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= Blender 2.78 (sub 4) System Information =
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Blender:
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```
version: 2.78 (sub 4), branch: master, commit date: 2017-01-01 20:19, hash: fda888e, type:
build date: 01/01/2017, 21:38
platform: Windows
binary path: 'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\blender.exe'
build cflags: /W3 /w34062 /wd4018 /wd4146 /wd4065 /wd4127 /wd4181 /wd4200 /wd4244 /wd4267 /
wd4305 /wd4800 /we4013 /we4431 /DWIN32 /D_WINDOWS /W3 /nologo /J /Gd /MP /openmp
build cxxflags: /W3 /w34062 /wd4018 /wd4146 /wd4065 /wd4127 /wd4181 /wd4200 /wd4244 /wd4267 /
wd4305 /wd4800 /we4013 /we4431 /DWIN32 /D_WINDOWS /W3 /GR /EHsc /nologo /J /Gd /MP /EHsc /openmp

build linkflags: /MACHINE:X64 /SUBSYSTEM:CONSOLE /STACK:2097152 /INCREMENTAL:NO /NODEFAULTLIB:
msvcrt.lib /NODEFAULTLIB:msvcrt.lib /NODEFAULTLIB:msvcrt.lib /NODEFAULTLIB:msvcrt.lib /
ignore:4049 /ignore:4217 /ignore:4221
build system: CMake
```

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Python:
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version: 3.5.2 (default, Dec 1 2016, 10:02:37) [MSC v.1900 64 bit (AMD64)]
paths:
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts\\addons_contrib'
'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender
Foundation\\Blender\\2.78\\scripts\\addons'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts\\addons'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts\\startup'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts\\modules'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\python35.zip'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\python\\DLLs'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\python\\lib'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\python'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\python\\lib\\site-packages'
'C:\\Program Files\\Blender UPBGE
windows64latest\\Release\\2.78\\scripts\\freestyle\\modules'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts\\addons\\modules'
'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender
Foundation\\Blender\\2.78\\scripts\\addons\\modules'
```

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Python (External Binary):
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```
binary path: 'C:\\Program Files\\Blender UPBGE
windows64latest\\Release\\2.78\\python\\bin\\python.EXE'
version: Python 3.5.2
```

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Directories:
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scripts:
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```
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts\\modules'
'C:\\Program Files\\Blender UPBGE windows64latest\\Release\\2.78\\scripts'
'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender Foundation\\Blender\\2.78\\scripts'
user scripts: 'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender
Foundation\\Blender\\2.78\\scripts'
pref scripts: None
datafiles: 'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender
Foundation\\Blender\\2.78\\datafiles\\'
config: 'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender Foundation\\Blender\\2.78\\config\\'
```

```
scripts : 'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender
Foundation\\Blender\\2.78\\scripts\\'
autosave: 'C:\\Users\\Stanley Yoo\\AppData\\Roaming\\Blender
Foundation\\Blender\\2.78\\autosave\\'
tempdir: 'C:\\Users\\STANLE~1\\AppData\\Local\\Temp\\blender_a02892\\'
```

FFmpeg:

```
=====
avcodec: '57, 64, 101'
avdevice: '57, 1, 100'
avformat: '57, 56, 100'
avutil: '55, 34, 100'
swscale: '4, 2, 100'
```

SDL:

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=====
Version: 2.0.4
Loading method: linked (WITH_SDL_DYNLOAD=OFF)
```

Other Libraries:

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=====
OpenColorIO: 1, 0, 9
OpenImageIO: 1, 7, 8
OpenShadingLanguage: 1, 7, 5
OpenVDB: Blender was built without OpenVDB support
Alembic: Blender was built without Alembic support
```

OpenGL:

```
=====
renderer: 'Intel(R) HD Graphics'
vendor: 'Intel'
version: '2.1.0 - Build 8.15.10.2281'
extensions:
```

```
GL_3DFX_texture_compression_FXT1
GL_ARB_color_buffer_float
GL_ARB_depth_buffer_float
GL_ARB_depth_texture
GL_ARB_draw_buffers
GL_ARB_draw_instanced
GL_ARB_fragment_program
GL_ARB_fragment_shader
GL_ARB_framebuffer_sRGB
GL_ARB_half_float_pixel
GL_ARB_half_float_vertex
GL_ARB_multitexture
GL_ARB_occlusion_query
GL_ARB_pixel_buffer_object
GL_ARB_point_parameters
GL_ARB_point_sprite
GL_ARB_shader_objects
GL_ARB_shading_language_100
GL_ARB_shadow
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
```

