



[Forum: Moteur de jeu GameBlender et alternatives](#)

Topic: Lancement officiel du projet Mk-race ! voir page 18.

Subject: Re: Jeu de voiture

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Contribution le : 5/8/2007 13:20:58

non j'ai la même chose.

Voilà ce que j'ai quand je le lance en console (windows xp, blender 2.44 et python installé)

```
E:\Program Files\Blender Foundation\Blender>blender "e:\Documents and
Settings\Michael\Bureau\jeu de voiture.blend" Compiled with Python version 2.5. Warning: could not
determine argv[0] path Checking for installed Python... got it! cyclic OBPlane.040 Detected
GL_ARB_texture_env_combine Detected GL_ARB_texture_cube_map Enabled
GL_ARB_multitexture Enabled GL_ARB_shader_objects Enabled GL_ARB_vertex_shader Detected
GL_ARB_fragment_shader Enabled GL_ARB_vertex_program Detected GL_ARB_depth_texture
Detected GL_EXT_separate_specular_color GL_VERSION: 1.5 (1.5.4904 WinXP Release) 1
attempt for addWheel: suspensionRestLength0.800000 wheelRadius 0.500000, hasSteering:1
attempt for addWheel: suspensionRestLength0.800000 wheelRadius 0.500000, hasSteering:1
attempt for addWheel: suspensionRestLength0.800000 wheelRadius 0.500000, hasSteering:0
attempt for addWheel: suspensionRestLength0.800000 wheelRadius 0.500000, hasSteering:0
```