

**Beitrag von „CMMChris“ vom 21. August 2019, 10:03**

Also hier mal der Log Auszug nach dem Start von Flame.

Code

1. Autodesk(R) Flame(R) Version 2020 Build 2020.0.0.280
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- 4.
5. BUILD DATE : So 0 Jan 00:00:00 1900
6. EXEC DATE : Mi 21 Aug 10:01:44 2019 - (1566374504)
7. CONFIG : /opt/Autodesk/flame\_2020/cfg/init.cfg
8. POINTER : Trying wacom
9. AUDIO : Core Audio
10. Connected to DLmpd on 127.0.0.1 as 0:0
11. FONT : Installing links in /opt/Autodesk/font
12. MENU : /opt/Autodesk/flame\_2020/menu/default.menu
13. Visual: bf -1 lvl 0 db 1 stereo 0 rgba -1/-1/-1/-1 Z -1 acrgba -1/-1/-1/-1 S -1
14. Qt GL format: QGLFormat(options QFlags(0x1|0x2|0x4|0x20|0x80|0x400), plane 0, depthBufferSize -1, accumBufferSize -1, stencilBufferSize -1, redBufferSize -1, greenBufferSize -1, blueBufferSize -1, alphaBufferSize -1, samples -1, swapInterval -1, majorVersion 2, minorVersion 0, profile 2)
15. GRAPHICS: Visual depth detected as: 8-bit
16. Visual: bf -1 lvl 0 db 1 stereo 0 rgba 8/8/8/-1 Z -1 acrgba 0/0/0/0 S 0
17. Qt GL format: QGLFormat(options QFlags(0x1|0x2|0x4|0x80|0x400), plane 0, depthBufferSize -1, accumBufferSize 0, stencilBufferSize 0, redBufferSize 8, greenBufferSize 8, blueBufferSize 8, alphaBufferSize -1, samples -1, swapInterval 1, majorVersion 2, minorVersion 0, profile 2)
- 18.
19. XGraphicsMapAndMakeCurrent: id 0 blnk 0 db 1 ra 8/8 acc ra 0/0 Z 24 S 8 smpls 0
20. XGRAPHICS : sync strategy = SS\_DISPLAY\_LINK
21. GraphicsAcbuf: 0
22. GraphicsStencil: 1
23. GraphicsMultiSamples: 0
- 24.

25. GraphicsColorMatrix: 0
- 26.
27. GraphicsConvolution: 0
- 28.
29. GraphicsFloatTexture: 1
- 30.
31. GraphicsFragmentPrograms: 1
- 32.
33. Max ARB Program Instructions: 16384 (16384 ALU, 16384 TEX, 16384 indirections)
34. Max Native Program Instructions: 16384 (16384 ALU, 16384 TEX, 16384 indirections)
35. Max ARB Temporaries: 1024 Parameters: 256 Attribs: 10
36. Max Native Temporaries: 1024 Parameters: 256 Attribs: 10
37. GL\_RENDERER is : AMD Radeon VII OpenGL Engine
- 38.
39. GL\_EXT supported are:
 

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_shadow_ambient	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_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_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\_blend\_equation\_separate GL\_ATI\_blend\_weighted\_minmax  
 GL\_ATI\_separate\_stencil GL\_ATI\_texture\_compression\_3dc 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\_light\_max\_exponent GL\_NV\_texgen\_reflection GL\_NV\_texture\_barrier  
 GL\_SGI\_color\_matrix GL\_SGIS\_generate\_mipmap GL\_SGIS\_texture\_edge\_clamp  
 GL\_SGIS\_texture\_lod