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GL_ARB_texture_non_power_of_two
GL_ARB_texture_rectangle
GL_ARB_texture_rg
GL_ARB_texture_rgb
GL_ARB_transpose_matrix
GL_ARB_vertex_array_object
GL_ARB_vertex_buffer_object
GL_ARB_vertex_program
GL_ARB_vertex_shader
GL_ARB_window_pos
GL_ATI_separate_stencil
GL_EXT_abgr
GL_EXT_bgra
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_draw_buffers2
GL_EXT_draw_range_elements
GL_EXT_fog_coord
GL_EXT_framebuffer_blit
GL_EXT_framebuffer_object
GL_EXT_multi_draw_arrays
GL_EXT_packed_depth_stencil
GL_EXT_packed_float
GL_EXT_packed_pixels
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_texture3D
GL_EXT_texture_compression_s3tc
GL_EXT_texture_edge_clamp
GL_EXT_texture_env_add
GL_EXT_texture_env_combine
GL_EXT_texture_filter_anisotropic
GL_EXT_texture_lod_bias
GL_EXT_texture_rectangle
GL_EXT_texture_sRGB
GL_EXT_texture_shared_exponent
GL_EXT_texture_swizzle
GL_EXT_transform_feedback
GL_IBM_texture_mirrored_repeat
GL_NV_blend_square
GL_NV_conditional_render
GL_NV_texgen_reflection
GL_SGIS_generate_mipmap
GL_SGIS_texture_edge_clamp
GL_SGIS_texture_lod
GL_WIN_swap_hint
```

Implementation Dependent OpenGL Limits:

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=====
Maximum Fixed Function Texture Units:      8
Maximum DrawElements Vertices:    1024
Maximum DrawElements Indices:    1024
```

GLSL:

```
Maximum Varying Floats:  41
Maximum Vertex Attributes: 16
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Maximum Vertex Uniform Components: 512
Maximum Fragment Uniform Components: 1024
Maximum Vertex Image Units: 16
Maximum Fragment Image Units: 16
Maximum Pipeline Image Units: 16

Cycles:

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CPU device capabilities: SSE2 SSE3 SSE41

Enabled add-ons:

=====
io_scene_3ds (version: UNKNOWN, path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_scene_3ds__init__.py)
io_scene_fbx (version: (3, 7, 7), path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_scene_fbx__init__.py)
io_anim_bvh (version: UNKNOWN, path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_anim_bvh__init__.py)
io_mesh_ply (version: UNKNOWN, path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_mesh_ply__init__.py)
io_scene_obj (version: (2, 3, 1), path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_scene_obj__init__.py)
io_scene_x3d (version: (1, 2, 0), path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_scene_x3d__init__.py)
io_mesh_stl (version: (1, 1, 2), path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_mesh_stl__init__.py)
io_mesh_uv_layout (version: (1, 1, 1), path: C:\Program Files\Blender UPBGE windows64latest\
Release\2.78\scripts\addons\io_mesh_uv_layout__init__.py)
io_curve_svg (version: UNKNOWN, path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\io_curve_svg__init__.py)
cycles (version: UNKNOWN, path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\cycles__init__.py)
render_freestyle_svg (version: (1, 0), path: C:\Program Files\Blender UPBGE windows64latest\
Release\2.78\scripts\addons\render_freestyle_svg.py)
auto-drawing-tool (version: (0, 3, 0), path: C:\Users\Stanley Yoo\AppData\Roaming\Blender
Foundation\Blender\2.78\scripts\addons\auto-drawing-tool__init__.py)
render_auto_tile_size (version: (3, 1, 1), path: C:\Program Files\Blender UPBGE windows64latest\
Release\2.78\scripts\addons\render_auto_tile_size.py)
amaranth (version: (1, 0, 2), path: C:\Users\Stanley Yoo\AppData\Roaming\Blender Foundation\
Blender\2.78\scripts\addons\amaranth__init__.py)
manuelbastionilab (version: (1, 4, 0), path: C:\Users\Stanley Yoo\AppData\Roaming\Blender
Foundation\Blender\2.78\scripts\addons\manuelbastionilab__init__.py)
blendermada (version: (0, 9, 8), path: C:\Users\Stanley Yoo\AppData\Roaming\Blender Foundation\
Blender\2.78\scripts\addons\blendermada.py)
online_mat_lib (version: (0, 6), path: C:\Users\Stanley Yoo\AppData\Roaming\Blender Foundation\
Blender\2.78\scripts\addons\online_mat_lib__init__.py)
bone_selection_sets (version: (2, 0, 0), path: C:\Program Files\Blender UPBGE windows64latest\
Release\2.78\scripts\addons\bone_selection_sets.py)
archimesh (version: (1, 1, 3), path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\archimesh__init__.py)
add_mesh_extra_objects (version: (0, 3, 1), path: C:\Program Files\Blender UPBGE windows64latest\
Release\2.78\scripts\addons\add_mesh_extra_objects__init__.py)
add_mesh_ant_landscape (version: (0, 1, 4), path: C:\Program Files\Blender UPBGE windows64latest\
Release\2.78\scripts\addons\add_mesh_ant_landscape.py)
rigify (version: (0, 4), path: C:\Program Files\Blender UPBGE windows64latest\Release\
2.78\scripts\addons\rigify__init__.py)
game_engine_save_as_runtime (version: (0, 3, 1), path: C:\Program Files\Blender UPBGE
windows64latest\Release\2.78\scripts\addons\game_engine_save_as_runtime.py)
community (version: UNKNOWN, path: C:\Users\Stanley Yoo\AppData\Roaming\Blender Foundation\
Blender\2.78\scripts\addons\community__init__.py)