Starting GL

WGLUtils::IsExtensionFinderWindowClassRegistered: Class is not registered.

WGLUtils::EnumerateAttachedDisplayDevices: Display1 : VirtualBox Graphics Adapter for Windows 8+ : PT 1

WGLUtils::UtilsState::ctor: Max GPU perf is 1

SystemCheck_StandAlone: Version 17.1.0 starting.

SystemCheck_StandAlone: Success: All msinfo32.exe localized strings were found.

SystemCheck_StandAlone: Success: Running msinfo32.exe

SystemCheck_StandAlone: Success: Opened file SysInfo.nfo created by the Microsoft System Information application.

SystemCheck_StandAlone: Success: Parsed XML document.

SystemCheck_StandAlone: Success: Parsed system RAM information.

SystemCheck_StandAlone: Success: Parsed all system information.

SystemCheck_StandAlone: Error: GPU RAM information is in an unrecognizable format.

SystemCheck_StandAlone: Warning: Parsed GPU information, but some elements were not found.

SystemCheck_StandAlone: Success: System recommended RAM requirement test succeeded.

SystemCheck_StandAlone: Success: Windows version requirement succeeded.

WGLUtils::GetFirstAcceleratedPixelFormat: Unable to find any pixel format that supports accelerated, windowed OpenGL.

WGLUtils::CreateDummyContextForHDC: Unable to get an accelerated pixel format from the dummy WGL extension window.

WGLUtils::CreateWGLForHDC: Unable to create a dummy WGL context.

SystemCheck_StandAlone: Error: Could not create WGL instance: No Hardware Acceleration.

SystemCheck_StandAlone: Error: Compiling UberShader failed.

SystemCheck_StandAlone: Error: Compiling OIT Simple Depth shader failed.

SystemCheck_StandAlone: Error: Compiling OIT Simple Peel shader failed.

SystemCheck_StandAlone: Error: Compiling Face shader failed.

SystemCheck_StandAlone: Error: Compiling Line shader failed.

SystemCheck_StandAlone: Error: Creating an FBO failed.
SystemCheck_StandAlone: Error: Graphics card RAM information is missing.
SystemCheck_StandAlone: Error: OpenGL version is in an unrecognizable format or is missing.
SystemCheck_StandAlone: Error: Hardware acceleration is not available.
SystemCheck_StandAlone: Warning: Color buffer information is missing.
SystemCheck_StandAlone: Warning: Depth buffer information is missing.
SystemCheck_StandAlone: Warning: Stencil buffer information is missing.
SystemCheck_StandAlone: Success: Skipping optimal graphics card requirement test.
SystemCheck_StandAlone: Warning: Some GPU tests have failed.

OS Version:            10.0.10586 Build 10586
CPU Specs:             Intel(R) Core(TM) i7-4720HQ CPU @ 2.60GHz, 2594 Mhz, 4 Core(s), 4 Logical Processor(s)
Installed RAM:         6256 MB
Adapter Type:          VirtualBox VESA BIOS, Oracle Corporation compatible
Adapter Description:   VirtualBox Graphics Adapter for Windows 8+
Adapter RAM:           0 MB
Installed Drivers:     VBoxDispD3D.dll
Driver Version:        5.1.8.0
Resolution:            1275 x 773 x 60 hertz
Bits Per Pixel:        32
Driver:                c:\windows\system32\drivers\vboxvideow8.sys (5.1.8.11374, 297.55 KB (304,688 bytes), 6/28/2016 8:57 AM)
DPI scale factor:      1

GL_VENDOR:                                   N/A
GL_RENDERER:                                 N/A
GL_VERSION:                                  N/A
OpenGL Extensions:
GL_SHADER_STORAGE_BUFFER_BINDING:            N/A
GL_MAX_FRAMEBUFFER_WIDTH: N/A
GL_MAX_FRAMEBUFFER_HEIGHT: N/A
GL_MAX_FRAMEBUFFER LAYERS: N/A
GL_MAX_FRAMEBUFFER_SAMPLES: N/A
GL_MAX_RENDERBUFFER_SIZE: N/A
GL_RENDERBUFFER_BINDING: N/A
GL_MAX_COMPUTE_UNIFORM_BLOCKS: N/A
GL_MAX_COMPUTE_UNIFORM_COMPONENTS: N/A
GL_MAX_COMBINED_COMPUTE_UNIFORM_COMPONENTS: N/A
GL_MAX_COMBINED_FRAGMENT_UNIFORM_COMPONENTS: N/A
GL_MAX_COMBINED_GEOMETRY_UNIFORM_COMPONENTS: N/A
GL_MAX_COMBINED_UNIFORM_BLOCKS: N/A
GL_MAX_COMBINED_VERTEX_UNIFORM_COMPONENTS: N/A
GL_MAX_FRAGMENT_UNIFORM_COMPONENTS: N/A
GL_MAX_FRAGMENT_UNIFORM_VECTORS: N/A
GL_MAX_FRAGMENT_UNIFORM_BLOCKS: N/A
GL_MAX_GEOMETRY_UNIFORM_BLOCKS: N/A
GL_MAX_GEOMETRY_UNIFORM_COMPONENTS: N/A
GL_MAX_UNIFORM_BUFFER_BINDINGS: N/A
GL_MAX_UNIFORM_BLOCK_SIZE: N/A
GL_MAX_UNIFORM_LOCATIONS: N/A
GL_MAX_VERTEX_UNIFORM_COMPONENTS: N/A
GL_MAX_VERTEX_UNIFORM_VECTORS: N/A
GL_MAX_VERTEX_UNIFORM_BLOCKS: N/A
GL_MAX_TEXTURE_BUFFER_SIZE: N/A
GL_MAX_TEXTURE_SIZE: N/A
Color buffer bits: -1
Depth buffer bits: -1