

Rachel Micolichek

Verify Install Compiler:

Debug -

```
*****
**      Framework: 3.80          **
**      C++ Compiler: 193532216  **
**      Tools Version: 14.35.32215 **
**      Windows SDK: 10.0.22000.0 **
**      Mem Tracking: enabled     **
**      Mode: x86 Debug          **
*****

-----
Memory Tracking: start()
-----

----- Testing DEBUG -----

PASSED: CompilerVersion_Check_Test

--- Tests Results ---

[x86 Debug] Ignored: 0
[x86 Debug] Passed: 1
[x86 Debug] Failed: 0

Test Count: 1
Indiv Checks: 5
Mode: x86 Debug

-----
'VerifyInstall.exe' (Win32): Loaded 'C:\Windows\SysWOW64\sechost.dll'.
'VerifyInstall.exe' (Win32): Loaded 'C:\Windows\SysWOW64\rpcrt4.dll'.

-----
Memory Tracking: passed
-----
Memory Tracking: end()
-----
```

Release -

```

*****
**      Framework: 3.80          **
**  C++ Compiler: 193532216     **
**  Tools Version: 14.35.32215  **
**  Windows SDK: 10.0.22000.0   **
**  Mem Tracking: --> DISABLED <-- **
**      Mode: x86 Release        **
*****

----- Testing RELEASE -----

PASSED: CompilerVersion_Check_Test



--- Tests Results ---

[x86 Release] Ignored: 0
[x86 Release] Passed: 1
[x86 Release] Failed: 0



Test Count: 1
Indiv Checks: 5
Mode: x86 Release

```

## OpenGL Max Version: 4.6

OpenGL			
	Version:	<b>4.6</b> 4.6.0 - Build 30.0.100.9864	<a href="#">See details...</a>
	 Driver version:	Intel Graphics Drivers 30.0.100.9864 8-20-2021	<a href="#">Check for updated drivers...</a>

## DirectX Max Version: 11.4, 12.1

DirectX			
	Supported profiles:	<b>11.4, 12.1, 9</b>	<a href="#">Get the latest version...</a>
	 Shader model:	5.0, 5.1, 6.7	

Verify Graphics Test

