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= Blender 2.75 (sub 0) System Information =

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Blender:

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version 2.75 (sub 0), branch b'master', commit date b'2015-07-07' b'14:56', hash b'c27589e', b''

build date: b'Wed 07/08/2015', b'10:38 AM'

platform: b'Windows'

binary path: 'C:\\Program Files\\Blender Foundation\\Blender\\blender-app.exe'

build cflags: b'/W3 /w34062 /wd4018 /wd4065 /wd4127 /wd4181 /wd4200 /wd4244 /wd4267 /wd4305 /wd4800 /we4013 /we4431 /nologo /J /Gd /MP /openmp '

build cxxflags: b'/W3 /w34062 /wd4018 /wd4065 /wd4127 /wd4181 /wd4200 /wd4244 /wd4267 /wd4305 /wd4800 /we4013 /we4431 /nologo /J /Gd /EHsc /MP /openmp '

build linkflags: b'/MACHINE:X64 /OPT:NOREF /SUBSYSTEM:CONSOLE /STACK:2097152 /INCREMENTAL:NO /NODEFAULTLIB:msvcrt.lib /NODEFAULTLIB:msvcmrt.lib /NODEFAULTLIB:msvcurt.lib /NODEFAULTLIB:msvcrtd.lib'

build system: b'CMake'

Python:

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version: 3.4.2 (default, Dec 7 2014, 18:21:18) [MSC v.1800 64 bit (AMD64)]

paths:

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\addons\_contrib'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\addons'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\startup'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\modules'

'C:\\Program Files\\Blender Foundation\\Blender\\python34.zip'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\python\\DLLs'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\python\\lib'

'C:\\Program Files\\Blender Foundation\\Blender'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\python'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\python\\lib\\site-packages'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\freestyle\\modules'

'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\addons\\modules'

'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\scripts\\addons\\modules'

'C:\\Program Files\\Pixar\\RenderManProServer-20.1\\bin'

Directories:

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scripts: ['C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts\\modules', 'C:\\Program Files\\Blender Foundation\\Blender\\2.75\\scripts', 'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\scripts']

user scripts: 'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\scripts'

pref scripts: None

datafiles: 'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\datafiles\\'

config: 'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\config\\'

scripts : 'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\scripts\\'

autosave: 'C:\\Users\\Ruben\\AppData\\Roaming\\Blender Foundation\\Blender\\2.75\\autosave\\'

tempdir: 'C:\\Users\\Ruben\\AppData\\Local\\Temp\\blender\_a15092\\'

FFmpeg:

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'avcodec':' ''55, 39, 101'

'avdevice':' ''55, 5, 100'

'avformat':' ''55, 19, 104'

'avutil':' ''52, 48, 101'

'swscale':' '' 2, 5, 101'

SDL

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Version: 2.0.3

Loading method: linked (WITH\_SDL\_DYNLOAD=OFF)

Other Libraries:

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OpenColorIO: 1, 0, 8

OpenImageIO: 1, 4, 16

OpenShadingLanguage: 1, 5, 11

OpenGL

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renderer: 'Intel(R) Graphics Media Accelerator HD'

vendor: 'Intel'

version: '2.1.0 - Build 8.15.10.1968'

extensions:

'GL\_EXT\_blend\_minmax GL\_EXT\_blend\_subtract GL\_EXT\_blend\_color'

'GL\_EXT\_abgr GL\_EXT\_texture3D GL\_EXT\_clip\_volume\_hint'

'GL\_EXT\_compiled\_vertex\_array GL\_SGIS\_texture\_edge\_clamp'

'GL\_SGIS\_generate\_mipmap GL\_EXT\_draw\_range\_elements GL\_SGIS\_texture\_lod'

'GL\_EXT\_rescale\_normal GL\_EXT\_packed\_pixels'

'GL\_EXT\_separate\_specular\_color GL\_ARB\_multitexture'

'GL\_EXT\_texture\_env\_combine GL\_EXT\_bgra GL\_EXT\_blend\_func\_separate'

'GL\_EXT\_secondary\_color GL\_EXT\_fog\_coord GL\_EXT\_texture\_env\_add'

'GL\_ARB\_texture\_cube\_map GL\_ARB\_transpose\_matrix GL\_ARB\_texture\_env\_add'

'GL\_IBM\_texture\_mirrored\_repeat GL\_EXT\_multi\_draw\_arrays'

'GL\_NV\_blend\_square GL\_ARB\_texture\_compression'

'GL\_3DFX\_texture\_compression\_FXT1 GL\_EXT\_texture\_filter\_anisotropic'

'GL\_ARB\_texture\_border\_clamp GL\_ARB\_point\_parameters'

'GL\_ARB\_texture\_env\_combine GL\_ARB\_texture\_env\_dot3'

'GL\_ARB\_texture\_env\_crossbar GL\_EXT\_texture\_compression\_s3tc'

'GL\_ARB\_shadow GL\_ARB\_window\_pos GL\_EXT\_shadow\_funcs'

'GL\_EXT\_stencil\_wrap GL\_ARB\_vertex\_program GL\_EXT\_texture\_rectangle'

'GL\_ARB\_fragment\_program GL\_EXT\_stencil\_two\_side'

'GL\_ATI\_separate\_stencil GL\_ARB\_vertex\_buffer\_object'

'GL\_EXT\_texture\_lod\_bias GL\_ARB\_occlusion\_query GL\_ARB\_fragment\_shader'

'GL\_ARB\_shader\_objects GL\_ARB\_shading\_language\_100'

'GL\_ARB\_texture\_non\_power\_of\_two GL\_ARB\_vertex\_shader'

'GL\_NV\_texgen\_reflection GL\_ARB\_point\_sprite'

'GL\_EXT\_blend\_equation\_separate GL\_ARB\_depth\_texture'

'GL\_ARB\_texture\_rectangle GL\_ARB\_draw\_buffers'

'GL\_ARB\_pixel\_buffer\_object GL\_WIN\_swap\_hint GL\_EXT\_framebuffer\_object'

'GL\_EXT\_texture\_sRGB GL\_ARB\_color\_buffer\_float GL\_ARB\_half\_float\_pixel'

'GL\_ARB\_texture\_float GL\_NV\_conditional\_render GL\_EXT\_texture\_swizzle'

'GL\_ARB\_draw\_instanced '

Implementation Dependent OpenGL Limits:

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Maximum Fixed Function Texture Units: 8

GLSL:

Maximum Varying Floats: 41

Maximum Vertex Attributes: 16

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