

15.1 Troubleshooting - Startup

Troubleshooting.....	1
Compatibility.....	1
Troubleshooting Startup.....	1
Python Crashes on Startup.....	1

Troubleshooting

- Startup
- 3D Viewport
- Graphics Hardware
- Crashes
- Recovering Lost Work

Compatibility

Some applications which integrate themselves into your system can cause problem's with Blender.

Here are some known compatibility issues listed by platform.

- Compatibility (Linux)
- Compatibility (OSX)
- Compatibility (Windows)

Troubleshooting Startup

There are some common causes for problems when using Blender. If you can not find a solution for your problem here, try asking the community for help.

If Blender crashes on startup there are a few things to check for:

- See if you computer meets the minimum requirements
- Confirm that your graphics card is supported and that the drivers support at least OpenGL 1.4
- Make sure you are using the correct Blender version (32 or 64 bit) for your architecture.

Known causes listed below.

Python Crashes on Startup

If you get an error on startup

```
Fatal Python error: Py_Initialize: unable to load the file system codec
```

you may have set your systems PYTHONPATH environment variable.

In this case Blender's bundled Python will attempt to use the PYTHONPATH. If the Python version is different

from the version used by Blender, this will crash Blender on startup.

To solve the problem, either clear the `PYTHONPATH` before starting Blender (*can be done in a launcher script*), or set it to a compatible Python version.