   "path": "SimObjects/Airplanes/Aerosoft_CRJ_1000/sound/Aerosoft_CRJ.PC.PCK",
37820   "size": 59296300,
37821   "date": 132778436569846328
37822 },
37823 {
37824   "path": "SimObjects/Airplanes/Aerosoft_CRJ_1000/sound/sound.xml",
37825   "size": 29451,
37826   "date": 132658881669421054
37827 },
37828 {
```

```
40457 },
40458 {
40459   "path": "SimObjects/Airplanes/Aerosoft_CRJ_550/sound/Aerosoft_CRJ.PC.PCK",
40460   "size": 59296300,
40461   "date": 132778436569846328
40462 },
40463 {
40464   "path": "SimObjects/Airplanes/Aerosoft_CRJ_550/sound/sound.xml",
40465   "size": 29451,
40466   "date": 132658881669421054
40467 },
```