- 40.
41. UI magnification: 100%
42. 2 screens found, Xinerama is disabled
43. Main UI position:0,0 size:2560x1440
44. DVI/HDMI broadcast is disabled
45. Executing command: /bin/sh osascript -e 'tell application "flame"' -e 'activate' -e 'end tell'
46. Registered thread 'Resource Manager' [ 123145454120960 ]
47. 2019-08-21 10:01:45.250 flame[3376:25554] WARNING: NSWindow drag regions should only be invalidated on the Main Thread! This will throw an exception in the future. Called from (
48. 0 AppKit 0x00007fff3a082607 -[NSWindow(NSWindow\_Theme) \_postWindowNeedsToResetDragMarginsUnlessPostingDisabled] + 378
49. 1 AppKit 0x00007fff3a07f9f7 -[NSWindow \_initContent:styleMask:backing:defer:contentView:] + 1479
50. 2 AppKit 0x00007fff3a07f42a -[NSWindow initWithContentRect:styleMask:backing:defer:] + 45
51. 3 AppKit 0x00007fff3a34bd08 -[NSWindow initWithContentRect:styleMask:backing:defer:screen:] + 52
52. 4 libqcocoa.dylib 0x0000000136b17706 qt\_plugin\_instance + 29574
53. 5 libqcocoa.dylib 0x0000000136b1fe61 qt\_plugin\_instance + 64225
54. 6 libqcocoa.dylib 0x0000000136b19474 qt\_plugin\_instance + 37108
55. 7 libqcocoa.dylib 0x0000000136b189ab qt\_plugin\_instance + 34347
56. 8 libqcocoa.dylib 0x0000000136b130d4 qt\_plugin\_instance + 11604
57. 9 QtGui 0x000000011ca02889 \_ZN14QWindowPrivate6createEby + 121
58. 10 QtOpenGL 0x000000011bf938cf \_ZN10QGLContext13chooseContextEPKS\_ + 271
59. 11 QtOpenGL 0x000000011bf935c9 \_ZN10QGLContext6createEPKS\_ + 57
60. 12 QtOpenGL 0x000000011bf94575 \_ZN9QGLWidget10setContextEP10QGLContextPKS0\_b + 213

61. 13 QtOpenGL 0x000000011bf96989  
\_ZN16QGLWidgetPrivate11initContextEP10QGLContextPK9QGLWidget + 121

62. 14 QtOpenGL 0x000000011bf9a162 \_ZN14QGLPixelBuffer11makeCurrentEv + 434

63. 15 QtOpenGL 0x000000011bf9a608  
\_ZN14QGLPixelBufferC1EiRK9QGLFormatP9QGLWidget + 216

64. 16 flame 0x0000000112870e79 \_ZThn16\_N19dlSecondaryGLWidgetD0Ev + 69913

65. 17 flame 0x0000000112870b58 \_ZThn16\_N19dlSecondaryGLWidgetD0Ev + 69112

66. 18 flame 0x0000000112837e02 \_ZThn40\_N14DIDynamicArrayIP4ExprED0Ev + 209154

67. 19 libDLcommonresmgmt.dylib 0x000000011a36bd4b  
\_ZN17CoResourceManager3Imp4\_runEv + 91

68. 20 libDLcommonthreads.dylib 0x000000011a460abe \_ZN15CoThreadPthread7executeEv + 350

69. 21 libDLcommonthreads.dylib 0x000000011a460d3c  
\_ZN15CoThreadPthread9executeCbEPv + 284

70. 22 libsystem\_pthread.dylib 0x00007fff68b552eb \_pthread\_body + 126

71. 23 libsystem\_pthread.dylib 0x00007fff68b58249 \_pthread\_start + 66

72. 24 libsystem\_pthread.dylib 0x00007fff68b5440d thread\_start + 13

73. )

74. Reducing GraphicsMemoryConsumptionTarget to 60.06% to respect the VRAM/RAM ratio of 0.33.

75. GRAPHICS: max texture resolution: 16384x16384

76. FrameBounds min resolution: 24x24

77. FrameBounds max resolution: 8192x8192

78. POINTER : Initialising.

79. POINTER : Initialising.

80. POINTER : Initialising Wacom UD.

81. POINTER : Initialising Wacom UD.

82. GRAPHICS : Supported depths: 8, 10, 12, 16fp, 32fp bits

83. dlCheckGLError: Texture::pre-bind()

84. dlCheckGLError: GL\_INVALID\_OPERATION

85. dlCheckGLError: Texture::pre-bind()

86. dlCheckGLError: GL\_INVALID\_OPERATION

87. dlCheckGLError: Texture::pre-bind()

88. dlCheckGLError: GL\_INVALID\_OPERATION

89. dlCheckGLError: Texture::pre-bind()

90. dlCheckGLError: GL\_INVALID\_OPERATION

91. Output log to: '/opt/Autodesk/log/flame2020\_CHRISTOPHERB31E\_app.log'.

92. PROCESSORS : 12 available

93. AuSetCurrentClip -- clip=0x0

94. AuSetCurrentClip -- clip=0x0

Alles anzeigen